Mousetext Printer

Send your screen, complete with MouseText, to your Imagewriter II with this short routine.

ouseText is a built-in graphics character set for the Apple IIc or enhanced IIe. It includes 32 useful graphic symbols, so instead of a row of plain asterisks, for example, you can use MouseText to create a checkerboard border or a row of bold MouseText arrows (see Figure 1).

MouseText Printer is a program that lets you print a 40-column text screen with MouseText characters to the ImageWriter II printer. If you're using a program that displays MouseText, merge it with MouseText Printer for easy printing. For more information about MouseText, see "BASIC MouseText" (Vol. 7/No. 10) by Lehwen Yau. The article describes a technique for streamlined use of MouseText characters in your BASIC programs.

ENTERING THE PROGRAM

To enter MOUSETEXT.PRINT, key in the Applesoft program in Listing 1 and save it with the command:

SAVE MOUSETEXT.PRINT

MOUSETEXT.PRINT is a demonstration program that shows you how to incorporate MouseText screen dumps into your own programs. For help with entering *Nibble* listings, see the Typing Tips section.

USING MOUSETEXT PRINTER

MOUSETEXT.PRINT is an Applesoft program that generates a screen full of MouseText characters and dumps the contents of the 40-column screen to the ImageWriter II connected to a Super Serial Card in slot 1. Figure 1 shows the result. (The slot number can be easily changed in line 10.)

To use the MouseText Printer subroutine in your own program, include lines 10-70 from Listing 1. To execute the routine, just issue a GOSUB 10 command at the appropriate place in your program.

FIGURE 1: Sample MouseText Printout

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MouseText Printer (continued from page 52)

HOW THE PROGRAM WORKS

MOUSETEXT.PRINT is a rather simple program. The FOR-NEXT loops in line 20 are devised from the diagram on page 16 of the Apple II Reference Manual. It loops through all of the memory locations on the 40-column text screen and PEEKs the character at each location. Line 30 checks to make sure that no ASCII codes below 32 are sent to the printer.

In line 40, the actual MouseText characters are printed. A check is made for ASCII values between 64 and 95, which are the MouseText characters (corresponding to flashing characters in the older character set). If a MouseText character is found, an Escape & code is sent to the printer to turn on MouseText. The character is then printed out and MouseText is turned off by an Escape \$ sequence. The program then jumps to the end of the loop at line 60. If a MouseText character is not found, line 50 prints out the regular character.

Next, note the PRINT CHR\$(15)CHR\$(27) statement in line 80. This statement simply turns on MouseText printing mode. The MouseText characters are then printed and the MouseText character set is turned off by a PRINT CHR\$(14)CHR\$(24) command. A window is created, cleared and filled with MOUSE.TEXT information. A GOSUB 10 command dumps the screen to the printer.

LISTING 1: MOUSETEXT.PRINT

MOUSETEXT PRINT REM * BY SHANE M. KEYSER * REM * COPYRIGHT (C) 1987 * REM * BY MICROSPARC, INC * REM + CONCORD. MA REM GOTO 80 PRINT CHR\$ (4): "PR#1": PRINT CHR\$ (9):" 255N" FOR Z1 = 1024 TO 1104 STEP 40: FOR Z2 = Z 1 TO Z1 + 896 STEP 128: FOR Z3 = Z2 TO Z 2 + 3930 Z4 = PEEK (Z3): IF Z4 < 31 THEN Z4 = 32 IF Z4 > 63 AND Z4 < 96 THEN PRINT (27) CHR\$ (38) CHR\$ (Z4) CHR\$ (27) CHR\$ (36):: GOTO 60 50 PRINT CHRS (Z4): NEXT Z3: PRINT : NEXT Z2.Z1 60 70 PRINT CHR\$ (4): "PR#Ø": RETURN PRINT CHR\$ (4): "PR#3": PRINT CHR\$ (17): HOME : M1s = CHR\$ (15) + CHR\$ (27):MØ\$CHR\$ (14) + CHR\$ (24): REM MOUSETE XT ON AND OFF 90 FOR I = 0 TO 22:K = 1 + 3 + (INT (I / 2) = I / 2): FOR J = 1 TO 20: PRINT MIDS " " + M1\$ + CHR\$ (64 + I) + MØ\$ + " ",K.6):: NEXT J.I POKE 32.9: POKE 33.21: POKE 34.6: POKE 3 5.15: HOME 110 PRINT : PRINT " MOUSETEXT PRINT": PRINT " THE IMAGEWRITER II": PRINT " S CREEN DUMP PROGRAM": PRINT " BY: ": PRINT PRINT SPC(4) "SHANE KEYSER" 120 GOSUB 10: TEXT : HOME : END END OF LISTING 1