

they will not be shown on the menu.

(3) You can customize the menu. There are always three lines of text before the list of programs and four lines after it. You can have the system use its standard text for these seven lines or you can specify the text.

To execute FORMATEX.COD, type the letter next to FORMATEX. First, the program will load all of the data it needs. Next, it tells you to insert the disk to be formatted into drive 1 and press RETURN. Then it tells you to type Y to format the disk. This gives you a chance to change your mind before the disk is formatted and all the data on it is lost. Typing N will stop the program from formatting the disk. If you type Y, the program asks whether you want the standard text to appear in the menu. If not, it tells you to enter the text for the menu's top three and bottom four lines.

Note that the screen is blanked during a portion of the format. When the disk has been formatted, the program asks if you want to format another disk. If you do, type Y. When you are finished, the program will come to an end and you will be asked to insert the execute disk (the disk with FORMATEX.COD) into drive 1 and press RETURN; then the menu reappears. You can now use COPYFILE.COD (which is also on this utility disk) to transfer any programs and data files to your newly formatted disk. One of these specially formatted disks will appear to Advan BASIC to be a normally formatted disk, except that it will have fewer free sectors. If you are in Advan BASIC, you can insert one of these disks into a drive and work with it just like a regular disk. You can even use COPYDISK.COD to duplicate the disk.

CROSSREF.COD

CROSSREF.COD first asks for the filename of the program to be analyzed; the program must have been saved with the SAVE command (not SAVES). Use the same filename format as the SAVE command. CROSSREF.COD lists in alphabetical order the variables used in the specified program and also the line numbers where each variable was used. The list can be output to the screen or to a printer. If the variable was set equal to something, the line number will have a negative sign before it. Consider the following program:

```
10 INPUT A
20 PRINT A
```

If you use CROSSREF.COD for this program, it will give:

```
A
  20,-10
```

At line 10 the variable is given a value and thus -10 is listed. At line 20, A is used and 20 appears in the list.

CROSSREF.COD also provides a list of the line numbers referred to in the program and the lines at which they were used. Consider the following program: