DOS 3.3: Renumber fix

The Renumber program on you DOS master diskette contains an error which
mistakes the number after a "*" as a line number and renumbers it. For
example, if you had a line:

        10 let A=B*10

it might become:

        20 let A=B*20

The permanent fix is:

        For RAM Applesoft   For ROM Applesoft
                        (DOS 3.2)
        load renumber   load renumber
        poke 14342,172   poke 4815,172
        poke 14343,171   poke 4816,171
        unlock renumber   unlock renumber
        save renumber   save renumber
        lock renumber   lock renumber
                        (DOS 3.3)
        load renumber   load renumber
        poke 14316,172   poke 4789,172
        poke 14317,171   poke 4790,171
        unlock renumber   unlock renumber
        save renumber   save renumber
        lock renumber   lock renumber
Apple Tech Notes

Keywords: <None>

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This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 571