

to the end of the string until it equals the number of characters to be printed. If the string is longer than the number of characters to be printed, the left most characters of the string will be printed:

```
100 FOR T%=1% TO 4%
110   READ A$
120   PRINT USING "\ \",A$
130 NEXT T%
140 DATA A,ABC,ABCDE,ABCDEF
RUN
A
ABC
ABCD
ABCD
```

The stringexpression can have several different print formats. Note that spaces in the stringexpression correspond to spaces in the output:

```
100 FOR T%=1% TO 2%
110   READ A,A$,B
120   PRINT USING "#.# ! ##",A,A$,B
130 NEXT T%
140 DATA 5,ABC,8.6,2.12,ZZ,-2
RUN
5.0 A 9
2.1 Z -2
```

If you have more expressions than formats in the stringexpression, the program will return to the start of the stringexpression:

```
100 A=2:A$="ABC": B=4: B$="Z"
110 PRINT USING "# \ \",A,A$,B,B$,A,A$
RUN
2 ABC4 Z 2 ABC
```

Special note: You must append PUSING.APP in order to compile a program which uses PRINT USING. Otherwise you will get a missing line error.

PSETCOLOR

Type: BASIC command

Format: PSETCOLOR integerexpress,integerexpress,integerexpress

Description: Sets the color and brightness for a player and its associated missile. The first integerexpression equals the player number and must be 0, 1, 2, or 3. The second integerexpression sets the color, and the third integerexpression sets the brightness. Chapter 13 describes the relationship between these numbers and the colors produced. Note that during the load of the BASIC, all players have their colors set to black, so you must always issue a PSETCOLOR command before using players or missiles. See SETCOLOR.