

STOS Compiler Help Sheet

If you get stuck using the compiler then use this information sheet for initial technical support. It includes the most asked questions by current users of the STOS Compiler.

If the problem you have found cannot be answered by referencing this sheet then further help can be obtained via the STOS Club (see your registration card) or by writing directly to Mandarin Software.

If the files on the disc fail to operate as the manual states then it is highly likely that you will have a defective disc. If this is the case then return your disc to its place of purchase and ask for a replacement. If this proves too difficult then return your disc direct to Mandarin.

Q. I am having difficulty compiling some of the accessories and games from the original STOS package. Many of them produce errors during compilation, I would have thought that the games supplied by yourselves would be error free?

A. The errors that occur do not appear in the original Basic files because STOS only interprets lines which are run. The Compiler on the other hand checks all lines and will therefore pick up any spurious lines with bad syntax.

Example:

```
10 print "This Line is OK"  
20 end  
30 print "This is a bad line!"
```

Here we see that line 30 has obviously been incorrectly typed in. When this program is run from Basic no error is detected. The compiler though, will analyse all three lines during compile time and will subsequently pick up the error in line 30. This problem occurs when you try to compile ZOLTAR or the BULLET TRAIN EDITOR. The following alterations will correct these programs:

ZOLTAR: At line 4165 of ZOLTAR insert a colon after the MOVE command.

```
4165 move y Z,"(1,-5,0)e80" : If ...
```

BULLET TRAIN EDITOR: This program has a chunk of code which is no longer used within the program. So simply delete the block by typing in the command:

```
delete 5630-5675
```

Q. When I try to compile a Gem version of the low-res Sprite Editor, I always get the message "Disc Error". No matter what disc I use, the message always appears and it always occurs when the compiler "time bar" has entered the TRAPS and BANKS area.

A. The 'disc error' which occurs is a Disc Full error. To avoid this problem, which mainly happens on unexpanded 520ST systems, simply ensure that when you compile:

- Only the program to compile and the compiler itself are in memory.
- The destination disc (where you compile the program too) only contains the COMPILER folder.

These two points will minimise the memory overheads incurred by the compilation process. At the end of the day though, compilation does require extra memory and extra disc space. So it is feasible that you may generate a program which cannot be compiled to memory or won't fit on to a single sided disc along with the compiler folder. If you do generate such a large program we will be pleased to compile it for you using a larger system.

Q. I have created a Gem runnable version of BULLET TRAIN but every time I run it, I'm simply returned to the Desktop.

A. The reason this happens is because the PRG file is being run from the Desktop. The ST loses 32K of memory when Desktop is installed. To avoid this, a compiled program must take control of the system before the Desktop becomes operative. This is achieved by inserting the PRG file into an AUTO folder on a disc. When this disc is 'booted' it will automatically load the game avoiding Gem on its way and thus saving an extra 32K.

Q. I have compiled ORBIT, everything works apart from the load and save options. The same occurs with ZOLTAR and BULLET TRAIN. What am I doing wrong?

A. This problem points to the window buffer size of a compiled program. The window buffer's size can be altered in the compiler OPTIONS screen. If you reduce the size below 8K then any files compiled will not have enough buffer space to produce a file selector. This is why ORBIT and the other games fail to present the appropriate load and save file selectors. By returning this buffer to its original size or 8K+ you will be able to compile the games fully.

Q. After updating my copies of STOS from v2.3 to v2.4 I now find that COMPACT.ACB no longer works.

A. The solution here is to run the CONVERT.BAS file. This translates any file that used the old double precision floating point into a file which is compatible with v2.4's fast single precision routines. See chapter 6 of the compiler manual for more details about this program.

