

```

1 *****
2 *
3 *           WPSaveMore20 - An AppleWorks Init
4 *
5 *   -   When saving Word Processor files as TEXT
6 *       files, this Init does (3) things:
7 *
8 *       1. Fixes bug that caused TEXT files
9 *          saved with MS-DOS (CR/LF) line
10 *         enders to have a CR/LF pair appended
11 *         to the end of every 'screen' line,
12 *         not just those containing a <CR>.
13 *
14 *       2. Supports saving TEXT files with
15 *          UNIX (LF) line enders.
16 *
17 *       3. Supports saving Merlin Source files
18 *          with high ASCII characters EXCEPT
19 *          <TAB> as $A0, and <SPACE> as $20.
20 *
21 *
22 *           Version 2.0 (for AppleWorks Version 5.1)
23 *                   (c) 2017 Hugh Hood
24 *
25 *   -   Seg $29 (Save/Remove Files) is patch-in segment.
26 *
27 *****
28
29         TR             ADR             ; truncate bank address
30
31         XC             ; enable 65C02 code
32
33 * Equates *
34
35 TabChar      EQU      $A76             ; character to use for <TAB> in save routine
36 ORAChar      EQU      $A77             ; character to inclusive OR all characters
37 NewStr       EQU      $D85             ; used by WP to contain 'Line/Column' String
38 OldStr       EQU      $E05             ; used by WP to contain 'Line/Column' String
39 AWVersion    EQU      $1003            ; $33/51 = 5.1 / $28/40 = 4.0 /
40                                     ; $1E/30 = 3.0
41 MvLeftRtn    EQU      $1148            ; memory move / follow with TO/FROM/LENGTH
42 imSavePatch  EQU      $3006            ; Patch Manager save routine in SEG.IM
43 InitAdr      EQU      $4000            ; load address for Init files
44 PatchPoint1  EQU      $5FCA            ; first patch point in SEG $29
45 PatchPoint2  EQU      $5F47            ; second patch point in SEG $29
46 PatchPoint3  EQU      $5FC7            ; third patch point in SEG $29
47 PatchPoint4  EQU      $5E61            ; forth patch point in SEG $29
48 PatchPoint5  EQU      $5E50            ; fifth patch point in SEG $29
49 PatchPoint6  EQU      $5F22            ; sixth patch point in SEG $29
50 TabPatch     EQU      $5F69            ; use $A0 instead of $09 for Merlin TABs
51 ORAPatch     EQU      $5F78            ; ORA/set high bit on Merlin files
52 AddLineEnders EQU      $5FFD            ; routine that adds line enders to
53                                     ; EVERY line
54 ModMMInDoc   EQU      $65FA            ; AWP file flag byte modified to reflect
55                                     ; state of 'save text files as text' flag
56 MMInDoc      EQU      $7C68            ; AWP file flag byte:

```

```

57                                     ; bit 1 (%00000001)/$01 = Mail Merge (AWP)
58                                     ; bit 2/5 (%00100100)/$24 = Merlin Source
59                                     ; bit 3/5 (%00101000)/$28 = Unix TEXT
60                                     ; bit 4/5 (%00110000)/$30 = MS-DOS TEXT
61                                     ; bit 5 (%00100000)/$20 = TEXT
62 Patch2Run      EQU          $6D00      ; final destination for new code
63                                     ; NOTE: Seg $29 runs from $5200 - $65FC.
64 *****
65 * IMPORTANT NOTE: File Tags are normally loaded (one-by-one) from Desktop Memory
66 *   into the unused space from $6600-$6DFF prior to being written out
67 *   at the end of the file being saved. This space will support a
68 *   maximum Tag size of $800/2048 bytes. This init will reduce the
69 *   maximum possible Tag size to $700/1792 bytes. Fortunately, all (3)
70 *   of the officially-registered AppleWorks file Tags are well below
71 *   this limit:
72 *       Word Processor Mail Merge filename Tag ($4D/M) - $13/19 bytes
73 *       Word Processor Outliner styles Tag ($4F/0) - $25/37 bytes
74 *       TimeOut Graph selections Tag ($04) - $1FC/252 bytes
75 *   If you were to write 'custom' AppleWorks modules, inits, or
76 *   macros, and were to use file Tags, you need to keep the length
77 *   of those Tags to a maximum of $700/1792 bytes.
78 *****
79
80 PatchAdr       EQU          $BB00      ; load address for patch code
81                                     ; (NOTE: uses ProDOS I/O buffer -
82                                     ;       1K max length -
83                                     ;       $BB00 - $BEFF)
84                                     ;
85                                     ; ($4000)
86                                     ; create binary file
87
88 *****
89 *           Init Header           *
90 *****
91 START
92             JMP          IStart      ; skip over header
93
94 **-----
95
96             ASC          'mb'        ; Init ID Bytes (AW 5.1)
97             DB           $14         ; Init Version - programmer assigned
98                                     ; e.g. - $0A/1.0 $0B/1.1 $19/2.5
99             STR          'WPSaveMore20' ; Init Screen Name
100            HEX          0000        ; Header End Bytes
101
102 **-----
103
104 IStart
105
106             LDA          AWVersion   ; AppleWorks version #
107             CMP          #$33        ; Is it Version 5.1?
108             BNE          Done        ; disregard - wrong version
109
110 PatchH29      JSR          imSavePatch ; call patch manager
111             DW           Code1       ; beginning of patch1 code ($40xx)
112             DW           Patch1End-PatchAdr+Patch2End-Patch2Run

```

```

112... ; length of patch code
113
114
115         DW          $0029          ; SEG number to patch
116                                         ; ($29 = Save/Remove Files SEG)
117
118 Done     RTS          ; back to Init Manager
119
120 **-----
121
122 Code1    EQU          *          ; (will be $40xx)
123
124         ORG          PatchAdr    ; (Patching Code is moved and run
125                                         ; @ $BB00 by Init Manager)
126
127 HookBytes HEX        0000       ; first bytes for $29 Patch
128
129         LDA          #$4C        ; JMP instruction
130         STA          PatchPoint1 ; $5FCA in SEG $29
131         LDA          #Patch2Run  ; low byte of new code
132         STA          PatchPoint1+1
133         LDA          #>Patch2Run ; high byte of new code
134         STA          PatchPoint1+2
135
136         LDA          #$1C        ; MS-DOS/Unix or Merlin? (%00011100)
137         STA          PatchPoint2 ; was just MS-DOS (%00010000)
138         STA          PatchPoint3 ; was just MS-DOS (000010000)
139
140         LDA          #$C3        ; make low TXT/DOS/Unix/Merlin bits
141                                         ; (%11000011)
142         STA          PatchPoint4 ; was just TXT/MS-DOS (%11001111)
143
144         LDA          #$3C        ; check for TXT/DOS/Unix/Merlin bits
145                                         ; (%00111100)
146         STA          PatchPoint5 ; was just TXT/MS-DOS (%00110000 - $30)
147
148         LDA          #$4C        ; JMP instruction
149         STA          PatchPoint6 ; $5F22 in SEG $29
150         LDA          #CROnly    ; low byte of new code
151         STA          PatchPoint6+1
152         LDA          #>CROnly    ; high byte of new code
153         STA          PatchPoint6+2
154
155         LDA          #$4C        ; JMP instruction
156         STA          TabPatch    ; $5F69 in SEG $29
157         LDA          #TabCode    ; low byte of new code
158         STA          TabPatch+1
159         LDA          #>TabCode    ; high byte of new code
160         STA          TabPatch+2
161
162         LDA          #$4C        ; JMP instruction
163         STA          ORAPatch    ; $5F78 in SEG $29
164         LDA          #ORACode    ; low byte of new code
165         STA          ORAPatch+1
166         LDA          #>ORACode    ; high byte of new code
167         STA          ORAPatch+2

```

```

168
169 MoveCall      JSR      MvLeftRtn      ; move new code to run location
170              DA      #Patch2Run      ; ($6D00)
171              DA      #MoveStart      ;
172              DA      Patch2End-Patch2Run
173
174              RTS                      ; patch hook-in done
175
176 Patch1End     EQU      *
177
178
179 **-----
180
181 MoveStart     EQU      *                ; (will be $BBxx)
182
183              ORG      Patch2Run        ; ($6D00)
184
185
186 * MS-DOS/UNIX lines that include a <CR>
187
188 PatchStart    LDA      NewStr+1
189              BPL      GoBack1         ; no <CR> on this line
190                                          ; (do NOT add line enders)
191              LDA      ModMMInDoc
192              AND      #$08           ; Unix Bit Set (Bit 3)
193              BEQ      :A
194              LDA      #$0A
195              STA      AddLineEnders+1
196              BRA      :B
197
198 :A            LDA      ModMMInDoc
199              AND      #$04           ; Merlin Bit Set (Bit 2)
200              BEQ      :B            ; Not Unix / Not Merlin
201              LDA      #$8D          ; Merlin Line Ender
202              STA      AddLineEnders+1
203
204 :B            JSR      AddLineEnders
205
206              LDA      #$0D
207              STA      AddLineEnders+1
208
209 GoBack1      JMP      PatchPoint1+3  ; go back to original code ($5FCD)
210
211 **-----
212
213 * MS-DOS/UNIX/Merlin lines containing ONLY a <CR>
214
215 CROnly       LDA      ModMMInDoc
216              AND      #$08           ; Unix Bit Set (Bit 3)
217              BEQ      :C            ; Not Unix
218              LDA      #$0A          ; Unix Line Ender
219              STA      AddLineEnders+1
220              BRA      :D
221
222 :C           LDA      ModMMInDoc
223              AND      #$04           ; Merlin Bit Set (Bit 2)

```

```

224         BEQ         :D         ; Not Unix / Not Merlin
225         LDA         #$8D      ; Merlin Line Ender
226         STA         AddLineEnders+1
227
228 :D         JSR         AddLineEnders ; do routine to add proper line enders
229                                     ; to <CR> ONLY lines
230
231         LDA         #$0D      ; original value
232         STA         AddLineEnders+1 ; restore original value
233
234 GoBack2   JMP         PatchPoint6+3 ; go back to original code ($5F25)
235
236
237 **-----
238
239 TabCode   LDA         ModMMInDoc
240         AND         #$04      ; Merlin Bit Set (Bit 2)
241         BEQ         :E         ; Not Merlin
242         LDA         #$A0      ; high bit space for Merlin <TAB>
243         BRA         :F         ; get back to character parser
244
245 :E         LDA         TabChar ; 'normal' <TAB> substitution character
246
247 :F         JMP         TabPatch+3
248
249
250 ORACode   PHA         ; save accumulator (character)
251         LDA         ModMMInDoc
252         AND         #$04      ; Merlin Bit Set (Bit 2)
253         BEQ         :G         ; Not Merlin
254         PLA         ; retrieve character
255         ORA         #$80      ; set high bit for Merlin character
256         BRA         :H         ; get back to character parser
257
258 :G         PLA         ; retrieve character
259         ORA         ORAChar ; normally '$00' / '$80 sets high bit
260
261 :H         JMP         ORAPatch+3
262
263 **-----
264
265 Patch2End EQU         *         ;
266         SAV         I.WPSAVEMORE20
267         LST         OFF
268
269         END
270
271

```