

CHRW\$

Type: string function

Format: CHRW\$(integerexpression)

Description: Used mainly to save integers in strings. Generates a two character string. The first character equals the ASCII code for the remainder after the integerexpression is divided by 256. The second character equals the ASCII code for the integerexpression divided by 256.

Example:

```
10 A$=CHRW$(65%+256%*66%)
20 B$=CHRW$(515%)+CHRW$(5%)
30 PRINT A$,ASCW(B$,1%),ASCW(B$,3%)
RUN
AB    515    5
```

CINT@

Type: BASIC command

Format: CINT@ integerexpression,integerexpression

Description: Designed to work with ATARI's display list interrupt capability. SETINT@ specifies the screen line where an interrupt is to occur and also specifies a value and a location where the value is to be stored. CINT@ changes the value stored at the interrupt. The first integerexpression gives the identifying number of the interrupt (this is set by SETINT@) and the second integerexpression gives the new value. Because it changes the value stored without having to reset an interrupt, CINT@ is much faster than SETINT@. Note that you must append DLISTINT.APP before using this command. See SETINT@ and Chapter 15.

CLOSE

Type: BASIC command

Format: CLOSE integerexpression

Description: Ends disk operations for the channel number equal to the integerexpression. Note that when a program ends or the BREAK key is pressed, all open channels are automatically closed.

Example:

```
10 OPEN "I",1%,"T.DAT"
20 GET 1%,N%
30 CLOSE 1%
```

CODE

Type: BASIC command

Format: CODE"assembly language data"

Description: Allows assembly language code to be inserted into a program.