

```

0C86 18F5      0510      JR    RT3
                0520 ;
                0530 ; Map copies are different
0C88 E1        0540 RT4    POP    HL      ; Get char. store pointer
0C89 70        0550      LD    (HL), B    ; Zero character store
0C8A E1        0560 RT5    POP    HL      ; General return point
0C8B D1        0570      POP    DE
0C8C C1        0580      POP    BC
0C8D C3F604    0590      JP     SRLIN    ; Change to RET if using T2
                0600 ;
                0610 ; Map copies are equal
0C90 E1        0620 RT6    POP    HL      ; Get char. store pointer
0C91 23        0630      INC    HL        ; Point to counter store
0C92 34        0640      INC    (HL)      ; Inc. counter store
0C93 20F5      0650      JR     NZ RT5    ; If not zero, exit
0C95 36C0      0660      LD     (HL), #C0 ; Reset repeat speed
0C97 2B        0670      DEC    HL
0C98 7E        0680      LD     A, (HL)   ; Recover stored char.
0C99 37        0690      SCF    ; Set flag to simulate char. found
0C9A 18D6      0700      JR     RT1      ; Loop back to exit
                0710 ;
                0720 ;      END OF LISTING

```

All four repeat key programs will be put in the software library in due course.

ELIZA Continued from Page 37.

```

2550 DATA "I SEE, IS THAT ALL YOU HAVE TO SAY ?"
2560 DATA "I'M NOT SURE I UNDERSTAND YOU FULLY."
2570 DATA "COME COME, ELUCIDATE YOUR THOUGHTS."
2580 DATA "CAN YOU ELABORATE ON THAT ?"
2590 DATA "THAT IS QUITE INTERESTING."
2600 REM
2610 REM ♦♦ DATA FOR FINDING REPLIES
2620 REM
2630 DATA 1,3,4,2,6,4,6,4,10,4,14,3,17,3,20,2
2640 DATA 22,3,25,3,28,4,28,4,32,3,35,5,40,9
2650 DATA 40,9,40,9,40,9,40,9,40,9,49,2,51,4
2660 DATA 55,4,59,4,63,1,63,1,64,5,69,5,74,2
2670 DATA 76,4,80,3,83,7,90,3,93,6,99,7,106,6
2680 REM
2690 REM ♦♦ DATA FOR MACHINE CODE INPUT
2700 REM
2710 DATA 31711,1030,-53,536,-20665,3370
2720 DATA -5664,0
2730 REM
2740 DATA 27035,14336,-13564,6399,18178
2750 DATA 10927,-8179,233

```