

B---used to define a rectangular box. To define the box, place the cursor at the lower left corner of the desired box and press B. Next, move the cursor to the upper right corner of the box and press B. Lines will be drawn defining the sides of the box. The last color command (C key) determines the color or character used for the lines. To erase the lines defining the box, use the X command. Note that you can define only one box at a time. After the box has been defined, the P command can be used to reproduce the figure in the box at other screen locations.

X---undoes the lines drawn with the B command. Note that plotting or erasing any screen point will also cause these lines to be removed. You must remove the lines for one box before you can define another box.

P---stands for put box (see the B command). To cause the display within the box to be reproduced at another screen region, move the cursor to the lower left corner of the new region and press P. You can reproduce the figure within the box as many times as you want.

Z---stands for zero (see B and P commands). If you use the P command and then decide you don't like the result, press Z to erase the figure (if you haven't moved the cursor). Otherwise, move the cursor back to the lower left corner of any box region and press Z. You can also use Z in the same way to erase the figure in the original box. However, the original box cannot be reproduced after being erased.

A---allows you to design characters for the alternate character set. Section 7 (p.12) describes this process in detail.

### 3. Saving and loading a display to a disk

#### Saving a display

When you have finished designing a display, type D to return to the initial menu. Then type 2 to save the display. First the program will ask for the disk drive number. After you enter this number the directory of the disk in that drive will be printed. Next the program asks for the file name and then it will save the display. If you change your mind, pressing RETURN without entering a name will abort the save operation and return you to the initial menu.

If you have used an alternate character set the data for that set will also be saved to the file. You might want to design only an alternate character set and/or a custom graphics mode, and then do all of the plotting of screen data in your BASIC program. In this case, you should not plot any data to the display while in the design option. This will reduce the size of the file saved to the disk and reduce the time required to load the file.

After the data has been saved you will be returned to the initial menu. If you want to return to the display you were working on, type 1 (the design display option). When the program asks for the graphics mode, add 32 to the graphics mode and then type this number followed by RETURN.

#### Loading a display from a disk

Typing 3 while in the initial menu allows you to load a previously saved