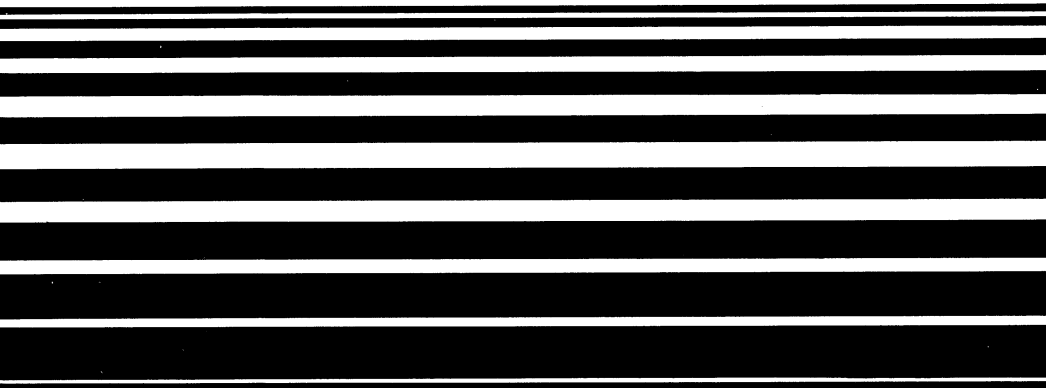
DISKMANAGER



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SOFTWARE

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INTRODUCTION

If you have ever worked with a large library of cassette based programs you remember the problem of finding the second program on any given tape. Also, if you failed to label your tapes properly you had to load in 2 or 3 tapes to find the one you were looking for. Well, buying your new ATARI 810 (tm) disk drive solved that problem because a disk drive allows "random access" to your programs, and makes storage and retrieval a great deal easier. Right?? Not exactly.. Once your disk library grows beyond a few disks, you can "lose" programs and have to use the DOS directory search/list function to check each disk directory until you find what you are looking for. And then came DISKMANAGER!! Now you can maintain an inventory of all disks and programs in your growing library - all on one disk.

Here is how it works: Each of your disks has a directory on it which is a bit like a menu of programs. The directory contains information about the name and size of each program as well as the amount of space left on the disk for new information. DISKMANAGER will take that directory, add a record date and a topic and save it along with all of your other directories. Then it will sort them and allow you to review your program library in a number of fashions. You can produce labels for your disks, an index of your library, sorted listings of various program categories, and a number of other reference options. Imagine - no more lost programs!! With a full complement of memory in your ATARI you can store over 700 program titles in one easy to reach place. And, above all it will be easy to maintain. Let's see how.

SYSTEMS REQUIREMENTS

. ATARI 400 or 800 computer
. ATARI 810 disk drive
. 32K of memory
. ATARI compatible printer (optional)
. mailing labels (optional)

USER REQUIREMENTS

. basic knowledge of the keyboard function
. basic knowledge of disk drive operation
. a modest desire to be organized

TERMINOLOGY

Here are some of the terms you will come across in this text that better clarify what you are doing and what you are using:

DISKMANAGER-refers to this program disk.
CATALOG DISK-this is the disk that you will use to store all of you program identification.
LIBRARY DISK-this is one of your disks with programs on it.

Here are some other helpful hints for reading and understanding this text:
..All keystrokes are surrounded by [BRACKETS].
..When you are required to do something, the process will be indented and preceeded by a "dot". You will find that this makes it easy to refer back to a specific instruction.
..An APPENDIX is located in the back of this manual providing more detailed information on certain points.
Ok, let's get started..

GETTING STARTED

DISK NUMBERING

DISKMANAGER supports a 3 character disk number which gives you a great deal of flexibility. If you

already have your disks numbered in some way that suits your needs, and if that system is compatible with this one, you can skip ahead. If you have not numbered your disks it deserves a bit of thought. The appendix offers one possible numbering system, but there are few restrictions as to how you do it. Here are some guidelines:

..use from 1 to 3 characters for each disk.
..use numbers (0-9) or capital letters (A-Z) -any combination.
..use of any other characters are not accepted.
..as you enter data, you will be cautioned if you duplicate a number.

You will be given a chance to review the contents of each disk before deciding on a number if you wish, or you can write the number on the manufacturers label. Use a soft tipped pen if you do this to avoid disk damage. DISKMANAGER will produce labels for you if you have a printer so this is all the identification you should need.

CATALOG DISK SETUP

Prior to loading DISKMANAGER into your computer, prepare a CATALOG DISK by using MENU function [I] of ATARI DOS 2.0S. This is the FORMAT DISK function which is not avaialable to you once DISKMANAGER is loaded into memory.

LOADING DISKMANAGER

Please follow these steps carefully when loading DISKMANAGER to avoid "booting" problems:
..Turn off all power to your system.
..Check to be sure your BASIC cartridge is in slot #1.
..Turn on the power to your disk drive(s).
..When the "busy" light goes out, insert the DISKMANAGER disk in drive #1.

..Close the drive door and turn on the power to your computer. You will hear a few short "beeps" and the screen will go blank while the program boots. It takes about 30 seconds to load DISKMANAGER so take a deep breath and we will soon be ready to go.

MENU FUNCTION OVERVIEW

The DISKMANAGER MENU will become a familiar sight, so let's review it for a moment. Your screen will look like this:

DISKMANAGER
MENU
1. INPUT/UPDATE
2. SAVE DATA
3. LIST/DELETE
4. LOAD DATA
5. SEARCH
6. INDEX/LABELS

and the SYNAPSE SOFTWARE copyright tag and release number will be scrolling across the bottom of the screen.

Now let's take a quick look at each of the six menu items:

1. INPUT/UPDATE

This is where you will retrieve the information stored on the directory of each of your library disks. You will go here first to create a working database of disk information, and again whenever you wish to add new records, or update existing records as they change.

2. SAVE DATA

When you have completed a session of input or update, you will insert a CATALOG DISK in drive #1 and save your new or updated information.

3. LIST/DELETE

This is a multi-function selection that does not require your catalog data to be loaded into memory. You will put your CATALOG DISK in drive #1 and then type a disk number. The record for that disk will be entered and displayed on the screen. At this point, you can print this information to your printer, delete the record completely, or move on to list another disk.

4. LOAD DATA

To use menu items 5 or 6, you will load the data from your CATALOG DISK into computer memory from this function.

5. SEARCH

This is a powerful and very quick function that allows a wide variety of search operations, both implicit and direct. The results can be printed if you want a permanent record.

6. INDEX/LABELS

The index is a recap listing of the contents of your CATALOG DISK and, as a result, a quick reference to your library. You may choose to sort by disk number, or by disk topic. The index will also display free sectors, and the date you entered the record to your CATALOG DISK. After the listing to the screen, you will be able to print it for a permanent record or print labels for each disk in your library.

Now let's review the menu options in detail.

INPUT/UPDATE

Check to make sure that you have inserted a blank-formatted disk in drive #1, then:
. Press [1] for the INPUT function.
The top of your screen will now display the following:

```
INPUT/UPDATE          SELECT=MENU
DATE:_____       DISK DRIVES: _
```

This top portion of the screen will follow the same general format throughout, so let's take a closer look at it. The first line is divided into three sections (boxes) used to display the function you are in and what command options you have. If you ever get stuck, look here to see what you can do next. The left hand section will display the function you are in. In this case - INPUT/UPDATE. The middle box will display certain key press options such as "PRINT(Y/N)" and "RETURN=CONT". Each of these will be explained fully as we come across them. The right hand section will usually say "SELECT=MENU". Whenever you see this displayed simply press the [SELECT] key on the right hand side of your keyboard to return to the menu. The next line down is used for typing in information or as a friendly reminder of your next step. It is also used to display headings for the listings during the LIST, SEARCH, and INDEX/LABEL functions.

OK, now let's get back to work....

The entry bar is asking you to enter the date. You may use any format for date that suits your fancy, provided that you do not exceed eight characters. For example, all of the following are acceptable:

1/1/81 (6 characters)
12/31/81 (8 characters)
Sep 1981 (8 characters)
Feb29'81 (8 characters)

. Enter the date and press [RETURN]
The cursor will jump to the right just after "DISK DRIVES:".

If you have one disk drive, you may enter "1" or simply press [RETURN] which defaults to "1". If you have more than one disk drive, press the appropriate number

and press [RETURN]. Anything other than "1" or RETURN" will default to "2" as this is the only other drive you will need.

The entry bar will look like this for a moment:

SPACE AVAILABLE FOR ___ MORE PROGRAMS

This will let you know approximately how many additional program names you may store on the CATALOG DISK you are currently using. From this point on, the same message will appear after each disk entry so you will always know right where you stand. The screen will now look like this:

INPUT/UPDATE RETRN=LIST SELECT=MENU
INSERT NEXT DISK IN DRIVE# __ [RETURN]

At this point, the procedure differs slightly depending on the number of disk drives you have.

1 DRIVE SYSTEM:
. Remove your CATALOG DISK and insert your first library disk.

2 DRIVE SYSTEM:
. Leave your CATALOG DISK in drive #1 and insert your first library disk in drive #2.
. Press [RETURN] and the directory for your library disk will be displayed on the screen.
. Remove your library disk.

The entry bar will now look like this:

[START]=SAVE [RETURN]=DON'T SAVE

This can be used to display directories for any disk without saving the record. If you press [RETURN] the screen will scroll clear, and you will be instructed to insert the next LIBRARY DISK. Otherwise, when you press [START] the entry bar will display the following:

DISK #:___

The only limitation to disk number is that you cannot exceed three characters and you cannot use other than capital letters (A-Z), or numbers (0-9). In the event you use an unacceptable character, the entry bar will let you know. As examples, all of the following are acceptable disk numbers: 1 21B A13 002

. Enter a three character disk number.
. Press [RETURN].

Once you have recorded several disk directories, you may accidentally type in a number that you have already used. In this event, the entry bar will greet you with:

DUPLICATE# - IS THIS AN UPDATE (Y/N)?

Simply press [N] and the disk # prompt will reappear. The entry bar will now ask:

TOPIC: _____

The TOPIC is a name identifying the contents of your library disk. You may use up to 16 characters for the TOPIC including numbers and punctuation.

. Enter a TOPIC.
. Press [RETURN].

The entry bar will say *ENTERED* to let you know that the directory has been accepted. The screen will now scroll clear and you will again see a "SPACE AVAILABLE" message in the entry bar. In a moment your screen will look like this:

INSERT NEXT DISK IN DR.#_ [RETURN]

. Insert your next library disk in drive #1 or drive #2 as indicated.
. Press [RETURN] to list the directory to your screen.

You should now continue as described until each disk has been entered and identified with a number and name. If you reach the capacity of your disk or memory, you will see one of the following on your screen:

ERROR 2 - MEMORY INSUFFICIENT

ERROR 169 - DISK FULL

If this occurs, press [SELECT] and come back here to follow the "SAVE DATA" instructions.

When you have entered each disk into memory, or when you get a memory insufficient error, press [SELECT] to return to the menu. When the menu appears, put your CATALOG DISK in drive #1,and:

. Press [2] to SAVE DATA

SAVE DATA

Your screen will now look like this:

DISKMANAGER
SAVE

The bottom of your screen will show which disk number it is saving. In the event you failed to insert your CATALOG DISK in drive #1, you will see the following message:

DISKMANAGER

INSERT THE CATALOG DISK
IN DR. #1
[RETURN] TO SAVE

DISKMANAGER will be saving all of your effort onto a CATALOG DISK so you can sit back and watch it work.

LIST/DELETE

. Press [3] for the list function.
Your screen will now look like this:

```
PRINTER SETUP                SELECT=MENU
PRINTER COMMANDS:_____
```

. If you do not have a printer, press the space bar and [RETURN]. This will insure that you aren't asked about the printer again.

. If you do have a printer, enter a print command. This will make use of the special print types of your particular printer. There is information in the appendix for EPSON MX80/MX100 and ATARI 825 printers or consult the manual for your printer.
. Enter up to 6 printer characters and press [RETURN].
. or, press [RETURN] with no entry if you want to use the standard character type.

Now your screen will look like this:

```
LIST FILES      RETURN=ALL      SELECT=MENU
DISK#:___
```

Notice the middle box of the top line.

. If you want to see ALL of your files in disk number order, simply press [RETURN].
. If you want to see only a particular disk, enter the disk number and press [RETURN].
For now, enter a number and press [RETURN]. The top line of your screen will display the name of your disk in the left box, and the middle will say OPTN=PAUSE. You may pause the listing to examine it by pressing [OPTION]. The right hand box will show the now familiar [SELECT=MENU]. When the listing is complete, the middle bar will show PRINT(Y/N) and the

right hand box will say [D]=DELETE. Please ignore the delete command for now. It will be covered in detail under MAINTENANCE. If you have a printer, press [Y] and what you saw on the screen will print out. If your printer is off or not connected, the middle box on the top line will say NO PRINTER momentarily and then ask PRINT(Y/N) again.

. To say "NO", press [N] or [RETURN].
. To say "YES", press [Y].The entry bar will once again ask for disk number.

This time press [RETURN] for "ALL". When you do this, you will get the PRINT(Y/N) prompt in the middle box before anything else happens. If you press [Y] here, all of your data will be printed out. Remember, you may pause the print function to advance the paper if you wish. When the printout or listing is complete the middle box of the function line will say [RETRN]=CONT.

. Advance the paper.
. Make sure your printer is on.
. Press [RETURN] for the next listing.

Remember that you can return to the MENU anytime you see the prompt in the right hand box. During print operations, you may have to hold it down for a second, because it will only return after it has finished the line it is on.

LOAD DATA

. Press [SELECT] to return to the MENU.
. When the MENU reappears, press [4] LOAD DATA.
The screen will now look like this:

DISKMANAGER LOAD

and the bottom of your screen will show the disk number being loaded.

Check to be sure that your CATALOG DISK is in drive #1, and:

. Press [RETURN].

DISKMANAGER will load the disk directory data from your CATALOG DISK to the computer memory. It takes about 1 second per disk, so don't go away. A CATALOG DISK for a complete library (up to 64 disks) will take less than a minute to load in.

SEARCH

. Press [SELECT] to return to the MENU.
. Press [5] for the SEARCH function.

If you haven't entered a printer command before, you will be asked to do so now. (The same is true for the INDEX/LABELS function.) The screen will now show:

```
SEARCH     RETURN=*.*     SELECT=MENU
ENTER SEARCH CRITERIA:_____________
```

Notice that if you press [RETURN], it is equivalent to the ATARI DOS wild card function *.*, and it will list all programs in alphabetical order. You may use the * wild card just as it is used in DOS. For example, here are the other * combinations you can use:

* -lists all programs with no extender.
*.SYS -lists all programs with ".SYS" extender.
ATARI.* -lists all programs with "ATARI" name.

You may also type in any letter or combination of letters and you will get a listing of all programs beginning with those letters.

Finally, you can type in a complete name such as

AUTORUN.SYS, and you will get a listing of all copies of that program and what disk they are on. Note, that the *.* or [RETURN] command will prompt you for "PRINT(Y/N)" before the listing. Since this is a long list (all programs) DISKMANAGER wants to know before it does its work. All other search commands produce a listing to the screen. You will then be asked if you want a printed copy.

INDEX/LABELS

. Press [SELECT] to return to the MENU. Press [6] for the INDEX. If you haven't answered the print command question before, you will be asked again. Next, your screen will look like this:

```
INDEX      OPTN=PAUSE      SELECT=MENU
SORT BY: [D]=DISK#   or  [T]=DISK TOPIC
```

This will allow you to sort the index in either disk number order or disk topic order. Press [D] or [T] to indicate your choice and a complete recap of all your disks will be listed. You may PAUSE to look with [OPTION]. When the listing is complete, the middle box on the top line will ask the now familiar PRINT (Y/N) question.

Next, the left box of the command line will say LABELS. Press [N] or [RETURN] and you will return to the MENU.

. Press [Y] if you want LABELS. The screen will now look like this:

```
LABELS    RETURN=ALL     SELECT=MENU
DISK#:___
```

At this point, if you want to print labels for each of your LIBRARY disks, follow these few simple steps:

. Put labels in your printer. (consult the APPENDIX for details on labels)

. Type in a DISK number for only one label, or
. Press [RETURN] to print continous labels for all of your disks that have been recorded.

When the printing is finished you will be returned to the beginning of the label function. Press [SELECT] to return to the MENU.

DATABASE MAINTANENCE

The hard part is over, and you now have a very versatile database of information that will allow you to keep track of your library of ATARI 400/800 disk based programs. This is a good time to remind you of the importance of proper file maintanence. As with any database, DISKMANAGER will serve little purpose if it is not kept up to date. Make it a practice to spend a few short minutes after each session at the console to update your CATALOG DISK. You will find that it really pays off in the long run and you will never "lose" another program. Here are the 2 update functions that will allow you to keep your records current:

UPDATE

Let's say that you have a disk in your library with 10 programs on it. You have just bought a new game and want to put it on this disk. "SAVE" or "COPY" the new program to your disk and then boot up DISKMANAGER.

When the MENU appears:

. Insert your CATALOG DISK in drive #1 to allow the memory check.
. Press [1] for INPUT/UPDATE.
. Follow the same instructions for INPUT that appeared earlier in this text.

When you type in the disk number, DISKMANAGER will check to see if that number has been used, and if so (in this case it would be) you will see the following message in the entry bar:

DUPLICATE # - IS THIS AN UPDATE ?? (Y/N)

. Press [Y] and [RETURN].

You will then be asked for the TOPIC. You may type in the same TOPIC, or a different one if you wish.

. Enter the TOPIC and press [RETURN].
. Press [SELECT] to return to the MENU.
. Press [2] for SAVE.

DELETE

Now let's suppose that you have a disk with only 2 programs on it. You may want to transfer these programs to another disk with sufficient room and use the original disk for something else. You would no longer want the record for the blank disk. Deleting a record is a simple operation consisting of the following steps:

. Press [3] on the MENU for the LIST/DELETE function.
. Press [RETURN] for printer commands, since you won't be printing anything.
. Enter the disk # of the disk you want to delete.
. Press [RETURN].

A listing of the disk you want to delete will appear on the screen and in the upper right hand box will be [D]=DELETE.

.Press [D] to delete.

Check the programs that have been listed to the screen, and if you have the right disk, press [Y] and all record of that disk will be deleted. You may have noticed that if you default to listings of "ALL" disk directories while in this function, you also get the opportunity to delete after each listing.

Well, that's it. You have covered all of the functions of DISKMANAGER now and probably have a pretty good feel for how it works. If you still have any questions, it is suggested that you read the text again, and refer to the appendices, as they contain additional information that may help you along.

APPENDIX

A. FILE NAMES AND EXTENDERS

Using a rational system of extenders to your program names enhances the already powerful SEARCH capability of DISKMANAGER. Following is a list of optional extenders that you may wish to use for better program identification.

.ASM - Assembly Language programs
.ACT - Accounting and Financial
.BAS - BASIC programs
.BUS - Business programs
.CAI - Computer Assisted Instruction
.DAT - Data files *
.DEM - Demonstration programs
.ENT - Files that are "LIST"ed (ENTER)
.FIL - Database programs
.GRA - Graphics programs
.GAM - Games
.MUS - Music Composer (tm) files
.OBJ - Object Code programs
.SND - BASIC sound routines/programs
.SUB - Subroutines
.SRC - Source Code programs
.WPR - Word Processing files
.UTL - Program/System utilities

*** Although ".DAT" is used to identify DISKMANAGER DATA files, you may use this extender freely provided it does not otherwise appear on your CATALOG DISK.

B. DISK TOPICS AND NUMBERING

The 3 character flexibility allowed by DISKMANAGER makes the disk numbering process one of personal preference. As a general rule, whatever works for you will work with DISKMANAGER . The following TOPICS and disk number ranges, however, will add an additional element of order to the already sophistocated search and list functions built into DISKMANAGER.

The first topic "ATLAS" is reserved for DISKMANAGER CATALOG DISKS since they will provide you with a "map" of your program library, and will become your most often used files. Hence, they will be named, numbered, and stored first.

The last topic "WAREHOUSE" is for your least used programs, and backup disks to your most valuable programs, both of which will be used less often, and can be stored last. The topics and ranges in between are set up in alphabetical order so that the INDEX listing of DISKMANAGER , which is also in alphabetical order by topic will have disk number continuity as well. This is just one approach mentioned to fuel your creative abilities and to e ncourage better organization of your programs. DISKMANAGER will compensate for a lot of "disorganization", so anything you do to improve it will do just that.

TOPIC	PROGRAM TYPE	DISK # RANGE
ATLAS	DISKMANAGER DISKMGR FILES	0-99
BUSINESS	ACCOUNTING RECORD KEEPING WORD PROCESS. FILEMANAGER 800	100-199
EDUCATION	MATH SPELLING SCIENCE HISTORY	200-299
GAMES	ACTION GAMES ADVENTURES SKILL GAMES THOUGHT GAMES	300-399
GRAPHICS	DEMONSTRATIONS PLAYER/MISSILE	400-499
HOME	FINANCIAL PROG. ADDRESS FILES RECORD KEEPING FILEMANAGER 800	500-599
MUSIC	MUSIC COMPOSER BASIC MUSIC	600-699
UTILITIES	SYSTEM UTILITIES PROG. UTILITIES	700-799
MISC.	ALL OTHERS	800-899
WAREHOUSE	LITTLE USED PRO. BACK-UP DISKS ARCHIVES	900-999

C. PRINTER COMMANDS

Most printers have several different types of characters available for different applications. If you have a printer without special print options, wish to use the standard print type, or have no printer, you can skip over this section. At the beginning of those DISKMANAGER MENU items that offer print options, you will be asked if you wish to enter special printer commands. Since there are many printers that can now be used with the ATARI it is best that you refer to yo ur manual for specific commands that can enhance the printed output. Following, however, are some printer control commands for two of the more popular printers

EPSON MX80/MX80-FT/MX100

Double strike char: [ESC][ESC][G]
Double width char: ** [CTRL]+[N]

ATARI 825 [tm]/CENTRONICS 737 [tm]

Condensed characters: [ESC][ESC][CTRL]+[T]
Double width char: ** [ESC][ESC][CTRL]+[N]
Emphasized char: * enter both of the above.
Proportional char: **

* recommended
** not recommended

D. DISK LABELS

The only restriction in label size and spacing is the label height. The distance from the beginning of one label to the beginning of the next label must be 1 inch. Most commercially available labels are 15/16 inch with a 1/16 inch space between labels, and these work well with DISKMANAGER . Here are some suggestions and hints for producing the best possible labels:

ATARI 825/CENTRONICS 737

1. Purchase AVERY gummed roll labels #5356 or equivalent. These measure 3"X15/16" with 1/16" spacing between labels.
2. Line the labels up in your printer carefully with the print head resting on the first line of the label and against the left margin.
3. If you choose the option which allows ALL labels to be printed, they will print continuously without a pause. Use the [OPTION] button to pause printing occasionally. Since the ATARI 825 printer does not have adjustable tractor feed it is important to check label alignment periodically.

EPSON MX80/MX80FT/MX100

1. Purchase DENNISON gummed tractor feed labels #42-581-0, or equivalent. These measure 2 1/2X15/16 inches with a 1/16 inch space between labels.
2. Line up the labels so that the print head rests on the first line and against the left margin.
3. If you choose to print ALL labels the tractor feed capability should allow you to print continuously.

E. PROGRAM CAUTIONS

Although DISKMANAGER has been designed to be easy to use following certain precautions will give you the best results.

1. Copy protected programs such as VISACALC [tm] and LETTER PERFECT [tm] have relocated disk directories as part of their copy protection. You may check the directory during the INPUT operation of DISKMANAGER and if it is not readable, simply remove the disk and press [RETURN].

2. Do not store anything other than DISKMANAGER data files on your CATALOG DISK. DISKMANAGER goes through a process of comparing available disk space and available computer memory to give you an indication of how many files you can record. A stray program on the DATA DISK will give you a MEMORY INSUFFICIENT error and prevent further data input.

3. Do not "write protect" your CATALOG DISK since for proper maintenance both the READ and WRITE capabilities are necessary. It is also a good idea to maintain a backup disk of your data.

4. Do not use your DISKMANAGER MASTER Disk for anything other than the DISKMANAGER program. It has been protected from copy and can be damaged if you try to duplicate it or write to it.

5. Do not wait too long to bring your CATALOG DISKS up to date. In fact it is a good practice to update your records each and every time you make a change to the contents of a particular disk, or add a disk to your library.

F. FUNCTION SUMMARY

INPUT
.Insert CATALOG DISK in dr.#1
.Press [1] on the MENU.
.Insert CATALOG DISK in the drive shown.
.Enter the date and # of drives.
.Press [RETURN] to review the directory.
.Enter disk # and topic at the prompt.

SAVE DATA
.Insert CATALOG DISK in dr.#1.
.Press [2] on the MENU.

LIST FILES
.Insert CATALOG DISK in dr.#1.
.Press [3] on the MENU.
.Enter printer commands.
.Enter a disk# or press [RETURN].
.Press [RETURN] for listing.
.Respond to PRINTER(Y?N).
.Press [RETURN].

LOAD DATA
.Insert CATALOG DISK in dr.#1.
.Press [4] on the MENU.
.Press [RETURN].

SEARCH
.Insert CATALOG DISK in dr.#1.
.Press [5] on the MENU.
.Enter SEARCH parameters.

INDEX/LABELS
.Insert CATALOG DISK in dr.#1.
.Press [6] on the MENU.
.Respond to PRINT(Y/N).
.Respond to PRINT(Y/N) for labels.

G. TIME SAVERS

There are default keystrokes built in to many areas of DISKMANAGER to save time. The default condition is selected by pressing the [RETURN] key and they are described below.

1. When you are asked for the number of drives, you can press [RETURN] if you have only one drive.
2. During the SEARCH function, if you press [RETURN] the response will be a sorted listing of all program names in memory.
3. When asked for a disk number during any operation except INPUT/UPDATE, the number will default to "ALL" if you press the [RETURN] key. This is especially handy during the LIST function since you will then see a listing of all of your disks individually in numerical order.
4. When the prompt for PRINT(Y/N) appears in the middle box of the command/function bar, you may press [RETURN] instead of [N].

Here are a few other hints that can save you some time without restricting the capabilities of DISKMANAGER.
1. Do not load data into memory if you plan to use the INPUT/UPDATE or LIST/DELETE functions. While doing so will not restrict you in any way, the load and save process takes some time.
2. If you have a large library of disks it is a good idea to begin 2 CATALOG DISKS in the beginning. For example, you may wish to keep all entertainment disk records on one disk, and all business/personal disk records on another.

Warranty

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette/diskette at SYNAPSE SOFTWARE'S option, provided the cassette/diskette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette/diskette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.

DISKMANAGER

Requires Atari 800 or 400 computer with 32K and Atari 810 disk drive. Printer optional.

Now you can maintain an inventory of all the programs in your growing library on one disk.

DISKMANAGER™ prints out labels (topic, date, and disk number) and alphabetized lists for each disk in your library. You can also print out a master list, as well as selected lists by program name, extender, or other criteria.

The DISKMANAGER™ can automatically update your catalog disk when you change the programs on any of your library disks. Fast machine language sorts allow you to locate any program in your library quickly and efficiently. It offers full wild card search functions as well as a variety of other time-saving features. With 48K of memory you can store over 700 programs.

(415) 527-7751

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