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10 S=0
20 INPUT A
30 IF A=0 THEN 50
40 S=S+A: GOTO 20
50 PRINT S: END

```

For this program, CROSSREF.COD yields:

```

20    40
50    30

A
  30,40,-20
S
  40,50,-40,-10

```

Line number 20 is used in line 40 and line number 50 is used in line 30.

If a variable is set equal to something and never used, or used but never set equal to something, there is probably a mistake in the program, and the following message will appear right before the variable is listed:

****PROBABLE ERROR IN FOLLOWING VARIABLE**

The special Advan BASIC subroutines, such as DLISTINT.APP, have line numbers greater than 32767. Because CROSSREF.COD ignores line numbers in this range, the listing generated will be only for the program you have written. This keeps the listing as simple as possible; however, any references to the special appended program(s) will generate the error message described above. For example, SETINT@ will be listed as a subroutine name used by your program, and the line numbers at which it is used will be listed. Since this subroutine has line numbers above 32767, it will not be found by CROSSREF.COD. In this case, the error message will be given even though there is no error.

RENUMBER.COD

This program is used to renumber the lines of an existing program, which must have been saved with the SAVE (not SAVES) command. RENUMBER.COD first asks for the filename of the program to be renumbered and then for the filename of the renumbered program (i.e., the program created by RENUMBER.COD). Use the same filename format as in the SAVE command. Next RENUMBER.COD asks for the line number to be used for the first line and finally for the interval between lines. The renumbered program will now be created. Note that the display will be blanked to reduce execution time.

For example, suppose you have a program with five lines. If you specify 100 for the first line and an interval of 10, RENUMBER.COD will create a program identical to the original, except the lines will be numbered 100, 110, 120, 130, and 140. If any line numbers were referred to in the program, these will also be changed (i.e., in a GOTO, GOSUB, etc.).

Note that RENUMBER.COD will not change the line numbers of any of the special Advan BASIC subroutines, such as PUSING.APP, which you may have appended to your program. Thus, RENUMBER.COD can be used even if you have appended one or more of these special subroutines.