

Errata

Icon text - some listings are missing the DIM for icon text memory at U e.g. DIM B 1000, T 1000 should be DIM B 1000, T 1000, U 256. Lines of the listings can be amended as noted below, alternatively lines in PROCMKICON can be altered thus:

| | |
|---|---|
| <code>\$U=A\$:RESTORE+1</code> | <code>\$T=A\$:RESTORE+1</code> |
| <code>DATA=H,X,Y,X+W,Y+D,F,U,V,LEN=A\$+1</code> | <code>DATA=H,X,Y,X+W,Y+D,F,T,V,LEN=A\$+1</code> |
| <code>NEXT:U+=LEN-A\$+1</code> | <code>NEXT:T+=LEN-A\$+1</code> |

The memory area starting at address T is then used for both window and icon text, suitable for most purposes but not for dynamic window titles such as the File Editor.

Page 15 Some readers have reported difficulties with using the Checksum routine, which is not essential and programs can be typed in with a simpler error processing, read the text below before “Standard Procedures”:

We introduce a proper error reporting procedure in Chapter 6. For the time being you can add the following line to trap errors:

```
ON ERROR SYS "Wimp_CloseDown":PRINT REPORT$+"at ";ERL/10:END
```

It should be the first line of any listing you type in after any REM statements. Bear in mind that the checksums will not match. The SYS call forces the application to quit and the normal single-tasking Basic reporting is used. The line number is divided by 10 as noted previously so you can press f5 in Edit, type this line number in the ‘Go to line’ box and press Return.

Page 39 Clarification of CLEAR and AND words. The CLEAR word is the bits left intact and therefore NOT CLEAR gives the bits to be discarded (masked off) as in the first formula whereas the AND word is *already* NOTed and gives the bits to be discarded as per the second formula. Talking about the CLEAR word is more conventional in RISC OS than the AND word in BBC Micro days.

Page 63 Fourth paragraph, “... below zero (-1 or 2) ...” should be “...below zero (-1 or -2) ...”.

Page 66 First line of SAVEPOOL should read SYS “Wimp_BaseOfSprites” TO ROM, RAM

Page 72, 75, 78, 81, 84, 85, 101 Under listings, should be “Insert ... FNMKWINDOW” not “... FNMKWIN”.

Page 84 Line 2 of ICONS3 missing the DIM for icon text and should read:
DIM B 1000, T 1000, U 256, V 256

Page 93 First paragraph should read “B21 is set to &200000 or 1<<21...” and not “&200000 or 1<<28...”

Page 112 Line 47 of SQUARED, you can use the already-defined O\$ instead of “OS_SpriteOp”.

Page 113-114 SLIDERSU program. Line 3 of SLIDERSU should be N=3 : REM no sliders -1. Line 42 should read IH = IH DIV 2 : REM get correct slider

Page 122-124 Memory area S needs to be large enough to hold sprites loaded in, e.g. if sprite file is Aliens, menu click over Aliens in filer window ♦ File 'Aliens' ♦ Info. Use figure in Size box rounded up to next 100 e.g. 269212 → DIM S 27000: !S=27000 in PROCSPRITES. If sprites designed at 90×90dpi multiply width and height by 2 to get bounding box in graphics units e.g. 166 × 227 pixels → 332 × 454.

Page 128 Line 3 of REPORT missing DIM for icon text and should read DIM B 1000, T 1000, V 256

Chapter 8 ROMAN, CALC, GCALC, WFG, STAVES, and LABEL, should all have U 1000 in lines which be.g.in DIM B 1000, T 1000...

Chapter 9 Larger values of N may be required for bigger menus (more fonts) e.g. DIM... N 1000 ... should be DIM ... N 3000 ...

Page 210 Menu Entry Block, figures at bottom left of boxes 8, 12, 16, 20 should be +8, +12, +16, +20.

Page 242 Last character of line 65 of NOTEPAD should be A not K, so ?(M + PN*PS + TY*PW + TX)=A

Page 274 Fifth line of DEF PROCDROP should be FO\$ = RIGHT\$(FO\$,LEN FO\$-X).

Page 279 Under PROCMENU, "On Entry: ... T Basic's DATA pointer at line containing menu header details" should be "...The line RESTORED to in the main program should be the line contain the menu header DATA."

Page 282 PROCMESSAGE should be PROCREPORT

Page 286 Under SYS "OS_SpriteOp",&109,S "First word S = &10, second word S!4=Z..." should read "First word !S=Z, second word S!4=&10..."

Acknowledgement

Thanks to Richard Baraniak for assistance in identifying many of the above misprints.