$₁#₂**HP BASIC for Windows**
Weapons Systems Example Contents

1$ Contents
2# weapons.TOC

$3#4K5

Phasers

Phasers are short-range directed energy weapons. If you activate this control, phaser fire is directed at the adversary currently in weapons lock.

3$ Phasers
4# weapons.phasers
5K weapons.phasers

$6#7K8

Photon Torpedoes

Photon torpedoes are long-range warp-powered weapons capable of
carrying warheads of high explosive yield. If you active this control,
torpedoes will be fired from all loaded tubes at the adversary currently
in weapons lock.

6$ Photon Torpedoes
7# weapons.torp
8K weapons.torp

$\$_9\#_{10}K_{11}$

Stand Down Weapons Systems

If you activate this control, energy is drained from the phaser banks
and returned to operational systems, and photon torpedoes are disarmed
and put in standby. However, targeting systems still remain operational
unless specifically disabled.

9$ Stand Down Weapons Systems
10# weapons.off
11K weapons.off

$12#13K14

Weapons Control Panel

This control panel directs the operation of the primary weapons systems.
It provides command direction of phaser banks and photon torpedoes and
allows disarming the weapons systems.

12$ Weapons Control Panel
13# weapons.pnl
14K weapons.TOC