

<PRINT> unshifted, turns the printer OFF (PR#0).
 <PRINT> shifted, turns the printer ON (PR#1).
 <CLEAR> unshifted, will clear the screen.
 ^L executes an automatic LIST command.
 ^C executes an automatic CATALOG command.
 ^R prints RENAME for renaming files.
 ^X prints DELETE for the deletion of files.
 ^B is an automatic BRITE command.
 ^N is an automatic NOBRITE command.
 ^Z will automatically RUN HELLO.
 ^A (AIDE) prints a help screen of these features.
 ^T msg

After BASICaide 2.0 is booted, turn on the printer (<PRINT>) and press ^A to print out the above for a hard copy of the help file.

USING BASICaide 2.0

Insert the media in drive 1 and pull the <RESET>. The corrected BASIC is loaded into memory, then a HELLO file installs the new commands, macros and switches. Both programs are hidden and do not appear on the directory. A Basic A HELLO program in block 2 BRUNA BASICAIDE located in blocks 3 through 6. The next two blocks contain the AIDE (help) program followed by the corrected Basic. IMPORTANT NOTE - DO NOT SAVE A HELLO PROGRAM TO A BASICaide MEDIA. DOING SO WILL PREVENT THE INSTALLATION OF THE COMMANDS, MACROS AND SWITCHES.

FAST LOADING is now quickly and easily achieved through binary conversion - the BIN command. When you SAVE a Basic program, ADAM creates a Basic A file which stores the program in ASCII form exactly as you wrote it. When the program is LOADED, ADAM must interpret your program, check for errors and convert it to machine code. This process of interpreting takes such time that can be eliminated by STORING your program in machine code. Programs stored in this manner become Basic "H" files that will load up to 12 times faster than their "A" file counterpart. SMARTwriter files are also "H" files but not the same type of "H" file as the converted Basic file. Basic "H" files cannot be read by SMARTwriter.

Basic "H" files are created by BSAVEing the program loaded or written into ADAM's memory. To BSAVE the program, you must have the address in ADAM's memory where the program is located and the length in bytes. The BIN command instantly gives you this address and program length. (BIN replaces the unnecessary LET command.)

The procedure: LOAD or type in your program and enter BIN. The address and length will appear as:

1BSAVE <filename>,A####,L####

Bring the cursor to the 1 in column 1 and run the cursor over BSAVE until you come to "<". Type in your filename. IMPORTANT - If your filename is less than 10 characters, enter a comma immediately after the filename. BASICaide 2.0 will recognize any

spaces between the filename and the comma as filename characters. If your file name is less than 10 characters and you insert a comma immediately after it, you must remove the comma (with a space) in front of the "A". Run the cursor past the address and length. If necessary, enter the drive # (,d#) and press <RETURN>. Example: IBSAVE TEST, A12345,L6789,d5
To run the program, enter BRUN (filename).

40 COLUMN MODE is achieved by entering EXTEXT in the immediate mode or within a program. The EXTEXT command replaces the SHLOAD command. NOTE - the 40 column mode does not support INVERSE letters. Screen colors are changed by POKEing 17059,xx. TAB and HTAB enables you to begin printing UP TO column 31. If you try to HTAB from 32 to 40, the display will begin from column 1 to 9 in the next row. You exit the 40 column mode by entering TEXT in the immediate mode or within a program.

MERGING two programs together is simply done by using the CHAIN command. A typical example for using CHAIN would be a sound or input routine. Let's suppose you had a sound routine on a media that started at line # 20,000: You could write a program with line numbers UNDER 20,000 and merge your new program with the sound routine and save a lot of typing. If the sound routine was named SOUND1, just type "CHAIN SOUND1"> ADAM will LOAD SOUND1 into memory and merge it with the program currently in memory. If any line numbers are the same, the line in memory will be replaced by the one coming from your media.

BRITE will change your black and white screen to colors more pleasant to work with instantly. You can return to the black and white screen by entering NOBRITE. Both commands can be used in the immediate mode or within a program.

The MACROS AND SWITCHES are self explanatory and will become second nature after a little practice. In the beginning, refer to the help screen (RUN AIDE or enter ^A) as needed, however, CAUTION - running AIDE will clear the memory of any programs you have typed in or loaded.

If spaces in the filenames become a problem, POKE 23246,126. You can eliminate this feature by adding this poke to the end of the AIDE program and BRUNning AIDE after the boot.

Programs with line lengths exceeding 127 will not run on standard Basic. To reset the line length to 230, POKE 12185,230 before running the program.

The BLOCKS LEFT in a CATALOG will reflect any blocks used by DELETED programs also to help warn you that you are filling up your media. Because of previously deleted programs, ADAM can allocate more blocks to a saved program than are actually used. With BASICaide 2.0, the number of blocks shown for each file are the ACTUAL number of blocks in the program.

Whether you're a new programmer or you've been "around the block!", you'll find BASICaide 2.0 a time saver and a welcome AIDE.

As an added bonus, compliments of DIGITAL EXPRESS, Inc., your BASICaide 2.0 media contains EZKEYS which adds keypress sound and SmartKEY features. SmartKEY I, II, III, and IV automatically resets your current drive and V runs a CATALOG. These features can be turned on and off by entering ^V. IN THE 40 COLUMN MODE THE EZKEYS MUST BE TURNED ON.

To familiarize you with the 40 column mode, your media contains a sound demonstration program called EZSOUND. This program will show you how to vary the pitch and length of the built in bell and how to quickly create sound effects using ADAM's various NOISE sounds.

BASICaide 2.0 uses most of the usable space in RAM including page blocks and the buffer at 56320. Any programs that overwrite these routines will probably cause ADAM to lock up. Always SAVE a new program before RUNNING it.

ENJOY YOUR ADAM AND SUPPORT YOUR FAVORITE DEALERS AND USER GROUPS and.....

.....GOOD PROGRAMMING!!

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