

QUICKBASIC PATCH

PC jr. program to allow UP and DOWN arrow keys to respond
in QuickBASIC (R), Microsoft Corp.
(c) Feb, 1988... R. P. Waldron

All comments about QB apply to QuickBASIC, any version up to Ver
4.0

Microsoft does not support the input from these two keys in your
QuickBASIC programs! (Strange... they work fine in the QB Editor!)

This program prevents those annoying BEEPS when you press the Up or
Down arrow keys and it moves the cursor properly. With a few
changes, it may be used for graphics as well.

IMPORTANT ! ! - -

If the Fn-Break key is pressed while this program is IN the
subroutine called "Cursor", touch any key to get back to the
Editor. The Right Shift Key is STILL depressed..... Now touch
and release the Right Shift Key to put the Keyboard Flag back
to normal and all will be well. You MUST do this if in the QB
editor so you can continue to edit properly. (Otherwise, you
will start MARKING statements.)

NOTE: You do NOT need the two IF...THEN statements which move the
cursor Left and Right as QB handles these OK. You may delete
these from your program; they are only included in this
demonstration for completeness. If your programs are also
expected to run on the rest of the IBM and "compatibles"
family you should do the following test early in your program
to determine the ID of the machine:

```
DEF SEG=&HF000
IF PEEK(&HFFFE) = 253 THEN jr = true ELSE jr = false
DEF SEG
```

Just before calling the Cursor subroutine, put in a test
statement and IF jr = false, don't bother going to the
subroutine. Check the Demo.

Here's the short Demo...

```
SCREEN 0, 0, 0: KEY OFF: COLOR 14, 1: CLS
```

```
DEF SEG = &HF000
IF PEEK(&HFFFE) = 253 THEN jr = true ELSE jr = false
DEF SEG
```

' Get ID to Test if a jr.
' Back to BASIC segment.

Begin:

```
' Demo to show key input
```

```
LOCATE 5, 5: PRINT "Press any key to test"
```

```
IF jr = true THEN GOSUB Cursor ' ELSE go-somewhere-else (Do it if  
a jr.)
```

```
LOCATE 7, 5: PRINT "The CHR$ used was: "; ' See what happened...
COLOR 15: PRINT K$; ' Upper case IF you started in  
lower case.
```

```
COLOR 14: PRINT " This is the SHIFTED arrow or keyboard key."
```

```
GOTO Begin ' Do another key input.
```

```

Cursor:
  DEF SEG = 0
  UNSHFT = PEEK(&H417)
  RTSHFT = PEEK(&H417) OR 1
  POKE (&H417), RTSHFT

  K$ = INPUT$(1)
  LOCATE 10, 8: PRINT "
  LOCATE 11, 8: PRINT "
  LOCATE 12, 8: PRINT "
  LOCATE 11, 10
  ROW = CSRLIN: COL = POS(1)
  PRINT "*";

  IF K$ = "8" THEN LOCATE ROW - 1, COL: PRINT "UP"
  IF K$ = "2" THEN LOCATE ROW + 1, COL: PRINT "DOWN"
  IF K$ = "4" THEN LOCATE ROW, COL - 1: PRINT "LEFT"
  IF K$ = "6" THEN LOCATE ROW, COL + 1: PRINT "RIGHT"

  IF K$ > "8" OR K$ < "2" THEN PRINT K$
  POKE (&H417), UNSHFT
  DEF SEG
  RETURN
END

```

```

' Store present state of keyboard
  flag
' To change bit for right shift
  down...
' Right shift is NOW DOWN

' Read any key
' Clean what's on screen
' at these three
' locations.
' Just a test place..
' Store the position
' and show it on-screen.

'Move it
'Move it
'Move it
'Move it

'If not arrow key.
'Right Shift key NOT down.
'Get back to normal BASIC segment.
'Return with whatever CHR$ is in K$.

```