

ENHANCEWARE (tm)

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USING DICE 83

In our continuing effort to supply support software for the Dan Paymar Lower Case Adapters at the lowest possible cost, DICE 83 is now supplied in 16-sector format. If you have DOS 3.3 then DICE 83 may be booted as you would any DOS diskette. However, if you have an older 13-sector disk system, then you may return the DICE 83 diskette in a good protective mailer, along with return postage (usually 54 cents, depending on the weight, and we will send you a DICE 82 diskette in 13-sector format.

As supplied, DICE 83 assumes that you have an Apple-II Plus, that you have Applesoft in a ROM card, or that you have a 16K RAM card (e.g. the Apple Language Card). If you have only an Integer Apple then follow the instructions in the INFO program to modify DICE 83 for normal operation in that environment.

On the disk you will find two information files named DICE INFO APPLESOFT and DICE INFO INTEGER. Running the version appropriate to your machine will give you several pages of instructions on the use of DICE 83. If you have a printer then turn it on (e.g. PR#1) before running the DICE INFO program so that you get a hard copy of the instructions.

Included in DICE INFO are instructions to do the following:

1. Utilize all of the features of DICE 83.
2. Adapt DICE 83 to use the modified shift key. See the other side of this sheet for instructions on modifying the shift key. Also, see "Curing a Shiftless Apple" in the May, 1982 issue of Call-A-P.P.L.E. for a detailed article on the shift key modification.
3. Convert DICE 83 to boot properly in Integer BASIC.
4. Copy DICE 83 onto an existing disk so that your old BASIC programs may use lower case in string I/O.
5. Convert DICE 83 to support the KeyTronic KB200 keyboard (this may also work with other auxillary keyboards).

DICE 82 is fully documented in the April, 1982 issue of Call-A-P.P.L.E., including assembly source listings. However, due to the use of a different assembler, the published listing has an error. In each case where the operand is of the form *X (where X is any character), you must add \$80 to the second byte of the assembled object code (the ASCII value of the character). DICE 83 is nearly identical to DICE 82 except for the addition of the KeyTronic keyboard version.