

Stringname is the name you are assigning to the string read from the disk. Integer1 is the file number. Integer2 is zero if you are reading from a single density disk and nonzero if you are reading to a double density disk.

PUTATR.APP

Appending PUTATR.APP to a program makes available the command PUTATR@ which allows you to store strings on a disk in ATARI format.

PUTATR@ integer1,stringname

Stringname tells the system which string to save, and integer1 is the file number.

OFFVER.COD

As in ATARI DOS, the standard Advan write to a disk will verify after each write. This increases the reliability of the write; however, it also increases the time required for SAVES and PUTs. If you execute the program OFFVER.COD it will switch off the verify and speed up your disk write operations. If you are using a RAMDISK, be sure to set it up (i.e., EXEC RAMDISK.COD) before executing OFFVER.COD.

DIRI@

Appending DIR1.APP to a program will allow you to get the directory of a disk. Its format is

DIRI@ disknumber%

Disknumber% is the number of the disk drive (1-4). The array DIR\$ has the names and lengths of the files on the disk. DIR\$(0%) has the data on the first file, DIR\$(1%) the data on the second, etc. A zero length DIR\$ indicates that there are no more files on the disk. Bytes 3 through 11 of DIR\$() have the file name, and bytes 1 and 2 contain an integer equal to the file length. The following program lists on a printer the directory of disk drive 1, and illustrates the use of DIR1@.

```
100 DIR1@ 1%D%=0%
110 WHILE LEN(DIR$(D%))<>0% DO
120   LPRINT ASCW(DIR$(D%),1%),RIGHT(DIR$(D%),3%)
130   D%+=1%:IF D%=64% THEN 150
140 WEND
150 END
```