# TIPS 'N TECHNIQUES

# HI-RES SCAN

Scan a shape for your shape table right from the screen

anmber of good programs have been published to samplify the creation of Iri Res shapes and shape tables. After shape using my favorite of these programs. I wrone IF-Res Sear supplement Ir, Yeal If find this program needs the best possible that is not in a shape table and you want an easy way to put it in one, or you have a particular shape in mind that proves easier to generate using standard HFLOT communds. It will that replace your more than the program of the program of the program of the program of the time to very out-off application.

### USING THE PROGRAM

When you have a shape or a portion of a Hi-Res picture on Hi-Res sercen I, RUIN HIRES SCAN. After the program gets ready, your shape will reappear and you will be prompted to either enter the name of a shape table which you want to add the shape to or to pick the number of shapes you want to allow in a new shape table. (If you wish to add the new shape in an existing shape table, keep (If you wish to add the new shape in an existing shape table, keep the shape of the

You'll then be prompted to create a boundary around your shape. You can use the Arrow keys and the I-J-K-M keys. When the boundary is drawn, press P. At this point, the senating begins, starting at the top left corner of the shape. After the shape has been scanned, you can choose to look at all the shapes in the table, save this shape table, including your new shape, or save the new shape table.

#### ENTERING THE PROGRAM

Type in the Applesoft program from Listing 1. Save it to disk with the command: SAVE HIRES SCAN

For help with entering Nibble listings, see the Typing Tips section.

#### HOW IT WORKS

The program begins by setting LOMEM: to protect the Hi-Res screen: the shape table is stored on Hi-Res page 2. Then lines 570-810 display the shape and prompt the user to enter the name of the shape table. An ampersand routine (POKEd into place by lines 1750) to 1800), which duplicates in a limited way the LORES SCRN function, is used in lines 1000 to 1250 to shrink the boundary to the smallest size that will encompass the shape. The ampersand function closs not return a color (as SCRN does), it simply returns a value of 1 for C if the spot (X,Y, HPLOT coordinate as in & C = X,Y) is on and a 0 if it is off. To avoid the problem of too many "move up - no plot" vectors during scanning, this program starts at the top left corner of the shape boundary and scans right and then down and then left and then down, using the ampersand routine to determine whether to plot. In essence these lines create up to 1000 plot (or no plot) vectors. These vectors are then converted to shape table entries by the subroutine at line 300 and POKEd into the shape table by lines 1410 to 1470.

## MODIFICATIONS

Like most utilities, Hi-Res Scan has some limitations. First, be fore rarning it, you must got the desired shape onto Hi-Res sector. I. Significant modifications would be required to scan a shape from the control of the control of the control of the control of the control date as described in various. Apple matrix. I Typer favorite shape creating-baye table program sets something else, you will have to modify accordingly. Third, as written, Hi-Res Scan is limited to a rectangular shape stare of less than 1000 plot coordinates. As a reference, optial eners, on the text scream appearably 5 wide by carcus of the control of the control of the control of the control cach direction. If you try to scan anything larger, speed will become a factor.

ring	1:	HII	RI	В	s	30	C	A	٨	ı
10	,	REN								

LIST	ING 1: HIRES.SCAN	FA	628 LE = PEEK (43616 + 5224 + PRODOS) + PEEK
			(43617 + 5224 + PRODOS) + 256
37 CØ	20 REM - HIRES SCAN	82	630 IF PEEK (MEM + 2) + PEEK (MEM + 3) * 256 > ( PEEK (MEM) + 1) * 2 THEN 790
89	20 REM - HIRES.SCAN - 30 REM - BY RON SJOLANDER -	F1.	> ( PEEK (MEM) + 1) - 2 THEN 790 640 VTAB 21: CALL - 958: PRINT 'SORRY - THERE
AE	40 REM - COPYRIGHT(C) 1988 -		'S NOT ENOUGH ROOM IN YOUR"
CB	50 REM - MICROSPARC, INC	51	650 PRINT "TABLE DIRECTORY FOR ANOTHER SHAPE."
24 45	60 REM - CONCORD, MA 01742 - 70 REM	28	660 PRINT "TRY ANOTHER SHAPE TABLE? (Y/N) "::
BD	80 TEXT : HOME : PRINT CHRS (21): SCALE= 1:	16	660 PRINT "TRY ANOTHER SHAPE TABLE? (Y/N) ";:
00	ROT= 0	43	680 IF XS = "Y" OR XS = "y" THEN 570
6F	90 POKE 49232.0: POKE 49235.0: POKE 49236.0:	ØA	690 IF X\$ < > "N" AND X\$ < > "n" THEN 670
	POKE 49239,0: REM HGR W/O CLEARING SCREEN	27	700 GOTO 1820
FC	100 LOMEM: 24576: REM ABOVE PAGE 2	73 7F	710 REM NEW SHAPE TABLE 720 FS = "
29	110 MEM = 16384: REM STORE SHAPE TABLE ON PAGE	44	730 VTAB 21: HTAB 1: CALL - 958: PRINT 'HOW M
	2		ANY SHAPES WOULD YOU LIKE TO "
D7 C4	120 ONERR GOTO 1840 130 PRODOS = PEEK (48896) = 76: IF NOT PRODOS	60	740 PRINT "LEAVE SPACE FOR IN THE SHAPE DIRECT ORY?"
04	THEN DS = CHRS (13)	D5	750 INPUT NSS:NS = VAL (NSS): IF NS < 1 OR NS
5C	140 LFS = CHRS (8):RTS = CHRS (21):DNS = CHR	00	> 255 THEN PRINT CHR\$ (7); CHR\$ (7);:
	\$ (10):UP\$ = CHR\$ (11)		G0T0 738
42 DE	150 DIM M(1000), VEC(900) 160 POKE 232,0: POKE 233,64	AB	760 X = NS + 2 + 1:HB = INT (X / 256):LB = X - HB + 256
18	170 DS = DS + CHRS (4)	69	770 POKE MEM. 1: POKE MEM + 1.0: POKE MEM + 2.L
80	180 GOSUB 1750: REM HIRES (SCRN) FUNCTION		B: POKE MEM + 3.HB
3A	190 GOTO 570	EF	780 LOC = MEM + 2 + NS * 2: GOTO 830
A9	200 VTAB 21: HTAB 1: CALL - 958: INVERSE: HTAB 13: PRINT "PLEASE STANDBY": NORWAL:	33	790 POKE MEM, PEEK (MEM) + 1:LOC = MEM + LE 800 ST = LOC - MEM:HB = INT (ST / 256):LB = ST
	HTAB 1: RETURN	33	- HB + 256
A4	210 REM NOVE CURSOR	30	810 POKE MEN + PEEK (MEM) + 2.LB: POKE MEM +
6F	220 IF XS = "J" OR XS = "j" OR XS = LFS THEN H		1 + PEEK (MEM) = 2,HB
38	= X - 5: IF H < 0 THEN H = X: RETURN 230 IF XS = "K" OR XS = "k" OR XS = RTS THEN H	9E	820 REM OUTLINE SHAPE 830 VTAB 21: CALL - 958: PRINT 'POSITION THE
30	= X + 5: IF H > 279 THEN H = X: RETURN	90	CIRCOS.
26	240 IF XS = "I" OR XS = "i" OR XS = UPS THEN V	D3	840 VTAB 24: INVERSE : PRINT "PRESS 'P' WHEN I
69	= Y - 5: IF V < 0 THEN V = Y: RETURN 250 IF XS = "M" OR XS = "m" OR XS = DNS THEN V	84	N POSITION.":: NORMAL 850 HCOLOR= 3:X = 4:Y = 144: POKE 232,39: POKE
69	250 IF XS = "M" OR XS = "m" OR XS = DNS THEN V = Y + 5: IF V > 159 THEN V = Y: RETURN	94	233,3: XDRAW 1 AT X,Y:H = X:V = Y
17	260 XDRAW 1 AT X.Y	05	860 FOR I = 1 TO 3
9E	270 XDRAW 1 AT H,V	EF	870 ON I GOSUB 930,940,970
ØØ DC	280 X = H:Y = V: RETURN 290 REM CREATE SHAPE TABLE ENTRIES	56	880 GET XS: VTAB 23: IF XS = "P" OR XS = "P" THEN H(I) = H:V(I) = V: GOTO 900
18	300 B = 0:0 = 0: FOR V = 1 TO P	DB	890 GOSUB 220: GOTO 880
28	310 IF B = 2 AND M(V) > 0 AND M(V) < 4 THEN 34	81	966 NEXT 1: HOME : HCOLOR= 3: XDRAW 1 AT H. VZ:
8F	0 320 IF B < 2 AND (M(V) > 0 OR M(V) > 4) THEN 3	82	POKE 232.0: POKE 233,64 910 HPLOT H(1),V(1) TO H(2),V(1) TO H(2),V(3)
or	40	0.2	TO H(1),V(3) TO H(1),V(1)
11	330 B = 0:Q = Q + 1	74	920 GOTO 1010
59 D2	340 VEC(Q) = VEC(Q) + M(V) + (8 * B) 350 B = B + 1	82	930 VTAB 22: HTAB 1: CALL - 868: PRINT 'SLIGH TLY ABOVE AND LEFT OF THE SHAPE.": RETURN
16	360 IF B > 2 THEN B = 0:Q = Q + 1	BC	940 VTAB 22: HTAB 1: CALL - 868: VTAB 21: HTA
4B	370 VTAB 23: HTAB 34: PRINT V: NEXT V		B 1: CALL - 868
D5	380 RETURN 390 REM SCAN RIGHT	89	950 PRINT "MOVE THE CURSOR STRAIGHT ACROSS" 960 PRINT "TO THE RIGHT OF THE SHAPE.": RETURN
62 49	390 REM SCAN RIGHT 400 FOR I = X1 TO X2 - 1	80	968 PRINT TO THE RIGHT OF THE SHAPE. : RETURN
2E	410 & C = I,Y1	A3	970 VTAB 22: HTAB 1: CALL - 868: VTAB 21: HTA
9E	420 P = P + 1:M(P) = 1: IF C = 1 THEN M(P) = 5		B 1: CALL - 868
55 71	430 NEXT I 440 & C = X2,Y1	87	980 PRINT "MOVE THE CURSOR STRAIGHT DOWN" 990 PRINT "TO JUST BELOW THE SHAPE": RETURN
4C	440 & C = X2.Y1 450 P = P + 1:M(P) = 2: IF C = 1 THEN M(P) = 6	83	1000 REM SHRINK OUTLINE
65	460 Y1 = Y1 + 1: IF Y1 > Y2 THEN E = 1	88	1010 COSUR 200 VTAR 23 HTAR 2 PRINT SHRINK
C2	470 RETURN		ING OUTLINE TO A MINIMUM SIZE."
25 91	480 REM SCAN LEFT 490 FOR I = X2 TO X1 + 1 STEP - 1	26	1020 FOR I = V(1) + 1 TO V(3) - 1 1030 FOR II = H(1) + 1 TO H(2) - 1
8F	500 & C = I.Yl	9F	1040 & C = II. I
CD	510 P = P + 1:M(P) = 3: IF C = 1 THEN M(P) = 7	83	1050 IF C = 1 THEN 1070
C1	520 NEXT I	DA	1060 NEXT II.I
82 0E	530 & C = X1,Y1 540 P = P + 1:M(P) = 2: IF C = 1 THEN M(P) = 6	52	1070 Y1 = I
33	540 P = P + 1:M(P) = 2: IF C = 1 THEN M(P) = 6 550 Y1 = Y1 + 1: IF Y1 > Y2 THEN E = 1	AØ RE	1080 FOR I = H(1) + 1 TO H(2) - 1 1090 FOR II = Y1 TO V(3) - 1
6E		5A	1100 & C = I,II
87	570 FS = "": VTAB 21: HTAB 1: CALL - 958: PRIN T 'DO YOU WANT TO ADD THIS SHAPE TO AN':	FC	1110 IF C = 1 THEN 1130
	T 'DO YOU WANT TO ADD THIS SHAPE TO AN': PRINT 'EXISTING TABLE? (Y/N) ':: POKE - 1	CC	1120 NEXT II.I
	6368.0: GET XS	F4 D2	1130 X1 = I 1140 FOR I = V(3) - 1 TO Y1 STEP - 1
CD	580 IF XS = "N" OR XS = "n" THEN 730	84	1150 FOR II = X1 TO H(2) - 1
E6	590 IF X\$ < > "Y" AND X\$ < > "y" THEN 570	E8	1160 & C = II.I
95	600 VTAB 21: HTAB 1: CALL - 958: PRINT "ENTER SHAPE TABLE FILENAME": PRINT "OR PRESS "?"	66 DE	1170 IF C = 1 THEN 1190 1180 NEXT II.I
	FOR CATALOG": INPUT ">";FS: IF FS = "?"	82	1190 Y2 = I
	THEN 1920	EE	1288 FOR I = H(2) - 1 TO X1 STEP - 1
F3	610 PRINT D\$; "BLOAD ";F\$; ",A";MEM	F0	1210 FOR II = Y1 TO Y2
		08	1 1220 0 0 = 1,11

	ING 1: HIRES.SCAN		POKE		68.0:				
ED D2	1230 IF C = 1 THEN 1250 1240 NEXT II, I	B7 183	) THE	N HOM		AB 23:			Simte (2)
43	1250 X2 = I 1260 HCOLOR= 0: HPLOT H(1),V(1) TO H(2),V(1) T	98 184		B 21:	HTAB 1	: CALL	- 9!	8:EN	PEEK (
02	0 H(2),V(3) TO H(1),V(3) TO H(1),V(1) 1270 HCOLOR= 3: HPLOT X1 - 3,Y1 - 3 TO X2 + 3,	84 185	REM O IF	ERRO EN = 6	R TRAP	ROUTI	INE		FOUND":
	Y1 - 3 TO X2 + 3, Y2 + 3 TO X1 - 3, Y2 + 3 TO X1 - 3, Y1 - 3	23 186	GOTO O IF	EN = 9	THEN	PRINT	DIS	FULL	
78 B3	1280 REM SCAN SHAPE 1290 GOSUB 200: HTAB 1	FA 187	Ø IF	EN = 4 GOTO 1	THEN	PRINT	'DIS	WRIT	E-PROTECT
6A 11	1300 VTAB 23: PRINT "SCANNING RIGHT - ";YI 1310 GOSUB 400: REM SCAN RIGHT	87 188	Ø IF	EL = 1 1720 T	950 OF	R EL =	610 O	R EL =	1700 OR
E1	1320 IF E = 1 THEN 1380	48 189	PRI	NT "PR	ESS RE	TURN 1	O CON	INUE	;: POKE
50	1330 VTAB 23: HTAB 1: CALL - 868: PRINT "SCAN NING LEFT - ":Y1	17 196	IO ON	(FL =	GET Z5 610) +	2 - 6	EL =	700)	+ 3 + (EL
C6 23	1340 GOSUB 490: REM SCAN LEFT 1350 IF E = 1 THEN 1380		00.19	20					,1660,16
91 4D	1360 GOTO 1300 1370 REM CREATE SHAPE TABLE ENTRIES AND POKE	EE 191	NE ":	EL: PR	INT 'F	PROGRAM	A TERM	INATED	N; AT LI
59	INTO TABLE 1380 GOSUB 200: VTAB 23: HTAB 3: PRINT 'CREATI NG SHAPE TABLE ENTRIES -"	76 192 67 193	Ø VTA	B 2: H	TAB 1:	PRINT	SPC	(39):	HTAB 1:
52	1390 VTAB 21: HTAB 33: PRINT "VECTOR";		< 1 0	R SL >	7 THE	N 1936	3		
87 81	1400 GOSUB 300 1410 GOSUB 200: VTAB 23: HTAB 4: PRINT "POKING	C4 194	INPUT	"DRIV	E ?":0	DRS:DR	= VA	( 39): ( DR\$	HTAB 1: ): IF DR
89 67	SHAPE ENTRIES INTO TABLE." 1420 FOR I = 0 TO Q 1430 POKE LOC, VEC(I)	F6 195				N 1946		7 - 4	PRODOS
<b>B3</b>	1440 LOC = LOC + 1		PREF	IX.S':	SL: ".C	":DR	novos	· nen	PRINT DS
4A A9	1450 NEXT I 1460 POKE LOC,0	FE 196	0 PRI	NT : F	RINT '	PRESS 0: GET	RETUR	то с	ONTINUE -
E5	1470 LOC = LOC + 1: POKE LOC 0	10 197				GOTO			
EE	1480 HOME: VTAB 21: HTAB 1: PRINT "WOULD YOU LIKE TO SEE THE SHAPES IN": PRINT "THIS SHA PE TABLE? (Y OR N) ":: GET X\$	TOTAL: 6	SDD1						
AB	1490 IF X\$ = "N" OR X\$ = "n" THEN 1610	END OF LIS	TING 1						
0D 05	1500 IF X\$ < > "Y" AND X\$ < > "y" THEN 1480 1510 HCOLOR= 3: SCALE= 1: ROT= 0								è
44	1520 FOR I = 1 TO PEEK (MEM)								
	1530 HGR : DRAW I AT 100,100								
1A 48 5A	1540 HOME: VTAB 21: HTAB 1 1550 VTAB 21: HTAB 1: CALL - 958: PRINT "PRES S RETURN TO CONTINUE ":: POKE - 16368.0:	the output	routine	s of BA	SIC, or	COUT	from a	sembly	language,
48 5A 8F 80 58 A7 31	1540 HOME: 'YIAB 21: HTAB 1 1550 YTAB 21: HTAB 1: CALL - 958: PRINT "PRES S RETURN TO CONTINUE ":: POKE - 19368.0: 1550 NET. 1 1570 HOME: 'YTAB 21: PRINT "SEE THEM AGINT (Y 1570 HOME: 'YTAB 21: PRINT "SEE THEM AGINT (Y 1570 NR N) ":: GET XS 0 R N) ":: GET XS 0 R N) ":: GET XS 0 R N) ":: THEN 1520 1530 NR N) ": THEN 1570 1500 HOME: 'YTAB 21: HTAB 1	With Esca Note the hanced He	pe Con at Mou t, the Ap or uner	trol-O a seText ople IIc, shanced	and Esca characte and the IIe, Mo	ape Cor ers are Apple I ouseTex	ntrol-N. only av IGS. If t charac	ailable you hav	on the en- e an Apple e not avail-
48 5A 8F 80 58 A7 31 9D	1540   NOWE   VTAB 21 HTAB   1548   PRINT TPRES	With Esca Note th hanced He II, II Plus	pe Con at Mou t, the Ap or uner	trol-O a seText ople IIc, shanced	and Esca characte and the IIe, Mo	ape Cor ers are Apple I ouseTex	ntrol-N. only av IGS. If t charac	ailable you hav	on the en- e an Apple e not avail-
48 5A 8F 80 58 A7 31	1340 HOME: "YTAB 21: HTAB 1: CALL - 958: PRINT "PRES 1550 YTAB 21: HTAB 1: CALL - 958: PRINT "PRES 1650 HOST 1 1570 HOME: "YTAB 21: PRINT "SEE THEM AGAIN! (Y 1570 HOST 1 1570	With Esca Note th hanced He II, II Plus	pe Con at Mou t, the Ap or uner	trol-O a seText ople IIc, shanced	and Esca characte and the IIe, Mo	ape Cor ers are Apple I ouseTex	ntrol-N. only av IGS. If t charac	ailable you hav	on the en- e an Apple e not avail-
48 5A 8F 80 58 A7 31 9D 84 C4	1540 HOME 1 VTAB 21 HTAB 1 548: PRINT PRES SECURITY OF CONTINUE :: POKE - 16368.0: SECURITY OF CONTINUE :: POKE - 16368.0: 1556T 23 10 10 10 10 10 10 10 10 10 10 10 10 10	with Esca Note th hanced He II, II Plus able Figu	pe Con at Mou e, the Ap or uner re 1 she	trol-O a seText ople IIc, shanced	and Esca characte and the IIe, Mo comple	ape Cor ers are o Apple I ouseTex etc Mou	ntrol-N. only av IGS. If it characteriseText	ailable you hav ters are charact	on the en- e an Apple e not avail- er set.
48 5A 8F 8Ø 58 A7 31 9D 84 C4 5A 2C	1340 HOME: "YTAB 21: HTAB 1  1550 YTAB 21: HTAB 1: CALL - 958: PRINT "PRES  1550 YTAB 21: PRINT "PRES  1550 NEXT 1  1570 HOME: "YTAB 21: PRINT "SEE THEM AGAIN! (Y  1580 IF X5 = "Y THEN 1520  1590 IF X5 < > "N * AND X5 < > "N "THEN 1570  1690 HOME: "YTAB 21: PRINT "SEE THEM AGAIN! (Y  1590 IF X5 < > "N * AND X5 < > "N" THEN 1570  1690 HOME: "YTAB 21: HTAB 1  1620 PRINT "DO YOU MANT TO ADD THIS SHAPE"  1620 PRINT "DO "YOU MANT TO ADD THIS SHAPE"  1630 PRINT "DO "YOU MANT TO ADD THIS SHAPE"  1640 GET X5 " " " AND X5 < > "N" THEN 1570  1640 GET X5 " " " AND X5 < > " " THEN 1590	with Esca Note th hanced He II, II Plus able Figu	pe Con at Mou c, the Ap or uner re 1 she	trol-O a seText opple IIc, shanced ows the	and Esca characte and the Ile, Mo comple	ape Cor ers are e Apple I ouseTex ete Mou	ntrol-N. only av IGS. If it characteriseText	ailable you have ters are charact	on the en- e an Apple e not avail- er set.
48 5A 8F 80 58 A7 31 9D 84 C4 5A 2C 2D	1546   NOWE   VTAB 21   HTAB 1	with Esca Note th hanced Ile II, II Plus able Figu	pe Con at Mou e, the Ap or uner re 1 she	trol-O a seText opple IIc, shanced ows the	and Escacharacted and the IIe, Mccomple	ape Corers are of Apple I ouseTex etc Mou	ntrol-N. only av IGS. If t characteriseText	ailable you have ters are charact	on the energy and a pole on the energy and a vail- er set.
48 5A 8F 8Ø 58 A7 31 9D 84 C4 5A 2C	1540 HOME: "VTAB 21: HTAB 1  1550 WTMB 21: MAB 1: CALL 1 . 958: PRINT "PRES  1550 WTMB 21: PRINT "PRES 1 . 15368.9:  1550 NEXT 1  1550	with Esca Note th hanced He II, II Plus able Figu	pe Con at Mou c, the Ap or uner re 1 she	trol-O a seText opple IIc, shanced ows the	and Esca characte and the Ile, Mo comple	ape Cor ers are of Apple I ouseTex ete Mou	ntrol-N. only av IGS. If it characteriseText	ailable you have ters are charact	on the en- e an Apple e not avail- er set.
48 5A 8F 86 58 47 31 9D 84 C4 5A 2C 2D 6C D2	1546   NOWE   VTAB 22   HTAB 1   548. PRINT PRES   581.00 NO   10   10   10   10   10   10   10   1	with Esca Note th hanced He II, II Plus able Figu	ppe Connat Mouse, the Appropriate 1 she	trol-O a seText opple IIc, shanced ows the	and Escacharacted and the IIe, Mccomple	ape Corers are considered Apple I DuseTex ete Mou	ntrol-N. only av IGS. If it charasseText   E  M	ailable you hav ters are charact	on the ene an Apple enot availer set.
48 5A 8F 80 58 A7 31 9D 84 C4 5A 2C 2D 6C	1540 HOWE: "YIAB 21: HYAB 1: CALL - 958: PRINT "PRES 1550 YIAB 21: HYAB 1: CALL - 958: PRINT "PRES 1550 NEXT 1: 1570 NEXT	with Esca Note th hanced He H, H Plus able Figu	pe Connat Mouse, the Aportuner 1 sho	trol-O a seText opic IIc, shanced ows the	and Escacharacter and the He, Mc comple	ape Corers are conserved Apple I ouseTex etc Mou	ntrol-N. only av IGS. If at character seText   E  M  A	ailable you have ters are charact	on the energy and a paper of the energy available of the energy and the energy are set.
48 5A 8F 86 58 A7 31 9D 84 C4 5A 2C 2D 6C D2 90	1546   NOWE   VTAB 21   HTAB   1548. PRINT *PRES	with Esca Note th hanced He II, II Plus able Figu	ppe Connat Mouse, the Appropriate 1 she	trol-O a seText opple IIc, shanced ows the	and Escacharacted and the IIe, Mccomple	ape Corers are considered Apple I DuseTex ete Mou	ntrol-N. only av IGS. If it charasseText   E  M	ailable you hav ters are charact	on the ene an Apple enot availer set.
48 5A 8F 80 58 A7 31 9D 84 C4 5A 2C 2D 6C D2 90 70	1540   190E   1748 21   1748 1   538. PRINT PRES   5780   1748 1   548. PRINT PRES   5780   1748 1   548. PRINT PRES   5780	with Esca Note th hanced He H, H Plus able Figu	pe Connat Mouse, the Aportuner 1 sho	trol-O a seText opic IIc, shanced ows the	and Escacharacter and the He, Mc comple	ape Corers are conserved Apple I ouseTex etc Mou	ntrol-N. only av IGS. If at character seText   E  M  A	ailable you have ters are charact	on the energy and a paper of the energy available of the energy and the energy are set.
48 5A 8F 86 58 A7 31 9D 84 C4 5A 2C 2D 6C D2 90 70	1546   NOWE   VTAB 22   HTAB   1548   PRINT 'PRES	with Esca Note th hanced III. III. II Plus able Figu	ge Connat Mouse, the Aport uner re 1 she	trol-O a seText opple IIc, thanced ows the	md Escacharacte and the Ille, Mc comple	ape Corers are conserved Apple I ouseTex etc Mou	ntrol-N. only av IGS. If at character trotage E  M  U	ailable you have ters are charact  F  N	on the en- e an Apple e not avail- er set.
48 5A 8F 86 58 47 31 9D 84 C4 5A 2C 2D 6C D2 90 70 4E 4A 4A	1546   NOWE   VTAB 21   MTAB	with Esca Note th hanced He II, II Plus able Figu	ge Connat Mouse, the Aport uner re 1 she	trol-O a seText opic IIc, shanced ows the	and Escacharacter and the He, Mc comple	ape Corers are conserved Apple I ouseTex etc Mou	ntrol-N. only av IGS. If it character iseText	ailable you have ters are characters. If F	on the en- e an Apple e not avail- er set.
48 5A 8F 86 58 47 31 9D 84 4C 2C 2D 6C D2 90 70	1940 HOWE: "YIAB 21: HYAB 1:  1950 YIMB 1: YAB 1: CALL . 958: PRINT "PRIS  1950 YIMB 1: OCHTHINE: "PRIS . 1958: 9:  1950 HAT 1:  1950 H	with Esca Note th hanced Ill III, II Plus able Figu	ge Connat Moure, the Approximated A	trol-O a seText opple IIc, shanced ows the	md Escacharacte and the IIe. Mcccomple	ape Corers are of Apple I DuseTex ete Mou	ntrol-N. only av IGS. If it character	ailable you have ters are charact	on the energy and a paper of a value of a set.
48 5A 8F 86 58 47 31 98 44 C4 5A 2C 2D 6C D2 90 70 4E 30 4A 1D	1840 HOWE: "VTAB 21: HTAB 1  1850 WTMB 21: WTAB 1: CALL . 9.58: PRINT "PRES  1850 WTMB 21: WTMB 21: PRINT "PRES  1850 HTAB 21: WTMB 21: PRINT 1570  1850 HTAB 21: PRINT "PRINT 1570  1850 HTAB 21: PRINT 1570	with Esca Note th hanced Ill II, II Plus able Figu	ge Connat Moure, the Approx or uner re 1 she	trol-O a seText of pile IIc, thanced ows the	md Escacharacte and the life, Mc comple	ape Corers are of Apple I DuseTex ete Mou	ntrol-N. only av IGS. If it character E  U  the first definition of the techniques  T  T  T  T  T  T  T  T  T  T  T  T  T	ailable you have ters are characters are characters. N	on the energy and a paper of the end available of t
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LISTING 1: HIRES.SCAN