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><>< TRICKS OF THE TRADE ><><
><><><><>< TUTORIAL #5 ><><><><><
><><><><>< MIKE WHITE ><><><><><
><><><><><>< COUNTY LINE #2 ><><><><><
><><><><><>< R.D.#1 BOX 373 ><><><><><
><><><><><>< WAKEMAN , OHIO ><><><><><
><><><><><>< 44889 ><><><><><

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BEFORE KEYING IN THIS MONTHS PROGRAM, TRY THIS:

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ENTER>CALL3177
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THE ARCADE STILL FUNCTIONS, BUT YOUR BASIC PROGRAM IS GONE FOREVER, (SEE ARCADIAN VOL.1 PG.31 AND 39). ALSO, RELOAD "SPACE MISSION [PART 1]", [HALT], AND RUN THIS LITTLE TEST:

```
ENTER>CLEAR ;CY=16;TV=100;A=&(8);CLEAR ;CY=16;TV=102;B=&(8);
CLEAR ;PRINT A,B
```

THIS CHECKS THE INTERCEPT FEEDBACK NUMBER RETURNS.

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IT SHOULD PRINT:      143      159
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IF IT DOESN'T, YOU'VE GOT A MISTAKE IN KEYING IN THE FIRST HALF OF PART 1 TEXT, AND PART 2 WILL "CALL3177", (SEE LINE 10 OF THIS MONTHS PROGRAM). IF YOU CAN'T FIND THE BUG, WE CAN CHANGE "CARRY OVER" METHODS. CHANGE LINE 720 OF PART 1 TO READ:

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720 %(<20260)=A;FC=7
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AND CHANGE LINE 10 OF PART 2 TO READ:

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10 A=%(<20260);IF ABS(A)#1CALL3177
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NOW LET'S SEE WHAT WE'VE DONE. %(<20260) IS 2 BYTES INTO THE "STACK AREA", (PG.103 AB HANDBOOK). IF WE USE ";PRINT " WE DON'T TAPE THAT ADDRESS, SO OUR DATA HAS "CARRIED OVER". IN "QUADRA" I CARRIED A STRING IN "THE STACK" WITH THIS LOOP:

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440FOR Q=0TO 12;%(<Z+Qb2)=@(<Q);NEXT Q;CLEAR ;CX=-30;CY=0;
PRINT "START TAPE
```

Z=20264 IN THIS LOOP. THE SCORES ETC. ARE MOVED OUT INTO THE @(<X) STRING FOR EACH PROGRAM. NOW YOU MAY SAY "WHY DO THAT WHEN YOU CAN USE THE "STOP SHORT" METHOD THAT HAUNTED HOUSE FROM [NEW IMAGE] USES?" THAT METHOD WAS BETTER! SIMPLY TAPE THE FIRST PROGRAM NORMALLY, THEN TAPE THE OTHERS THAT FOLLOW A SPECIAL WAY SO AS NOT TO TAPE OVER THE VARIABLES! HAUNTED HOUSE WAS TAPED:

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ENTER>;PRINT %(<-24576),904;;PRINT %(<20000),1
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AS YOU PROBABLY GUESSED, THE TEXT AND "TXTUNF" (PG.103 AB HANDBOOK) WAS ALL THAT WAS TAPED. TO SAVE THE SCREEN ALSO, USE:

ENTER>:PRINT %(16384),1809

THIS LEAVES THINGS WHERE THEY LIE, MEANING THAT NO LOOPS ARE REQUIRED HERE. BUT, IN QUADRA I WISHED TO END EACH PLAY SEGMENT BY PRINTING "REWIND TAPE AND PLAY BUT DON'T [RESET]". NOW IN THE FIRST PROGRAM, I WANTED TO USE "AUTO RUN". ALSO, ONE OF THE PLAY SEGMENTS USES THE LINE INPUT BUFFER TO SET &(9). I HAD TO TAPE OVER THE VARIABLES TO GET TO THE LINE INPUT BUFFER, (SEE PG.103 AB HANDBOOK). SO "TAPE SHORT" WAS OUT, AND I USED THE "MOVE IT OUT OF THE WAY" METHOD. BUT, WHY NOT USE "TAPE SHORT" IN "SPACE MISSION"? BECAUSE, A CHECK SUM BYTE GOES TO TAPE AND INPUTS AT THE END OF EVERY TAPE LOAD, (FOR THE :LIST FUNCTION). IT APPEARS AS GARBAGE IN THE ADDRESS FOLLOWING AN INPUT. ALSO, THE TXTUNF MUST BE TAPED OR STRANGE THINGS OCCUR, (MORE ON THAT NEXT YEAR), SO THE VARIABLE "A" MUST BE MOVED TO BE KEPT. ALSO, THIS IS WHY WE USE VARIABLE "Y" TO "FILE SEARCH" WITH, INSTEAD OF "Z". "BC" FOLLOWS, AND WE WOULD LOSE OUR COLOR WITH EVERY TEST PASS. (SEE VOL.5 PG.59 ARCADIAN) (REMEMBER THAT %(20000)=TXTUNF).

NOW, YOU MAY BE WONDERING WHERE I PUT MY "CHRDIS" ROUTINE (VOL.5 PG.14,15,37,AND 72 ARCADIAN) FOR MY CHARACTERS, IF I USED THE STACK TO CARRY OVER MEMORY. WELL, NEXT YEAR I'LL TALK ABOUT THAT WHEN I DISCUSS "TIME SHARING, THE USE OF USED MEMORY". ALSO WE'LL GET INTO "THINGS CALLED STRINGS" AND LOOK AT ALL FIVE WAYS TO RUN MULTIPLE ARRAYS!! (THEY CAN ALL BE DONE IN AB). I'LL TELL YOU WHAT I FOUND INSIDE "THE GREAT AMERICAN JIGSAW" [ESOTERICA LTD.]. BUT FIRST, I WANT TO TALK ON SOUND. THERE ARE TWO WAYS TO ACCESS THE SOUND IN THE BALLY, DIRECT AND INDIRECT. THESE ARE ALL WRITTEN UP IN THE ARCADIAN VOL.1 PG.62-66 FOR DIRECT, AND PG.71-73 FOR INDIRECT. NOW, I'M NOT GOING BACK OVER ALL THAT. I AM GOING TO SHOW THE DIFFERENCES FROM VOL. 1 (OLD BB) AND AB. IF HOWEVER, YOU HAVE EB, THE TUTORIAL APPLIES TO YOU 100%!! YOU MAY CONSIDER PURCHASING "THE PORT TO VARIABLE TRANSLATOR" BY [GEORGE MOSES]. IT CONVERTS AB TO BB, OR EB!! FINALLY, YOU MAY WISH TO REMOVE THE "&(16)=71" FROM LINE 20 OF SPACE MISSION PART 2 AND HEAR WHAT HAPPENS! NEXT YEAR I'LL EXPLAIN "MO SHIFT, A KILLER"!!

FOR RIGHT NOW, HOWEVER, LET'S LOOK AT THESE LOOPS:

LOOP 1	LOOP 2
10 NEXT A	10 FOR A=1TO 100STEP RND(10)
20 PRINT "IT WORKS!!	20 PRINT A
30 FOR A=1TO 100	30 IF TR(1)RUN
40 RUN	40 NEXT A

ENTER "GOTO 30" TO START LOOP 1, RUN STARTS LOOP 2. TRIG.(1) CHANGES STEP, IN LOOP 2. HOW? SEE PAST (OR FUTURE) EPISODES OF THIS COLUMN. REMEMBER IF ANY OF MY PROGRAMS PUZZLE YOU, DON'T HESITATE TO WRITE. A S.A.S.E. SPEEDS UP REPLY'S. KEEP BUGGIN'!!!!