

HOW THE PROGRAM WORKS

MOUSETEXT.PRINT is a rather simple program. The FOR-NEXT loops in line 20 are devised from the diagram on page 16 of the *Apple II Reference Manual*. It loops through all of the memory locations on the 40-column text screen and PEEKs the character at each location. Line 30 checks to make sure that no ASCII codes below 32 are sent to the printer.

In line 40, the actual MouseText characters are printed. A check is made for ASCII values between 64 and 95, which are the MouseText characters (corresponding to flashing characters in the older character set). If a MouseText character is found, an Escape & code is sent to the printer to turn on MouseText. The character is then printed out and MouseText is turned off by an Escape \$ sequence. The program then jumps to the end of the loop at line 60. If a MouseText character is not found, line 50 prints out the regular character.

Next, note the PRINT CHR\$(15)CHR\$(27) statement in line 80. This statement simply turns on MouseText printing mode. The MouseText characters are then printed and the MouseText character set is turned off by a PRINT CHR\$(14)CHR\$(24) command. A window is created, cleared and filled with MOUSE.TEXT information. A GOSUB 10 command dumps the screen to the printer.

LISTING 1: MOUSETEXT.PRINT

```

1  REM *****
2  REM *  MOUSETEXT.PRINT  *
3  REM *  BY SHANE M. KEYSER  *
4  REM *  COPYRIGHT (C) 1987  *
5  REM *  BY MICROSPARC, INC  *
6  REM *  CONCORD, MA 01742  *
7  REM *****
8  GOTO 80
10 PRINT CHR$(4);"PR#1": PRINT CHR$(9);"
    255N"
20 FOR Z1 = 1024 TO 1104 STEP 40: FOR Z2 = Z
    1 TO Z1 + 896 STEP 128: FOR Z3 = Z2 TO Z
    2 + 39
30 Z4 = PEEK (Z3): IF Z4 < 31 THEN Z4 = 32
40 IF Z4 > 63 AND Z4 < 96 THEN PRINT CHR$(
    27) CHR$(38) CHR$(Z4) CHR$(27) CHR$(
    36):: GOTO 60
50 PRINT CHR$(Z4):
60 NEXT Z3: PRINT : NEXT Z2,Z1
70 PRINT CHR$(4);"PR#0": RETURN
80 PRINT CHR$(4);"PR#3": PRINT CHR$(17):
    HOME:M1$ = CHR$(15) + CHR$(27):M0$
    = CHR$(14) + CHR$(24): REM MOUSETE
    XT ON AND OFF
90 FOR I = 0 TO 22:K = 1 + 3 * ( INT ( I / 2)
    = I / 2): FOR J = 1 TO 20: PRINT MID$(
    M0$ + " " + M1$ + CHR$(64 + I) + M0$ +
    " ",K,6):: NEXT J,I
100 POKE 32,9: POKE 33,21: POKE 34,6: POKE 3
    5,15: HOME
110 PRINT : PRINT "  MOUSETEXT.PRINT": PRINT
    : PRINT "  THE IMAGEWRITER II": PRINT "  S
    CREEN DUMP PROGRAM": PRINT "  BY:": PRINT
    : PRINT SPC(4)"SHANE KEYSER"
120 GOSUB 10: TEXT : HOME : END
END OF LISTING 1

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