Apple Modem: Using one from within an Applesoft BASIC program

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Security:       Everyone
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If you wish to use an Apple Modem from within an Applesoft BASIC program,
you must write your own software to do so; you must be prepared to read
each character you send, though, since the Apple Modem echoes each character
sent through it.

Following is an example routine for dialing a number. NOTE: this routine
is only meant to illustrate how to read each character after sending it.
The routine does dial a number, but this routine cannot stand alone: notice
how it ends without completely flushing the input from the modem.

```
10  D$ = CHR$(4)
20  S$ = "AT D123-4567"
30  PRINT D$;"PR#2"
40  PRINT D$;"IN#2"
50  FOR I = 1 TO LEN(S$)
60  PRINT MID$(S$,I,1);
70  GET X$
80  NEXT I
90  PRINT
100  PRINT D$;"PR#0"
110  PRINT D$;"IN#0"
```

WARNING: When trying to access the modem from the program, if you use
PRINT CHR$(4);"PR#2" and/or PRINT CHR$(4);"IN#2", followed by CTRL-A T, the
computer hangs and BASIC program control is lost. That's because once you send
a CTRL-A T, the firmware takes over and is in control until you type CTRL-A Q.

To send AT commands to the modem, send only the "PR#2"; then, using a PRINT
statement, you may send whatever you wish. For example:

```
10 D$ = CHR$ (4)
20 PRINT D$; "PR#2"
30 PRINT "ATDT1231234"
40 END
```

will dial 123-1234. You could also replace line 40 with

```
        40 PRINT D$; "IN#2" and add,
        50 PRINT CHR$ (1); "T"
```

and you'd be in terminal mode.

Apple Technical Communications

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