

Global Applesoft Program Editor

User manual

A note from the author

When Apple and Microsoft delivered Applesoft BASIC in 1978, it was a significant upgrade for programmers. However, Apple did not seize the opportunity to also deliver a better editor that would improve the experience of writing BASIC code for developers. Editing long programs is still a challenging task and I believe there is a better way.

That is why I started working on Global Applesoft Program Editor (o G.A.P.E). My intent was to create a tool that would solve most of the common issues faced by most programmers.

This program is completely written in 6502 assembly language. It is about 2300 lines of code long and the result of many hours of hard work.

G.A.P.E. was developed on an Orange II computer, an Apple II clone that is in theory 100% compatible. Although no issues have reported when running the software on an original Apple II, it is however possible, although unlikely, that you may run into an unforeseen problem. Should this happen, please let me know.

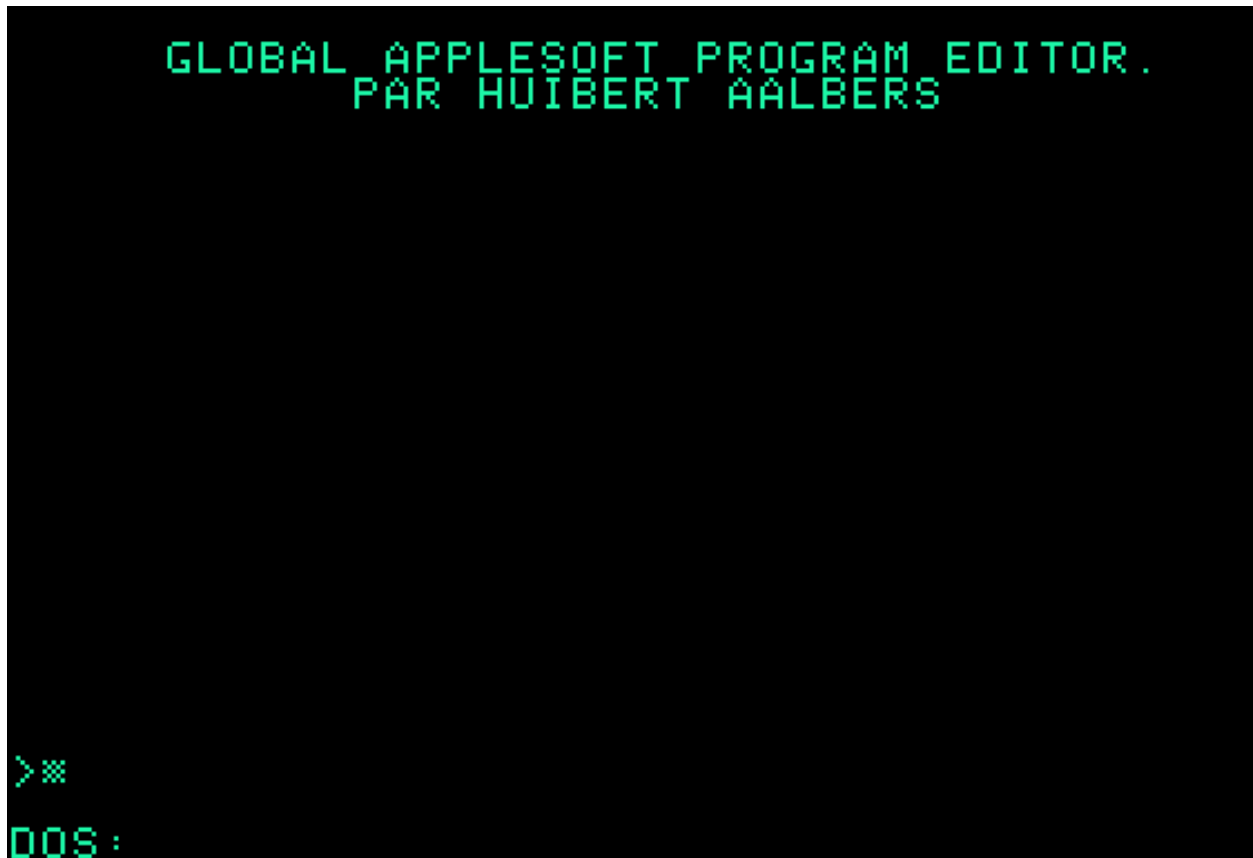
The source code is included in this document. G.A.P.E. was developed for the US market and that is why all the commands are in English. However, the comments found in the source code are mostly in Spanish and sometimes in French, my native tongues. I hope that this won't stop you from going through the source code if you are interested in understanding how the program works.

I had to split the program's source code in two parts due to memory constraints. The same issue forced me to limit the amount of comments included in the source. I hope the included comments will be enough to get you started.

In order to use G.A.P.E. all you need to do is to insert the floppy in the disk drive and turn your Apple II computer on. The editor will start automatically. I hope you enjoy the software.

Huibert Aalbers

G.A.P.E. commands



Control commands

These commands are triggered by simultaneously pressing the CTRL (ConTRol) key and a second one. Control commands can only be invoked when the cursor is blinking on the first column of the screen.

Here is a list of the available control commands along with their associated key.

The DOS commands

These functions provide quick access to common DOS functions. If you need to use other DOS. commands, you will have to do so from the default Applesoft BASIC prompt, after leaving G.A.P.E. (see the Quit command).

- CTRL-C: CATALOG
- CTRL-D: DELETE
- CTRL-L: LOAD
- CTRL-S: SAVE

All these commands work exclusively with Drive 1. If you want to work with Drive 2, you need to exit G.A.P.E. (see the QUIT command).

G.A.P.E was designed with DOS 3.3. in mind and therefore will not recognize disks formatted with previous versions of this OS or with the PRODOS Operating System.

The QUIT command

By pressing CTRL-Q you can exit the editor and return to the familiar Applesoft prompt. This is a command that you will use very often since you will need to quit G.A.P.E. in order to execute your Applesoft program. Returning to the G.A.P.E. editor is very simple, just type the following command: & <CR>

The NEW command

This command erases the Applesoft BASIC application currently stored in memory. Since this cannot be undone, G.A.P.E. asks for confirmation before it executes the command (press Y to confirm or N to cancel the operation).

Example

Type: CTRL-N

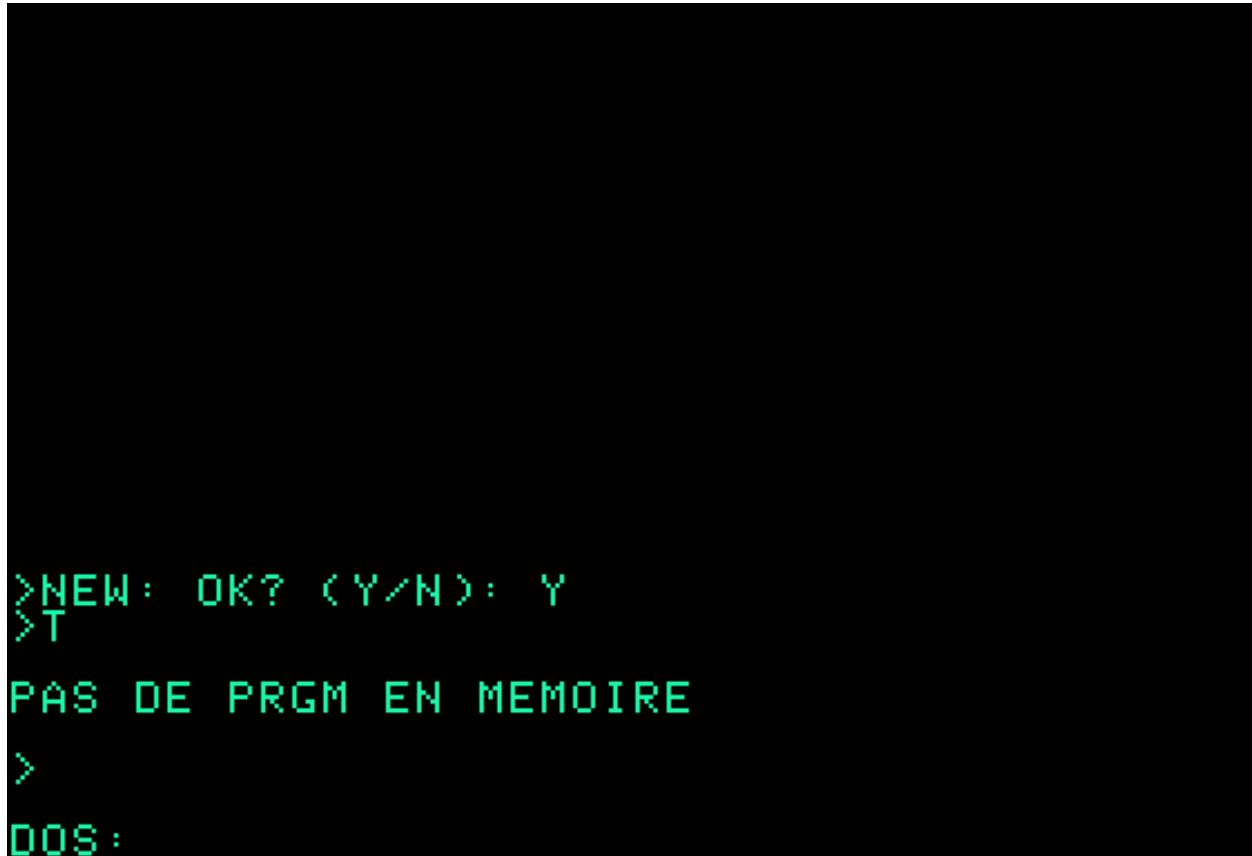
Displayed: NEW: OK? (Y/N):

Type: Y

Type: T <CR>

Displayed: NO PROGRAM IS LOADED

(The program has been erased)



```
>NEW: OK? (Y/N): Y
>T
PAS DE PRGM EN MEMOIRE
>
DOS:
```

Position commands

Unlike Applesoft BASIC which treats your program simply as an unconnected collection of program lines, G.A.P.E. treats your program as a file. That is what gives G.A.P.E. its power to quickly move within your program and the reason why it has the word “GLOBAL” in its name.

G.A.P.E. always point to a program line which is considered the “current” line. Position commands allow you to change the line G.A.P.E. points to.

We will use the following sample program to illustrate how these commands work:

```
10 HOME
20 INPUT "ENTER THE ANGLE IN RADIANS";A
30 A=(A*180)/3.14
40 PRINT "ANGLE IN DEGREES = ";A
50 END
```

The TOP command

This command moves the pointer to the first Applesoft BASIC program line and displays it.

Example

```
Type:    TOP<CR>
Displayed: TOP
          10 HOME
           : VTAB 10
           : HTAB 5
```

The BOTTOM command

This command moves the pointer to the last Applesoft BASIC program line and displays it.

Example

```
Type:    BOTTOM<CR>
Displayed: BOTTOM
          50 END
```

The NEXT command

This command moves the pointer X program lines up or down (depending on the sign of X) and displays it.

The syntax for this command is as follows:

```
N<EXT> <-> <NUMBER>
```

Example

```
Type:    TOP<CR>
```

```

Displayed: TOP
          10 HOME
           : VTAB 10
           : HTAB 5
Type:     N<CR>
Displayed: 20 INPUT "ENTER THE ANGLE IN RADIANS";A
Type:     N 2<CR>
Displayed: 40 PRINT "ANGLE IN DEGREES = ";A
Type:     NEXT 5<CR>
Displayed: BOTTOM                                (The program has reached the "bottom")
          50 END
Type:     N -2<CR>
Displayed: 30 A= (A*180)/3.14

```

The LINE command

This command moves the pointer to a specified program line number.

The syntax for this command is as follows:

```
L<LINE> <NUMBER>
```

NUMBER is a 16 bits integer (between 1 and 65535).

Example

```

Type:     B<CR>
Displayed: BOTTOM
          50 END
Type:     L 10<CR>
Displayed: 10 HOME
           : VTAB 10
           : HTAB 5

```

The PRINT command

This command prints a certain number of program lines, starting with the line currently pointed to by G.A.P.E.

The syntax for this command is as follows:

```
P<PRINT> <NUMBER>
```

NUMBER is a 16 bits integer (between 1 and 65535). By default, its value is 65535. Therefore, if no NUMBER is provided, G.A.P.E. will print all the program lines until it reaches the end of the Applesoft BASIC program.

Example

```

Type:     T<CR>
Displayed: TOP
          10 HOME

```

```

      : VTAB 10
      : HTAB 5
Type:  PRINT 2<CR>
Displayed: 10  HOME
      : VTAB 10
      : HTAB 5
      20  INPUT "ENTER THE ANGLE IN RADIANS";A
Type:  PRINT<CR>
Displayed: 20  INPUT "ENTER THE ANGLE IN RADIANS";A
      30  A=(A*180)/3.14
      40  PRINT "ANGLE IN DEGREES = ";A
      50  END
BOTTOM.                                (The program has reached the "bottom")

```

The PP (PinPoint) command

This command helps the programmer to see the line he/she is editing in context. It displays the two lines preceding and following the current line, without modifying the G.A.P.E. pointer.

The syntax for this command is as follows:

```
PP
```

Example

```

Type:  L 30<CR>
Displayed: 30  A=(A*180)/3.14
Type:  PP<CR>
Displayed: 10  HOME
      : VTAB 10
      : HTAB 5
      20  INPUT "ENTER THE ANGLE IN RADIANS";A
      30  A=(A*180)/3.14
      40  PRINT "ANGLE IN DEGREES = ";A
      50  END

```

Programming tools

ESCape key

Typing a long BASIC program can be a tedious, error-prone task, specially for those of us who aren't great typists. Even for those who master their keyboard perfectly, productivity can be greatly enhanced by reducing the number of keystrokes required to enter a program. That is why G.A.P.E. provides a system to type in any of the Applesoft BASIC keywords by just pressing two keys (ESC followed by the key corresponding to the desired keyword).

Here is a list of all the Applesoft keywords that can be quickly entered by using the ESCape key with their corresponding shortcut.

Shortcut	Keyword
ESC-A	ABS(
ESC-B	HPLOT
ESC-C	CLEAR
ESC-D	DATA
ESC-E	END
ESC-F	FOR
ESC-G	GOTO
ESC-H	HOME
ESC-I	INPUT
ESC-J	CHR\$(
ESC-K	RIGHT\$(
ESC-L	LEFT\$(
ESC-M	MID\$(
ESC-N	NEXT
ESC-O	POKE
ESC-P	PEEK(
ESC-Q	CALL
ESC-R	RETURN
ESC-S	STEP
ESC-T	TEXT

Shortcut	Keyword
ESC-U	HTAB
ESC-V	VTAB
ESC-W	DRAW
ESC-X	XDRAW
ESC-Y	HCOLOR=
ESC-Z	RESTORE

This list contains a lot of BASIC keywords and that is why I have tried to make it as easy as possible to remember. In general, the first letter of the Applesoft function name matches the key that needs to be pressed in order to invoke it. However, there are exceptions because there are some function names that start with the same letter (i.e. PEEK and POKE). In those cases I have tried to group function names by themes. For example, PEEK, POKE and CALL (advanced functions for users who have a deeper knowledge of how the computer works) have been assigned consecutive letters, which should make them easier to memorize.

Restrictions

The ESCape functions are not available in EDIT mode since that key has a different use in that mode. This is something that we will discuss later on in this manual.

The AUTO command

When writing a new Applesoft BASIC program it can be tedious to have to write a new line number every time you want to enter a new line. This command streamlines the whole process.

The syntax for this command is as follows:

```
A<UTO> LINE,<INCREMENT>
```

LINE is a 16 bits integer (between 1 and 63999).

INCREMENT is a 8 bits integer (between 1 and 255).

Once you execute this command, every time you press the space bar at the beginning of a new line, the number of that line will be entered automatically for you. All you have to do is type the code and press RETURN at the end of the line.

Example

Type: AUTO 10,5<CR>

Displayed: >

Type: <SPACE>

Displayed: >10

Type: HOME: CLEAR<CR>

Type: <SPACE>

Displayed: >15

The AUTOFF command

This command disables the AUTO mode.

The syntax for this command is as follows:

```
AUTOFF<F>
```

Example

First execute the previous example, then:

Type: AUTOFF<CR>

Displayed: >

Type: <SPACE>

Displayed: >

(AUTO mode has been disabled)

The COLUMN command

Sometimes, when writing a program you may need to center some text on the screen within a PRINT statement. In those cases it can be useful to easily know how long your text is or on what column you are typing. To solve this issue, the COLUMN functions adds a line of numbers on the penultimate line of the screen.

The syntax for this command is as follows:

```
C<OLUMN>
```

Note

Since column numbers are placed below the cursor (in a protected area of the screen) there is no risk that you could erase them accidentally or that they could interfere with anything you type.

```
50 PRINT D$;"BLOAD P4,A$8272"  
60 CALL 28672  
BOTTOM.  
  
>N  
  
BOTTOM.  
60 CALL 28672  
>NEW: OK? (Y/N): Y  
>  
>AUTO 10,10  
>10 HOME  
>COL  
>  
1234567890123456789012345678901234567890  
DOS:
```

The NOCOLUMN command

Disables the COLUMN mode and unlocks the penultimate line of the screen.

The syntax for this command is as follows:

```
NO<COLUMN>
```

The H\$ command

Applesoft BASIC only works with decimal numbers. However, most of the technical documentation available for the Apple II uses hexadecimal to represent the location of ROM routines and significant memory locations. That is why it is really handy to have a quick way to convert hexadecimal values into decimal. That is exactly what the H\$ function does.

The syntax for this command is as follows:

```
H$ VALUE
```

VALUE is a 16 bits hexadecimal integer (between 0 and FFFF).

Example

Type: H\$E5<CR>

Displayed: =229

Type: H\$C050

Displayed: =49232

The SEARCH command

Once a program reaches a certain size it may become quite hard to remember on what line a particular code fragment is located. This command solves this problem by searching your program for a particular string of characters, starting from the "current line". Every time a match is found, G.A.P.E. will list the line of code.

The syntax for this command is as follows:

```
SEARCH STRING</NUMBER>
```

STRING is a string consisting of less than 128 characters.

NUMBER specifies the number of program lines over which search will be performed. By default its value is 255. NUMBER is an 8 bit value comprised between 1 and 255.

Note

After completing the search, G.A.P.E. will point to the last line that was searched for the specified string.

Example

Enter the following program:

```
10 HOME  
20 INPUT "HOWDY ?";A$  
30 END
```

Type: T<CR>

Displayed: 10 HOME

Type: S HO<CR>

Displayed: 10 HOME

```
20 INPUT "HOWDY ?";A$
```

```
BOTTOM (G.A.P.E. found HO in lines 10 and 20 before hitting the end of the program)
```

Type: T<CR>

Displayed: 10 HOME

Type: SEARCH B\$<CR>

Displayed: BOTTOM

(G.A.P.E did not find the string B\$)

Editing a BASIC program line

This is the medular part of the functionality provided by G.A.P.E. because it improves significantly the way in which Applesoft BASIC program lines can be edited. In fact, Apple does not really provide a system to edit BASIC program lines. They expect you to re-enter them completely and this is a complete waste of time. With G.A.P.E. you no longer have to type everything over and over again. Making changes to an existing line is quick and easy.

The EDIT command

This command unsurprisingly allows you to quickly and easily edit a program line. G.A.P.E. will display the line in the very same way the PRINT command would, using improved text formatting that makes the code easier to read. This is important because it simplifies editing long program lines and provides consistency with printed program listings (if you have a printer).

The syntax for this command is as follows:

```
E<DIT> <LINE>
```

LINE contains an integer value between 1 and 63999 (those are the valid line numbers in Applesoft BASIC). If a LINE number is not provided, EDIT will edit the line currently pointed to by G.A.P.E.

After entering the EDIT command, G.A.P.E. will display the line to edit and the cursor will be placed just after the line number, waiting for a command. The following table displays all the commands available while in EDIT mode.

Command	Description
D	Deletes the character placed under the cursor, moving the remaining characters right of the cursor to the left.
I	Inserts a space under the cursor, moving all the characters right of the cursor one position to the right.
F <character>	Finds the specified character in the line and moves the cursor to that position. After pressing the F key you need to press the key with the character you want to find. G.A.P.E. will start searching the character from the current cursor position.
B	Moves the cursor at the Beginning of the line.
E	Moves the cursor at the End of the line.
ESC	Toggles between EDIT and TYPE mode. In TYPE mode you can type freely, overwriting the text of your line of code. In EDIT mode you can use the commands listed in this table.
CTRL-X	Cancel any changes you may have made to the line of code.
RETURN	Processes the line in its current state, saving any changes you may have made.

Note

Both in EDIT and in TYPE mode, right and left arrow keys work as expected and allow you to move the cursor over your line of code. The only difference is that you will not be able to move past the last character in that line. In addition you will not be able to use the I (Insert) command once your line of code has reached the 250 characters limit.

On the bottom line of the screen, while in EDITing a line of code, G.A.P.E. will display a message indicating which mode is currently active (EDIT: COMMAND or EDIT: TYPE).

Printing

G.A.P.E. would be quite useless if it didn't allow to print a listing of your Applesoft program. That is why it provides a way to route the screen output to a device connected to your Apple II through an interface card installed in one of the available slots.

The PR# command

This command activates the device connected to a specified slot (1 to 7) through an interface card. In general serial or parallel interface cards used to connect printers are installed in slot number 1.

The syntax for this command is as follows:

PR#NUMBER

NUMBER is a 8 bits integer (between 0 and 7).

Example

Type: PR#1<CR>

Type: T<CR>

Type: P<CR>. (Prints the whole program on the printer)

Note

In order to route the program's output back to the screen just use: PR#0

Appendices

Appendix A - Error Messages

DOS error messages

These error messages appear on the last line of the screen. For additional information about these errors please read Apple's DOS 3.3 user manual. The most frequent DOS errors you may get are the following:

FILE NOT FOUND	You computer can't find the specified Applesoft program on the floppy disk. You may have misspelled the name of the program or inserted the wrong floppy disk.
I/O ERROR	The computer cannot read the data from the floppy disk. The magnetic media may be damaged or you may have failed to properly close the drive's lid.
DISK FULL	Your floppy disk doesn't have enough free space to save your program.
WRITE PROTECTED	You tried to write data to a write-protected floppy disk. Remove the write-protect tab before saving your program.

G.A.P.E. error messages

SORRY	G.A.P.E couldn't understand the command you entered. You probably misspelled the name of the command. Please check the syntax of the command you want to use.
NO SUCH LINE	The line you want G.A.P.E. to point to doesn't exist.
BAD ARG #	You have provided an incorrect argument value to a command. Please check the syntax of the command you want to use. The argument value may be out-of-bounds.
TOP	You have reached the first line of the program.
BOTTOM	You have reached the last line of the program.

Appendix B - References

Books

La pratique de l'Apple II (Volume III) de Nicole Bréaud Pouliquen y Daniel-Jean David. Édition P.S.I.

Clefs pour l'Apple II de Nicole Bréaud Pouliquen. Édition P.S.I.

Beneath Apple DOS de Don Worth y Pieter Lechner. Quality Software.

Magazines

NIBBLE Magazine No. 6, Vol. 3. (March 1985) Ed MicroSPARC, Inc.

Appendix C - Hardware and software used on this project

Hardware

- **Apple II+** 48K RAM
- **Apple II Disk Drive** DOS 3.3.

Software

- **LISA 2.5 Assembler**. Published by PROGRAMMA International Inc.
- **Apple Writer II**. Published by Apple Computer Inc. (text editor used to print the manual).

Global Applesoft Program Editor

Source code

File: PHILIPS.1

```
1 ;
2 *****
3 *
4 *          GLOBAL          *
5 * APPLESOFT PROGRAM EDITOR *
6 *
7 *    DEVELOPPED BY        *
8 *
9 *    HUIBERT AALBERS     *
10 *
11 *****
12 ;
13 ;-----
14 ;ROM AND DOS ROUTINES
15 ;DEFINITION
16 ;-----
17 ;
18 BUF      EQU  $200      ;BUFFER UTILIZADO POR INLIN
19 AMPER    EQU  $3F5      ;VECTOR DEL &
20 PRGM     EQU  $801      ;PRINCIPIO DEL PROGRAMA
21 LIST     EQU  $74E5     ;LISTA UNA LINEA
22 ESCODES  EQU  $75FF     ;TRATAMIENTO DE LOS COMANDOS DE ESC.
23 ENTRY2   EQU  $78D6
24 ENTRY    EQU  $7E2B
25 CLOSEALL EQU  $A316     ;CIERRA TODOS LOS FICHEROS
26 TKNTBL   EQU  $D0D0     ;TABLA DE COMANDOS DEL BASIC
27 BLTU     EQU  $D393     ;MUEVE 256 OCTETOS HACIA ARRIBA
```

28	INLIN	EQU	\$D52C	;ENTRA UNA LINEA HACIA EL BUFFER
29	PARSE	EQU	\$D559	;CODIFICA UNA LINEA ENTRADA POR INLIN
30	FNDLIN	EQU	\$D61A	;BUSCA UNA LINEA DE PROGRAMA
31	INITPTRS	EQU	\$D665	;PUNTEROS DE INIT
32	LINGET	EQU	\$DA0C	;PONE EN LINNUM EL NO DE LINEA CORRIENTE
33	CRDO	EQU	\$DAFB	;IMPRIME UN CARRIAGE RETURN
34	OUTSP	EQU	\$DB57	;IMPRIME UN ESPACIO
35	LINPRT	EQU	\$ED24	;IMPRIME X,A
36	VTAB	EQU	\$F25A	;TABULACION VERTICAL
37	PRBL2	EQU	\$F94A	;IMPRIME X ESPACIOS
38	HOME	EQU	\$FC58	;BORRA LA PANTALLA
39	KEYIN	EQU	\$FD0C	;ENTRA UN CARACTER
40	GETLN	EQU	\$FD6A	;ENTRA UNA LINEA DE CARAC. HACIA BUF
41	COUT	EQU	\$FDED	;IMPRIME EL CARACTER CONTENIDO EN A
42				;
43				;-----
44				;DEFINICION DE LAS DIRECCIONES
45				;EN PAGINA ZERO
46				;-----
47				;
48	POSCUR	EPZ	\$06	
49	ADL	EPZ	\$08	;VECTOR ENTRADA DEL FILE MANAGER
50	TEMP	EPZ	\$0F	
51	LINE	EPZ	\$18	;REGISTRO TEMPORAL SOBRE 2 OCTETOS
52	BUFF	EPZ	\$1A	;REGISTRO TEMPORAL SOBRE 2 OCTETOS
53	CH	EPZ	\$24	;POSICION DEL CURSOR (HORIZONTAL)
54	PROMPT	EPZ	\$33	;CONTIENE EL CARACTER ">"
55	LINNUM	EPZ	\$50	;CONTIENE EL NUMERO DE LINEA TRAS LINGET
56	LIST2	EPZ	\$54	;FLAG PARA HACER LIST ANTES DE CMDLP

57	ESCFLG	EPZ	\$55		;FLAG DE PULSACION DE ESC
58	INDEX	EPZ	\$5E		;REGISTRO TEMPORAL PARA MOVER MEMORIA
59	DEST	EPZ	\$60		
60	TXTTAB	EPZ	\$67		;DIRECCION PRINCIPIO DEL PROGRAMA BASIC
61	VARTAB	EPZ	\$69		;DIRECCION PRINCIPIO VARIABLES SIMPLES
62	STREND	EPZ	\$6D		;DIRECCION FIN VARIABLES DIMENSIONADAS
63	FRETOP	EPZ	\$6F		;DIRECCION FIN VARIABLES ALFANUMERICAS
64	MEMSIZ	EPZ	\$73		;DIRECCION FIN DE LA MEMORIA UTILIZABLE
65	CURLIN	EPZ	\$75		;FLAG (CONTIENE FF EN MODO INMEDIATO)
66	FORPNT	EPZ	\$85		;NUEVA DIRECCION DE UNA CADENA DESPLAZADA
67	HIGHDS	EPZ	\$94		;PARAMTROS BLTU: DESTINO
68	HIGHTR	EPZ	\$96	; 66	FIN
69	LOWTR	EPZ	\$9B		PRINCIPIO
70	DSCTMP	EPZ	\$9D		;REGISTRO TEMPORAL SOBRE 6 OCTETOS
71	PRGEND	EPZ	\$AF		;FINAL DE LA ZONA PROGRAMA BASIC
72	CHRGET	EPZ	\$B1		;SUBROUTINA QUE LEE EL SIGIENTE CARACTER
73					;DEL PROGRAMA BASIC
74	TXTPTR	EPZ	\$B8		;DIRECCION CARACTER OBTENIDO POR CHRGET
75	INC	EPZ	\$CE		
76	ERRFLG	EPZ	\$D8		;FLAG QUE INDICA SI ONERR ESTA ACTIVO
77	ADL2	EPZ	\$F9		;REGISTRO TTEMPORAL SOBRE 2 OCTETOS
78	SAVEA	EPZ	\$FB		
79	AUTOFLG	EPZ	\$FF		
80					
81					;-----
82					;PREMIO HOLANDA. PROGRAM
83					;STARTED ON APRIL 6, 1984
84					;-----
85					

```

86          ORG $300
87 ;
88 ;-----
89 ;SUBROUTINA POR LA QUE PASA EL
90 ;PROGRAMA CADA VEZ QUE SE PULSA
91 ;UNA TECLA
92 ;-----
93 ;
94 KEYINTCP JSR $FD1B      ;LEE UN CARACTER DESDE EL TECLADO
95          PHA
96          CPX #$00      ;SI EL CURSOR NO ESTA EN LA PRIMERA
97          BEQ >1
98          JMP ANULADO
99 ^1       LDA #$00
100        STA ESCFLG
101        PLA
102        CMP #$83      ;ES UN CTRL-C ?
103        BNE NOCAT
104        LDX #$00
105 AFFCAT  LDA MESSCAT,X  ;IMPRIME "CATALOG"
106        BEQ PREPDAT
107        JSR COUT
108        INX
109        JMP AFFCAT
110 PREPDAT JSR $3DC      ;PREPARACION DE LOS DATOS NECESARIOS
111        STA ADL+1      ;PARA EFECTUAR UN CATALOG
112        STY ADL
113        LDY #$00
114        LDA #$06

```



```

115          STA  (ADL),Y
116          LDA  #$01
117          LDY  #$05
118          STA  (ADL),Y
119          LDA  #$06
120          LDY  #$06
121          STA  (ADL),Y
122          JSR  $3D6          ;LLAMADA AL FILE MANAGER
123          JMP  DOSERR       ;VERIFICA SI HA HABIDO UN ERROR
124 ;
125 MESSCAT  ASC  "CATALOG"
126          HEX  $00
127 ;
128 NOCAT    CMP  #$93          ;ES UN CTRL-S ?
129          BNE  NOSAVE
130          JMP  SAVE
131 NOSAVE    CMP  #$8C          ;ES UN CTRL-L ?
132          BNE  NOLOAD
133          JMP  LOAD
134 NOLOAD    CMP  #$84          ;ES UN CTRL-D ?
135          BNE  NODEL
136          JMP  DELETE
137 NODEL     CMP  #$8E          ;ES UN CTRL-N ?
138          BNE  NONEW
139          JMP  NEW
140 NONEW     CMP  #$91          ;ES UN CTRL-Q ?
141          BNE  NOQUIT
142          JMP  QUIT
143 NOQUIT    CMP  #" "          ;ES UN ESPACIO ?

```

144	BNE NOCOM	;SI NO, NO ES UN COMANDO.
145	LDY AUTOFLG	;ESTA PUESTA LA NUMEARION AUTOMATICA ?
146	BEQ NOCOM	;SI NO,NO ES UN COMANDO.
147	LDA INC	;CALCULO PROXIMA LINEA
148	CLC	
149	ADC LINE	
150	STA LINE	
151	TAX	
152	LDA #\$00	
153	ADC LINE+1	
154	STA LINE+1	
155	JSR LINPRT	;IMPRIME EL NUMERO EN PANTALLA
156	LDX #\$00	
157 ^2	LDA \$100,X	;Y LO SALVAGUARDA EN MEMORIA
158	STA \$200,X	
159	BEQ >3	
160	INX	
161	JMP <2	
162 ^3	LDA #" "	
163 NOCOM	JMP ANULADO+1	
164	;	
165 ANULADO	PLA	;TRATAMIENTO DE LOS COMANDOS DE "ESCAPE"
166	CMP #\$95	
167	BEQ >1-1	
168	CMP #\$9B	
169	BNE >1	
170	STA ESCFLG	
171	RTS	
172 ^1	LDY ESCFLG	

```

173          BNE >2
174          RTS
175 ^2      CMP #\$C1
176          BCC >3
177          CMP #\$DB
178          BCS >3
179          SBC #\$C0
180          JMP ESCODES
181 ^3      LDY #\$00
182          STY ESCFLG
183          RTS
184 ;
185 VIINTCP  CMP #\$A0          ;RUTINA DE SALIDA DE CARACTERES.
186          BCS >1          ;IMPRIME LOS CARACTERES DE CONTROL
187          CMP #\$8D          ;EN INVERSO.
188          BEQ >1
189          CMP #\$88
190          BEQ >1
191          AND #%00111111
192 ^1      JSR \$FDF0
193          RTS
194 ;
195          ORG \$7000
196 ;
197 ;-----
198 ;PRINCIPIO DEL PROGRAMA.ESCRIBE
199 ;EL TITULO E INICIALIZA LAS
200 ;VARIABLES Y LAS E/S.
201 ;-----

```

```

202 ;
203         JSR HOME             ;BORRA LA PANTALLA
204 ;
205 ;MODIFICA LOS VECTORES DE E/S
206 ;
207 INIT     LDA #$00
208         STA $9D02             ;DESCONECTA LOS CONTROLES DEL D.O.S
209         STA $38
210         LDA #$03
211         STA $9D03
212         STA $9D05
213         STA $37
214         STA $39
215         LDA #VIINTCP         ;Y TOMA EL CONTROL DE LAS ENTRADAS Y
216         STA $9D04             ;SALIDAS DE CARACTERES
217         STA $36
218         LDX #$02
219 AMPVCT   LDA VECT,X          ;INSTALA LOS VECTORES QUE PERMITIRAN EL
220         STA AMPER,X          ;USO DEL & PARA VOLVER A ENTRAR EN EL
221         DEX                   ;G.A.P.E DESDE EL BASIC
222         BPL AMPVCT
223 RESETVCT LDA #RESET         ;BLOQUEA LA TECLA RESET, EVITANDO QUE SE
224         STA $3F2             ;PULSE POR EQUIVOCACION
225         LDA /RESET
226         STA $3F3
227         JSR $FB6F
228 SETMEM   LDA #$00           ;PROTEGE LA ZONA MEMORIA DONDE ESTA EL
229         STA MEMSIZ          ;G.A.P.E PARA QUE NO SEA DESTRUIDO POR
230         LDA #$70            ;LAS VARIABLES O EL PROGRAMA DEL BASIC

```

```

231          STA MEMSIZ+1
232 ;-----
233 ;INICIALIZACION DE ALGUNOS
234 ;REGISTROS
235 ;-----
236          LDA #$00
237          STA AUTOFLG
238          STA LINE+1
239          LDA #!20
240          STA LINE
241          LDA #$0A
242          LDA #$01
243          STA $07
244          LDA #$00
245          STA LIST2
246 ;-----
247 ;IMPRIME EL TITULO
248 ;-----
249 AFFHEL   JSR CRDO
250          LDA #$05
251          STA CH
252          LDX #$00
253 ^1       LDA MES1,X
254          BEQ >2
255          JSR COUT
256          INX
257          JMP <1
258 ^2       JMP NDOERR
259 ;-----

```

```
260 ;BUCLE PRINCIPAL
261 ;-----
262 CMDLP    LDA  #$00
263          STA  ESCFLG
264          NOP
265          NOP
266          NOP
267          LDA  LIST2
268          BEQ  CMDLP2
269          JSR  LIST
270          LDA  #$00
271          STA  LIST2
272          LDA  #$00
273          STA  SAVEA
274 CMDLP2   JSR  CRDO
275          LDX  #">"
276          JSR  INLIN+2
277          STX  TXTPTR
278          STY  TXTPTR+1
279          LSR  ERRFLG
280          JSR  CHRGET
281          TAX
282          BEQ  CMDLP
283          LDX  #$FF
284          STX  CURLIN+1
285          BCC  PROCLN
286          JMP  PARSE2
287          JMP  CMDLP
288 ;-----
```

```

289 ;PROCEDE A LA ENTRADA DE UNA
290 ;LINEA DE PROGRAMA
291 ;-----
292 PROCLN   LDX PRGEND       ;PONE LOMEM=FIN DEL PROGRAMA.
293         STX VARTAB
294         LDX PRGEND+1
295         STX VARTAB+1
296         JSR LINGET       ;PONE # DE LINEA EN LINNUM
297         JSR PARSE       ;TRANSFORMA EL BUFFER EN "TOKEN"
298         STY TEMP        ;INDEX DE BUFFER (# CARACTER+5)
299         JSR FNDLIN      ;EXISTE YA LA LINEA ?
300         BCC NEWLN      ;NO, HAY QUE CREARLA
301 ;-----
302 ;DESTRUYE UNA ANTIGUA LINEA
303 ;-----
304         LDY #1          ;SI EXISTE.BORRA LA LINEA MOVIENDO EL
305         LDA (LOWTR),Y   ;RESTO DEL PROGRAMA HACIA ABAJO, ES
306         STA INDEX+1     ;DECIR ESCRIBIENDO SOBRE LA LINEA QUE
307         LDA VARTAB      ;HA DE SER BORRADA
308         STA INDEX       ;LAS LINEAS 296 A 326 CALCULAN LO
309         LDA LOWTR+1     ;SIGUIENTE:
310         STA DEST+1      ;(DEST),Y=PRIMER CARACTER DE LA LINEA
311         STA DEST+1      ;QUE HA DE SER BORRADO
312         LDA LOWTR
313         DEY
314         SBC (LOWTR),Y   ;(INDEX),Y=PRIMER CARACTER DEL RESTO
315         CLC             ;DEL PROGRAMA
316         ADC VARTAB
317         STA VARTAB      ;X-1=LONGITUD DEL RESTO DEL PROGRAMA

```

318	STA DEST	; (HI-BYTE)
319	LDA VARTAB+1	
320	ADC #\$FF	;\$100-Y=LONGITUD DEL RESTO DEL PROGRAMA
321	STA VARTAB+1	; (LO-BYTE)
322	SBC LOWTR+1	
323	TAX	
324	SEC	
325	LDA LOWTR	
326	SBC VARTAB	
327	TAY	
328	BCS PL1	
329	INX	
330	DEC DEST+1	
331	PL1 CLC	
332	ADC INDEX	
333	BCC PGMDWN	
334	DEC INDEX+1	
335	CLC	
336	PGMDWN LDA (INDEX),Y	;MUEVE EL PROGRAMA HACIA ABAJO
337	STA (DEST),Y	
338	INY	
339	BNE PGMDWN	
340	INC INDEX+1	
341	INC DEST+1	
342	DEX	
343	BNE PGMDWN	
344	;-----	
345	;INSERTA UNA NUEVA LINEA	
346	;-----	

347	NEWLN	LDA BUF	;SI NO HAY CARACTERES TRAS EL # DE LINEA
348		BEQ SETPTRS	;ABANDONA LA INSERCION.
349		LDA MEMSIZ	;PONE FINAL DE LA CADENA
350		LDY MEMSIZ+1	;ESPACIO=HIMEM
351		STA FRETOP	
352		STY FRETOP+1	
353		LDA VARTAB	;PONE PARAMETROS BLTU (START=LOWTR)
354		STA HIGHTR	;FINAL (LO-BYTE)
355		ADC TEMP	
356		STA HIGHDS	;DESTINO (LO-BYTE)
357		LDY VARTAB+1	
358		STY HIGHTR+1	;FIN (HI-BYTE)
359		BCC PGMUP	
360		INY	
361	PGMUP	STY HIGHDS+1	;DESTINO (HI-BYTE)
362		JSR BLTU	;SUBE EL PROGRAMA
363		LDA LINNUM	;INSERTA #LINEA EN LO QUE SERAN LOS
364		LDY LINNUM+1	;BYTES 2-3 DE LA NUEVA LINEA.
365		STA BUF-2	
366		STY BUF-1	
367		LDA STREND	;PONE LOMEM=PRINCIPIO VAR. DIMENSIONADAS
368		LDY STREND+1	
369		STA VARTAB	
370		STY VARTAB+1	
371		LDY TEMP	
372	INSLN	LDA BUF-5,Y	;INSERTA LINEA EN LA MEMORIA LIBRE
373		DEY	;BUF-4 Y BUF-3 SERAN LOS LINK-BYTES 0-1
374		STA (LOWTR),Y	
375		BNE INSLN	

```

376 SETPTRS JSR INITPTRS ;INICIALIZA PUNTEROS
377 LDA TXTTAB ;PONE INDEX=PRINCIPIO DEL PROGRAMA
378 LDY TXTTAB+1
379 STA INDEX
380 STY INDEX+1
381 CLC
382 ;
383 ;PONE LINK BYTES
384 ;
385 FNDEOP LDY #$01
386 LDA (INDEX),Y ;FINAL DEL PROGRAMA?
387 BNE SETLINK ;NO.PONE LINK BYTES
388 LDA VARTAB ;SI. PONE FINAL PROGRAMA=LOMEM
389 STA PRGEND
390 LDA VARTAB+1
391 STA PRGEND+1
392 LDA SAVEA
393 BNE >1
394 JMP CMDLP ;VUELVE AL BUCLE PRINCIPAL
395 ^1 CMP #$01
396 BNE >2
397 JMP ENTRY
398 ^2 JMP ENTRY2
399 SETLINK LDY #$04 ;BUSCA EL FIN DE LA LINEA
400 SL1 INY
401 LDA (INDEX),Y
402 BNE SL1
403 INY ;LO HA ENCONTRADO.PONE LINK-BYTES.
404 TYA

```

```

405          ADC  INDEX
406          TAX
407          LDY  #$00
408          STA  (INDEX),Y    ;LINK (LO-BYTE)
409          LDA  INDEX+1
410          ADC  #$00
411          INY
412          STA  (INDEX),Y    ;LINK (HI-BYTE)
413          STX  INDEX        ;PONE PUNTERO AL PRINCIPIO DE LA
414          STA  INDEX+1      ;LINEA SIGUIENTE
415          BCC  FNDEOP      ;SIEMPRE
416          ;
417          ;-----
418          ;TRATAMIENTO DE LOS ERRORES
419          ;DEL D.O.S
420          ;-----
421          ;
422 NDOSERR   JSR  CRDO
423          LDA  #!24
424          STA  $23
425          LDX  #!23
426          JSR  VTAB
427          LDX  #$00
428 AFFERR    LDA  MESSDOS,X
429          BEQ  SU1
430          JSR  COUT
431          INX
432          JMP  AFFERR
433 SU1      LDX  #!21

```

434		JSR	VTAB	
435		LDA	#!22	
436		STA	\$23	
437		LDA	#\$00	
438		STA	CH	
439		JSR	CLOSEALL	
440		JMP	CMDLP2+3	
441			;	
442	MESSDOS	ASC	"DOS: "	
443		HEX	00	
444			;	
445	DOSERR	LDY	#\$0A	
446		LDA	(ADL),Y	
447		BEQ	NDOSERR	
448		STA	ADL2	
449		JSR	CRDO	
450		JSR	CRDO	
451		LDA	#!24	
452		STA	\$23	
453		LDX	#!23	
454		JSR	VTAB	
455		LDA	#\$05	
456		STA	CH	
457		LDX	ADL2	
458		SEC		
459		JSR	\$A702	
460	^2	LDA	CH	
461		CMP	#!24	
462		BEQ	>3	

```

463          LDA #" "
464          JSR COUT
465          JMP <2
466 ^3       LDX #!21
467          JSR VTAB
468          LDA #!22
469          STA $23
470          LDA #$00
471          STA CH
472          JMP CMDLP+3
473 ;-----
474 ;SALVAGUARDA EL PROGRAMA
475 ;SOBRE EL FLOPPY
476 ;-----
477 ;
478 ;
479 SAVE:
480          LDX #$00
481 ^1       LDA MESSAVE,X
482          BEQ >2
483          INX
484          JSR COUT
485          JMP <1
486 ^2       LDX #" "
487          JSR INLIN+2
488          LDA #$00
489          STA ALLOW+1
490          JSR OPEN
491          LDA #$01

```

492	STA	ALLOW+1
493	SEC	
494	LDA	\$AF
495	SBC	\$67
496	TAY	
497	LDA	\$B0
498	SBC	\$68
499	STY	ADL2
500	STA	ADL2+1
501	JSR	\$A3E0
502	LDA	#\$04
503	LDY	00
504	STA	(ADL),Y
505	LDA	#\$02
506	INY	
507	STA	(ADL),Y
508	LDA	ADL2
509	LDY	#\$06
510	STA	(ADL),Y
511	LDA	ADL2+1
512	INY	
513	STA	(ADL),Y
514	LDA	#PRGM
515	INY	
516	STA	(ADL),Y
517	LDA	/PRGM
518	INY	
519	STA	(ADL),Y
520	JSR	\$3D6

```

521          BCC >3
522          LDY #$0A
523          LDA (ADL),Y
524          CMP #$06
525          BEQ >3
526          JMP DOSERR
527 ^3       LDY #$00
528          LDA #$02
529          STA (ADL),Y
530          JSR $3D6
531          JMP DOSERR
532 ;
533 ;-----
534 ;CARGA EL PROGRAMA DESDE EL
535 ;FLOPPY
536 ;-----
537 ;
538 LOAD:
539          LDX #$00
540 ^1       LDA MESLOAD,X
541          BEQ >2
542          INX
543          JSR COUT
544          JMP <1
545 ^2       LDX #" "
546          JSR INLIN+2
547          JSR CLOSEALL
548          LDA #$01
549          STA ALLOW+1

```

550	JSR OPEN
551	LDA #\$23
552	AND \$B5C2
553	BEQ FILEERR
554	JSR \$A47A
555	CLC
556	ADC \$67
557	TAX
558	TYA
559	ADC \$68
560	CMP \$74
561	BCS ERRRLONG
562	STA \$B0
563	STA \$6A
564	STX \$AF
565	STX \$69
566	LDX \$67
567	LDY \$68
568	JSR \$A471
569 ^9	JMP NDOSEERR
570 FILEERR:	
571	LDA #\$0D
572	JMP DOSERR+6
573 ERRRLONG:	
574	LDA #\$0E
575	JMP DOSERR+6
576	;-----
577	;DESTRUYE UN PROGRAMA SOBRE
578	;EL FLOPPY

579 ;-----

580 ;

581 DELETE:

582 LDX #\$00

583 ^1 LDA MESSDEL,X

584 BEQ >2

585 JSR COUT

586 INX

587 JMP <1

588 ^2 LDX #" "

589 JSR INLIN+2

590 JSR OPEN

591 LDY #\$00

592 LDA #\$05

593 STA (ADL),Y

594 JSR \$3D6

595 JMP DOSERR

596 ;-----

597 ;ABRE UN FICHERO

598 ;-----

599 OPEN:

600 LDY #\$FF

601 ^0 INY

602 LDA BUF,Y

603 BEQ ERROR

604 CMP #\$20

605 BEQ <0

606 DEY

607 LDX #\$FF

608	^1	INX
609		INY
610		LDA BUF, Y
611		EOR #%10000000
612		STA BUF, X
613		CMP #\$80
614		BNE <1
615		CPX #\$01
616		BEQ ERROR
617		LDA #\$A0
618	^2	STA BUF, X
619		INX
620		CPX #!32
621		BNE <2
622		JSR \$3DC
623		STY ADL
624		STA ADL+1
625		LDY #\$00
626	^3	LDA TABLE, Y
627		STA (ADL), Y
628		INY
629		CPY #\$0A
630		BNE <3
631	ALLOW	LDX #\$01
632		JSR \$3D6
633		BCC >4
634		LDA ALLOW+1
635		BNE ERR
636		LDY #\$0A

```

637          LDA (ADL),Y
638          CMP #$06
639          BNE ERR
640 ^4        LDA ALLOW+1
641          BEQ >6
642          LDY #$07
643          LDA (ADL),Y
644          AND #%01111111
645          CMP #$02
646          BNE >5
647          RTS
648 ^5        JMP FILEERR
649 ^6        LDY #$07
650          LDA (ADL),Y
651          CMP #$02
652          BNE >7
653          RTS
654 ^7        CMP #$82
655          BNE <5
656          LDY #$0A
657          TYA
658          STA (ADL),Y
659          JMP DOSERR
660 ERR:
661          JMP DOSERR
662 ERROR:
663          JMP CMDLP
664 TABLE:
665          HEX 01000000000106020002

```

```

666 ;-----
667 ;BORRA EL PROGRAMA QUE ESTA
668 ;EN MEMORIA CENTRAL
669 ;-----
670 ;
671 NEW:
672         LDX #$00
673 ^1      LDA MESSNEW,X
674         BEQ >2
675         JSR COUT
676         INX
677         JMP <1
678 ^2      JSR KEYIN
679         JSR COUT
680         CMP #$D9
681         BEQ >3
682         JMP CMDLP
683 ^3      LDA #$04
684         STA VARTAB
685         STA PRGEND
686         LDA #$08
687         STA VARTAB+1
688         STA PRGEND+1
689         LDA #$00
690         STA $801
691         STA $802
682         JMP CMDLP
693 ;-----
694 ;SUBROUTINA EJECUTADA CUANDO

```

```

695 ;SE APRIETA RESET
696 ;-----
697 ;
698 RESET:
699         JSR $FC58
700         JMP INIT
701 ;-----
702 ;RESTAURA LOS ANTIGUOS VECTORES
703 ;DE E/S ANTES DE VOLVER AL
704 ;BASIC
705 ;-----
706 QUIT:
707         LDA #$9E
708         STA $9D03
709         STA $9D05
710         STA $37
711         STA $39
712         LDA #$81
713         STA $9D02
714         STA $38
715         LDA #$BD
716         STA $9D04
717         STA $36
718         LDA #!24
719         STA $23
720         LDX #$00
721 ^1      LDA MESSQUIT,X
722         BEQ >2
723         JSR COUT

```

```

724          INX
725          JMP <1
726 ^2      JSR $FC42
727          DEC CH
728          JSR CRDO
729          LDA #$D0
730          STA $3F2
731          LDA #$03
732          STA $3F3
733          JSR $FB6F
734          JMP $3D0
735 ;
736 ;-----
737 ;TITULO DEL PROGRAMA
738 ;-----
739 MES1:
740          ASC "GLOBAL APPLESOFT PROGRAM EDITOR."
741          HEX 8D
742          ASC "          PAR HUIBERT AALBERS"
743          HEX 8D
744          HEX 00
745 ;-----
746 ;OTROS MENSAJES Y DATOS
747 ;-----
748 VECT:
749          HEX 4C0070
750 MESSAVE:
751          ASC "SAVE:"
752          HEX 00

```

753 MESSLOAD:

754 ASC ``LOAD:``

755 HEX 00

756 MESSDEL:

757 ASC ``DELETE:``

758 HEX 00

759 MESSNEW:

760 ASC "NEW: OK? (Y/N): "

761 HEX 00

762 MESSQUIT:

763 ASC "& RAMENE A L´EDITEUR."

764 HEX 00

765 ;-----

766 ;TRATAMIENTO DE LOS COMANDOS

767 ;DETERMINA EL COMANDO Y LO

768 ;EJECUTA

769 ;-----

770 ;

771 PARSE2:

772 RTS

773 END

File: PHILIPS.2 (lines 1-999)

```
1 ;
2 *****
3 *                               *
4 * APPLESOFT PROGRAM EDITOR *
5 *                               *
6 *           BY           *
7 *                               *
8 *     HUIBERT AALBERS     *
9 *                               *
10 *****
11 ;
12 ;-----
13 ;DEFINICION DE LAS RUTINAS DEL
14 ;APPLESOFT EN ROM O DEL D.O.S
15 ;-----
16 BUF      EQU  $200      ;BUFFER UTILIZADO POR INLIN
17 AMPER    EQU  $3F5      ;VECTOR DEL &
18 PRGM     EQU  $801      ;PRINCIPIO DEL PROGRAMA
19 CMDLP    EQU  $7069     ;BUCLE PRINCIPAL DEL PROGRAMA
20 CMDLP2   EQU  $707F
21 PROCLN   EQU  $709F     ;ENTRA UNA LINEA DE PROGRAMA
22 BUF2     EQU  $9400     ;BUFFER SECUNDARIO UTILIZADO POR REPEAT
23 BUF3     EQU  $9500     ;BUFFER UTILIZADO POR SEARCH
24 CLOSEALL EQU  $A316     ;CIERRA TODOS LOS FICHEROS
25 CONVERT  EQU  $A1B9     ;CONVIERTE ASCII EN HEXADECIMAL
26 LININDEX EQU  $AA5D     ;REGISTRO UTILIZADO POR $A1B9
```


27	TKNTBL	EQU	\$D0D0	;TABLA DE COMANDOS DEL BASIC
28	BLTU	EQU	\$D393	;MUEVE 256 OCTETOS HACIA ARRIBA
29	INLIN	EQU	\$D52C	;ENTRA UNA LINEA HACIA EL BUFFER
30	PARSE	EQU	\$D559	;CODIFICA UNA LINEA ENTRADA POR INLIN
31	FNDLIN	EQU	\$D61A	;BUSCA UNA LINEA DE PROGRAMA
32	INITPTRS	EQU	\$D665	
33	LINGET	EQU	\$DA0C	;PONE EN LINNUM EL NO DE LINEA CORRIENTE
34	CRDO	EQU	\$DAFB	;IMPRIME UN CARRIAGE RETURN
35	OUTSP	EQU	\$DB57	;IMPRIME UN ESPACIO
36	OUTDO	EQU	\$DB5C	;IMPRIME EL CARACTER CONTENIDO EN A
37	ISLETC	EQU	\$E07D	;COMPRUEBA SI A ES UNA LETRA (A-Z)
38	LINPRT	EQU	\$ED24	;IMPRIME X,A
39	VTAB	EQU	\$F25A	;TABULACION VERTICAL
40	PRBL2	EQU	\$F94A	;IMPRIME X ESPACIOS
41	UP	EQU	\$FC1A	;SUBE DE UNA LINEA EN LA PANTALLA
42	HOME	EQU	\$FC58	;BORRA LA PANTALLA
43	KEYIN	EQU	\$FD0C	;ENTRA UN CARACTER
44	KEYIN2	EQU	\$FD1B	;ESPERA QUE SEA PULSADA UNA TECLA
45	GETLN	EQU	\$FD6A	
46	COUT	EQU	\$FDED	;IMPRIME EL CARACTER CONTENIDO EN A
47	PROUT	EQU	\$FE95	;INICIALIZA EL SLOT (A)
48				;
49				;-----
50				;DEFINICION DE LAS DIRECCIONES
51				;EN PAGINA CERO
52				;-----
53				;
54	POSCUR	EPZ	\$06	;POS. CURSOR TRAS LINPRT DURANTE LIST

55	ALLOWPTR	EPZ	\$07	
56	ADL	EPZ	\$08	;VECTOR ENTRADA DEL FILE MANAGER
57	CRDNB	EPZ	\$0F	
58	LINE	EPZ	\$18	;REGISTRO TEMPORAL SOBRE 2 OCTETOS
59	CURLIGNE	EPZ	\$1A	;CONTIENE LA LINEA CORRIENTE
60	ADRNX	EPZ	\$1C	;LOW BYTE DIRECCION LINEA SIGUIENTE
61	LSTLIN	EPZ	\$1D	;DIRECCION ULTIMA LINEA DURANTE BOTTOM
62	INDEX2	EPZ	\$1F	;REGISTRO TEMPORAL.GUARDA X DURANTE PRLET
63	CH	EPZ	\$24	;POSICION DEL CURSOR (HORIZONTAL)
64	CV	EPZ	\$25	;POSICION VERTICAL DEL CURSOR
65	PROMPT	EPZ	\$33	;CONTIENE EL CARACTER ">"
66	LINNUM	EPZ	\$50	;CONTIENE EL NUMERO DE LINEA TRAS LINGET
67	LIST2	EPZ	\$54	;FLAG PARA HACE PRBUF ANTES DE CMDLP
68	ESCFLG	EPZ	\$55	;FLAG QUE CONTROLA EL MODO "ESC"
69	INDEX	EPZ	\$5E	;REGISTRO TEMPORAL PARA MOVER MEMORIA
70	DEST	EPZ	\$60	
71	TXTTAB	EPZ	\$67	;DIRECCION PRINCIPIO DEL PROGRAMA BASIC
72	VARTAB	EPZ	\$69	;DIRECCION PRINCIPIO VARIABLES SIMPLES
73	STREND	EPZ	\$6D	;DIRECCION FIN VARIABLES DIMENSIONADAS
74	FRETOP	EPZ	\$6F	;DIRECCION FIN VARIABLES ALFANUMERICAS
75	MEMSIZ	EPZ	\$73	;DIRECCION FIN DE LA MEMORIA UTILIZABLE
76	CURLIN	EPZ	\$75	;FLAG (CONTIENE FF EN MODO INMEDIATO)
77	FORPNT	EPZ	\$85	;NUEVA DIRECCION DE UNA CADENA DESPLAZADA
78	HIGHDS	EPZ	\$94	;REGISTRO TEMPORAL SOBRE 5 OCTETOS
79	HIGHTR	EPZ	\$96	;COMPONE CON HIGHDS EL REGISTRO INTERNO TEMPS1
80	LOWTR	EPZ	\$9B	;REGISTRO TEMPORAL SOBRE 5 OCTETOS
81	DSCTMP	EPZ	\$9D	;REGISTRO TEMPORAL SOBRE 6 OCTETOS
82	PRGEND	EPZ	\$AF	;FINAL DE LA ZONA PROGRAMA BASIC

```

83 CHRGET    EPZ  $B1          ;SUBROUTINA QUE LEE EL SIGIENTE CARACTER
84 ;                                                ;DEL PROGRAMA BASIC
85 TXTPTR    EPZ  $B8          ;DIRECCION CARACTER OBTENIDO POR CHRGET
86 ERRFLG    EPZ  $D8          ;FLAG QUE INDICA SI ONERR ESTA ACTIVO
87 INC       EPZ  $CE          ;VALOR DEL INCREMENTO EN MODO AUTO
88 LINDEX    EPZ  $CF          ;COPIA DE LININDEX ANTES DE $A1B9
89 ADL2      EPZ  $F9          ;REGISTRO TEMPORAL SOBRE 2 OCTETOS
90 SAVEA     EPZ  $FB          ;REGISTRO TEMPORAL SOBRE 1 OCTETO
91 COM       EPZ  $FC          ;REGISTRO TEMPORAL SOBRE 1 OCTETO
92 FIRST     EPZ  $FD          ;REGISTRO TEMPORAL SOBRE 1 OCTETO
93 TEMP      EPZ  $FD
94 AUTOFLG   EPZ  $FF          ;FLAG RELATIVO AL MODO AUTO
95 ;
96           ORG  $746E
97           OBJ  $800
98 ;
99 ;-----
100 ;TRATAMIENTO DE LOS COMANDOS
101 ;DETERMINA EL COMANDO Y LO
102 ;EJECUTA
103 ;-----
104 ;
105 PARSE2:
106         LDY  # $00
107         STY  COM
108         LDX  # $FF
109 ^1      INX
110         LDA  BUF,X

```

111	CMP	#\$20
112	BEQ	<1
113	LDA	BUF,X
114	AND	##00111111
115	STA	FIRST
116	TXA	
117	STA	SAVEA
118	TAY	
119	LDX	#\$00
120 ^2	LDA	COMTBL,X
121	BNE	>3
122	INC	COM
123 ^3	LDA	COMTBL,X
124	INX	
125	CMP	#\$80
126	BCS	<2
127	CMP	FIRST
128	BEQ	>4
129	CMP	#\$1D
130	BEQ	ERR
131	BNE	<2
132 ^4	DEX	
133	INY	
134	INX	
135	LDA	BUF,Y
136	BEQ	>5
137	EOR	##10000000
138	CMP	#" "

139		BEQ	>5
140		CMP	COMTBL,X
141		BNE	SUIT3
142		INX	
143		LDA	COMTBL,X
144		BNE	<4
145	^5	LDA	COM
146		ASL	
147		TAX	
148		INX	
149		LDA	TBLADR,X
150		PHA	
151		DEX	
152		LDA	TBLADR,X
153		PHA	
154		LDA	COM
155		CMP	#\$0F
156		BEQ	FUNJMP
157		LDY	#\$00
158	DEPBUF	LDA	BUF,Y
159		STA	BUF2,Y
160		INY	
161		BNE	DEPBUF
162	FUNJMP	RTS	
163	SUIT3	LDY	SAVEA
164		JMP	<2
165	ERR:		
166		LDA	#\$01

```

167          JMP  ERREUR
168 ;
169 ;-----
170 ;SOUS-PROGRAMME PERMETTANT DE
171 ;LISTER UNE LIGNE DE PROGRAMME
172 ;EN 40 COLONNES.
173 ;ENTREE: # DE LIGNE DANS LINNUM
174 ;SORTIE: IMPRESSION DE LA LIGNE
175 ;-----
176 ;
177 LIST:
178          JSR  FNDLIN      ;BUSCA DIRECCION LINEA (LINNUM)
179          BCC  NOLN       ;SI NO EXISTE, ERROR
180 ;-----
181 ;LIST+3 LISTE LA LIGNE POINTEE
182 ;PAR LOWTR.
183 ;-----
184          LDY  #$00       ;INICIALIZACION: LAS COMILLAS ESTAN
185          STY  $4D        ;CERRADAS
186          LDY  #$02       ;CARGA EN A EL PRIMER OCTETO DEL
187          LDA  (LOWTR),Y   ;NUMERO DE LINEA
188          STA  CURLIGNE    ;LO SALVAGUARDA
189          TAX                ;Y LO PASA AL REGISTRO X.
190          INY                ;CARGA EN A EL SEGUNDO OCTETO DEL
191          LDA  (LOWTR),Y   ;NUMERO DE LINEA
192          STA  CURLIGNE+1  ;Y LO SALVAGUARDA
193          STY  FORPNT
194          LDY  ALLOWPRT

```

195	CPY	#\$02	
196	BNE	>1	
197	LDX	#\$00	
198	STX	ALLOWPRT	
199	JMP	>2	
200	^1	JSR	LINPRT
201	NOP		;SALVAGUARDA EN POSCUR LA COLUNA EN LA
202	^2	STY	POSCUR ;QUE ESTA EL CURSOR TRAS IMPRIMIR EL
203	STY	INDEX2	;NUMERO DE LINEA
204	;		
205	;	PREND	CARACTERE OU TOKEN
206	;		
207	LDA	#" "	
208	LSTLN:		
209	LDY	FORPNT	
210	PRCHR:		
211	CMP	#\$22	
212	BNE	>1	
213	PHA		
214	LDA	#\$FF	
215	EOR	\$4D	
216	STA	\$4D	
217	PLA		
218	^1	CMP	#\$3A
219	BNE	>3	
220	PHA		
221	LDA	\$4D	
222	BNE	>2	

223		LDA	#\$8D	
224		JSR	PRLET	
225		LDX	POSCUR	
226		BEQ	>2	
227		JSR	PRBL2	
228	^2	PLA		
229	^3	JSR	PRLET	
230		INY		
231		LDA	(LOWTR),Y	
232		BNE	PROCHR	
233		BIT	\$C000	
234		BPL	>4	
235		LDA	\$C000	
236		BIT	\$C010	
237		CMP	#" "	
238		BEQ	PAUSE	
239		CMP	\$98	;CTRL-C
240		BEQ	STOP	
241	^4	LDX	INDEX2	;SI NO, PONE UN 0 AL FINAL DE BUF Y
242		LDA	#\$00	
243		STA	\$200,X	
244		RTS		
245	NOLN	LDA	#\$00	
246		JMP	ERREUR	
247	STOP	JSR	CRDO	
248		JMP	CMDLP	
249	PAUSE	TYA		
250		PHA		


```

251          LDA  #"  "
252          JSR  KEYIN2
253          PLA
254          TAY
255          CMP  #\$98
256          BEQ  STOP
257          RTS
258  ;
259  ;PREND UN CARACTERE DANS LA TABLE
260  ;
261  KEYCHR:
262          INY
263          BNE  S1
264          INC  DSCTMP+1
265  S1:
266          LDA  (DSCTMP),Y
267          RTS
268  ;
269  ;IMPRIME CARACTERE OU MOT-CLE.
270  ;
271  PROCHR:
272          BPL  PRCHR
273          SEC
274          SBC  #\$7F
275          TAX
276          STY  FORPNT
277          LDY  #TKNTBL
278          STY  DSCTMP

```

279	LDY	/TKNTBL-\$100
280	STY	DSCTMP+1
281	LDY	#\$FF
282	NXKEY:	
283	DEX	
284	BEQ	PRKEY
285	S2:	
286	JSR	KEYCHR
287	BPL	S2
288	BMI	NXKEY
289	PRKEY:	
290	LDA	#" "
291	JSR	PRLET
292	JSR	KEYCHR
293	BMI	S4
294	JSR	PRLET
295	BNE	PRKEY+5
296	S4:	
297	JSR	PRLET
298	LDA	#" "
299	JMP	LSTLN
300	PRLET:	
301	STA	\$4C
302	CMP	#\$8D
303	BNE	PRLET2
304	LDA	ALLOWPRT
305	BEQ	PRLET2-1
306	JSR	CRDO

307	LDA	\$4C
308	RTS	
309	PRLET2	TXA
310	PHA	
311	TYA	
312	PHA	
313	LDX	INDEX2
314	LDA	\$4C
315	AND	#%01111111
316	STA	BUF,X
317	INX	
318	STX	INDEX2
319	LDX	ALLOWPRT
320	BEQ	END2
321	PLA	
322	TAY	
323	PLA	
324	TAX	
325	LDA	\$4C
326	JSR	OUTDO
327	RTS	
328	END2	PLA
329	TAY	
330	PLA	
331	TAX	
332	LDA	\$4C
333	RTS	
334	;	

335 ;-----

336 ;SOUS-PROGRAMME DE TRAITEMENT

337 ;D'ERREUR

338 ;-----

339 ;

340 ERREUR:

341 ASL

342 TAY

343 LDA ERRTBL, Y

344 STA ADL

345 INY

346 LDA ERRTBL, Y

347 STA ADL+1

348 LDY #\$00

349 ^1 LDA (ADL), Y

350 BEQ >2

351 JSR COUT

352 INY

353 BNE <1

354 ^2 JMP CMDLP

355 ;

356 ESCODES:

357 TAY

358 INY

359 TXA

360 PHA

361 LDX #\$00

362 ^1 LDA ESCTBL, X

363	BEQ	>2
364	INX	
365	BNE	<1
366	^2	INX
367	DEY	
368	BNE	<1
369	PLA	
370	TAY	
371	DEX	,
372	^3	INX
373	LDA	ESCTBL,X
374	BEQ	>4
375	STA	BUF,Y
376	JSR	COUT
377	INY	
378	BNE	<3
379	^4	TYA
380	TAX	
381	LDA	#\$00
382	STA	ESCFLG
383	LDA	#" "
384	RTS	
385	;	
386	ESCTBL	HEX 00
387	ASC	"ABS("
388	HEX	00
389	ASC	"HPLOT"
390	HEX	00

391	ASC	"CLEAR"
392	HEX	00
393	ASC	"DATA"
394	HEX	00
395	ASC	"END"
396	HEX	00
397	ASC	"FOR"
398	HEX	00
399	ASC	"GOTO"
400	HEX	00
401	ASC	"HOME"
402	HEX	00
403	ASC	"INPUT"
404	HEX	00
405	ASC	"CHR\$("
406	HEX	00
407	ASC	"RIGHT\$("
408	HEX	00
409	ASC	"LEFT\$("
410	HEX	00
411	ASC	"MID\$("
412	HEX	00
413	ASC	"NEXT"
414	HEX	00
415	ASC	"POKE"
416	HEX	00
417	ASC	"PEEK"
418	HEX	00

419	ASC	"CALL"
420	HEX	00
421	ASC	"RETURN"
422	HEX	00
423	ASC	"STEP"
424	HEX	00
425	ASC	"TEXT"
426	HEX	00
427	ASC	"HTAB"
428	HEX	00
429	ASC	"VTAB"
430	HEX	00
431	ASC	"DRAW"
432	HEX	00
433	ASC	"XDRAW"
434	HEX	00
435	ASC	"HCOLOR="
436	HEX	00
437	ASC	"RESTORE"
438	HEX	00
439		;
440	ERRTBL	ADR NOLINE
441		ADR SORRY
442		ADR ERRBOT
443		ADR NOPRGM
444		ADR BADARG
445		ADR ERRHEX
446		;

447 COMTBL:

448	HEX	0E
449	ASC	"EXT"
450	HEX	000C
451	ASC	"INE"
452	HEX	0004
453	ASC	"ELETE"
454	HEX	0005
455	ASC	"DIT"
456	HEX	0010
457	ASC	"RINT"
458	HEX	000E
459	ASC	"OCOLUMN"
460	HEX	0003
461	ASC	"OLUMN"
462	HEX	0001
463	ASC	"UTON"
464	HEX	0001
465	ASC	"UTOFF"
466	HEX	0014
467	ASC	"OP"
468	HEX	0002
469	ASC	"OTTOM"
470	HEX	0013
471	ASC	"EARCH"
472	HEX	000D
473	ASC	"ODIFY"
474	HEX	0001

475	ASC	"PPEND"
476	HEX	0010
477	ASC	"P"
478	HEX	0012
479	ASC	"EPEAT"
480	HEX	0010
481	ASC	"R#"
482	HEX	0008
483	ASC	"\$"
484	HEX	0008
485	ASC	"ELP"
486	HEX	001D
487	TBLADR:	
488	ADR	NEXT-1
489	ADR	LINE1-1
490	ADR	DELETE-1
491	ADR	EDIT-1
492	ADR	PRINT-1
493	ADR	NOCOL-1
494	ADR	COLUMN-1
495	ADR	AUTO-1
496	ADR	AUTOFF-1
497	ADR	TOP-1
498	ADR	BOTTOM-1
499	ADR	SEARCH-1
500	ADR	MODIFY-1
501	ADR	APPEND-1
502	ADR	PP-1

503	ADR	REPEAT-1
504	ADR	PR-1
505	ADR	DOLLAR-1
506	ADR	HELP-1
507	HEX	00
508	NEXT:	
509	JSR	CRDO
510	JSR	LOOK
511	CLC	
512	LDX	#\$00
513	^1	INX
514	LDA	BUF,X
515	BEQ	NEXTMAS
516	CMP	#"-"
517	BNE	<1
518	JMP	NEXTMNS
519	NEXTMAS:	
520	JSR	LOOK
521	CLC	
522	LDA	CURLIGNE
523	STA	LINNUM
524	LDA	CURLIGNE+1
525	STA	LINNUM+1
526	JSR	FNDLIN
527	^1	JSR
528	LDA	\$44
529	BNE	<1
530	LDY	#\$02

531	LDA	(LOWTR),Y
532	STA	CURLIGNE
533	STA	LINNUM
534	INY	
535	LDA	(LOWTR),Y
536	STA	CURLIGNE+1
537	STA	LINNUM+1
538	JSR	FNDLIN
539	BCC	>2
540	JSR	LIST
541	JSR	CRD0
542	JMP	CMDLP
543	^2	JMP BOTTOM
544	NXTLIN:	
545	DEC	\$44
546	LDY	#\$00
547	LDA	(LOWTR),Y
548	STA	LINNUM
549	INY	
550	LDA	(LOWTR),Y
551	STA	LOWTR+1
552	LDA	LINNUM
553	STA	LOWTR
554	RTS	
555	NEXTMNS:	
556	INX	
557	STX	LININDEX
558	JSR	CONVERT

559	LDA	CURLIGNE
560	STA	LINNUM
561	LDA	CURLIGNE+1
562	STA	LINNUM+1
563	^1	JSR FNDLIN
564	JSR	NXTLIN2
565	BCC	>2
566	LDA	\$44
567	BNE	<1
568	LDA	LINNUM
569	STA	CURLIGNE
570	LDA	LINNUM+1
571	STA	CURLIGNE+1
572	LDA	#\$01
573	STA	ALLOWPRT
574	JSR	LIST
575	JSR	CRDO
576	JMP	CMDLP
577	^2	JMP TOP
578	NXTLIN2:	
579	CLC	
580	DEC	\$44
581	DEC	LOWTR+1
582	LDY	#\$FF
583	^1	DEY
584	CPY	#\$00
585	BEQ	>4
586	LDA	(LOWTR),Y

587	CMP	LOWTR
588	BEQ	>2
589	BNE	<1
590	DEY	^2
591	LDA	(LOWTR),Y
592	BEQ	>3
593	INY	
594	JMP	<1
595	INY	^3
596	INY	
597	INY	
598	LDA	(LOWTR),Y
599	STA	LINNUM
600	INY	
601	LDA	(LOWTR),Y
602	STA	LINNUM+1
603	SEC	
604	RTS	
605	CLC	^4
606	RTS	
607	LINE1:	
608	JSR	LOOK
609	JSR	CRDO
610	LDA	\$44
611	STA	\$50
612	LDA	\$45
613	STA	\$51
614	JSR	LIST

615		JSR	CRDO
616		JMP	CMDLP
617	LOOK:		
618		LDA	#\$00
619		STA	\$44
620		STA	\$45
621		JSR	POSBUF
622		LDX	#\$FF
623	BLE	INX	
624		LDA	BUF,X
625		CMP	#" "
626		BEQ	BLE
627	BLE2	INX	
628		LDA	BUF,X
629		BEQ	>3-3
630		CMP	#" "
631		BNE	BLE2
632	^2	INX	
633		LDA	BUF,X
634		CMP	#" "
635		BEQ	<2
636		LDA	BUF,X
637		BEQ	>3-3
638		CMP	#" -"
639		BEQ	<2
640		CMP	#\$B0
641		BCC	>4
642		CMP	#\$BA

643	BCS	>4	
644	STX	LININDEX	
645	STX	LINDEX	
646	JSR	CONVERT	
647	CLC		
648	LDA	\$44	
649	BNE	>3	
650	INC	\$44	;SI EL ARGUMENTO ES 0,LO CAMBIA EN 1
651	SEC		
652	^3	RTS	
653	^4	LDA #\$04	;EL ARGUMENTO NO ES UN NUMERO.
654	JMP	ERREUR	
655	DELETE:		
656	JSR	LOOK	
657	BCC	>1	
658	LDA	#\$01	
659	STA	\$44	
660	^1	LDA	CURLIGNE
661	STA	LINNUM	
662	LDA	CURLIGNE+1	
663	STA	LINNUM+1	
664	JSR	FNDLIN	
665	LDA	LOWTR	
666	STA	ADL	
667	LDA	LOWTR+1	
668	STA	ADL+1	
669	LDA	\$36	
670	PHA		

671	LDA	\$37	
672	PHA		
673	LDA	#PRLIGNE	
674	STA	\$36	
675	LDA	/PRLIGNE	
676	STA	\$37	
677	LDA	#\$00	
678	STA	\$FE	
679	LDY	#\$02	
680	LDA	(LOWTR),Y	
681	TAX		
682	INY		
683	LDA	(LOWTR),Y	
684	JSR	LINPRT	
685	LDY	\$FE	
686	LDA	#\$00	
687	STA	BUF,Y	
688	PLA		
689	STA	\$37	
690	PLA		
691	STA	\$36	
682	LDA	#\$02	
693	STA	SAVEA	
694	LDX	#\$FF	
695	LDY	#\$01	
696	JMP	CMDLP2+8	
697	ENTRY2	LDY	#\$00
698	LDA	(ADL),Y	

699	BNE	>0
700	INY	
701	LDA	(ADL),Y
702	BNE	>0
703	JMP	BOTTOM
704	LDY	#\$02
705	LDA	(ADL),Y
706	STA	CURLIGNE
707	INY	
708	LDA	(ADL),Y
709	STA	CURLIGNE+1
710	DEC	\$44
711	LDA	\$44
712	BNE	<1
713	LDA	CURLIGNE
714	STA	LINNUM
715	LDA	CURLIGNE+1
716	STA	LINNUM+1
717	JSR	LIST
718	JMP	CMDLP
719	EDIT:	
720	JSR	CRDO
721	LDA	#\$00
722	STA	COM
723	JSR	LOOK
724	BCS	>1
725	LDA	\$44
726	STA	CURLIGNE

727	LDA	\$45
728	STA	CURLIGNE+1
729 ^1	LDA	CURLIGNE
730	STA	LINNUM
731	LDA	CURLIGNE+1
732	STA	LINNUM+1
733	LDA	#\$00
734	STA	ALLOWPRT
735	JSR	LIST
736	CPX	#\$FF
737	BEQ	>0
738	LDA	#\$20
739	STA	BUF,X
740	INX	
741	LDA	#\$00
742	STA	BUF,X
743 ^0	LDY	#\$00
744 ^2	LDA	(\$28),Y
745	CMP	#" "
746	BEQ	>3
747	AND	##01111111
748	STA	BUF,Y
749	INY	
750	JMP	<2
751 ^3	LDY	#\$01
752	STY	ALLOWPRT
753	DEY	
754	STY	CH

755	JSR	PRBUF
756	LDA	POSCUR
757	STA	INDEX
758	JSR	CURPOS
759	LDA	#" "
760	LDX	#!39
761 ^0	STA	\$7D0,X
762	DEX	
763	BNE	<0
764	LDX	#\$00
765 ^0	LDA	MESSEEDIT,X
766	BEQ	>4
767	STA	\$7D0,X
768	INX	
769	BNE	<0
770 ^4	LDA	#\$00
771	STA	ESCFLG
772	JSR	STAT
773	JSR	KEYIN
774	CMP	#\$95
775	BEQ	CTRLU
776	CMP	#\$88
777	BEQ	CTRLH
778	PHA	
779	LDA	COM
780	BNE	TYPE
781	PLA	
782	CMP	#\$9B

783	BNE	>5
784	LDA	#\$01
785	STA	COM
786	JMP	<4
787 ^5	CMP	#"I"
788	BNE	>5
789	JMP	INSCHR
790 ^5	CMP	#"F"
791	BNE	>5
792	JMP	FINDCHR
793 ^5	CMP	#"D"
794	BNE	>5
795	JMP	CHRDEL
796 ^5	CMP	#"B"
797	BNE	>5
798	JMP	BEGIN
799 ^5	CMP	#"E"
800	BNE	>5
801	JMP	END
802 ^5	CMP	#"C"
803	BNE	>5
804	JMP	CUT
805 ^5	CMP	#\$98
806	BNE	>5
807	JMP	CTRLX
808 ^5	CMP	#\$8D
809	BNE	<4
810	JMP	CR

811	CTRLU	LDX	INDEX
812		INX	
813		LDA	BUF, X
814		BEQ	<4
815		STX	INDEX
816		JSR	CURPOS
817		JMP	<4
818	CTRLH	LDX	INDEX
819		CPX	POSCUR
820		BEQ	<4
821		DEX	
822		STX	INDEX
823		JSR	CURPOS
824		JMP	<4
825	TYPE	PLA	
826		CMP	#\$9B
827		BNE	>1
828		LDA	#\$00
829		STA	COM
830		JMP	<4
831	^1	CMP	#\$8D
832		BNE	>2
833		JMP	CR
834	^2	AND	##01111111
835		LDY	INDEX
836		STA	BUF, Y
837		CPY	#\$FA
838		BEQ	>3

839		INY
840		LDA BUF, Y
841		BNE >3-2
842		LDA #\$20
843		STA BUF, Y
844		INY
845		LDA #\$00
846		STA BUF, Y
847		DEY
848		STY INDEX
849	^3	JSR PRBUF2
850		JSR CURPOS
851		JMP <4
852	INSCHR	LDX #\$FF
853	^1	INX
854		LDA BUF, X
855		BEQ >2
856		CPX #\$FA
857		BNE <1
858		JMP <4
859	^2	LDY INDEX
860		LDA BUF, Y
861		ORA #%10000000
862		STA BUF, Y
863		INX
864		TXA
865		TAY
866		INY

867	^3	DEX
868		DEY
869		LDA BUF,X
870		CMP #\$80
871		BCS >0
872		STA BUF,Y
873		JMP <3
874	^0	AND #%01111111
875		STA BUF,Y
876		LDA #\$20
877		STA BUF,X
878		JSR PRBUF2
879		JSR CURPOS
880		JMP <4
881	CHRDEL	LDY INDEX
882		LDA BUF,Y
883		BNE >1
884		JMP <4
885	^1	TYA
886		TAX
887		INX
888	^2	LDA BUF,X
889		BEQ >3
890		STA BUF,Y
891		INX
892		INY
893		BNE <2
894	^3	STA BUF,Y

895		JSR	PRBUF2
896		JSR	CURPOS
897		JMP	<4
898	FINDCHR	JSR	KEYIN
899		AND	##01111111
900		LDY	INDEX
901	^1	INY	
902		LDX	BUF, Y
903		BEQ	>2
904		CMP	BUF, Y
905		BNE	<1
906		STY	INDEX
907		JSR	PRBUF2
908		JSR	CURPOS
909	^2	JMP	<4
910	END	LDY	INDEX
911	^1	INY	
912		LDA	BUF, Y
913		BEQ	>2
914		JMP	<1
915	^2	DEY	
916		STY	INDEX
917		JSR	PRBUF2
918		JSR	CURPOS
919		JMP	<4
920	BEGIN	LDY	POSCUR
921		STY	INDEX
922		JSR	PRBUF2

923		JSR	CURPOS
924		JMP	<4
925	CUT	LDY	INDEX
926		LDA	#\$00
927		STA	BUF,Y
928		JSR	PRBUF2
929		JSR	CURPOS
930		JMP	<4
931	CTRLX	LDA	#\$00
932		STA	INDEX
933		JSR	CURPOS
934		JMP	EDIT+20
935	CR	JSR	PRBUF2
936		JSR	CRDO
937		LDX	#!39
938		LDA	#" "
939	^0	STA	\$7D0,X
940		DEX	
941		CPX	#\$FF
942		BNE	<0
943		LDX	#\$00
944	^1	LDA	MESSDOS,X
945		BEQ	>2
946		STA	\$7D0,X
947		INX	
948		BNE	<1
949	^2	LDY	#\$01
950		LDX	#\$FF

951		STY	TXTPTR+1
952		STX	TXTPTR
953		JSR	CHRGET
954		JMP	PROCLN
955	STAT	LDA	COM
956		BNE	>3
957		LDX	#\$00
958	^1	LDA	MESSCOM,X
959		BEQ	>2
960		STA	\$7D6,X
961		INX	
962		BNE	<1
963	^2	RTS	
964	^3	LDX	#\$00
965		LDA	MESSTYPE,X
966		BEQ	>4
967		STA	\$7D6,X
968		INX	
969		BNE	<3+2
970	^4	RTS	
971	PRBUF2	LDY	#\$00
972		STY	CH
973	^1	LDA	(\$28),Y
974		CMP	#">"
975		BEQ	>2
976		JSR	UP
977		JMP	<1
978	^2	INY	

```
979          LDA  ($28),Y
980          CMP  #" "
981          BEQ  <2
982          CMP  #"E"
983          BNE  >3
984          INC  CV
985          INC  CV
986          JSR  $FC22
987          JSR  PRBUF
988          RTS
989  ^3      JSR  UP
990          JMP  PRBUF2
991          RTS
992 PRINT:
993          LDA  #$01
994          STA  ALLOWPRT
995          JSR  CRDO
996          JSR  LOOK
997          BCC  >1
998          LDA  #$FF
999          STA  $44
```

File: PHILIPS.2 (lines 1000-1830)

1000		STA	\$45
1001	^1	LDA	CURLIGNE
1002		STA	LINNUM
1003		LDA	CURLIGNE+1
1004		STA	LINNUM+1
1005	^1	JSR	PRINTUNA
1006		BCC	>3
1007		LDA	\$44
1008		BNE	<1
1009		LDA	\$45
1010		BEQ	>2
1011		DEC	\$45
1012		JMP	<1
1013	^2	JMP	CMDLP
1014	^3	JMP	BOTTOM
1015	PRINTUNA		
	:		
1016		DEC	\$44
1017		LDA	LINNUM
1018		STA	CURLIGNE
1019		LDA	LINNUM+1
1020		STA	CURLIGNE+1
1021		JSR	FNDLIN
1022		BCC	>1
1023		JSR	LIST
1024		CLC	
1025		INY	

1026		LDA	(LOWTR),Y
1027		BNE	>0
1028		INY	
1029		LDA	(LOWTR),Y
1030		BNE	>0+1
1031		BEQ	>1
1032	^0	INY	
1033		INY	
1034		LDA	(LOWTR),Y
1035		STA	LINNUM
1036		INY	
1037		LDA	(LOWTR),Y
1038		STA	LINNUM+1
1039		JSR	CRDO
1040		SEC	
1041	^1	RTS	
1042	COLUMN:		
1043		LDX	#\$00
1044	BCLE	LDA	TBLCOL,X
1045		STA	\$750,X
1046		INX	
1047		CPX	#!40
1048		BNE	BCLE
1049		JMP	CMDLP
1050	NOCOL:		
1051		LDX	#\$00
1052		LDA	#" "
1053	BCLE2	STA	\$750,X

1054		INX
1055		CPX #!40
1056		BNE BCLE2
1057		JMP CMDLP
1058	AUTO:	
1059		LDA # \$0A
1060		STA INC
1061		JSR LOOK
1062		BCS >1
1063		LDA \$44
1064		STA LINE
1065		LDA \$45
1066		STA LINE+1
1067		BNE CHKCOM-2
1068		LDA LINE
1069		BNE CHKCOM-2
1070	^1	LDA # \$0A
1071		STA LINE
1072		LDX # \$00
1073	CHKCOM	INX
1074		LDA BUF,X
1075		BEQ NOARG
1076		CMP #", "
1077		BNE CHKCOM
1078		JSR BLE2+10
1079		LDA \$44
1080		STA INC
1081	NOARG	SEC

1082	LDA	LINE
1083	SBC	INC
1084	STA	LINE
1085	LDA	LINE+1
1086	SBC	#\$00
1087	STA	LINE+1
1088	LDA	#\$01
1089	STA	AUTOFLG
1090	JMP	CMDLP
1091	AUTOFF:	
1092	LDA	#\$00
1093	STA	AUTOFLG
1094	STA	LINE+1
1095	LDA	#!20
1096	STA	LINE
1097	LDA	#\$0A
1098	STA	INC
1099	JMP	CMDLP
1100	TOP:	
1101	JSR	LOOKPRGM
1102	LDX	#\$FF
1103	^1	INX
1104	LDA	ERRTOP,X
1105	BEQ	>2
1106	JSR	COUT
1107	JMP	<1
1108	^2	LDA \$803
1109	STA	LINNUM

1110	STA	CURLIGNE
1111	LDA	\$804
1112	STA	LINNUM+1
1113	STA	CURLIGNE+1
1114	JSR	CRDO
1115	JSR	LIST
1116	JSR	CRDO
1117	JMP	CMDLP
1118	BOTTOM:	
1119	LDA	#\$01
1120	STA	ALLOWPRT
1121	JSR	LOOKPRGM
1122	LDX	#\$FF
1123	^1	INX
1124	LDA	ERRBOT,X
1125	BEQ	>2
1126	JSR	COUT
1127	JMP	<1
1128	^2	LDA \$6A
1129	TAX	
1130	DEX	
1131	STX	LSTLIN+1
1132	LDA	\$69
1133	STA	LSTLIN
1134	LDY	#\$F8
1135	^3	DEY
1136	LDA	(LSTLIN),Y
1137	BNE	<3

1138	TYA
1139	INY
1140	INY
1141	INY
1142 ^4	PHA
1143	LDA (LSTLIN),Y
1144	STA CURLIGNE
1145	STA LINNUM
1146	INY
1147	LDA (LSTLIN),Y
1148	STA CURLIGNE+1
1149	STA LINNUM+1
1150	JSR FNDLIN
1151	BCS >5
1152	PLA
1153	TAY
1154	DEY
1155	JMP <4
1156 ^5	JSR CRDO
1157	JSR LIST
1158	JSR CRDO
1159	JMP CMDLP
1160	BOTTOM2:
1161	LDA #S02
1162	JMP ERREUR
1163	SEARCH:
1164	JSR CRDO
1165	JSR POSBUF

1166	LDA	#\$01
1167	STA	ADL+1
1168	LDX	#\$FF
1169 ^0	INX	
1170	LDA	BUF,X
1171	CMP	#" "
1172	BEQ	<0
1173 ^1	INX	
1174	LDA	BUF,X
1175	CMP	#" "
1176	BNE	<1
1177 ^2	LDY	#\$FF
1178	INY	
1179	INX	
1180	LDA	BUF,X
1181	CMP	#"]"
1182	BEQ	>3
1183	STA	BUF3,Y
1184	CMP	#\$00
1185	BNE	<2+2
1186	LDA	#\$FF
1187	STA	\$44
1188	BNE	>4
1189 ^3	LDA	#\$00
1190	STA	BUF3,Y
1191	INX	
1192	LDA	BUF,X
1193	CMP	#" "

1194	BEQ	<3+5
1195	STX	LININDEX
1196	LDA	#\$00
1197	STA	\$44
1198	STA	\$45
1199	JSR	CONVERT
1200	CLC	
1201	LDA	\$45
1202	BNE	>7
1203	LDX	\$44
1204	BEQ	>6
1205	LDA	ADL+1
1206	BEQ	>0
1207	JSR	SRCHLIN
1208	BCS	>5
1209	JMP	<4
1210	JMP	BOTTOM
1211	LDA	#\$01
1212	STA	ALLOWPRT
1213	LDA	CURLIGNE
1214	STA	ADL2
1215	LDA	CURLIGNE+1
1216	STA	ADL2+1
1217	LDA	#\$00
1218	STA	CH
1219	JSR	LIST
1220	LDA	ADL2+1
1221	STA	CURLIGNE+1

1222	LDA	ADL2
1223	STA	CURLIGNE
1224	JSR	CRDO
1225	JMP	<4
1226 ^6	LDA	LINNUM
1227	STA	CURLIGNE
1228	LDA	LINNUM+1
1229	STA	CURLIGNE+1
1230	LDA	#\$01
1231	STA	ALLOWPRT
1232	JMP	CMDLP
1233 ^7	LDA	#\$04
1234	JMP	ERREUR
1235	SRCHLIN:	
1236	CLC	
1237	LDA	#\$02
1238	STA	ALLOWPRT
1239	LDA	CURLIGNE
1240	STA	LINNUM
1241	LDA	CURLIGNE+1
1242	STA	LINNUM+1
1243	DEC	\$44
1244	JSR	FNDLIN
1245	BCS	>1
1246 ^0	LDA	#\$01
1247	STA	ALLOWPRT
1248	JMP	BOTTOM
1249 ^1	JSR	LIST

1250	INY
1251	LDA (LOWTR),Y
1252	BNE >1
1253	INY
1254	LDA (LOWTR),Y
1255	BNE >2
1256	LDA #\$00
1257	STA ADL+1
1258	JMP >2
1259 ^1	INY
1260 ^2	INY
1261	LDA (LOWTR),Y
1262	STA CURLIGNE
1263	INY
1264	LDA (LOWTR),Y
1265	STA CURLIGNE+1
1266	LDY #\$00
1267 ENTRY3	LDX #\$00
1268 ^1	LDA BUF3,X
1269	STA FIRST
1270	LDA BUF,Y
1271	EOR #%10000000
1272	CMP #\$80
1273	BEQ >3
1274	CMP FIRST
1275	BEQ >2
1276	INY
1277	JMP <1+5

1278	^2	STY	FORPNT
1279		INX	
1280		INY	
1281		LDA	BUF3,X
1282		BEQ	>4
1283		AND	##01111111
1284		CMP	BUF,Y
1285		BEQ	<2+2
1286		LDY	FORPNT
1287		INY	
1288		LDX	#\$00
1289		JMP	<1+5
1290	^3	CLC	
1291		RTS	
1292	^4	SEC	
1293		RTS	
1294	MODIFY:		
1295		JSR	CRDO
1296		JSR	POSBUF
1297		LDA	#\$01
1298		STA	ADL+1
1299		LDX	#\$FF
1300	^0	INX	
1301		LDA	BUF,X
1302		CMP	#" "
1303		BEQ	<0
1304	^1	INX	
1305		LDA	BUF,X

1306	CMP	#" "
1307	BNE	<1
1308	LDY	#\$FF
1309 ^2	INY	
1310	INX	
1311	LDA	BUF,X
1312	BNE	#"]"
1313	BEQ	>3
1314	CMP	#\$80
1315	BEQ	>7
1316	STA	BUF3,Y
1317	JMP	<2
1318 ^3	LDA	#\$00
1319	STA	BUF3,Y
1320 ^4	INX	
1321	INY	
1322	LDA	BUF,X
1323	CMP	#\$80
1324	BEQ	>8
1325	CMP	#"]"
1326	BEQ	>5
1327	STA	BUF3,Y
1328	JMP	<4
1329 ^5	LDA	#\$00
1330	STA	BUF3,Y
1331 ^6	INX	
1332	LDA	BUF,X
1333	CMP	#" "

1334		BEQ	<6
1335		STX	LININDEX
1336		LDA	#\$00
1337		STA	\$44
1338		STA	\$45
1339		JSR	CONVERT
1340		LDA	\$45
1341		BEQ	>8
1342	^7	LDA	#\$04
1343		JMP	ERREUR
1344	^8	LDA	\$44
1345		BNE	ENTRY
1346		LDA	#\$FF
1347		STA	\$44
1348	ENTRY	LDX	\$44
1349		BEQ	>0
1350		LDA	ADL+1
1351		BEQ	>9
1352		JSR	SRCHLIN
1353		BCS	>1
1354		BCC	ENTRY
1355	^9	JMP	BOTTOM
1356	^0	LDA	#\$01
1357		STA	ALLOWPRT
1358		JMP	CMDLP
1359	^1	STY	FIRST
1360		LDY	#\$00
1361		INX	

1362	^2	CPY	FORPNT
1363		BEQ	>3
1364		LDA	BUF,Y
1365		STA	\$100,Y
1366		INY	
1367		JMP	<2
1368	^3	LDA	BUF3,X
1369		BEQ	>4
1370		STA	\$100,Y
1371		INX	
1372		INY	
1373		JMP	<3
1374	^4	STY	ADL
1375		LDX	FIRST
1376	^5	LDA	BUF,X
1377		BEQ	>6
1378		STA	\$100,Y
1379		INX	
1380		INY	
1381		BNE	<5
1382		LDA	#\$00
1383		STA	\$1FF
1384	^6	STA	\$100,Y
1385		LDY	#\$00
1386	^7	LDA	\$100,Y
1387		BEQ	>8
1388		AND	##01111111
1389		STA	BUF,Y

1390	INY
1391	JMP <7
1392 ^8	STA BUF, Y
1393	LDY ADL
1394	JSR ENTRY3
1395	BCS <1
1396	LDA \$36
1397	PHA
1398	LDA \$37
1399	PHA
1400	LDA #PRLIGNE
1401	STA \$36
1402	LDA /PRLIGNE
1403	STA \$37
1404	LDA #\$00
1405	STA \$FE
1406	LDA LINNUM+1
1407	LDX LINNUM
1408	JSR LINPRT
1409	LDY \$FE
1410	LDA #\$20
1411	STA BUF, Y
1412	PLA
1413	STA \$37
1414	PLA
1415	STA \$36
1416	LDA #\$01
1417	STA SAVEA

1418	LDX	#\$FF
1419	LDY	#\$01
1420	JMP	CMDLP2+8
1421	PRLIGNE:	
1422	LDY	\$FE
1423	AND	##01111111
1424	STA	BUF,Y
1425	INC	\$FE
1426	RTS	
1427	APPEND:	
1428	LDA	#\$00
1429	STA	ALLOWPRT
1430	LDA	CURLIGNE
1431	STA	LINNUM
1432	LDA	CURLIGNE+1
1433	STA	LINNUM+1
1434	JSR	CRDO
1435	JSR	LIST
1436	LDY	#\$00
1437	^1	LDA (\$28),Y
1438	CMP	#" "
1439	BEQ	>2
1440	AND	##01111111
1441	STA	BUF,Y
1442	INY	
1443	JMP	<1
1444	^2	LDY #\$01
1445	STY	ALLOWPRT

1446	DEY
1447	STY CH
1448	LDY INDEX2
1449	LDX #\$FF
1450 ^3	INX
1451	LDA BUF2,X
1452	CMP #\$20
1453	BEQ >4-1
1454 ^3	LDA BUF2,X
1455	CMP #\$20
1456	BEQ >4-1
1457	INX
1458	JMP <3
1459	DEY
1460 ^4	INX
1461	INY
1462	LDA BUF2,X
1463	BEQ >5
1464	AND #%01111111
1465	STA BUF,Y
1466	BNE <4
1467 ^5	STA BUF,Y
1468	LDA #\$02
1469	STA LIST2
1470	LDY #\$01
1471	LDX #\$FF
1472	STY TXTPTR+1
1473	STX TXTPTR

1474		JSR	CHRGET
1475		JMP	PROCLN
1476	PRBUF:		
1477		LDA	#\$00
1478		STA	CRDNB
1479		LDX	#\$00
1480		STX	\$4D
1481	^1	LDA	BUF,X
1482		CMP	#\$22
1483		BNE	>2
1484		PHA	
1485		LDA	#\$FF
1486		EOR	\$4D
1487		STA	\$4D
1488		PLA	
1489	^2	CMP	#\$3A
1490		BNE	>3
1491		LDY	\$4D
1492		BNE	>3
1493		JSR	\$FC42
1494		LDA	#\$8D
1495		JSR	OUTDO
1496		LDA	POSCUR
1497		STA	CH
1498		LDA	#\$3A
1499		INC	CRDNB
1500	^3	CMP	#\$00
1501		BEQ	>5

1502	JSR	OUTDO
1503	LDA	CH
1504	CMP	#139
1505	BNE	>0
1506	JSR	\$FC9C
1507 ^0	LDA	CH
1508	BNE	>4
1509	INC	CRDNB
1510 ^4	INX	
1511	BNE	<1
1512 ^5	JSR	\$FC42
1513	JSR	CRDO
1514	RTS	
1515	CURPOS:	
1516	JSR	CURPOS2
1517	LDA	#\$00
1518	STA	CRDNB
1519	STA	FIRST
1520	LDX	#\$00
1521	STX	\$4D
1522 ^1	LDA	BUF,X
1523	CPX	INDEX
1524	BEQ	>5
1525	CMP	#\$22
1526	BNE	>2
1527	PHA	
1528	LDA	#\$FF
1529	EOR	\$4D

1530	STA	\$4D
1531	PLA	
1532	^2	CMP #3A
1533	BNE	>3
1534	LDY	\$4D
1535	BNE	>3
1536	INC	CRDNB
1537	LDY	POSCUR
1538	STY	FIRST
1539	^3	CMP #00
1540	BEQ	>6
1541	INC	FIRST
1542	LDA	FIRST
1543	CMP	#140
1544	BNE	>4
1545	LDA	#00
1546	STA	FIRST
1547	INC	CRDNB
1548	^4	INX
1549	BNE	<1
1550	^5	CMP #3A
1551	BEQ	>7
1552	LDA	FIRST
1553	STA	CH
1554	LDA	CRDNB
1555	CLC	
1556	ADC	ADL2
1557	STA	CV

1558	JSR	\$FC22
1559	RTS	
1560	DEC	INDEX
1561	JMP	<5
1562	INC	CRDNB
1563	LDA	POSCUR
1564	STA	FIRST
1565	JMP	<5
1566	CURPOS2:	
1567	LDY	#\$00
1568	STY	CH
1569	LDA	(\$28),Y
1570	CMP	#">"
1571	BEQ	>2
1572	JSR	UP
1573	JMP	<1
1574	INY	
1575	LDA	(\$28),Y
1576	CMP	#" "
1577	BEQ	<2
1578	CMP	#"E"
1579	BEQ	>3
1580	JSR	UP
1581	JMP	<1-2
1582	LDY	CV
1583	INY	
1584	INY	
1585	STY	ADL2

1586	RTS
1587	PP:
1588	JSR CRDO
1589	LDA CURLIGNE
1590	STA ADL2
1591	STA LINNUM
1592	LDA CURLIGNE+1
1593	STA ADL2+1
1594	STA LINNUM+1
1595	LDA # \$02
1596	STA \$44
1597	^1 JSR FNDLIN
1598	JSR NXTLIN2
1599	BCC >3
1600	LDA \$44
1601	BNE <1
1602	LDA # \$05
1603	STA \$44
1604	LDA LINNUM
1605	STA CURLIGNE
1606	LDA LINNUM+1
1607	STA CURLIGNE+1
1608	^2 JSR PRINTUNA
1609	BCC >4
1610	LDA \$44
1611	BNE <2
1612	LDA ADL2
1613	STA CURLIGNE

1614	LDA	ADL2+1
1615	STA	CURLIGNE+1
1616	JMP	CMDLP
1617 ^3	LDX	#\$FF
1618	INX	
1619	LDA	ERRTOP,X
1620	BEQ	>3
1621	JSR	COUT
1622	JMP	<3+2
1623 ^3	LDX	#\$02
1624	DEX	
1625	DEC	\$44
1626	LDA	\$44
1627	BNE	<3+2
1628	INX	
1629	INX	
1630	STX	\$44
1631	JMP	<1+16
1632 ^4	LDX	#\$FF
1633 ^5	INX	
1634	LDA	ERRBOT,X
1635	BEQ	>6
1636	JSR	COUT
1637	JMP	<5
1638 ^6	LDA	ADL2
1639	STA	CURLIGNE
1640	LDA	ADL2+1
1641	STA	CURLIGNE+1

```
1642          JMP  CMDLP
1643 REPEAT:
1644          LDY  #$00
1645 RETBUF    LDA  BUF2,Y
1646          STA  BUF,Y
1647          INY
1648          BNE  RETBUF
1649          JMP  PARSE2
1650 LOOKPRGM
      :
1651          LDA  $69
1652          CMP  #$04
1653          BNE  NOPROB
1654          LDA  $6A
1655          CMP  #$08
1656          BNE  NOPROB
1657          LDA  #$03
1658          JMP  ERREUR
1659 NOPROB    RTS
1660 PR:
1661          JSR  POSBUF
1662          LDA  #$00
1663          STA  $44
1664          STA  $45
1665          TAX
1666 ^1       INX
1667          LDA  BUF,X
1668          CMP  #"#"
1669          BNE  <1
```

1670	^2	INX
1671		LDA BUF,X
1672		CMP #" "
1673		BEQ <2
1674		CMP #B0
1675		BCC >3
1676		CMP #BA
1677		BCS >3
1678		STX LININDEX
1679		JSR CONVERT
1680		LDA \$45
1681		BNE >3
1682		LDA \$44
1683		CMP #08
1684		BCS >3
1685		JSR PROUT
1686		JMP CMDLP
1687	^3	LDA #04
1688		JMP ERREUR
1689	DOLLAR:	
1690		JSR POSBUF
1691		LDX #FF
1692	^1	INX
1693		LDA BUF,X
1694		BEQ >2
1695		CMP #" \$"
1696		BNE <1
1697		STX LININDEX

1698	JSR	CONVERT
1699	BCC	>2
1700	JSR	CRDO
1701	LDA	#"="
1702	JSR	COUT
1703	LDX	\$44
1704	LDA	\$45
1705	JSR	LINPRT
1706	JSR	CRDO
1707	JMP	CMDLP
1708 ^2	LDA	#\$05
1709	JMP	ERREUR
1710	POSBUF:	
1711	LDX	#\$FF
1712 ^1	INX	
1713	LDA	BUF,X
1714	BEQ	>2
1715	ORA	##10000000
1716	STA	BUF,X
1717	JMP	<1
1718 ^2	RTS	
1719	NOLINE:	
1720	ASC	"NO SUCH LINE."
1721	HEX	8D00
1722	SORRY:	
1723	HEX	8D
1724	ASC	"SORRY."
1725	HEX	8D00

1726 ERRBOT:

1727 HEX 8D

1728 ASC "BOTTOM."

1729 HEX 8D00

1730 NOPRGM:

1731 HEX 8D

1732 ASC "NO PROGRAM IS LOADED."

1733 HEX 8D00

1734 BADARG:

1735 HEX 8D

1736 ASC "BAD ARG. #."

1737 HEX 8D00

1738 ERRTOP:

1739 HEX 8D

1740 ASC "TOP."

1741 HEX 8D00

1742 ERRHEX:

1743 HEX 8D

1744 ASC "ERROR IN HEX. DIGITS."

1745 HEX 8D00

1746 MESSCOM:

1747 ASC "COMMAND"

1748 HEX 00

1749 MESSTYPE
:

1750 ASC "TYPE "

1751 HEX 00

1752 MESSEDT
:

1753	ASC	"EDIT: "
1754	HEX	00
1755	MESSDOS:	
1756	ASC	"DOS: "
1757	HEX	00
1758	TBLCOL:	
1759	ASC	"1234567890123456789012345678901234567890"
1760	HLPMSG1:	
1761	ASC	"HELP"
1762	HEX	00
1763	HLPMSG2:	
1764	ASC	"PRESSEZ UNE TOUCHE"
1765	HEX	00
1766	;	
1767	HELP:	
1768	LDA	#!24
1769	STA	\$23
1770	LDA	#HLPMSG
1771	STA	ADL
1772	LDA	/HLPMSG
1773	STA	ADL+1
1774	LDY	#\$00
1775	STY	TEMP
1776	JSR	HOME
1777	LDA	#!18
1778	STA	CH
1779	LDY	#\$00
1780	LDA	HLPMSG1,Y

1781	BEQ	>1
1782	JSR	\$FDED
1783	INY	
1784	JMP	<0
1785 ^1	LDX	#!23
1786	JSR	VTAB
1787	LDA	#!11
1788	STA	CH
1789	LDY	#\$00
1790 ^2	LDA	HLPMSG2,Y
1791	BEQ	>3
1792	JSR	\$FDED
1793	INY	
1794	JMP	<2
1795 ^3	LDY	TEMP
1796	LDA	(ADL),Y
1797	BEQ	>6
1798	STY	TEMP
1799	TAX	
1800	JSR	VTAB
1801	LDY	TEMP
1802	INY	
1803	BNE	>0
1804	INC	ADL+1
1805 ^0	LDA	(ADL),Y
1806	STA	CH
1807 ^4	INY	
1808	BNE	>0

1809	INC	ADL+1
1810	^0	LDA (ADL),Y
1811	BEQ	>5
1812	JSR	\$FDED
1813	JMP	<4
1814	^5	INY
1815	BNE	>0
1816	INC	ADL+1
1817	^0	STY TEMP
1818	JMP	<3
1819	^6	STY TEMP
1820	JSR	KEYIN
1821	LDY	TEMP
1822	INY	
1823	BNE	>0
1824	INC	ADL+1
1825	^0	STY TEMP
1826	LDA	(ADL),Y
1827	BNE	<9
1828	JMP	\$7000
1829	;	
1830	HLPMSG:	
1831	END	