



Zero Free

Pack every sector on your disks for efficient storage.

by Mike Stortz

Over the years, I've collected quite a few binary load programs, distributed over thirty-two disk sides. I've always tried to fit these programs together on a disk as economically as possible, spending hours over a hot calculator, but there were usually ten or twenty free sectors left over.

I recently obtained a "boot menu," a program that eliminated the need to have DOS and an AUTORUN.SYS file on each disk. I had to redistribute my programs to take advantage of this extra space anyway, so I decided that a utility program to replace my calculator—and callused digits—was in order. **Zero Free** was the result.

Since some amount of speed was obviously going to be needed, I naturally chose to write in Action! I take second place to few people in my admiration of this excellent language. Machine language is fine where speed or small size are necessities rather than conveniences, but it's a terror to debug (at least, it's a terror for me to debug). I knew that I wanted to combine file lengths to add up to 707 sectors, but I had no idea how to go about it. I wrote several "intelligent" (and unsuccessful) algorithms before deciding to do the job with brute computing power.

Zero Free will read in the directories of your disks (ignoring any .SYS extenders) and fiercely recombine them randomly, until it meets with a favorable arrangement. You may be surprised at how few programs are required for **Zero Free** to come up with a completely full disk. It then prints out the appropriate filenames to a disk file, the screen or your printer.

Using Zero Free.

Insert your Action! cartridge, and type and save Listing 1. Please use **D:Check in Action!** from issue 44 to check your typing.

When run, **Zero Free** will provide you with initial instructions. Give the number of free sectors you have per

disk, the maximum number of files you wish to have on a disk side (I did this because my labeling program will only fit seven filespecs on a label), and D, S or P, depending on whether you wish the program output to go to a file named D:PRINTOUT, the screen or your printer, respectively.

Insert each disk that has files you want to pack and press the SPACE BAR. The directory of each disk will be displayed. If a program on the current disk has the same name as a file previously entered, a number sign (#) appears next to it. If these two files are also of equal length, an equal sign (=) appears. You'll probably want to eliminate duplicate files. You can do this by pressing the letter next to the unwanted program. You can also add an extra file, by pressing the plus sign (+) and giving the filename and its length.

When you've finished entering files, press ESC to quit data entry and begin calculation. **Zero Free** will produce a list of files that will fill as much space as possible on a disk side. If you've selected output for D:PRINTOUT, you will be prompted for a disk to write it on.

When zero waste is no longer possible, **Zero Free** will go for the minimum waste it can find. This process continues until all files have been assigned, or till the user has pressed a key and aborted the program.

Using **Zero Free** and a boot menu program like NoDOS, QuikLoad, or BOOT, I reduced my library from thirty-two to twenty disk sides, a savings of six disks. Now, I can put write-protect tabs and neat labels on all those disks, secure in the knowledge that I have—**Zero Free** sectors. ☐

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Listing 1.
Action listing.

```

;      CHECKSUM DATA
; E9F CA 03 3A 1A 80 5A 02
; 43 F0 3F 9D 21 E0 1F F6
; 95 99 75 78 70 06 4C 37
; 46 73 A7 3D 60 39 F1 BC
; 99 AF 06 8C 79 5B B9 7D
; D1 68 EC 7E EC E7 4C 9F 1

BYTE btemp, spaces, len, checkflag,
      maxfiles, devc, num, quit,
      lmargin=82, shflok=702, ch=764,
      attract=77, crsinh=752, errno=73,
      brkkey=17

CARD idx, which, ctemp, sum, max, spare,
      free, a, b, loss, leastloss, waste,
      addlen, TmpErr, dl=560, sc=88

INT ii

BYTE ARRAY names(6000), name(20),
      extender(5), hold(324),
      string1(14), string2(14)

CARD ARRAY length(500), hlen(27),
      programs(500), pr(500)

CARD FUNC Min(CARD aa, bb)

      IF aa<bb THEN RETURN(aa)
      ELSE RETURN(bb)
      FI

PROC ClearOut()

      Position(2, 17)
      FOR a=1 to 10 DO
        Put(156)
      OD
      Position(2, 18)

RETURN

PROC MyError()

      ClearOut()
      IF brkkey=0 THEN
        Error=TmpErr
        Break()
      ELSEIF errno<>159 THEN
        Print("Disk Error #")
        PrintBE(errno)
        PutE()
        Print("Check the drive and ")
        PrintE("press a key.")
        ii=GetD(2)
      ELSE
        PrintE("Unexpected error.")
        Print("Check things and press ")
        PrintE("a key.")
        ii=GetD(2)
      FI
RETURN

PROC Title()

      lmargin=0
      Graphics(0)

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FOR btemp=1 to 10 DO
  Put(127) Put(158)
OD
Print(" ")
Put(159) Put(125)
Poke(dl+9, 7)
Poke(dl+10, 6)
Poke(718, 194)
Poke(708, 198)
Poke(712, 192)
crsinh=1

Print("-----")
Print(" ")
Print("|   Written in ACTION! by ")
Print("Mike Stortz |")
Print("   G.R.A.S.P. of ")
Print("Richmond, Va. |")
Print("-----")
Print(" ")
lmargin=2
Print(" <zero><free> ")
PrintE("NO EMPTY SECTORS ")
Print(" This program reads in ")
PrintE("the contents")
Print("of your binary file disks; ")
PrintE("remembers")
Print("their lengths, and sorts ")
PrintE("them to")
Print("occupy the least number ")
PrintE("of diskettes.")
Print("ZEROFREE will hold about ")
PrintE("500 ")
PrintE("programs & their lengths.")
PutE()
Print(" A disk has 707 free ")
PrintE("sectors if you")
Print("use a boot menu like ")
PrintE("QuikLoad, or 668")
Print("sectors minus the length ")
PrintE("of your menu")
PrintE("if using DOS.")
PutE()
Print(" A '#' will appear ")
PrintE("before a filename")
Print("if it is a duplicate, ")
PrintE("or a '=' will")
Print("appear if it is of ")
PrintE("equal length.")
PutE()
Print(" ** Please press ")
PrintE("a key ** ")
ii=GetD(2)

crsinh=0

free=0
DO
  ClearOut()
  Print("How many free sectors ")
  Print("available? ")
  free=InputC()
UNTIL free>0 OD

maxfiles=0
DO
  ClearOut()
  Print("Maximum files per disk? ")
  maxfiles=InputB()
UNTIL maxfiles>0 OD

devc=0
DO
  ClearOut()
  PrintE("Output to D:PRINTOUT,")
  PrintE(" screen,")
  PrintE("or printer")
  Print(" (D/S/P)? ")

```

```

    devc=GetD(2)
UNTIL devc='D' OR
      devc='P' OR
      devc='S' OD

Graphics(0)
Poke(710,194)
crsinh=1

RETURN

PROC GetDir()

Put(125)
ClearOut()
Print("") Now up to "
PrintC(max)
PrintE(" programs.")

num=0
Close(1)
Open(1,"D:*. *",6,0)
DO
  InputMD(1,name,18)
  MoveBlock(extend+1,name+11,3)
  extend(0)=3
  ii=5Compare(extend,"SYS")
  IF name(0)>16 AND ii#0 THEN
    num==+1
    MoveBlock(hold+num*12+1,name+3,
              11)
    hold(num*12)=11
    hlen(num)=ValC(name+14)
    IF num=26 THEN EXIT FI
  FI
UNTIL EOF(1) OD
Close(1)

RETURN

PROC PrintDir()
BYTE dup

Put(125)

IF num>0 THEN
  Print("")
  FOR btemp=1 TO num DO
    IF max>0 THEN
      FOR ctemp=1 TO max DO
        MoveBlock(string1+1,
                  hold+12*btemp+1,11)
        string1(0)=11
        MoveBlock(string2+1,
                  names+12*ctemp+1,11)
        string2(0)=11
        ii=5Compare(string1,string2)
        IF ii=0 AND
           hlen(btemp)=length(ctemp)
           THEN
          ii=10
        FI
      IF
      IF ii=0 OR ii=10 THEN EXIT
    FI
  OD
  FI
  IF ii=0 THEN
    dup=#
  ELSEIF ii=10 THEN
    dup=#
  ELSE
    dup=#
  FI
  PrintF("%C -%C%X% ",192+btemp,

```

```

    dup,hold+12*btemp,127)
    OD
  FI
  PutE()

RETURN

PROC CopyDir()

MoveBlock(names+12+max*12,hold+12,
          num*12)
MoveBlock(length+2+max*2,hlen+2,
          num*2)
max==+num

RETURN

PROC Add()

ClearOut()
SetBlock(string1,14,32)
PrintE("Enter filename to add")
PrintE("(No '.', please)")
InputMD(0,string1,11)
IF string1(0)=0 THEN RETURN FI
string1(string1(0)+1)=32
string1(0)=11
ClearOut()
Print("Enter length of ")
PrintE(string1)
addlen=InputC()
IF addlen=0 OR addlen>400 THEN
  RETURN
FI

num==+1
MoveBlock(hold+num*12,string1,12)
hlen(num)=addlen

RETURN

PROC Delete()

btemp==64
IF btemp#num THEN
  MoveBlock(hold+btemp*12,
            hold+(btemp+1)*12,
            (num-btemp)*12)
  MoveBlock(hlen+btemp*2,
            hlen+(btemp+1)*2,
            (num-btemp)*2)
FI
IF num>0 THEN
  num==1
FI

RETURN

PROC GetLibrary()

DO
  IF idx>480 THEN EXIT FI

PrintDir()
ClearOut()
Print("Insert next disk to ")
PrintE("be cataloged")
PrintE("and press SPACE,")
PrintE(" LETTER to delete,")
PrintE(" + to add, or")
PrintE(" & to quit & print")

btemp=GetD(2)
IF btemp=32 THEN

```

Zero Free *continued*

```

CopyDir()
GetDir()
ELSEIF btemp>64 and btemp<65+num
THEN
Delete()
ELSEIF btemp='+' THEN
Add()
ELSEIF btemp='E' THEN
CopyDir()
RETURN
FI
OD
RETURN

PROC PrintName()

PrintD(1, names+which*12)
PrintD(1, " ")
spaces==+1
IF spaces=4 OR
(spaces=3 AND devc='5') THEN
spaces=0
PutP(1)
FI
RETURN

PROC KeyCheck()

IF ch<255 THEN
ch=255
PutE()
FOR idx=1 TO max DO
PrintD(1, names+programs(idx)*12)
PrintD(1, " ")
PrintCDE(1,
length(programs(idx)))
OD
PrintE("Press RETURN.")
ii=GetD(1)
quit=1
FI
RETURN

PROC PrintMess()

Put(125)
PutE()
PrintF("XSXUXE",
"Programs left - ", max)
PrintF("XSXUXE",
"Sectors wasted - ", spare)
PrintF("XSXUXE",
"Allowable waste - ", waste)
PutE()
PrintE("Press any key to abort")
PutE()
Print("Thinking about ")
Print("combinations...")
PrintE("This many free sectors :")
RETURN

PROC Switch()

idx=Rand(Max)+1
which=Rand(Max)+1
ctemp=programs(idx)
programs(idx)=programs(which)
programs(which)=ctemp

RETURN

```

```

PROC PrintOut()

spaces=0
FOR idx=1 TO len DO
which=programs(idx)
PrintName()
OD

IF spaces#0 THEN
PutDE(1)
FI

PrintCD(1, free-sum)
PrintDE(1, " FREE")
spare==+free-sum

IF devc='5' THEN
PutE()
Print("Press any key ")
PrintE("to continue")
btemp=GetD(2)
FI
RETURN

PROC Remove()

FOR idx=len+1 TO max DO
programs(idx-len)=programs(idx)
OD
max==len
IF max=0 THEN
Close(1)
Close(2)
ClearOut()
PrintE("All done...")
Break()
FI
RETURN

PROC Check()

sum=0
b=Min(Max, maxfiles)

FOR idx=1 TO b DO
len=idx
ctemp=sum
which=programs(idx)
sum==+length(which)

IF sum>free THEN
sum=ctemp
len=-1
EXIT
FI
loss=free-sum
OD
RETURN

PROC PrintLibrary()

FOR idx=1 TO max DO
programs(idx)=idx
OD

PrintMess()

DO
attract=0
leastloss=1000
FOR a=1 TO 10000 DO

```

```

IF quit=1 THEN EXIT FI
Keycheck()
Switch()
Check()
IF loss<leastloss THEN
leastloss=loss
PrintCE(loss)
a=1
IF loss=0 THEN EXIT FI
FI
OD

waste=leastloss

FOR a=1 TO 10000 DO
IF quit=1 THEN EXIT FI
Keycheck()
Switch()
Check()
IF loss<=leastloss THEN
a=1
PrintOut()
Remove()
PrintMess()
FI
OD

PROC Main()

Close(2)
Open(2, "X:", 4, 0)
ImpErr=Error
Error=MyError
idx=0 spare=0 waste=0 quit=0
max=0 num=0 shflok=64
ZERO(hold, 240)

Title()
GetLibrary()

Close(1)
IF devc='D' THEN
ClearOut()
Print("Insert disk to ")
PrintE("hold D:PRINTOUT")
PrintE(" and press any key")
btemp=GetD(2)
Open(1, "D:PRINTOUT", 0, 0)
ELSEIF devc='5' THEN
Open(1, "E:", 12, 0)
Poke(710, 194)
Poke(700, 190)
SE
Open(1, "P:", 8, 0)
FI

crsinh=1
PrintLibrary()

Close(1)
Close(2)
Error=ImpErr

RETURN

```

ATTN: PASCAL USERS

MOD2

the success

- FULL interface to GEM DOS, AES and VDI
- Smart linker for greatly reduced code size
- Full Screen Editor linked to compiler locates and identifies all errors
- True native code implementation (Not UCSD p-Code or M-code)
- Sophisticated multi-pass compiler allows forward references and code optimization
- Desktop automates Edit/Compile/Link cycle
- FileSystem, Real InOut, LongInOut, InOut, Strings, Storage, Terminal

Pascal and Module-2 source code are not as an enhanced subset of Pascal (Pascal) designed Module-2 to replace Pa

- Added features of Mod
- CASE has an ELSE and may contain subranges
 - Programs may be broken up into Modules for separate compilation
 - Machine level interface
 - Bit-wise operators
 - Direct port and Memory access
 - Absolute addressing
 - Interrupt structure

| Random | Compile |
|---------------------|---------|
| Branches (secs) | |
| Size of Executables | 6.2 |
| Float | 6.4 |
| Calc | 5.5 |
| Null program | 5.1 |

```

MODULE Size = 6190;
CONST FlagRange = 0..Size;
TYPE FlagSet = SET OF FlagRange;
VAR FlagSet;
    Prime;
BEGIN
    FOR i:= 1 TO 10 DO
        Count:= 0;
        Flag:= FlagSet(); (* empty set *)
        FOR j:= 0 TO Size DO
            IF (j IN FlagSet) THEN
                Prime:= (j * 2) + 3;
                WHILE k <= Size DO
                    INCL (Flag, k);
                    k:= k + Prime;
                END;
                Count:= Count + 1;
            END;
        END;
    END;
END;

```

The TDI Module-2 compiler has been '94, Amiga (Jan. '86) and will soon ap: Or. '86.

Regular Version \$79.95 Developer's Ver The regular version contains all the features supplies an extra diskette containing a disassembler - a source file cross ref. Windows library Module - Randomik as Compiler. The commercial version cont:

Other Modu

- Kermil - Contains full source plus \$1
- Examples - Many Module-2 example pr advanced programming text
- GRID - Sophisticated multi-key file, 30 procedures to access vi