

MTLineRef

The program, MTLineRef will take a TRS-80 Model 100 BASIC program and will list the line number and first ten characters of each line that is referenced by another line. It will also list the line numbers that reference it.

It is designed to work with a BASIC program that is in text (not tokenized) format.

The following 8 line program was found at

<https://github.com/dplassgit/games/tree/trunk/tl00/drop>:

```
0 CLS:POKE-902,PEEK(63795):F=.25+RND(1)/4:W=-.25+RND(1)/2:X=0:Y=1:B%=5+25*RND(1)
1 C=0:PRINT@280+B%,CHR$(27)"Vý"SPACE$(9-E)"ý":PRINT@200,"S:"S:PRINT"L:"5-L:PRINTUSING"W:#. #";W
2 C=C+F:PRINT@C," ýý":IFX<>0THENPRINT@OX+40*OY%," ":OX=X:OY%=Y:Y=Y+.3:X=X+W:GOTO6
4 IFINKEY$=" "THENX=C+2:F=F*2:OX=0:OY%=0
5 IFC>=37THENPRINT@37," ":C=0:GOTO2ELSE2
6 IFY<7.01THENPRINT@X+40*FIX(Y),"ý":GOTO4
7 IFX>=B%+1ANDX<=B%+10-ETHENPRINT@97,"Hit!":CALL4811:S=S+10*(E+1):E=E-(E<8):GOTO0
8 L=L+1:IFL<5THENPRINT@97,"MISS!":CALL4811:GOTO0ELSEPRINT@55,"Game over":END
```

The output from MTLineRef when the above program was selected is as follows:

```
0 CLS:POKE-9 7 8
2 C=C+F:PRIN 5 5
4 IFINKEY$=" 6
6 IFY<7.01TH 2
```

When debugging a program and eliminating or moving a line to make room for more lines by changing the line number, the output of this program will tell you what other lines need to be updated.

A simple text edit search would yield the same results, except this program will not report line numbers that are part of a comment, DATA statement or enclosed in quotes.

