ON PAGE 5

4. IF YOU ARE USING A CASSETTE, UNPLUG IT FROM THE COMPUTER. PLUG THE CONNECTOR ON THE END OF THE THIN WIRE INTO THE CASSETTE PORT ON THE COMPUTER BEING SURE THAT THE CONNECTOR FACES DOWN, AND THE SMALL CIRCUIT BOARD IS ABOVE THE CONNECTOR. NOW, PLUG THE CASSETTE ONTO SMALL CIRCUIT BOARD AND IT WILL OPERATE NORMALLY.

SHOULD READ: ******

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ON PAGE 13

One abnormality that must be covered now is the inability to respond to a print statement with no information after it. This is usually used to print a blank line, (ie. PRINT#4,:). To print a blank line you must print something so the computer will generate a CHR\$(13). The best statement to print is <CHR\$(10);>, but " will work (not quite as fast however).

SHOULD BE ELIMINATED. THIS FUNCTION WILL WORK PROPERLY WITH YOUR NEW UPDATED CARD/?.

ON PAGE 15

2	listing mode upper case only with line feed
3	listing mode upper case only no line feed
6	listing mode upper/lower case with line feed

SHOULD BE ELIMINATED. PROGRAMS MAY BE LISTED WITH SECONDARY ADDRESSES O, 1, 7 AND 8 AS DESIRED. THE SPECIAL LISTING MODE IS NO LONGER USED FOR PROGRAM LISTINGS IN YOUR UPDATED CARD/?.

ON PAGE 23

SPECIAL LISTING CODES

A listing of a Commodore program usually contains some strange code symbols refering to functions such as color changes and cursor movements. These codes may mean other things to your printer however. For example if an Epson MX-80 printer was trying to list a program containing the home cursor symbol CHR\$(19), it would stop dead because to the Epson CHR\$(19) means stop printing until you are told to start again. So unless we make some changes I'm sure you would see how we could wind up with some strange looking program listings and unhappy programmers.

So, with the SPECIAL LISTING CODES we have not only prevented disasterous listings, we made them easier to read. Instead of symbolic representation with reversed hearts and weird graphics, we substituted letters enclosed in brackets which are much more understandable in a listing.

SHOULD READ: ******

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So, with the SPECIAL LISTING CODES we have not only prevented disasterous listings, we made them easier to read. Instead of symbolic representation with reversed hearts and weird graphics, we substituted letters enclosed in brackets which are much more understandable in a listing.

ON PAGE 24

REPLACE THE EXISTING TABLE WITH THE NEW ONE PROVIDED.

ON PAGE 25

By using these codes it should be easier to decipher the sometimes cryptic Commodore program listings. The SPECIAL LISTING MODE has three formats:

OPEN x,4,2 This format will give you a listing in the upper case only mode with auto line feed added.

OPEN x,4,3 This format is also upper case only but without the line feed function.

OPEN x,4,6 This format (my favorite) lists programs in the upper and lower case and adds the auto line feed function.

OPEN4,4,2:CMD4:LIST <RETURN>
PRINT#4:CLOSE4 <RETURN>

SHOULD READ:

To list a program type:

OPEN4,4:CMD4:LIST <RETURN> PRINT#4:CLOSE4 <RETURN>

CARD/PRINT - INSTRUCTION MANUAL

CORRECTIONS AND ADDITIONS

CHARACTER STRING SENT	LISTING SYMBOL	SYMBOL DEFINITION
CHR\$(1)	"{\$1}"	UNKNOWN CHARACTER VALUE
CHR\$(2)	"{\$2}"	UNKNOWN CHARACTER VALUE
CHR\$(3)	"(\$3)"	UNKNOWN CHARACTER VALUE
CHR\$(4)	"(\$4)"	UNKNOWN CHARACTER VALUE
CHR\$(5)	"(WH)"	WHITE
CHR\$(6)	"{\$6}" "{\$7}"	UNKNOWN CHARACTER VALUE
CHR\$(7) CHR\$(8)	"(DS)"	DICABLE CUIET/COMMODOR VEV
CHR\$(8)	"(ES)"	UNKNOWN CHARACTER VALUE UNKNOWN CHARACTER VALUE DISABLE SHIFT/COMMODORE KEY ENABLE SHIFT/COMMODORE KEY UNKNOWN CHARACTER VALUE
CHR\$(11)	"{\$11}"	UNKNOWN CHARACTER VALUE
CHR\$(12)	"[\$12]"	UNKNOWN CHARACTER VALUE
CHR\$(14)	"(SL)"	SHIFT TO LOWER CASE
CHR\$(15)	"(\$15)"	UNKNOWN CHARACTER VALUE
CHR\$(16)	"{\$16}"	UNKNOWN CHARACTER VALUE
CHR\$(17)	"(CD)"	CURSOR DOWN
CHR\$(18)	"(RV)"	REVERSE ON
CHR\$(19)	ጣ ¦	HOME CURSOR
CHR\$(20) CHR\$(21)	"((2)) "	DELETE UNKNOWN CHARACTER VALUE
CHR\$(21)	"{\$21}" "{\$22}"	UNKNOWN CHARACTER VALUE
CHR\$(23)	"{\$23}"	UNKNOWN CHARACTER VALUE
CHR\$(24)	"{\$24}"	UNKNOWN CHARACTER VALUE
CHR\$(25)	"(\$25)"	UNKNOWN CHARACTER VALUE
CHR\$(26)	"(\$26)"	UNKNOWN CHARACTER VALUE UNKNOWN CHARACTER VALUE
CHR\$(27)	"(\$27)"	UNKNOWN CHARACTER VALUE
CHR\$(28)	"(RD)" "(CR)"	RED
CHR\$(29) CHR\$(30)	"(GN)"	CURSOR RIGHT GREEN
CHR\$(30)	"(BL)"	BLUE
CHR\$(128)	"(\$128)"	
CHR\$(129)	"{OR}"	UNKNOWN CHARACTER VALUE ORANGE UNKNOWN CHARACTER VALUE UNKNOWN CHARACTER VALUE UNKNOWN CHARACTER VALUE F1 FUNCTION KEY
CHR\$(130)	"{\$130}" "(\$131)"	UNKNOWN CHARACTER VALUE
CHR\$(131)	"(\$131)"	UNKNOWN CHARACTER VALUE
CHR\$(132)	"(\$132)"	UNKNOWN CHARACTER VALUE
CHR\$(133) CHR\$(134)	"(F1)" "(F3)"	F1 FUNCTION KEY F3 FUNCTION KEY
CHR\$(134)	"[F5]"	F5 FUNCTION KEY
CHR\$(136)	"(F7)"	ET FUNCTION YEV
CHR\$(137)	"(F2)"	F2 FUNCTION KEY F4 FUNCTION KEY
CHR\$(138)	"(F4)"	
CHR\$(139)	"(F6)"	F6 FUNCTION KEY
CHR\$(140)	"(F8)" "(SR)"	F8 FUNCTION KEY
CHR\$(141) CHR\$(142)	"{SU}"	SHIFTED RETURN SHIFT TO UPPER CASE
CHR\$(143)	"(\$143)"	UNKNOWN CHARACTER VALUE
CHR\$(144)	"(BK)"	BLACK
CHR\$(145)	"(cu)"	CURSOR UP REVERSE OFF
CHR\$(146)	"(RO)"	
CHR\$(147)	"(SC)" "(IN)"	SCREEN CLEAR / HOME CURSOR
CHR\$(148) CHR\$(149)	"(BR)"	INSERT Brown
CHR\$(150)	"{LR}"	LIGHT RED
CHR\$(151)	"(G1)"	GREY 1
CHR\$(152)	# (()) !!	GREY 2
CHR\$(153)	"(LG)"	LIGHT GREEN
CHR\$(154)	"{LB}"	LIGHT BLUE
CHR\$(155)	"(G3)" "{PU}"	GREY 3
CHR\$(156) CHR\$(157)	"(CL)"	PURPLE CURSOR LEFT
CHR\$(157)	"(YL)"	YELLOW
CHR\$(159)	"icyi"	CYAN
CHR\$(160)	"(SS)"	SHIFTED SPACE