

Ever found that you are doing some routine that requires the user to enter some kind of string of characters and the input command doesn't seem to fulfil your requirements. Then why not program your own input routine. This is one of mine I have used in various routines such as my own STOS Adventure Creator. It works better because it allows you to move anyway in the text and change it. The STOS input command only allows an limited number of characters but this routine is unlimited.

```
10 key off : curs off : flash off : hide on : mode 1
```

```
15 windopen 1,0,0,80,25,1,4 : curs off
```

```
20 get palette (4) : wait vbl
```

```
25 dim PAGE$(1000)
```

```
30 fastcopy start(4),back : fastcopy back,logic 610 rem EDIT MODE
```

```
612 XW=8 : YW=1 : paper 1 : pen 0
```

```
613 locate XW,YW
```

```
614 while K$=""
```

```
615 K$=inkey$
```

```
616 wend
```

```
617 rem ~~~ CHECK CURSOR UP KEY
```

```
618 if asc(K$)=0 and scancode=72 and YW>1 then dec YW : locate  
XW,YW
```

```
619 rem ~~~ CHECK CURSOR DOWN KEY
```

```
620 if asc(K$)=0 and scancode=80 and YW<>21 then inc YW : locate  
XW,YW
```

```
621 rem ~~~ CHECK CURSOR LEFT KEY
```

```
622 if asc(K$)=0 and scancode=75 and XW>8 then dec XW : locate  
XW,YW
```

```
623 rem ~~~ CHECK CURSOR RIGHT KEY
```

```
624 if asc(K$)=0 and scancode=77 and XW<37 then inc XW : locate  
XW,YW
```

```
625 rem ~~~ CHECK RETURN KEY
```

```
626 if K$=chr$(13) then curs off : goto 636
```

```
627 rem ~~~ CHECK BACKSPACE KEY
```

628 if K\$=chr\$(8) and XW>8 then dec XW : locate XW,YW : print " " ; :
locate XW,YW

629 if K\$=chr\$(8) and XW=8 and YW>1 then dec YW : XW=35 : locate
XW,YW : print " " ; : locate XW,YW 632 rem ~~~ CHECK FOR KEYBOARD
INPUT

633 if XW=35 and YW=21 then stop

634 if asc(K\$)>31 and XW<37 and YW<21 then print K\$; : inc XW

635 if asc(K\$)>31 and XW=36 and YW<21 then XW=8 : inc YW

636 K\$="" : goto 613