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*           TI-Keys             *
*           BY                  *
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*                               *
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TI-Keys is a program allows the user to define 36 keys so that when typed as control keys, they will display up to 31 characters of text or code. The program is menu driven, disables the quit key, and changes the cursor shape when it is active. Other features include saving the user defined keys to disk, editing the keys, and the ability to turn 'off' the program so that true control characters can be typed.

LOADING INSTRUCTIONS

TI-Keys is loadable in two different ways. It is saved in Extended BASIC program format and is named LOAD. RUN this program, and TI-Keys will load quickly. The disadvantage to this method is it will erase any BASIC program already in memory. The other format is the standard CALL LOAD format. Type CALL INIT :: CALL LOAD("DSKx.MAC"):: CALL LINK("MACRO"). The disadvantage to this method is the time involved loading the program.

USING TI-Keys

Once the program is loaded, BASIC's cursor will be a hollow box. This indicates TI-Keys is loaded and functional. Now press control, and you will notice that the cursor is not blinking. The program is waiting for a key to be pressed. Now press the 'A' key while holding down control. ACCEPT will be printed on the screen. Now release control, and BASIC's cursor will begin blinking again. Make-Keys works with all letter keys A - Z, and the number keys 0 - 9. Any key can be redefined by the user, and saved to disk at any time.

By pressing control =, the menu will appear. The program options are listed on the screen as follows: 1 to EDIT, 2 to SAVE, 3 to LOAD, 4 to TURN OFF KEYS, 5 to RETURN TO BASIC.

1 EDIT - The program will ask 'KEY TO CHANGE?'. Press the key you wish to change, and the 'PRESENT VALUE' of the key will be displayed. Now TI-Keys asks 'CHANGE TO?'. Simply type in the string as it will appear in BASIC, and press enter.

2 SAVE - The program will ask 'SAVE FILENAME'. Type in any valid filename except CS1. If an error occurs, FILE ERROR will be displayed. Press a key to get back to the menu. If no error occurs, the menu will be displayed as soon as the file is saved.

3 LOAD - The instructions for load are the same as option. 4

TURN OFF KEYS - Will turn off TI-Keys so that true control characters can be typed, or so that other assembly programs can be loaded with out lock up. ****WARNING**** If CALL INIT is preformed, and another assembly program is loaded, the computer may lock up. This is prevented by turning TI-Keys OFF, and then typing CALL INIT, and loading the other program.
5 RETURN TO BASIC - Does just what it says. When you are finished with the menu, press 5 to get back into BASIC.

PREDEFINED KEYS

When the program is loaded, the keys have the following text strings stored in them.

A - ACCEPT	S - SAVE "DSK
B - BEEP	T - TAB(
C - CALL	U - U
D - DELETE "DSK	V - VCHAR(
E - END	W - CALL INIT
F - FOR	X - CALL LOAD("DSK
G - GOSUB	Y - CALL LOAD(-
H - HCHAR(Z - CALL LINK("
I - IF	1 - RUN
J - JOYST(2 - \
K - KEY(3 -
L - LINPUT	4 -
M - MERGE "DSK	5 - \NO PREDEFINED
N - NEXT	6 - / VALUE
O - OPEN	7 -
P - PRINT	8 -
Q - Q	9 -
R - RUN "DSK	0 - /

This is a "Fairware Program". Try it! If you like it please send the author your \$10.00 thanks. I'm a high school student trying to upgrade to DSDD and other nice things! Thanks!

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