

The following is a list of the commands you can use. To execute a command, type the letter or symbol which stands for the command. Don't press RETURN unless you are directed to do so.

C---stands for color or character. If you are in a graphics mode, typing C causes the system to display the colors available for the mode you selected. Type the number or letter which appears above the color you want. If you are in a text mode, all the possible characters will be displayed. Move the cursor to the desired character. (You may use the joystick or the cursor keys to move the cursor. The joystick must be in port 1. You don't need to press the control key when using the cursor keys.) Note that depending on the mode, alternate colors or an inverted form may be available for a character. To get an inverted form or a different color, press the space bar one or more times. When you reach the desired color or character form, press RETURN or the joystick trigger. The system will return to the display you are working on.

>---Pressing > or the joystick trigger causes the color or character you selected with the C command to be plotted at the cursor location. The cursor is then shifted one position to the right. If it was at the line end, it will move to the start of the next line.

T---allows you to change a color register. On 400/800/XL/XE computers, the colors available in a given mode depend on what is in the color registers. First you are asked to enter the number of the register you would like to change. For the player-missile color registers use the player-missile number plus 5. For the five screen display color registers use the color register number. Next, you are asked to choose from the 16 available colors. Enter the number or letter which appears above the color you want. Then you are asked to choose the brightness; enter the corresponding number. Finally, the program returns you to the display. Note that Appendix A gives the color registers used in each mode.

<---erases the point at the cursor location and shifts the cursor one position to the right. If it was at the line end, it will move to the start of the next line.

Cursor keys---pressing one of the cursor keys moves the cursor in that direction, or you can use a joystick in port 1. Note that these keys will move the cursor even if the control key is not pressed.

M---stands for move, and tells the program you would like to move the cursor to a given column and row. After pressing M, you enter the column number, a comma, the row number, and then press RETURN. The cursor is moved to the specified location.

I---stands for insert text. In the text modes, using the C command to specify the characters to be plotted can be rather slow. Instead you can type I followed by the letters or symbols you want displayed, and then RETURN. While you are typing the letters, the program switches to a special display so that you can use the edit keys. Remember, in modes 1 and 2 you can use inverse and small letters to specify different colors for the characters. (See Ch. 13 in the Advan BASIC manual).

D---stands for done, and returns the system to the initial menu where you can save the display to a disk, return to BASIC, or load a display which you previously saved to a disk.