General Information
Author: Action Computer Services
Language: ACTION!
Compiler/Interpreter: ACTION!
Published: 1984

This program will create a big global symbol table (max 510 entries, normally 255) when run. It will boot the cartridge as well, so you must not have anything in the Editor that you want. It does not increase the space used to store variable names. If you want to increase this as well, you will have to 'SET $495 = #' in the monitor after running this program. # is the number of pages you want to be used for name storage (each page is 256 bytes, default is 8).

You must use the correct version of Cold below:

version 3.0 ACTION! ROM

PROC Cold=$A323()[]

version s 3.1 to 3.6 ACTION! ROMs

PROC Cold=$A326()[]

```
;          BIGST.ACT

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; This program will create a big
; global symbol table (max 510
; entries, normally 255) when run.
; It will boot the cartridge as well,
; so you must not have anything in
; the Editor that you want.  It does
; not increase the space used to
; store variable names.  If you want
; to increase this as well, you will
; have to 'SET $495 = #' in the
; monitor after running this program.
; # is the number of pages you want
; to be used for name storage (each
; page is 256 bytes, default is 8).

; You must use the correct version of
; Cold below:

; version 3.0 ACTION! ROM
;PROC Cold=$A323()[]

; version s 3.1 to 3.6 ACTION! ROMs
PROC Cold=$A326()[]


PROC BigSymbolTable()
  CHAR bigST=$4C4
  BYTE EBank=$D503

  Zero($480, 255)
```

```
; following statement causes all
; variables starting with uppercase
; letters to go into one half of the
; global symbol table and variables
; starting with lowercase letters to
; go into other half (255 entries in
; each half).  If you use mostly
; uppercase variable (this includes
; PROC/FUNC names) use 'M.  If you
; use mostly lowercase variables then
; use 'm.

  bigST = 'a

; boot cartridge with big S.T.
; Will not return.

  EBank = 0
  Cold()
RETURN
```