Toolkit 6

DAInamic software

TOOLKIT 6

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01-1-OBJ-USER
02-0-BAS- SFX V1.0
03-1-OBJ- SFX V1.0 4240-44DF
04-0-BAS- WIPES V1.X
05-1-OBJ- WIPES V1.X 5100-6100
06-1-OBJ- FONT 5X7 1E70-310A
07-0-BAS- CHARGEN V1.0
08-1-OBJ- MONA LISA MODE 6A
09-1-OBJ- MONA LISA DATA 2000-318F
10-1-OBJ- READ DATA 5600-5634
11-0-BAS- MONA LISA ANIMA
12-2-ARR-. END A-SIDE TOOLKIT 6 .
01-0-BAS- CHARGEN TABLE CREATOR
02-0-BAS- SUNDOWN
03-1-OBJ- RIBDATA 3000-6DCF
04-1-OBJ- RIBANI B000-B0BF
05-0-BAS- RIBANI LEFT-RIGHT
06-0-BAS- NEW FORMAT LISTING V4.1 (DBL)
07-1-OBJ- NEW FORMAT LISTING V4.1 (ML)
08-0-BAS- NEW FORMAT LISTING V4.1 (BASIC)
09-0-BAS- NEW FORMAT LISTING V4.2 (DBL)
10-1-OBJ- NEW FORMAT LISTING V4.2 (ML)
11-0-BAS- NEW FORMAT LISTING V4.2 (BASIC)
12-0-BAS- DCR-DIRECTORY CREATOR (DBL)
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14-0-BAS- DCR-DIRECTORY CREATOR (BASIC)
15-2-ARR-. END B-SIDE TOOLKIT 6 .
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1. One-key commands.

1.1 Loading the program.

    <u>For DCR</u> : place cassette with write-enabled plug removed in DCR-drive 0 and swith on computer or press RESET.
<u>For audio</u> : rewind the cassette and type : *UT, >Z3, R

1.2 Use :

    Loading the program will result in enabling the commands and set up HEAP and TEXT area properly. The key marked 'C' wil now function as function-key. When this key is pressed the symbol '@' will appear on the cursor's place. The following key pressed will be translated into a BASIC keyword or (for DCR-users) a DCR command according the key-bord lay-out. The same operation is performed in EDIT-mode.When the key pressed can not be translated the symbol '@' is replaced by the symbol representing the key. Typing the function-key twice will enable you to enter the symbol 'C'.
Switch One-key commands off with *UT, >Z3.
Switch One-key commands on with *UT, >V5, 349.

1.3 Caution :

    One-key commands works through RST-5 so it is adviseable to switch it off before printing data that might contain the character 'C'.

2. Mirror, Shrink and Zoom. (MODE 6 PICTURES)

2.1 Loading the program.

    After you have loaded or created a picture type :
*LOAD, *UT, >R, >B, *RUN

2.2 Use.

2.2.1. Mirror.

Cursor-up	: reflect bottom part to the top.
Cursor-down	: reflect top part to the bottom.
Cursor-left	: reflect right part to the left.
Cursor-right	: reflect left part to the right.
Space	: return to the menu.

2.2.2 Shrink.

    The full size of the screen is reduced to half in the left bottom corner of the screen.

2.2.3. Zoom.

    The left bottom corner of the screen is enlarged to the full size of the screen.

3. Wipes.

3.1 Loading the program.

    Type : *LOAD, *UT, >R, >B, *RUN

3.2 Use.

Wipe the screen by pressing one of the following key's :

1 : Random cubes.
2 : Horizontal lines.
3 : Vertical lines.
4 : Dioganal lines, from left-bottom to right-up.
5 : Dioganal lines, from left-top to right-bottom.
6 : From the center to the corners.
7 : From the corners to the center.
N : Normal.
X : Extra.

Select the speed by pressing one of the following key's :

A,S,D,F : A = slow, F = fast.

4. Font 5X7.

    Refer to the CHARGEN 1.0 manual.

5. Mona Lisa.

5.1 Loading the picture.

    Type : *COLORG 8 0 15 5, *UT, >R.

6. Mona Lisa animation.

6.1 Loading the program.

    After you have loaded the Mona Lisa picture type :
*UT, >R, >R, >B, *LOAD:RUN.

6.2 Use.

    Pressing the spacebar wil start the animation.

7. CHARGEN 1.0 table creator.

7.1 General information.

    The program does not create the shape of the symbols. It only translate them to a table as it is used by CHARGEN V1.0.
#1E70 - #1FFF = program.
#2000 - #63BF = table (#63BF = maximum length).
#20C1 = vertical index (cursor higth).
#1FF7 = horizontal index (space length).
A5% = table length.

7.2 Use.

7.2.1. Load your symbols into a MODE 6A screen.
7.2.2. Load a table to have the program in memory.
7.2.3. Load and run the table creator.
7.2.4. Answer 'Y' to the first question when starting a new table. Answer 'N' when adding to the previous loaded table.
   Caution : The vertical index is set to '0' when clearing the table.
7.2.5. Move the white dot, by means of the cursor-keys, into the left-bottom corner of the symbol to enter in the table. Push space.
7.2.6. Move the white dot into the right-upper corner of the symbol to enter in the table. Push space.
7.2.7. When the base-line you want is '0', push the recall-key (the character who relates to the symbol).
   Push 'TAB' to enter a base-line different from '0'.
7.2.8. Move the white dot on the line you want as base-line. Push space.
7.2.9. The coordinates of the piece you picked-out are displayed thogether with the recall-key and base-line. Type 'N' to enter another base-line or recall-key. Type any other key to enter the symbol in the table. For large pieces this will take some time. When it is done the screen will switch from MODE 6A to MODE 6 and you can repeat the sequence.
7.2.10. After entering the last symbol 'BREAK' the program. The variable AS% holds the end of the table.
   Derive the value by '?HEX$(AS%)'. This will give you the end address for writing the table whith program on tape.
   When you have cleared the table you must 'POKE' the vertical index to the value desired. You can also adapt the horizontal index. Refer to 7.1.

8. Sundown.

8.1 Loading the program.

Type : *LOAD:RUN

8.2 Use.

Press the spacebar to move the sun down.
Press the spacebar to move the sun up.

9. Ribani-animation.

9.1 Loading the program.

Type : *UT, >R, >R, >B, *LOAD:RUN

9.2 Use.

Use cursor-left to move the object from left to right.
Use cursor-right to move the object from right to left.

10. New format listing.

10.1 General information.

On tape are two versions of NFL (V4.1 and V4.2).
The only difference between them is their location in memory.
NFL V4.1 is located in lower RAM, NFL V4.2 is located under screen-RAM and KEN-DOS FAM.

NFL V4.1	NFL V4.2	
#400	#A400	Entry
#403	#A403	Lines/page
#404	#A404	Characters/line
#405	#A405	REM-flag)
#406	#A406	FOR/NEXT-flag) '0' = OFF, '1' = ON
#407	#A407	Page-flag)
#408	#A408	Nr. of page characters
#409 >	#A409 >	Page charcters (max 7)

10.2 Loading the program.

Both versions are equipped with DAInamic Bootstrap Loader.
NFL V4.1 : type *LOAD:RUN
   HEAP and program area are adjusted after NFL V4.1. The BASIC-part will display the current status of the flags.
NFL V4.2 : When no program in memory use the same procedure as above.
   Whith a program in memory you will have to position the tape before the ML-part and read it in with *UT, >R.

10.3 Use.

10.3.1 Start the program with CALLM#400 for NFL V4.1 or CALLM#A400 for NFL V4.2
10.3.2 Numero de la premiere ligne ? Enter a number indicating where NFL shall start listing.
   Pressing RETURN will set the default wich is the first line of the program.
10.3.3 Numero de la derniere ligne ? Enter a number indicating where NFL shall abort listing.
   Pressing RETURN will set the default wich is the last line of the program.
10.3.4 Titre ? Enter the title of the program or press RETURN for listing without title.
10.3.5 Numero de la premiere page ? Enter the number for the first page of the listing. Pressing RETURN will set the default wich is '1'.
10.3.6 Switch on the lineprinter and push spacebar.
   When the Page-flag is on you must press the spacebar between the pages. The Page-characters are then send to the printer.
   Remark : NFL obeys the implicit type setting.

11. DCR-Directory.

11.1 Loading the program.

Type : #LOAD:RUN.

11.2 Use.

11.2.1 Put a write-enabled DCR-tape in the DCR-drive.

11.2.2 Push spacebar. The program will rewind the tape and write DCR-directory on tape as USER.

11.2.3 You can now save programs, arrays and UT-files on the tape after the USER program. When the tape has been used before, it is adviseable to type LAST after the last program is saved.

11.2.4 Activate the DCR-Directory by pressing RESET or switching the computer on.
The program will display the first page (wich is empty when program has not been able to update) of the tape's contents.

11.2.5 Press 'U' to display the other page.

11.2.6 Press a key A-T to position the tape before the file that corrospond to the key.

11.2.7 Pressing a key between A-T together with SHIFT will result in positioning ,loading and running a BASIC program. When the key pressed does not corrospond to a BASIC program, the BASIC progam immidiatly following the file will be loaded and run.

11.2.8 Press 'V' to enter to the second menu.

11.2.9 Press 'U' to update the program. The program will scan the tape and store the file-names until it encounters itself. It then will ask you to press the spacebar in order to write itself on tape together with the filenames.

11.2.10 Press 'P' to get a normal print-out on an EPSON printer. Press 'p' to get a condensed print-out.

11.2.11 Press 'B' to enter the BASIC monitor.

11.2.12 You can restart the program with CALLM #AAB6 on the condition there have been no mode changes. The program is located direct under MODE 0 screen-RAM and is destroyed when changing the mode.