## Historical Look At

$$
\text { ORDERBOOK } 128
$$

by Gord L. Clink

## written in


1987, 1988


## "This is the story of a piece of custom business software that was written for the Commodore 128 computer back in 1987,88".

Way back in 1985 I was a 16 -year-old computer geek who was also into cars, motorcycles, and snowmobiles. Most of my youth, I aspired to be an auto-mechanic. So, it was only natural that as soon as I could legally drive, I gained employment at a local automotive shop (which was also a Kawasaki and Arctic Cat dealer). Here I started pumping gas and slowly worked my way into doing maintenance on small engines, oil changes on automobiles etc. Eventually, I signed up for an auto-mechanic apprenticeship, as that was my future...so I thought!


My interest in computers started in 1980 at age 11, when
 I saw my Uncles Commodore PET 4016. I was absolutely blown away with the things you could do with it. Being able to tell a machine to do your bidding was intoxicating. Around late 1982, at the age of 13 , I bought my first computer which was a VIC-20 that I bought with my own money from our local hardware retail chain 'Canadian Tire'. My dad was not impressed that I wanted a computer. He told me 'I should be focusing my attention on something that I can make a career out of'. Many years later, when my career was in the 'computer networking' field, he had to admit he was wrong.

It took 13 attempts before I got a working VIC-20. Number 12 even had smoke pouring out of the keyboard. Obviously, Commodores quality control wasn't the best at that time. Needless to say, my dad was not impressed and told me "if the next one didn't work, I wouldn't be getting a computer."

Thankfully lucky number 13 worked, and I went on to have great fun with the VIC-20, playing cartridge games like Gorf and Clowns, and typing in all kinds of programs from various magazines. Typing in programs from magazines, as it turns out, is a great way to learn how to program. Your learning, and don't even realize it. I also discovered 'Sargon II Chess' on the VIC, which started my interest in artificial intelligence. But that is a story for another time.


I never owned a Commodore 64 (The best-selling computer in history), although my cousin owned one and I thought it was amazing. I thought my cousin was some sort of wizard, because he knew how to code in Machine Language on his 64.

## "Thanks for the memory."



COMMODORE 128 FERSONAL COMPUTER A Higher Intelligence

I continued using my VIC-20, and then in late 1984 I started hearing and reading about this computer from Commodore called the 128.1 remember staring at the advertisement showing the 128 with parrots on the screen, and wished I could afford one. It's funny how this advertisement has a double meaning now. Shortly after the Commodore 128 was made available (June 1985), Commodore started putting effort into getting more computers into the education system in Canada, and had a promotion in place for teachers. The promotion consisted of a Commodore 128 computer, Commodore 1571 Disk Drive, and a Commodore 1902 Monitor, at a significantly discounted price. Lucky for me, another one of my cousins (much older) who was a teacher, had already purchased a new computer, so he didn't require a new one and offered to purchase the 128 at the discounted price for me, of which I readily accepted. If I remember correctly teachers could get the Commodore 128 computer, 1902 monitor and 1571 disk drive for about $\$ 1100.00$ as apposed to the retail price of over $\$ 1500.00$ Canadian. Although that was a lot of money for me at the time, my grandfather had just recently passed away, and I was given a small amount of money from his estate, and that is what I used to buy my 128. (I always think of my Grandfather when pondering about my life in the computer field and how he had a hand in it ). I remember patiently waiting for the computer to be shipped. If my recollection is correct, it was late 1985 that I finally received it. When my mother found out what my cousin did for me, she was livid. She felt the two of us were being dis-honest and ripped off Commodore because I wasn't a teacher. I tried to explain that "my cousin WAS a teacher, and what he did with the computer after he buys it was none of their business. As well, I'm sure they would welcome any sale". Apparently, my mom marched over to my cousins and tore a strip off him. I'm not sure what was said to my mom, but she eventually calmed down about it.

Wow, did I love that computer. It was so sleek and modern looking. I started really getting hooked on computers at this point, and started doing a bit of my own programming in BASIC. Living in North Western Ontario at the time, there was virtually no resources to speak of when it came to learning computers. Everything I learned was from magazines and manuals. I would read my monthly magazine subscriptions to RUN Magazine and Compute's Gazette cover to cover, multiple times. I just couldn't get enough information.

My new job was going well, as I was doing what I loved, working with small engines, and being around cars, motorcycles and snowmobiles. But at night I was getting more and more into programming. Finally, I realized that I would rather be a programmer than a mechanic. It was just as gratifying in my opinion, and a bonus that you didn't get your hands greasy. Over the next two years I did a lot on my 128, and never ever had an issue with it. I guess the quality control was improved from the VIC-20 days.

The garage I worked at was just beginning to jump onto the computer bandwagon. They had purchased a Tandy 1000 to do their accounting on, but other than accounting, they didn't use computers for anything else. I remember my boss asking me if he should get the 10 MB hard drive or the 20 MB . I told him 10MB was plenty. I think the accounting system was called Bedford, if I'm not mistaken. Around 1987 I started working full time and had been promoted to parts manager, and was in charge of organizing the parts room, and ordering stock and customers parts. We used a note book for writing down the parts that needed ordering, along with the name of the customer or job. At the end of each week, we would put an order in with the various suppliers. There were definite problems with this system. Sometimes you had trouble reading peoples writing. Sometimes things would get forgotten, and it was hard to figure out if something had been ordered or not, when employees would forget to stroke it off the sheet after it was ordered. You can imagine the problems.

## Order Book 128

Shortly after becoming the parts manager (sometime in 1987), I decided to approach my boss about the idea of writing a "parts ordering management
 system" on my Commodore 128 Computer. By this time, I had already upgraded to an Amiga 1000, so I wouldn't miss my 128. I would work on the code at times when I was working evenings, inbetween customers. Surprisingly my boss agreed! Of course I was elated, but now when I look back, I think "Man, he must have had a lot of faith in me, letting an 18 -year-old play on a computer at work and get paid at the same time". My boss ended up buying the computer from me in order to use the software I wrote, and I guess in a way, since I was getting paid while writing the software on my shifts, he bought the software too!

Although my programming knowledge was completely self-taught at that time, I was very fluent in Commodore BASIC 7.0, as I had been playing and fiddling with my 128 for a couple years by that time, and my VIC-20 before that. I really connected well with BASIC and found that it seemed to be the way my brain worked, so I could really make it do what ever I wanted. Structured programming wasn't something that I knew a lot about at the time. As a result, my code was not very well documented (well to be honest, it wasn't documented at all). Although I did uses subroutines as much as possible, there
are still a few GOTO's that probably could have been eliminated by better programming, but I was able to accomplish coding a very intuitive, menu driven, parts ordering database application, that was used by the garage for all their parts ordering for almost 5 years. I do recall making the decision not to document the code with too many REM statements because I didn't want to use up too much presious memory that I may need for actual code. Of course, if I was to do it over again, I would definitely document it better.

The program went through 4 versions, from 1.0 to 1.3. There was a version 1.4, but it was never finished. I still have one early version (I don't know if it was 1.0 or 1.1 as it was not documented). I also have Version 1.2 and 1.3, which 1.3 was the last version in use until approximately 1992.

The main program code for version 1.3 is 175 blocks on disk ( 44,259 Bytes in memory) and has 1027 BASIC lines of code. At the time, this was the largest program I had ever written. It was made up of at least 19 subroutines.

One interesting story to note is that I almost landed a programming job because of 'Order Book 128'. On one of my days off, an individual came by the shop for fuel. and when he came in to pay for his purchase, he noticed my program running on the computer behind the counter. He asked the attendant "who created the software that was running on that computer?". He was told "Gord Clink... he works here". So, the man left his card and asked the attendant to have me call him. The next day I came into work, and was given the card. I called and it was a fellow from a computer company in a nearby city. When I called the number, he introduced himself and told me how impressed he was with the system that I had developed, and wanted me to come for an interview, as they were looking for programmers. A few days later, I drove the 3 $1 / 2$ hours and arrived for my interview. The interview went well, and they told me that they wanted to hire me and that they would be sending me out information with all the details and a start date. About two weeks later I was informed that the company had gone bankrupt and closed its doors. The guy that originally talked to me told me he didn't see it coming, and had no idea. I'm assuming it was a parent company that most likely shut them down, or maybe the employees simply were not aware of the trouble the company was in. Regardless, it makes for a good story, and I often wonder what would have happened had I actually got the job. Would my career be in computer programming now instead of computer networking? Who knows!

Now in 2020, while I sit in my house on lockdown for COVID, I decided it would be interesting for me to go through and document this system for myself, just so I have a better understanding of what I actually did. When you read code that you wrote 33 years ago, it really seems like you are looking at someone else's code. I see things I did that I'm not sure what they do, and of course with no documentation, it's quite interesting.

It then occurred to me that this might be of interest to others who love their old Commodore computers as much as I do. The Commodore 128 received a lot of negativity as being 'too little too late' (since the Amiga was released the same year) and many think the 128 was only used for its 64 mode to play games, and was never seriously used much in 8o-column mode. I am here to tell you that, in my case, that is not entirely true, as my 128 was used for real business for almost 5 years. It was used in 128 Mode in 80 columns, and ran in FAST 2Mhz mode.

## "Order Book 128" Features:

## Record Limit

Number of records available was hard coded to a limit of 200, but that could be increased easily by changing a few variables, and was only really limited by the amount of memory remaining in the 64 KB of dedicated 'data RAM'. When adding a new record, the screen would show you the current record number, data memory remaining, and number of remaining records available based on what the limit was set to. A realistic upper limit would have been about 400 records if you consider each record was about 150 Bytes in length. This was way more than was required, as very rarely did the number of records get over 100, because once the customer picked up the part they ordered, the record was deleted.


## Sequential Data Files

Data was stored in 3 sequential files which were loaded into memory when the program was first run. The first one was called " $R$ ECIRD $\mathbb{H} \| M B E R$ " and only contained the number of records that are contained in a second file that was named in the following format:
"DTmmddyyhh=mmiss". The file name is DT for data and the date and time that it was saved. So, a typical filename for data that was saved on March 21, 1989 at 3:32:45 in the afternoon would be"DT03218915=32=45". The Commodore 1571 drive doesn't have the ability to save the date and time of file writes, so I had to created my own method by embedding it in the
filename. This was important information to know in the case of a power failure or disaster of some type, you would at least be able to tell how current your data is by looking at the filename. The records were loaded in one at a time, which took about 30 seconds.

A third file "PHDNE MUMBERS" contained a phone directory that pops up when typing 'CMDR P'. This was of course editable from with the OrderBook128 application, and was automatically resaved to this file if you edited an entry in this list.

## Why not relative files?

I remember initially wanting to use Commodores REL files, which would have made more sense, but I couldn't seem to get them working. This was probably because I didn't understand them completely, and for the sake of efficiency in getting the project done, I used SEO files. The only downfall to sequential files was the fact that if data was entered, and not saved immediately, there was the potential to lose the data that was entered if there was a power failure. Because of this I programmed in the ability to save the data at any time by typing 'CMDR S' at the main menu. As well, I programmed an autosave feature that would save the data automatically to the working disk at noon and midnight each day. It would then put a prompt on the screen to insert a Backup Disk. The first person to use the system would see the prompt, pop in a Backup Disk, at which point another save would be performed, and then it would prompt you to put the working disk back into the drive. This worked quite well, and I never had a disaster in the almost 5 years it was in use. In fact, as far as I can remember, the original disk never ever failed. That's pretty incredible for being in a dirty garage environment.


## Date \& Time

The system kept track of the date and time for each record (date entered and date ordered). Because the Commodore 128 didn't have a battery backed TOD clock, you had to enter the current date and time manually upon program startup. For this reason, the computer was generally just left on 24/7 to reduce the number of times you had to enter the date into the system.


As well, the 128 didn't have any built-in function for keeping track of the date (only time), so the date function was completely coded from scratch and stored in the variable TD $\$$. It worked well with the exception that it didn't' account for leap years. To deal with this, I simply programmed in the ability to advance or retard the date one day at a time by pressing 'CMDR +' and 'CMDR -'. There were leap years in both 1988 and 1992, so I assume this feature was used twice.

Over time, I noticed that the 128 's clock was not the most accurate, and time would drift by a few minutes over the period of a few days or weeks of operation. So, I put in the option to add or subtract minutes from the time by pressing 'shift +' or 'shift -' from the main menu. This made it really easy to adjust the time when needed.

## Drop Menus and Shadows

I had to create the menu feature from scratch, as BASIC 7.0 didn't have any built-in menu functions. I also had special areas on the screen for special information which was updated in real time. For example: on the main screen there is a window that is always updated with the name of any suppliers that have parts waiting to be ordered. This was very convenient as an instant reminder so orders were not forgotten. Both drop down menus and any other information areas that were open on the main screen had a nice shadow effect as well, which made it a little more pleasing to the eyes.


## Reports

There were several reports available located under the 'SPECIAL'menu. I'm not sure why I didn't call it 'REPORTS' but there four basic reports that you could direct to the screen, or the printer. 'NOT HEARD FROM' printed out a listing of all parts that were ordered, but haven't arrived yet. 'PARTS ORDERED' was a listing of all parts that were ordered on the current day. This was handy, because sometimes you might want to know if anyone ordered any parts yet today, and you could see a quick listing. 'PARTS IN' generated a list of all parts that were in, and not picked up by the customer yet. And the final report was a listing of all parts that were backordered from the vendor.


## CHECKing OFF Orders

The 'CHECK OFF' menu allowed you to check off order against a shipment that was received. You would take the packing list, and "check it off" against the Order Book. You would start by picking the vendor, and then you would enter a packing slip number, and the order date. The system would look up that order from that date, and then allow you to tell the database one record at a time if that item has been received in (I) or back ordered (B) or not heard from (N). Once this was done, the system would give you the option of printing labels for all of the parts that arrived in the order. These labels would have the customer name, part number, description, and amount owing.

There was also an option to check off by part number. This was required in the case that a part was back ordered, and then arrived later by itself.


## Parts Ordering

When parts were ordered from a vendor, you would use the 'PARTS ORDER' menu. It allowed you to make an order to a specific vendor. You would make the order by phone, reading off the part numbers off the screen, then you would type ' $Y$ ' to the question 'Do you want to order?' and the system would mark the records from that order as ordered, and put an order date stamp on each record.


## Searching

Orderbook 128 had some pretty good searching abilities. You could search by Record Number, which was handy if you were looking at a printout, and wanted to view or delete a specific record.

You could also search by Names, which was under the 'SEARCH/DELETE' menu as well as its own 'SEARCH NAMES' menu item. This was done because this is the type of search that was used most often. (When a customer would come in looking for their part or parts, you would simply search for their name, and it would bring up all of their parts one at a time telling you if the part was in or not. You could hit any key to advance to the next record under their name.)

As well as Record Number, and search by Names, you could also search by Part Number or Description.


## Adding Records

When a part needs to be put in the system, you use the 'ADD RECORD' menu option. The system was designed to reduce the amount of typing required. Important for cranky mechanics that can't type well. When entering a part number, the last five part numbers entered were brought up on the screen, that way if you got distracted in the middle of entering a series of parts, you could come back and immediately be remined what you had entered already.


## Auto Dial of Phone Numbers

This was a really convenient feature that I built into the system that allowed for phone numbers to be automatically dialed. There was a phone book directory that allowed for 26 phone numbers. We used it for staff and suppliers. When you brought up the phone directory, by hitting 'CMDR P', You were given the option to pick one of the 26 entries, and dial the number. You just picked the phone up, and hit ' $\mathrm{D}^{\prime}$ on the keyboard, and it would dial it for you.


As well, when bringing up a client's record using the 'Search Names' menu option, you had the ability to dial the number by hitting the ' $D$ ' key.

These functions were accomplished by using a modem connected to the 128 . I believe it was the 1200 baud (Commodore 1670) version that I had at the time, but any autodial modem would have worked.


## Screen Dump

I integrated a screen dump utility written in machine language that I most likely got from a magazine. By hitting 'shift/restore' you could dump anything on the screen to the printer. When the system autobooted from the 1571 drive, it would first load a small program called 'Order Book 128 V1.3' that would install the machine language program 'Screen Dump' by reading data statements and poking them into the appropriate locations. Once done, it would then load the Order Book 128 main code, intuitively called 'main code', which was written entirely in BASIC 7.0.

## File Transfer with MS-DOS

Under the 'SPECIAL' menu item, there is an option called 'FILE TRANSFER' which invoked a slightly modified version of 'Super Sweep 128' utility written by M. Garamszeghy. This utility allowed transferring files between MS-DOS disks and the 128. If I recall, I think we used this to transfer Orderbook data to the Tandy 1000 where we had a spreadsheet for total inventory. This program is written completely in BASIC 7.0, so if you selected this, the system would immediately start saving the current data to disk, and then load SuperSweep 128. Once you were done using SuperSweep, and selected ' O ' to quit, the system would automatically boot back into Orderbook 128 and reload the data.

## On Screen Calculator

One handy feature of the system was by typing 'CMDR C' a calculator would pop up allowing you to do simple addition, subtraction, multiplication and division. Since the 128 had a nice number pad, it was very convenient for doing calculations for markup pricing when putting parts in the system for ordering.


## subroutines：

## Variable Declaration

There are approximately 55 variables used of which 18 were subscripted．I noticed while going through my code that sometimes I would use the long form of the variable name，and sometimes the short form．i．e．，tdate\＄and td\＄．Of course，these are both the same as Commodore basic only recognizes the first two characters to identify the variable．I＇m really not sure why I did this，other than maybe just being absent minded about it and not being consistent．

```
10 TRAP 10150
2G REM - ORDER BOOK - BY GORD CLINK -
4G FAST:OPEH5,2,日,CHRS(B)+CHRS(G):PRINT#S, "ATSG=
```



```
50
WIHDOWG,G,79,24:SCNCLR=COLORG,7:COLOR5,4:U=日:PR5='"'PS
```



```
6G
```




```
日:PP%=G:PP=0:EM=0
70 DIM
```



```
0),日S5(263,PP5(2G)
BG DIM
```



```
日日),PS与(2日G), 15(6), CH%(50), HE%(7,1日)
90 H5(13=1'ADD
RECORD":M%(3)="SEARCH/DELETE": Ms(2)="SEARCH
NAMES": H5{4)="PARTS ORDER'':M5 (5)="CHECK
OFF': M% (6)=''SPECIAL''
1GQ FORX=1TOB:KEYX,'"': NEXT
110:
```


## Set Date and Time

This routine is only used at program start for setting the current date and time．At the end of this routine，it gosubs to the Data Load routine


## Main Menu

This routine is where the program sits most of the time waiting for user input．It displays the menus and also the current date and time，gosubs the＇Parts To Order＇subroutine which displays current vendors with outstanding orders，and then，upon return，uses＇get q\＄＇looking for cursor input which is used to select which menu item it highlights．The enter key will enter that menu item．While polling with $\mathrm{q} \$$ ，it is continuously updating the day and time on the screen．Besides cursor and enter－key input，the main menu routine will also scan for＇Help＇key， CMDR A，CMDR C，CMDR S，CMDR O，CMDR M，CMDR＋，CMDR－，SHFT＋，SHFT－，and SHFT／RESTORE．Keep in mind that Commodore BASIC 7.0 didn＇t have any built－in functions for menus，so I had to create the menu feature from scratch．

```
38G PRINT'''š ORDER BOOK
TODAYS DATE: "';LEFTS(TDATE5,2);'-
```



```
396 =
40日 WINDONG, I, 79, 24:Z=UAL(RIGHT与(TIS,2)):M0=1
418 DO:DO:A=UALGLEFTS(TIF,2)):IFASI2THENA=A-12
426
```



```
3-1)
436 IFA=GTHENTT5='12:'
44G IFUAL(TIS)=GTHENTTs='12:':GOSUB588日
450 TTS=TTS+MIDS(TIS,3,2)+":'+RIGHTS(TIS,2)
460 PRINT"'s
CURRENT TIME: "';TT今;''%"'';
476 IFQ5=''E''THENGOSUB8930:Q5='口'=EXIT
480 GETOS: IFQS=1,THENMO=M0+I = EXIT
496 IFQS='ים'THENMO=MO-1 = EXIT
```



## Add Records

All input within the program uses＇get＇and never＇input＇．I found the＇input＇statement to be very sloppy and unprofessional．＇get＇allows for precision control and makes for a more professional feel．I was able to do some neat things with data input using＇getkey＇．For instance， when entering on the QTY \＆Description line，the computer expects you to enter a number， and when you do it records the number，and as soon as you hit the space－bar，it then switches to accepting the description．On the next line after entering the Unit Price，the computer will automatically calculate the extended price and put it at the end of the line．（see screen image above for example）．

```
GQG REM - ADD RECORDS PROCEDURE --
916
```



```
1THENHS=FREG1):MR=MS-10日:OT=0
G3G IFRNS2GGTHENSCNCLR = CHAR, 25, 1G,"'PLEASE DELETE
UNWANTED RECORDS!\ddot{\prime'}=RH=RH-1:EXIT
940 PRIHT" RECORD HUMBER:"';RH;"' BYTES:
";FRE(1);"' REMAIMIHG RECORDS:_";2日G-RH;"'̈"
950 CHAR,5,3,"'̈CUSTOHER HAME: ,":CHAR,i1,4,"ŸADDRESS:
,":CHAR,6,5,"'YPHONE NUHBER: ,"
96G CHAR,2日,8,"'MORDER TYPE: "":CHAR,19,9,"ŸPART HUMBER:
,":CHAR,2日,1G,"'ŸTY R DESC: ,":CHAR,2日,i1,"'̈UNIT PRICE:
```



```
97G CHAR,22,13,"'YCOMMENTS: ,":CHAR,日,22," s
FB=PREUIOUS RECORD DATA
F7=STOCK ITEH S'' COLOR5, 16
98日 = CHAR,5, 3," CUSTOMER NAME:
99G CHAR,5,3,''CUSTOHER NANE:
1)+CHR5(13):KEYT,"STOCK
ITEM'+CHR与(13) = DOUNTILQक=CHR与(13)
```



```
1010
IFQS=CHRS(2O)ANDLEN(NAS(RN) ) SGTHENNAHES(RH)=LEFTS(MAME
```




```
1030
```



```
R与(9)0RQ5=CHRS(1G)0RQ5=CHRS(34)THENQS='"'
1046
```



```
HAME;(RN)+Q5:BEND
1050 LDOPUNTILQS=CHRS(27):IFQ5=CHR与(27)THENEXIT
1GG日 IFY-ZSSTHENRN=RN-1 =GOSUBSG1G=GOSUBGG7G:ENIT
1070 PRIMT"' 口''; : CHAR,5,3,"'̈̈CUSTOHER
HAME = "'=IFNAS(RH)=NAS(RN-1)THENADS(RH)=ADS(RN-
1):PH5(RH)=PH%(RH-
1% = CHAR,2G,4,ADS(RN)=CHAR,2日,5,PH5(RN)=GOTO132G
108日 IFNAS(RN)='STOCK
ITEM'TTHENADS(RH)="'口":PH5(RN)="'口"' CHAR, 2G, 4, ADS(RH)=CHAR
,2日,5,PH5(RN) = GOTO132日
íg@\mp@code{IFNAS(RN)='NTHENNAS(RN)='"-'"}
116日
111G CHAR,11,4," ADDRESS:
"'=CHAR,G,22,"'s F F%=PREUIOUS RECORD DATA
G=COLOR5,16
```



```
1) = DOUNTILQS=CHRS(13)=GETKEYQ%:IFQS=CHRS(2G)ANDLEN&ADS
(RN)?}GTHENADS(RN)=LEFTS(ADS(RH),LEN&ADS(RH)S-
1)=PRINTQ5;=Q5=,
113日 IFQ%=CHRS(2G)ANDLEN(ADS(RN))=日THENQ5='"'
1140
```




```
1150
```



```
"吅"; : ADS(RH)=ADS(RN)+QS:BEND
1160
LODPUNTILQs=CHR5(27) DRQ
IT
1170
```



```
DRESS:
                                    " : G0T099日
118日 PRIHT"
```



```
1196
12日G CHAR, 6, 5," PHONE HUMBER:
121日 CHAR, 2日, 5: Q \(5=1 \quad\) : KEYB, PH5 (RH-
```



```
(RN) ) OTHENPHS(RN)=LEFTS(PHS(RN), LEN(PHS(RN))-
1) : PRIHTQ5;
1220
```



```
-1) : PRINTQち;
123日 IFQt=cíR
124日 IFQ
1250
```




```
1266
```



```
TQ5; : PRINT'吅"; : PHS (RN)=PHS(RN)+Q5:BEND
```



```
1286
```



```
I
1290
```



```
HE HUMBER: , \(\quad\) : GOTOI11日
130日 PRIMT"' 口"'; : CHAR, E, 5, "'ŸPHONE
```



```
\(1310=\)
132日 CHAR, 2日, B," ORDER TYPE:
" = CHAR, 日, 22, "
S' = COLOR5, 16: KEY7, 'I'
```



```
"ジ"
134日 KEYЗ,""':CHAR, BG,4,"š ORDER TYPE
```







```
1376
```



```
LQ5=Q5
1386
```



```
139日 IFQS="2'THENTYPES(RN)="TRANS
CYCLE' : PRINTTYPES(RH) =EXIT
146
```



```
141日 IFQS= 4 'THEHTYPES (RH)= ARCTIC
CAT": PRINTTUPE (SRH) = EXIT
142日 IFQ
SHOW' : PRINTTYPES (RH) : EXIT
1430
```



```
1446 IFQs="7'THENTYPEs (RH)="FULL
BRRE' : PRINTTYPES(RH) : EXIT
1456
IFQS="B'TTHENTYPES(RN)="HUSQUARNA'": PRINTTYPES(RN) : EXIT
```



```
1476 LOOPUNTILQS=CHRS(27):IFQS=CHRS(27)THENEXIT
```




```
181日
```




```
1820
```



```
PR曾(RN)=PR与(RN)+Q5
1836
```



```
IT
1840
```



```
HIT PRICE: % " ":Q%="'":GOTOIGGE
185G PRINT"
```



```
HAR,2日,11,"'Ÿ PRICE:,"
186日
```



```
187G PR%(RN)=RIGHT与(PRS(RN),LEN(PRS(RN)
1):PRS(RN)=LEFTS(PRS(RH),LEN(PRS(RN))-
2)+','+RIGHTS(PRS(RN),2)=PRS(RN)=PRS(RN)+'R R
%'+STRS(UAL(PRS(RH))/QT)
18BG CHAR,2日,11,""%
PRICE:,"':CHAR, 34,11,PR5(RH):BEND
1896
19GECHAR,G,22,"'š F3=PREUIOUS RECORD DATA
FT=TELL DAUE WHEN IH SM:COLOR5,16
191日 CHAR,22,13,', COHMEHTS:,":CHAR,32,13:KEYT,"TELL
DAUE HHEH IH''
192日 Q5=1,=KEY3,CD与CRN-
I) DOUHTILQS=CHRS(I3)=GETKEYQS:IFQS=CHRS(2G)ANDLEN(COS
```



```
1)=PRIMTQ5%=Q5=##
193日 IFQS=CHRS(2G)AHDLEN(COS(RH)
IG4日
```



```
1950
```



```
"吅"; = COS(RH)=COS(RN)+Q5:BEND
1960
```



```
IT
1970
IFQS=CHRS(141)THENPRS(RN)="'':COS(RN)="'":CHAR,22,13,"'̈C
OHMENTS:
19BGPRINT"
```



```
1990=
2G日G Q5=""': KEYB,""':KEY',"'":CHAR,B,2日,"'-IS THIS RECORD
```



```
201日 CHAR,32,2日,Q5
2020 IFQ5='THITHENRN=RH-1
```






```
2050KKY3,'#:KEY7,"H:RETURN
2060
```


## Delete Records

The system always kept the records sorted in memory in alphabetical order. So if a record was deleted, it would then call the sort routine to re-sort the records before bringing you back to the main menu. This would effectively get rid of the hole that deleting a record would cause.



```
"'+COS(DR%)=COLOR5,16
2860 CHAR,56,4,"'̈ENTERED ON: ,"+LEFTS(EDS(DR%),2)+"-
'+MIDS(EDS(DR%), 3, 2)+'-''+RIGHTS(EDS(DR%), 2)
2876 CHAR,50,5,"YORDERED ON:,"+LEFTS(ODS(DR%),2)+"-
'+MID5(0D5(DR%),3,2)+'-'+RIGHTs(ODS(DR%), 2)
28G6 CHAR, 43,3,'HY PACKING SLIP:,"+PSS(DR%)
2896 IFSS%(DR%)=3THENCHAR,48,7,'Y゙THIS PART IS:, IN !!'"
296日 IFSS%(DR%)=2THENCHAR,48,7,''YTHIS PART IS:, BACK
ORDERED."
2916 IFSS%(DR%)=1THENCHAR,48,7,''̈THIS PART IS:, NOT
AUAILABLE.''
2926 IFSS%(DR%)=0THENCHAR,48,7,''̈THIS PART IS:, NOT
HEARD FROM.''
2936 =
2940 CHAR,10,20,"-DELETE THIS RECORD(Y/N)?,"
2950 GETKEYQ5:IFQs=''N''THENSCNCLR:Q5=''':RETURN
```



```
2976 IFQS<3'tVTHEN295B
2980
```




```
"':EDATES(DR%)='口=ODATES(DR%)=''.''PSS(DR%)=''''
299@ 5S%(DR%)=0:SCNCLR:RETURH
30日0
```


## Sort Routine

I had learned several sort routines at the time．Bubble Sort，Insertion Sort，and Shell Sort．After coding examples of each and then testing，I felt that＇Shell Sort＇was the most efficient and used that in the program．It seems to work well．Later I learned how to do＇Quick Sort＇but didn＇t bother to implement it as the＇Shell Sort＇was adequate．The system would automatically sort before saving the data to disk．


## Search Names

The search routine to bring up records based on names is really straight forward. It just uses a 'for/next' loop and the 'instr()' function. Once a record match is found, it displays the entire record on the screen. It also allows for auto-dialing the phone number associated with the record.


## Parts Order Menu

The parts ordering menu allows you to order any parts that are in the queue for the various vendors. The vendors are hard coded into the software unfortunately. In hind sight, I should have had this as an option, in a separate config menu, to allow adding or deleting vendors. But to be honest, the vendors never changed. After ordering, each record was marked as ordered and an order date of todays date was recorded for the corresponding record.


```
3846 IFMO=2THENBEGIN:CHAR,5,I,",DEALER NUMBER: % 71148
SHIP: シPARCEL POST''
3850 FORX=1TORN:IFTYPES(X)=''TRANS
CYCLE"ANDODS(X)=", "THENBEGINSL=L+I:CHAR,I,L+4,LEFTS(PN
5(X),18)= CHAR,26,L+4,LEFTS(DES(X),24)
3@6G CHAR,45,L+4,LEFTS(COS(X),35):BEND
3876
IFL=15THENGETKEYQS: WINDOWG,6,79, 24: SCNCLR : NINDONG, 1, 79
248:L=1
396日 IFMO=3THENBEGIN:CHAR,5,1,",DEALER NUMBER: Y XXXX
SHIP: ŸPARCEL POST''
3910
FORX=1TORH=IFTYPES(X)=''SIMPLEX''ANDODATES(X)='',''THENBEG
IN:L=L+i=CHAR,1,L+4,LEFTS(PNS(X), 1B):CHAR,19,L+4,LEFTS
(DES(%),24)
392G CHAR,45,L+4,LEFT与(COS(X),35):BEND
39364
24:L=1
3948 NEXT = BEND
3956 言 IFM0=4THENBEGIN = CHAR, 5, i,",DEALER NUMBER = Y
5261905A ,SHIP: \ddot{PPURALATOR, NO INSURANCE.''}
397G FORX=ITORN=IFTYPES(Y)=''ARCTIC
CAT"ANDODATES(X)=',"THENBEGIN=L=L+1:CHAR, 1,L+4,LEFTS(P
NS(X),18) =CHAR,19,L+4,LEFTS(DESGX),24)
398日 CHAR, 45,L+4,LEFTS(COS(X),35):BEND
3996
IFL=15THENGETKEYQ5: WINDONG, 6, 79, 24: SCNCLR: WINDOWE, 1, 79
24:L=1
46日G NEXT = BEND
4616 (% IFMO=5THENBEGIN = CHAR,5, 1,",DEALER NUMBER:Ÿ XXXX
SHIP: 豸̈US.''
4036 FORX=ITORN=IFTYPES(Y)=''SUN &
SNOW'ANDODATES(X)=', 'THENBEGIN=L=L+I=CHAR, I,L+4,LEFTSG
PNS(X),1B):CHAR,19,i+4,LEFTS(DES(X),24)
4048 CÁAR, 45,L+4,LÉFTŞCOS(X),35):BÉND
4056
IFL=15THENGETKEYQ5: WINDONG, 6, 79, 24: SCNCLR: NINDOWE, 1, 79
24:L=1
466日 NEXT = BEND
4070 =
4086 IFMO=6THENBEGIN:CHAR,5, 1,",DEALER NUMBER:Ÿ 1514
SHIP: ४̈PARCEL POST.''
4996
FORX=1TORN = IFTYPEs(X)='KIMPEX''ANDODATES(X)='', ''THENBEGI
N=L=L+i=CHAR, 1,L+4,LEFTS(PNS(X), 18):CHAR,19,L+4,LEFTS(
DES(X),24)
416@ CÁAR, 45, L+4, LEFT与(COS(X), 35) : BEND
4116
IFL=15THENGETKEYQ5: WINDONG, 6, 79, 24: SCNCLR : WINDONG, 1, 79
24:L=1
4120}\mathrm{ NEXT = BEND
4136 =
4140 IFMO=7THENBEGIN:CHAR,5,1,">DEALER NUMBER: у XXXXXX
SHIP: \ddot{PARCEL POST."}
4150,FORX=1TORN:IFTYPES(Y)=''FULL
BORE''ANDODATES(X)=','THENBEGIN:L=L+I= CHAR, I,L+4,LEFTSC
PNs(X),1日):CHAR,19,L+4,LEFTS(DES(Y),24)
416@ CAAAR,45,L+4,LÉFTS(COS(X),35):BÉND
4176
IFL=15THENGETKEYQS: WINDOWG, 6, 79, 24: SCNCLR : WINDOWE, 1, 79
24:L=1
418G NEXT = BEND
4196 =
42G日 IFMO=8THENBEGIN:CHAR,5, 1,",DEALER NUMBER:Ÿ XXXX
SHIP: \̈UNITED PARCEL SERUICE. (UPS)"
4 2 1 0
```



## Parts Check Off

The CHECK OFF menu allows you to checkoff parts against the packing list of an order that has been received. Nothing too exciting here, just lots of for/next loops, and if statements. Its 131 lines of code.




```
578日 =
579
IFMO=BTHENBEGIN = FQRX=1TORN:IFTY与(X)=''HUSQUARNA''ANDSSYG
X)=3ANDODS(X)=CDSTHENBEGIN:PRIMT#4, HAS{X):PRIMTH4,SHS(
```




```
5B1日 MEXT=BEND
5820
5836
IFMO=STHENBEGIH: FQRX=1TOCH:IFSS%CCH%CX) =3THENBEGIM:PR
```





```
5B5G NEXT=BEND
586G CLOSE4 : SCNCLR : MO=5 : RETURN
```


## Date Change

This routine is run when the main menu senses that the clock switches from 11：59pm to 12：00am and the date needs to be moved forward．It uses a lot of string manipulation using left\＄，right\＄，mid\＄on the tdate\＄variable．

```
588日 REM -- DATE CHANGE --
5896
590日
```



```
T与(TDS,2)3
591日 DD=DD+1
592G IFDD=29ANDHM=2THENMM=MM+1:DD=1
5930
IFDD=31THENIFMM=4ORHM=6ORHM=9ORHM=11THEHHM=HM+1:DD=1
5940
IFDD=32THENIFMH=1ORMM=3ORMM=5ORMM=7ORMM=8ORMM=1GORMM=1
2THENMM=MM+1:DD=1
5950 IFMM=13THENUY=YY+1: NM=1: DD=1
5GGG IFMM&IGTHENA\zeta="G"+RIGHT与(STR与(MM), 1): MMF=A与
```




```
5996 IFDDSGTHENDDS=RIGHTS(STRSCDD),23
G日GG UUक=RIGHT%(STR&(HU),2)
```



```
GG2G PRINT" s DRDER BODK - BY GORD CLINK
TODAYS DATE: "';LEFTS(TDATEs,2);"-
```



```
6030
```



```
HBEGIH = CHAR, {', i8, I' IMSERT BACK-UP
DISK!'+CHRS(143):GETKEYQS:GOSUBGETG
G日4日 CHAR,3日,18, "- INSERT DRIGIDNAL
DISK!'+CHR5(143)=GETKEYQ%:BEND
GGSE SCNCLR:QS='EM:RETURH
6060:
```


## Save Data Proc (includes Verify routine)

The data saving routine starts by displaying on the screen for the user that the system is saving data. It then deletes the main data file, and then over writes the 'record number' file with the current number of records in the system (using the @ feature). At this point the new data file is created with the current date and time embedded in the file name, and proceeds to write each record to the new data file, while at the same time updating the screen with the current progress.

After saving the data, it immediately does a verify of the data, to ensure that the data saved properly, and there are no disk issues. If the verify routine finds a discrepancy with a record in memory versus a record on disk, it will indicate that there is an error and display the record number effected.


HEXT ：DCLDSE\＃I ：IFC3日THENBEGIH：PRIMT＂＇＂＂：CHAR，25，15，＂－＂＇＋
 RECORD＇＋＋STR（U）：GETKEYQS：BEND
655 IF Y＝GTHENSCHCLR＝CHAR，25，15，＂－UERIFYIMG COMPLETE＇＝SLEEP2

日＂${ }^{\circ}$ PRIMT抹，＂ATME＂
658日 PRINT\＃5，＂ATME＇：RETURH
$6596=$

## Load Data Proc

Loading data works just like saving，but in reverse．It opens the＇record number＇file and reads how many records to read．It uses this number in a for／next loop and then reads each record into memory one at a time．Once done，it simply goes back to the main menu．

```
G6日G REM - LOAD DATA PROC --
662G MS=FRE(1):SCHCLR = CHAR, 25,15,"-LDADING DATA FROM
DISK......苂'
G63日 DOPEN##,''RECORD
```



```
TURN
6640 DOPEN#1,''DT*''
6650 FORX=1TORH:CHAR, 25, 16:PRINT''>RECORD\ddot{'';X;'' >OFÖ';RM}
6EEGINPUT#1, HAS(Y)
6676 INPUT#1, ADS(X)
668日 INPUT#1;PHS(X)
6696 INPUT##;PYSG(X)
6716 INPUT##,DES(C)
672G INPUT##,PRS(X)
6746 INPUT##; EDS(X)
6756 INPUT##,PSSG&
6770 INPUT#I,AS:SS%(X)=UAL(AS):NEXT
6789 DCLOSE#1''PHONE NUMBERS':SCNCLR:CHAR,25,15,"
LOADING PHONE
NUMBERSM゙':FORK=1TO26:INPUT#1, BS5(X): INPUT#I,PPS(X): NEX
T
6806 DCLOSE#1 : SCNCLR : QS=''E'':RETURN
6818=
```


## Calculator Proc

The calculator routine pops up when you press＇CMDR C＇at the main maneu．It is just for doing simple，addition，subtraction，multiplication and division．It will do 6 digits of precision after the decimal point，which is far more than needed．


| 6936 | CHAR, 35,14,'", 'N |
| :---: | :---: |
| 6946 |  |
| 6956 | CHAR, 35,16, |
| 6968 |  |
| 6986 | A $5={ }^{\prime \prime}{ }^{\prime}: \mathbf{X = 1}$ |
| 6996 - |  |
| : $A=0$ $312 T H E N A=f-$ |  |
|  |  |
| 7609 | IFA=OTHENTT ${ }^{\text {a }}$ '12:' |
|  |  |
| 7929 |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| 7696 |  |
|  |  |
|  |  |
|  |  |
| 7119 |  |
| 7120 IFQs='C''THENAs=''': TT=0:CHAR, 37,6,' s |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| 7196 |  |
|  |  |
| 7226 CHAR, $37,6,{ }_{\text {c }}$ |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| +Qs:CHAR, 37,6," š '":CHAR, 48- |  |
|  |  |
| 7356 FORX=17T05STEP-1 : CHAR, 35, X,'' |  |
|  |  |
| N |  |
| 73 |  |

## Help

The help screen would come up when you typed 'CMDR H'. It was just a list of functions available with keyboard shortcuts that didn't' have a menu option.


## Printer Routines (should have been called Special)

'Printer Routines' is simply the code for the 'SPECIAL' menu item. I'm guessing that I was originally going to call this menu 'PRINT', and then realized I need some things in there that didn't have to do with printing, so I called it 'SPECIAL' instead.

```
7550 REM -- PRINTER ROUTINES --
7560 :
M0=1 =Q5=''E'' = DO = DOUNTILQ5=CHR5(13)ORQ5=CHR5(27)ORQ5=''E''
GETKEYQS:IFQS=R'NTHENMO=MO+1 : EXIT
7586 IFQS="~THENMO=MO-1 EXIT
759@ IFQS=CHRS(27)THENEXIT
766日 LODP
7616 IFMO\STHENM0=1
762日 IFMO<ITHENMO=5
7636 CHAR,5i,3,",5
M:CHAR,5i,10,''
```



```
*"
7650 IFMO=1THENBEGIN=CHAR,51,5,'
M=CHAR,51,6," PARTS ORDERED , 'OTHHEARD FROM
```



```
766@ CHAR,5I,9,'MFILE TRÁNSF'ER OMEBEND
767G IFMOU=2TAEANCHAR,51,5,G NOT HEARD FROM
```



```
PARTSIINO=3THENCHAR,51, G," PARTS ORDERED
TERGIFMO=3THENCHAR,51,G'" PARTS ORDERED
PARTS BACK ORDERED
7696 IFMO=4THENCHAR,51,7," PARTS IN
```

```
"'=CHAR,51, B," 'PARTS,BACK,ORDERED,'=CHAR,51,5,"', HOT
HEARD FROM, ת':CHAR,51,9,"',FILE TRAHSFER
77BG IFHO=5THEHCHAR,5i,g, 'FOILE TRANSFER
```



```
HEARD FROM
7710 IFQ5=CHRS(27)0RQ5=CHRS(13)THENEXIT
772日 प%='"':LDOP
773日,IFQS=CHRS(27)THENFORX=11TO3STEP-1:CHAR,51, X, "
":MEXT:MOG=G:RETURM
7746=
```


#### Abstract

All Data This routine contains all of the code for each of the menu options in the＇SPECIAL＇menu．It uses many BEGIN／BEND statements．The last menu option under＇SPECIAL＇is the＇FILE TRANSFER＇ option which uses SuperSweep 128．Its interesting to see that I have it saving the data before it loads SuperSweep（as loading of SuperSweep would wipe the memory），but if the verify of the data is not successful，it will abort the loading of SuperSweep 128 and bring you back to the menu．





```
=GETKEYQs:IFQS= THENMO=M0+1 : EXIT
7786 IFQS=CTHENMO=MO-I EXIT
779日 IFQS=CHRS(27)THENEXIT
786日 LOOP
7816 IF MOS 8 THENMO=1
7826 IF MO<
7836 CHAR, 4i,5,'š
\(\because=C H A R, 41,15\),
```



```
ソ"
785日 IFMO=1THENBEGIN:CHAR, 41, 7,' \({ }^{\prime}\) KANASAKI
```





```
HUSCHAR,41,13, \(\quad\) : \(=\) CHAR, \(41,14, "\)
HUSQUARNA ABEEND
7876 IFMO=2THENCHAR, 41, 7,' KAWASAKI
```



```
788日 IFMO=3THENCHAR 41, \(8{ }^{\prime \prime}\) TRANS CYCLE
COCHAR,4i,9," SIMPLÉX' SH:CHAR,4i,1日," ARCTIC
CAT \(789 \mathrm{IFMO=4THENCHAR,41,9,"} 5\) IMPLEX
```



```
SNOW
```




```
BORECAR, 4i, 12,
```



```
HUSCHAR,4i,13," FULL BORE
HUSQUARNA
7936 IF H0=8THENCHAR, 41, 13,"'
```



```
KAWASAKI
7946 IFQs=CHR (27)ORQs=CHRs(13)THENEXIT
```





## Parts to Order

＇Parts to Order＇is the routine that updates the window that is on the main screen at all times that shows what vendors have parts waiting to be ordered．This window is refreshed when ever you return to the main menu，or if you press the＇$E$＇key at the main menu．I＇m unsure why I chose＇E＇for this function．


## Phone Numbers

Phone number routine displays the 26 quick dial phone directory on the screen，and allows you to dial the number automatically．It utilizes a modem connected to the user port for this purpose．

```
91G日 REM --- PHONE HUMBERS ---
9110:
```



```
9136 FORX=1TO13:CHAR,5,X+5,CHRS(G4+X)+'')
"'+BS%(X)+"'ÿ'': HEXT
9140 FORX=1TO13:CHAR, 40, X+5, CHRS(64+X+13)+'')
,"+BS5(X+13)+"'̈'' = NEXT
915日 GETKEYQ%:PP%=ASC(Q5)-
64:IFQ5=CHR5(27)ORPP%{1ORPP%32GTHENSCNCLR:Q5=''E'':RETUR
N
916日 IFBS%(PP%)="-"THEHQ5="'":GOTOS23日
917日 CHAR,15,2日,"',"+PP%(PP%)+"'GOMD-3IAL DR (Y゙C
3HANGE?"
9186
```



```
919日 IFQち<3'D''ANDQ\zeta<<''C'TTHENS18日
9206
IFQ%=''D''THENBEGIN = SCNCLR = PRINT#5, "'ATDT"'+PPG(PP%):SLEEP
5 : PRI NT#5, "自TME"'
g21日 SCHCLR:Q5=''E'':RETURN = BEND
9220:
9236
IFQ%='CC'THHENBEGIM:A??ロ A(PP%):B%=PP%(PP%):BS%(PP%)="'":
PP名(PP%)=,'゙
```

```
924日 SCNCLR = CHAR, 10, 10,"'̈BUSINESS HAME:
"'= HIHDOW25, 11, 79, 11
9250
```



```
(2日)ANDLEN(BS%(PP%)}3日THENBS%(PP%)=LEFT;(BS%(PP%),LEN(
BS与(PP%)
9270
```



```
R与(9)0RQ5=CHR与(10)THENQ5='"'
9280
```



```
BEND
9290
LQOPUNTILQS=CHR与(27):IFQ5=CHR与(27)THENBS与(PP%)=A与:PRIN
T"'口;自;
```



```
'': NEXT
9316 IFBS5(PP%)="'"THENBS5(PP%)="-"'
9320
933日 CHAR,1日,11,''Ÿ PHONE HUHBER: '":WIHDOW25,12,79,12
9340
```





```
935日 IFG5=CHR5(2G)ANDLEN(PP5(PP%))=日THENQ5="'"
9366
```




```
9376
```



```
BEND
9386
LOOPUNTILQ5=CHR与(27): IFQ5=CHR与(27)THENPP与(PP%)=B与:PRIN
T" ''; B%;
```


## Sort Procedure

SORT PROCEDURE is actually the sorting and saving of the phone directory．I＇m not sure why I called it SORT PROCEDURE，and not DIRECTORY SORT or DIRECTORY SAVE．It does look like its uses the identical Shell Sort used to sort the regular data records．

```
946日 REM - - SORT, PROCEDURE
SORTING. . .'" \(\mathbf{P}=\mathbf{O}\)
942 T=1: \(00=T=2 * T=L O O P W H I L E T く 25\)
943 D 0 : T=INT (T/2) IFT=日THENEXIT
9446 FORI=1T026-T: \(\mathrm{X}=\mathrm{I}\)
\(9456 \mathrm{DO}=\mathrm{U}=\mathrm{X}+\mathrm{T}=1 F B S 5(\mathrm{X})(=\mathrm{BS}(\mathrm{S}) \mathrm{THENEXIT}\)
```





```
9490
9560
IFQSCPCHRS(27)THENBEGIN = WI NDON日, \(1,79,24\) : SCNCLR: CHAR, 25
, 16,"'SAUING NUMBERS" = DOPEN\#I, "EPHONE
```




```
9526 PRINT\#1, BS \(5(X)=P R I N T \# 1, P P \xi(X)=N E X T=D C L O S E \# 1\)
```



```
": NEXT
```



```
9556 QS="E'" SCNCLR:RETURN
```


## Error Trapping

I had a very minimal error trapping procedure to trap any programming errors I didn＇t notice， and make it a little more graceful for the user．I seem to have it try to automatically resume it encounters a＇break＇（error 30）．If it encounters any other type of error，it displays the error message，the drive error condition，and then notifies them to contact Gord L．Clink．It then tries to resume after any key is pressed．

```
956G REM - ERROR TRAPPIMG --
9570 产FER=3日THENRESUME
95GG,SCNCLR ; PRINT"YIUNHAUE A "; ERRS(ERS;"IM
```



```
G61G PRIMT"IF THIS IS A PROBLEM, PGEASE CONTACT GORD
G:CLIHK*
GG2G GETQS:RESUMENEXT
9636=
```


## Messages

Messages was a work in progress that was never finished．It was suppose to be a messaging system between staff members．This would have been useful for day staff leaving message for night staff，or vise versa．I＇m not sure why I didn＇t finish，it but its only $1 / 2$ done by the looks of it．

```
9640 REM --- MESSAGES ---
9650
X=MO:MD=1:Q5=''E'I:Z=UAL{MIDS(TIF,3,2) = DO:DOUNTILQ5=CHR
```



```
1:EMIT
96E日 IFQ%="~'ITHENMO=MO-1 E EXIT
9676 IFQ5=CHR与(27)THENEYIT
```



```
9690 LOOP
97GB IFMO34THENMO=1
9710 IFMO<1THENHO=4
972G CHAR,27,7,"Š MESSAGES _Ö":CHAR,27,8,"
```



```
G:CHAR,27,1G,HNRTE'MESSAGES
CHANGE ÉMPĹOYÉSS NRY':CHAR,27,iz," EXIT
974日 IFM0=2THENCHAR, 27, 9*" READ MESSAGES
":CHAR,27,1日,N NRITE HESSAGES MESSAG:CHAR,27,11,"'
CHA゙NGE ÉMPĹOUEEES
9750 IFMO=3THEHCHAR, 27,10,"'HRITE MESSAGES
```



```
EXIT
g7EG IFMO=4THEHCHAR,27,11,"' NRITE ??口, AGES
N=CHAR,27,12," 'EXIT ri, =CHAR,27,9,"
READ MESSAGESG(27)ORQS=CHRS(13)THENEXIT
```



```
GTGE IFG5=CHRS(27)ORMD=4THENFORX=13TOTSTEP-
1 = CHAR,27,Y,
":NEXT :MO=X = PRIHT"' "; : RETURN
980日:
```

```
GB1@ FORX=13TOTSTEP-1:CHAR,27,K,"
G:NEXI
9820
```



```
GETKEYQ%:IFQS="GTHENEM=EM+1:EXIT
984日 IFQ5="~TTHENEM=EM-1:EXIT
985G IFQ5=CHR5(27)THENEXIT
9866 LOOP
987日 IFEM38THENEM=1
9886 IFEM<1THENEM=名
```




```
SN:CHAR,3日,1日,", PAUL
```



```
9910 CHAR, 3日,13,"'CHADWICK
SG:CHAR,30,15,' SCOTT
ת口:BEHD
9G20 IFEM=2THENCHAR, 30,9," DAUE
S'CHAR, 30,1G,','PÁUL
9G3G IFEM=3THENCHAR, 3G, 10,"'
```




```
C:CHAR
995日 IFEM=5THENCHAR, 30,12,"' LEONARD
```



```
996G IFEM=6THENCHAR, 3G,13," CHAD
```



```
997G IFEM=7THENCHAR, 3G,14," DANA
,":CHAR, 30,15," SCOTS
99BG IFEM=8THENCHAR, 30,15," SCOTT
ת口:CHAR, 3G,16,",EHPTY',
9990 IFQs=CHR (27)ORQ5=CHR与(13)THENEXIT
1日G日G Q5="'=LODP
NG日1G IFQS=CHRS(27)THENFQRX=17TOTSTEP-I = CHAR, 3G, X, "
I : NEXT = HO=K = PRINT'' "; :RETURN
```



```
IQ日30
10日50 =
10日G日 IFMO=1THENBEGIN
10日7日 CHAR,23,17,"多
"Ÿ"
                                    HIT AHY KEY FOR MORE
10日BG CHAR,23,5,"š READ MESSAGE
'Y゙'' = WINDON22, 7,57,17, 1:FORK=7TO16:PRINT"
    ":NEXT = WINDOW23,8,56,16
10日g@ CHAR, 0, B=FORK=1TO1日
```



```
1011G HEXT
1G12G WIHDOWG,1,79,24,1:Q5="E'':RETURN
1@13G BEND
1014% =
IG150 IFER=3日THENRESUME
IGIGG IFER=5THENSCNCLR=QS=''E''=RETURN
1日17日 IFER=2日THEHTT=G:RESUMENEXT
```


## Conclusion

Many of these routines are quite large and after looking 30+ years later, they could have been written much more efficiently, and made into smaller routines. But of course, I know much more now than I did then, and to be fair, it worked and did exactly what it was suppose to. I suppose there is really no wrong way of doing something if the end result is what you wanted.

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