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Program Preparation Diskettes

Two versions of the file SYSTEM.LIBRARY are supplied on the Pascal system diskettes. The one on PASCALl has fewer units because of limited space on the diskette. For your program preparation diskettes, you should use the SYSTEM.LIBRARY supplied on PASCAL3. For more information about the differences between these library files, see erratum THE SYSTEM LIBRARY FILES, below.

Page 6

In paragraph (4) at the top of the page, delete "SYSTEM.LIBRARY" from the first sentence. At the end of the paragraph, add: "Transfer file SYSTEM.LIBRARY from PASCAL3 to NEWPASCAL2 ."

Assembler Listing Message

The return key on the Apple III is labelled RETURN. When the Assembler prompts you for the name of the listing file, the message that actually appears on the screen has <ret>.

Page 14

In the third paragraph from the bottom of the page, change <CR> to <ret> .

Page 22

In the paragraph at the top of the page, change $\langle cr \rangle$ to $\langle ret \rangle$.

Page 30

In the second paragraph, change $\ensuremath{<\!cR\!>}$ to $\ensuremath{<\!ret\!>}$.

Page 66

In the third paragraph from the bottom of the page, change <CR> to <ret> .

Printing the Assembler Listing

You can direct the Assembler listing to any printer driver, even if the driver's name is not $\cdot PRINTER$.

Page 14

In the second paragraph from the bottom of the page, after the word ".PRINTER", add: "or whatever the name of your printer driver is."

Extra Assembler File

The warning paragraph, marked with the eye symbol, doesn't make it quite clear that the small temporary file on the Pascal system diskette is always written, even if the Linker is not used.

Page 22

In the last paragraph, delete "containing information that will be needed if the Linker is used."

Accessing Pascal Data Space

The example showing how to access .PUBLIC data should be changed to refer to a decimal value.

Page 49

In the programming example, the third line from the end should be

LDY #10.

Routine-Delimiting Directives

This section describes the directives for functions (*FUNC) and procedures (*PROC), but it fails to mention that there can be no more than $4\emptyset$ *FUNC and *PROC routines in a single assembly*

At the end of the second paragraph from the bottom of the page, add: "A single assembly program cannot contain more than $4\emptyset$ •PROC and •FUNC directives•"

Pascal System Diskettes

In the definition of a two-stage boot, the manual states that the second stage is a diskette that contains the file SYSTEM.PASCAL . The second-stage diskette must also contain the file SYSTEM.MISCINFO .

Page 118

In the fourth paragraph, in the last sentence, add: "and the file SYSTEM.MISCINFO ."

The System Library Files

The file SYSTEM.LIBRARY on diskette PASCALl contains the units

APPLESTUFF CHAINSTUFF LONGINTIO PASCALIO

The file SYSTEM.LIBRARY on diskette PASCAL3 contains the same units as PASCAL1 plus the units

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If you need to use library units that are not in SYSTEM.LIBRARY on PASCAL1, use the Librarian and construct a library with the required units to replace the library on PASCAL1. If you have made your own set of program preparation diskettes as described in the chapter FIRST STEPS IN PROGRAM PREPARATION, you are already using the larger SYSTEM.LIBRARY that is supplied on PASCAL3.

In the table of system files at the top of the page, under PASCAL3, add SYSTEM.LIBRARY .

Page 120

After the paragraph describing PASCAL3, add the following paragraph: "The file SYSTEM.LIBRARY on diskette PASCAL1 contains only the units

> APPLESTUFF CHAINSTUFF LONGINTIO PASCALIO "

Page 121

At the end of the paragraph describing NEWPASCAL2, add the following: "The file SYSTEM.LIBRARY on this diskette is the version supplied on diskette PASCAL3 . It contains the units

> APPLESTUFF CHAINSTUFF LONGINTIO **PASCALIO** PGRAF TURTLEGRAPHICS REALMODES TRANSCEND "

The Syntax Error File

The entries in the System Files table state that, when it is needed, the file SYSTEM.SYNTAX must be on the Pascal system diskette in the built-in drive. In fact, SYSTEM.SYNTAX can be on any disk in any drive.

Page 122

In the section under Compile, in the SYSTEM.SYNTAX entry, delete "Pascal system diskette, built-in drive" and substitute "any diskette, any drive."

In the section under Run, in the SYSTEM.SYNTAX entry, delete "Pascal system diskette, built-in drive" and substitute "any diskette, any drive."

Exec Files

In the section on Exec files, the following typographical error should be corrected.

Page 137

In the next to the last paragraph, in the last line, change "FILE input" to "file INPUT."

Execution Error Messages

The way stack-overflow errors are reported is somewhat different from the way other errors are reported. The error message is in a different form, and the parameters S#, P#, and I# are not reported.

Page 144

Before the next-to-the-last paragraph, insert the following: "Stack-overflow errors are reported in the following form:

Stack overflow
Type <RETURN> to continue

S#, P#, and I# are not reported, and you press the RETURN key rather than the space bar to continue."

Stack Overflow

You may encounter a stack-overflow error in several different ways, and the causes might not be clear to you. The following information will help you correct stack-overflow problems.

At the bottom of the page, add the following: "In general, error number 4 (stack overflow) indicates that the program has run out of memory in the stack/heap space. There are several possible causes:

Too much memory has been allocated to graphics space, reducing the amount of memory available for program code and data. Use the Options command to reduce the size of the graphics space.

The total data space needed by all active procedures exceeds the available stack space, and the program has attempted to allocate too much space on the stack.

The program code exceeds the space available for code.

The program has gone into infinite recursion and filled up the available stack space with data.

Assembler Error Message

There is a new Assembler error message.

Page 149

Add a new error message:

75: Too many .PROCs and .FUNCs



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