THIS IS BETTER THAN NOTHING..... Jim

PERDIDO KEY HOME COMPUTERS
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BALLY	A Bally Basic Utility program to change, delete or insert a
BASIC	Bally Command Word or a character in mid-statement
EDITOR	

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s = leave 1 space   Do not spell out underlined words.

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 1   CLEAR ;Z=20050 ;INPUT "LINE #s","",L ;FOR M=-24220 TO %(Z) ;IF
     %(M)#L NEXT M
 2   FOR M=M+2 TO %(Z) ;PRINT #1,M,"s", ;TV=%(M) ;PRINT ;IF &(23)
     GOTO 4
 3   NEXT M
 4   PRINT "C-1 D-2 I-3" ;K=KP ;IF K=50 GOTO 7
 5   IF K=51 GOTO 8
 6   INPUT "CHGs", M ;PRINT "TO " ;A=%(M+1) ;%(M)=KP ;%(M+1)=A
     ;GOTO 10
 7   INPUT "DELs",M ;FOR M=M TO %(Z) ;%(M)=%(M+1) ;NEXT M ;%(Z)=
     %(Z)-1 ;GOTO 10
 8   INPUT "INS AFTs",M ;A=%(M+1) ;B=%(M+2) ;C=%(M+3) ;PRINT "KP"
     ;%(M+1)=KP ;FOR M=M+2 TO %(Z)+1
 9   %(M)=A ;A=B ;B=C ;C=%(M+2) ;NEXT M ;%(Z)=%(Z)+1
10   CLEAR ;LIST L,1 ;STOP
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RUN the program. When LINE # appears, input the line number in which
the change is to be made and press GO. After a short wait, the line will
start listing one memory location (M) at a time. The TV image of the word
or character will follow on the same line. When the character or word that
is to be affected appears, press any key in the left column on the keypad.
C-1 D-2 I-3 will appear. Press 1 for CHANGE, 2 for DELETE and 3 for
INSERT. CHG M, DEL M or INS AFT M will appear. Input the memory
location that is to be affected and press GO. DON'T FORGET, the number
will ALWAYS be a negative. The appropriate instruction will appear if need-
ed. If an instruction appears, Key Press the appropriate character or word.
The program will make the change and list the changed line so that it may be
checked.

BY JIM DUNSON

(Note: The length of time between the
(deletion or insertion and the listing of
(the line will depend upon the length of
(the program after the point of change.