



# Tech Info Library

## Apple Modem: Using one from within an Applesoft BASIC program

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Security: Everyone

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If you wish to use an Apple Modem from within an Applesoft BASIC program, you must write your own software to do so; you must be prepared to read each character you send, though, since the Apple Modem echoes each character sent through it.

Following is an example routine for dialing a number. NOTE: this routine is only meant to illustrate how to read each character after sending it. The routine does dial a number, but this routine cannot stand alone: notice how it ends without completely flushing the input from the modem.

```
10 D$ = CHR$(4)
20 S$ = "AT D123-4567"
30 PRINT D$;"PR#2"
40 PRINT D$;"IN#2"
50 FOR I = 1 TO LEN(S$)
60 PRINT MID$(S$,I,1);
70 GET X$
80 NEXT I
90 PRINT
100 PRINT D$;"PR#0"
110 PRINT D$;"IN#0"
```

WARNING: When trying to access the modem from the program, if you use PRINT CHR\$(4);"PR#2" and/or PRINT CHR\$(4);"IN#2", followed by CTRL-A T, the computer hangs and BASIC program control is lost. That's because once you send a CTRL-A T, the firmware takes over and is in control until you type CTRL-A Q.

To send AT commands to the modem, send only the "PR#2"; then, using a PRINT statement, you may send whatever you wish. For example:

```
10 D$ = CHR$ (4)
20 PRINT D$; "PR#2"
30 PRINT "ATDT1231234"
40 END
```

will dial 123-1234. You could also replace line 40 with

```
40 PRINT D$; "IN#2" and add,  
50 PRINT CHR$ (1); "T"
```

and you'd be in terminal mode.

Apple Technical Communications

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