Cassette

P. G. M. AID.

INSTRUCTIONS $

Filename: PGMAID 300 BAUD BASIC Tanex 7K Keyboard

This software package has been edited from a larger program requiring extra user Ram, consequently, the instruction that were incorporated within the listings have been removed, please therefore read these instructions carefully.

Load the program:

This program is a P.G.M. design aid and has various user definable options built in for control, and are as follows:-

CURSOR control is via the numeric pad on the keyboard:-

Keys:	4	move cursor LEFT
"	8	" " UP
"	6	" " RIGHT
"	2	" " DOWN
"	1	PLOT at this position.
"	Ø	ERASE " " "

Further, there are NINE optional control commands:-
This mode is entered at any time via the 'ESC' key.

1 = MARKERS ON/OFF
2 = CHANGE DISPLAY POSITION ON 6x6 Semi-display.
3 = CLEAR & RESTART
4 = RE-DISPLAY
5 = DESIGN NEXT GRAPHIC DISPLAY
6 = COPY DISPLAY
7 = RECOVER PREVIOUS DESIGN AFTER USE OF OPTION 3.
8 = CLEAR DISPLAY LOCATION
9 = EXIT & FILL P.G.M. RAM

PLEASE READ THESE NOTES BEFORE COMMENCING:

DEMONSTRATION PROGRAM

Start the program (type RUN) and hit any key to continue.

Enter the following in response to the 'Prompts' when they appear. (?)

enter ? 'YES' (Do you wish to load current contents of P.G.M. Ram)

Wait whilst the program loads and initialises: Hit RETURN after every entry.

enter ? '64' (Which P.G.M. character)

" ? 'NO' (Do you wish to modify it)

" ? '30' (Input display position Ø-35 on 6x6 grid)

Wait for the screen to fill.

Hit 'ESC'

enter ? '7' (See control options)

When the screen is displayed it can be seen that the enlarged grid represents the graphic character displayed on a matrix of 8x16. The smaller matrix to the right represents the graphic character in 'REAL' size for comparison purposes. See position 30 as requested.
To the top of the display, the address readouts show the current P.G.M. memory location under design in decimal, below can be seen the decimal value of the chosen graphic character. The vertical values show the current value of the BIT pattern in BYTES (Decimal) for that given memory location. All data is kept updated as the bit pattern is altered.

Hit 'ESC'

enter ? '1' (Markers on/off)

" ? '1' = markers off

" ? '4' (Re-display)

Wait for the screen to fill. It can now be seen that the grid has been removed from the display.

Hit 'ESC'

enter ? '2' (Change display position)

" ? 'Enter any number between Ø-35'

" ? '4' (Re-display)

Hit 'ESC'

enter ? '6' (Copy display)

" ? 'Enter any number between Ø-35

P.G.M. AID cont:

enter ? '4' (Re-display)

Option '8'

Will display an enlaged version the the sub-display for edit by the user. The routine is self explanatory when in use.

Option '9'

To exit from the program, the routines allows for the final programming of the P.G.M. Ram by the program. DO NOT use control C to exit as this may cause Basic to crash, corrupting all previous data and program.

Being that your P.G.M. is page selectable, this program must contain the appropriate value, in decimal, for the start address of the P.G.M. Ram.

If you LIST the contents of the software, the data is required by the variable 'Q' in line Ø.

Ø Q=33792: etc.. ($8400)

With this value preset by the user, the program will function correctly.

Use the Microtan 'EDIT' control to alter as need be.

The CURSOR controls are self explanatory for plotting, it is in fact two character cells in width giving a grid size of 16 cells by 16 lines, we refer to it as 8x16 for ease of explanations.

When the cursor is flashing, all controls are operational and the command functions may be entered via the 'ESC' key.

As the user defines the graphic design on the main grid, the sub-display is automatically updated accordingly, this is due to the benefit of the P.G.M. design being able to use the screen refresh cycle of the Microtan video.

The purpose of the sub-display is to allocate cell structure for multiple designs using more than one cell.

GOOD LUCK!

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