Apple Color Plotter: AppleSoft BASIC Chart Maker II (1 of 6)

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Revised:        11/15/84
Security:       Everyone
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This is the Applesoft BASIC source for "Chart Maker II", a demonstration
program for the Apple Color Plotter. It provides an easy way to create charts
and signs with the plotter. Just startup Applesoft, EXEC this file, and save
the program to disk.

The file named "C.DESCRIPTION" should be saved as a text file. It is a sample
file created by Chart Maker and is ready to plot.

```
10 D$ =  CHR$(4): PRINT D$;"NOMON C,I,O"
12 FOR I = 0 TO 9: READ ZZ: POKE 768 + I,ZZ: NEXT
14 PRINT D$;"PR #3"
20 DIM TXT$(10),CENTER$(10),DENT(10),SIZE(10),BOLD$(10)
21 DIM COL(10),SL$(10)
25 GOSUB 7300
30 D$ =  CHR$(4)
40 UC = 128:LC = UC + 32:APPLE$ =  CHR$(127)
50 D$ =  CHR$(4): GOTO 1000
60 GOSUB 99: PRINT " ";: PRINT "--------";: RETURN
61 GOSUB 99: PRINT " ";: PRINT "========";: RETURN
71 POKE 32,2: POKE 33,77: POKE 34,1: POKE 35,13:HOME : TEXT : RETURN
72 POKE 32,2: POKE 33,77: POKE 34,14: POKE 35,14:HOME : TEXT : RETURN
73 POKE 32,2: POKE 33,77: POKE 34,16: POKE 35,23:HOME : TEXT : RETURN
75 GOSUB 73:M$ = BT$:PV = 23: GOSUB 350: RETURN
82 PV = 1:FOR PH = 23 TO 79 STEP 10:INVERSE:GOSUB 99:PRINT "    ":NEXT:NORMAL
83 POKE 32,19: POKE 33,60: POKE 34,1: POKE 35,1:HOME : TEXT : RETURN
85 POKE 32,2: POKE 33,77: POKE 34,14: POKE 35,14:HOME : TEXT : RETURN
86 POKE 32,19: POKE 33,60: POKE 34,3: POKE 35,13:HOME : TEXT : RETURN
87 POKE 32,2: POKE 33,77: POKE 34,19: POKE 35,22:HOME : TEXT : RETURN
90 REM*** ONERR GOTO 900
91 CM = PEEK (49152): IF CM < 128 THEN GOTO 90
92 CM = CM - 128: A = PEEK (49168)
93 IF PEEK ( - 16287) > 127 THEN CM = CM + 128
94 RETURN
97 NORMAL : HOME :PRINT "Applesoft BASIC -- Type 'RUN HELLO' to Restart":
   PRINT "or, 'GOTO 50' to Restart with last chart": END
99 POKE 1403,PH: VTAB PV: RETURN
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101 P2 = PH: GOSUB 99:A$ = "":B$ = "":IF LEN (Z$) <  > 0 THEN Z1$ = "9"
102 FOR I = 1 TO SL: PRINT ".";: NEXT :PH = P2: GOSUB 99: FOR I = 1 TO SL + 1
105 INVERSE : PRINT " ";: NORMAL :PH = P2 + I - 1: GOSUB 99
106 GOSUB 90:A$ =  CHR$(CM): IF A$ =  CHR$(27) THEN  RETURN
107 IF A$ =  CHR$(13) THEN 120
108 IF NB=1 AND  ASC(A$)=>8 AND ASC (A$) < = 21 THEN GOTO 182
113 IF A$=CHR$(127) OR A$=  CHR$(8) THEN  GOSUB 140: GOTO 105
114 FG = 0: GOSUB 130: IF FG=1 THEN  PRINT  CHR$(7);: GOTO 105
116 IF A$ =  CHR$(13) GOTO 120
117 PRINT A$;:B$ = B$ + A$:A$ = "": NEXT
119 IF  RIGHT$ (B$,1) <  >  CHR$(13) THEN  GOSUB 370:PH = P2: GOTO 101
120 PH = P2 + I - 1: GOSUB 99: PRINT ".";:Z1$ = "": RETURN
130 IF  ASC (A$) = 13 THEN 139
131 IF NB=0 AND  ASC(A$)=> 8 AND ASC(A$) <= 21 THEN FG=1: RETURN
132 IF ASC(A$)=>123 OR ASC(A$)>90 AND ASC(A$)<97 THEN FG = 1:RETURN
139 FG = 0: RETURN
140 IF I = SL + 1 THEN PRINT " ";:I=I - 1:PH=(P2 + I - 1):GOSUB 99:GOTO 155
142 IF  LEN (Z$) > 0 AND I=1 THEN SL=SL + 1:PH=PH - 0:GOSUB 99: PRINT ".";:
    PH = PH - 1:Z$ = "":P2 = P2 - 1:B$ = "": GOSUB 99: GOTO 180
145 PRINT ".";:PH = P2 - 1:I = I - 1:PH = P2 + I - 2: GOSUB 99
155 IF I =  < 0 THEN I = 1:PH = P2: GOSUB 99:B$ = "": RETURN
160 IF I = 1 THEN B$ = "": GOTO 170
165 B$ =  LEFT$ (B$,I - 1)
170 PH = P2 + (I - 1): GOSUB 99: RETURN
180 RETURN
182 IF A$ =  CHR$(11) THEN DI = 72:A$ =  CHR$(13): GOTO 120:REM  U
185 IF A$ =  CHR$(10) THEN DI = 80:A$ =  CHR$(13): GOTO 120:REM  D
188 IF A$ =  CHR$(8) THEN DI = 75:A$ =  CHR$(13): GOTO 120:REM   L
191 IF A$ =  CHR$(21) THEN DI = 77:A$ =  CHR$(13): GOTO 120:REM  R
194 PRINT  CHR$(7);: GOTO 106
201 X9 = 0:X8 = 0:H9 = 0: GOSUB 101: IF A$=CHR$(27) THEN RETURN
202 N$ = Z$ + B$: FOR H = 1 TO  LEN (N$)
203 IF  LEN (N$) = 0 THEN X9 = 1: RETURN
204 IF  ASC ( MID$ (N$,H,1)) = 46 THEN H9 = H9 + 1: GOTO 212
205 IF  ASC ( MID$ (N$,H,1)) = 45 THEN H8 = H: GOTO 209
206 IF  ASC ( MID$ (N$,H,1)) < 48 THEN X9 = 1: RETURN
207 IF  ASC ( MID$ (N$,H,1)) > 57 THEN X9 = 1: RETURN
208 GOTO 212
209 IF H8 = 1 THEN 212
210 X9 = 1: RETURN
212 NEXT
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