

## X-REF for THE MISSING LINK v1.1

(Compiled by Ollie Hébert)

Pg:Item -- Description

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15 ..._C -- TI-Artist pix: color data file -- Use LOADP and SAVEP
15 ..._P -- TI-Artist pix: picture data file -- Use LOADP and SAVEP
16 132SPRITES -- IV241 data file for a sprite font (numbers 1-32)
16 46FONT -- IV241 data file for the 4x6 text font
16 48FONT -- IV241 data file for the 4x8 text font
16 57FONT -- IV241 data file for the 5x7 text font
16 68FONT -- IV241 data file for the 6x8 text font
16 88FONT -- IV241 data file for the 8x8 text font
  4 ACCEPT -- Use CALL LINK ("INPUT"...
12 Arc-Suppression Code chart -- Add arc numbers to be suppressed
  4 BYE -- QUIT <f=> is disabled in TML: must use BYE instead
10 CALL CHAR -- Use CALL LINK ("CHAR...
    CALL CHARPAT -- Has no meaning in TML
    CALL CHARSET -- Has no meaning in TML
  6 CALL CLEAR -- Use CALL LINK("CLEAR")
15 CALL COINC (ALL, num var) -- Is valid in TML and in X-BASIC
14 CALL COINC (s#1, s#2, pix, var) -- Use CALL LINK ("DSTNCE"...
14 CALL COINC (s#1, dot row, d...) -- Use CALL LINK ("DSTNCE"...
  6 CALL COLOR -- Use CALL LINK ("COLOR"... for character colors
13 CALL COLOR -- Use CALL LINK ("SPRITE"... for sprite colors
14 CALL DELSPRITE -- Use CALL LINK ("DELSPR"...
14 CALL DISTANCE -- Use CALL LINK ("DSTNCE"...
  4 CALL GCHAR -- Invalid in TML (can cause errors)
  4 CALL HCHAR -- Invalid in TML (can cause errors)
11 CALL LINK ("BOX", row1, col1, row2, col2 [, fore, back] )
13 CALL LINK ("CHAR", ASCII, hex str) -- ASCII 1-32 for sprites
10 CALL LINK ("CHAR", ASCII, hex str) -- ASCII 33-127 for characters
10 CALL LINK ("CHSIZE", width, height) -- Sets character block size
12 CALL LINK ("CIRCLE", row, col, radius [, sup code, fore, back] )
  6 CALL LINK ("CLEAR") -- Alternately, try CALL LINK("COLOR",1,1)
  6 CALL LINK ("COLOR", fore color, back color) -- Use 1,1 to clear
14 CALL LINK ("DELSPR", sprite#) -- Use 0 to delete all sprites
14 CALL LINK ("DSTNCE", sprite#, row, col, num var)
14 CALL LINK ("DSTNCE", sprite#, sprite#, num var)
16 CALL LINK ("DUMP") -- Screen dump. Use CONFIG to pre-set printer
  8 CALL LINK ("FILL" [, row1, col1, row2, col2] ) -- Fills a window
10 CALL LINK ("FORMAT" [, format code, num1, num2] ) -- For numbers
14 CALL LINK ("FREEZE") -- Stops sprites: Ignores sprite motion tabl
12 CALL LINK ("FWD", distance [, angle, 1] )
13 CALL LINK ("GETPEN", row, col, angle)
  9 CALL LINK ("INPUT", row, col, str or num var [, len, prompt] )
11 CALL LINK ("LINE", row1, col1, row2, col2 [, fore, back] )
15 CALL LINK ("LOADP", device name [, 1] ) -- Load a TI-Artist pix
  7 CALL LINK ("PD") -- Pen down
  7 CALL LINK ("PE") -- Pen erase
  6 CALL LINK ("PENHUE", fore color, back color) -- 1,1 is special
11 CALL LINK ("PIXEL", row, col [, fore, back] )
  7 CALL LINK ("PR") -- Pen reverse
  9 CALL LINK ("PRINT", row, col, str or num [, str var] )
  7 CALL LINK ("PU") -- Pen up
12 CALL LINK ("PUTPEN", row, col [, angle] )
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 8 CALL LINK ("REVWIN") -- Reverse window [for graphics only]
15 CALL LINK ("SAVEP", device name [, 1] ) -- Save a TI-Artist pix
13 CALL LINK ("SPRITE", sprite#, ASCII [, color, row, col, rv, cv] )
14 CALL LINK ("SPRPOS", sprite#, row, col)
14 CALL LINK ("THAW") -- Sprites will use the sprite motion table
12 CALL LINK ("TURN", angle)
 7 CALL LINK ("WINDOW" [, row1, col1, row2, col2, 1] ) [0,0,193,241]
11 CALL LOAD (11080,2,129,24,0,22) -- F,b pixels change color (def)
11 CALL LOAD (11080,16,0,209,92,19) -- Only fore pixels change color
11 CALL LOAD (11110,16,0) -- Leaves background unchanged
11 CALL LOAD (11110,64,72) -- Blanks background (default)
11 CALL LOAD (11112,40) -- Pen reverse
11 CALL LOAD (11112,64) -- Pen erase
11 CALL LOAD (11112,224) -- Pen down (default)
13 CALL LOCATE -- Use CALL LINK ("SPRITE"...
15 CALL MAGNIFY (magnification factor) -- Is valid in TML, X-BASIC
13 CALL MOTION -- Use CALL LINK ("SPRITE"...
13 CALL PATTERN -- Use CALL LINK ("SPRITE"...
13 CALL POSITION -- Use CALL LINK ("SPRITE"...
 6 CALL SCREEN (color) -- Is valid in TML and in X-BASIC
 4 CALL SPRITE -- Use CALL LINK ("SPRITE"...
 4 CALL VCHAR -- Invalid in TML (can cause errors)
16 CHARDEF -- X-BASIC program to define character or sprite fonts
 4 CON (after TRACE and BREAK <f4>) -- Screen limitations
17 CONFIG -- X-B Merge program to set printer parameters for DUMP
19 CONVERT -- X-BASIC program to change PROGRAM file to IV254 file
16 Define a font -- Use the CHARDEF program in X-BASIC (not in TML)
 4 DISPLAY -- Use CALL LINK ("PRINT"...
 5 ERROR IN 290 -- Ignore this message if recieved upon TML load
19 I/O ERROR 02 -- Program may need to be IV254: Use CONVERT program
10 IMAGE -- Not valid in TML (can cause errors)
 4 INPUT -- Use CALL LINK ("INPUT"...
 4 INPUT from Display Filetype in 16 color mode -- Must use LINPUT
 8 Legibility for small fonts -- try CALL LINK("COLOR",13,4)
 4 LINPUT from Display Filetype rather than INPUT in 16 color mode
16 Load a font from an INTERNAL FIXED 241 (IV241) file
17 LOADER -- Used by the CONFIG program to save default changes made
 4 Lockups -- Clean the X-BASIC module contacts to eliminate them
 4 PRINT -- Use CALL LINK("PRINT"...
 9 Printing of successive strings "automatically"
 4 QUIT <f=> -- Use BYE instead
16 Screen Dump -- Press function-control <f-c> with printer on-line
 5 STACK SPACE -- Availability information
18 STACK SPACE -- Conservation techniques
 4 Subprograms -- Limit names to 8 characters in length
 5 TML -- X-BASIC LOADER program for THE MISSING LINK (TML)
 4 TRACE -- Clear <f4> to view the statement numbers, then CON
 9 Word-Wrap rules
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