

ON THREE

Selector III Program Switching Utility User's Guide

Selector ///
© Sabre Software, Inc. 1984
Version 1.06
9:18:39 PM 89 Jul 85

Main Menu
Languages
Commonly used programs --
* System Utilities
* Menu Editor
* Lazarus ///
* Backun ///
Communications
Data Base Programs
Financial Modeling
General Accounting
Graphics
Word Processing
Quit

Commands: ESCAPE for prior menu, RETURN to select, + + + to move.
You may also type the name of your selection.

MENU EDITOR: Menu item insertion
Filename: PROFILE/SOS.MENU

Main menu
Financial Modeling
Use this menu to select from the various
that the Apple /// has to offer.
* Advanced VisiCalc /// * Multi
* Senior Analyst /// * /// E-Z Pieces
* VisiCalc ///
Insert which:
* P - a program
* S - a submenu

ESCAPE QUIT RETURN CHOOSE + PICK PREV + PICK NEXT
CONTROL-7, d?, or #? for HELP

© Apple Computer, 1983
Install Selector ///
Version 1.0

You can put Selector /// on a profile or other mass storage device using
the Installation Program. Make sure you have the following disks before
you begin:

Selector Languages
Selector Programs
Selector Startup
System Utilities

On which device do you want to put Selector ///? PROFILE

Options: ESCAPE to leave Installation Program, #? help, #S show devices,
CONTROL-RETURN to previous entry



IMPORTANT NOTICE:

**Do NOT open unless you have 256K +
Memory. SELECTOR///will NOT work
on the 128K Apple///Computer.**

- 1) There is an error in the manual - I'm not sure if there is a later revision than mine that fixes this - You need to copy the Three E-Z Pieces files into ".profile/three.ep" not ".profile/programs/three.ep" like it says.
- 2) Access /// is much happier if you call its subdirectory ".profile/programs/applcom" rather than the ".profile/programs/access3" default. Set the Data Prefix to ".profile/programs/" too, not ".profile/data/" (or whatever the instructions show) so the program can save the configuration (Config) file. If you don't, it says "SOS error 40, path not found" - but there is no clue as to what path it's looking for...

Note from Ed: it will take any default path, as long as the config file is in any sub-directory named "APPLCOM".

- 3) It's possible to use On Three's UncopyProtect Driver with Selector. Unfortunately, the Selector manual predates UncopyProtect and UncopyProtect assumes you have a floppy based system. Thus, the instructions are completely lacking - but all you have to do is install the Uncopy driver on the selector boot disk and ignore all the stuff about copying selector information to the visicalc boot disk.

Press SPACE-BAR ..

Do you want to add anything to this file?

ON THREE Presents...

Selector /// Program Switching Utility

User's Guide

Important Notes About Selector ///

Please read the following notes **before** opening the **Selector ///** package.

Selector /// allows you to use the following programs from your hard disk:

- Access ///
- Access 3270
- Advanced Visicalc
- Apple II Emulation
- AppleFile ///
- Apple Speller ///
- Apple /// Pascal Development System
- Apple Writer ///
- Backup ///
- BPI
- Apple /// Business BASIC
- Apple /// Business Graphics
- Cobol
- Draw ON ///
- Easyterm
- Graph'n Calc
- Haba Merge
- Keystroke Data Base *
- Keystroke Report Generator *
- Lazarus ///
- Multiplan
- Nexus
- PFS: File *
- PFS: Graph *
- PFS: Report *
- Quick File ///
- Script ///
- Senior Analyst ///
- VisiCalc ///
- /// E-Z Pieces

If one of your programs does not appear on this list, it will, more than likely, work under **Selector ///**. The **Selector ///** utility will not work with the copy-protected Word Juggler program. Additionally, the **Selector** allows copy-protected programs shown above (followed by asterisks) to be placed on your hard disk, but requires that the 'key' or boot disk for those programs be placed into the built-in drive before starting that particular program.

We want you to know these facts before breaking the shrink-wrap on the **Selector ///** package, as after opening the shrink-wrap on the package, no returns will be allowed. **Selector ///** is not copy-protected, thus we do not allow returns on this software package.

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User's Guide Written By *Don Reed, Molly Tyson And Bob Consorti*

Preface

Chapter 1 explains what Selector /// does, and tells you what you need to get started using it.

Chapter 2 explains how to install the Selector, if it is not already on your ProFile, and how to run programs from it.

Chapter 3 explains how to install individual applications. This section will guide you in placing your programs on your ProFile.

Chapter 4 explains how to edit your Selector Menu, either to add new applications or to suit your personal taste.

Appendix A is a reproduction of the Selector Menu, as it comes out of the box.

Appendix B explains how to set up the Selector and its applications on a large disk that is not an Apple 5 MegaByte ProFile. We have simplified many explanations in this manual by assuming that every reader is using a large disk named **.PROFILE**. If you are using a large disk with some other device name, follow the instructions in Appendix B.

Appendix C is a technical note for programmers developing new applications to run under the Selector.

The **Glossary** defines technical terms used in this manual. If you forget the definition of interpreter or pathname or any other computer-specific word, you'll find it in the Glossary.

The **Index** lets you find things in a hurry.

Special Notation

When you see the notation **CONTROL-C**, it means hold down the **CONTROL** key while you type the letter **C** (or other character or key that is specified).

When you see the notation **Open-Apple-A**, it means hold down the **Open-Apple** key while you type the letter **A** (or other character or key that is specified).

When you see the notation **Closed-Apple-?**, it means hold down the **Closed-Apple** key while you type the character **?** (or other character or key that is specified).

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Chapter 1

Meet Selector ///

Before **Selector ///** came along, you switched from one program to another by swapping disks and restarting your computer, or by typing some command ending in the pathname of the program you wanted to run.

With the Selector, you can switch from one program to another by selecting a new program from the Selector menu, without restarting your computer or typing pathnames. This makes your Apple /// more convenient to use and allows new or occasional users to run programs without learning restart procedures or commands.

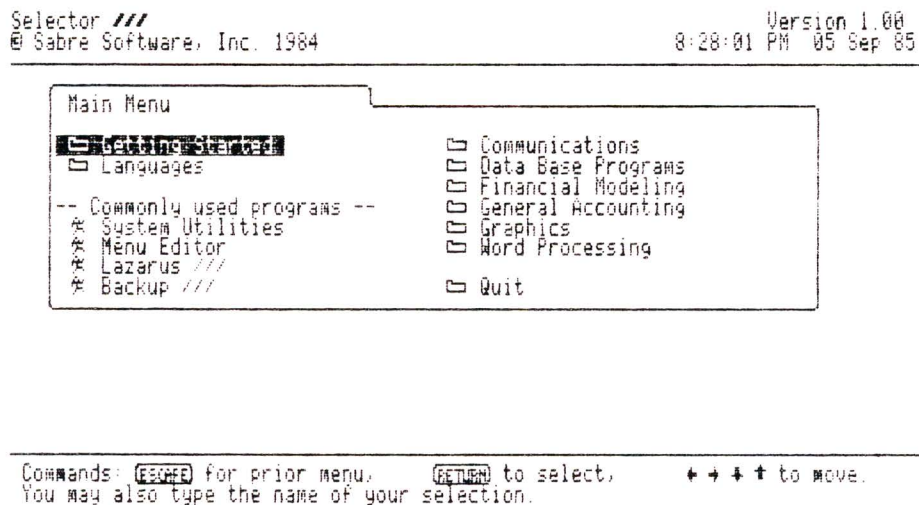


Figure 1.1. Program Switching With the Selector

The Selector does not come with a complete set of application programs (you must provide these yourself). Rather, it comes with:

- A startup menu that already lists many commonly available programs, so that they can be installed simply. Once they are installed (following the instructions in Chapter 3) you can run them with only a few keystrokes.
- A special editor that allows you to customize the menu to meet your needs, by adding new programs to the menu, rearranging the order of programs on the menu, adding comments, and so forth. Installing new programs not already on the startup menu requires some extra steps (also explained in Chapter 3), but once installed, these programs can also be run with only a few keystrokes.

Warning

Some application programs have copy-protection mechanisms that prevent you from copying them onto your ProFile. Check with your dealer if you have any question about whether a given application program will work with Selector ///.

Before You Begin

Before you go any further, make sure you have the following equipment:

- An Apple /// or an Apple /// Plus with a minimum of 256K and a monitor.
- A large disk, such as a ProFile, at least half a megabyte in capacity.
- The three Selector disks (Startup, Programs, and Languages)
- Your System Utilities disk
- Your application program disks
- A blank floppy disk to back up your startup disk. (You may need others to back up application disks.)

Things You Should Know

You should also have some experience using the Apple /// and ProFile. Before installing the Selector, you should know:

- how to copy volumes, copy files, unlock files, delete files, list files, and make directories using System Utilities.
- how to form pathnames and prefixes.

You may also need to know how to use the System Configuration Program on the System Utilities disk to configure a device driver file, as explained in the next section.

If you are unfamiliar with the System Utilities commands, device drivers, or pathnames, review the Apple /// Owner's Guide, the Standard Device Drivers Manual, the ProFile Owner's Manual and System Utilities...An Introduction (if you have an Apple /// Plus) before you read this manual.

The Selector Driver File

Every Apple /// startup disk has a device driver file (called **SOS.DRIVER**) that tells the program how to communicate with the devices (disks, printers, and such) attached to the Apple ///.

Before you got Selector ///, when you added a device to your system, you had to add that device's driver to the driver file on the startup disk for each of your applications. In some cases, you may have had to strip down a large driver file or adopt a two-stage startup procedure.

From now on you need to update only the driver file on your Selector Startup disk, because it's the master driver file for all application programs accessed through the Selector. This makes it much easier to add new devices or revised drivers.

Because the driver file on your Selector Startup disk is used by all your application programs, it's especially important that this driver file contain drivers for all peripheral devices hooked up to your system, even though some programs may not use all of the devices.

The Selector Startup driver file already contains these drivers:

- **.CONSOLE** (for the keyboard and the screen)
- **.GRAPHIX** (for screen graphics)
- **.AUDIO** (for the built-in speaker; not needed for simple beeps)
- **.PROFILE** (for an Apple 5 MegaByte ProFile in Slot 4)
- **.FNTD1**, **.FNTD2**, **.FNTD3**, and **.FNTD4** (for formatting floppy disks)
- **.RS232** (for telephone modems and such)
- **.DAISY** (for the Apple Daisy Wheel Printer)
- **.IMAGE** (for the Apple Imagewriter serial dot matrix printer)
- **.PARPRINTER** (for the Apple Parallel Dot Matrix Printer in Slot 1)
- **.SILENTYPE** (for the Apple Silentye thermal printer)

Consult the glossary for a brief description of each driver.

If you have other devices, use the System Configuration Program (SCP) on the System Utilities disk to add their drivers to the driver file on the Selector Startup disk. If you have a printer, you may wish to rename **.DAISY**, **.IMAGE**, **.PARPRINTER**, or **.SILENTYPE** as **.PRINTER**, depending on which printer you have, as many applications assume you have a printer called **.PRINTER**, and use its name by default: if your printer driver is called **.PRINTER**, you can save a lot of typing. (See The Standard Device Drivers Manual and the System Utilities...An Introduction book for instructions.)

Important Note

In this manual, we will assume you have an Apple ProFile, named **.PROFILE**, with the ProFile card in slot 4. If you have a different kind of large disk, you will need to install its driver in the **SOS.DRIVER** file on the Selector Startup disk, using the SCP; if your large disk is in another slot, either move the disk card to slot 4 or use the SCP to change the slot assignment of **.PROFILE** in the driver file. The Apple /// Owner's Guide explains how to move the card. The Standard Device Drivers Manual and the System Utilities...An Introduction book explain how to change the driver file.

Detailed instructions for using a different kind of large disk with Selector can be found in **Appendix B**.

Chapter 2

Using Selector ///

Selector ///
comes on three disks: the Startup disk, the Programs disk, and the Languages disk.

You'll be using the Selector ///
Startup disk (or preferably a copy of it) every time you turn on your computer. It will be the startup disk for all your application programs.

You need to use the Program and Languages disks only once--to transfer the files they contain onto your ProFile.

Getting Started

Turn on your ProFile and monitor. Insert your System Utilities disk into the built-in drive of your Apple ///
and turn on the power.

Before doing anything else, use your System Utilities disk to make a working copy of your Selector Startup disk, then put the original in a safe place. You will be making all changes to the working copy. If by some mischance you render the working copy useless, you can make a new one from the original.

By this time, the ready light on the ProFile should be glowing steadily, which means it is ready for use; if not, wait until it is glowing steadily. Insert the working copy of the Selector Startup disk into your built-in drive and press **CONTROL-RESET**.

After a few seconds, one of three screens will appear.

Screen 1: the Selector is Installed

If you see this screen, the Main Menu,

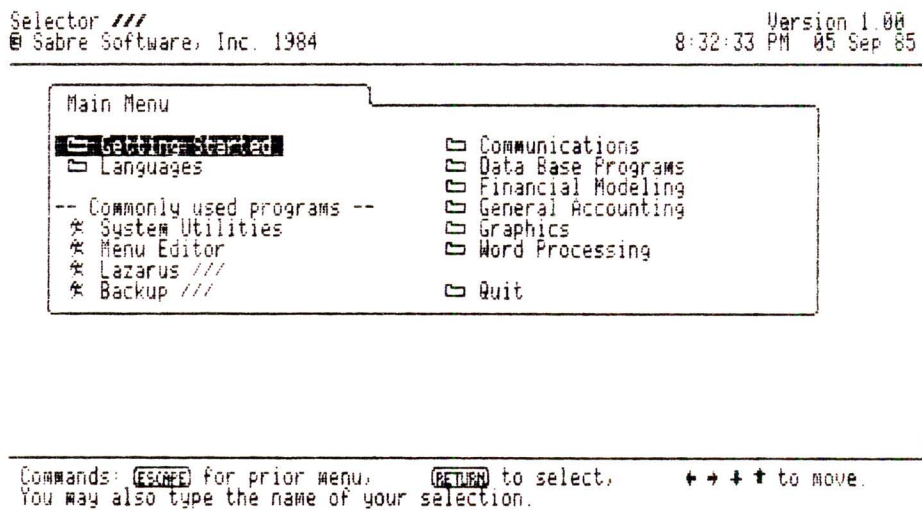


Figure 2.1. Main Menu

the Selector is already installed on your ProFile. Proceed to the section called **The Selector Main Menu**.

Screen 2: the Selector is not Installed

If you see this screen, the **Unable to find: .PROFILE/SOS.MENU** Error Message,

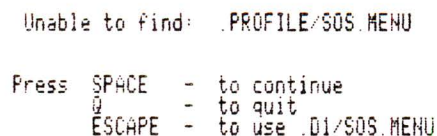


Figure 2.2. Unable to find: .PROFILE/SOS.MENU Error Message

the Selector is probably not installed. To find out for sure, follow these steps:

1. Look at the light on your ProFile. If it is off or flashing on and off, make sure the ProFile is turned on, then wait until the light glows steadily and press the **spacebar**.
- 2a. If you now see the Main Menu, the Selector is installed on your ProFile. Proceed to **The Selector Main Menu**.
- 2b. If you again see the error message, follow the instructions in the section **Installing the Selector on Your ProFile**.

Screen 3: the Profile has a Spurious Menu

The third possibility, which is rather unlikely, is that you might have a **SOS.MENU** file on your ProFile that is not a menu. In this case you get the **Invalid Menu** error message:

```
Invalid Menu file: .PROFILE/SOS.MENU

Press SPACE - to continue
           Q  - to quit
           ESCAPE - to use .D1/SOS.MENU
```

Figure 2.3. Invalid Menu Error Message

If you get this message, follow these steps:

1. Press **ESCAPE** to **.D1/SOS.MENU**. You will get the Selector Main Menu, described in the section **The Selector Main Menu**.
2. From the Main Menu, select Getting Started by pressing **RETURN**.
3. Insert your System Utilities disk in the built-in drive. From the Getting Started Menu, select System Utilities by pressing the down-arrow and then **RETURN**.

4. Rename the file **.PROFILE/SOS.MENU**, using some other name, like **.PROFILE/NOT.A.MENU**.

5. Quit the System Utilities program, then press **CONTROL-RESET**.

You will now be able to install the Selector, as explained in the next section.

Installing the Selector on your ProFile

Before installing Selector **///** on your ProFile, make sure you have the following disks:

Selector Startup	(/SELECTOR.START)
Selector Languages	(/SELECTOR.LANG)
Selector Programs	(/SELECTOR.PROG)
System Utilities	(/UTILITIES)

Important Note

In this manual, we will assume that you are using a ProFile, and that the ProFile's driver is called **.PROFILE**. All instructions are written with this assumption in mind. If you are using another type of large disk, you will need to install its driver before you can do anything else: see **Appendix B**.

Now follow this installation procedure.

1. Press the **ESCAPE** key. You'll see this screen:

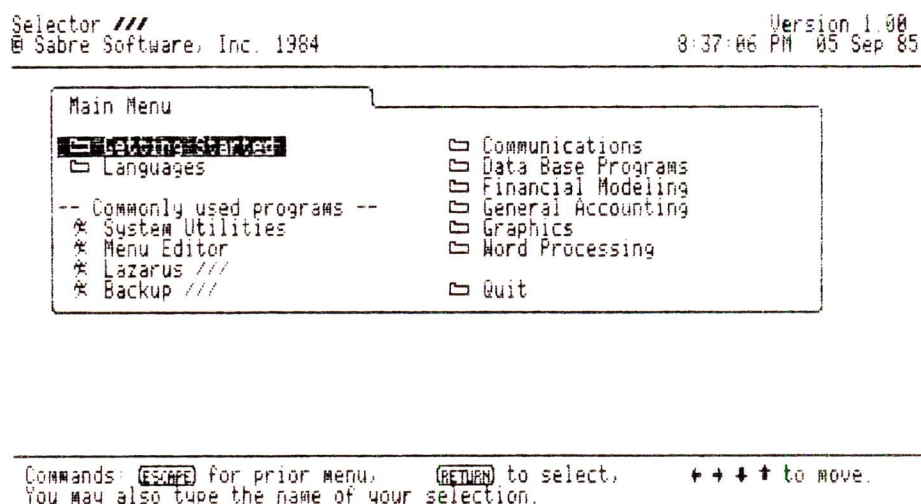


Figure 2.4. Main Menu

2. Press **RETURN** to select Getting Started. You'll see this screen:

```
Selector ///                                     Version 1.00
@ Sabre Software, Inc. 1984                     8:38:01 PM 05 Sep 85

Main Menu
  Getting Started
  Here's what you need to install Selector ///
  * INSTALL SELECTOR ///          <-- your diskette must be in .D1
  * Sys Utilities (built-in)    <-- your diskette must be in .D1
  * Menu Editor (diskette)      <-- if you aren't using .PROFILE
                                for the device name of your
                                disk. See manual Appendix B.

Commands: ESCAPE for prior menu, RETURN to select,  + + + + to move.
You may also type the name of your selection.
```

Figure 2.5. Getting Started Menu

3. Remove your Startup disk from the built-in drive and replace it with your Languages disk.

4. Press **RETURN** to select **INSTALL SELECTOR ///**. You will get this screen:

```
@ Sabre Software Inc., 1984   Install Selector ///   Version 1.0

You can put Selector /// on a profile or other mass storage device using
the Installation Program. Make sure you have the following disks before
you begin:
    Selector Languages
    Selector Programs
    Selector Startup
    System Utilities

On which device do you want to put Selector ///? .....
```

Options: ESCAPE to leave Installation Program, h? help, s show devices,
CONTROL-RETURN to previous entry

Figure 2.6. Install Selector /// Screen

5. You are now asked

On which device do you want to put Selector ///?

Type the device name of your ProFile or other large disk and press **RETURN**. (In this manual, we will assume the device name is a ProFile named **.PROFILE**.)

The Installer program now creates a number of subdirectories on your ProFile and copies the needed files from the Languages disk into these subdirectories.

If you had previously started to install the Selector and gotten interrupted, you might now get the message

Do you want to destroy the old copy of Selector /// (Yes/No)?

Type **Y** and press **RETURN**.

6. Remove the Languages disk from the built-in drive and replace it with the Programs disk, then press the **spacebar**. The Installer now copies the needed files from the Programs disk onto your ProFile.
7. Remove the Programs disk from the built-in drive and replace it with the System Utilities disk, then press the **spacebar**. The Installer now copies the needed files from the System Utilities disk onto your ProFile.
8. Remove the System Utilities disk from the built-in drive and replace it with the Startup disk, then press the **spacebar**. The Installer now copies the **SOS.MENU** file from the Startup disk onto your ProFile.

You have now completed the installation. To run the Selector, press **CONTROL-RESET**.

The Selector Main Menu

The Selector Menu is portrayed as a set of file cards. The tab at the top of the first card tells you it's the Main Menu. The contents of each file card (or the **menu items**) are displayed on the file card.

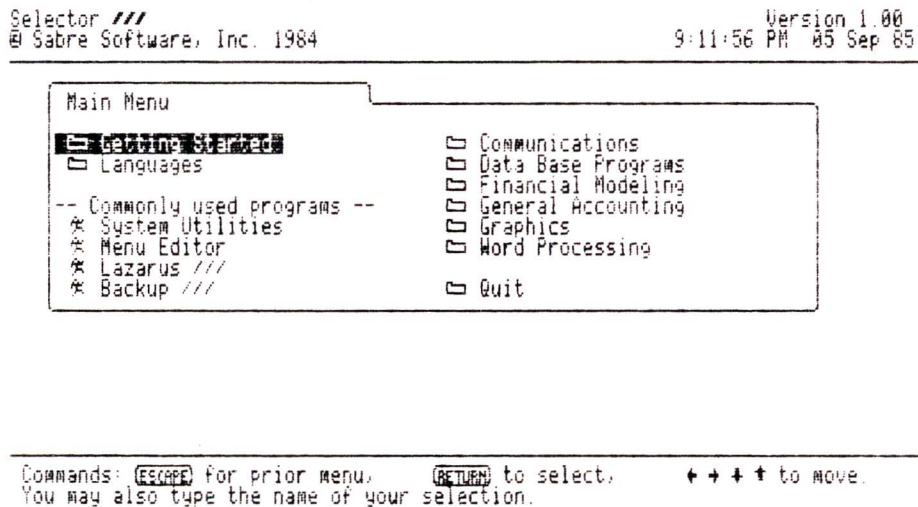


Figure 2.7. Selector Main Menu

Menu items marked by a little picture (**icon**) of a runner are application programs that can run (if you've installed them on your ProFile).

Menu items marked by a file card icon are submenus that contain other menu items. These menu items on the submenus can themselves be marked by runners (indicating programs), or file cards (indicating submenus within the submenus.) You can have three levels of submenus below the Main Menu, and multiple submenus at each level.

Menus also contain lines of text and blank lines.

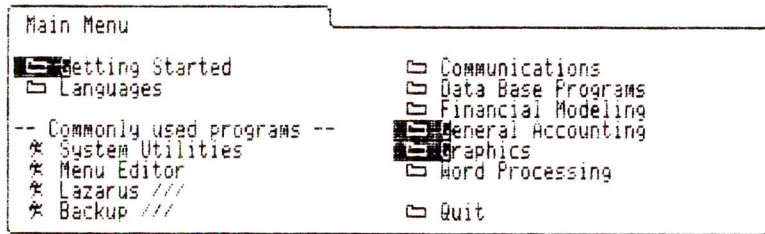
Selecting a Menu Item

There are two ways to select a menu item.

- Use the arrow keys to move the highlight bar to your selection. When the bar highlights what you want, press **RETURN**.

or

- Type the first letter of your selection. If only one menu item begins with this letter, it will be highlighted. If more than one item begins with this letter, they will all be marked by short highlight bars.



Commands: **ESCAPE** for prior menu, **RETURN** to select, **← → ↑ ↓** to move.
You may also type the name of your selection.

Figure 2.8. Multiple Selections

In this case, you have to type the first two or three letters until there's no mistaking your choice.

When the highlight bar focuses on your selection (and not one or two others as well) press **RETURN** to select it.

You can back out of multiple selections like the one illustrated above by pressing **CONTROL-spacebar**, **CONTROL-left-arrow**, or the **DELETE** key (if you have one). You can also back out of a multiple selection by pressing **ESCAPE**, unless you have typed enough characters to completely specify your choice.

If you back all the way out from a multiple selection, only the **anchor item** is highlighted. The anchor item is the top highlighted item in a column. If items are highlighted in both columns, the upper highlighted item in the left column is the anchor.

Selecting a Submenu

When you select a submenu, the submenu is superimposed on the Main Menu, like this:

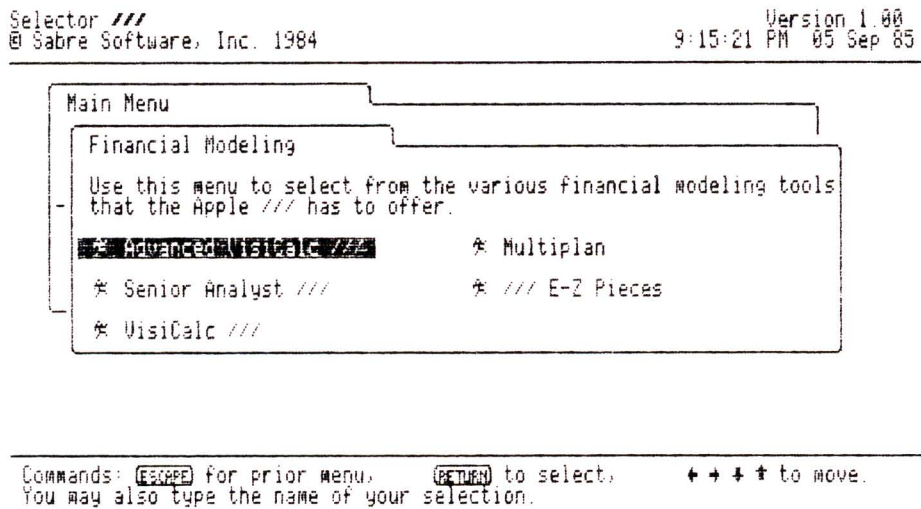


Figure 2.9. Selecting a Submenu

Make your selection from the submenu the same way you did from the Main Menu.

To return to the Main Menu from a submenu, press the **ESCAPE** key. This works even if multiple items are highlighted: that is, you do not return to the anchor item as you would if you were already on the Main Menu. This is because **ESCAPE** normally pops you out of a menu: from the main menu, there is nowhere to go.

Selecting a Program

If you select a program from the Main Menu or a submenu, and the program is installed on your ProFile, the next screen you see is the program itself. (Be patient: some time will elapse as the program is retrieved from the ProFile.)

D - Device handling commands
F - ~~File handling commands~~
S - System Configuration Program (SCP)
Q - Quit

Press: _____ d? for Help.

d is Open Apple

Please select a command: File handling commands

Figure 2.10. Selecting a Program

If the program is not yet installed on your ProFile, either you'll see a screen like this with instructions for installing that program on the ProFile...

Apple II Emulation
(c) 1985 by ON THREE

Installation Utility

This utility will install the Apple II Emulation mode on your hard disk
or other drive that you are using Selector /// with.

It will also allow you to put a different emulation on your hard disk while
using Selector ///. You will be able to install the regular emulation mode or
different types such as the Gameport emulation.

Insert a valid Apple II Emulation Mode disk
into the built-in disk drive and press ~~RETURN~~

Press: RETURN To Start The Installation

ESCAPE To Exit

Figure 2.11. Installation Instructions

...or you'll see this message:

```
Selector ///                               Version 1.00
© Sabre Software, Inc. 1984               9:16:57 PM 05 Sep 85

Main Menu
Financial Modeling
Use this menu to select from the various financial modeling tools
that the Apple /// has to offer.
- * Advanced Visicalc /// * Multiplan
  * Senior Analyst /// * /// E-Z Pieces

The file:
[ L:PROFILE/PROGRAMS/ADV.VISCALC/SOS.INTERP ]
could not be found. Please use the menu editor to correct the name.
- Press the Space-Bar to try again or ESCAPE to cancel this choice.
```

Figure 2.12. Error while trying to find the file: Error Message

You get the installation instructions screen if the Selector came already installed on your ProFile. You get the error message if you copied the Selector files onto your ProFile yourself.

In either case, you'll find detailed instructions for installing application programs on your ProFile in Chapter 3.

Leaving a Program

When you finish using an application program, you can return to the Selector. How you quit the program varies from application to application: consult the manual that came with the program for specific instructions. You will know you've successfully quit the program when the Selector Menu appears on the screen.

Try It

You now have the Selector shell, with very little inside it. All the menus are set up, but most of the programs they run have not yet been put on the ProFile; only the System Utilities and the Menu Editor are installed. Spend some time wandering around the menus, and don't get concerned about error messages telling you that program files can't be found.

When you are comfortable with selecting from the menu, go to Chapter 3, which tells you how to install your application programs. Install all your applications, then go on to Chapter 4 of this manual.

Steer clear of the Menu Editor until Chapter 4 of this manual. If you get into it by mistake, type **Q** to get out of it. (If you feel drawn to the Menu Editor, like Pandora to the mysterious box, read Chapter 4 so you don't get yourself in trouble.)

Remember:

To select an item from a menu, move the highlight bar to your selection and press **RETURN**.

To return to an earlier menu, press **ESCAPE**.

If you don't like the way the menu is set up, or think you could improve on it, you'll learn how to customize it in Chapter 4.

Chapter 3

Installing Programs on Your ProFile

Before you can use the Selector to get from one application program to another, you have to install your programs on the ProFile (where the Selector can get at them).

In this section you will find step-by-step instructions for installing the following popular programs:

- Access ///
- Access 3270
- Advanced Visicalc
- Apple II Emulation
- AppleFile ///
- Apple Speller ///
- Apple /// Pascal Development System
- Apple Writer ///
- Backup ///
- BPI
- Apple /// Business BASIC
- Apple /// Business Graphics
- Cobol
- Draw ON ///
- Easyterm
- Graph'n Calc
- Haba Merge
- Keystroke Data Base
- Keystroke Report Generator
- Lazarus ///
- Multiplan
- Nexus
- PFS: File
- PFS: Graph
- PFS: Report
- Quick File ///
- Script ///
- Senior Analyst ///
- VisiCalc ///
- /// E-Z Pieces

If you want to install a program that's not on this list, go to the section **Installing Other Programs** near the end of this chapter.

Warning

The current release of the Apple /// Mail List Manager will not run under Selector ///.

The Selector Menu comes set-up for all of the above listed programs. It does not contain these programs, but it does allow you to use them. As soon as you have installed them (by following the instructions in this chapter) you can run them with only a few keystrokes.

To install a program so you can use it from the Selector menu you will simply be copying files from your program's floppy disk to the ProFile. You will use the System Utilities program to do the copying. Detailed instructions for which files to copy and where to copy them to are found in this chapter.

If you don't have much experience with the System Utilities program, don't worry - the next section will show you how to copy files from your program disks to the ProFile. That's all you need to know to install all of the popular programs listed above.

Copying Files With System Utilities

When installing the programs listed above, you will often have to copy long lists of files from a floppy disk to the ProFile. You do not need to laboriously type each pathname by hand. The System Utilities program has a feature called file selection, which lets you build a pathname by searching through each directory in turn until you find the file you want. It also lets you operate on (copy, delete, etc.) a group of files at a time.

For example, say that you accidentally deleted the files on your ProFile that make up the Selector Menu Editor program. These files (**SYSTEM.STARTUP**, **SYSTEM.STAR.SM** and **SYSTEM.MISCINFO**) were located in the **PROGRAMS** subdirectory of your ProFile under the **MENU.EDITOR** subdirectory. Their complete pathnames were:

```
.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP  
.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STAR.SM  
.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.MISCINFO
```

Fortunately, all you have to do is re-copy the files from your Selector Programs disk.

Without file selection you would copy from:

```
/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP
```

to the file:

```
.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP
```

and then from:

```
/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/SYSTEM.STAR.SM
```

to the file:

```
.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STAR.SM
```


and then from:

/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/SYSTEM.MISCINFO

to the file:

.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.MISCINFO

Quite a bit of work, huh? Since computers are here to make our life a little easier, there should be (and there is!) a quicker way to copy those files.

To use file selection to copy the three files at one time, follow the instructions as shown here:

1. From the Utilities Main Menu, type FC.
2. When the Copy Files Screen comes up, the cursor is below the prompt

Copy the Files

Respond to this prompt by typing the file pattern

/SELECTOR.PROG/=

A file pattern is a pathname with a **wild card character** (=) in the last filename. Since the wild card can match any character or string of characters, the file pattern might specify several possible files in the same directory. The file pattern above is the pathname of the volume directory, followed by the wild card. This file pattern matches all the files on the volume **/SELECTOR.PROG**, because all these files are listed directly or indirectly in the volume directory.

3. Now press the up- or down-arrow. A list of the files on that volume appears on the right side of the screen, with the top filename highlighted:

```
Apple /// Utilities          5 Sep 85  9:32:14 PM
Copy Files Command

Copy the files:
/SELECTOR.PROG/=
to the files:

Press: RETURN to accept      ESCAPE to cancel file selection      d? for Help.

1
```

Figure 3.1. /SELECTOR.PROG File Selection

4. Now move the highlight to **PROGRAMS/**. Press the right-arrow key to select that subdirectory file (the left-arrow will deselect it).
5. Press the **ENTER** key. The pathname after the **Copy the files** prompt is now **/SELECTOR.PROG/PROGRAMS/**
6. Now press the up- or down-arrow. A wild-card character appears automatically at the end of the pathname below the prompt, and a list of the files in the **PROGRAMS** subdirectory appears on the right side of the screen, with the top filename highlighted:

```
Apple /// Utilities          5 Sep 85  9:33:14 PM
Copy Files Command

Copy the files:
/SELECTOR.PROG/PROGRAMS/=
to the files:

Press: RETURN to accept      ESCAPE to cancel file select

ACCESS/
ADU.VISICALC/
APPLE2/
APPLEFILE/
APPLEWRITER3/
BACKUP3/
BUS GRAPHICS/
DRAW ON 3/
EASYTERM/
GRAPH.N.CALC/
HABBA.MERGE/
LAZARUS/
MENU.EDITOR/
MULTIPLAN/
NEXUS/
PFS.FILE/
PFS.GRAPH/
PFS.REPORT/
QUICKFILE3/
SCRIPT3/
MORE
```

Figure 3.2. PROGRAMS File Selection

7. Now move the highlight to **MENU.EDITOR/**. Press the right-arrow key to select that file (the left-arrow will deselect it).

```
Apple /// Utilities                               5 Sep 85  9:37:02 PM
Copy Files Command

Press: RETURN to accept      ESCAPE to cancel file select

Copy the files:
/SELECTOR.PROG/PROGRAMS/=
to the files:

ACCESS3/
ACCESS.3270/
ADV.015ICALC/
APPLE2/
APPLEFILE/
APPLEWRITER3/
BACKUP3/
BUS GRAPHICS/
DRAW.ON.3/
EASYTERM/
GRAPH.N.CALC/
HABBA.MERGE/
LAZARUS/
MENU.EDITOR/
MULTIPLAN/
NEXUS/
PFS.FILE/
PFS.GRAPH/
PFS.REPORT/
QUICKFILE3/
SCRIPT3/
MORE
```

Figure 3.3. MENU.EDITOR File Selection

8. Press the **ENTER** key. The pathname after the **Copy the files** prompt is now **/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/**
9. Now press the up- or down-arrow. A list of the files in the **MENU.EDITOR** subdirectory appears on the right side of the screen, with the top filename highlighted:

```
Apple /// Utilities                               5 Sep 85  9:34:56 PM
Copy Files Command

Press: RETURN to accept      ESCAPE to cancel file selection      d? for Help

Copy the files:
/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/=
to the files:

SYSTEM.STARTUP
SYSTEM.STAR.BM
SYSTEM.MISCINFO
```

Figure 3.4. MENU.EDITOR files File Selection

10. Press the right-arrow key to select the first file (the left-arrow will deselect it). Move the highlight down the list, selecting each file, until the list looks like this:

```
Apple /// Utilities          5 Sep 85  9:38:00 PM
Copy Files Command
┌───────────────────────────┴───────────────────────────┐
└SYSTEM.STARTUP
└SYSTEM.START.SM
└SYSTEM.EDITOR
```

```
Press: RETURN to accept      ESCAPE to cancel file selection      d? for Help.
Copy the files:
└/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/=                               ]
To the files:
```

Figure 3.5. Selecting MENU.EDITOR files

11. Press **RETURN** to finish specifying the files to be copied (**ESCAPE** will cancel the specification).
12. You are now prompted

To the files:

Type the file pattern

.PROFILE/PROGRAMS/MENU.EDITOR/=

(or, alternatively, type **.PROFILE** and then use file selection to build the rest of the pathname). When you press **RETURN**, all the files will now be copied.

When using file selection, you must type the volume name or device name that begins a pathname, unless you use the prefix in the top right corner of the screen. The rest of the pathname may be added by using the arrow and **ENTER** keys.

Apple Access ///

These instructions are for the Pascal version of Access ///.

1. Insert the Access /// startup disk into the built-in drive.
Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/ACCESS3.CODE	.PROFILE/PROGRAMS/ACCESS3/ACCESS3.CODE
.D1/ACS3FONT	.PROFILE/CHARACTER.SETS/ACS3FONT

Note that these two files go into different subdirectories.

If you have already installed Access 3270, the character set file (**ACS3FONT**) is already installed, so you need not copy it again.

2. Copy the file

.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.MISCINFO

to the file

.PROFILE/PROGRAMS/ACCESS3/SYSTEM.MISCINFO

Apple Access 3270

1. Insert the Access 3270 startup disk into the built-in drive.
2. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SOS.INTERP	.PROFILE/PROGRAMS/ACCESS.3270/SOS.INTERP
.D1/ACS3FONT	.PROFILE/CHARACTER.SETS/ACS3FONT

If you have already installed Access ///, the character set file (**ACS3FONT**) is already installed, so you need not copy it again.

Advanced Visicalc

1. Use the System Utilities **COPY A VOLUME** command to copy your Advanced VisiCalc Loader disk onto a blank disk. (This back-up disk won't run Advanced VisiCalc but the files on the backup can be copied back to the original disk to replace lost or damaged files.) Put this backup disk in a safe place: you won't need it in the procedure below.

Warning

This is the only time you'll be using the **COPY A VOLUME** command. Any other copying you do will be with the **COPY A FILE** command. This is a crucial distinction. Read the instructions carefully.

2. Insert the original Advanced VisiCalc Loader disk in the built-in drive.

Copy the File To the File

.D1/SOS.INTERP .PROFILE/PROGRAMS/ADV.VISICALC/SOS.INTERP

3. Use the **SET WRITE PROTECTION** command to unlock the files **.D1/=** on your original Advanced VisiCalc Loader disk.
4. Delete the files **.D1/=** from your original Advanced VisiCalc Loader disk:
5. Copy the files **/SELECTOR.START/=** from your Selector Startup disk to the files **/UC.BOOT/=** on your original Advanced VisiCalc Loader disk.

By the Way

If you've already installed Apple Writer **///** or VisiCalc **///** on your ProFile and were using the altered Apple Writer **///** or VisiCalc **///** disk as your Selector Startup disk, you'll be copying all the Startup files plus the VisiCalc or Apple Writer files to your Advanced VisiCalc Loader disk when you follow the instructions in step 5.

6. Copy the files **/UC.SWAP/=** from your VisiCalc Program disk to the files **.PROFILE/PROGRAMS/ADV.VISICALC/=**
 7. Insert the altered original Advanced VisiCalc Loader disk into the built-in drive. Rename the volume **.D1** with the new volume name **/SELECTOR.START**. From now on, this is your Selector Startup disk. You might want to label it "Selector Startup" as a reminder.
 8. Press **CONTROL-RESET** to restart the system with your new startup disk.
- To return to the Selector from Advanced Visicalc, type **/SQY**

If you install VisiCalc, Advanced Version, on a large disk with a device name other than **.PROFILE**, you will need to make a new **UCSWAPPATH.DIF** file containing the pathname of the **PROGRAMS/ADV.VISICALC/** subdirectory on your large disk. The Advanced VisiCalc manual explains how to make this file.

NOTE:

If you wish to use one of the data files you have copied into the subdirectory **ADV.VISICALC**, you need to use the complete pathname (for example, **.PROFILE/PROGRAMS/ADV.VISICALC/INVOICE2.VC**) because Advanced VisiCalc doesn't use the SOS prefix the way most programs do. Once you have accessed one file in this subdirectory, you can use the left- and right-arrow keys to search that subdirectory for more files.

Apple II Emulation

To install Apple II Emulation under Selector you will need a copy of the Apple II Emulation disk that came with your Apple ///.

1. Quit the System Utilities program, then select **Installing][Emulation** from the Selector's Languages submenu.
2. Once you get to the Installation menu, press **RETURN** to start.
3. Insert a valid Apple II Emulation mode disk into the built-in drive and press **RETURN**. The message "**Installing Apple][Emulation Mode...**" will now appear on your screen. In a few moments you will be told that the installation went correctly.
4. Press **RETURN** to continue and then press **ESCAPE** to exit the installation utility.

That's the end of the installation. To run the Apple II Emulation Mode, select it from the Languages submenu.

As it says in the installation utility, you can install many different types of Apple II Emulation mode. If you have the Gameport card or the **Game Card ///** from **ON THREE** that allows you to use many Apple II game programs, you can install the modified Apple II Emulation under Selector. Just follow the installation instructions above.

If a version of the Apple II Emulation already resides on your hard disk or other disk drive, during the installation process you will be asked if you want to re-install a new emulation. If you want to put a new emulation mode on your hard disk type "Y" to re-install.

IMPORTANT NOTE:

As soon as you have selected the Apple II Emulation Mode you can't return to the Selector menu without restarting the system with your Selector Startup disk.

AppleFile ///

1. Insert the AppleFile /// Installation disk into your built-in drive and press **CONTROL-RESET**. You'll see this screen:

```
@ Apple Computer, 1983      Install AppleFile      Version 1.0
-----
You can put AppleFile in a subdirectory that already exists or you can create
a new subdirectory for AppleFile.
In which subdirectory do you want to put AppleFile?  ....
                                                    .....
                                                    .....

Options:  ESCAPE to leave Installation Program,  #? help,  #S show devices,
          CONTROL-RETURN to previous entry
```

Figure 3.6. AppleFile /// Installation Instructions

2. Type **.PROFILE/PROGRAMS/APPLEFILE**, and press **RETURN**.
3. Type the device name of the drive from which you'll be transferring AppleFile files to the ProFile, and press **RETURN**. The default is **.D1**.
4. Follow the instructions at the bottom of the screen telling you when to put each of your AppleFile disks (AppleFile One, AppleFile Two, AppleFile Three, AppleFile Four and AppleFile StartUp) in the designated drive.
5. Insert the Selector Startup disk in the built-in drive and press **CONTROL-RESET**.

Apple Speller ///

1. Insert the Apple Speller /// Program disk into the built-in drive:
Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STARTUP	
SYSTEM.MISCINFO	
SYSTEM.LIBRARY	
SPELLER.SETUP	
SPELLERUTL.BIN	
SPELLER.BIN	
SPELLER.AWL	.PROFILE/PROGRAMS/SPELLER3/=

2. Insert the Apple Speller /// Dictionary Disk 1 into the built-in drive. Copy the following files to the ProFile:

Copy the File	To the File
.D1/=	.PROFILE/PROGRAMS/SPELLER3/=

3. Insert the Apple Speller /// Dictionary Disk 2 into the built-in drive. Copy the following files to the ProFile:

Copy the File	To the File
.D1/=	.PROFILE/PROGRAMS/SPELLER3/=

4. Select Apple Speller /// in the Selector's Word Processing submenu.
5. Choose the Utilities Program (U) from the Speller Main Menu.
6. Choose Speller Setup (S) from the Speller Utilities Menu.
7. Choose Change Speller Setup (C) from the Speller Setup Menu.
8. Change the pathname of the Main Dictionary (B) to
.PROFILE/PROGRAMS/SPELLER3/RANDOM.HOUSE.1
9. Change the pathname of the Auxiliary Dictionary (C) to
.PROFILE/PROGRAMS/SPELLER3/RANDOM.HOUSE.2
10. Quit Apple Speller /// by typing
R to return to the Speller Startup Menu
R to return to the Utilities Menu
Y to save your changes
Q to quit the Utilities Program
Q to quit Apple Speller ///

Apple /// Pascal Development System

1. Insert PASCAL1 into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SOS.INTERP	
SYSTEM.PASCAL	
SYSTEM.MISCINFO	
SYSTEM.FILER	.PROFILE/=

2. Insert PASCAL2 into the built-in drive. Copy the following files to the ProFile.

Copy the File	To the File
.D1/=	.PROFILE/=

3. Insert PASCAL3 into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/LIBRARY.CODE	
LIBMAP.CODE	
AIIFORMAT.CODE	
SETUP.CODE	
SYSTEM.LIBRARY	
PROVE.CODE	.PROFILE/=

4. Select **Installing Pascal** in the Selector's Languages submenu.
5. When asked whether you want directions, type **N**.
6. When asked for the name of the new device, type **.PROFILE** and press **RETURN**.
7. When asked for the disk containing **SOS.INTERP**, type **.PROFILE** and press **RETURN**.
8. Copy the **SOS.INTERP** file into the proper subdirectory.

Copy the File	To the File
.PROFILE/SOS.INTERP	.PROFILE/LANGUAGES/PASCAL/SOS.INTERP

Steps 4 through 7 change the Pascal interpreter so that it considers the ProFile the system disk. The interpreter will look for all Pascal system files in the volume directory of the ProFile before looking elsewhere.

9. Using file selection, you may now delete the files

**.PROFILE/SOS.INTERP
PMOVE.CODE**

The installation is complete. To get into Pascal, simply select **Pascal** from the Languages submenu. The way you get back depends on the version of Pascal you have.

- To return to the Selector from Pascal 1.1, type **QY**
- To return to the Selector from Pascal 1.0, type

X.PROFILE/LANGUAGES/PASCAL/Q

and press **RETURN**.

NOTE:

Although the Pascal Run-Time System can be run from a subdirectory, the Pascal Development System must be run from the volume directory of the system disk: originally, **/PASCAL1** ; now **.PROFILE**.

Apple Writer ///

1. Use the System Utilities **COPY A VOLUME** command to copy your Apple Writer /// disk onto a blank disk. (This back-up disk won't run Apple Writer ///, but the files on the backup can be copied back to the original disk to replace lost or damaged files.) Put this backup disk in a safe place: you won't need it in the procedure below.

Warning

This step is the only time you'll be using the **COPY A VOLUME** command. Any other copying you do will be with the **COPY A FILE** command. This is a crucial distinction. Read the instructions carefully.

2. Insert your original Apple Writer /// disk into the built-in drive.

Copy the File	To the File
.D1/SOS.INTERP	.PROFILE/PROGRAMS/APPLEWRITER3/SOS.INTERP
Copy the File	To the File
.D1/HS/=	.PROFILE/PROGRAMS/APPLEWRITER3/HS/=
Copy the File	To the File
.D1/STANDARD.CHR	.PROFILE/CHARACTER.SETS/STANDARD.CHR

3. Unlock the files **.D1/=**
4. Using file selection, lock the following files:

.D1/SYS.TAB
SYS.PAT
HELP
STARTUP (if it exists)
START (if it exists)

5. Using file selection, delete all the files from **.D1** except the following:

.D1/SYS.TAB	Do
SYS.PAT	not
HELP	delete
STARTUP (if it exists)	these
START (if it exists)	files!

(Be patient: it takes a while!)

NOTE:

If you deleted one of the above files by mistake, you can recover it from the backup Apple Writer disk you made in step 1.

6. Copy all the files from your Selector Startup disk to your original Apple Writer /// disk.

Copy the File	To the File
/SELECTOR.START/=	/A3MASTR/=

(Your Apple Writer /// disk may have a slightly different volume name, depending on its version. If so, type the correct name such as **/A30MASTR**.)

By the Way

If you've already installed VisiCalc /// or Advanced Visicalc on your ProFile and are currently using the altered VisiCalc /// or Advanced Visicalc disk as your Selector Startup disk, you'll be copying all the Startup files plus the VisiCalc /// files to your Apple Writer /// disk when you follow the instructions in step 6.

7. Insert the altered original Apple Writer /// startup disk into the built-in drive. Rename the volume **.D1** with the new volume name **/SELECTOR.START**. From now on, this is your Selector Startup disk. You might want to label it "**Selector Startup**" as a reminder.
8. Press **CONTROL-RESET** to restart the system with your new startup disk.
9. Select **Apple Writer ///**, in the Word Processing submenu. When the Apple Writer /// screen comes up, press **RETURN**. When the next screen comes up, press **CONTROL-P** and type

DO.PROFILE/PROGRAMS/APPLEWRITER3/HELPMOVER

without spaces, then press **RETURN**. (You are executing a WPL program, rather than printing, but the **PRINT** command is used to execute WPL programs.)

When you are asked to type the device name of your ProFile, type **.PROFILE** and press **RETURN** three times.

10. Press **CONTROL-Q**, select Quit Apple Writer, type **Y**, press **RETURN** to return to the Selector.

To run the WPL and tutorial programs on the Apple Writer /// disk, insert your backup Apple Writer /// disk into the built-in drive. You may want to modify these to run on the ProFile. The Apple Writer /// Manual explains how to do this.

Backup ///

Insert your Backup /// startup disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File

To the File

.D1/SYSTEM.STARTUP

SYSTEM.NISCINFO

.PROFILE/PROGRAMS/BACKUP3/=

BPI

The BPI General Accounting software package is designed to run from a ProFile. Therefore, the Startup chapter in the BPI General Accounting Manual has instructions for copying certain BPI files onto your ProFile. If BPI is already installed on your ProFile, you need not follow these instructions again: go straight to the numbered instructions below.

If BPI is not already installed on your ProFile, follow the instructions from the beginning of "Installing the System" to the end of "Loading the System" in the "Startup" chapter of the BPI General Accounting Manual before following the numbered instructions below.

The following instructions enable you to run the BPI software from the Selector: they take the place of the "For Programmers and Dealers" instructions that are on a single sheet of paper packaged with the BPI manuals.

1. After going through the instructions in the BPI Manual, insert your Selector Startup disk and press **CONTROL-RESET**.

2. Insert your copy of the BPI Install disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STARTUP	
SYSTEM.STAR.LIB	
BPI.CNF	.PROFILE/BPI/INSTALL/=

3. Insert your copy of the BPI System disk into the built-in drive. Copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STAR=	.PROFILE/BPI/SYSTEM.STAR=

4. Leaving your copy of the BPI System disk in the built-in drive, quit the System Utilities program, then select **BPI - Install** from the Selector's General Accounting submenu. If you've changed your **SOS.DRIVER** file, you may get an error message here. This message is for systems without the Selector, and does not apply to you: press the **spacebar** to cancel it.

```
1  Check System Device Status
2  Duplicate Master Disks
3  Install Data Management
4  Install BPI System
5  End Installation Session
```

Enter Command Number ==> █

Figure 3.7. BPI Installation Menu

5. Select option 3 from the BPI Installation menu and follow the directions until you are back at the Installation menu. This option will install the BPI Data Management utilities on the ProFile.
6. Select option 4 from the BPI Installation menu and follow the directions until you are back at the Installation menu. For each other module you want to install, go back to option 4 on the Installation menu.
7. Select option 5 to end the installation. An error message may result: press the **spacebar** to cancel it, and follow the directions when you're asked to insert your copies of the BPI Install and BPI System disks. You may get another error here if you have changed your **SOS.DRIVER** file: press Open-Apple-E to cancel it. When the Selector menu reappears, you are done.

IMPORTANT NOTE:

When using the Installation utility to install the various modules on the ProFile, you may get the message **Wrong Disk in .D1**. This problem is caused by having the wrong volume name on one of the disks of that module, usually **Part 3**. Make sure that the volume name of that disk is similar to the other disks in that module. For example, the first two parts may have the volume names **/AP1**, and **/AP2**. The third part may have a volume name like **/LIB202**. Use the System Utilities to rename this volume with the name **/AP3**. The exact volume name will change according to which module you are installing. The last character of the volume name will be a 1, 2 or a 3.

Apple /// Business Basic

To run BASIC, you need only the file **SOS.INTERP** on the Apple Business BASIC startup disk. If you are sure you will not need any of the other files, insert the Apple Business BASIC startup disk into the built-in drive, and copy the **SOS.INTERP** file:

Copy the File	To the File
.D1/SOS.INTERP	.PROFILE/LANGUAGES/BASIC/SOS.INTERP

On the other hand, you might wish to have the other useful files on the BASIC disk. If so, insert the Apple Business BASIC startup disk into the built-in drive. Using file selection, copy some of the files onto your ProFile, as shown here.

Do not copy these files:

**.D1/SOS.KERNEL
SOS.DRIVER**

Using file selection, copy all the other files:

Copy the File	To the File
.D1/SOS.INTERP BGRAPH.INV RENUMBER.INV TIMESSET.INV . (all files in between)	
VOLUMES.DOC	.PROFILE/LANGUAGES/BASIC/=

The installation is complete, but you should note these facts:

- If you installed BASIC version 1.2, you return to the Selector by typing
BYE

and then press **RETURN** in response to the BASIC prompt. If you installed an earlier version, you return to the Selector by typing

RUN Q

and then press **RETURN** or, if you have changed the SOS prefix,

RUN .PROFILE/LANGUAGES/BASIC/Q

- Only the file **SOS.INTERP** is needed to run BASIC. The rest of the files on the BASIC disk are demonstration and utility files. You can delete them if you don't need them.

Apple /// Business Graphics

The Apple /// Business Graphics Manual gives instructions for installing Business Graphics. Use the ones given below instead, as they make it easier to install and use the program under the Selector.

1. Insert your Business Graphics Master disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File

To the File

.D1/PLOT.CODE

SYSTEM.LIBRARY

SYSTEM.MISCINFO .PROFILE/PROGRAMS/BUS.GRAPHICS/=

2. Insert your Business Graphics Data disk into the built-in drive.

Copy the following files to the ProFile.

Copy the File

To the File

.D1/=

.PROFILE/PROGRAMS/BUS.GRAPHICS/=

The installation is complete.

When you run Business Graphics, you must have the Apple /// Business Graphics Master disk in any disk drive. After the first screen comes up, press **RETURN**. In response to the prompt (an arrow), set the default volume by typing

SET DEFAULT VOL 1

and then pressing **RETURN**.

To return to the Selector type **QUIT** and press **RETURN**.

Cobol

Insert the Cobol Boot disk into the built-in disk drive. Copy the following file to the ProFile.

Copy the File	To the File
.D1/SOS.INTERP	.PROFILE/COBOL/SOS.INTERP

2. The Apple /// Cobol Introduction and Operating System Manual gives instructions (page 4) for copying the Cobol system files to a large disk like the ProFile. These files are listed in Table 1-1 of that manual under the COBOL subdirectories. After installing Selector, the Cobol subdirectory will already have been created on your ProFile, so simply copy the files listed in Table 1-1 and you will be done.
- To return to the Selector from Cobol, press **Q**.

Draw ON ///

The Draw ON /// Graphics Tool User's Guide has instructions on installing Draw ON under Selector. After installing Selector on your large disk, the **DRAW.ON.3** subdirectory will already be created in the **PROGRAMS** subdirectory. The Selector menu will also contain an entry for Draw ON /// in the Graphics submenu. Because of this, just follow step 2 of those instructions for copying the Draw ON files and you will be done.

To return to the Selector from Draw ON ///, press Open-Apple Closed-Apple **Q**, then type **Y** and press **RETURN**.

Easyterm

Insert the Easyterm disk into the built-in drive.

1. Copy the following files to the ProFile.

Copy the File

To the File

.D1/SOS.INTERP

.PROFILE/PROGRAMS/EASYTERM/SOS.INTERP

.D1/TERM.DEFAULT

.PROFILE/PROGRAMS/EASYTERM/TERM.DEFAULT

NOTE:

The file **TERM.DEFAULT** may not exist on your Easyterm disk. If not, follow the directions in the Easyterm Owners' Manual for saving the terminal configuration.

Graph'n Calc

Insert the Graph'n Calc boot disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/BARFIL.INV	
BGRAF.INV	
MXSCREEN.INV	
DOWNLOAD.INV	
REQUEST.INV	
SCRNPNT.INV	
GNCFONT	
HELLO	.PROFILE/PROGRAMS/GRAPH.N.CALC/=

2. Insert the Graph'n Calc program disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/GNC001	
GNC002	
GNC003	
GNC004	
GNC006	
GNC007	
HELP	
DATA	
USERROOT	.PROFILE/PROGRAMS/GRAPH.N.CALC/=

NOTE:

Make sure that you do not copy the file **VOLNAME** from the boot disk or the file **VOLNAMES** from the program disk. If you do, the program will not operate correctly.

To return to the Selector, press Open-Apple **Q**, then type **A**.

Haba Merge

Insert your Haba Merge boot disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SOS.INTERP	
MERGE.SYSTEM	
MERGE.INFO	
MERGE.LABELS	.PROFILE/PROGRAMS/HABBA.MERGE/=

Keystroke Data Base

The Keystroke Data Base software package is designed to run from a ProFile. Appendix A of the Keystroke Data Base manual has instructions for loading Keystroke onto your ProFile. After Keystroke has installed itself on the ProFile, you can run it by selecting it from the Data Base Programs submenu.

Because the Keystroke Data Base program is copy-protected you must insert the Keystroke Data Base Loader Disk into the built-in disk drive before selecting it. After quitting Keystroke you should put your Selector Startup Disk back into the built-in disk drive.

Keystroke Report Generator

The Keystroke Report Generator software package is designed to run from a ProFile. Appendix A of the Keystroke Data Base manual has instructions for loading Keystroke onto your ProFile. After Keystroke has installed itself on the ProFile, you can run it by selecting it from the Data Base Programs submenu.

Because the Keystroke Report Generator program is copy-protected you must insert the Keystroke Report Generator Loader Disk into the built-in disk drive before selecting it. After quitting Keystroke you should put your Selector Startup Disk back into the built-in disk drive.

Lazarus ///

Insert the back side of the Lazarus /// Start-up Disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File

To the File

.D1/SYSTEM.MISCINFO

SYSTEM.STARTUP

.PROFILE/PROGRAMS/LAZARUS/=

To return to the Selector, select the Quit The Program option from the Lazarus main menu and type Y.

Multiplan

Insert the Apple /// Multiplan disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SOS.INTERP	
NP.HLP	
NP.SYS	
NP.CODE	
NP.DATA	.PROFILE/PROGRAMS/MULTIPLAN/=

To return to the Selector, select the Quit option from the main menu and type Y.

Nexus

Insert the Apple /// Nexus disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File

To the File

**.D1/SOS.INTERP
CONFIG**

.PROFILE/PROGRAMS/NEXUS/=

To return to the Selector, select the Exit terminal emulator option from the SET-UP MENU.

PFS: File

Insert the PFS: File disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STARTUP	
SYSTEM.LIBRARY	
SYSTEM.MISCINFO	.PROFILE/PROGRAMS/PFS.FILE/=

Because the PFS: File program is copy-protected you must insert the PFS: File Disk into the built-in disk drive before selecting it. After quitting PFS: File you should put your Selector Startup Disk back into the built-in disk drive.

To return to the Selector from PFS: File, type **E** for the **SELECTION NUMBER** at the PFS: MAIN FUNCTION MENU and press **ENTER**.

PFS: Graph

Insert the PFS: Graph program disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STARTUP	
SYSTEM.LIBRARY	
SYSTEM.MISCINFO	.PROFILE/PROGRAMS/PFS.GRAPH/=

Because the PFS: Graph program is copy-protected you must insert the PFS: Graph program disk into the built-in disk drive before selecting it. After quitting PFS: Graph you should put your Selector Startup Disk back into the built-in disk drive.

To return to the Selector from PFS: Graph, type **E** for the **SELECTION NUMBER** at the PFS: GRAPH MAIN MENU and press **ENTER**.

PFS: Report

Insert the PFS: Report disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SYSTEM.STARTUP	
SYSTEM.LIBRARY	
SYSTEM.MISCINFO	.PROFILE/PROGRAMS/PFS.REPORT/=.

Because the PFS: Report program is copy-protected you must insert the PFS: Report disk into the built-in disk drive before selecting it. After quitting PFS: Report you should put your Selector Startup Disk back into the built-in disk drive.

To return to the Selector from PFS: Report, type **E** for the **SELECTION NUMBER** at the PFS: REPORT MAIN MENU and press **ENTER**.

Quick File ///

1. Insert the Quick File /// Program disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File

To the File

**.D1/SYSTEM.STARTUP
SYSTEM.MISCINFO
SYSTEM.LIBRARY .PROFILE/PROGRAMS/QUICKFILE3/=**

2. Insert the Quick File /// Sample Files Disk in the built-in drive. Copy the following files to the ProFile.

Copy the File

To the File

.D1/= .PROFILE/PROGRAMS/QUICKFILE3/=

That's the end of the installation. To run Quick File, select it from the Data Base Programs submenu. To return to the Selector from Quick File, type **\$** when prompted for it.

NOTE:

Contrary to what the Quick File screen says, the **\$** will not return you to the Pascal command line, as you are running Quick File under the Pascal Run-Time System (using **SYSTEM.RTPASCAL**), which takes you directly to and from a program, rather than the Pascal Development System (using **SYSTEM.PASCAL**), which runs a program in response to the **X(ecute)** command. If you had run Quick File from the original disks, typing **\$** would get you to the command line. However, in order to do anything (such as editing files) from the command line, you would have to use the files **SYSTEM.EDITOR**, **SYSTEM.FILER**, and so forth, which come with the Pascal Development System but not with Quick File.

To get the Pascal command line, select **Pascal ///** in the Languages submenu. If you haven't installed the Pascal Development System, you will get an error message instead of the Pascal command line.

Script ///

Insert your Script /// Program disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File	To the File
.D1/SCRIPT.CODE	
SCRIPT.LIB	.PROFILE/PROGRAMS/SCRIPT3/=

To return to the Selector, type **ESCAPE** and then **RETURN** when the program prompts you with the line **Files:**.

Senior Analyst

1. Unlock the file **.PROFILE/SA3/**
2. Unlock the files **.PROFILE/SA3/=**
3. Delete the file **.PROFILE/SA3/** . When you type **Y** to the prompt, all files in this subdirectory will be deleted.
4. Copy the Senior Analyst Boot (startup) disk to a blank disk. Put the original in a safe place.
5. Insert the copy you just made in the built-in drive and press **CONTROL-RESET**.
6. Insert the Senior Analyst Master disk into **.D1** and press **RETURN**.
7. Insert your copy of the Senior Analyst Boot disk into the first external drive (**.D2**).
8. When prompted for **MODE** in the top left corner, press **ESCAPE** and type **QY** in response to the prompt.
9. Type **X/BOOT/BIGCONFIG** and press **RETURN**.
10. When prompted for the SOS device name, type **.PROFILE** and press **RETURN**.
11. When the **Command:** prompt reappears on the top line, insert your Selector Startup disk into **.D1** and press **CONTROL-RESET**.
12. Insert the Senior Analyst Master disk into **.D1**. Copy the following file to the ProFile.

Copy the File	To the File
.D1/SYSTEM.MISCINFO	.PROFILE/SA3/SYSTEM.MISCINFO
13. You no longer need your copy of the Senior Analyst Boot disk.

Visicalc ///

1. Use the System Utilities **COPY A VOLUME** command to copy your VisiCalc disk onto a blank disk. (This back-up disk won't run VisiCalc but the files on the backup can be copied back to the original disk to replace lost or damaged files.) Put this backup disk in a safe place: you won't need it in the procedure below.

Warning

This step is the only time you'll be using the **COPY A VOLUME** command. Any other copying you do will be with the **COPY A FILE** command. This is a crucial distinction. Read the instructions carefully.

2. Insert your original VisiCalc disk into the built-in drive. Copy the following file onto your ProFile.

Copy the File	To the File
.D1/SOS.INTERP	.PROFILE/PROGRAMS/VISICALC/SOS.INTERP

3. Use the **SET WRITE PROTECTION** command to unlock the files **.D1/=** on your original VisiCalc disk.

4. Delete the files **.D1/=**

5. Copy all the files from your Selector Startup disk to your original VisiCalc disk.

Copy the File	To the File
/SELECTOR.START/=	/VISICALC/=

By the Way

If you've already installed Apple Writer /// or Advanced Visicalc on your ProFile and were using the altered Apple Writer /// or Advanced Visicalc disk as your Selector Startup disk, you'll be copying all the Startup files plus the Apple Writer /// files to your VisiCalc disk when you follow the instructions in step 5.

6. Insert the altered original VisiCalc startup disk into the built-in drive. Rename the volume **.D1** using the name **/SELECTOR.START**. From now on, this is your Selector Startup disk. You might want to label it **Selector Startup** as a reminder.

7. Press **CONTROL-RESET** to restart the system with your new startup disk.

To return to the Selector from VisiCalc, type **/SQY**

/// E-Z Pieces

1. Insert the /// E-Z Pieces Boot disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File To the File

**.D1/SOS.INTERP
SEG.00 .PROFILE/THREE.EP/=**

2. Insert the /// E-Z Pieces Program disk into the built-in drive. Using file selection, copy the following files to the ProFile.

Copy the File To the File

.D1/= .PROFILE/THREE.EP/=

To return to the Selector, select option **6 (Quit)** from the main menu and type **Y**.

Installing Other Programs

You are not limited to installing the programs described in the preceding chapter. You can install others as well. Before you install another program on your ProFile, you have to figure out whether it is a Pascal program, a BASIC program, or an interpreter.

Use the System Utilities **LIST FILES** command to see what files are in the volume directory of the program disk. If the program comes on a startup disk (that is, one that has files named **SOS.KERNEL**, **SOS.DRIVER**, and **SOS.INTERP**) it is easy to tell:

- If there's a file called **SYSTEM.STARTUP**, it's a Pascal program.
- If there's a file called **HELLO**, it's a BASIC program.
- If it doesn't have either of the above, it's probably an interpreter program.

If the program is not on a startup disk, you probably know what language it is written in, because to run it you either have to type **RUN** after the BASIC prompt or **X** from the Pascal prompt, followed by the program's pathname, to run the program.

Once you've figured out what kind of program it is, follow the general installation instructions on the following pages for that kind of program.

Installing a Pascal Program

There are three steps to installing a Pascal program on your ProFile. First, make a unique subdirectory for your program in the **/PROGRAMS** subdirectory on your ProFile disk. Second, copy the files from your program disk into that sub-directory, except for these files: **SOS.KERNEL**, **SOS.DRIVER**, and **SOS.INTERP**. Third, add the new program to the Selector menu and fill in a Program Specification form. Let's assume the program is in the file **/WONDERCODE/SYSTEM.STARTUP**. (It could also be called **/WONDERCODE/WONDER.CODE**, or any other valid filename.)

1. Make a subdirectory named **.PROFILE/PROGRAMS/WONDERCODE/** (where **/WONDERCODE/SYSTEM.STARTUP** is the name of the Pascal program you're installing on your ProFile)
2. Insert **/WONDERCODE** (your application program disk) in your built-in drive. Using file selection, copy all the files from **.D1** except the following

SOS.KERNEL
SOS.DRIVER
SOS.INTERP
SYSTEM.PASCAL

to the files

.PROFILE/PROGRAMS/WONDERCODE/= .

At the very least, the program directory, **.PROFILE/PROGRAMS/WONDERCODE/**, must contain these files

SYSTEM.MISCINFO
SYSTEM.STARTUP

Many applications will require more files. You can rename the **SYSTEM.STARTUP** file, using **WONDER.CODE** or any other valid filename, if you wish.

3. Add the program to the Selector Menu as described in Chapter 4. When you add the program to the Selector Menu, you'll have to fill out a Program Specification Form that looks like this:

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
  Program item specification form
  _____
                                Wondercode
PROGRAM file.....: .PROFILE/PROGRAMS/WONDERCODE/SYSTEM.STARTUP
LANGUAGE file.....(if req): .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix.....(opt): .PROFILE/PROGRAMS/WONDERCODE/_
CHARACTER SET file...(if req): (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file...(opt): (STANDARD KEYBOARD ARRANGEMENT)
  _____
[ESC] CANCEL EDITING ITEM  [RETURN] ACCEPT FIELD      dA: ACCEPT FORM
↑ FIELD ABOVE             ↓ FIELD BELOW      + or +: MOVE WITHIN FIELD
dS: FILE SELECT           CONTROL-?, d?, or #? for HELP
```

Figure 3.8. Menu Item Specification Form

The PROGRAM file for this program is

.PROFILE/PROGRAMS/WONDERCODE/SYSTEM.STARTUP

or whatever pathname you changed it to. There must also be a **SYSTEM.NISCINFO** file in the same subdirectory (here, **.PROFILE/PROGRAMS/WONDERCODE/**) as the program file. This **SYSTEM.NISCINFO** file should be the one that originally came with the program, to insure that the program works correctly.

The LANGUAGE file for any Pascal program is

.PROFILE/LANGUAGES/PASCAL.RTINTERP

The DATA directory pathname is up to you, but will typically be

.PROFILE/PROGRAMS/WONDERCODE/

unless your program needs access to the entire ProFile, like the System Utilities and Backup ///.

The character set and keyboard layout are standard.

Installing a BASIC Program

There are three steps to installing a BASIC program on your ProFile. First, create a unique subdirectory for the program in the **PROGRAMS** directory on your ProFile. Next, copy the files from your program disk into that subdirectory except for these files: **SOS.KERNEL**, **SOS.DRIVER**, and **SOS.INTERP**. Third, add the program to the Selector Menu and fill in a Program Specification form. Let's assume our program is in the file **/SUPERDATA/HELLO**.

1. Make a subdirectory named **.PROFILE/PROGRAMS/SUPERDATA** (where **/SUPERDATA/HELLO** is the name of the BASIC program you're installing on your ProFile).
2. Insert **/SUPERDATA** (your program disk) in your built-in drive. Copy all the files from **.D1** except the following

SOS.KERNEL
SOS.DRIVER
SOS.INTERP

to the files

.PROFILE/PROGRAMS/SUPERDATA/=

3. Add the program to the Selector Menu as described in Chapter 4. When you add the program to the Selector Menu, you'll have to fill out a Program Specification Form that looks like this:

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
  Program item specification form

      Superdata
PROGRAM file.....: .PROFILE/PROGRAMS/SUPERDATA/HELLO

LANGUAGE file.....(if req): .PROFILE/LANGUAGES/BASIC.RTINTERP

DATA prefix.....(opt): .PROFILE/PROGRAMS/SUPERDATA/_

CHARACTER SET file..(if req): (STANDARD CHARACTER SET)

KEYBOARD LAYOUT file...(opt): (STANDARD KEYBOARD ARRANGEMENT)

-----
[ESCAPE] CANCEL EDITING ITEM  [RETURN] ACCEPT FIELD  dA: ACCEPT FORM
↑: FIELD ABOVE               ↓: FIELD BELOW  + or +: MOVE WITHIN FIELD
dS: FILE SELECT               CONTROL-?, d?, or d? for HELP
```

Figure 3.9. Menu Item Specification Form

The PROGRAM file pathname is

.PROFILE/PROGRAMS/SUPERDATA/HELLO

The LANGUAGE file pathname for any BASIC program is

.PROFILE/LANGUAGES/BASIC.ATINTERP

The DATA directory pathname is up to you, but will typically be

.PROFILE/PROGRAMS/SUPERDATA/

The character set and keyboard layout are standard.

Installing an Interpreter Program

If you want to install an interpreter that is not explained in this chapter, try this method, described for an arbitrary interpreter called **WORDWIZARD**. We assume that the interpreter program comes on a startup disk, which is nearly certain.

1. Make a subdirectory named **.PROFILE/PROGRAMS/WORDWIZARD**.
2. Insert **/WORDWIZARD** (your program disk) in your built-in drive. Using the arrow keys to select them, copy all the files from **.D1** except the following

SOS.KERNEL
SOS.DRIVER

to the files

.PROFILE/PROGRAMS/WORDWIZARD/=

3. Add the program to the Selector Menu as described in Chapter 4. When you add the program to the Selector Menu, you'll have to fill out a Program Specification Form that looks like this:

```
MENU EDITOR:                                     Filename: .PROFILE/SOS.MENU
  Program item specification form
  _____
                        Wordwizard
PROGRAM file.....: .PROFILE/PROGRAMS/WORDWIZARD/SOS.INTERP
LANGUAGE file.....(if req):
DATA prefix.....(opt): .PROFILE/PROGRAMS/WORDWIZARD/_
CHARACTER SET file...(if req): (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file...(opt): (STANDARD KEYBOARD ARRANGEMENT)
  _____
[ESC/APP]: CANCEL EDITING ITEM    [RETURN]: ACCEPT FIELD    dA: ACCEPT FORM
↑: FIELD ABOVE                    ↑: FIELD BELOW    + or +: MOVE WITHIN FIELD
dS: FILE SELECT                  CONTROL-?, d?, or A? for HELP
```

Figure 3.10. Menu Item Specification Form

The PROGRAM file pathname is

.PROFILE/PROGRAMS/WORDWIZARD/SOS.INTERP

The LANGUAGE file pathname is left blank, as this is an interpreter program.

The DATA directory pathname is up to you, but will typically be

.PROFILE/PROGRAMS/WORDWIZARD/

The character set and keyboard layout are standard.

These instructions may have to be modified if the program is designed to run from a specified subdirectory on the ProFile, as are BPI and Senior Analyst. If you are unable to install a program, consult the manufacturer of that program.

Installing Programs Written in Other Programming Languages

If you want to install a program written in COBOL, Fortran, FORTH, or some other programming language, consult the manufacturer of the program for installation instructions.

Background On The Installation Process

The process of installing a program whose complete installation instructions are not listed in this chapter has two steps:

1. Copying the files needed to run the program onto the ProFile.
2. Creating a menu item for the program and filling out the Program Specification Form, which gives the Selector the information it needs to run the program (where it is on the ProFile, and so forth). Instructions for adding programs to your Selector menu are in the Chapter 4.

To help you understand the installation process, let's look at the contents of the three disks that make up the Selector package (keeping in mind that most of the contents of the disks were put on the ProFile when you installed the Selector itself).

- The Startup Disk contains the typical files that any Apple /// startup disk needs, plus a file called **SOS.MENU**, which contains the Selector Startup menu and the information that the Selector needs to run each of the programs on the startup menu. That is, it contains the results of step 2 above for all the programs on the startup menu, so that installing these programs is simplified to just step 1. When you make changes to your menu, this new information is stored in a new copy of **SOS.MENU** on the ProFile.
- The Programs Disk contains files (primarily subdirectories) that support the running of the application programs on the startup menu, but it does not contain the application programs themselves. There is typically a subdirectory for each program. The **SOS.MENU** file already knows about these subdirectories and therefore knows where to find an application program after it has been copied into the proper subdirectory (as part of the installation procedure in this chapter). When you wish to install a program that is not already on the startup menu, you usually have to create a subdirectory for that program and then copy the program files into that subdirectory.
- The Languages Disk contains support software for running BASIC and Pascal programs, but it does not contain the software that allows you to write programs (the BASIC and Pascal development systems). If you intend to write your own programs, you will need to install the appropriate software, as explained in Chapter 3.

Chapter 4

Using the Menu Editor

Without changing the menu that comes with Selector ///, you can run all the programs Chapter 3 tells you how to install. However, you can easily change your menu to fit your needs. You can add programs, submenus, and comments to the menu, move items around, remove items, and otherwise customize the menu to reflect your software library and your imagination.

When you're ready to edit the Selector Menu, select the Menu Editor from the Selector Main Menu. (Remember: To select a menu item, move the highlight to your selection with the arrow keys and press **RETURN**, or type the letters of your choice until only it is highlighted and press **RETURN**.)

After about 20 seconds, you'll see the Editing Tasks screen:

```
Selector ///                               Filename: .PROFILE/SOS.MENU
  B Sabra Software, Inc. 1984                Version 1.00
MENU EDITOR: Editing Tasks
```

Please select one of the following:

- E - Edit the menu file**
- C - Change the pathname of the menu file
- P - Print the menu file
- S - Save the menu file
- Q - Quit editing

RETURN: CHOOSE ↑: PREVIOUS ↓: NEXT

CONTROL-?, d?, or a? for HELP

Figure 4.1. Editing Tasks Screen

You will have to wait another 20 seconds or so until the menu is loaded (copied) into memory before you can do anything with it. Everything you do will affect only the copy of the menu that is in memory: the actual menu on the disk will not be altered until you deliberately save the changes.

Editing the Menu File

In the Editing Tasks screen, you select options by typing the letter preceding your choice, or by moving the highlight to your choice and pressing **RETURN**. Select the **E - Edit Menu File** option by typing **E** or pressing **RETURN** (it is already highlighted). You'll see the Main Menu editing screen:

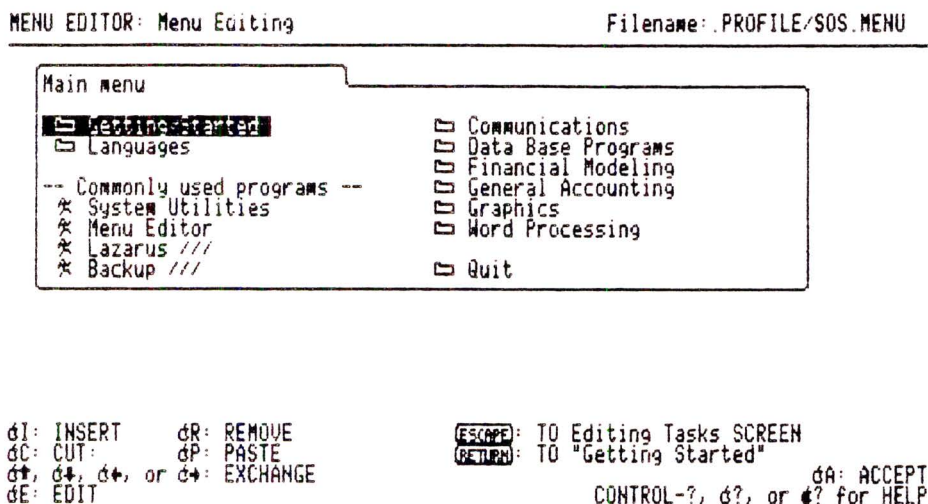


Figure 4.2. Main Menu (Edit Mode)

Menu Editor Preliminaries

The Main Menu editing screen looks just like the Main Menu that you use to select programs on your ProFile, and you can get to submenus the same way you do from the actual Main Menu (by highlighting a selection and pressing **RETURN**). But you can't select a program and run it. You are in **edit mode** and all you can do in this portion of the program is edit menus. You will see a difference if you move the highlight around: it stops on blank lines and text lines as well as programs and submenus. This allows you to put items in blank spaces and to edit text lines.

Important Note

If you want to get out of edit mode and back to the Main Menu, read the section called **Leaving the Editor** later in this chapter.

Types of Menu Items

Each menu has a title on the file tab and two columns of eight items on the folder itself. There are four types of items:

- A program is an application like **QuickFile** or a development system like **Pascal**. You don't have to use the program's official name--use any name you associate with the program. A program is marked by a picture of a runner, because you can run the program by selecting it (when not in the Menu Editor).
- A submenu is a menu, like **Data Base Programs**, that is listed in another menu. A submenu is marked by a picture of a file folder, because that is what you get when you select it.
- A line of text is a comment on a menu, like -- **Commonly used programs** -- or **Status reports due 1st of month** or **Siesta every day 1-3**.
- A blank line is an item with nothing in it.

Prompts

The prompts at the bottom of the screen tell you that you can move (exchange), cut and paste, edit, insert, and remove menu items.

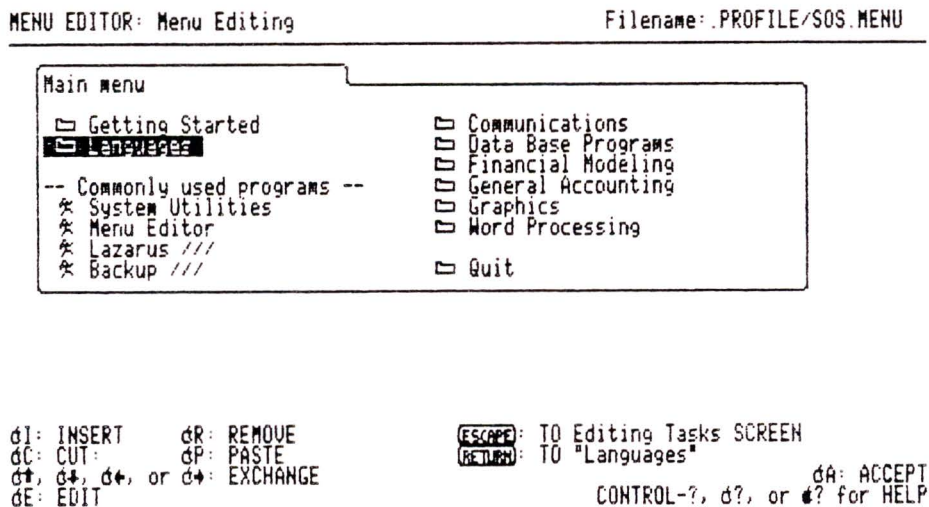
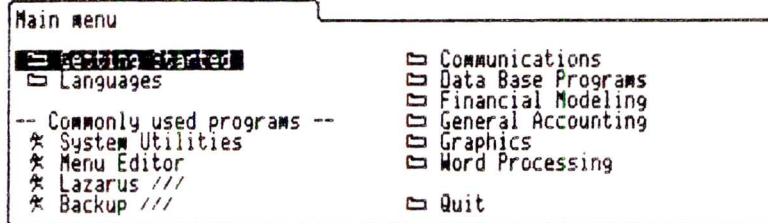


Figure 4.3. Editing Prompts

Other prompts remind you that when you press **ESCAPE** you return to the previous menu (in this case, the Editing Tasks screen), and that when you press **RETURN** you go to the highlighted program or menu (in this case, Getting Started).



dI: INSERT dR: REMOVE **ESCAPE**: TO Editing Tasks SCREEN
 dC: CUT dP: PASTE **RETURN**: TO "Getting Started"
 d+, d-, d*, or d+: EXCHANGE dA: ACCEPT
 dE: EDIT CONTROL-?, d?, or d? for HELP

Figure 4.4. ESCAPE and RETURN Prompts

Help Screens

If you need information while using the Menu Editor, it provides three types of help screens, which you can get with the following keystrokes:

- **Closed-Apple-?** Describes the screen and its options.
- **Open-Apple-?** Describes the highlighted item.
- **CONTROL-?** Lists the keys you can press at this point and tells what each will do.

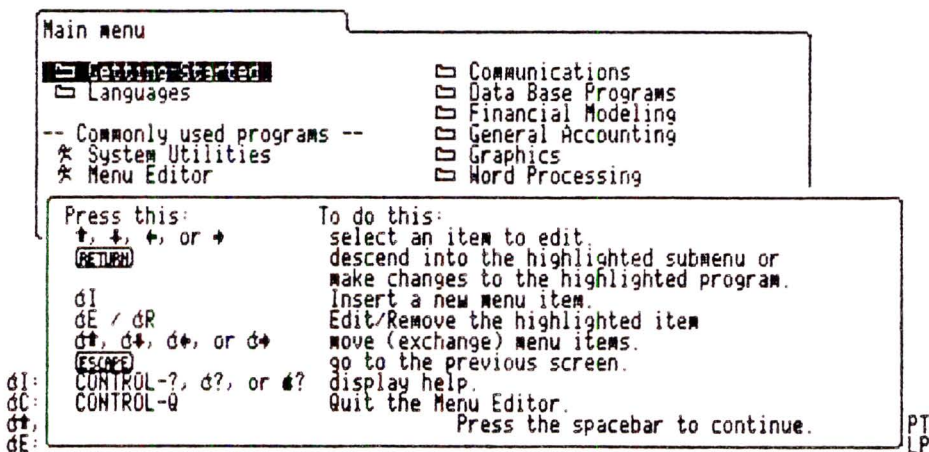


Figure 4.5. Help Prompt

To escape from the help screen, press the **spacebar**, **ESCAPE**, or **RETURN**.

Important Note

While editing your menu, remember this: none of your changes is permanent until you save the menu file onto the disk. If you want to cancel your changes, press **CONTROL-Q** to quit the Menu Editor and type **Y** to discard the changes you've made to the menu. You'll find yourself back in the Selector with your original menu intact.

Pathnames and the Menu Editor

The Menu Editor often asks you for the pathname of a file: the menu file, a program file, a printer to send the menu to. In all cases, you need to specify the complete pathname, without relying on the SOS prefix: for example, the menu file is found under the pathname **.PROFILE/SOS.MENU**, not just **SOS.MENU**. Using complete pathnames ensures that these files will always be found, even though the SOS prefix may have changed.

Learning the Menu Editor Functions

In this chapter, we'll explain all the menu editing functions, and lead you through an example of each. You will only be changing the copy of your menu that is in memory: the menu on the disk will be unchanged. After making various changes to this practice menu, we will leave the Menu Editor without saving the changes.

Moving the Highlight

To move the highlight, use the arrow keys, just as you did for selecting items from the menu. When we entered the Menu editor, the highlight was on the anchor item, Getting Started. We will move it down to Quit. First press the down-arrow seven times to move the highlight to Backup ///, then press the right-arrow once to move the highlight to Quit. (If the highlight landed on the wrong item, you probably pressed one of the keys long or hard enough to repeat. If this happened, just press the appropriate arrow keys until Quit is highlighted.)

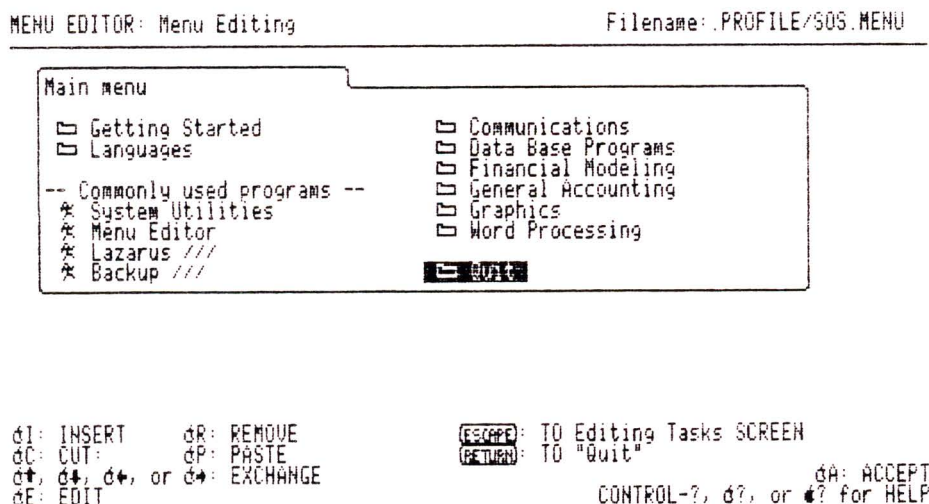


Figure 4.6. Move Highlight to Quit

Moving Items Around on a Menu

This option is handy if you want to change the order of the items on a menu. Every time you press an arrow key while holding down the Open-Apple key, the highlighted item changes places with the item beside it, above it, or below it, depending on which arrow key you press.

When you use the Open-Apple key in combination with an arrow key, you're selecting (essentially grabbing) a menu item and dragging it to a new location. The item in each successive new location is exchanged with the item you're moving. You can even use this command to select and drag blank lines to intersperse them with menu items for a double-spaced effect.

The move commands only exchange items on one menu. To move an item from one menu to another, use the cut and paste commands described below.

Now press Open-Apple-up-arrow, to exchange Quit with the blank line above it.

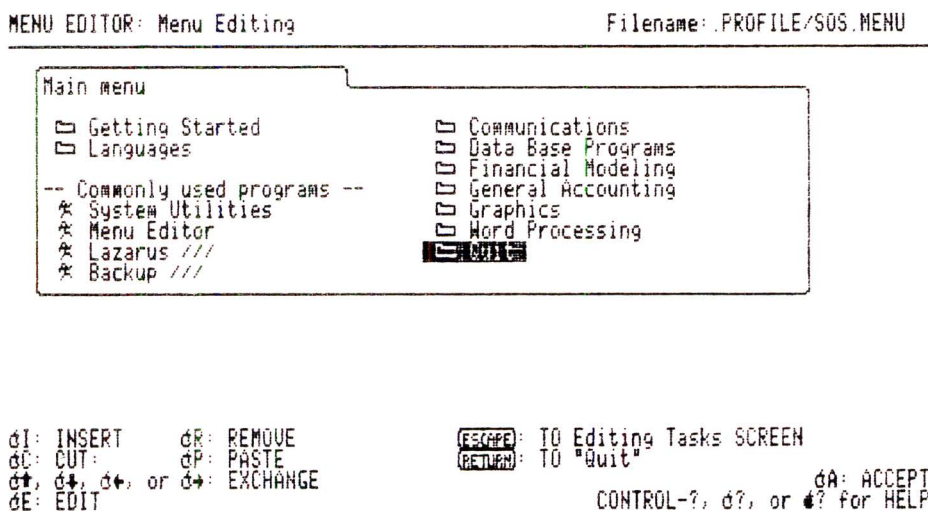


Figure 4.7. Exchanging With Item Above

You can use the other arrow keys in the same way to exchange the highlighted item with the items around it. You can move items with reckless abandon: you may shuffle them around, but you will never destroy any of them; and you can restore the original menu by moving the items back to their original places.

Inserting a Menu Item

Use this command to add a program item, submenu, or line of text to the Selector menu. We will insert a submenu named **Seldom-Used Stuff** on the Main Menu.

Here's how the insert command works:

1. Move the highlight to the blank line below Quit, which is where you will insert the new menu item.
2. Type Open-Apple-1. Since the cursor is on a blank line, there's a place to insert your item, so you'll see this window:

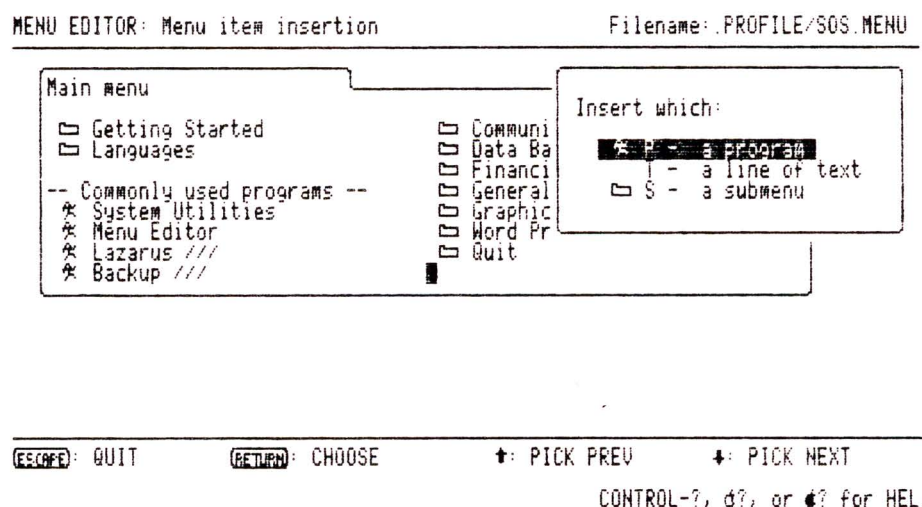


Figure 4.8. "Type of Insert" Window

A program is marked by a picture of a runner, and represents a program that you can run by selecting the item, when not in edit mode. You don't have to use the program's official name --use any name you associate with the program.

A submenu is marked by a picture of a file folder, and represents a submenu that you can enter by selecting the item.

A line of text is a short comment and can only be selected when in edit mode.

A blank line is not one of the options here, because inserting a blank line in one place would merely push some items down and fill up a blank line below it: it would not create a new blank line. To create a new blank line, you must cut or remove a non-blank item.

For our example, select **S - a submenu**, by typing S, or by pressing the down-arrow twice and then pressing **RETURN**.

3. Once you specify the type of item you want to make, a blinking cursor appears where the highlight was. Since you selected a submenu, there's a file folder next to the cursor. If you had chosen a program, you'd have a runner next to the cursor.

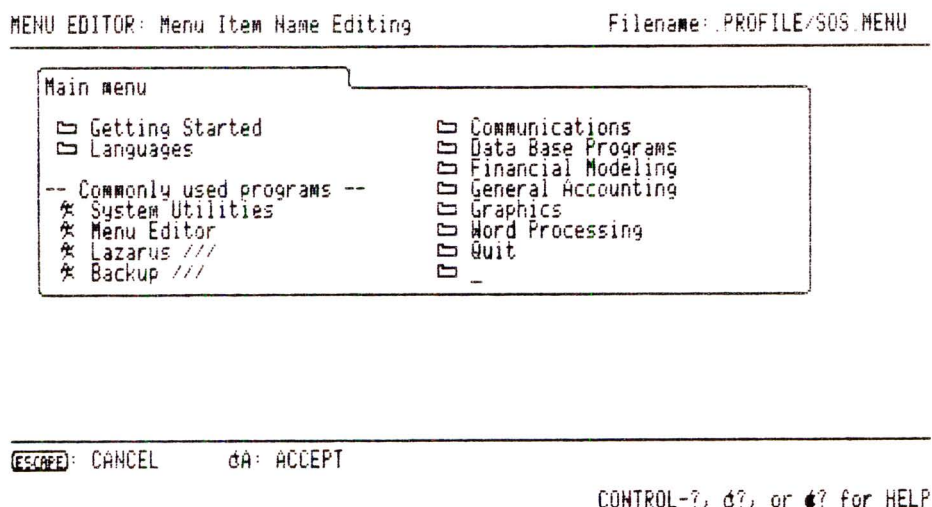


Figure 4.9. Blinking Cursor

4. Type your item, up to 25 characters long. Here we want to type **Seldom-Used Stuff**.

Typing Mistake?

If you make a typing mistake, you can

- Move the cursor to the place you want to insert or delete characters using the left- or right-arrow key.
- Delete characters to the left of the cursor using **CONTROL-left-arrow**, **CONTROL-spacebar**, or the **DELETE** key (if you have one).
- Delete characters to the right using **CONTROL-right-arrow** (to delete one character at a time) or **CONTROL-K** (to delete to the end of the item).
- If you make a complete mess, press **CONTROL-E** to erase the whole line.

5. When you're finished, press **RETURN** or Open-Apple-**A** to accept the item or **ESCAPE** to cancel it. For our example, press **RETURN**.

You are now done, except that eventually you will want to put items on your new submenu, which we will do in the section **Cutting and Pasting Menu Items**, below.

No Room at the Inn

You can only paste to a blank line or on top of an item that has at least one blank line anywhere below it. If you try to insert a new item when there is no room for it, you get this message:

```
MENU EDITOR: Menu Editing                               Filename: .PROFILE/SOS.MENU

Main menu
┌ Getting Started
┌ Languages
-- Commonly used programs --
* System Utilities
* Menu Editor
┌ Communications
┌ Data Base Programs
┌ Financial Modeling
┌ General Accounting
┌ Graphics
┌ Word Processing

At least one blank line must be at or below the point at which you
are inserting or pasting.

dI:
dC:
d+:
dE:                                     Press the spacebar to continue. PT
LP
```

Figure 4.10. "Too Many Items" Message

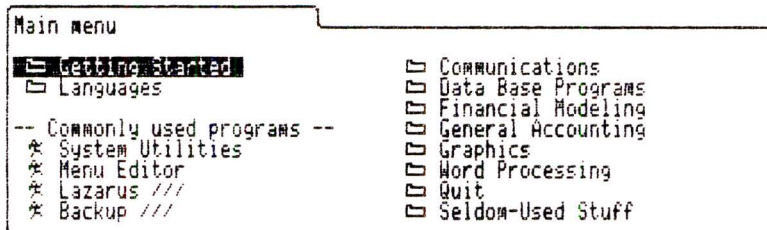
If this happens, press the **spacebar** to get rid of the error message. Now rearrange menu items to make room for the new item. If the menu is too crowded, you will need to use the cut and paste commands (explained below) to move one of the items to another menu or the remove command (explained further below) to get rid of an expendable item. When you've cleared a space for the new item, proceed with the insert command.

Cutting and Pasting Menu Items

The cut and paste commands let you cut an item from one menu and paste it on a different menu or somewhere else on the same menu. They are a handy editing tool, but you can only cut and paste one item at a time. If you cut a second item without pasting the first, the first item will no longer be available for pasting. You can, however, paste an item as many places as you want: this is how you duplicate an item.

Here we will make a copy of the Getting Started submenu under Seldom-Used Stuff.

1. Move the highlight to the item you want to cut, Getting Started. The easiest way is to press the down-arrow key. The highlight wraps around to the top left item, Getting Started.



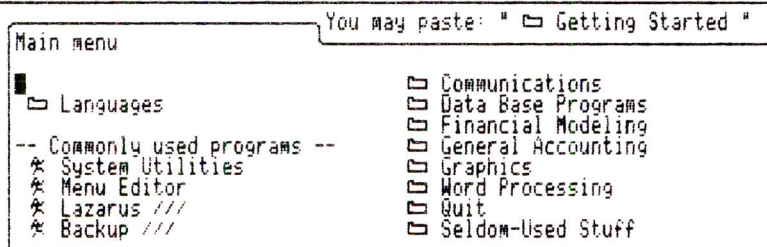
dI: INSERT dR: REMOVE
 dC: CUT dP: PASTE
 d+, d-, d*, or d@: EXCHANGE
 dE: EDIT

(ESCAPE): TO Editing Tasks SCREEN
 (RETURN): TO "Getting Started"

dA: ACCEPT
 CONTROL-?, d?, or *? for HELP

Figure 4.11. Highlight Item to be Cut

2. Type Open-Apple-C (for Cut). Notice that the item you just cut is deleted from where it was and is now listed at the upper right corner of the screen next to the phrase **You may paste:**.



dI: INSERT dR: REMOVE
 dC: CUT dP: PASTE
 d+, d-, d*, or d@: EXCHANGE
 dE: EDIT

(ESCAPE): TO Editing Tasks SCREEN

dA: ACCEPT
 CONTROL-?, d?, or *? for HELP

Figure 4.12. Cut Item to be Moved

Now, without moving the highlight, type Open-Apple-P (for Paste). The item you just cut is now pasted back where it was and is still listed after the phrase **You may paste:**.

```

MENU EDITOR: Menu Editing                               Filename: .PROFILE/SOS.MENU

Main menu
  ▢ Getting Started
  ▢ Languages
  -- Commonly used programs --
  * System Utilities
  * Menu Editor
  * Lazarus ///
  * Backup ///
  ▢ Communications
  ▢ Data Base Programs
  ▢ Financial Modeling
  ▢ General Accounting
  ▢ Graphics
  ▢ Word Processing
  ▢ Quit
  ▢ Seldom-Used Stuff

You may paste: " ▢ Getting Started "

dI: INSERT      dR: REMOVE      (ESCAPE) TO Editing Tasks SCREEN
dC: CUT         dP: PASTE       (RETURN) TO "Getting Started"
d+, d-, d*, or d+: EXCHANGE    dA: ACCEPT
dE: EDIT                          CONTROL-?, d?, or * for HELP

```

Figure 4.13. Paste Item Back

3. Move the highlight to the place you want to insert the item you just cut. (Actually there's no hurry. The item you cut will remain available for pasting until you cut another item or leave the Menu Editor.) You can paste somewhere else on the menu or to another menu altogether, but you can only paste to a blank line or on top of an item that has at least one blank line anywhere below it. For our exercise, move the highlight to Seldom-Used Stuff.

```

MENU EDITOR: Menu Editing                               Filename: .PROFILE/SOS.MENU

Main menu
  ▢ Getting Started
  ▢ Languages
  -- Commonly used programs --
  * System Utilities
  * Menu Editor
  * Lazarus ///
  * Backup ///
  ▢ Communications
  ▢ Data Base Programs
  ▢ Financial Modeling
  ▢ General Accounting
  ▢ Graphics
  ▢ Word Processing
  ▢ Quit
  ▢ Seldom-Used Stuff

You may paste: " ▢ Getting Started "

dI: INSERT      dR: REMOVE      (ESCAPE) TO Editing Tasks SCREEN
dC: CUT         dP: PASTE       (RETURN) TO "Seldom-Used Stuff"
d+, d-, d*, or d+: EXCHANGE    dA: ACCEPT
dE: EDIT                          CONTROL-?, d?, or * for HELP

```

Figure 4.14. Move Highlight to Seldom-Used Stuff

Now press **RETURN** to descend into the submenu.

4. Type Open-Apple-P (for Paste). The item you cut will be pasted at the highlight location.

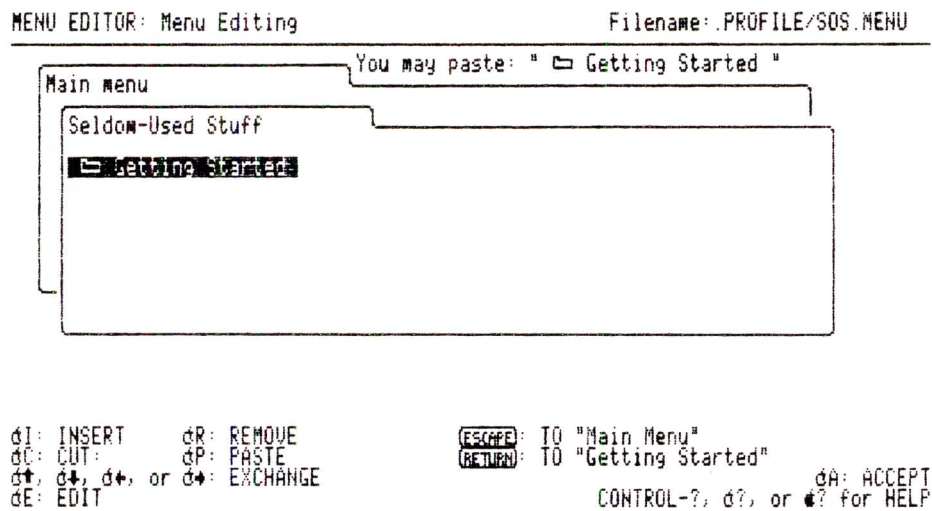


Figure 4.15. Paste Item in New Location

Running out of Room in Memory

When you paste an item, the Menu Editor makes a copy of it (and anything in it, if the item is a submenu) in memory. When you cut another item, the Menu Editor discards the previous item, but does not reclaim the memory space it occupied. For this reason, if you do a large amount of cutting and pasting during an editing session, you may get this message upon trying to cut an item or insert a new item:

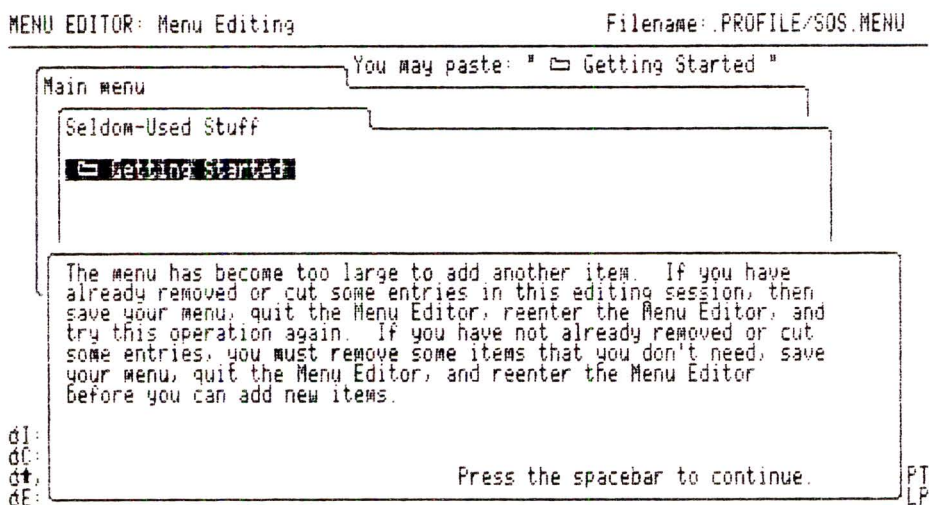


Figure 4.16. "No Room" error message

You might think that you could solve the problem by just removing an expendable item (as explained in the next section), but the memory space occupied by a removed item is not reclaimed either. Instead, when you get this message, you will need to save the changed menu (as explained in the section **Saving Your Edited Menu**, below), then Quit and reenter the Menu Editor before you can continue. Doing this frees up all available memory.

Removing a Menu Item

Sometimes you'll need to remove menu items to make room for other menus or programs. Other times, as now, you'll want to remove menu items because they have served their purpose and are no longer needed. Still other times you'll want to remove menu items because you don't own the programs, don't plan to buy them, and don't want them cluttering up your menu. It's your menu and you can remove any item you want, but before you begin major menu surgery you should make sure you have your original Selector disks in a safe place (the family vault, say) in case you have second thoughts someday. If you ever mangle your menu, you can recover it as explained in the section **What to Do if You Mangle Your Menu**.

When you're ready to remove a menu item:

1. Move the highlight to the menu item you want to remove. In this case, press **ESCAPE** to pop up to the main menu, then use the down-arrow to get to Getting Started.

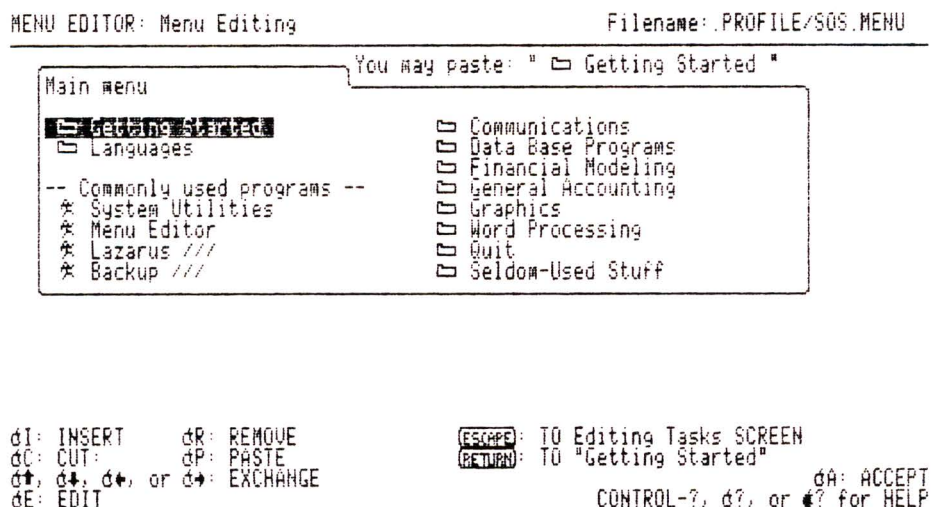


Figure 4.17. Move highlight to Getting Started

2. Press Open-Apple-R to remove the highlighted item. Since you are removing a submenu, you will get the following warning message.

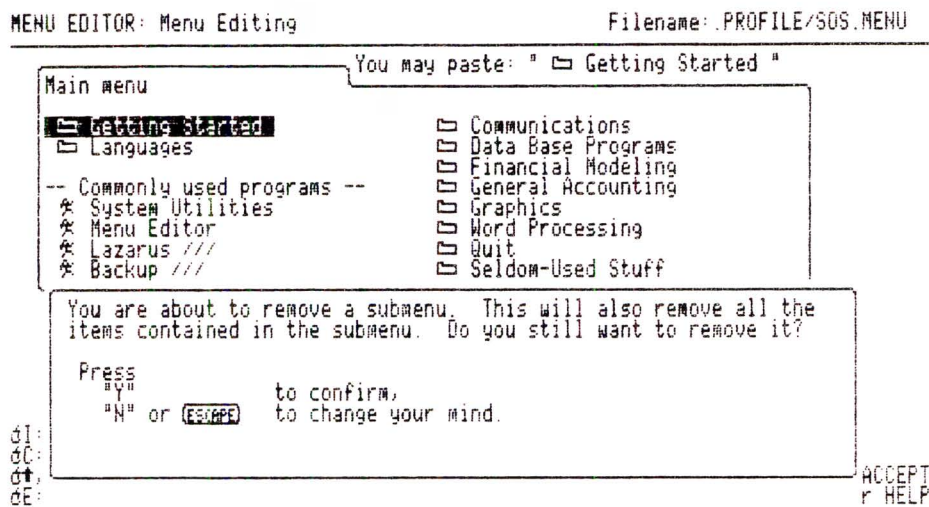


Figure 4.18. "Removing Submenu" Warning Message

It would not be wise to remove the Getting Started submenu entirely from your menu, as you may need it if something happens to the System Utilities or Menu Editor on your ProFile. With the Getting Started submenu, you can run these programs from floppy disks if necessary. Here, we can safely remove Getting Started from the Main Menu, as we have just pasted a copy of it into a less prominent place on the menu.

3. Type Y and the highlighted item will vanish.

Warning

When removing an item, be sure you want to remove it. You can only recover a removed item by throwing away all the changes you have made to the menu in this editing session. To do this, quit the Menu Editor without saving the new menu, as explained in the section **Leaving the Menu Editor**, below.

Be sure you don't remove the System Utilities or Menu Editor items from your menu. If you remove either of these, you may find that you have a faulty menu and no way to fix it. Removing these key items has been compared to pulling your lower lip over your head and swallowing yourself. If you find you have swallowed yourself, see the section **What to Do if You Mangle Your Menu** at the end of this chapter.

If you created and then removed an item in this editing session--that is, since the last time you saved your menu--that item is gone. If you removed an item that was in the menu and then saved the changed menu, that item is gone. In either of these cases, you will have to reenter the removed item by hand.

Now we will do a few things you have already learned to set up for the next command, the edit command.

1. With the highlight on the blank line where Getting Started used to be, press Open-Apple-down-arrow seven times, to move the blank to the bottom of the menu.

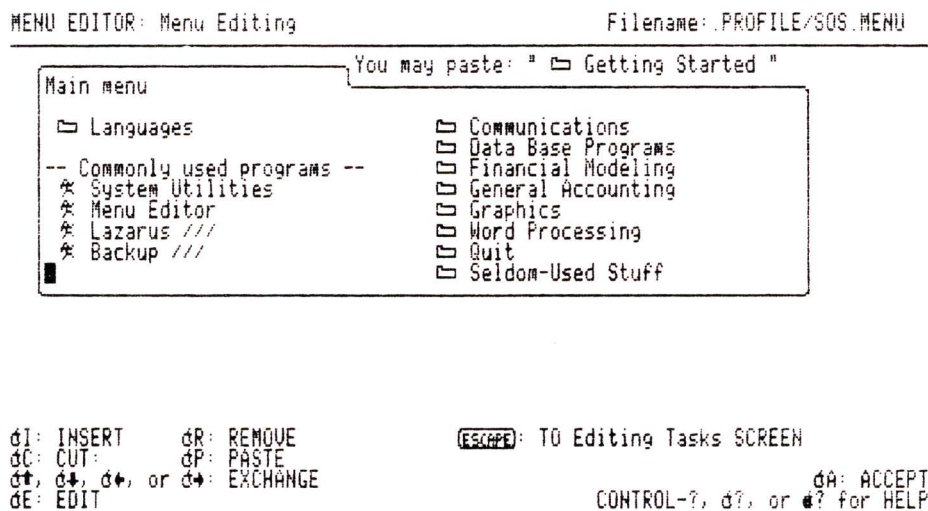


Figure 4.19. Drag blank line down

2. Release the Open-Apple key and move the highlight up to Menu Editor.
3. Cut and re-Paste the Menu Editor item where it was, by pressing Open-Apple-C and then Open-Apple-P.

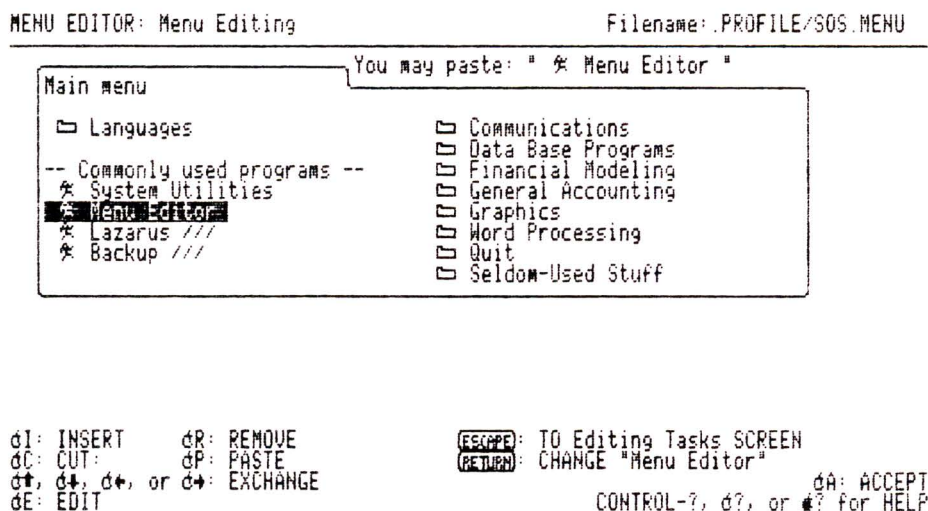


Figure 4.20. Cut and re-Paste Menu Editor

4. Move the highlight into the Seldom-Used Stuff submenu, by pressing the down-arrow three times, then right-arrow, then RETURN.

5. Move the highlight to the blank line below Getting Started, then paste the **spare** Menu Editor item into the submenu, by pressing Open-Apple-P.

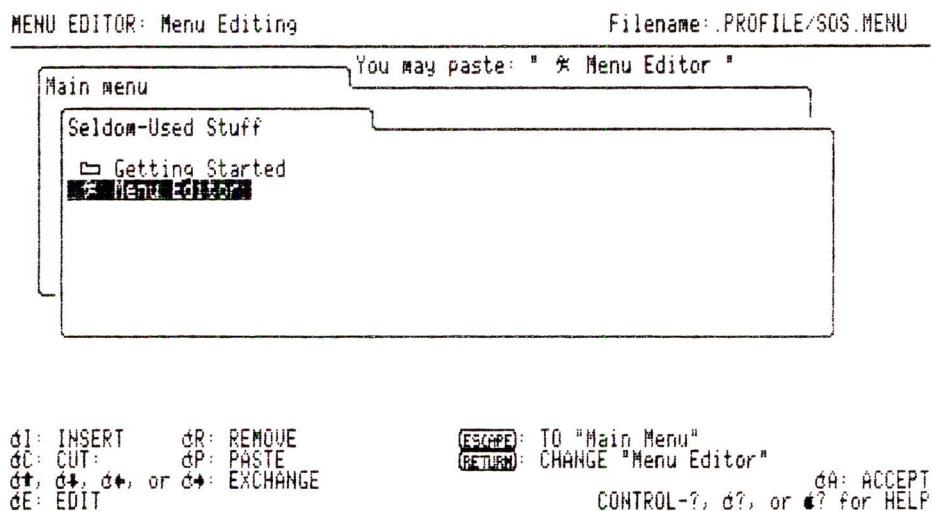


Figure 4.21. Paste Menu Editor into Submenu

Editing a Menu Item

Use the edit command to fix typing mistakes or to change a menu item. If you are so inclined, you can also use this command to change a line of text to a blank line or vice versa, although the insert and remove commands are more convenient. Here's how the edit command works:

1. Highlight the item you want to edit. The Menu Editor item is already highlighted if you are following the example.

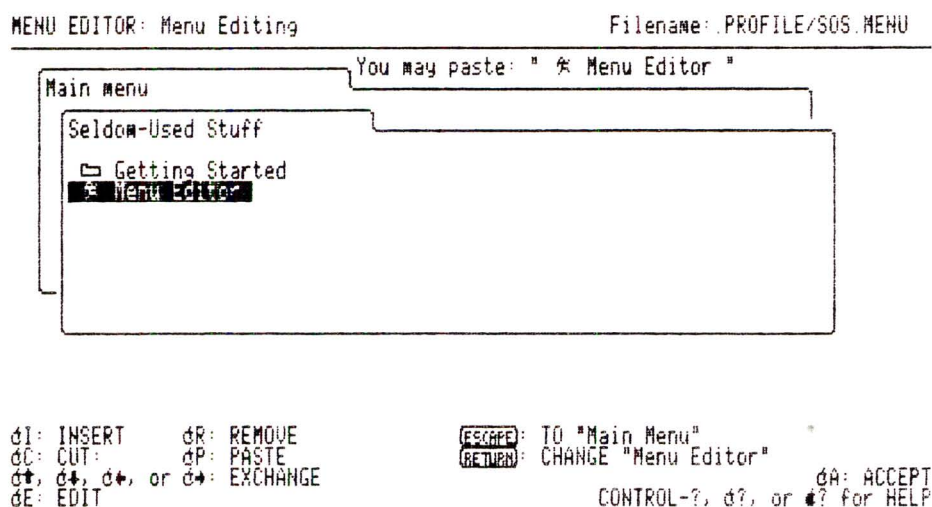


Figure 4.22. Menu Editor highlighted

2. Type Open-Apple-E.

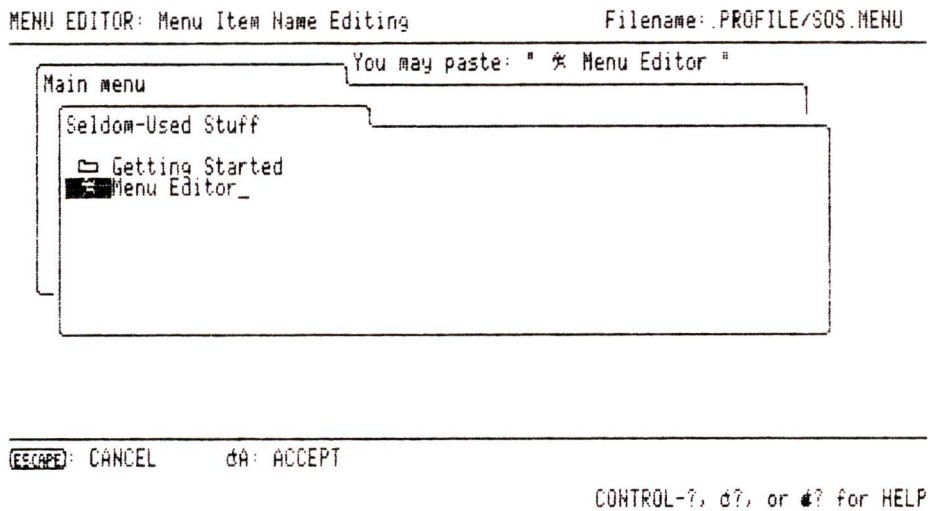


Figure 4.23. Type Open-Apple-E

3. Type a new item or edit the current item. We will edit the current item to change "Menu Editor" to "Spare Menu Editor".

To make an entirely new item, you'd just start typing. The current item would disappear. To get it back, you could press **CONTROL-U** (for Undo) or **ESCAPE**.

To edit the current item:

Move the cursor to the place you want to insert or delete characters using the left- or right-arrow key. Here we move the cursor back before the first letter, M.

Insert characters by typing them. Here we type "**Spare** ", including one space. (After you type "Spare", it may look as if there is already a space between it and "Menu", but this is only a temporary hole for the cursor, and it will disappear when you press **RETURN**.)

You can delete characters to the left using the **CONTROL-left-arrow**, **CONTROL-spacebar**, or the **DELETE** key (if you have one).

You can delete characters to the right using **CONTROL-right-arrow** (to delete one character at a time) or **CONTROL-K** (to delete to the end of the item).

4. When you've finished making your item, press **Open-Apple-A** or **RETURN** to accept the new text. (To restore the previous text, you'd press **CONTROL-U** or **ESCAPE**).

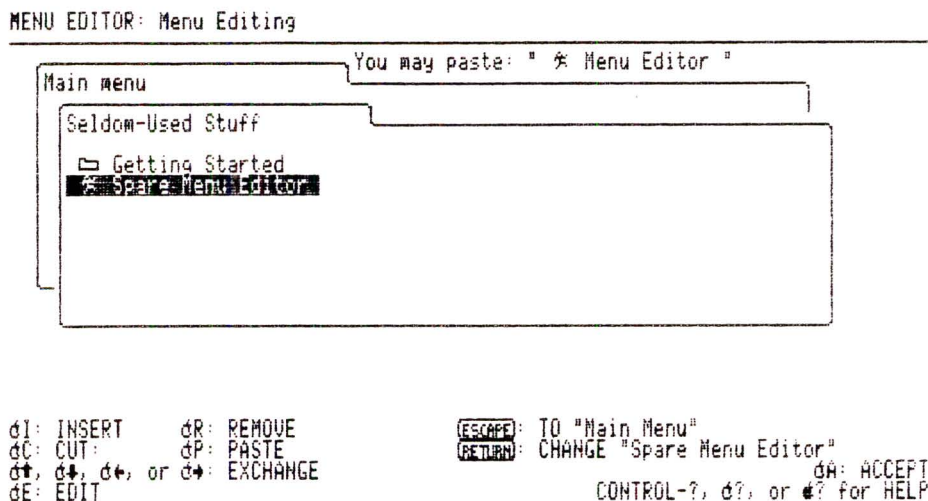


Figure 4.24. Accept Item

If you had been editing a submenu or line of text, you'd be done. If you were editing a program item, you have only changed the program title. You may also need to edit the Program Specification Form, as shown in the next section.

Editing the Program Specification Form

Every program item has a Program Specification Form. To edit the Specification Form, put the highlight on the program title and press **RETURN**. When you do this to the current item, Spare Menu Editor, you get this form:

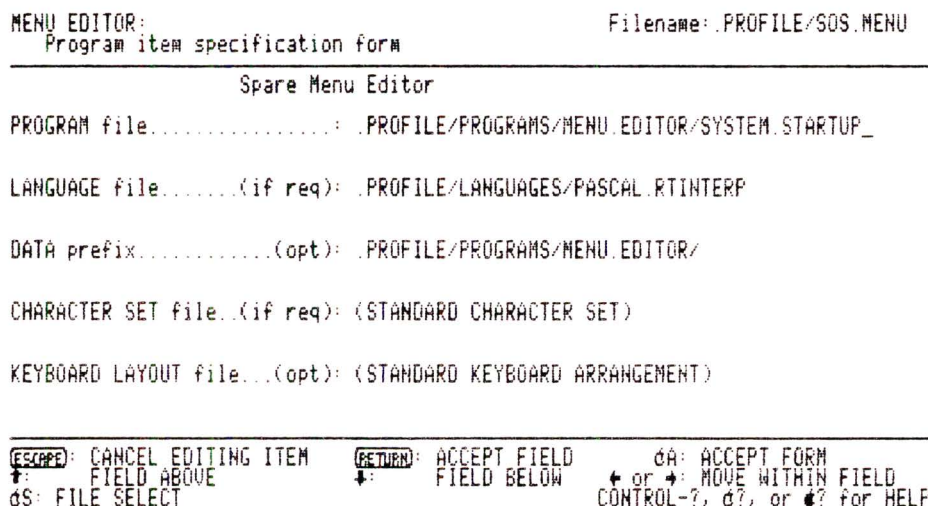


Figure 4.25. Program Specification Form

The form has five fields.

- **PROGRAM file.** This field is the pathname of the program file, in this case, **.PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP**. The subdirectory, **.PROFILE/PROGRAMS/MENU.EDITOR/**, that holds the program file also holds any other files the program needs to run: in this case, **SYSTEM.MISCINFO**.
- **LANGUAGE file.** This field is the pathname of the language interpreter, if any, Selector needs to run the program.

Since the Menu Editor is a Pascal program, the **LANGUAGE file** is **.PROFILE/LANGUAGES/PASCAL.ATINTERP**.

If the program were a BASIC program, the **LANGUAGE file** would be **.PROFILE/LANGUAGES/BASIC.ATINTERP**.

If the program were itself an interpreter, like Apple Writer ///, no **LANGUAGE file** would be needed.

- **DATA prefix.** This optional field sets the SOS prefix, when the program is run, to the directory where the program's data files will be kept. If you leave it blank, Selector will not change the SOS prefix before running the program, so it will remain the same as it was left by the last program run. (The Selector does not set or use the SOS prefix for its own purposes.) In the present case, the prefix is the directory pathname **.PROFILE/PROGRAMS/MENU.EDITOR/**. The ending slash signifies that the file is a subdirectory. If you forget to type it, the Menu Editor will add it for you, but it will not check that the file is really a subdirectory. This capability allows you to control the SOS prefix available to the program, but it does not force the program to use the SOS prefix. For example, the Menu Editor does not use the **DATA prefix** if you give a complete pathname, like **.PROFILE/SOS.MENU**, for the menu file.
- **CHARACTER SET file.** This optional field is the pathname of the character set you want the program to use. Here no **CHARACTER SET file** is specified, so Selector uses its own character set: that is, the one in the **/SELECTOR.START/SOS.DRIVER** file. Some programs, like Access ///, require a certain character set.
- **KEYBOARD LAYOUT file.** This optional field is the pathname of the keyboard layout you want the program to use. You can specify **Sholes**, **Dvorak**, or any of a number of foreign keyboards. Here no **KEYBOARD LAYOUT file** is specified, so Selector uses its own keyboard layout: that is the one in the **/SELECTOR.START/SOS.DRIVER** file.

You can move the cursor from field to field with the up- and down-arrows. Type your item, edit with the same keys you use for editing menu items. To cancel your changes to a field, press **CONTROL-U**. To accept them, press **RETURN**. (Instead of **RETURN**, you can use the up- or down-arrow key.) If you create a pathname with invalid syntax, you get an error message telling you what the problem is: press the **spacebar**, and the cursor jumps to the first error.

Here we will change the first three pathnames (**PROGRAM**, **LANGUAGE**, and **DATA**) to begin with **/PROFILE**, rather than **.PROFILE**. This would allow you to create a floppy disk with a volume name of **/PROFILE** from which you could run the Menu Editor, if anything happened to the copy of the Menu Editor on the ProFile. (If your large disk is not named **/PROFILE**, substitute its volume name in this example.)

We will edit each pathname a different way. First, let's edit the **PROGRAM file** pathname:

1. Move the cursor back before the first slash

PROGRAM file.....: .PROFILE_/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP

2. Press **CONTROL-left-arrow** until **.PROFILE** is deleted.

PROGRAM file.....: _/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP

3. Type **/PROFILE** and press **RETURN**.

PROGRAM file.....: /PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP

Now we will edit the **LANGUAGE file** pathname, the easy way.

1. Move the cursor back just after the period.

LANGUAGE file.....(if req): ._PROFILE/LANGUAGES/PASCAL. RTINTERP

2. Delete the period with a **CONTROL-left-arrow**.

LANGUAGE file.....(if req): _PROFILE/LANGUAGES/PASCAL. RTINTERP

3. Type a slash and press **RETURN**.

LANGUAGE file.....(if req): /PROFILE/LANGUAGES/PASCAL. RTINTERP

Now we will learn a very useful trick.

File Selection

We will edit the **DATA prefix** using the arrow keys to find our pathname for us. This is very useful if we aren't sure of the pathname of a file: it saves us the trouble of leaving the Menu Editor, listing the directory of the ProFile, then going back into the Menu Editor again. Here's how it works:

1. Without moving the cursor, type **/PROFILE/**. The previous pathname disappears.

DATA prefix.....(opt): /PROFILE/_

2. Press Open-Apple-S (for Select). A list of the files in the **/PROFILE/** volume directory appears in a box on the right side of the screen.

MENU EDITOR: Program item specification form	File
<hr/>	
Menu Editor	
PROGRAM file.....: /PROFILE/PROGRAMS/MENU.ED	<div style="border: 1px solid black; padding: 5px;">CHARACTER SETS/ BPI/ CHARACTER SETS/ KEYBOARD LAYOUT/ PROGRAMS/ SA3/ COBOL/ THREE EP/ DATA/ SOS.MENU</div>
LANGUAGE file.....(if req): /PROFILE/LANGUAGES/PASCAL	
DATA prefix.....(opt): /PROFILE/	
CHARACTER SET file...(if req): (STANDARD CHARACTER SET)	
KEYBOARD LAYOUT file...(opt): (STANDARD KEYBOARD ARRANGEMENT)	
<hr/>	
(ESCAPE) : CANCEL EDITING ITEM ↑: FIELD ABOVE ↓: FILE SELECT	(RETURN) : ACCEPT FIELD ↑ or ↓: MOVE WITHIN FIELD ↓: FIELD BELOW ⌘A: ACCEPT FORM ↑ or ↓: MOVE WITHIN FIELD CONTROL-?, ⌘?, or ⌘? for HELP

Figure 4.26. Pathname Selection

3. Move the highlight down the list to **PROGRAMS/** with the down-arrow, then press the right-arrow key to select it and press **RETURN**. The pathname now reads **/PROFILE/PROGRAMS/**.

DATA prefix.....(opt): /PROFILE/PROGRAMS/_

4. Now select **MENU.EDITOR/** from the **PROGRAMS/** subdirectory in this way: Type **M=** and press Open-Apple-S. The equal sign is a **wild card** character, which matches any string of characters. The selector now looks in the **PROGRAMS/** subdirectory for a filename that matches **M=** and finds **MENU.EDITOR** and **MULTIPLAN**. Press the right-arrow key with the highlight over **MENU.EDITOR** and then press **RETURN**, and your pathname field looks like this:

DATA prefix.....(opt): /PROFILE/PROGRAMS/MENU.EDITOR/_

Alternatively, you could have selected **MENU.EDITOR/** the same way you selected **PROGRAMS/**, by pressing Open-Apple-S, then using the arrow keys.

5. Now accept your entry by pressing **RETURN**, up-arrow, or down-arrow.

We will not put anything in the **CHARACTER SET** or **KEYBOARD LAYOUT file** fields, as the Menu Editor uses the standard character set and keyboard layout.

Now you have two choices: you can either accept the new form, or discard it and retrieve the old form. For an experiment, press **ESCAPE**. You will get the message below:

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
  Program item specification form

Menu Editor

PROGRAM file.....: /PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP

LANGUAGE file.....(if req): /PROFILE/LANGUAGES/PASCAL.RTINTERP

DATA prefix.....(opt): /PROFILE/PROGRAMS/MENU.EDITOR/

CHA  You have changed this menu item. Do you really want
KEY  to cancel these changes?
     Press
     "Y" to confirm cancelling the changes,
     "N" or ESCAPE to change your mind about cancelling
     these changes.

ESCAPE
↑
ds:                                ELD
                                r HELP
```

Figure 4.27. "Cancel Changes?" Warning Message

Now type **N** to indicate that you do not wish to discard your changes, and press Open-Apple-A to accept the changes.

The Menu Editor gives you the "Cancel Changes?" warning message if you press **ESCAPE** any time after pressing **RETURN**, up-arrow, or down-arrow. This has two results:

- If you press **RETURN**, up-arrow, or down-arrow without changing anything, and then press **ESCAPE**, you get the warning.
- On the other hand, if you change the first line (**PROGRAM file**) and press **ESCAPE** before pressing **RETURN**, up-arrow, or down-arrow, then you don't get the warning--your change are discarded.

Inserting a Program Item

Inserting a new program is slightly harder than editing an existing program, because you need to know what to fill in the blanks. Let's assume you have installed a BASIC program named **SUPERDATA** under the pathname **.PROFILE/PROGRAMS/SUPERDATA/HELLO**. (How to install this program is explained in Chapter 3. Let's put it in the Data Base Programs submenu.

1. First go to the Main Menu and highlight Data Base Programs.

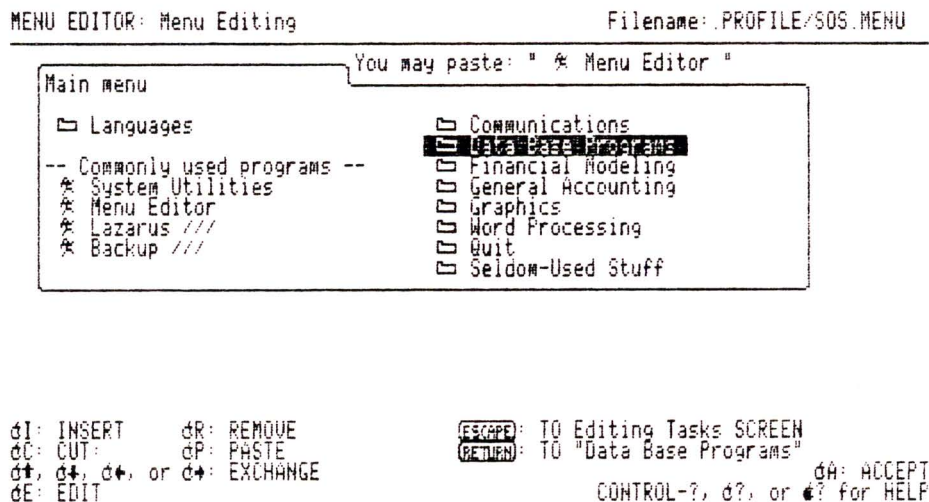


Figure 4.28. Main Menu, Data Base Programs highlighted

2. Now press **RETURN** to descend into the submenu.

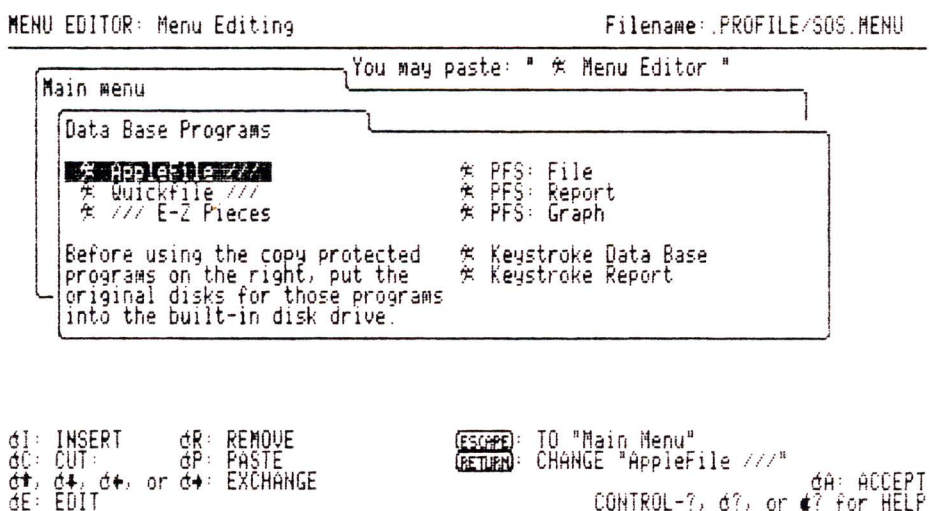


Figure 4.29. Data Base Programs submenu, AppleFile highlighted

3. Move the highlight to a suitable blank line.

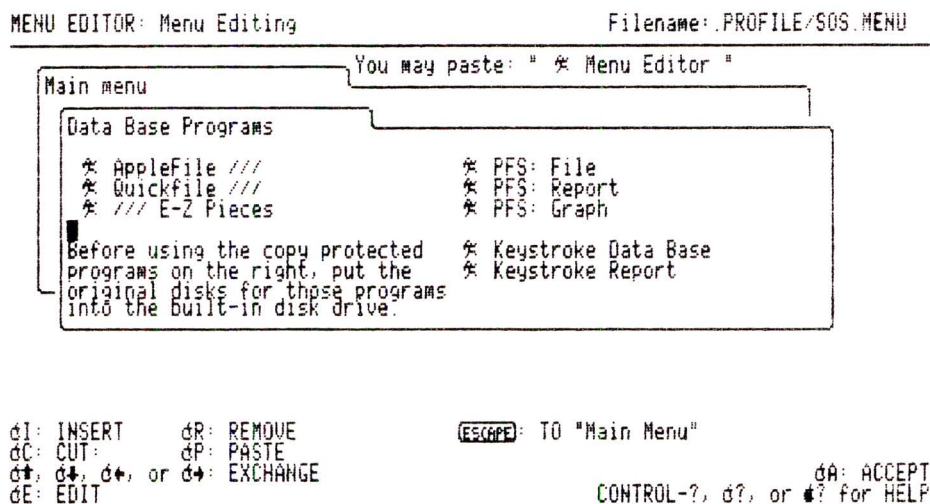


Figure 4.30. Data Base Programs submenu, blank highlighted

4. Now press Open-Apple-I and select **P - a program.**

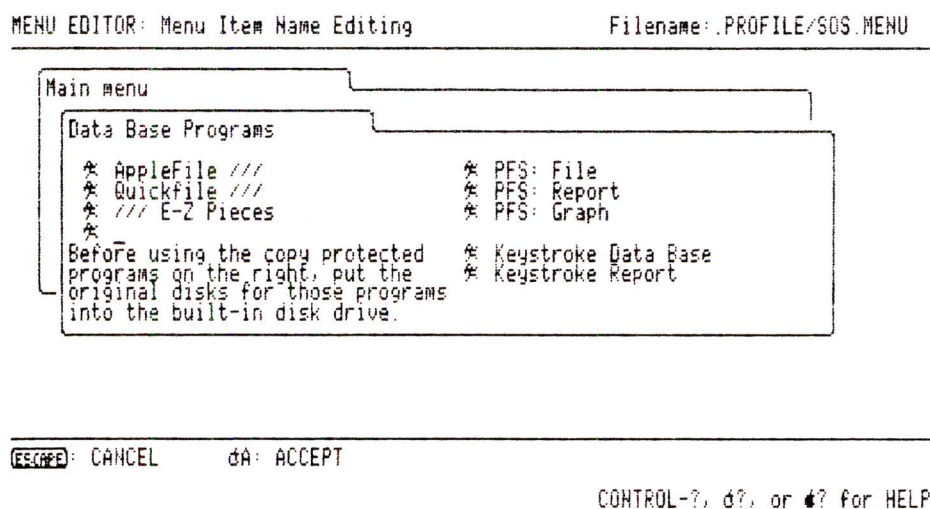


Figure 4.31. Data Base Programs submenu

5. Type **Superdata** and press **RETURN** to accept your title and give you a blank Program Specification Form (that is, blank except that the standard character set and keyboard layout are assumed.)

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
  Program item specification form
  _____
                Superdata
PROGRAM file.....: _
LANGUAGE file.....(if req):
DATA prefix.....(opt):
CHARACTER SET file...(if req): (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file...(opt): (STANDARD KEYBOARD ARRANGEMENT)

_____
(ESC) CANCEL EDITING ITEM  (RETURN) ACCEPT FIELD  (a) ACCEPT FORM
+ FIELD ABOVE             + FIELD BELOW      + or + MOVE WITHIN FIELD
ds: FILE SELECT           + or + CONTROL-?, d?, or ? for HELP
```

Figure 4.32. Superdata Program Specification Form

Filling in a Blank Program Specification Form

Every program has a Program Specification Form. When entering a new program item, you have to fill in a blank form, much as you edited a filled-in form when editing a menu item in a preceding section. As before, you have the following fields to fill in:

PROGRAM file.....:

LANGUAGE file.....(if req):

DATA prefix.....(opt):

CHARACTER SET file...(if req):

KEYBOARD LAYOUT file...(opt):

The **PROGRAM file** is the file the program was copied to during installation. The **LANGUAGE file** is determined by the language the program is written in. The **DATA prefix** is usually set to the subdirectory that holds the **PROGRAM file**, as most floppy-based programs expect to find their data on the program disk. A notable exception to this is such programs as the System Utilities, which legitimately can operate on the entire profile: such programs would have **.PROFILE/** as a **DATA prefix**. The last two fields can, and usually are, left unchanged.

Since Superdata is a BASIC program, the language file is **BASIC.ATINTERP**. The first three fields are as follows:

PROGRAM file.....:PROFILE/PROGRAMS/SUPERDATA/HELLO
LANGUAGE file.....(if req):.PROFILE/LANGUAGES/BASIC.ATINTERP
DATA prefix.....(opt):.PROFILE/PROGRAMS/SUPERDATA/

If you were installing a Pascal program, like **WONDERCODE**, the language file is **PASCAL.ATINTERP**. The first three fields would be as follows:

PROGRAM file.....:PROFILE/PROGRAMS/WONDERCODE/SYSTEM.STARTUP
LANGUAGE file.....(if req):.PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix.....(opt):.PROFILE/PROGRAMS/WONDERCODE/

If the program were itself an interpreter, like **SCREENWRITER**, no **LANGUAGE file** would be needed. The first three fields would be as follows:

PROGRAM file.....:PROFILE/PROGRAMS/SCREENWRITER/SOS.INTERP
LANGUAGE file.....(if req):
DATA prefix.....(opt):.PROFILE/PROGRAMS/SCREENWRITER/

In all three cases, the **CHARACTER SET** and **KEYBOARD LAYOUT** fields are left unchanged, so that the standard character set and keyboard layout are used.

You can move the cursor from field to field with the up- and down-arrows.

Type your entry into each field, edit with the same keys you use for editing menu items, and press **RETURN** when you are satisfied. (Instead of **RETURN**, you can use the up-or down-arrow key.) Leave the **CHARACTER SET** and **KEYBOARD LAYOUT** fields unchanged.

Look over the form. When it's the way you want it, press Open-Apple-A to accept it.

If you wanted to discard the form, you'd press **ESCAPE**, just as when editing an existing Program Specification Form. You'd get the **Cancel Changes?** warning message, and a chance to change your mind.

NOTE:

If you discard your Program Specification Form, the entire item, including the title, will be discarded, as a program cannot run without the specifications on the form. (Any items moved down to make way for the item will remain down.) For our example, type **N**, to clear the error message, then Open-Apple-A to accept our item.

Quit Programs

If your program title (not the program pathname) begins with the four letters **QUIT** (case doesn't matter), the Selector will treat that program as a **quit program**. When you select a quit program, the Selector executes that program, then terminates itself as soon as the program is finished. If you designated Quickfile as Quitfile, for example, you would enter the program normally by selecting it, but when you tried to return to the Selector, you would get this message instead of the Selector Menu:

Insert startup disk; press CTRL-RESET

Figure 4.33. Insert Startup Disk and press CTRL-RESET Message

Normally, you would set a program up as a quit program if it did something that you always did before turning your machine off.

Saving Your Edited Menu

When you've finished moving, editing, adding, and removing menu items, you need to save your revised menu to your ProFile. In the exercise you're working through, you won't want to save the edited menu, but when you're customizing the menu for yourself, you will. You'll find the **S - Save the menu file** option on the Editing Tasks screen. Press **ESCAPE** until you see this screen:

```
Selector ///                               Filename: .PROFILE/SOS.MENU
@ Sabre Software, Inc. 1984
MENU EDITOR: Editing Tasks                               Version 1.00
-----
Please select one of the following:

S - Edit the menu file
C - Change the pathname of the menu file
P - Print the menu file
S - Save the menu file
Q - Quit editing
-----
RETURN: CHOOSE      ↑: PREVIOUS      ↓: NEXT
                                CONTROL-?, d?, or #? for HELP
```

Figure 4.34. Editing Tasks Screen

To save the menu as it is, move the highlight to **S - Save the menu file**, and press **RETURN**. Go ahead--you can back out in the next step.

You'll see this message:

```
Selector ///                               Filename: .PROFILE/SOS.MENU
@ Sabre Software, Inc. 1984
MENU EDITOR: Editing Tasks                               Version 1.00
-----
Please select one of the following:

E - Edit the menu file
C - Change the pathname of the menu file
P - Print the menu file

You have made a request to save your menu under the name
[ .PROFILE/SOS.MENU ]
Press
  "Y" to confirm,
  "N" or ESCAPE to cancel saving the menu.
-----
RETURN
```

r HELP

Figure 4.35. "Save Requested" Message

If you wished to save the changed menu, you'd type **Y**. Since you don't want to save it, type **N** or **ESCAPE**, and you will be back at the Editing Tasks screen.

```
Selector ///                               Filename: .PROFILE/SOS.MENU
@ Sabre Software, Inc. 1984
MENU EDITOR: Editing Tasks                               Version 1.00

Please select one of the following:

E - Edit the menu file
C - Change the pathname of the menu file
P - Print the menu file
S - Save the menu file
Q - Quit editing

Saving .PROFILE/SOS.MENU. This takes about 30 seconds.....
PETI
```

Figure 4.36. "Saving Menu" Message (How it looks when you type **Y**)

Now you can select the Quit editing option to return to the Main Menu, or you can use one of the other tasks on the Editing Tasks screen.

NOTE:

After saving a new menu, you should test it in use to make sure it works with all your programs--especially the Menu Editor, System Utilities, and the programs in Getting Started--then copy **.PROFILE/SOS.MENU** to **.PROFILE/SOS.MENU.SAVE**. Leave **/SELECTOR.START/SOS.MENU** unchanged. That way, if anything happens to the menu on your ProFile, you can get it back from the backup menu, as explained in the section **What to Do If You Mangle Your Menu**.

Changing the Pathname of the Menu File

You can use this option to change the pathname, and thus location, of your menu file. This pathname will be used when you save your new menu, and will be used from then on, even when you next start up the system. The new menu will become your current menu immediately. If you don't save a new menu after changing the pathname, the old pathname will continue to be used.

To change the name, select **C - Change the pathname of the menu file** from the Editing Tasks Menu. You'll see this screen:

```
MENU EDITOR:                                     Filename: .PROFILE/SOS.MENU
Changing Name of Menu File

The current name of the menu file is in the upper right corner of the
screen. You may change the pathname for the menu file here and when
you save the menu file your Selector /// startup disk will be changed
as well to reflect the new name. The old menu file will NOT be removed.
If you want to remove an old menu file, then you must use the Apple ///
System Utilities. The name you specify here has no effect until you
actually save your menu file.

Pathname of menu file.....: .PROFILE/SOS.MENU_

(ESCAPE) MAIN MENU                               (RETURN) or ␏: ACCEPT FORM
↑ or ↓: MOVE WITHIN FIELD                          CONTROL-?, d?, or #? for HELP
ds: FILE SELECT
```

Figure 4.37. Change the Pathname of the Menu File Screen

- To enter an entirely new pathname, just start typing the new name. (As soon as you type the first character, the current pathname will disappear.)
- To avoid erasing the current pathname (as when you want to add to it), press the right-arrow key before anything else.
- To move the cursor to the place you want to add or delete characters, use the left and right arrow keys without holding the **CONTROL** key.
- To delete characters to the left, press **CONTROL-left-arrow** or **CONTROL-spacebar**, or the **DELETE** key (if you have one).
- To erase characters to the right, type **CONTROL-right-arrow** (to delete one character at a time) or **CONTROL-K** (to delete to the end of the item).

When you finish typing or editing the menu pathname, type Open-Apple-**A** or **RETURN** to accept it, then save the menu file as explained in the previous section. At that time, the menu file will be saved under the name you have given it here, and your startup disk will be updated to use the new pathname the next time you restart. However, you need not restart to use the new menu: the Selector begins using it as soon as it is saved.

Important Note:

In this chapter, we will assume that you are using the pathname **.PROFILE/SOS.MENU** for your menu. If you are using a different pathname, substitute it whenever you see **.PROFILE/SOS.MENU**.

Printing the Menu File

If you have a printer connected to your computer, this command lets you get a printed copy of all levels of your menu including the Program Specification Form for each program. (A printed copy of the original menu is in Appendix A.) This will help you see which language interpreter and subdirectories correspond to each program. It will also help you recover from problems you encounter while installing programs on your ProFile. In almost all cases, the cause of such problems is that the pathname of a file on the ProFile doesn't quite match the item in the menu. By comparing a directory listing of the ProFile and a listing of your menu, you can find these mismatches easily.

1. Select **P – Print the menu file** from the Editing Tasks screen. You'll see this screen:

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
Menu printing

Print to what filename: .PRINTER_
Do you want program item specifications printed too? (Yes/No): Y
Will this be printed on an Apple Dot Matrix Printer? (Yes/No): N

-----
[ESC] CANCEL      [RETURN] ACCEPT FIELD      + or +: MOVE WITHIN FIELD
[OA] ACCEPT FORM (begin printing)
[OS] FILE SELECT      CONTROL-?, d?, or *? for HELP
```

Figure 4.38. Print the Menu File Screen

2. If the device name of your printer is **.PRINTER**, press **RETURN**. If it's not, type the device name of your printer and press **RETURN**. (If you have only one printer, you may want to use the System Configuration Program to change the name of the appropriate printer driver to **.PRINTER**.) You may also specify any other pathname, such as that of a disk file or even to the screen (**.CONSOLE**), as the menu's destination.
3. If you want a printed copy of the Program Specification Form for each program on your menu, press **RETURN** to accept the default of **Y** (for yes). If you just want a copy of the Main Menu and submenus as they appear on the screen, type **N** (for no) and press **RETURN**.

4. If your printer is an Apple Dot Matrix Printer (or an Apple Imagewriter), type **Y** and press **RETURN**. If not, press **RETURN** to accept the default of **N** (for No).
5. When all the fields are the way you want them, press Open-Apple-**A**. If a printer is connected to your computer and if you specified the correct device name, your printer will start spewing out a copy of your menu. Or, if you specified another kind of file, the menu will be sent to it. If there's no printer connected or if you gave the wrong device name, you get this error message

```
MENU EDITOR:                               Filename: .PROFILE/SOS.MENU
  Menu printing

Print to what filename: .PRINTER
Do you want program item specifications printed too? (Yes/No): Y
Will this be printed on an Apple Dot Matrix Printer? (Yes/No): N
Press ESCAPE to interrupt the printout

The device named [.PRINTER] could not be found. Please be
sure that everything is plugged in correctly and that this device
is active in your SOS.DRIVER file on your Startup disk.

Press the spacebar to continue.

ESCAPE  IELD
OR:
DS:      r HELP
```

Figure 4.39. "Printer Not Found" Message

If the name is right and you can correct the problem (by plugging the printer in, for instance), press the **spacebar**, and the Menu Editor will try again. If the name is wrong, press **ESCAPE**, and you will get the Editing Tasks screen. To try again to print your menu, press **RETURN**.

Warning

If you try to print to the Apple Dot-Matrix Parallel Printer driver (which is called **.PARPRINTER** unless you used the System Configuration Program to rename it), and the parallel printer is not connected to your Apple ///, you will get no error message. Instead, the computer will wait forever for a response from the nonexistent printer, and you will have to restart the system, losing any changes you made to your menu. For this reason, it is wise to save your menu before printing it.

You can interrupt printing (whether to a printer or to another file) by pressing **ESCAPE**.

Leaving the Menu Editor

You can leave the editor by selecting **Q - Quit Editing**, from the Editing Tasks screen. If you have not changed the menu, you'll find yourself back at the Selector Main Menu.

If you made changes to the menu and didn't save them, you'll see this message:

```
Selector ///                               Filename: .PROFILE/SOS.MENU
© Sabre Software, Inc. 1984                Version 1.00
MENU EDITOR: Editing Tasks

Please select one of the following:

E - Edit the menu file
C - Change the pathname of the menu file
P - Print the menu file

You have made changes to your menu. Would you like to discard
them?
Press
  "Y" to confirm discarding them
  "N" or (ESCAPE) to change your mind about quitting.

[ESC] r HELP
```

Figure 4.40. "Quit Without Saving?" Message

If you really want to quit editing and throw away your changes, type **Y** (for yes) and you'll find yourself back at the Main Menu.

If you typed **Q** by mistake, type **N** (for no) or **ESCAPE** and you will return to the Editing Tasks screen. This will let you save your changes or continue editing.

Jumping out of the Middle

You can also quit the Menu Editor from anywhere within - that is, if you are three levels deep in submenus - without pressing **ESCAPE** repeatedly. You can do this any time you don't have a file-selection window on the screen.

Just press **CONTROL-Q**. If you haven't changed the menu, you will go to the Selector Menu.

If you haven't changed the menu, you will get the **Quit Without Saving?** message. If you now type **Y**, you will go to the Selector Menu. If you type **N**, you will go to the place where you were before you pressed **CONTROL-Q**.

What to Do if You Mangle Your Menu

It can't happen here, but it happened anyway. You changed your menu and saved it, and it doesn't work. You can't even get into the Menu Editor to fix it. What can you do?

Well, that's why you put your original Selector disks in a safe place. Take them out of the vault, in case you might need them, and do the following:

1. Turn your ProFile off, but leave the Apple /// on.
2. Make sure your working copy of the Selector Startup disk is in the built-in drive and press **CONTROL-RESET**. Since the ProFile is off, your menu won't be found, so you will get the **Unable to find: .PROFILE/SOS.MENU** Error Message.

```
Unable to find: .PROFILE/SOS.MENU

Press SPACE - to continue
        Q   - to quit
        ESCAPE - to use .D1/SOS.MENU
```

Figure 4.41. Unable to find: .PROFILE/SOS.MENU Error Message

Important Note:

If your menu pathname is not **.PROFILE/SOS.MENU**, use the pathname given by the "Unable to find:" error message when following the instructions, in the sections below, for recovering your menu.

If you can't restart at all, make a fresh copy of the original Selector Startup disk, and try that.

3. Press **ESCAPE** to use **.D1/SOS.MENU**.
4. Turn your ProFile on again.

After your ProFile warms up and the light glows steadily, you can recover in one of these three ways:

Menu Recovery the Easy Way (from a Backup)

You may be fortunate enough to have saved a previous working version of your menu on the ProFile as **.PROFILE/SOS.MENU.SAVE**. If you are so blessed, you can recover easily as follows:

1. From your Main Menu, select the System Utilities program. (If for some reason, you can't use the System Utilities program on the ProFile, use the Getting Started submenu to run the program on your System Utilities disk.)
2. Copy the previous menu from **.PROFILE/SOS.MENU.SAVE** to **.PROFILE/SOS.MENU**.
3. Restart the system with **CONTROL-RESET**. (The reason you must restart is that once the Selector has used **.D1/SOS.MENU**, it continues to use that menu until you restart it, at which time it again looks for **.PROFILE/SOS.MENU**.)
4. Edit your restored menu if your last backup did not contain your latest changes.

Menu Recovery the Hard Way (from Scratch)

If you don't have a working backup menu saved under **SOS.MENU.SAVE**, you can recreate your menu from the original **.D1/SOS.MENU** and save it under **.PROFILE/SOS.MENU**. This method takes more work, as you must redo all the changes you made to your menu.

1. From your Main Menu, select the System Utilities program. (If for some reason, you can't use the System Utilities program on the ProFile, use the Getting Started submenu to run the program on your System Utilities disk.)
2. Copy the menu from **.D1/SOS.MENU** to **.PROFILE/SOS.MENU**.
3. Restart the system with **CONTROL-RESET**. (The reason you must restart is that once the Selector has used **.D1/SOS.MENU**, it continues to use that menu until you restart it, at which time it again looks for **.PROFILE/SOS.MENU**.)
4. Edit your restored menu and recreate all your changes.

Fixing Your Menu

You might not want to revert back to an earlier version of your menu, but rather fix your non-working menu. If this is the case, follow the instructions below to fix your menu.

1. From your Main Menu, select the System Utilities program. (If for some reason, you can't use the System Utilities program on the ProFile, use the Getting Started submenu to run the program on your System Utilities disk.)
- 2) Format a blank disk and give it a volume name of **/MENU.EDITOR**. You will use this disk to run the Menu Editor since you can't run it from your ProFile. Label the disk 'Menu Editor Diskette Version'.

- 3) Copy the menu editor files from the Selector Programs disk to this disk.

Copy the File

/SELECTOR.PROG/PROGRAMS/MENU.EDITOR/=

To the File

/MENU.EDITOR/=

- 4) Copy the language support files from the Selector Languages disk to this disk.

Using file selection, Copy the Files

**/SELECTOR.LANG/LANGUAGES/PASCAL.ATINTERP
/SELECTOR.LANG/LANGUAGES/SYSTEM.ATPASCAL**

To the File

/MENU.EDITOR/=

- 5) Restart the system with **CONTROL-RESET**. (The reason you must restart is that once the Selector has used **.D1/SOS.MENU**, it continues to use that menu until you restart it, at which time it again looks for **.PROFILE/SOS.MENU**.)
- 6) Insert the Menu Editor disk that you just created into the built-in disk drive and select the Menu Editor entry in the Getting Started submenu.
- 7) You will now be able to edit your menu into working condition. If your menu looks right but still doesn't work, compare it with the copy of the menu listed in Appendix A to find the differences.

Appendix A

Selector Menus and Menu Specification Forms

+-----+ Main Menu +-----+	
o Getting Started	o Communications
o Languages	o Data Base Programs
	o Financial Modeling
-- Commonly used programs --	o General Accounting
* System Utilities	o Graphics
* Menu Editor	o Word Processing
* Lazarus ///	
* Backup ///	o Quit
+-----+	

System Utilities

PROGRAM file: .PROFILE/PROGRAMS/SYS.UTILITIES/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

Menu Editor

PROGRAM file: .PROFILE/PROGRAMS/MENU.EDITOR/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/PROGRAMS/MENU.EDITOR/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

Lazarus ///

PROGRAM file: .PROFILE/PROGRAMS/LAZARUS/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

Backup ///

PROGRAM file: .PROFILE/PROGRAMS/BACKUP3/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/PROGRAMS/BACKUP3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)


```

+-----+
| Main Menu                                     +-----+
+-----+
| Getting Started                             +-----+
| Here's what you need to install Selector ///
| * INSTALL SELECTOR ///                     <-- your diskette must be in .D1
| * Sys Utilities (built-in)                 <-- your diskette must be in .D1
| * Menu Editor (diskette)                   <-- if you aren't using .PROFILE
|                                           for the device name of your
|                                           disk. See manual Appendix B.
+-----+

```

INSTALL SELECTOR ///

```

PROGRAM file:      .D1/SYSTEM.STARTUP
LANGUAGE file:     /SELECTOR.LANG/LANGUAGES/PASCAL.ATINTERP
DATA prefix:
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Sys Utilities (built-in)

```

PROGRAM file:      /UTILITIES/SYSTEM.STARTUP
LANGUAGE file:     /UTILITIES/SOS.INTERP
DATA prefix:      /UTILITIES/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Menu Editor (diskette)

```

PROGRAM file:      /MENU.EDITOR/SYSTEM.STARTUP
LANGUAGE file:     /MENU.EDITOR/PASCAL.ATINTERP
DATA prefix:      /MENU.EDITOR/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

```

+-----+
| Main Menu                                     |
+-----+
| Languages                                     |
|                                             |
| Use this menu to select from the various programming languages |
| that the Apple /// has to offer.           |
|                                             |
| * Business Basic ///                       |
|                                             |
| * Pascal ///                               |
|                                             |
| * Cobol ///                               |
|                                             |
| * Installing Pascal                       |
|                                             |
| * Apple ][ Emulation                     |
| * Installing ][ Emulation                 |
+-----+

```

Business Basic ///

```

PROGRAM file:
LANGUAGE file:      .PROFILE/LANGUAGES/BASIC/SOS.INTERP
DATA prefix:        .PROFILE/LANGUAGES/BASIC/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Pascal ///

```

PROGRAM file:
LANGUAGE file:      .PROFILE/LANGUAGES/PASCAL/SOS.INTERP
DATA prefix:        .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Cobol ///

```

PROGRAM file:
LANGUAGE file:      .PROFILE/COBOL/SOS.INTERP
DATA prefix:        .PROFILE/COBOL/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Installing Pascal

```

PROGRAM file:      .PROFILE/PMOVE.CODE
LANGUAGE file:      .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:        .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Apple][Emulation

```

PROGRAM file:      .PROFILE/PROGRAMS/APPLE2/SOS.INTERP
LANGUAGE file:
DATA prefix:        .PROFILE/PROGRAMS/APPLE2/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Installing][Emulation

PROGRAM file: .PROFILE/PROGRAMS/APPLE2/INSTALL.APPLE2
LANGUAGE file:
DATA prefix: .PROFILE/PROGRAMS/APPLE2/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```
+-----+
| Main Menu                                     |
+-----+
| Communications                               |
|                                             |
| Use this menu to select from the various communications programs |
| that the Apple /// has to offer.           |
|                                             |
| * Access ///                               * Nexus                     |
| * Access 3270                             * Easyterm                  |
|                                             |
+-----+
```

Access ///

PROGRAM file: .PROFILE/PROGRAMS/ACCESS3/ACCESS3.CODE
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/DATA/
CHARACTER SET file: .PROFILE/CHARACTER.SETS/ACS3FONT
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Access 3270

PROGRAM file: .PROFILE/PROGRAMS/ACCESS.3270/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/DATA/
CHARACTER SET file: .PROFILE/CHARACTER.SETS/ACS3FONT
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Nexus

PROGRAM file: .PROFILE/PROGRAMS/HEXUS/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/PROGRAMS/HEXUS/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Easyterm

PROGRAM file: .PROFILE/PROGRAMS/EASYTERM/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/PROGRAMS/EASYTERM/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)


```

+-----+
| Main Menu                               |
+-----+
| Data Base Programs                     |
|
| * AppleFile ///                      | * PFS: File
| * Quickfile ///                      | * PFS: Report
| * /// E-2 Pieces                     | * PFS: Graph
|
| Before using the copy protected      | * Keystroke Data Base
| programs on the right, put the       | * Keystroke Report
+-----+
| original disks for those programs
| into the built-in disk drive.
+-----+

```

AppleFile ///

```

PROGRAM file:      .PROFILE/PROGRAMS/APPLEFILE/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:       .PROFILE/PROGRAMS/APPLEFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

Quickfile ///

```

PROGRAM file:      .PROFILE/PROGRAMS/QUICKFILE3/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:       .PROFILE/PROGRAMS/QUICKFILE3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

/// E-2 Pieces

```

PROGRAM file:      .PROFILE/THREE.EP/SOS.INTERP
LANGUAGE file:     .PROFILE/THREE.EP/
DATA prefix:       .PROFILE/THREE.EP/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

PFS: File

```

PROGRAM file:      .PROFILE/PROGRAMS/PFS.FILE/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:       .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

PFS: Report

```

PROGRAM file:      .PROFILE/PROGRAMS/PFS.REPORT/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:       .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

PFS: Graph

PROGRAM file: .PROFILE/PROGRAMS/PFS.GRAPH/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix: .PROFILE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Keystroke Data Base

PROGRAM file: .D1/SYSTEM.STARTUP
LANGUAGE file: .D1/SOS.INTERP
DATA prefix: .D1/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Keystroke Report

PROGRAM file: .D1/SYSTEM.STARTUP
LANGUAGE file: .D1/SOS.INTERP
DATA prefix: .D1/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```
+-----+
| Main Menu                                     |
+-----+
| Financial Modeling                           |
| Use this menu to select from the various financial modeling tools |
| that the Apple /// has to offer.            |
| * Advanced VisiCalc ///                     | * Multiplan      |
| * Senior Analyst ///                       | * /// E-2 Pieces  |
+-----+
| * VisiCalc ///                             |
+-----+
```

Advanced VisiCalc ///

PROGRAM file: .PROFILE/PROGRAMS/ADV.VISICALC/SOS.INTERP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix: .PROFILE/DATA/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

Senior Analyst ///

PROGRAM file: .PROFILE/SA3/START.CODE
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix: .PROFILE/SA3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

UisiCalc ///

PROGRAM file: .PROFILE/PROGRAMS/UISICALC/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/DATA/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

Multiplan

PROGRAM file: .PROFILE/PROGRAMS/MULTIPLAN/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/PROGRAMS/MULTIPLAN/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

/// E-2 Pieces

PROGRAM file: .PROFILE/THREE.EP/SOS.INTERP
LANGUAGE file:
DATA prefix: .PROFILE/THREE.EP/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

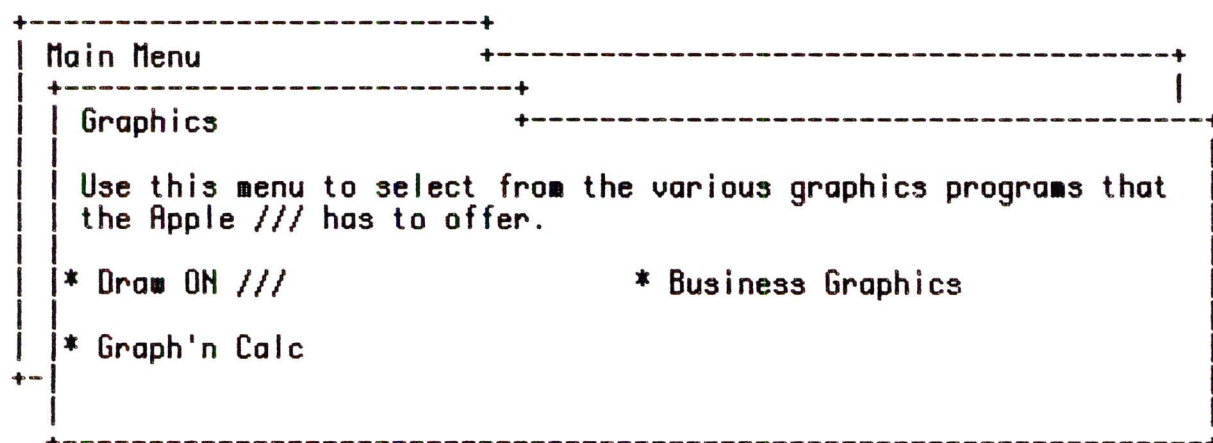
```
+-----+
| Main Menu                               |
+-----+-----+
| General Accounting                     |
|                                       |
| Use this menu to select from the accounting programs that the |
| Apple /// has to offer.               |
|                                       |
| * BPI                                * BPI - Install          |
|                                       |
+-----+-----+
```

BPI

PROGRAM file: .PROFILE/BPI/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/BPIPAS.ATINTERP
DATA prefix: .PROFILE/BPI/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

BPI - Install

PROGRAM file: .PROFILE/BPI/INSTALL/SYSTEM.STARTUP
LANGUAGE file: .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix: .PROFILE/BPI/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)



Draw ON ///

```

PROGRAM file:      .PROFILE/PROGRAMS/DRAW.ON.3/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix:       .PROFILE/PROGRAMS/DRAW.ON.3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

Graph'n Calc

```

PROGRAM file:      .PROFILE/PROGRAMS/GRAPH.N.CALC/HELLO
LANGUAGE file:     .PROFILE/LANGUAGES/BASIC.ATINTERP
DATA prefix:       .PROFILE/PROGRAMS/GRAPH.N.CALC/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

Business Graphics

```

PROGRAM file:      .PROFILE/PROGRAMS/BUS.GRAPHICS/PLOT.CODE
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix:       .PROFILE/PROGRAMS/BUS.GRAPHICS/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file: (STANDARD KEYBOARD LAYOUT)

```

```

+-----+
| Main Menu                               |
+-----+
| Word Processing                         |
|                                       |
| Use this menu to select from the various word processing programs |
| that the Apple /// has to offer.      |
|                                       |
| * Apple Writer ///                    | * /// E-2 Pieces
| * Apple Speller ///                  | * Habba Merge
+-----+
| * Script ///                          |
+-----+

```

Apple Writer ///

```

PROGRAM file:      .PROFILE/PROGRAMS/APPLEWRITER3/SOS.INTERP
LANGUAGE file:
DATA prefix:      .PROFILE/PROGRAMS/APPLEWRITER3/
CHARACTER SET file: .PROFILE/CHARACTER.SETS/STANDARD.CHR
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Apple Speller ///

```

PROGRAM file:      .PROFILE/PROGRAMS/PELLER3/SYSTEM.STARTUP
LANGUAGE file:      .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:      .PROFILE/PROGRAMS/PELLER3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Script ///

```

PROGRAM file:      .PROFILE/PROGRAMS/SCRIPT3/SCRIPT.CODE
LANGUAGE file:      .PROFILE/LANGUAGES/PASCAL.RTINTERP
DATA prefix:      .PROFILE/PROGRAMS/SCRIPT3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

/// E-2 Pieces

```

PROGRAM file:      .PROFILE/THREE.EP/SOS.INTERP
LANGUAGE file:
DATA prefix:      .PROFILE/THREE.EP/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Haba Merge

```

PROGRAM file:      .PROFILE/PROGRAMS/HABBA.MERGE/SOS.INTERP
LANGUAGE file:
DATA prefix:      .PROFILE/PROGRAMS/HABBA.MERGE/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

```

+-----+
| Main Menu                                     |
+-----+
| Quit                                         |
+-----+
| Choosing this option will prepare your computer to be turned off. |
| It is wise to make a backup of your work periodically, and you   |
| can do this using Backup ///. It has been placed here for your   |
| convenience.                                                         |
|                                                                       |
| * Quit                                     * Backup ///           |
+-----+

```

Quit

```

PROGRAM file:
LANGUAGE file:
DATA prefix:
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```

Backup ///

```

PROGRAM file:      .PROFILE/PROGRAMS/BACKUP3/SYSTEM.STARTUP
LANGUAGE file:     .PROFILE/LANGUAGES/PASCAL.ATINTERP
DATA prefix:       .PROFILE/PROGRAMS/BACKUP3/
CHARACTER SET file: (STANDARD CHARACTER SET)
KEYBOARD LAYOUT file:(STANDARD KEYBOARD LAYOUT)

```


Appendix B

Using a Large Disk that is not an Apple ProFile

For the convenience of most readers, we have written this manual on the assumption that you are installing Selector /// on an Apple ProFile whose device name is **.PROFILE**. We have created a **SOS.MENU** file that points to each application with a pathname beginning with **.PROFILE**. However, the Selector is flexible enough to handle any large disk, with any name.

If you are installing the Selector on a large disk that is not an Apple 5 MegaByte ProFile, you will not be able to follow the installation process in this manual until you have installed a driver for that disk in your Selector Startup disk's **SOS.DRIVER** file. Here's what to do:

1. Insert the Selector Startup disk in the built-in drive and press **CONTROL-RESET**. You will get the **Unable to find: .PROFILE/SOS.MENU** error message. Press **ESCAPE** to use **.D1/SOS.MENU**, select the Getting Started submenu, then select the Sys Utilities (built-in) entry from that submenu.
2. Select the System Configuration Program and add the driver for your large disk to the **SOS.DRIVER** file on your Selector Startup disk. You should now delete the Apple 5 MegaByte **.PROFILE** driver.

If your large disk driver is named **.PROFILE**, simply save the new configuration to your Selector Startup disk and press **CONTROL-RESET** to restart your system. You can now follow the Selector installation procedure in Chapter 2, and then install your applications as explained in Chapter 3. If your large disk driver is not named **.PROFILE**, follow the directions in the next section for changing the device name to **.PROFILE** before going on to Chapter 2 and 3.

Using a large disk not named .PROFILE

If your large disk driver does not have a device name of **.PROFILE**, you must rename your large disk driver to **.PROFILE** in order to install the Selector.

1. Select the System Utilities program from the Selector menu, then call the System Configuration Program (SCP).
2. After reading the driver file **.D1/SOS.DRIVER**, select Edit Driver Parameters from the SCP menu, then select your large disk driver and change its Device Name field to **.PROFILE**.

3. After you generate the new driver file and save it on the Selector Startup disk, press **CONTROL-RESET** to restart your system.

You can now follow the Selector installation procedure in Chapter 2, and then install your applications as explained in Chapter 3.

If you don't want to rename your large disk to .PROFILE

If your large disk driver does not have a device name of **.PROFILE** and you don't want to change it to **.PROFILE**, you must perform the following steps. In them you will temporarily change the device name of your large disk to **.PROFILE** in order to easily install Selector. After installing Selector you can change it right back. Follow the steps above under **Using a large disk not named .PROFILE**. These instructions will show you how to temporarily change the device name of your large disk to **.PROFILE**.

1. After installing your applications as explained in Chapter 3, select the System Utilities program from the Selector menu, then call the System Configuration Program (SCP).
2. After reading the driver file **.D1/SOS.DRIVER**, select Edit Driver Parameters from the SCP menu, then select the **.PROFILE** disk driver and change its Device Name field to whatever it was originally.
3. After you generate the new driver file and save it on the Selector Startup disk, return to the Selector menu and select the Menu Editor. In the Menu Editor, edit every Program Specification Form, changing every occurrence of **.PROFILE** to the device name you will be using. After saving your new menu, press **CONTROL-RESET** to restart your system.

In the future, if you install any new applications, remember that your disk does not have a device name of **.PROFILE**. Thus, wherever you are told to copy a file to **.PROFILE/filename**, substitute your large disk driver name for **.PROFILE**.

Appendix C

Technical Note to Software Writers

Here are some tips designed to make your software products compatible with Selector ///:

Memory Requirements

Your program shouldn't make any assumptions about its location in the Apple ///'s memory. Specifically, don't assume that your program exists in bank 6 on a 256K machine or bank E on a 512K machine.

Since Selector /// reserves bank 6 (or E) for itself and SOS device drivers, a user can add several device drivers to his configuration without affecting the program's memory environment.

Device/Pathname Requirements

Do not hard-wire device names into your data pathnames. If you need to locate a file, use the SOS prefix, or the volume name (if you know it), not **.D1/SOMEFILE**.

If you are writing a Pascal program, you can find files that are associated with your program (help messages, program overlays, etc.) using the **%** sign. For example: If your program is running from

.PROFILE/PROGRAMS/MYPRODUCT/MYPROG.CODE

and you need to find an auxiliary file, **%FOO** will expand to

.PROFILE/PROGRAMS/MYPRODUCT/FOO.

Additional information about your program's environment is available through the unit **CHAINSTUFF**.

Graceful Exits

Give the user an easy, intuitive way to quit your program and get back to the Selector Menu. Under no circumstances should the user be forced to restart the system: a user who forms the habit of restarting to quit a program may well do so when open files are dangling, buffers half written, directories partially updated. This could render his ProFile unreadable.

When a user quits a BASIC or Pascal program, the program should return control to the BASIC or Pascal run-time interpreter, which returns control to the Selector. When a user quits an interpreter program, the program should make a **SOS TERMINATE** call to return control to the Selector.

Make quitting easy/intuitive for the user. A long complicated sequence is NOT intuitive.

Don't put messages on the screen that make the user believe that terminating your program will restart the system.

Glossary

anchor item: The uppermost menu item on the left in a multiple-highlight situation.

application program: A program that puts the resources and capabilities of the computer to use for some specific purpose or task, like word processing, financial planning, or data-base management.

.AUDIO driver: The audio driver enables you to produce tones from the Apple ///'s built-in speaker. It is not necessary for a simple beep.

backspace: To move the cursor one character to the left.

back up: To make a copy for safe keeping. In the event of a power failure, data writing errors, or a careless mistake that destroys information on a disk, a back up copy can save you much time and grief.

Backup ///: A program that copies files from your ProFile to floppy disks and restores files from floppy disks to your ProFile.

BASIC: acronym for Beginner's All-purpose Symbolic Instruction Code; a high-level programming language designed to be easy to learn and use.

BASIC program: An application program written in the BASIC language.

block file: A named, ordered collection of information divided into 512-character blocks from which any group of characters can be retrieved at any time. A disk file is a block file.

boot disk: A disk containing software recorded in the proper form to be loaded into the computer's memory in order to set the system into operation. So called because the process by which the programs are loaded resembles the act of pulling oneself up by one's bootstraps. Also called a startup disk.

built-in disk drive: The floppy disk drive built into the Apple ///, located above the numeric keypad. Its device name is **.D1**.

character file: A named, ordered collection of information of which only one character can be read or written at any given time. A printer is a character file.

command: An order you type at the keyboard to make the computer do something.

communication programs: A category of application programs that lets your Apple /// communicate with other computers and information services by a telephone equipped with a modem.

configure: To change the parameters of a device driver with the System Configuration Program.

.CONSOLE driver: A driver that controls the keyboard and the monitor. Your programs communicate with the keyboard and screen by means of this driver.

copy-protect: To prevent the unauthorized copying of information recorded on a storage medium, such as a disk containing software sold as a commercial product.

cursor: A marker or symbol displayed on the screen that marks where the user's next action will take effect or where the next character typed from the keyboard will appear.

data base: A collection of information organized in a form that can be processed by a computer system and easily accessed by the user.

device: A hardware component of a computer system. (A printer, for example.)

device driver: The program that acts as a communication link between a device and the program you're using. Before you can use a new device with a program, you must use the System Configuration Program on the System Utilities disk to install and configure the driver for the device.

device name: The name used in pathnames to refer to a particular device. Device names begin with a period and a letter followed by 13 alpha-numeric characters. The device name for the ProFile is usually **.PROFILE**. The device name for the built-in disk drive is **.D1**. The name of a device is also the name of its device driver program.

directory: a file containing the names and locations of other files.

disk: An information-storage medium consisting of a flat, circular magnetic surface on which information can be recorded and from which information can be read.

disk drive: A peripheral device that writes and reads information on the surface of a magnetic disk.

edit: To change or modify--for example, to insert, remove, or move text.

error message: A message displayed to notify the user of a problem in the execution of a program or command.

external disk drive: A floppy disk drive that is connected to the Apple /// by cable--one that's not built into the case. The device names of the external drives are **.D2**, **.D3**, and **.D4**.

file: A named, ordered collection of information.

file name: The name under which a file is stored and which is used to access the file and its contents.

file pattern: A pathname with a wild card character (**=**) in the last filename. Since the wild card can match any character or string of characters, the file pattern might specify several possible files in the same directory.

financial modeling: A category of application programs that helps you use the computer for financial forecasting.

.FNTD driver: A driver that controls formatting of disks.

format: To prepare a blank disk to receive information by dividing its surface into blocks where information can be stored.

.GRAPHIX driver: A device driver that controls the Apple ///'s four graphics modes on a video display.

graphics programs: A category of application programs that lets you produce pictures, graphs and charts.

HELLO program: A portion of a BASIC-based program that the Program Selector looks for when you select a BASIC program from a menu. This HELLO program must be present on your ProFile in a unique sub-directory for the program to run.

high-level language: A programming language in which programs are expressed in a form relatively easy for humans to understand. (BASIC and Pascal are two examples.)

highlight bar: A call-out bar that marks your selection on the screen. (Like a cursor, only bigger.) You can move the highlight bar using the arrow keys or by typing the first letter or letters of your selection.

interpreter: A program that translates each step in a high-level language (like BASIC or Pascal) into a series of low-level machine-language operations and then carries out the operations before proceeding to the next step.

interpreter program: An application program that is written as an interpreter, rather than as a high-level language. Apple Writer /// and VisiCalc are examples of interpreter programs.

main menu: The first menu you see when you start up the Selector. It's the highest level menu in the Selector menu hierarchy.

memory: The storage for programs and information that is inside the Apple ///.

menu: A list of choices presented by a program on the screen, from which the user can select.

Menu Editor: A program that lets you insert, remove, and move text in the Selector Menu.

menu file: The file that contains all the Selector menus and menu-item specifications. The file is called **SOS.MENU**.

menu folder: The symbol for a submenu. Menu folders can contain other submenus or programs or both.

menu item: A line of information on a Selector menu.

multiple-highlight group: A group of menu items that have identical initial characters. When you select a menu item by initial letter and there are several items with the same initial letter, all items are highlighted. You have to type enough characters to uniquely distinguish your choice from all others.

OPEN-APPLE: A key on the Apple /// keyboard that modifies the meaning of other keys. The programmer defines the function of this key in combination with other keys. Not to be confused with the **SOLID-APPLE** key to its right on the keyboard.

Pascal: A high-level programming language originally designed to teach programming as a problem-solving discipline. It is used for most Apple application programs.

Pascal program: An application program written in the Pascal language.

pathname: The name by which SOS identifies a file. A pathname is a sequence of file names, each separated by a slash that specify the path you take from directory to directory to get to a certain file. A pathname always begins with a device name or a volume name and ends with the name of a specific file.

peripheral device: A device, such as a video monitor, disk drive, printer, or modem used in conjunction with the computer, often physically separate from the computer and connected to the computer by wires or cables.

prefix: A stored partial pathname. A prefix always defines either a volume directory file or a subdirectory file. It's a convenience--once you set the prefix, you don't have to type that portion of the pathname when you're accessing a file.

ProFile: A mass-storage device manufactured by Apple. It is a Winchester-technology disk drive with fixed rigid disks and a capacity of about 5 megabytes.

.PROFILE driver: A driver that controls the communication between the Apple /// and a ProFile mass storage device. This is also the commonly used device name for most hard disk drives on the Apple ///.

program: A set of instructions precisely describing actions for a computer to perform in order to accomplish some task, conforming to the rules and conventions of a particular programming language. (Programs together are called software.)

program disk: A disk containing all the programs and data that the Apple /// needs to perform a function. To be a startup disk, a program disk must contain the files **SOS.KERNEL**, **SOS.DRIVER** and **SOS.INTERP**.

program item: An item that is preceded by a runner. When you select a program item, the program will run, if it is installed on your ProFile.

Program Specification Form: A form you must complete every time you add a program to the Selector Menu. Among other things, it tells the Selector the pathname to the program and the pathname to the program's interpreter.

prompt: A message on the screen that asks the user to do something or tells the user that the computer is awaiting information.

RESET: A key that restarts the computer system when pressed in combination with the **CONTROL** key.

.RS232 driver: A driver that makes it possible for the Apple /// to exchange information with a large variety of devices that use the RS232C serial interface. Such devices include printers and telephone modems.

save: To transfer information from the computer's memory to a peripheral storage medium for later use.

screen: Short for monitor screen or the information displayed on the monitor.

SCP: The SCP (System Configuration Program) is a program that allows you to add and delete device drivers and change their parameters.

Selector ///: A program that makes it easy to switch from one application to another without restarting the computer.

software: computer programs, taken collectively.

SOS: The Apple ///'s Sophisticated Operating System. It provides the means for programs to use the hardware of the Apple /// and its peripheral devices.

SOS.DRIVER: A file containing device drivers.

SOS.INTERP: A file containing the program's interpreter.

SOS.KERNEL: A file that directs the flow of information within the Apple /// and among its devices.

SOS.MENU: A file that contains the Selector menus and menu-item specifications.

startup disk: A disk containing software recorded in the proper form to be loaded into the computer's memory in order to set the system into operation. Also called a boot disk.

subdirectory: A directory within a directory.

submenu: A menu within a menu.

submenu item: A menu item preceded by a file folder. When you select a submenu item a submenu is displayed.

system configuration: The hardware and software arrangement that makes up your computer system.

system utilities: A set of programs that help you format disks, copy disks, and organize the material stored on disks.

volume: A general term referring to any storage medium. The volumes most commonly used with the Apple /// are ProFiles and floppy disks.

volume directory: The highest directory on a volume. Its filename, which is the volume name, begins the pathname of each file on the volume.

volume name: The name of a volume--usually a ProFile or a floppy disk.

wildcard character: A wildcard can represent any character or group of characters that you want it to represent. It saves time when you are copying a group of files in a directory.

window: A framed box that appears on the screen.

word processor: An application program for creating or modifying text.

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