```
================================
! SoftWorks (v4.1)            !
!                             !
! This program is FREEWARE    !
!                             !
! Copyright (c) 1989, Mark Munz !
| All Rights Reserved         !
================================
```

What SoftWorks (v4.1) does

SoftWorks is an ampersand driven interface-utility. With SoftWorks, you can write programs that use the AppleWorks(tm) type interface. With

The Legal Stuff

This program is freeware. That means you are free to distribute copies of SoftWorks to anyone, but you may not sell them. You may not use So

Previous SoftWorks users might notice that the 'legal' status of SoftWorks has changed a bit. Previous versions have been in the public doma

One of my favorite features of SoftWorks is the price. It has been, and will continue to be at the best price available: FREE (that's $0.00

SoftWorks prior to version 4.0

SoftWorks (v4.0+) contains a few new and powerful features from previous versions. Be sure to read the entire docs for the changes.

Changes from SoftWorks (v4.0)

The most important change was in the documentation of the "Load Once" protocol. The listing given for the BASIC.SYSTEM environment can occas

How Does SoftWorks work ?

SoftWorks is a collection of Ampersand (&) routines which perform a variety of tasks. SoftWorks will work with most other Ampersand (&) uti

SoftWorks Routines

A word on Syntax.

A - This indicates a number or numeric variable. All values must be AT least less than 255. In most cases, they are even more restricted (s

A$ - indicates a String. The syntax used is that of an equation. Thus no semi-colons are allowed.

    Some Examples:

    "Literal Value"
    "Literal Value" + A$
    "Literal" + str$ (A) + "another Literal"

[ ] Anything inside these brackets is optional. You can put the values in if you wish, or you can use the default values SoftWorks provides

Returned Value

If a Command returns a value, that value will be at location 0.
To get the return value, perform a PEEK (0) after calling the routine.

& GET 10,12 : A=PEEK (0) : REM Get a key via flashing cursor

Both Numbered and Question Menus return a numeric value indicating which item was selected. The item will be in the range from (0-N) where N

Key Reading has been expanded. SoftWorks now also passes back information in regard to whether the Open-Apple and/or Solid-Apple (Option Key

PEEK (1) Open-Apple Key
PEEK (2) Solid-Apple Key (Option Key on GS)

It's up to you to decide how to use it.

Commands Available

Syntax: & CALL

This command rings a Soft Bell (alot nicer than chr$(7)).

Syntax: & HOME [X,Y]

This command clears the area between line 2 and line 23.
Default border = "_"

 (optional) <note: if you indicate one, you must indicate both>
   X indicates the ascii of the char for the border at line 2.
   Y indicates the ascii of the char for the border at line 23.

Syntax: & WAIT

This command Prints "Press Spacebar to continue" on the bottom line and waits for either a Space or Return.

Syntax: & DRAW X,A$

Draws Filecard # X with a title of A$.

X is a number between (1-4).

Syntax: & STEP X

This command determines the type of Filecard to be drawn. A Family Card is joined if its number is (2-4).

```
X=0, family cards (these cards are joined at top right)
X=1, individual cards (these are not joined)

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Syntax: & GET X [,Y]

This command gets a Key with a Flashing cursor ("_").

If a Y is not given, or is not legal (1-24) it will default to Y=24.
A PEEK (0) afterward returns hi-bit ascii of the key.

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Syntax: & AT X,Y,A$

Prints Menu Item A$ at position X,Y.

This command is used to create your Numbered Menus. Each Item requires a seperate call to this command. You may call this routine up to 30 t

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Syntax: & FN X

Obsolete command. (left in for compatibilty with older SoftWorks using programs)  This command would let you create "Question like" menus <i

X=0, Numbered Menus (1-30)
X=1, Question-like menus

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Syntax: & CLEAR

This command clears any previous menu items setup with the & AT command. Note: This simply clears SoftWorks' internal information areas, it

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Syntax: & READ X

Reads the current Menu as setup by the various & AT command calls.
This command returns the Menu number chosen in location 0.
A result of 0 indicates Escape was pressed.

X equals the indicated start item.

Note: Menu Items are automatically cleared after this call.

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Syntax: & DEF X,Y,W,L

Defines a bordered window with top-left at X,Y and w/ width of W and L lines long. The inside of the window is cleared. The contents behind

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Syntax: & POS X,Y

Positions cursor at X,Y.

range of parameters

  X= (1-80)
  Y= (1-24)

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Syntax: & PRINT X,Y,A$

Prints A$ at X,Y. No Carriage Return is printed

range of parameters

  X= (1-80)
  Y= (1-24) if Y=24 (bottom line), entire line is cleared.

-------------------

Syntax: & TRACE A$,B$ [,C$]

Prints top line information.

A$ corresponds to "Disk location" in Awks
B$ corresponds to "Current Function"
C$ corresponds to "Escape Map"

Note: C$ should not include "Escape:", this is added by the & TRACE routine automatically.

For no Escape map, leave the C$ parameter out.

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Syntax: & ASC A$

Will ask a Yes/No Question. A$ is question. This is very similar to Appleworks YES/NO questions. A "?" is automatically appended onto A$. "N

Results in Location 0 :

 PEEK(0)=0  Escape was pressed
 PEEK(0)=1  "No" was chosen
 PEEK(0)=2  "Yes" was chosen

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Syntax: & INPUT A$ [,L]
```

Input a string. A CR is not generated, so this may be used on the bottom line (see example) to similuate Appleworks input command. The input

```
& PRINT 1,24,"Your Name:": REM  Prompt
& INPUT A$,20            : REM  Get a name (20 char max)
```

Syntax: & MID$ A$

Prints A$ centered. Uses current VTAB position.

Syntax: & LIST N,P$,A$,B$ [,C$..J$]

This new command lets you quickly write Bottom-Line Question Menus.

The Variables defined are:

```
 N  - Number of Items in Menu (2-9)
 P$ - Prompt string (do not include "?")
 A$ - First Item string
 B$ - Second Item string
 [ C$..J$ ] - More menu choices (optionally up to 9 max)
```

Items may be chosen with either the Arrow keys and a Return or by pressing the First Letter of the choice.

Result is a numeric value (0-N) in locaiton 0.

If Escape was press, the result is 0.

& POP

This command simply clears the last key left in the Keyboard STROBE. It essentially performs the same job as POKE -16368,0.. you decide whic

New FEATURES

SoftWorks (v4.1) has a few new features.

1. SoftWorks (v4.1) works with both BASIC.SYSTEM *and* the new alternative to BASIC.SYSTEM, MicroDot (written by Jerry Kindall). SoftWorks (

2. SoftWorks (v4.1) will automatically initialize the 80-column card if it hasn't been already. Previous versions presented you with an erro

3. SoftWorks (v4.1) includes a new command which, when used with the following protocol, can avoid multiple loads of itself.

   To make sure SoftWorks is loaded into memory only once, place the following code at the beginning of your program.

   Running under BASIC.SYSTEM:

```
   10 POKE 216,0 : POKE 222,0
   20 ONERR GOTO 40
   30 & IF "SOFTWORKS" CONT
   40 POKE 216,0
   50  IF PEEK (222)<>0 THEN PRINT CHR$(4);"-SOFTWORKS"
   60  REM rest of program
```

   Running under MicroDot:

```
   10 POKE 216,0 : POKE 222,0
   20 ONERR GOTO 40
   30 & IF "SOFTWORKS" CONT
   40 POKE 216,0
   50 IF PEEK (222)<>0 THEN &.BX,"SOFTWORKS"
   60 REM rest of program
```

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MicroDot
========
MicroDot is an alternative to BASIC.SYSTEM written by Jerry Kindall. (there Jerry, I gave you proper credit!) That is, it lets you do what B

If interested in MicroDot, contact:

Kitchen Sink Software
903 Knebworth Ct.
Westerville, OH 43081
(614) 891-2111

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TECH SUPPORT
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With previous the SoftWorks, I wasn't up to giving direct support, considering that SoftWorks (v1.0-3.2) are in the public domain. I have si

Mark Munz
8310 Milwaukee
Fort Lewis, WA 98433

or if you're the E-mail sort, you can reach me at:

User #/id	Board Name	Phone
#9	Unicorn BBS	(206)-472-9331
#408	NAUG BBS	(313)-482-8090
mmunz	Pro-Lakes	(206)-756-8347
mmunz	Pro-Beagle	(619)-452-5565
MMunz	AppleLink	

And if you can't find me on one of the above, you're just not looking hard enough.

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! -------------------- !
! ! NOW FOR THE PLUGS ! !

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! -------------------- !
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If you'd like to get one of the best little Patch Programs available for your Appleworks, read on:

LATE NITE PATCHES
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Late Nite Patches is an AppleWorks 2.0 (or higher) enhancement disk by Mark Munz. (That's me!) It features a Text Loader patch which alters

You can also do the following with Late Nite Patches:
o change the IIgs Enter key to a Down arrow when in spreadsheets
o change the default Tab pattern
o change where the OA-Q Menu appears
o change the default "Category 1" label for new DB files
o learn from handy tips and more

Late Nite Patches also has some bonuses for TimeOut users:
o Directory Manager keeps track of up to 12 path/disk names
o Vital Stats shows clipboard data type, # files, etc
o Bell Changer allows experimenting with error bell tones
o powerful UltraMacros enhance AppleWorks

Send $20 ($17.50 + $2.50 s/h) to

JEM SOFTWARE
P.O. Box 20920
El Cajon, CA 92021

And Late Nite Patches is incredibly easy to use. If you
can use AppleWorks, you can use Late Nite Patches.

Project: ENTERFACE II
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EnterFace II is the son of SoftWorks, sort of. It is what happens when you decide to dramatically improve all the SoftWorks routines and add

To give you some idea of what the DIFFERENCES are between SoftWorks and EnterFace II, here is a list of likely changes and additions to Soft

Likely features in EnterFace II (beyond what SoftWorks does):

o Places result into variables directly
o True Numbered menus (no more A-R selections)
o Up to 50 Numbered menu items (vs. previous 30)
o Built-in 6-item Escape Map stack
o Better input command
o Set a disk drive location (like Awks Change Current Disk)
o Read in filenames from a directory into an ARRAY
o Scrollable listing for long list of items (using an array)
o Get a directory/subdirectory with PathFinder like menu

And more....

If you have any suggestions, please write me. I do promise to read the suggestions, even if I don't act upon them.

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