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><><   TRICKS OF THE TRADE   ><><
><><><><><   TUTORIAL #1   ><><><><><
><><><><><   MIKE WHITE   ><><><><><
><><><><><><   COUNTY LINE #2   ><><><><><
><><><><><><   R.D.#1 BOX 373   ><><><><><
><><><><><><   WAKEMAN , OHIO   ><><><><><
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THIS NEW AND CONTINUOUSLY RUNNING (I HOPE) COLUMN IS FOR ALL LEVELS, BUT AIMED AT NEW POTENTIAL SOFTWARE PRODUCERS. HOWEVER YOU "OLD TIMERS" OUT THERE HAVE A LOT TO GAIN AS WELL AS THE RAW BEGINNER.

NOW I'M NOT OUT TO SPOIL ANYONE'S SOFTWARE BUSINESS, IN FACT IF YOU WANT A JUMP ON THIS COLUMN I RECOMMEND THESE SOFTWARE ITEMS: PACK RAT, MONKEY JUMP, AND DUNGEONS OF DRACULA [BY MIKE PEACE OF WAVEMAKERS], NAUTILUS [BY BILL LOOSE OF L+M SOFTWARE], THE GREAT AMERICAN JIGSAW [BY ESOTERICA LTD.] (IF AVAILABLE), OTHERS THAT I WILL MENTION LATER (SOME NO LONGER AVAILABLE), AND QUADRA (OF COURSE) [BY ME].

ALSO PRINTED LATELY WAS "REPACK". THE SECRETS HERE LIE IN THE FACT THAT ASTRO "UNPACKS" EACH LINE INTO THE LINE INPUT BUFFER BEFORE EXECUTION. LINES #40, 80, AND 90, EXECUTE WHILE THE UTILITY "STEPS OUT" OF MEMORY (SO TO SPEAK). HALTING DURING UNPACK OR REPACK CYCLES CAUSES A PROGRAM CRASH. HOW CAN IT WORK IF IT STEPS OUT YOU ASK? THE LOOPS MUST RETURN THE UTILITY TO MEMORY BEFORE ASTRO "UNPACKS" ANOTHER LINE (AT THE END OF THE CURRENT LINE). FOR N=CTO LSTEP 2;ETC. RETURNS "REPACK" TO MEMORY (LINE 30 SAVES THE UTILITY TO BEGIN WITH). USING ASTRO'S OWN BUILT IN "PACKING AND UNPACKING" ROUTINE WE CAN EITHER USE A LOOP, OR TAPE FROM -24576 TO -22771 AND PREFORM THE FEAT.

IF ANY OF MY PROGRAMS PUZZLE YOU, DON'T HESITATE TO WRITE. A S.A.S.E. SPEEDS UP REPLYS.

NOW ON TO OUR "CLIFF HANGER" FOR THIS MONTH. IN LESSON #1 OF THE ASTRO BASIC HANDBOOK YOU SAW THIS:

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10 FOR A=1 TO 12
20 PRINT A
30 NEXT A

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WE ALL KNOW WHAT THIS DOES RIGHT? DID YOU EVER TRY:

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10 FOR A=1 TO 12
20 NEXT A
30 PRINT A

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WHAT WILL IT PRINT? A 12? SO SOME THINK! NOT 12? WHAT THEN? RUN IT AND SEE! WHY? THAT IS NEXT MONTH'S LESSON.

"FOR NEXT LOOPS AND DJNZ RELATIONSHIPS"
 ANY CLUES? YES! REREAD LESSON #1 ASTRO BASIC HANDBOOK
 HINTS? ONE! TRY CHANGING THE STEP AROUND! KEEP BUGGIN'