

Addendum

CHAIN.APP

Appending CHAIN.APP to a program makes available the command CHAIN@ whose format is

CHAIN@ stringexpression

This command is used to chain from one program to another (i.e., to have one program automatically execute another). Stringexpression gives the name of the program to which control is being transferred. Suppose you want to go from a program named ALPHA to a program named BETA.COD. If BETA.COD is on a disk in drive 1 the following line in ALPHA will achieve this:

```
1000 CHAIN@ "BETA.COD"
```

If BETA.COD had been on a disk in drive 2 you would use:

```
1000 CHAIN@ "D2:BETA.COD"
```

BETA.COD could also have a CHAIN@ command and transfer control to yet another program. Note that BETA.COD must be a compiled program. In addition, if the program being chained to has a GRAPHICS command, the first program must also have a GRAPHICS command. If the first program does not have such a command, just put GRAPHICS 0% somewhere in the program. It is not necessary to execute this command; for example, you could put it immediately after the CHAIN@ command.

POP.APP

Appending POP.APP to a program enables you to use the command POP@ whose format is

POP@

Suppose you execute a GOSUB 1000 and the subroutine which starts at line 1000 executes a GOSUB 2000. Normally the RETURN at the end of the second subroutine would send you back to the first subroutine, and then a RETURN in this subroutine would transfer you back to the statement immediately after the GOSUB 1000. In some cases you might want to return directly to this statement without going back to the first subroutine. The POP@ command allows you to do this. If the second subroutine executes a POP@ command, the RETURN command will send you back to the statement following GOSUB 1000 instead of returning you to the first subroutine. In effect, POP@ removes the information about the last GOSUB executed.

GETATR.APP

ATARI strings and Advan strings are stored differently on a disk. Appending GETATR.APP to a program makes available the command GETATR@ which allows you to get strings stored in ATARI format from a disk. Its format is

GETATR@ integer1,stringname,integer2