SOFTKEYS (tm) Instructions

Purpose:
     SOFTKEYS (tm) provides the user with ten user definable keys in
order to minimize the amount of typing required to program or to
respond to input or accept requests from the computer.

Equipment Required:
     Extended Basic
     32K Memory Expansion
     Disk Drive

General Information:
     When SOFTKEYS (tm) is loaded and enabled, it is a powerful
programing tool that can reduce program entry time significantly.
SOFTKEYS (tm) can also be used in the run and immediate mode to
enter commonly used inputs (ie. Device and Filenames) and commonly
used commands. SOFTKEYS (tm) is a 100% Assembly Language program.
     It is transparent to the Extended Basic programmer.
All keys (CTRL 0-9)
can be separately defined or all ten can be defined and saved in a
disk file that can be loaded by a single command. This makes SOFTKEYS
(tm) a very powerful and flexible tool for programming and for use
in programs.

To Load SOFTKEYS (tm) into memory:

     Press ALPHA LOCK down.
     Plug in the Extended Basic module.
     Turn on all power switches, console switch last.
     Insert SOFTKEYS (tm) disk into drive 1.
     From Master Title screen, press any key.
     From Master Menu: Select   2 Extended Basic.
     SOFTKEYS (tm) will automatically be loaded.

     SOFTKEYS can also be loaded manually from the command mode of
Extended Basic:

     Insert SOFTKEYS disk into disk 1.
     RUN "DSK1.LOAD"

How to use SOFTKEYS (tm).

        When SOFTKEYS (tm) is loaded, the keys are loaded to their
default values. To use the keys, simply press the CTRL key and the
desired key (0-9) simultaneously and then release them. The value of
the key pressed will appear on the screen at the present location of
the cursor, and the cursor will than reappear at the character
following the value that just appeared on the screen.

The default values for the SOFTKEYS are as follows:

        CTRL 0 = RUN
        CTRL 1 = CALL CLEAR
        CTRL 2 = LIST
        CTRL 3 = DISPLAY AT(
        CTRL 4 = ACCEPT AT(
        CTRL 5 = CALL SPRITE(#
        CTRL 6 = CALL SOUND(
        CTRL 7 = CALL COLOR(
        CTRL 8 = OLD DSK
        CTRL 9 = SAVE DSK

To ENABLE the keys.

        CALL LINK("KEYON")
        (This is done in the autoload program for you.)

To DISABLE the keys.

        CALL LINK("KEYOFF")

To redefine a key.

        CALL LINK("DEFKEY",X,A$)
        Where X is the value (0-9) of the key to be redefined.
        Where A$ can be any string-variable or expression of up to 140
        characters. Use two quote marks where you want one quote mark
        to appear: e.g. A$="LIST ""PIO"""

        Example: CALL LINK("DEFKEY",6,"CALL SCREEN(8)")
        This command will define key 6 = CALL SCREEN(8)

To define a set of keys and save to a disk file:

        Insert SOFTKEYS (tm) disk into drive 1.
        RUN "DSK1.DEFINEKEYS"
        Follow on screen instructions for this program and enter a new
        value for each key. If you do not wish to alter the present value
        press enter and the program will proceed to the next key without
        altering the key. The current values are saved to disk when you
        respond to the prompt: 'SAVE CURRENT KEY VALUES TO DISK?' with a
        'Y'. The current definitions are retained if you wish to start
        the program over.

To load a set of predefined keys from a disk file:

CALL LINK("GETKEY","FILENAME")
This command will load a set of previously defined set of
softkeys from the File specified by the FILENAME, e.g. "DSK1.AA"

This command available in the immediate mode, whenever the keys
are enabled by pressing the FCTN and CTRL keys simultaneously.
'CALL LINK("GETKEY","DSK' will appear on the present line of the
command input line. Complete the line by entering the rest of the
FILENAME and the right parenthesis and press enter.

Each of the above instructions (except for defining complete sets
of keys) can be used within an Extended Basic program.

The SOFTKEYS can be used in an Extended basic program for common
responses to input and accept requests.