

A U T O M A T E

D E S C R I P T I O N

While watching commercial software load, have you ever wished you could make your own basic or machine language program display a title screen while loading, and then run or execute by itself once loaded? Well, with the aid of Automate, you can!

Automate is a utility which will make a basic or machine language program load from tape and run or execute automatically. You also have the option of using a built in semi-graphic editor to create a title screen for displaying while your program is loading.

Automate is very user friendly and menu driven. Most commands can be aborted by pressing <break> when keyboard response is expected. To select a command, use the up and down keys to move through the menu. Then press <enter> to execute the command. A description of the menu and semi-graphic editor commands follows.

LOAD FILE FROM TAPE:

Loads the first file found on tape into the Automate buffer. The load will be aborted and an "errors detected" message will be displayed if a loading error occurs.

SAVE AUTO VERSION TO TAPE:

Saves the program in the Automate buffer back to tape as an auto-starting program. You will be given the option (prompted) of saving the program with or without a loading screen. If you select to save with a loading screen, the current loading screen will be shown to verify it is the screen you wish to use. If the loading screen is correct, answer "Y" to the prompt or answer "N" to return to the menu. To begin the save, press any key at the "ready cassette" prompt or press <break> to abort. Once saved, simply ready your cassette and type CLOADM<enter> (even for a basic program) to have your program load and run or execute automatically.

TURN MOTOR AND SOUND ON:

This command can be helpful in aligning the tape properly for loading a program. Just select this command and press the play button on the tape recorder. If a program is saved on the tape, you will be able to hear it through the T.V. speaker (make sure the T.V. volume isn't turned down).

TURN MOTOR AND SOUND OFF:

Use this command to turn the sound and motor off after turning it on with the above command.

SKIP FILE:

Skips to the end of the next file found on the tape. No errors are checked for so even if you begin with the tape unaligned from the program start, it will continue to skip until the end of the program is found.

CREATE OR EDIT SCREEN:

Selects the semi-graphic editor mode. This is a semi-graphic editor you can use to create your title (loading) screens. The flashing cursor is referred to as the edit character (EC). You can press <break> to exit the edit mode and return to the menu. A description of the edit commands is given following the menu commands.

VIEW EDIT COMMANDS:

Displays a brief description of the commands available in the semi-graphic editor mode.

SAVE SCREEN TO TAPE:

Allows you to save a screen created with the semi-graphic editor to tape for later use or modification.

LOAD SCREEN TO TAPE:

Loads a previously saved screen from tape for editing or use as a loading screen.

RETURN TO BASIC:

Exits Automate and return control to Basic.

E D I T C O M M A N D S

The edit commands are the commands available while in the semi-graphic editor mode. Simply press the desired key to execute a command or press <break> to exit to the menu. The blinking cursor is referred to as the edit character (EC) and is the character that will be placed on the screen if the <spacebar> (see below) is pressed. Below is a description of the commands. Note: Since both the arrow keys and spacebar must be pressed at the same time for continuous drawing, sometimes the joysticks can interfere causing skipping or gaps. Should this occur, adjusting the joysticks levers or unplugging them will alleviate the problem.

Moving the edit character (EC)

<SPACEBAR>:

Put the EC to the screen. Press the desired <arrow key> and <spacebar> simultaneously for continuous drawing.

</>:

Erase with the current background character. Press the desired <arrow key> and <spacebar> simultaneously for continuous erase.

<CLEAR>:

Clear the screen with the background character.

<*>:

Increment the EC color if the EC is a graphic character (has no effect if EC is ASCII).

<->:

Decrement the EC color if the EC is a graphic character (has no effect if EC is ASCII).

<1>:

Decrement the EC (graphic or ASCII).

<2>:

Increment the EC.

<I>:

Invert the character under the EC.

<V>:

Invert all ASCII on the screen.

<W>:

Switch the screen background to the edit character.

<F>:

Speed up the cursor control.

<S>:

Slow down up the cursor control.

<T>:

Enter the type sub-mode. After pressing <T> the keyboard can be used to type text. Press <clear> to toggle between upper case and lower case. The cursor speed is the same as in the edit mode and can be set with <F> and <S> before entering the type sub-mode. Press <break> to exit back to the edit mode.

<shift/up arrow>:

Change the EC to the next ASCII character pressed on the keyboard.

To save Automate: (C)SAVEM"AUTOMATE",3584,6999,3584