

Description: The same as PRINT USING, except the output is to the printer instead of the screen (see PRINT USING).

LSCREEN

Type: BASIC command

Format: LSCREEN integerexpression,stringexpression

Description: Loads the display screen with data from the disk file whose name is given by the stringexpression. The filename is set equal to the integerexpression and must be 0, 1, 2, or 3. At the end of the load, the file will be closed automatically. This command is designed to work with the optional screen design package.

MACHINE

Type: BASIC command

Format: MACHINE linenumber

Description: Normally the BASIC compiler generates pseudo code, which is executed by the execution module. There are situations demanding absolute maximum speed, which is only possible with assembly language code. Although Advan's optimizing compiler can compile to machine code, carefully constructed assembly language routines will usually do better. The MACHINE command lets you insert assembly language code into a program.

The code following the MACHINE command is assumed to be an assembly language program. It must end with RTS to return control to the BASIC. The CODE and CODEL commands are used to enter the assembly language program. Note that the X register must not be changed by the assembly language code. If you plan to use the X register, first save it (TXA,PHA is a good technique) and then reload it (PLA,TAX works with the above). When the program returns from the assembly language code, execution continues at the line given by the linenumber in the MACHINE command. See CODE, CODEL, and Chapter 16 for more information.

MID

Type: string function

Format: MID(stringexpression,integerexpression,integerexpression)

Description: Returns a string equal to a substring of the stringexpression. The value of the second integerexpression determines the length of the substring. The value of the first integerexpression determines the character location of the start of the substring.

Example:

```
100 A$="ABCDEF"  
110 PRINT MID(A$,4%,2%)  
120 END  
RUN  
DE
```