

INFO48, an information organizer for the HP48

INFO48 is designed to make storing and retrieving data easier and more natural than currently available products. It is based on the HP48's built-in directory structure and includes commands for easy manipulation of information.

Installation of INFO48

INFO48 is shipped as a zip file containing the following:

1. INFO48.LIB executable program library
2. INFO48.PS documentation in postscript form
3. READ.ME help for those want to start right away, or without postscript capability

To install INFO48 on your HP48, simply do the following steps as you would install any library:

1. Download INFO48.LIB to your HP48 using a binary transfer.
2. You will now have an object INFO48.LIB stored in your current directory.
3. Recall it to the stack by hitting right-shift and the menukey for its variable.
4. If memory is at a premium, you may delete the variable at this point. (Make sure you don't delete the library from the stack, or you'll have to start over!)
5. Store it in a port by entering the port number, and hitting STO. (0 STO for example)
6. Turn the calculator off, then back on. The library will automatically attach itself to the home directory.

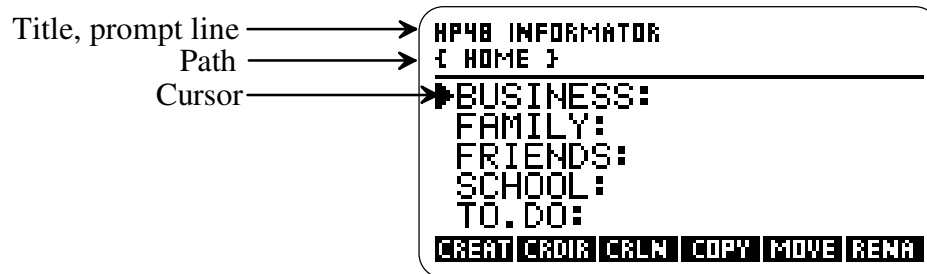
To run INFO48:

1. Go to the library menu (left shift LIBRARY) and hit the menu key marked INFO48. Then hit the menu key labeled INFO to start INFO48.
2. You can make starting INFO48 a little easier by adding { "INFO" << INFO >> } to your CST menu. You can also automatically start from a particular directory by using { "INFO" << PATH { HOME startup directory } EVAL INFO EVAL }
This program saves the current path, goes to the path specified by { HOME startup directory }, runs INFO48, and returns to the original path when INFO48 exits.

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Using INFO48

INFO48 uses a screen format similar to the standard HP48 format, with the current path displayed at the top, and the menu keys displayed at the bottom. An additional status line is displayed at the topmost line where the annunciators are normally displayed. This line, which is used for displaying prompts and status, reads "HP48 INFORMATOR" when not in use.



The following keys are available for cursor movement:

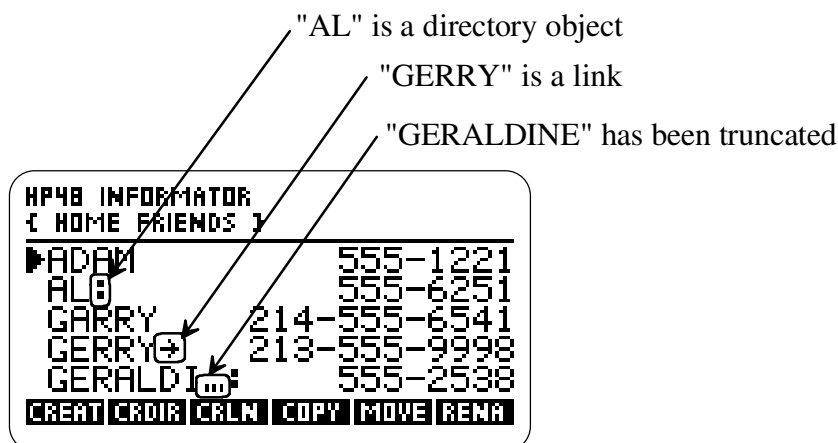
1. up, down arrow keys move the cursor up or down one line
2. left shift / up, down arrow move up or down by one screenfull
3. right shift / up, down arrow move to first or last line

INFO48 also has the ability to do alphanumeric searches:

1. hit alpha key to enter search mode
2. type first few letters after each letter, cursor will be placed on first word that is equal to or greater search string.
3. hitting the alpha again resets the search mode, and clears out the search string.

Each line is displayed in two columns. The first column shows the name of the object, with a colon added if the object is a directory, and an arrow if the object is a link. If the object's name is too big then it is truncated with an ellipses added.

If an object is a character string, then its contents are displayed in the second column, right justified and truncated to twelve characters. If an object is a directory, and the **first** object in the directory has a name ending in a period, then that object is



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displayed in the right hand for that directory object. For example, "AL" in the above screen is a directory object, whose first object is named "PH." (short for phone number) and contains the string "555-6251". This allows one piece of data from a directory of information to be displayed along side the directory's name.

If an object is a link then it is dereferenced, and if the object points to a string or a directory, then it is displayed in the manner detailed above.

Getting around with INFO48

If the cursor is pointing to a directory object, then that directory can be made the default directory simply by hitting the **enter** key. This can be used several times to go to deeper and deeper subdirectories. Backing out is accomplished simply by hitting the **backspace** key.

Note that it is only possible to use the **backspace** to return to the directory that INFO48 was started from. **Left-shift updir** may be used to go to a directory's parent, and **right-shift home** may be used to go to the root directory. After using either **updir** or **home**, the **backspace** key can be used to return to the prior directory. **Right-shift CLR** may be used to return to the directory that INFO48 was started from.

Frequently commands will need you to select a second locations and/or directory. When this occurs, the line at the top of the display will be replaced with a prompt indicating what INFO48 expects, and the menukeys are replaced with one or two keys that will complete the command. It is always possible to abort a command by hitting **on/abort**.

The **enter** key is used to view or edit the contents of the selected object or directory. If the cursor is pointing to an object other than a directory or a link, then the HP48's standard editor is called in order to view and/or edit that object. When editing strings, it is necessary to hit the **right arrow** once to put the cursor after the first quote character, then **alpha** key to enter alpha mode. Hitting **enter** saves any changes made to that object. **On/abort** may be hit to undo any editing changes made.

If the cursor is pointing to a link, then that link is dereferenced first. If the link was pointing to a directory object, then you are brought to that directory just as if it had been a subdirectory. Hitting **backspace** returns you to the directory where the link was in. If the link points to an object, then the HP48's editor is called to view and/or edit that object.

To summarize what action occurs when hitting the **enter** key:

1. on an object calls the HP48's standard editor
2. on a directory brings the informant to that subdirectory

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3. on a link pointing to an object calls the HP48's editor on that object
4. on a link pointing to a directory displays that directory; **backspace** returns to the prior directory.

Menu key commands

On the bottom of the display is a row of labels displaying what functions the top six keys of the HP48 are assigned to. There are currently a total of eight functions; **next** and **left-shift prev** are used to select which menu functions are active:

Menu # 1

```
HP48 INFORMATOR
{ HOME }
▶BUSINESS:
FAMILY:
FRIENDS:
SCHOOL:
TO.DO:
CREAT CRDIR CRLN COPY MOVE RENA
```

Menu # 2

```
HP48 INFORMATOR
{ HOME }
▶BUSINESS:
FAMILY:
FRIENDS:
SCHOOL:
TO.DO:
SORT EXIT
```

Menu key mnemonics:

- | | |
|----------|--|
| 1. CREAT | Create an object, initially containing a null string. |
| 2. CRDIR | Create a d irectory object. |
| 3. CRLN | Create a l ink. |
| 4. COPY | C opy data. |
| 5. MOVE | M ove object to a new location. |
| 6. RENA | R ename an object. |
| 7. SORT | S ort all objects into accending alphabetical order. |
| 8. EXIT | E xit INFO48. (ON/abort can also be used) |

Create object

INFO48 prompts for the name of the new object, and then inserts it at the beginning of the current directory. To put some data in that object, put the cursor on the new object, and hit **enter** to use the HP48's editor.

Create directory

INFO48 prompts for the name of the new directory, and then inserts the new directory at the beginning of the current directory. **Left-shift CRDIR** can be used to convert an object in a directory. The object's previous contents are put in the new directory by the same name. **Right-shift CRDIR** takes a directory containing a single object and converts it into a normal object.

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Create link

INFO prompts for the name of a new link object, and then runs a new copy of the directory browser with the title line "**Create link: select location**". The location the link is to point to is specified by moving the cursor to another object and hitting the menu key **CRLIN**. **On/abort** may be used to cancel the **create link** command. **Left-shift CRLN** may be used to modify the location that link points to. It recalls the menu browser at the link's target location, and allows you to move a link to another location.

```
CREATE LINK: SELECT LOCATION
{ HOME FRIENDS }
▶ADAM          555-1221
AL:           555-6251
GARRY        214-555-6541
GERRY+       213-555-9998
GERALDI...:   555-2538
CRLIN
```

Copy data

The **copy** key allows an object's data to be copied to another object. The directory browser is called in order to selecting the target object; the target object will be overwritten and can not be a directory. **Left-shift copy** copies in the opposite direction; i.e.. select a source location, and then that source location is then copied to the current object.

COPY

copy to selected object

```
COPY: SELECT DESTINATION
{ HOME FRIENDS }
▶ADAM          555-1221
AL:           555-6251
GARRY        214-555-6541
GERRY+       213-555-9998
GERALDI...:   555-2538
COPY
```

Left-shift COPY

copy from selected object

```
COPY: SELECT SOURCE
{ HOME FRIENDS }
▶ADAM          555-1221
AL:           555-6251
GARRY        214-555-6541
GERRY+       213-555-9998
GERALDI...:   555-2538
COPY
```

Move object

The **move** allows an object to moved to a new location, even to another directory. The directory browser is called for selecting the object's new location. While within the browser there are two exit keys, one for moving the object above the cursor, and one for moving the object below the cursor.

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MOVE will cause "AL" to be moved to selected location.

1st menu key moves "AL" above "GARRY"
2nd menu key moves "AL" below "GARRY"

```
HP48 INFORMATOR
{ HOME FRIENDS }
ADAM                555-1221
▶AL:                555-6251
GARRY              214-555-6541
GERRY➔             213-555-9998
GERALDI...:        555-2538
CREATE CROIN CRLN COPY MOVE RENA
```

```
MOVE: SELECT DESTINATION
{ HOME FRIENDS }
ADAM                555-1221
AL:                555-6251
▶GARRY             214-555-6541
GERRY➔             213-555-9998
GERALDI...:        555-2538
PUT+ PUT-          [ ] [ ] [ ] [ ]
```

In this example, the first menu key would move the selected object above "GARRY"; the second menu key would put the selected object below "GARRY". In order to move an object it is necessary to use the HP48's painfully slow REORDER command. The message "REORDERING" is displayed to indicate that the HP48 is actually doing something and hasn't just crashed.

Normally **move** is used to move the current object to a new location. It is possible to go to a new location and move that object above or below the current location. **Left-shift move** gets an object from another location and puts it above the current location. **Right-shift move** gets the object and puts it below the current location. For example, with the cursor pointing to "AL" as in the above example:

Left-shift MOVE: Selected object ("GERRY") to be moved above "AL" or

Right-shift MOVE: Selected object ("GERRY") to be moved below "AL"

```
HP48 INFORMATOR
{ HOME FRIENDS }
ADAM                555-1221
▶AL:                555-6251
GARRY              214-555-6541
GERRY➔             213-555-9998
GERALDI...:        555-2538
CREATE CROIN CRLN COPY MOVE RENA
```

```
MOVE: SELECT SOURCE OBJECT
{ HOME FRIENDS }
ADAM                555-1221
AL:                555-6251
GARRY              214-555-6541
▶GERRY➔            213-555-9998
GERALDI...:        555-2538
GET [ ] [ ] [ ] [ ]
```

Rename object

INFO48 prompts for a new name and renames the current object. Care must be taken with objects that have links pointing to them: if the target of a link is renamed, then that link becomes invalid, and will have to be re-entered.

Sort directory

INFO48 performs a quicksort (thanks to Joe Horn) and then REORDERs the objects in the directory. The quicksort hardly takes any time, but the REORDER

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takes several ages to complete. Once again, the message "REORDERING" is displayed to let you know INFO48 hasn't crashed.

Exit INF048

This key causes INFO48 to exit. INFO48 brings you back to the directory where INFO48 was started from. **On/abort** does the same thing as the **exit** key.

Hints

The real power with using INFO48 lies in the use of directories. Instead of using one single huge list of names and numbers, you can organize the information into small related groups, each one in its own subdirectory. This can also be applied to storing information for a person. At first you may have only a phone number for that person. Later, you may have street directions, a work number and/or address, etc. To add this information, simply use **left-shift crdir** to convert the person to a directory, enter the directory and add the other information. To have the person's phone number still be displayed in that person's parent directory, name the phone number's object to an identifier ending with a period such as "PH."

Example: take object for "ADAM" containing a phone number, and convert "ADAM" to a directory so that other information may be added. Rename phone number object in directory "ADAM" so that it will be displayed along side "ADAM" in the parent's directory.

Object "ADAM" is a string containing "555-1221".

```
HP4B INFORMATOR
{ HOME FRIENDS }
▶ADAM          555-1221
AL:            555-6251
BARNEY         234-4567
GARRY          214-555-6541
GERALDI...    555-2538
CREATE CROIR CRLN COPY MOVE RENN
```

Left-shift CRDIR used to convert "ADAM" to a directory. Note that right column is blank for "ADAM".

```
HP4B INFORMATOR
{ HOME FRIENDS }
-----
▶ADAM:
AL: 555-6251
BARNEY 234-4567
GARRY 214-555-6541
GERALD I...: 555-2538
[CR] [C] [O] [R] [I] [N] [C] [O] [P] [Y] [M] [O] [V] [E] [R] [E] [N] [N] [A]
```

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Inside new directory "ADAM" is old object named "ADAM", containing phone number.

```
HP48 INFORMATOR
{ HOME FRIENDS ADAM }
▶ADAM          555-1221

CREAT CROIR CRLN COPY MOVE RENA
```

Use **Rename** to rename phone number to an identifier ending with a period.

```
HP48 INFORMATOR
{ HOME FRIENDS ADAM }
▶PH.          555-1221

CREAT CROIR CRLN COPY MOVE RENA
```

Phone number is now displayed alongside "ADAM".

```
HP48 INFORMATOR
{ HOME FRIENDS }
▶ADAM:        555-1221
AL:           555-6251
BARNEY        234-4567
GARRY         214-555-6541
GERALDI...:   555-2538

CREAT CROIR CRLN COPY MOVE RENA
```