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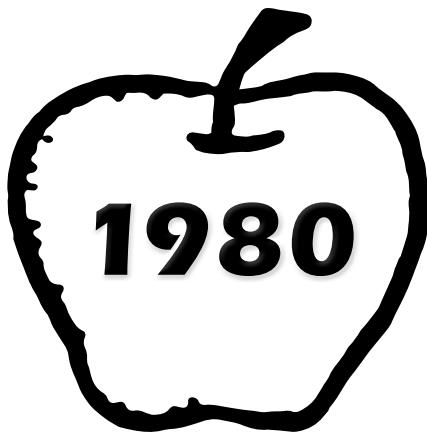


# **-A. P. P. L. E.**

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APPLE PUGETSOUND PROGRAM LIBRARY EXCHANGE

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## **Compendium**

### **of Magazine Articles**

**Produced by:**

Brian Wiser & Bill Martens



**Apple PugetSound Program Library Exchange**

# **Peeking at Call-A.P.P.L.E. 1980**

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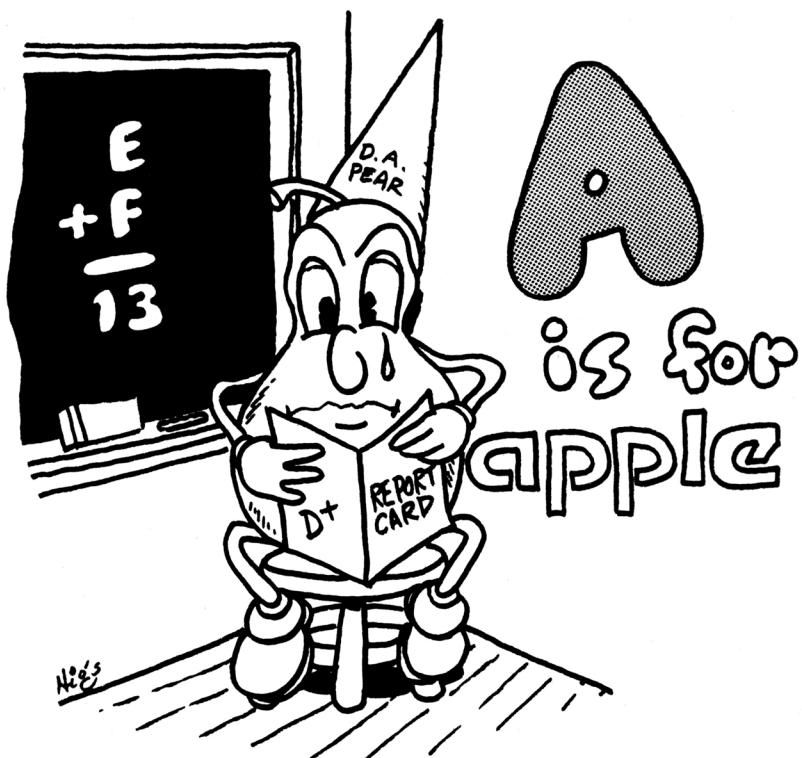
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## WINDOW ON THE WORLD

by

Val J. Golding

This is the first of a series of articles consisting of random tidbits of information and miscellaneous "facts of life" for those readers who have just recently coughed up the necessary \$\$\$ required to persuade a dealer to part with a brand new Apple][ or Apple][Plus.

The letter "W" reposes near the end of the alphabet, making "W" a completely illogical starting place for our column. And since computers are very — in fact, completely — logical, and we human beings are mostly illogical, we must in fact try and arrive at a compromise. Computers being what they are, we doubt that any real compromise could be reached. But as we did with our first primitive programs, let's be illogical and let the computer teach us, through SYNTAX ERRORS, etc. As we said, let's start with W.

The particular W under discussion stands for WINDOW, and while you may at the moment be sitting gazing out a window, this is not **quite** what we had in mind. On the Apple, or more properly on the Apple video display, the WINDOW is that portion of the screen on which may be printed words of text or high and low resolution graphics. For purposes of this article, we will limit ourselves to information pertaining to the TEXT SCREEN WINDOW. For a more detailed description of screen formatting and memory allocation, readers are referred to Roger Wagner's excellent article in the June, 1980 Call —Apple, entitled "Text Output on the Apple II".

Under normal conditions, our Apple can display 24 lines of 40 characters each. This is in fact what Apple's manuals will tell you, and from a technical