

## YEMACYB UTILITIES DOCUMENTATION

This is the supplement to the YEMACYB users manual which fully explains the latest release (YEMACYB 1.30) of the utilities present on the flip side of the system master disk. Please note that the programs YBAREBON.BAS, YDLISCON.BAS, and MENU.BAS have been replaced, and no longer exist in this release of the software. All previous references to those three programs should be ignored.

First here's a brief summary of what's on the system master disk. All files present on the disk have a filename extension, either: .BAS, .BOR, .DLI, .PIC, .SET, .SYS, or .WIN. Those files ending in .BAS are ATARI BASIC saved programs, which are the programs that are the primary focus of discussion in this supplementary documentation. The .BOR files are BORDER files created and used by the border editor. The .DLI files are DISPLAY LIST INTERRUPT data files used to contain the extra colors associated with the GRAPHICS FILES, which use the .PIC extension. Any file with the .SET extension is a CHARACTER SET, which is also referred to as a font. The .SYS files are used by the Disk Operating System (DOS). Finally, the .WIN files are rectangular subsets of graphic files, called WINDOWS, which can be used as clip art.

Plenty of references are made to color throughout the YEMACYB system. For clarification, there are 4 color registers available in both of the graphic modes that the YEMACYB system uses. These colors are usually referred to as colors 0, 1, 2, and 3 when used by BASIC and OS (operating system) hackers. They have associated memory locations called shadow registers that are used to control their status. They are registers: 712 (color0 or background), 708 (color1), 709 (color2), and 710 (color3). All functions contained in the YEMACYB system will operate on either graphics 7+ data (62 disk sectors) or graphics 7 data (31 disk sectors).

The system disk is organized into two functional sides. Side one contains the YEMACYB printing utility, and is primarily used when printing is to be performed. Its functionality is explained in the users manual. Side one also contains all of the sample data files (graphic and other) used by the system. Side two contains the YEMACYB utilities which are to be used when preparing a graphic for printing. These utilities are optimized to provide the maximum flexibility in creating and modifying graphic designs.

There is no actual DOS on the YEMACYB disk, and one isn't necessary to perform the printing function of YEMACYB. You must supply your own DOS in order to use any of the system utilities. ATARI DOS 2.05 & 2.5 or any equivalent will suffice and is recommended. You can boot with your DOS into ATARI BASIC, insert side two of the system disk, type RUN "D:YMENU.BAS" and press the RETURN key to get started using the utilities. The utilities are totally menu driven and you will never have to issue another BASIC command while using the system, most of the editing commands are single keystrokes. If you wish to eliminate the typing of the RUN command, there is a file named YAUTORUN.SYS on side one of the system master that will automatically perform that chore when renamed to AUTORUN.SYS and copied to a disk containing a copy of DOS and YMENU.BAS and then booted. Of course you should copy the other utilities to the same disk for convenience, however there aren't enough sectors to contain every utility and the DOS unless you have the enhanced density capability (DOS 2.5 and 1050 or equivalent drive). If you are lucky enough to have a ramdisk, then you should use the AUTORUN.SYS file on side two of the system master disk instead of the file on side one. The AUTORUN.SYS file on side two, in conjunction with the program YRAMDALO.BAS (contained on side one), will autoloading the ramdisk with the utilities and files of your choice, then run the YMENU.BAS program.

Here is a synopsis of each utility.

- YMENU.BAS - This is the program that all of the utilities are accessed from and expect to return control to.
- YADDTXT.BAS - Allows text typeover with a loaded graphic using any font.
- YBORDERS.BAS - Allows the selection, design, and printing of borders around your YEMACYB prints.
- YCOMODLI.BAS - Allows conversion and modification of the YEMACYB DLI color data.
- YGRAEDIT.BAS - Allows creation, modification, and storage of graphics.
- YPALLET.BAS - Allows customization of the print color palette used by YEMACYB.
- YPICNVRT.BAS - Allows conversion of various graphics files to standard 62 sector format.
- YWINDMOD.BAS - Allows global manipulation of graphic data.
- YWINDOWS.BAS - Allows cut and paste of rectangular areas of graphic data.

There are two other BASIC utility programs on side one of the system master disk. The first is YRAMDALO.BAS, which performs an autoloading of ramdisk. The second, YSAVUSCR.BAS, is a utility that will capture any graphics 7 or 7+ data displayed and save to a disk file when the program is run. It is adequately documented on page 18 of the users manual.

## YMENU.BAS

This is the program that contains the SYSTEM MENU that is displayed at the end of the autoboot process. From this main menu any of the YEMACYB system functions can be invoked by a single keyhit (except YSAVUSCR.BAS). After the specific function has been performed, control passes back to this menu program. Other options available from this menu are (GOTO) DOS and REBOOT system.

The YMENU.BAS that comes on the YEMACYB system master disk has 8 utility selections. You can add up to two more files to the selection list by modifying lines 56, 57, 109, and 110. To add the first filename, modify line 56 by deleting the portion of the line from the first question mark through the M in REM. Then replace the filename\_ext with your file name in lower case. This adds the name to the displayed list. Then you must modify line 109 by replacing the blanks with your file name. To add the second optional filename, modify lines 57 and 110 similarly.

The utilities can be loaded from drive 1, 2, 4, or 8. The source drive is changed by pressing the space bar. The normal default source drive is 1, but the default can be changed to another drive by modifying line 26. The last statement on line 26 is D\$="D1:Y". To change the menu program to default to drive 8 for example, change the last statement to D\$="D8:Y".

## YADDTXT.BAS

This utility provides an excellent way to add text messages to your graphic displays. This utility operates on existing graphics files only, and you must load a file to access the text entry editor. Menu selections allow loading and saving graphics data files, loading a character set file to be used as the source font for the text, changing the active source font, changing the size of the font, changing the gap between the letters, changing the gap between the rows of text, displaying a disk directory, editing graphics, or returning to the system menu. These parameters can be changed at any time from this menu.

After a suitable graphics file has been loaded, the editor can be invoked by the menu selection (8 key), or by pressing the return key. When in the editor, the graphics are displayed along with the editing cursor superimposed. The editing cursor appears as a vertical stripe with a gap. In this gap is where the typing cursor appears as a small rapidly flickering pixel. The cursor position can be changed 1 pixel by pressing the appropriate arrow keys. If you press ctrl-arrow, then the cursor will move 10 pixels in the direction of the arrow. The color of the editing cursor reflects the color that will be used for the typed letter. Press 1, 2, 3, or 4, to select text color 1, 2, 3, or 0 respectively.

After the cursor is positioned, press the return key to activate text entry. The flashing cursor will disappear. There are only the single keyhit combinations available for text entry. A separate font (LOWER) is a part of the YADDTXT.BAS utility and contains a lower case character set always available for use. As each key is struck, the corresponding character appears on the screen in the selected color. If you mistype a letter, the last letter typed can be erased by pressing the 'Delete Bk Sp' key. To end the line and move to the next line, press the Fuji/Logo key. To exit the text entry mode, press the return key again. To undo all changes made since last entering the editor, (or last pressing ctrl-S), press ctrl-U. Press ctrl-S to internally save a current copy of the graphics which would be used as the backup to undo changes. To re-access the YADDTXT.BAS main menu, press the esc key.

## YBORDERS.BAS

This is a program that was specifically designed to print borders around YEMACYB printouts. It can also be used in conjunction with other printer programs such as a word processor.

A one time only, printer selection menu is displayed upon initial execution. After the printer selection is made, a menu appears that contains four selections. The system menu can be accessed by pressing the esc key from this menu. Displayed on the menu is the active border pattern name.

Choosing the Select New Border option will cause a graphic of the currently selected border to be displayed, along with a menu of the other available border patterns. The other borders may be selected by pressing the arrow keys. An asterisk will be displayed next to the selected borders name. Press the esc key after the desired border has been selected to return to the YBORDERS.BAS main menu.

The second option is to Load (a previously saved) Border. Two of these .BOR files are on side one of the YEMACYB system master disk. After a user created border has been loaded, it automatically becomes the selected border. It will also appear on the border selection menu as 'YOUR OWN'. The filename extension of all border files is .BOR, and need not be supplied when typing in the filename for loading. A directory list is available by pressing the asterisk key instead of entering the filename. There will five main menu selections after a border load.

The third menu option is to Create (or modify a) Custom Border. Choosing this option causes the border editor screen to appear. A joystick plugged into port #1 is needed in order to edit the border data. Any current border data is also displayed in the border area. This border area is a representation of the upper left hand corner of the print as viewed after printing. There are three editable squares of 24 by 24 pixels, the rest of the border is comprised of variations of these three square segments. The first segment is the corner square, the second is the next square to the right of the corner, and the third is the square immediately below the corner square. The joystick moves the cursor position. Press the trigger to either draw or erase the border pixels. Press the space bar to toggle the draw and erase modes. The cursor is green and a D appears above the graphics area when in draw mode, and the cursor is red and a E appears above the cursor when in erase mode. To erase the entire border, press Control-Clr. To erase one segment and its clones, press Shift-Clr when the cursor is in the segment to be erased. After the border has the desired form, press esc to re-access the YBORDERS.BAS main menu.

Selecting the Print Border option will cause a prompt to be displayed telling you to reposition your YEMACYB print for another pass. It is assumed that the your wish to place a border around a YEMACYB printout, and need to precisely align the papers position to the previously created registration mark in order to create a border that is in line with the already created print. The only difference from the YEMACYB registration process is that these registrations are placed at the opposite end of the registration mark area. Once a good registration has been accomplished, the selected border can then be printed by pressing any key. The printing can be paused with the space bar, and can be aborted by pressing the esc key.

The last menu option, Save Custom Border, only appears if there is at least one pixel in the custom border data buffer. This function creates a disk border file. A drive designator and filename must be supplied to save the data. The .BOR extension is automatically appended to the filename. A directory list is also available from this panel by pressing the asterisk key.

### YCOMODLI.BAS

Rather than create a new weird format for graphic data that contains the DLI data, the YEMACYB system utilizes a recognized standard file structure. This standard file structure is quite simple, and makes no provision for color information storage other than the four OS color register values. Therefore, the extra DLI color data must be maintained in a separate data file. Since YEMACYB contains no DOS, its memory is restricted (running on a 40K ram system), the designated sector approach was taken to simplify the programming within the utility. This file format is not easily maintained, and only allows one set of colors per disk side. This utility provides a conversion routine that allows the DLI data saved in YEMACYB format (sectors 715 through 720) to be converted to a DOS file or vice-versa. The DLI data originally created through keyboard entries in YEMACYB can be modified while viewing the associated graphics with this utility.

The options available from the main menu of YCOMODLI.BAS are: 1) Load DLIS From DOS File, 2) Load DLIS From YEMACYB Format, 3) Load Graphics, 4) Edit DLI Data. If DLI data has been loaded or created, then these additional options also become available: 5) Save DLIS In DOS File, 6) Save DLIS in YEMACYB Format, P) Print DLI Data. Also from the main menu, a directory listing is available for drives 1, 2, 4, or 8 by pressing the D key. As always you can access the system menu from the main menu (by the M key from this utility).

The load and save routines are menu driven and function similar to the other disk load and save routines contained in the YEMACYB system, with the exception that the DOS DLI files will have the .DLI extension appended to them automatically. The Print DLI Data routine will print to the screen or to both the screen and printer, the initial values of the four color registers and a record of any color changes after the first scan line.

The DLI Editor is accessed by pressing the 4 key from the main menu. The DLI Editor Control Menu is then displayed. This menu displays the editor instructions. Pressing escape from this panel will cause the program to return to the main menu. Any other keyhit from the DLI Editor Control Menu will activate the DLI Editor. If no graphics data had been previously loaded, a graphics 7+ test screen is created as a backdrop for the color editing. Pressing escape while in the DLI Editor will return control back to the DLI Editor Control Menu.

Two large arrow cursors will appear in the center of the video display. There will be one scan line between the tips of the arrows. This is the currently modified scan line. In the base of the arrow is a colored square with a 1, 2, 3, or 8 inside of it. This number represents the color register being modified at that scan line. Unlike the YEMACYB printing program, this utility will modify the pixels using the same color register on or below the selected scan line, only if they are of the same color as the line being modified.

Use the up and down arrow keys to select the scan line to be modified. When that line is between the arrows, press 1, 2, 3, or 4 to choose the color register to modify. The square area in the base of the arrow will change to the color of the selected data, and the digit in that square area will change to show which register is selected. To decrease the color value press the left arrow key, to increase it, press the right arrow key. To eliminate the arrow cursors from the display, or to return them to the display, press the space bar.

## YGRAEDIT.BAS

This program is a graphics editor. This means that its primary purpose is to assist users in transferring their mental images to the video canvas. This program has functions that help to easily create artwork quality graphics. A joystick plugged into controller port #1 is needed to use YGRAEDIT.BAS.

The initial main menu has four selections, Load Graphics, Edit Graphics, Disk Directory, and System Menu. If graphics data has been created or loaded, then the Save Graphics option is also available.

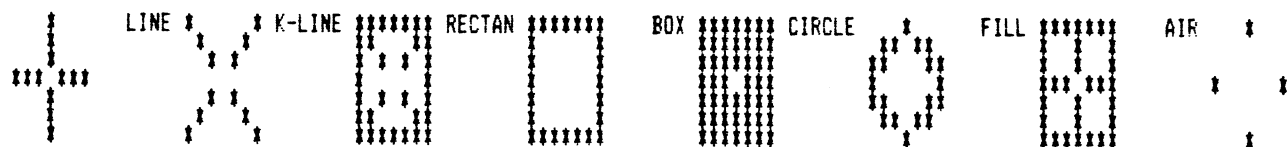
If Load Graphics is selected, and a good filename is given, the graphics file will be displayed after the loading is finished. This display is maintained until the user presses any key, then the main menu is redisplayed.

If Edit Graphics is selected, and no graphics were previously loaded, then the graphics mode 7 or 7+ must be input (the E required as input for a graphics 7+ screen, refers to ANTIC mode E).

Once in the editor you will see a cursor at all times. This cursor is a constant visual reminder of the active mode status. There are eight editing modes in the YGRAEDIT.BAS utility.

The initial mode is called PLOT. The editor must be in this mode to invoke any other mode, or to exit the editor (by pressing the escape key while in the PLOT mode). The other seven modes are Line (L), Connected lines (K), Rectangle (R), Box or filled rectangle (B), Circle (C), Fill (F), and Air Brush (A). These modes each have a distinctive cursor shape.

PLOT    LINE    K-LINE    RECTAN    BOX    CIRCLE    FILL    AIR



Press the esc key while in any mode other than PLOT, to exit that mode and return to PLOT mode. (Note: Users of 400/800 systems will not be able to draw lines, rectangles, or boxes in the lower part of the screen when in graphics 7+.)

The PLOT editing mode allows you to edit the pixels one at a time. Select the active plot color by pressing the 1, 2, 3, or 4 keys. The cursor color will reflect the active plot color (using the next highest color value for some contrast). Move the cursor to the desired position and press the joystick trigger, the pixel in the center of the crosshair cursor will be assigned the color of the selected color register. The trigger may be depressed while the joystick is moved in any direction for freehand drawing.

The LINE editing mode is activated by pressing the L key. Use the joystick to move the cursor to the start position of the line and press the trigger. A flashing cursor marks the start position. Relocate the line cursor to the ending position and press the joystick trigger to draw a line from the starting to ending position in the selected color. To exit the line mode or to abort a line halfway plotted, press the esc key.

The K-LINE mode (K for connected, C is used for Circle mode), is activated by pressing the K key while in the PLOT mode. It functions exactly like the line mode, except the ending position of the line automatically becomes the new starting position. The line color can be changed without exiting the K-Line mode.

The RECTANGLE mode is activated by pressing the R key from the PLOT mode. It uses the current plot color to draw rectangles between the two defined end points. When in the RECTANGLE mode press the trigger to set the first point. This point is marked by a flashing cursor. Move the rectangle cursor to the opposite corner of the rectangular area and press the trigger once again to create the rectangle. Press the esc key to exit the RECTANGLE mode or to abort a rectangle halfway plotted.

## YPICNVRT.BAS

This utility provides a way to convert graphics that are stored in a format incompatible with the standard 62 sector format (Micropainter) that is used by the YEMACYB Color Printing System. It also has facilities for altering the colors in the file and mirror flipping the graphics (for T-shirts).

The initial displayed panel is the file load menu. From this panel, a disk directory can be obtained, the system menu can be accessed, or a graphics file can be loaded. Insert the disk containing the graphics file to be converted into an available drive and type in the entire filename to start the conversion process. The YPICNVRT.BAS utility will automatically sense the files format, and load it.

After the graphics file has been loaded it is displayed on the screen. If the 1, 2, 3, or 4 keys are pressed, a color register (700, 709, 710, or 712 respectively) is modified. Pressing the > key will set the color modification to increment. Pressing the < key will set the modifications to decrement. Pressing the F key will cause the entire graphics display to flip along the vertical axis. None of these keystrokes: 1, 2, 3, 4, <, >, or F, have any affect on a Fun With Art graphic.

Pressing any key other than one of the above defined keys will cause the program to go to the save graphics panel. A disk directory listing can be obtained by pressing the asterisk key from this panel. Pressing the escape key from this panel returns control back to the file load panel. Pressing the space bar will return the loaded graphic display to the screen. Type in a valid filename to save the converted graphics to disk. If the source graphics is a Fun With Art file, then after the graphics file save, the user has the option of saving the DLI colors in a DOS file (using the same drive).

## YWINDMOD.BAS

This utility allows modification of graphic data. All changes to the data are global, that is they affect all of the data at the same time. This utility will accept a window file (generated by YWINDOWS.BAS) or a standard 62 sector file (called a "Special Window" by the utility). The main advantage of loading a window is that the changes are performed quicker.

The initial menu has three options: Load Window, (List) Disk Directory, and (Run) System Menu.

If Load Window is selected, then the user is asked if the window to be loaded is a special window. Any keystroke other than Y is interpreted as no, and a normal window file (.WIN don't type this) is expected by the system as the source data file. If Y is entered as a response, then a standard 62 sector graphics file is expected as the source file, and is treated as a special case. After the graphics filename has been entered into the indicated screen buffer, and the graphics data is loaded into memory, it is displayed. This display is maintained until any keystroke, when control returns to the main menu of YWINDMOD.BAS.

At this time a new option, Modify Window Data, appears on the main menu. Selecting this option causes the Modification Options Menu (MOM) to be displayed. There are five initial options on this menu. They are: 1)View Original Window, 2)Scale Window, 3) Mirror Window, 4)Spin Window, and 5)Swap Pixel Colors. Pressing the esc key will return control to the main menu.

Selecting View Original Window will temporarily recreate the original display of the loaded window data until the next keystroke, when control returns to the MOM. This option does not work with "special window" data.

Selecting the next option, Scale Window, causes a sub-menu to be displayed with the following options: 1)Mag H, 2)Red H, 3)Mag V, and 4) Red V. Selecting one of these options will bring up additional buffers to allow specification of the magnification or reduction ratios, and center start pixel position (even or odd). Pressing the esc key at any time will return control to the MOM.

Selecting Mirror Window allows the option of mirroring the graphic data along the horizontal or vertical axis.

Selecting Spin Window allows the rotation of the graphics image in increments of 90 degrees. Beware, if 90 or 270 degrees are selected, then the top and bottom 16 rows of pixels of a special window are lost.

The Swap Pixel Color option allows the graphics data to be modified in a unique way. For example the sample window file ROSE.WIN is to be incorporated as clip art in another graphic. However, the colors that are used in the target graphic makes the rose petals green and the stem red. Before merging the window into the target graphics (using YWINDOWS.BAS) you will have to swap the pixel colors. In the ROSE.WIN graphics the rose petals are color 2, and the stem is color 1. The register 1 should be selected to be swapped with register 2, and register 2 should be swapped with register 1. Set up all swaps before actually performing the swap. The graphics that result from the swapping process will be suitable for inclusion into the target graphics, after it is saved into a disk file and a new window file is cut from it.

After any modifications have been made to the window data, two additional options appear on the MOM: 6) View Current Graphic, and 7) Restore to Original Window.

The View Current Graphic option works exactly like the View Original Window option. To compare the modifications made with the original window, use options 1) and 6).

Selecting Restore Original Window will restore the graphic data to the initial condition after the data was loaded. The original data is displayed on the screen until any keyhit, then the MOM is displayed minus the last two selections. The Restore Original Window option does not work properly with "special windows".

## YWINDOWS.BAS

This utility program allows a subset of the graphics screen to be saved as a separate data file. Its primary use is to provide a way to incorporate elements from an existing graphic into a new graphic. These graphic subset files are called WINDOW files and must have the .WIN file name extension to be recognized by the system. These windows can be from either graphics mode that is used by the YEMACYB system, and can be used in both modes. This provides a way to migrate data from one mode to another. The current limits of a window is about 60% of a graphics 7 file, and 30% of a graphics 7+ file.

When the YWINDOWS.BAS utility is first executed, the graphics display contains three selections: Cut Window, Paste Window, and System Menu. The system menu option when selected by pressing the S key, allows the accessing of the YMENU.BAS routine from drives 1, 2, 4, or 8 exactly as the other utilities do.

Select Cut Window from this main menu by pressing the C key. The Cut Window load source graphics file menu appears with a prompt for a file name. Pressing the esc key at this time will return control to the main menu of YWINDOWS.BAS. If a good graphics filename is given, the file is loaded and displayed. Any further keystrokes will return control to the next panel which lists the window definition controls. From this panel, pressing the esc key will return control to the previous panel, pressing any other key will start the graphics display to allow the window definition.

The window is defined by the graphics area enclosed between the two yellow brackets on the graphics screen. To define the window use the arrow keys to move, shrink, or expand the window area. Press the E key to set the expand mode. The brackets will turn green as a reminder of the mode. When in the expand mode, the arrow keys when pressed, act to expand the window area. For example, the up arrow key will move the bracket tops up the screen. Press the S key for the shrink mode, and the brackets turn red. Pressing the up arrow key will now cause the bottoms of the brackets to be move up, effectively shrinking the defined area. Pressing the M key starts the move mode and the bracket cursors return to their original yellow color. Now the up arrow will move the brackets up the screen. After the window has been defined, press the esc key to continue to the next screen.

The next menu prompts for a filename to save the window under. Do not supply a filename extension, .WIN is automatically appended to any window files. If a blank is entered, or the esc key is pressed, then control is returned to the main menu of YWINDOWS.BAS. If a valid filename is entered, then the window file is written to disk.

A copy of the last window defined or loaded is retained in memory, as well as a copy of the last graphics screen loaded or modified.

From the main menu, press the P key to access the paste (overlay) window function. This paste function allows the window files to be copied to an existing graphics file. The first menu panel asks for a graphics filename to load as the target data. If one is already in memory, a message is generated to advise that pressing the return key alone will reuse that screen. After the graphics screen has been accessed and displayed, the second menu asks for the name of the file to be loaded as the source window. Likewise, an already loaded or defined window can be reused. The window is not displayed after loading, instead a panel is displayed that lists the paste controls. Also from this panel the past priority is set. It is initially 15. Just press the number keys 1, 2, 3, 0 (or 4 or 8) to select or deselect the write of that color register when the paste is performed. For example, if you wished to use the TIGER.PIC as the target graphics, and the ROSE.WIN as the source window, and wanted to place the rose into the tigers mouth, the 0 key should be pressed to turn off the write of the background color. Otherwise, the rose data along with a big rectangular area of white is written, obscuring the tigers face. By setting the priority to 7 before going into the graphics display, just the rose data is written.

Press the esc key from the paste control menu to invoke the paste graphics display. The bracket cursor appears defining the original size, shape and position of the window being pasted. If the arrow keys are pressed, the window moves in the corresponding direction. If the START console key is pressed a copy of the window is written to the graphics. The window can still be repositioned and another copy can be pasted. This can provide some interesting effects. If the console SELECT key is pressed, the graphics are restored to the initial condition upon entering the paste screen. To exit the paste screen, press the esc key, and control reverts to the paste controls menu.

From the paste controls menu, press the return key to access the save graphics menu. From here a valid filename must be given to save the new graphics under, or press the esc key to return to the main menu of YWINDOWS.BAS.

### YRAMDALO.BAS

This utility is for the users that have a ramdisk and wish to autoloading the YEMACYB utilities into it on boot. As the utility is presently setup, if it is called by an AUTORUN.SYS file (one is provided on side two of the sysytem master disk) during the boot process, it will load five utilities. That is all that will fit on the ATARI DOS 2.5 ramdisk #8 using an unmodified 130XE without the DUP.SYS (and MEM.SAV) on the bootdisk. Examine a listing of the YRAMDALO.BAS utility to observe the filenames on lines 39 through 39. The asterisk that precedes the filenames is the flag that is used to tell the utility whether or not to load that utility. To remove a file from the list replace the asterisk with a blank. To add a file to the autoloading list type an asterisk in the third character position in the character string. Line 39 contains a blank buffer that can be used for your own program if you wish to have it autoloading along with the others. To use this extra slot, replace the blank string in line 39 with the string after the REM statement on the same line, and replace FILENAME.EXT with your files name.

YRAMDALO.BAS is initially set up to load from disk #1. To change the source drive, change the SD=1 statement that is a part of line 30 to SD=2 or whatever drive that is to be loaded from. To change the destination drive, that is the one that is being loaded, change the DD=8 statement on line 30 to DD=4 or which ever drive that needs to be loaded.

When this program begins to run, it checks the console keys. If any one of them is being pressed, this program goes into manual mode and presents the user with a menu of the utilities. The user then has the option of selecting which files are to be autoloading and has the additional option of loading extra files to the target drive before control passes to YMENU.BAS.

#### YEMACYB SYSTEM MASTER DISK

##### DIRECTORY OF SIDE ONE

\* YRAMDALOBAS 056  
\* YSAVUSCRBAS 017  
\* COLCHARTPIC 031  
\* TIGER PIC 062  
\* YEMACYB PIC 031  
\* YEMACYB DLI 007  
\* SUNSET PIC 062  
\* SUNSET DLI 007  
\* SEELEARNPIC 040  
\* BALLOONSPIC 068  
\* NTERSHIPPIC 045  
\* MANITOBABOR 002  
\* VERACRUZBOR 002  
\* STYLISH SET 009  
\* COMPUTERSET 009  
\* ELLIPTICSET 009  
\* BOLT WIN 003  
\* CANDLE WIN 001  
\* GIFT WIN 002  
\* LIBERTY WIN 015  
\* MOON WIN 004  
\* OURGLASSWIN 003  
\* REINDEERWIN 009  
\* ROSE WIN 019  
\* SAUCER WIN 003  
\* SKINS WIN 007  
\* SNOFLAKEWIN 003  
\* SPHERE WIN 004  
\* STAR WIN 007  
\* STICK WIN 002  
\* YAUTORUNSYS 002  
000 FREE SECTORS

#### YEMACYB SYSTEM MASTER DISK

##### DIRECTORY OF SIDE TWO

\* AUTORUN SYS 002  
\* YMENU BAS 015  
\* YADDTXTBAS 089  
\* YBORDERBAS 126  
\* YCOMODLIBAS 098  
\* YGRAEDITBAS 082  
\* YPALLETBAS 033  
\* YPICNVRTBAS 077  
\* YWINDMOBAS 094  
\* YWINDOWBAS 091  
000 FREE SECTORS

MLC - 14 MAY 1987