OSS DEMO DISK
including numerous
system aids

This diskette contains:
 BASIC A+ demonstration programs
 System utilities (DUPFILE,PHOOK)
 BASIC A+ programming aids
 Patch program, to update BASIC A+

1. BASIC A+ demonstrations:

     All the files on this disk which are listed when you do a DIR *.DEM are BASIC
A+ demonstration programs.

     SHIP.DEM and BRUSH.DEM are "show and tell" programs...the listing of the bulk
of the program is displayed along with the effects thereof.

✳   HEXDEC.DEM and DECHEX.DEM are simply one-line hex-to-decimal and
decimal-to-hex conversion routines. Use them.

     EGGS.DEM is a very small game that shows the real power and simplicity of
Player/Missile Graphics ala BASIC A+. Use a joystick to control the basket. Your
goal is to score 40 points. Hard.

     STOMP.DEM is a variation on a familiar theme. Use the cursor control keys (the
arrows) to control your man. (You do NOT have to hold down the CTRL key).

     PICOADV.DEM is a very small adventure. Play the game first, then look at how
it is written. Write you own, or add to or modify this one: a learning aid.

✳   XREF.DEM and RENUMBER.DEM are utility programs written in BASIC A+ for
use with BASIC A+ SAVEd programs. You may get a cross reference of all variable
usages or renumber all or part of a program (good diagnostic messages!).

     FREUD.DEM is a variation on ELIZA, the psychoanalysis program. Though simple,
FREUD at least "talks" to you.

2. Utility Commands for OS/A+

✳   PHOOK is a command that may be added to any OS/A+ system. Execution of the
command PHOOK will cause your printer (P: device) to be hooked to all screen
output. Thus you may get DIRectories on your printer, have an audit trail of your
actions, etc. The 'hook' may be turned off by the OPTION key and on by the START
key. RESET kills it.

✳   DUPFILE is our long-awaited single-disk drive file copy program. It is
self-explanatory (just type DUPFILE).

✳   MDRIVER is not truly a command. It allows you to use memory ("M:") as a
device. See 1/82 & 2/82 issues of COMPUTE! magazine for details.

3. BASIC A+ programming aids

*   RENUM.nnK implements the RENUMber command from within BASIC A+. The syntax is RENUM [sline][,inc] where 'sline' is starting line number and 'inc' is the line number increment to be used. Both 'sline' and 'inc' will default to 10 if not specified. NOTE: RENUM always renumbers your entire program. See RENUMBER.DEM for better control and diagnostics.

*   ALOAD.nnK implements an "Atari LOAD" capability. To use, simply type LOAD "D:filename@" (or RUN"D:...@") [the @ sign can be read as 'At'ari]. This will load an Atari BASIC SAVEd program and automatically convert it to BASIC A+ (and RUN then RUNs it). To install RENUM.nnK and/or ALOAD.nnK: Bring up BASIC A+ as usual. When you get the 'READY' prompt, type DOS. Determine the amount of RAM in your system: 32K, 40K, or 48K. Then type LOAD ALOAD]nnK or LOAD RENUM.nnK (or both) where the 'nnK' matches your system memory. Note: from Atari DOS, use the Load program option of the DOS menu.
     Then type one of these:
           (with 32K) SAVE NEWBASIC.COM 4400 7B00
           (with 40K) SAVE NEWBASIC.COM 6400 9B00
           (with 48K) SAVE NEWBASIC.COM 8400 BB00

With Atari DOS, use the save memory menu option, saving the addresses as above. You may also specify the first address as the starting address for DOS. You might prefer "NEWBASIC.OBJ". You have now created a customized version of BASIC A+ which includes RENUM and/or Atari LOAD capabilities. Note that this version will only work in a machine with as much (or more) memory as you used and specified. Naturally, you could have multiple versions for different memory sizes and/or call your primary version "BASIC.COM" or "BASIC.OBJ". In any case, we suggest that you keep your original disk completely intact and untouched: do all this on a copy, please!

4. BASIC A+ version 3.04, via BPATCH

     This disk includes the latest version of BPATCH. Again, you simply LOAD and RUN the program (on a duplicate of your master disk, please) to produce the latest revision of BASIC A+. If you have an early version of BASIC A+, you will have to rename the original BASIC.COM (or BASIC.OBJ) to our new standard name, BASIC300.COM (or .OBJ). If you are working with Atari DOS and BASIC.OBJ, you need to change '.COM' to '.OBJ' in line 220 (twice) and change '267' to '281' (twice) in line 310.

     BPATCH should be run BEFORE adding RENUM and/or ALOAD.

Thanks for your support and patience.

     We have enjoyed very good relations with so many of our customers this year, and we will continue to improve and add to our product line. If you have not registered yet, do so (better late than never). If you have problems call us. But please send suggestions: verbal suggestions tend to get lost.
     Watch for our new products:
           SpeedRead+ -- A self-help speed reading program.
           tiny c -- A good implementation of this long popular interpretive language. (more...but we ain't talking yet)

(The above is the material that is contained in the file DEMO.COM on the demonstration disk. Please note I include it for reference only as the needed changes have already been made to the Systems disk you have.)

* These files already on or are incorporated in the Systems Disk.