THE MAGIC CURSOR

BY
LARRY ANDERSON

FOR THE ATARI
HOME COMPUTERS

Magic Cursor
by Larry Anderson
ACE Software
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Magic Cursor was once called Lebreak. The program is used to create movies or messages to be viewing on a BBS or for your own private use. The program is very user friendly and is very easy to use. The program was originally designed for my own use, but as the program enlarged, I released it to the public.

A. <u>DISPLAY</u> <u>MESSAGE</u>

You must first have a message in memory to use this option. You may set the speed and other options before you press 'A', or you have the following options while the message is being displayed:

```
    Start        - Toggle sound on/off
    Select       - Increase speed of message
    Option       - Decrease speed of message
    Space bar    - Pause/resume
    Escape key   - Toggle cursor on/off
    Return key   - Pause with character
count display
```

This is very handy to find out where in the message a mistake is, after finding out the location of the error, you may use function 'G'.
Pressing Control 'C' will abort the message and return you to the main menu.

B. <u>MAKE</u> <u>NEW</u> <u>MESSAGE</u>

If your have a message in memory, you will be told so, and have a chance to erase it. If not, you will be told to press any key to start. The screen will clear, and you will be in the create mode. All key-strokes will be recorded. If you make a mistake, you may press the backspace, or you may press the OPTION key. If you press the backspace while creating a message, the program will remember it. If you make a mistake and would like to erase the last character, press the OPTION key. The program will display the last message starting with the last clear screen. This is very handy to erase mistakes that you make, or for a sample view of your message.

You may also press the START key while creating a message. This will cause some random "Breaking". There are seventeen (17) random break patterns. The program will select one. The cursor will always return to where it was when you pressed the start key. You may also create some random breaking from the Banner message option on the main menu.

To exit back to the main menu, press the control key and the three (3) at the same time.

C. LOAD MESSAGE

This will load a message from disk using the filename selected. No extender is necessary. Magic Cursor will put the extender of .MES on your message. The program uses a fast CIO call to load a message. If the message was created with older versions of Lebreak, you will be told to enter the number of characters that the message has. If you do not know, then use the following formula: SIZE=# Sectors times 125. This will give you no more than 128 characters too many. You may then edit the message to your liking.

See below for information on the file that the program will create.

D. SAVE MESSAGE

This will save the current message that is in memory to the disk drive under the name that you selected. If you have a message with the same name, you will be prompted to replace it. The program also uses a fast CIO call to save you message.

Message Format

The first byte of the file is a 255. This will tell the program that the message has been saved with Magic Cursor. Bytes two and three tell the message size, with the high byte being first of the two. If you would not like to save the message in this format then press Control 'Y' in response to 'Filename correct?'. This is the way you should save your message for viewing on a BBS, or in a basic program. NOTE: You will have to manually enter the message size if you save your message this way.

E. <u>MESSAGE</u> <u>SPEED</u>

This will select a new speed for viewing your message. (1-1000) 1=Fast 1000=Slow. You may also change the speed by pressing the select or the option key while the message is being displayed. Select will speed it up, and option will slow it down.

F. <u>SOUND</u> <u>TOGGLE</u>

This will toggle the sound off or on for use while the message is being displayed. You may also press the start key to toggle the sound off or on while the message is being displayed.

G. <u>EDIT</u> <u>MESSAGE</u>

This will allow you to edit a message that is already in memory. You will be asked for a starting character. The message will be displayed up to the point where you would like to edit. There will be a small beep when it is ready. NOTE: The message after the point where you edit will be erased.

H. <u>REPLACE</u> <u>SINGLE</u> <u>CHARACTER</u>

This will allow you to replace mistakes that were unnoticed before. You will be asked if you would like to perform a search for a character. This is a very handy option to replace bells, or to trim down a message.

I. BANNER MESSAGE

This will display another menu with different types of banner messages. There are nine different types of banners. The banners are easy to use. In all cases except for number nine, you will enter your message and then press return when done. In banner nine you will press control three (3) to end. You will be told your maximum character size when creating your banner message. This is not the biggest your banner can be, but it is the recommended size. It is very easy to chain two or more messages together. NOTE: Remember that the banner message will be two to ten times the size of your message. So try not to use this option when your message is over 10,000 characters. You could lock up your computer.

J. Signature MESSAGE

This is used to store your name, or a routine that will be used alot in your messages. You may create your signature up to 200 characters. It may be added to your message at anytime.

K. SCREEN COLORS

This will allow you to change the color of your screen to your liking. The program will save your colors, so the next time you boot-up, your screen colors will be in use. Be sure that the disk does not have a write-protect tab, as the disk will be written to.

L. COLUMN SIZE

This will allow you to switch from 40 to 38 columns while creating or viewing your message. For best results, use 40 columns. As most modem programs use 40 columns. This will not have any effect on the way the message is saved.

M. CLEAR MEMORY

This will wipe out the current message in memory. If the message was not saved to disk, then you may not restore it.

O. CHANGE MESSAGE NAME

Upon boot-up, the message name is "D:NONAME.MES". Use this option to change the message name. Use eight or less letters when naming messages. No extender is necessarily, as the program will add the extension of .MES. Consult your DOS manual for more information on naming files.

P. NEW DRIVE NUMBER

Use this option to change the destination drive. Default is drive one (1). One to four will be accepted. This will effect what drive the message will be saved or loaded from. You still use '1' to view the directory.

Q. CURSOR TOGGLE

This will toggle the cursor off and on for viewing the message. Some messages look better at a fast speed with the cursor off, while some look better with the cursor on. You may also toggle the cursor on and off with the ESCAPE key while viewing the message. This has no effect on the way the message is saved.

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ACE SOFTWARE
P.O. BOX 840526
PEMBROKE PINES, FL.
33084