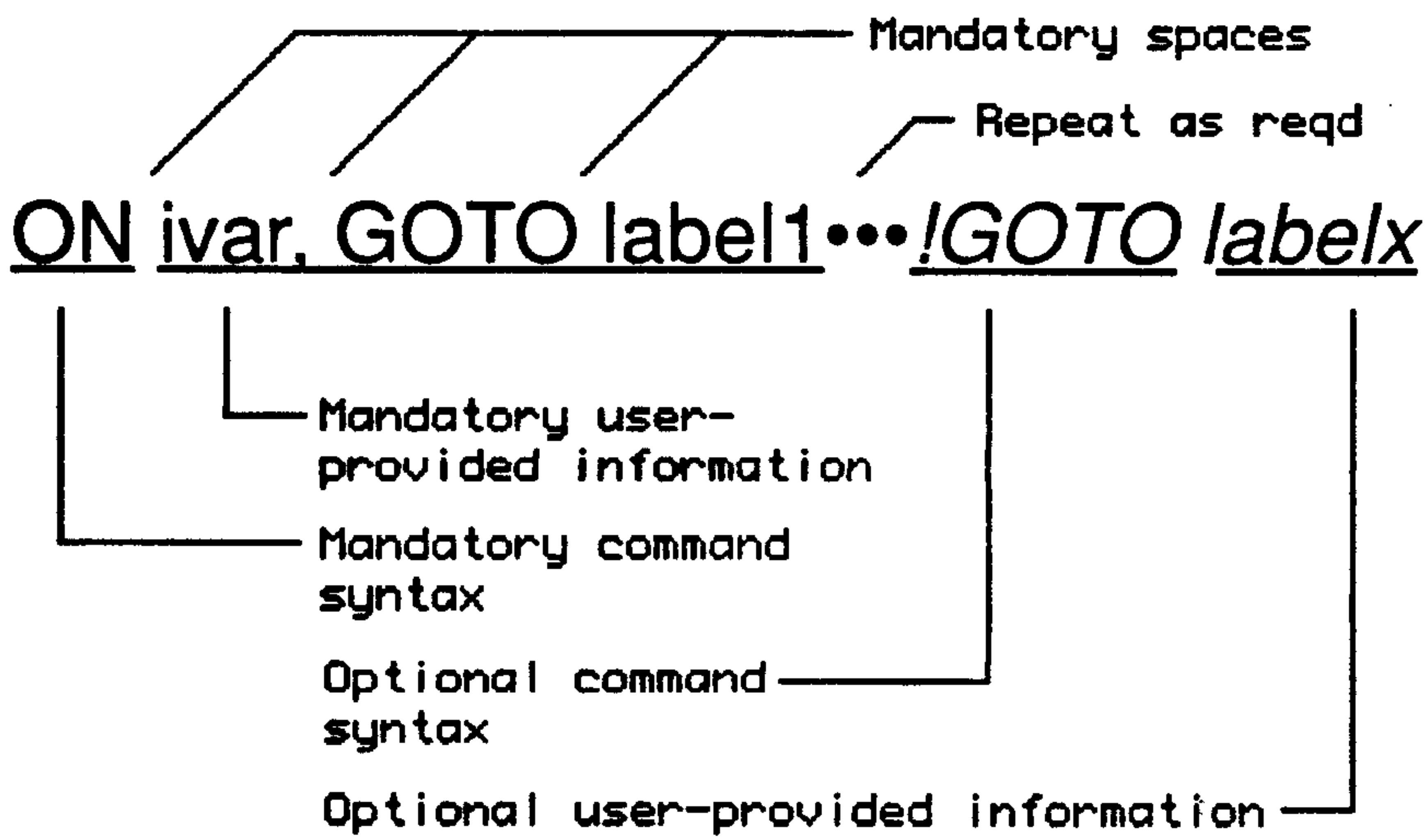


**Symbols.** The manual uses the symbols shown in Table 2 in MacroSoft commands. For example:



Symbol	Meaning
ivar	Integer variable
iconst	Integer constant
iary	Integer array
iexpr	Expression containing only integer variables and constants
fvar	Floating point (real) variable
fconst	Floating point (real) constant
fary	Floating point array
fexpr	Expression containing only floating point variables and constants
svar	String (literal) variable
sconst	String (literal) constant
sary	String array
sexpr	Expression containing only string variables and constants

**Table 2.** Symbols used in MacroSoft commands



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# Rapid Reference

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## Main Menu

A	Run the Assembler
C	Catalog current disk
D	Set Assembler default Parameters
E	Enter Editor
L	Load a file from disk
M	Merge a file on disk with the current file
N	Clear file space
P	Set ProDOS prefix or DOS 3.3 Slot/Drive number
S	Save the current file to disk
U	Enter Utilities Menu (see below)
CTRL-D	Set date (ProDOS) or execute DOS command (DOS)
\$	Apple Monitor Command or set date (DOS)
!	Quit the Assembler
RETURN	Display Help menu

## Utilities Menu

B	Load text file
C	Catalog any disk (ProDOS)
D	Delete a file (ProDOS)
L	Lock a file (ProDOS)
M	Make a directory (ProDOS)
P	Print the current source file
T	Save the current source file as a text file
U	Unlock a file (ProDOS)
!	Return to Main Menu

## Editor Commands

Syntax	Explanation
Cx,y,z	Copy lines x through y, z times.
Dx,y	Delete lines x through y.
Ex,y	Edit lines x through y.
E'XX'x,y	Edit lines that contain XX from x through y.
F	Displays length of source code and space remaining for source.
H or ?	Display Help menu.
Ix	Insert lines beginning at line x.
L'XX'x,y	Print formatted with XX for lines x through y.
Lx,y	Print formatted lines x through y.
Mx,y	Move lines x through y.
O'XX'x,y	Send to printer lines containing XX for lines x through y.
Ox,y	Send lines x through y to printer.
P'XX'x,y	Print lines containing XX for lines x through y.
Px,y	Print lines x through y.

<b>R'XX'YY'x,y</b>	Replace XX with YY for lines x through y.
<b>W or /</b>	Print current line.
<b>CTRL-R</b>	Replay last entered command.
<b>CTRL-Y</b>	Toggle to lower/upper case.
<b>RETURN</b>	Toggle between insert/command modes.
<b>, or UP-ARROW</b>	Move to previous line.
<b>. or DOWN-ARROW</b>	Move to next line.
<b>! or ESC</b>	Return to main menu.

## Special Editor Symbols

- \* Last line
- +x From current line through next x lines
- > Find next occurrence (after string search)

## Commands for Line Edit Mode

<b>RIGHT-ARROW</b>	Move forward one character
<b>LEFT-ARROW</b>	Move backward one character
<b>CTRL-B</b>	Go to beginning
<b>CTRL-D</b>	Delete character under cursor
<b>CTRL-E</b>	Go to end
<b>CTRL-I</b>	Insert characters
<b>CTRL-T</b>	Tab to next field
<b>CTRL-Z</b>	Delete to end of line
<b>ESC</b>	Leave with no changes
<b>RETURN</b>	Leave with all changes
<b>DELETE</b>	Destructive backspace

## MacroSoft Commands

```

ABS ivar1,ivar2
ALET iary(iexpr1)=iexpr2
ALET iary1(iexpr1)=iary2(iexpr2)
ALET ivar=iary(iexpr)
ATN fvar1,fvar2
BCK iexpr
BEGIN iconst1,iconst2
BUTTON iexpr,statement1...,statementN
CALL iexpr
CHR svar,iexpr
CLEANUP
COLOR iexpr
CONCAT svar1,svar2
COS fvar1,fvar2
DATA iconst1...,iconstN
DECR ivar
DIM iary(iconst1,iconst2)...,iaryN(inconstN1,
                                inconstN2)
DIM iary1(iconst1)...,iaryN(icosntN)
DIV2 ivar
DRAW iexpr1,iexpr2,iexpr3
ELSE statement1...!statementN
END
EXP fvar1,fvar2
FABS fvar1,fvar2
FCLOSE pathname

```



FCOMP ivar, fvar1, fvar2  
 FCREATE pathname  
 FDIM fary1(iconst1)..., faryN(iconstN)  
 FEND pathname  
 FINPUT fvar  
 FINT fvar1, fvar2  
 FLASH  
 FLET fary(iexpr)=fexpr  
 FLET fary1(iexpr1)=fary2(iexpr2)  
 FLET fvar=fary(iexpr)  
 FLET fvar=fexpr  
 FOPEN pathname  
 FOR ivar=iexpr1, iexpr2  
 FP rvar=fexpr  
 FPRINT fexpr  
 FPTOS svar, fvar  
 FREAD pathname, sary, iexpr  
 FVAR fvar1..., fvarN  
 FWRITE pathname, sexpr,  
 GET ivar  
 GETVAR fary, afary, iexpr  
 GETVAR fvar, afvar  
 GETVAR iary, aiary, iexpr  
 GETVAR ivar, aivar  
 GOSUB label  
 GOTO label  
 GR  
 HCOLOR iexpr  
 HFIND ivar1, ivar2  
 HGR  
 HGR2  
 HLIN iexpr1, iexpr2, iexpr3  
 HOME  
 HPLOT iexpr1, iexpr2, iexpr3, iexpr4  
 HPOSN iexpr1, iexpr2  
 HSCRN ivar, iexpr1, iexpr2  
 HTAB iexpr  
 IF iexpr, statement1...! statementN  
 IFAND iexpr1,...iexprN, statement1...!statementN  
 IFOR iexpr1,...iexprN, statement1...!statementN  
 IN iexpr  
 INCR ivar  
 INPUT ivar  
 INTTOS svar, ivar  
 KEY iexpr, statement1..., statementN  
 KEY sconst, statement1..., statementN  
 KEYPRESS ivar, statement1..., statementN  
 LEFT svar1, svar2, iexpr  
 LEN ivar, svar  
 LET ivar=iexpr  
 LINE iexpr1, iexpr2  
 LOG fvar1, fvar2  
 MID svar1, svar2, iexpr1, iexpr2  
 MPL  
 MUL  
 MULT2 ivar  
 NEXT ivar  
 NORMAL  
 INVERSE  
 NUMFILES iconst  
 ON ivar, statement1...statementN  
 ONERR label, ivar1, ivar2  
 ONRESET ivar1, ivar2, ivar3  
 PAUSE iexpr

PDL ivar, iexpr  
 PEEK ivar, iexpr  
 PLOT iexpr1, iexpr2  
 POKE iexpr1, iexpr2  
 POP  
 PR iexpr  
 PRINT iexpr  
 PRINT "sconst"  
 PUTVAR afary, fary, iexpr  
 PUTVAR afvar, fvar  
 PUTVAR aiary, iary, iexpr  
 PUTVAR aivar, ivar  
 READ iary, label, iexpr  
 REPEAT  
 RETURN  
 RIGHT svar1, svar2, iexpr  
 RND ivar, iexpr  
 ROT iexpr  
 SCALE iexpr  
 SCRN ivar, iexpr1, iexpr2  
 SET iexpr, ivar1..., ivarN  
 SGN ivar1, ivar2  
 SIF sexpr, statement1...!statementN  
 SIN fvar1, fvar2  
 SINPUT svar, iconst1, iconst2  
 SLET sary(iexpr)=sexpr  
 SLET sary1(iexpr1)=sary2(iexpr2)  
 SLET svar=sary(iexpr)  
 SLET svar=sexpr  
 SOUND iexpr1, iexpr2  
 SPC iexpr,  
 SPRINT sexpr, iexpr1, iexpr2  
 SQR fvar1, fvar2  
 STOPP fvar, svar  
 STOINT ivar, svar  
 STOP  
 TAN fvar1, fvar2  
 TEXT  
 TOFP fvar, ivar  
 TOINT ivar, fvar  
 UEN  
 UNTIL iexpr  
 USE libraryname  
 VAR ivar1..., ivarN  
 VLIN iexpr1, iexpr2, iexpr3  
 VTAB iexpr  
 WHILE iexpr  
 WHILEN  
 XDRAW iexpr1, iexpr2, iexpr3