

NOTE

Type: BASIC command

Format: NOTE integerexpression,integer variable,integer variable

Description: Used with POINT to set the the location in the file. The integerexpression determines the file number and must be 0, 1, 2, or 3. The system stores the sector number in the first integer variable and the byte position in the sector in the second integer variable. See POINT. The following program lets you get and print any one of a thousand strings quickly. Without POINT and NOTE, you would probably have to start at the beginning of the file each time and get each string until you came to the one you wanted. This would be much slower and cause more disk wear and tear.

Example:

```
100 OPEN "I",1%,"DATA.FIL"
110 DIM STRL%(1000,1)
120 FOR T%=1% TO 1000%
130 NOTE 1%,STRL%(T%,0%),STRL%(T%,1%)
140 GET 1%,C$
150 NEXT T%
180 INPUT "Enter string #" T%
190 IF T%=0% THEN END
200 POINT 1%,STRL%(T%,0%),STRL%(T%,1%)
210 GET 1%,C$
220 PRINT C$
230 GOTO 180
```

NUM\$

Type: string function

Format: NUM\$(integerexpression)

Description: Converts the integer given by the integerexpression into a string. For example, if the integerexpression equals 100, then NUM\$ returns a string whose first byte is 49 (ASCII code for 1), and whose second and third bytes equal 48 (ASCII code for 0). See STR\$.

OFFDISPLAY

Type: BASIC command

Format: OFFDISPLAY

Description: Turns display off, increasing program speed by up to 30%. ONDISPLAY turns display back on.

ONDISPLAY

Type: BASIC command

Format: ONDISPLAY

Description: Turns the display on, if the display has been blanked with