DOS 3.3: Renumber fix

Revised: 11/20/84
Security: Everyone

DOS 3.3: Renumber fix

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The Renumber program on you DOS master diskette contains an error which
mistakes the number after a "*" as a line number and renumbers it. For
example, if you had a line:

        10 let A=B*10

it might become:

        20 let A=B*20

The permanent fix is:

```
        For RAM Applesoft               For ROM Applesoft
                        (DOS 3.2)
        load renumber                   load renumber
        poke 14342,172                  poke 4815,172
        poke 14343,171                  poke 4816,171
        unlock renumber                 unlock renumber
        save renumber                   save renumber
        lock renumber                   lock renumber
                        (DOS 3.3)
        load renumber                   load renumber
        poke 14316,172                  poke 4789,172
        poke 14317,171                  poke 4790,171
        unlock renumber                 unlock renumber
        save renumber                   save renumber
        lock renumber                   lock renumber
```

Apple Tech Notes

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