



40

**BEST
MACHINE
CODE ROUTINES
FOR THE
COMMODORE 64**

Mark Greenshields

40 Best Machine Code Routines for the 64

Mark Greenshields



Duckworth

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Preface

This book is not intended to teach you machine code on the CBM 64. It contains 40 machine code routines that can be used in your Basic or machine code programs to do things that are not implemented in the standard BASIC or operating system in your Commodore 64.

The book includes a listing of Supermon which is a public domain assembler/disassembler written by Jim Butterfield (thanks Jim). It can be used to enter the programs in this book if you do not possess an assembler. The listings are all given twice: once in an assembled listing from the PAL assembler from Proline Software (this, along with POWER, is the best machine code development package that I have seen), and once in a disassembled version suitable for entering with Supermon or similar.

I hope that you find the book useful and that the routines help to improve your programs.

Acknowledgments

I would like to thank my parents Jack and Sheila Greenshields, my sister Louise, Graeme Douglas, William Drummond, Mark Kelly and all my relations for their encouragement.

M.G.

I would like to dedicate this book to my grandparents, Roy and Gracie Reid.

Supermon

There follows a listing of Supermon which is a public domain assembler/disassembler/monitor. Thanks to Jim Butterfield for this program. The Basic program which follows is used to enter this assembler. You will need this assembler or a similar one to enter all the programs in this book.

Supermon is listed as a hex dump, which is a listing of hexadecimal numbers. This makes it easy to enter into a Basic loader program.

To enter Supermon, type in the following commands in direct mode (where <return> means press the return key), and then type in the Basic loader and save it.

```
POKE 43,1 <return>
POKE 44,32 <return>
POKE8192,0 <return>
NEW <return>
```

Now run the loader and you will see the prompt:

```
.0800 ?
```

You will see that the first number corresponds with the first number in the Supermon listing. This is where you type the data. The first three lines that you would type are as follows. Type the program in without spaces.

```
.0800 ? 001A086400992293
.0808 ? 121D1D1D1D535550
.0810 ? 45522036342D4D4F
```

Don't worry if you don't understand what you are typing in. Just type exactly what is printed and it will work. It is worth it as writing machine code using an assembler is far easier than doing

it by hand. Once you have finished typing in the program you will be prompted with:

SAVE TO TAPE OR DISK ?

Press T if you are using cassette and have a blank cassette in the recorder. Press D if you are using disk and make sure that a formatted disk with at least 11 blocks free is in the drive.

If you pressed T you will be prompted with PRESS PLAY ON TAPE and if you pressed D the drive will start whirring. The program is now being saved to tape or disk. If an error occurs then typing RUN100 will allow you to save the program again. It can be loaded in the normal way.

LOAD"SUPERMON",1 OR LOAD"SUPERMON",8

Then run the program. Some writing will appear on the screen and a '.' prompt will appear.

To make spare copies of Superman just load the program and save it as if it was Basic.

Supermon is given here as a relocatable loader: it can be located anywhere in RAM. To adjust where it is to be located in memory, find the starting address and add 2065 to it. Use the following formula to calculate the two numbers necessary:

$$\begin{aligned} \text{LO} &= \text{INT}(\text{number}/256) \\ \text{HI} &= ((\text{number}/256)-\text{LO})*256 \end{aligned}$$

Now POKE 55 with the value of LO and POKE 56 with the value of HI and run Supermon.

To restart Supermon, type SYS starting address + 1. The normal value to start Supermon is SYS 38893.

Instructions for using Supermon

Supermon commands are all one-letter commands usually

followed by parameters.

The first command that we will look at is 'A'. This stands for ASSEMBLE and is the most frequently used command in any assembler. It will be used for entering almost all the programs in this book. The syntax for 'A' is as follows:

A (start address in hex) (mnemonic) (operand).

e.g. A 1000 LDA #\$10

The address is the starting address in hex. The mnemonic is the assembly language command and the operand is the number associated with the command if there is one.

After you press return from the first line, if it is incorrect syntax, the computer will prompt you with an 'A' and the next address. Therefore you need only enter the starting address, the assembler does the rest. To leave the assembly press the return key.

Here is a simple example program which shows you how the assembler works.

```
.A 1000 LDA #$00  
.A 1002 STA $D020  
.A 1005 STA $D021  
.A 1008 RTS
```

This program makes the screen and the border black. Type it in to see how to use the assembler. If you make an error the computer will print a question mark. If this happens use the normal screen editor and change the mistake and delete the question mark. Press return and if the next address is prompted then the line is now correct.

Now that you have typed this in, you may want to save the program. The command to do this is 'S'. The syntax is as follows:

S"name",device,start,end + 1

The total length of the name must not exceed 16 or a question

mark will be printed. The device is the device that the computer is to save to: 01 is tape and 08 is disk. The 0's before the number are essential for correct syntax. The start is the starting address in hex of the save. The end + 1 is the end address plus 1 that the computer is to save to. The reason that you must save up to the end + 1 is that the ROM routine used to save to memory saves up to but not including the end address specified. All the parameters must be separated by a comma.

The next command is the command to execute a program in machine code from the assembler. It is 'G' and has the syntax:

G address to start at.

If you want to return control to the monitor when the program has been run then make the last command of the program a BRK command instead of an RTS.

The next command allows you to see a program in memory. It is 'D' and has the syntax:

D start

e.g. D 1000

This command clears the screen and prints a page of commands. To see more press D and return.

The next command is the same as 'D' except that it prints a continuous listing without clearing the screen. The command is 'P' and it has the syntax:

P start end

It is mainly used when you want a printer listing. To print a disassembly to the printer type the following in Basic:

```
OPEN4,4 : CMD4 : SYS38893
```

(The SYS assumes that the monitor is at its default position in memory. If it isn't, use your address.)

The printer will print something and then you can type what you want. You can use 'P' or 'M' (coming up next). To disable the printer when it has finished type 'X' <return> (explained later) and type CLOSE4. <return>.

Often you will want a listing of memory in hex (which Supermon was listed in). This is done with the 'M' command which has the syntax:

M start end

where start and end are in hex. This command may also be used to the printer. You may also change memory by using this command and then typing over values and pressing return at the end of each line.

The monitor has a command to fill areas of memory with a number. It is 'F' and it has the syntax:

F start end byte

where start and end are addresses in hex and byte is a byte in hex.

Supermon can move parts of memory to another part. The command is 'T' which stands for transfer memory. It has the syntax:

T oldstart oldend newstart

where oldstart, oldend and newstart are addresses in hex.

If you want to find the contents of the registers at any time, type the command 'R' on its own.

If you are working in the assembler and you want to load a program into memory where it came from, there are two ways to do this:

1. return to Basic and type LOAD"name",device,1

e.g. To load the file hello from tape type LOAD"HELLO",1,1

2. use the command 'L' in the monitor. It has the syntax:

L"name",device

where device is 01 for tape and 08 for disk.

To exit the assembler and return to Basic type X <return> or press run/stop and restore.

Summary of SUPERMON commands.

Command Syntax	Meaning
A Assemble Mnemonics into memory	A 1000 LDA #\$10
D Disassemble memory	D 1000
M Display hex from memory	M 1000 2000
S Save memory to device	S"name",08,1000,2000
L Load memory from device	L"name",01
P Print disassembly of memory	P 1000 2000
F Fill memory	F 3000 4000 FF
T Transfer memory to memory	T 1000 2000 C000
X Exit to Basic	X
R Register display	R
G Goto address	G FFD2

```
1 HE$="0123456789ABCDEF"  
10 PRINT "{CLR}"  
20 FORA=2049TO4587STEP8  
30 GOSUB1000:REM CONVERT ADDRESS TO HEX  
IN H$  
40 PRINT ". ";H$;:INPUT A$:REM 8 HEX NUMBE  
RS  
50 FORX=1TO16STEP2
```

```

60 B$=MID$(A$,X,2)
70 GOSUB2000:REM CONVERT HEX NO. TO DECIMAL
80 POKEA+X/2,HEX
90 NEXT:NEXT
100 INPUT"SAVE TO TAPE OR DISK";TD$
110 IFTD$="D"ORTD$="T"THEN120
115 GOTO100
120 IFTD$="D"THENDEV=8
130 IFTD$="T"THENDEV=1
140 FORA=0TO34:READB:POKEA+49152,B:NEXT:
POKE49153,DEV:INPUT"ARE YOU SURE";S$
150 IFS$="N"THEN100
160 SYS49152:REM SAVE ASSEMBLER
170 PRINT"MACHINE CODE SAVED"
180 PRINT"IT MAY BE LOADED FROM TAPE OR
DISK IN THE NORMAL WAY LIKE A BASIC"
190 PRINT"PROGRAM AND THEN RUN"
200 END
1000 N1=INT(A/4096):N6=(A/4096-N1)*16:N2
=INT(N6):N3=INT((N6-N2)*16)
1010 N4=((N6-N2)*16)-N3)*16
1030 H$=MID$(HE$,N1+1,1)+MID$(HE$,N2+1,1)
)+MID$(HE$,N3+1,1)+MID$(HE$,N4+1,1)
1040 RETURN
2000 FORV=1TO16:B=V-1:IFLEFT$(B$,1)=MID$(
HE$,V,1)THEN2020
2010 NEXT
2020 HEX=B*16
2030 FORV=1TO16:B=V-1:IFRIGHT$(B$,1)=MID$(
HE$,V,1)THEN2050
2040 NEXT
2050 HEX=HEX+B
2060 PRINT HEX
2070 RETURN
10000 DATA 162,1,160,1,32,186,255,162,26
,160,192,169,8,32,189,255,162,236,160
10010 DATA 17,169,251,32,216,255,96,83,8
5,80,69,82,77,79,78,0
20000 OPEN15,8,15:INPUT#15,A$,B$,C$,D$:P
RINTA$,B$,C$,D$:CLOSE15

```


B*

	PC	SR	AC	XR	YR	SP			
.	97FE	33	00	28	00	F6			
.									
.	0800	00	1A	08	64	00	99	22	93
.	0808	12	1D	1D	1D	1D	53	55	50
.	0810	45	52	20	36	34	2D	4D	4F
.	0818	4E	00	31	08	6E	00	99	22
.	0820	11	20	20	20	20	20	20	20
.	0828	20	20	20	20	20	20	20	20
.	0830	00	4B	08	78	00	99	22	11
.	0838	20	2E	2E	4A	49	4D	20	42
.	0840	55	54	54	45	52	46	49	45
.	0848	4C	44	00	66	08	82	00	9E
.	0850	28	C2	28	34	33	29	AA	32
.	0858	35	36	AC	C2	28	34	34	29
.	0860	AA	31	32	37	29	00	00	00
.	0868	AA	AA	AA	AA	AA	AA	AA	AA
.	0870	AA	AA	AA	AA	AA	AA	AA	AA
.	0878	AA	AA	AA	AA	AA	AA	AA	AA
.	0880	A5	2D	85	22	A5	2E	85	23
.	0888	A5	37	85	24	A5	38	85	25
.	0890	A0	00	A5	22	D0	02	C6	23
.	0898	C6	22	B1	22	D0	3C	A5	22
.	08A0	D0	02	C6	23	C6	22	B1	22
.	08A8	F0	21	85	26	A5	22	D0	02
.	08B0	C6	23	C6	22	B1	22	18	65
.	08B8	24	AA	A5	26	65	25	48	A5
.	08C0	37	D0	02	C6	38	C6	37	68
.	08C8	91	37	8A	48	A5	37	D0	02
.	08D0	C6	38	C6	37	68	91	37	18
.	08D8	90	B6	C9	4F	D0	ED	A5	37
.	08E0	85	33	A5	38	85	34	6C	37
.	08E8	00	4F	4F	4F	4F	AD	E6	FF
.	08F0	00	8D	16	03	AD	E7	FF	00
.	08F8	8D	17	03	A9	80	20	90	FF
.	0900	00	00	D8	68	8D	3E	02	68
.	0908	8D	3D	02	68	8D	3C	02	68
.	0910	8D	3B	02	68	AA	68	A8	38
.	0918	8A	E9	02	8D	3A	02	98	E9
.	0920	00	00	8D	39	02	BA	8E	3F

```

.:0928 02 20 57 FD 00 A2 42 A9
.:0930 2A 20 57 FA 00 A9 52 D0
.:0938 34 E6 C1 D0 06 E6 C2 D0
.:0940 02 E6 26 60 20 CF FF C9
.:0948 0D D0 F8 68 68 EA EA EA
.:0950 EA EA A9 00 00 85 26 A2
.:0958 0D A9 2E 20 57 FA 00 EA
.:0960 EA EA EA EA 20 3E F8 00
.:0968 C9 2E F0 F9 C9 20 F0 F5
.:0970 A2 0E DD B7 FF 00 D0 0C
.:0978 8A 0A AA BD C7 FF 00 48
.:0980 BD C6 FF 00 48 60 CA 10
.:0988 EC 4C ED FA 00 A5 C1 8D
.:0990 3A 02 A5 C2 8D 39 02 60
.:0998 A9 08 85 1D A0 00 00 20
.:09A0 54 FD 00 B1 C1 20 48 FA
.:09A8 00 20 33 F8 00 C6 1D D0
.:09B0 F1 60 20 88 FA 00 90 0B
.:09B8 A2 00 00 81 C1 C1 C1 F0
.:09C0 03 4C ED FA 00 20 33 F8
.:09C8 00 C6 1D 60 A9 3B 85 C1
.:09D0 A9 02 85 C2 A9 05 60 98
.:09D8 48 20 57 FD 00 68 A2 2E
.:09E0 4C 57 FA 00 EA EA EA EA
.:09E8 EA A2 00 00 BD EA FF 00
.:09F0 20 D2 FF E8 E0 16 D0 F5
.:09F8 A0 3B 20 C2 F8 00 AD 39
.:0A00 02 20 48 FA 00 AD 3A 02
.:0A08 20 48 FA 00 20 B7 F8 00
.:0A10 20 8D F8 00 F0 5C 20 3E
.:0A18 F8 00 20 79 FA 00 90 33
.:0A20 20 69 FA 00 20 3E F8 00
.:0A28 20 79 FA 00 90 28 20 69
.:0A30 FA 00 EA EA EA EA EA 20
.:0A38 E1 FF F0 3C A6 26 D0 38
.:0A40 A5 C3 C5 C1 A5 C4 E5 C2
.:0A48 90 2E A0 3A 20 C2 F8 00
.:0A50 20 41 FA 00 20 8B F8 00
.:0A58 F0 E0 4C ED FA 00 20 79
.:0A60 FA 00 90 03 20 80 F8 00
.:0A68 20 B7 F8 00 D0 07 20 79

```

```

.:0A70 FA 00 90 EB A9 08 85 1D
.:0A78 20 3E F8 00 20 A1 F8 00
.:0A80 D0 F8 4C 47 F8 00 20 CF
.:0A88 FF C9 0D F0 0C C9 20 D0
.:0A90 D1 20 79 FA 00 90 03 20
.:0A98 80 F8 00 EA EA EA EA EA
.:0AA0 AE 3F 02 9A 78 AD 39 02
.:0AA8 48 AD 3A 02 48 AD 3B 02
.:0AB0 48 AD 3C 02 AE 3D 02 AC
.:0AB8 3E 02 40 EA EA EA EA EA
.:0AC0 AE 3F 02 9A 6C 02 A0 A0
.:0AC8 01 84 BA 84 B9 88 84 B7
.:0AD0 84 90 84 93 A9 40 85 BB
.:0AD8 A9 02 85 BC 20 CF FF C9
.:0AE0 20 F0 F9 C9 0D F0 38 C9
.:0AE8 22 D0 14 20 CF FF C9 22
.:0AF0 F0 10 C9 0D F0 29 91 BB
.:0AF8 E6 B7 C8 C0 10 D0 EC 4C
.:0B00 ED FA 00 20 CF FF C9 0D
.:0B08 F0 16 C9 2C D0 DC 20 88
.:0B10 FA 00 29 0F F0 E9 C9 03
.:0B18 F0 E5 85 BA 20 CF FF C9
.:0B20 0D 60 6C 30 03 6C 32 03
.:0B28 20 96 F9 00 D0 D4 EA EA
.:0B30 EA EA EA A9 00 00 20 EF
.:0B38 F9 00 A5 90 29 10 D0 C4
.:0B40 4C 47 F8 00 20 96 F9 00
.:0B48 C9 2C D0 BA 20 79 FA 00
.:0B50 20 69 FA 00 20 CF FF C9
.:0B58 2C D0 AD 20 79 FA 00 A5
.:0B60 C1 85 AE A5 C2 85 AF 20
.:0B68 69 FA 00 20 CF FF C9 0D
.:0B70 D0 98 EA EA EA EA EA 20
.:0B78 F2 F9 00 4C 47 F8 00 A5
.:0B80 C2 20 48 FA 00 A5 C1 48
.:0B88 4A 4A 4A 4A 20 60 FA 00
.:0B90 AA 68 29 0F 20 60 FA 00
.:0B98 48 8A 20 D2 FF 68 4C D2
.:0BA0 FF 09 30 C9 3A 90 02 69
.:0BAB 06 60 A2 02 B5 C0 48 B5
.:0BB0 C2 95 C0 68 95 C2 CA D0

```

```

.:0BB8 F3 60 20 88 FA 00 90 02
.:0BC0 85 C2 20 88 FA 00 90 02
.:0BC8 85 C1 60 A9 00 00 85 2A
.:0BD0 20 3E F8 00 C9 20 D0 09
.:0BD8 20 3E F8 00 C9 20 D0 0E
.:0BE0 18 60 20 AF FA 00 0A 0A
.:0BE8 0A 0A 85 2A 20 3E F8 00
.:0BF0 20 AF FA 00 05 2A 38 60
.:0BF8 C9 3A 90 02 69 08 29 0F
.:0C00 60 A2 02 2C A2 00 00 B4
.:0C08 C1 D0 08 B4 C2 D0 02 E6
.:0C10 26 D6 C2 D6 C1 60 20 3E
.:0C18 F8 00 C9 20 F0 F9 60 A9
.:0C20 00 00 8D 00 00 01 20 CC
.:0C28 FA 00 20 8F FA 00 20 7C
.:0C30 FA 00 90 09 60 20 3E F8
.:0C38 00 20 79 FA 00 B0 DE AE
.:0C40 3F 02 9A EA EA EA EA EA
.:0C48 A9 3F 20 D2 FF 4C 47 F8
.:0C50 00 20 54 FD 00 CA D0 FA
.:0C58 60 E6 C3 D0 02 E6 C4 60
.:0C60 A2 02 B5 C0 48 B5 27 95
.:0C68 C0 68 95 27 CA D0 F3 60
.:0C70 A5 C3 A4 C4 38 E9 02 B0
.:0C78 0E 88 90 0B A5 28 A4 29
.:0C80 4C 33 FB 00 A5 C3 A4 C4
.:0C88 38 E5 C1 85 1E 98 E5 C2
.:0C90 A8 05 1E 60 20 D4 FA 00
.:0C98 20 69 FA 00 20 E5 FA 00
.:0CA0 20 0C FB 00 20 E5 FA 00
.:0CA8 20 2F FB 00 20 69 FA 00
.:0CB0 90 15 A6 26 D0 64 20 28
.:0CB8 FB 00 90 5F A1 C1 81 C3
.:0CC0 20 05 FB 00 20 33 F8 00
.:0CC8 D0 EB 20 28 FB 00 18 A5
.:0CD0 1E 65 C3 85 C3 98 65 C4
.:0CD8 85 C4 20 0C FB 00 A6 26
.:0CE0 D0 3D A1 C1 81 C3 20 28
.:0CE8 FB 00 B0 34 20 B8 FA 00
.:0CF0 20 BB FA 00 4C 7D FB 00
.:0CF8 20 D4 FA 00 20 69 FA 00

```

```

.:0D00 20 E5 FA 00 20 69 FA 00
.:0D08 20 3E F8 00 20 88 FA 00
.:0D10 90 14 85 1D A6 26 D0 11
.:0D18 20 2F FB 00 90 0C A5 1D
.:0D20 81 C1 20 33 F8 00 D0 EE
.:0D28 4C ED FA 00 4C 47 F8 00
.:0D30 20 D4 FA 00 20 69 FA 00
.:0D38 20 E5 FA 00 20 69 FA 00
.:0D40 20 3E F8 00 A2 00 00 20
.:0D48 3E F8 00 C9 27 D0 14 20
.:0D50 3E F8 00 9D 10 02 E8 20
.:0D58 CF FF C9 0D F0 22 E0 20
.:0D60 D0 F1 F0 1C 8E 00 00 01
.:0D68 20 8F FA 00 90 C6 9D 10
.:0D70 02 E8 20 CF FF C9 0D F0
.:0D78 09 20 88 FA 00 90 B6 E0
.:0D80 20 D0 EC 86 1C EA EA EA
.:0D88 EA EA 20 57 FD 00 A2 00
.:0D90 00 A0 00 00 B1 C1 DD 10
.:0D98 02 D0 0C C8 E8 E4 1C D0
.:0DA0 F3 20 41 FA 00 20 54 FD
.:0DA8 00 20 33 F8 00 A6 26 D0
.:0DB0 8D 20 2F FB 00 B0 DD 4C
.:0DB8 47 F8 00 20 D4 FA 00 85
.:0DC0 20 A5 C2 85 21 A2 00 00
.:0DC8 86 28 A9 93 20 D2 FF EA
.:0DD0 EA EA EA EA A9 16 85 1D
.:0DD8 20 6A FC 00 20 CA FC 00
.:0DE0 85 C1 84 C2 C6 1D D0 F2
.:0DE8 A9 91 20 D2 FF 4C 47 F8
.:0DF0 00 A0 2C 20 C2 F8 00 20
.:0DF8 54 FD 00 20 41 FA 00 20
.:0E00 54 FD 00 A2 00 00 A1 C1
.:0E08 20 D9 FC 00 48 20 1F FD
.:0E10 00 68 20 35 FD 00 A2 06
.:0E18 E0 03 D0 12 A4 1F F0 0E
.:0E20 A5 2A C9 E8 B1 C1 B0 1C
.:0E28 20 C2 FC 00 88 D0 F2 06
.:0E30 2A 90 0E BD 2A FF 00 20
.:0E38 A5 FD 00 BD 30 FF 00 F0
.:0E40 03 20 A5 FD 00 CA D0 D5

```

```

.:0E48 60 20 CD FC 00 AA E8 D0
.:0E50 01 C8 98 20 C2 FC 00 8A
.:0E58 86 1C 20 48 FA 00 A6 1C
.:0E60 60 A5 1F 38 A4 C2 AA 10
.:0E68 01 88 65 C1 90 01 C8 60
.:0E70 A8 4A 90 0B 4A B0 17 C9
.:0E78 22 F0 13 29 07 09 80 4A
.:0E80 AA BD D9 FE 00 B0 04 4A
.:0E88 4A 4A 4A 29 0F D0 04 A0
.:0E90 80 A9 00 00 AA BD 1D FF
.:0E98 00 85 2A 29 03 85 1F 98
.:0EA0 29 8F AA 98 A0 03 E0 8A
.:0EA8 F0 0B 4A 90 08 4A 4A 09
.:0EB0 20 88 D0 FA C8 88 D0 F2
.:0EB8 60 B1 C1 20 C2 FC 00 A2
.:0EC0 01 20 FE FA 00 C4 1F C8
.:0EC8 90 F1 A2 03 C0 04 90 F2
.:0ED0 60 A8 B9 37 FF 00 85 28
.:0ED8 B9 77 FF 00 85 29 A9 00
.:0EE0 00 A0 05 06 29 26 28 2A
.:0EE8 88 D0 F8 69 3F 20 D2 FF
.:0EF0 CA D0 EC A9 20 2C A9 0D
.:0EF8 4C D2 FF 20 D4 FA 00 20
.:0F00 69 FA 00 20 E5 FA 00 20
.:0F08 69 FA 00 A2 00 00 86 28
.:0F10 EA EA EA EA EA 20 57 FD
.:0F18 00 20 72 FC 00 20 CA FC
.:0F20 00 85 C1 84 C2 20 E1 FF
.:0F28 F0 05 20 2F FB 00 B0 E9
.:0F30 4C 47 F8 00 20 D4 FA 00
.:0F38 A9 03 85 1D 20 3E F8 00
.:0F40 20 A1 F8 00 D0 F8 A5 20
.:0F48 85 C1 A5 21 85 C2 4C 46
.:0F50 FC 00 C5 28 F0 03 20 D2
.:0F58 FF 60 20 D4 FA 00 20 69
.:0F60 FA 00 8E 11 02 A2 03 20
.:0F68 CC FA 00 48 CA D0 F9 A2
.:0F70 03 68 38 E9 3F A0 05 4A
.:0F78 6E 11 02 6E 10 02 88 D0
.:0F80 F6 CA D0 ED A2 02 20 CF
.:0F88 FF C9 0D F0 1E C9 20 F0

```

```

.:0F90 F5 20 D0 FE 00 B0 0F 20
.:0F98 9C FA 00 A4 C1 84 C2 85
.:0FA0 C1 A9 30 9D 10 02 E8 9D
.:0FAB 10 02 E8 D0 DB 86 28 A2
.:0FB0 00 00 86 26 F0 04 E6 26
.:0FB8 F0 75 A2 00 00 86 1D A5
.:0FC0 26 20 D9 FC 00 A6 2A 86
.:0FC8 29 AA BC 37 FF 00 BD 77
.:0FD0 FF 00 20 B9 FE 00 D0 E3
.:0FDB A2 06 E0 03 D0 19 A4 1F
.:0FE0 F0 15 A5 2A C9 E8 A9 30
.:0FE8 B0 21 20 BF FE 00 D0 CC
.:0FF0 20 C1 FE 00 D0 C7 88 D0
.:0FF8 EB 06 2A 90 0B BC 30 FF
.:1000 00 BD 2A FF 00 20 B9 FE
.:1008 00 D0 B5 CA D0 D1 F0 0A
.:1010 20 B8 FE 00 D0 AB 20 B8
.:1018 FE 00 D0 A6 A5 28 C5 1D
.:1020 D0 A0 20 69 FA 00 A4 1F
.:1028 F0 28 A5 29 C9 9D D0 1A
.:1030 20 1C FB 00 90 0A 98 D0
.:1038 04 A5 1E 10 0A 4C ED FA
.:1040 00 C8 D0 FA A5 1E 10 F6
.:1048 A4 1F D0 03 B9 C2 00 00
.:1050 91 C1 88 D0 F8 A5 26 91
.:1058 C1 20 CA FC 00 85 C1 84
.:1060 C2 EA EA EA EA EA A0 41
.:1068 20 C2 F8 00 20 54 FD 00
.:1070 20 41 FA 00 20 54 FD 00
.:1078 EA EA EA EA EA 4C B0 FD
.:1080 00 A8 20 BF FE 00 D0 11
.:1088 98 F0 0E 86 1C A6 1D DD
.:1090 10 02 08 E8 86 1D A6 1C
.:1098 28 60 C9 30 90 03 C9 47
.:10A0 60 38 60 40 02 45 03 D0
.:10A8 08 40 09 30 22 45 33 D0
.:10B0 08 40 09 40 02 45 33 D0
.:10B8 08 40 09 40 02 45 B3 D0
.:10C0 08 40 09 00 00 22 44 33
.:10C8 D0 8C 44 00 00 11 22 44
.:10D0 33 D0 8C 44 9A 10 22 44

```

..:10D8 33 D0 08 40 09 10 22 44
..:10E0 33 D0 08 40 09 62 13 78
..:10E8 A9 00 00 21 81 82 00 00
..:10F0 00 00 59 4D 91 92 86 4A
..:10F8 05 9D 2C 29 2C 23 28 24
..:1100 59 00 00 58 24 24 00 00
..:1108 1C 8A 1C 23 5D 8B 1B A1
..:1110 9D 8A 1D 23 9D 8B 1D A1
..:1118 00 00 29 19 AE 69 A8 19
..:1120 23 24 53 18 23 24 53 19
..:1128 A1 00 00 1A 5B 5B A5 69
..:1130 24 24 AE AE A8 AD 29 00
..:1138 00 7C 00 00 15 9C 6D 9C
..:1140 A5 69 29 53 84 13 34 11
..:1148 A5 69 23 A0 D8 62 5A 48
..:1150 26 62 94 88 54 44 C8 54
..:1158 68 44 E8 94 00 00 B4 08
..:1160 84 74 B4 28 6E 74 F4 CC
..:1168 4A 72 F2 A4 8A 00 00 AA
..:1170 A2 A2 74 74 74 72 44 68
..:1178 B2 32 B2 00 00 22 00 00
..:1180 1A 1A 26 26 72 72 88 C8
..:1188 C4 CA 26 48 44 44 A2 C8
..:1190 3A 3B 52 4D 47 58 4C 53
..:1198 54 46 48 44 50 2C 41 42
..:11A0 F9 00 35 F9 00 CC F8 00
..:11A8 F7 F8 00 56 F9 00 89 F9
..:11B0 00 F4 F9 00 0C FA 00 3E
..:11B8 FB 00 92 FB 00 C0 FB 00
..:11C0 38 FC 00 5B FD 00 8A FD
..:11C8 00 AC FD 00 46 F8 00 FF
..:11D0 F7 00 ED F7 00 0D 20 20
..:11D8 20 50 43 20 20 53 52 20
..:11E0 41 43 20 58 52 20 59 52
..:11E8 20 53 50 45 52 22 20 20

ROM Routines

The routines in this book use various ROM routines to function. They are as follows:

§AEFD: Check if the next character is a comma and skip it. Otherwise print SYNTAX ERROR and return to Basic.

§AD8A: Read next expression (variable, number, etc.) into the FAC.

§B7F7: Change the value in the FAC into a 16 bit integer (0-65535). If the number is too big then print illegal quantity error and return to Basic. Otherwise put the low byte of the number into \$14 and the high byte into \$15.

§B79E: Read the next expression in the BASIC text and put it as a 8 bit integer in the X register. If the number is greater than 255 then print Illegal quantity error and return to Basic.

§B7EB: This routine reads two expressions or numbers separated by a comma from the Basic text. The first is a 16 bit number and the second is an 8 bit number. The 16 bit number is stored in \$14 and \$15 and the 8 bit number is stored in the X register. If either or both of the numbers are out of their ranges then the program will stop and print an illegal quantity error. If the comma is missing a syntax error will be displayed. Both these errors return control to Basic.

§E1D4: This routine gets the file name, the device number and the secondary address from the Basic text. It gives an error if any of the above are wrong. It is used in preparation for loading, saving or verifying a program, as in MSAVE/MLOAD/MVERIFY.

1. Fill

The following routine allows you to fill an area of memory with a byte. It is called by the following command:

```
SYS 28672,start address, end address, byte
```

e.g. to fill the text screen with 'A' characters and the colour screen with 1 (white), type the following:

```
SYS 28672,1024,2023,1  
SYS 28672,55296,56295,1
```

An error will be given if any of the numbers are too big or negative.

```
PAL (C)1979 BRAD TEMPLETON
```

```
2
```

```
20:      7000
```

```
.OPT P,00
```

```
30:      7000
```

```
*= $7000
```

```
;FILL ROUTINE
```

```
;
```

```
;USES *FB AND *FC
```

```
;STORE TOP ADDRESS IN
```

```
;828 AND 829
```

```
90:      7000 20 FD AE
```

```
JSR $AEFD
```

```
;SCAN PAST COMMA
```

```
110:     7003 20 8A AD
```

```
JSR $AD8A
```

```
;READ NUMBER AND PUT
```

```
;INTO FAC
```

```
140:     7006 20 F7 B7
```

```
JSR $B7F7
```

```
;GET NUMBER FROM FAC
```

```
; AND PUT IN $14 AND $15
```

```
170:     7009 A5 14
```

```
LDA $14
```

```
170:     700B 85 FB
```

```
STA *FB
```

```

180: 700D A5 15          LDA  $15
180: 700F 85 FC          STA  $FC
;
200: 7011 20 FD AE          JSR  $AEFD
;SCAN PAST COMMA
220: 7014 20 8A AD          JSR  $AD8A
230: 7017 20 F7 B7          JSR  $B7F7
240: 701A A5 14          LDA  $14
240: 701C 8D 3C 03          STA  828
250: 701F A5 15          LDA  $15
250: 7021 8D 3D 03          STA  829
;
270: 7024 20 FD AE          JSR  $AEFD
280: 7027 20 8A AD          JSR  $AD8A
290: 702A 20 F7 B7          JSR  $B7F7
300: 702D A5 15          LDA  $15
300: 702F F0 03          BEQ  MORE
300: 7031 4C 48 B2          JMP  $B248
; $B248 IS IQANT ERROR
320: 7034 A5 14          MORE LDA  $14
320: 7036 8D 3E 03          STA  830
330: 7039 A0 00          LOOP LDY  #0
340: 703B AD 3E 03          LDA  830
350: 703E 91 FB          STA  ($FB),Y
360: 7040 20 57 70          JSR  ADD
370: 7043 A5 FB          LDA  $FB
370: 7045 CD 3C 03          CMP  828
370: 7048 F0 03          BEQ  CHECK
380: 704A 4C 39 70          JMP  LOOP
390: 704D A5 FC          CHECK LDA  $FC
390: 704F CD 3D 03          CMP  829
390: 7052 F0 0B          BEQ  FINISH
400: 7054 4C 39 70          JMP  LOOP
410: 7057 E6 FB          ADD  INC  $FB
410: 7059 F0 01          BEQ  FCPLUS1
420: 705B 60          RTS
430: 705C E6 FC          FCPLUS1 INC  $FC
430: 705E 60          RTS
440: 705F 60          FINISH RTS
17000-7060

```

B*

PC SR AC XR YR SP
. ;97FE 72 00 00 01 F6

.
7000 20 FD AE JSR \$AEFD
7003 20 8A AD JSR \$AD8A
7006 20 F7 B7 JSR \$B7F7
7009 A5 14 LDA \$14
700B 85 FB STA \$FB
700D A5 15 LDA \$15
700F 85 FC STA \$FC
7011 20 FD AE JSR \$AEFD
7014 20 8A AD JSR \$AD8A
7017 20 F7 B7 JSR \$B7F7
701A A5 14 LDA \$14
701C 8D 3C 03 STA \$033C
701F A5 15 LDA \$15
7021 8D 3D 03 STA \$033D
7024 20 FD AE JSR \$AEFD
7027 20 8A AD JSR \$AD8A
702A 20 F7 B7 JSR \$B7F7
702D A5 15 LDA \$15
702F F0 03 BEQ \$7034
7031 4C 48 B2 JMP \$B248
7034 A5 14 LDA \$14
7036 8D 3E 03 STA \$033E
7039 A0 00 LDY ##00
703B AD 3E 03 LDA \$033E
703E 91 FB STA (\$FB),Y
7040 20 57 70 JSR \$7057
7043 A5 FB LDA \$FB
7045 CD 3C 03 CMP \$033C
7048 F0 03 BEQ \$704D
704A 4C 39 70 JMP \$7039
704D A5 FC LDA \$FC
704F CD 3D 03 CMP \$033D
7052 F0 0B BEQ \$705F
7054 4C 39 70 JMP \$7039
7057 E6 FB INC \$FB
7059 F0 01 BEQ \$705C
.

2. Move

The following routine allows you to move an area of memory to another location. It has the syntax:

SYS 24576,start,finish,destination address.

e.g. to move the contents of the screen to 16384 type the following:

SYS 24576,1024,2023,16384

The three numbers or variables must be no bigger than 65535. If they are bigger then an error will be printed and control will return to Basic.

PAL (C)1979 BRAD TEMPLETON

2

20: 6000

.OPT P,00

30: 6000

*= \$6000

;
;ROUTINE TO MOVE ONE
; AREA OF
;MEMORY TO ANOTHER
;
;SCAN COMMA

90: 6000 20 FD AE

JSR \$AEFD

100: 6003 20 8A AD

JSR \$AD8A

110: 6006 20 F7 B7

JSR \$B7F7

120: 6009 A5 14

LDA \$14

130: 600B 8D 78 60

STA TEMP

140: 600E A5 15

LDA \$15

150: 6010 8D 79 60

STA TEMP+1

;

165: 6013 20 FD AE

JSR \$AEFD

```

170: 6016 20 8A AD      JSR  $AD8A
180: 6019 20 F7 B7      JSR  $B7F7
190: 601C A5 14         LDA  $14
200: 601E 8D 7A 60      STA  TEMP+2
210: 6021 A5 15         LDA  $15
220: 6023 8D 7B 60      STA  TEMP+3
225: 6026 20 FD AE      JSR  $AEFD
230: 6029 20 8A AD      JSR  $AD8A
240: 602C 20 F7 B7      JSR  $B7F7
250: 602F A5 14         LDA  $14
260: 6031 8D 7C 60      STA  TEMP+4
270: 6034 A5 15         LDA  $15
280: 6036 8D 7D 60      STA  TEMP+5
;
291: 6039 AD 78 60      LDA  TEMP
291: 603C 85 FB         STA  $FB
292: 603E AD 79 60      LDA  TEMP+1
292: 6041 85 FC         STA  $FC
293: 6043 AD 7C 60      LDA  TEMP+4
293: 6046 85 FD         STA  $FD
294: 6048 AD 7D 60      LDA  TEMP+5
294: 604B 85 FE         STA  $FE
300: 604D A0 00         LDY  #0
310: 604F B1 FB         LOOP LDA  ($FB),Y
320: 6051 91 FD         STA  ($FD),Y
330: 6053 20 60 60      JSR  ADDONE
340: 6056 A5 FB         LDA  $FB
350: 6058 CD 7A 60      CMP  TEMP+2
360: 605B F0 10         BEQ  CHECK
370: 605D 4C 4F 60      JMP  LOOP
;
;
400: 6060 E6 FB         ADDONE INC  $FB
410: 6062 D0 02         BNE  MORE
420: 6064 E6 FC         INC  $FC
430: 6066 E6 FD         MORE  INC  $FD
440: 6068 D0 02         BNE  RETURN
450: 606A E6 FE         INC  $FE
460: 606C 60         RETURN RTS
;
;

```

```

490:    606D A5 FC      CHECK      LDA    $FC
500:    606F CD 7B 60          CMP    TEMP+3
510:    6072 F0 03          BEQ    FIN
520:    6074 4C 4F 60          JMP    LOOP

;
;
550:    6077          FIN      =    *
555:    6077 60          RTS
560:    6078          TEMP     =    *
16000-6078

```

READY.

B*

```

      PC  SR AC XR YR SP
.197FE 72 00 00 01 F6
.
6000 20 FD AE      JSR $AEFD
6003 20 8A AD      JSR $AD8A
6006 20 F7 B7      JSR $B7F7
6009 A5 14          LDA $14
600B 8D 78 60      STA $6078
600E A5 15          LDA $15
6010 8D 79 60      STA $6079
6013 20 FD AE      JSR $AEFD
6016 20 8A AD      JSR $AD8A
6019 20 F7 B7      JSR $B7F7
601C A5 14          LDA $14
601E 8D 7A 60      STA $607A
6021 A5 15          LDA $15
6023 8D 7B 60      STA $607B
6026 20 FD AE      JSR $AEFD
6029 20 8A AD      JSR $AD8A
602C 20 F7 B7      JSR $B7F7
602F A5 14          LDA $14
6031 8D 7C 60      STA $607C
6034 A5 15          LDA $15
6036 8D 7D 60      STA $607D

```

6039	AD	78	60	LDA	\$6078
603C	85	FB		STA	\$FB
603E	AD	79	60	LDA	\$6079
6041	85	FC		STA	\$FC
6043	AD	7C	60	LDA	\$607C
6046	85	FD		STA	\$FD
6048	AD	7D	60	LDA	\$607D
604B	85	FE		STA	\$FE
604D	A0	00		LDY	#00
604F	B1	FB		LDA	(\$FB), Y
6051	91	FD		STA	(\$FD), Y
6053	20	60	60	JSR	\$6060
6056	A5	FB		LDA	\$FB
6058	CD	7A	60	CMP	\$607A
605B	F0	10		BEQ	\$606D
605D	4C	4F	60	JMP	\$604F
6060	E6	FB		INC	\$FB
6062	D0	02		BNE	\$6066
6064	E6	FC		INC	\$FC
6066	E6	FD		INC	\$FD
6068	D0	02		BNE	\$606C
606A	E6	FE		INC	\$FE
606C	60			RTS	
606D	A5	FC		LDA	\$FC
606F	CD	7B	60	CMP	\$607B
6072	F0	03		BEQ	\$6077
6074	4C	4F	60	JMP	\$604F
6077	60			RTS	

3. Pause

The following routine allows a listing to be stopped at any time. It will in fact stop any output to the screen that is printed. It works by interrupting the character out routine and check to see if the shift key has been pressed. If it has then it loops until the key has been released.

The syntax is SYS 960. To disable it press run/stop and restore simultaneously.

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      03C0                      .OPT P,00
30:      03C0                      *=   960
;
50:      03C0 A9 CB                  LDA  #<MAIN
60:      03C2 8D 26 03              STA  806
70:      03C5 A9 03                  LDA  #>MAIN
80:      03C7 8D 27 03              STA  807
90:      03CA 60                      RTS
;
110:     03CB 48                      MAIN PHA
110:     03CC 8A                      TXA
110:     03CD 48                      PHA
110:     03CE 98                      TYA
110:     03CF 48                      PHA
120:     03D0 AD 8D 02 LOOP          LDA  653
130:     03D3 C9 01                  CMP  #1
140:     03D5 F0 F9                  BEQ  LOOP
160:     03D7 68                      PLA
160:     03D8 A8                      TAY
160:     03D9 68                      PLA
160:     03DA AA                      TAX
```

160: 03DB 68
170: 03DC 4C CA F1
103C0-03DF

PLA
JMP \$F1CA

READY.

B*

	PC	SR	AC	XR	YR	SP	
	.197FE	72	00	00	01	F6	
	.						
03C0	A9	CB					LDA ##CB
03C2	8D	26	03				STA #0326
03C5	A9	03					LDA ##03
03C7	8D	27	03				STA #0327
03CA	60						RTS
03CB	48						PHA
03CC	8A						TXA
03CD	48						PHA
03CE	98						TYA
03CF	48						PHA
03D0	AD	8D	02				LDA #028D
03D3	C9	01					CMP ##01
03D5	F0	F9					BEG #03D0
03D7	68						PLA
03D8	A8						TAY
03D9	68						PLA
03DA	AA						TAX
03DB	68						PLA
03DC	4C	CA	F1				JMP \$F1CA
	.						

4. Function keys

The following program allows you to put commands onto the function keys. It uses the IRQ interrupt to scan the keyboard. There are listings in PAL and Supermon format to see how the program works, but it is best to enter the program as the Basic loader which follows. Any of the three ways works equally well but it is easier to change the text to go on the function keys from the Basic listing.

To turn the keys on type SYS 49152 (for the Basic listing , SYS 24576 for the other two). To turn them off press run/stop and restore.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      6000                      .OPT P,00
30:      6000                      *=    $6000

                                ;
                                ;ROUTINE TO SETUP
                                ;FUNCTION KEYS
                                ;

80:      6000 78                      SEI
90:      6001 A9 0D                      LDA  #<MAIN
100:     6003 8D 14 03                      STA  788
110:     6006 A9 60                      LDA  #>MAIN
120:     6008 8D 15 03                      STA  789
130:     600B 58                      CLI
140:     600C 60                      RTS

                                ;
                                ;
170:     600D 48                      MAIN  PHA
180:     600E 8A                      TXA
190:     600F 48                      PHA
```

```

200: 6010 98 TYA
210: 6011 48 PHA
220: 6012 A5 C5 LDA $C5
230: 6014 C5 FB CMP $FB
240: 6016 F0 52 BEQ LOOP
250: 6018 85 FB STA $FB
260: 601A C9 03 CMP #3
270: 601C D0 08 BNE LOOP1
;
290: 601E A9 30 LDA #$30
300: 6020 8D 72 60 STA C100
310: 6023 4C 47 60 JMP PRINT
;
330: 6026 C9 04 LOOP1 CMP #4
340: 6028 D0 08 BNE LOOP2
350: 602A A9 00 LDA #0
360: 602C 8D 72 60 STA C100
370: 602F 4C 47 60 JMP PRINT
;
390: 6032 C9 05 LOOP2 CMP #5
400: 6034 D0 08 BNE LOOP3
;
420: 6036 A9 10 LDA #$10
430: 6038 8D 72 60 STA C100
440: 603B 4C 47 60 JMP PRINT
;
460: 603E C9 06 LOOP3 CMP #6
470: 6040 D0 28 BNE LOOP
480: 6042 A9 20 LDA #$20
490: 6044 8D 72 60 STA C100
;
510: 6047 AD 8D 02 PRINT LDA $028D
520: 604A C9 01 CMP #1
530: 604C D0 09 BNE PUTON
;
550: 604E AD 72 60 LDA C100
560: 6051 18 CLC
560: 6052 69 08 ADC #8
570: 6054 8D 72 60 STA C100
;
590: 6057 A2 00 PUTON LDX #0

```


B*

PC SR AC XR YR SP
. ;97FE 72 00 00 01 F6

```
6000 78 SEI
6001 A9 0D LDA #0D
6003 8D 14 03 STA #0314
6006 A9 60 LDA #60
6008 8D 15 03 STA #0315
600B 58 CLI
600C 60 RTS
600D 48 PHA
600E 8A TXA
600F 48 PHA
6010 98 TYA
6011 48 PHA
6012 A5 C5 LDA #C5
6014 C5 FB CMP #FB
6016 F0 52 BEQ #606A
6018 85 FB STA #FB
601A C9 03 CMP #03
601C D0 08 BNE #6026
601E A9 30 LDA #30
6020 8D 72 60 STA #6072
6023 4C 47 60 JMP #6047
6026 C9 04 CMP #04
6028 D0 08 BNE #6032
602A A9 00 LDA #00
602C 8D 72 60 STA #6072
602F 4C 47 60 JMP #6047
6032 C9 05 CMP #05
6034 D0 08 BNE #603E
6036 A9 10 LDA #10
6038 8D 72 60 STA #6072
603B 4C 47 60 JMP #6047
603E C9 06 CMP #06
6040 D0 28 BNE #606A
6042 A9 20 LDA #20
6044 8D 72 60 STA #6072
6047 AD 8D 02 LDA #028D
604A C9 01 CMP #01
```

604C D0 09	BNE #6057
604E AD 72 60	LDA #6072
6051 18	CLC
6052 69 08	ADC #008
6054 8D 72 60	STA #6072
6057 A2 00	LDX #000
6059 AC 72 60	LDY #6072
605C B9 73 60	LDA #6073,Y
605F 9D 77 02	STA #0277,X
6062 E8	INX
6063 C8	INY
6064 E0 08	CPX #008
6066 D0 F4	BNE #605C
6068 86 C6	STX #C6
606A 68	PLA
606B A8	TAY
606C 68	PLA
606D AA	TAX
606E 68	PLA
606F 4C 31 EA	JMP #EA31

.
.
.
.

.:6072 00 4C 49 53 54 0D 04 04
.:607A 04 52 55 4E 0D 04 04 04
.:6082 04 50 52 49 4E 54 04 04
.:608A 04 54 48 45 4E 04 04 04
.:6092 04 4C 4F 41 44 04 04 04
.:609A 04 53 41 56 45 04 04 04
.:60A2 04 56 45 52 49 46 59 04
.:60AA 04 47 4F 54 4F 04 04 04
.:60B2 04 00 00 00 00 00 FF 00

.

```
10 DATA 120,169,16,141,20,3,169,192,141,
21,3,88,96,234,234,234,72,138,72,152,72
15 DATA 165,197,197,251,240,81,133,251,2
01,3,208,8,169,48,141,0,193,76,74,192
20 DATA201,4,208,8,169,0,141,0,193,76,74
,192,201,5,208,8,169,16,141,0,193,76,74
25 DATA 192,201,6,208,39,169,32,141,0,19
3,173,141,2,201,1,208,8,173,0,193,105,8
30 DATA141,0,193,162,0,172,0,193,185,1,1
93,157,119,2,232,200,224,8,208,244,134
35 DATA198,104,168,104,170,104,76,49,234
```

```
40 FORA=49152TO49267:READB:POKEA,B:NEXT
50 FORA=0TO7:READK$:FORB=1TO8:L=ASC((MID
$(K$,B,1)):IFL=95THENL=13
55 IFL=47THENL=4
60 POKE49409+(A*8)+B,L:NEXT:NEXT:POKE494
09,4:SYS49152
70 DATA"LIST<///  
80 DATA"PRINT///  
90 DATA"RUN<///  
100 DATA"THEN///  
110 DATA"LOAD///  
120 DATA"SAVE///  
130 DATA"VERIFY///  
140 DATA"GOTO///  
150 DATA"STOP"
```

READY.

5. IRQ clock

The clock routine is updated by the IRQ interrupt which is called by the computer every 50th of a second. The routine used to print line numbers for BASIC is used to print the time (lo byte in X and high byte in A). It is not very good for using when typing in a program as the cursor is always at the top of the screen but it works fine in a program. The syntax to set the clock is as follows:

SYS 28672,hours,minutes.

The clock is in 24 hour format, so remember to enter the time in 24 hour format.

PAL (C) 1979 BRAD TEMPLETON

2

20: 7000

.OPT P,00

30: 7000

*= \$7000

```
;  
;DISPLAYS A CLOCK AT  
;TOP LEFT  
;OF SCREEN  
;  
;TO SET TYPE  
;  
;SYS 24576,HOURS,MINS  
;  
;SECONDS ASSUMED ZERO  
;
```

150: 7000 20 FD AE

JSR \$AEFD

160: 7003 20 9E B7

JSR \$B79E

170: 7006 8A

TXA

180: 7007 C9 18

CMP #24

190: 7009 B0 14

BCS IGERR

```

200:    700B 8D B7 70          STA    HOUR
;
220:    700E 20 FD AE          JSR    $AEFD
230:    7011 20 9E B7          JSR    $B79E
240:    7014 8A                TXA
250:    7015 C9 3C            CMP    #60
260:    7017 B0 06            BCS    IQERR
270:    7019 8D B8 70          STA    MINUTE
;
290:    701C 4C 22 70          JMP    SETUP
;
310:    701F 4C 48 B2 IQERR    JMP    $B248
;
330:    7022 78                SETUP   SEI
340:    7023 A9 3F            LDA    #<MAIN
350:    7025 8D 14 03          STA    788
360:    7028 A9 70            LDA    #>MAIN
370:    702A 8D 15 03          STA    789
380:    702D AD B7 70          LDA    HOUR
400:    7030 AD B8 70          LDA    MINUTE
420:    7033 A9 00            LDA    #0
430:    7035 8D B9 70          STA    SECOND
450:    7038 A9 00            LDA    #0
450:    703A 8D BA 70          STA    COUNTER
460:    703D 58                CLI
470:    703E 60                RTS
;
;
500:    703F EE BA 70 MAIN    INC    COUNTER
510:    7042 AD BA 70          LDA    COUNTER
520:    7045 C9 3C            CMP    #60
530:    7047 B0 03            BCS    CHANGE
;
550:    7049 4C 31 EA          JMP    $EA31
;
570:    704C A9 00            CHANGE  LDA    #0
580:    704E 8D BA 70          STA    COUNTER
;
600:    7051 EE B9 70          INC    SECOND
610:    7054 AD B9 70          LDA    SECOND
620:    7057 C9 3C            CMP    #60

```

```

630:    7059 B0 03                BCS  MINUTECHANGE
;
650:    705B 4C 8D 70            JMP  PRINT
;
670:    705E A9 00                MINUTECHALDA #0
680:    7060 8D B9 70            STA  SECOND
690:    7063 EE B8 70            INC  MINUTE
700:    7066 AD B8 70            LDA  MINUTE
710:    7069 C9 3C                CMP  #60
720:    706B B0 03                BCS  HOURCHANGE
;
740:    706D 4C 8D 70            JMP  PRINT
;
760:    7070 A9 00                HOURCHANGLDA #0
770:    7072 8D B8 70            STA  MINUTE
780:    7075 EE B7 70            INC  HOUR
790:    7078 AD B7 70            LDA  HOUR
800:    707B C9 18                CMP  #24
810:    707D 90 0E                BCC  PRINT
;
830:    707F A9 00                LDA  #0
840:    7081 8D B9 70            STA  SECOND
850:    7084 8D B8 70            STA  MINUTE
860:    7087 8D B7 70            STA  HOUR
870:    708A 4C 31 EA            JMP  #EA31
;
890:    708D A9 13                PRINT LDA  #"I
900:    708F 20 D2 FF            JSR  $FFD2
;
920:    7092 A9 00                LDA  #0
930:    7094 AE B7 70            LDX  HOUR
940:    7097 20 CD BD            JSR  $BDCD
;
960:    709A A9 3A                LDA  #":
970:    709C 20 D2 FF            JSR  $FFD2
;
990:    709F A9 00                LDA  #0
1000:   70A1 AE B8 70            LDX  MINUTE
1010:   70A4 20 CD BD            JSR  $BDCD
;
1030:   70A7 A9 3A                LDA  #":

```

```

1040: 70A9 20 D2 FF          JSR  $FFD2
;
1060: 70AC A9 00          LDA  #0
1070: 70AE AE B9 70      LDX  SECOND
1080: 70B1 20 CD BD      JSR  $BDCD
1090: 70B4 4C 31 EA      JMP  $EA31
;
1110: 70B7 00          HOUR   .BYT 0
1120: 70B8 00          MINUTE .BYT 0
1130: 70B9 00          SECOND .BYT 0
1140: 70BA 00          COUNTER .BYT 0
17000-70BB

```

READY.

B*

```

      PC  SR AC XR YR SP
. ; 97FE 72 00 00 01 F6
.
7000 20 FD AE      JSR  $AEFD
7003 20 9E B7      JSR  $B79E
7006 8A              TXA
7007 C9 18          CMP  #$18
7009 B0 14          BCS  $701F
700B 8D B7 70      STA  $70B7
700E 20 FD AE      JSR  $AEFD
7011 20 9E B7      JSR  $B79E
7014 8A              TXA
7015 C9 3C          CMP  #$3C
7017 B0 06          BCS  $701F
7019 8D B8 70      STA  $70B8
701C 4C 22 70      JMP  $7022
701F 4C 48 B2      JMP  $B248
7022 78              SEI
7023 A9 3F          LDA  #$3F
7025 8D 14 03      STA  $0314

```

7028	A9	70	LDA	#70
702A	8D	15 03	STA	\$0315
702D	AD	B7 70	LDA	\$70B7
7030	AD	B8 70	LDA	\$70B8
7033	A9	00	LDA	#00
7035	8D	B9 70	STA	\$70B9
7038	A9	00	LDA	#00
703A	8D	BA 70	STA	\$70BA
703D	58		CLI	
703E	60		RTS	
703F	EE	BA 70	INC	\$70BA
7042	AD	BA 70	LDA	\$70BA
7045	C9	3C	CMP	#3C
7047	B0	03	BCS	\$704C
7049	4C	31 EA	JMP	\$EA31
704C	A9	00	LDA	#00
704E	8D	BA 70	STA	\$70BA
7051	EE	B9 70	INC	\$70B9
7054	AD	B9 70	LDA	\$70B9
7057	C9	3C	CMP	#3C
7059	B0	03	BCS	\$705E
705B	4C	8D 70	JMP	\$708D
705E	A9	00	LDA	#00
7060	8D	B9 70	STA	\$70B9
7063	EE	B8 70	INC	\$70B8
7066	AD	B8 70	LDA	\$70B8
7069	C9	3C	CMP	#3C
706B	B0	03	BCS	\$7070
706D	4C	8D 70	JMP	\$708D
7070	A9	00	LDA	#00
7072	8D	B8 70	STA	\$70B8
7075	EE	B7 70	INC	\$70B7
7078	AD	B7 70	LDA	\$70B7
707B	C9	18	CMP	#18
707D	90	0E	BCC	\$708D
707F	A9	00	LDA	#00
7081	8D	B9 70	STA	\$70B9
7084	8D	B8 70	STA	\$70B8
7087	8D	B7 70	STA	\$70B7
708A	4C	31 EA	JMP	\$EA31
708D	A9	13	LDA	#13

708F	20	D2	FF	JSR	#FFD2
7092	A9	00		LDA	#000
7094	AE	B7	70	LDX	*70B7
7097	20	CD	BD	JSR	*BDCD
709A	A9	3A		LDA	#3A
709C	20	D2	FF	JSR	#FFD2
709F	A9	00		LDA	#000
70A1	AE	B8	70	LDX	*70B8
70A4	20	CD	BD	JSR	*BDCD
70A7	A9	3A		LDA	#3A
70A9	20	D2	FF	JSR	#FFD2
70AC	A9	00		LDA	#000
70AE	AE	B9	70	LDX	*70B9
70B1	20	CD	BD	JSR	*BDCD
70B4	4C	31	EA	JMP	*EA31
70B7	00			BRK	
70B8	00			BRK	
70B9	00			BRK	
70BA	00			BRK	

6. Pixel scroll left

The following routine scrolls the screen to the left by one pixel every time that it is called.

To scroll the screen one pixel to the left type SYS 4096.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      1000                      .OPT P,00
30:      1000                      *= $1000
40:      1000 AD 16 D0              LDA 53270
50:      1003 29 F8                AND #248
60:      1005 18                    CLC
70:      1006 6D 5B 10             ADC BYTE
80:      1009 8D 16 D0             STA 53270
90:      100C CE 5B 10             DEC BYTE
100:     100F AD 5B 10             LDA BYTE
110:     1012 C9 FF                CMP #$FF
120:     1014 F0 01                BEQ RESET
130:     1016 60                    RTS
140:     1017 AD 16 D0 RESET        LDA 53270
140:     101A 29 F8                AND #248
140:     101C 18                    CLC
140:     101D 69 07                ADC #7
140:     101F 8D 16 D0             STA 53270
150:     1022 A9 07                LDA #7
150:     1024 8D 5B 10             STA BYTE
160:     1027 20 2B 10             JSR CHARSCROLL
170:     102A 60                    RTS
180:     102B A9 06 CHARSCROLL LDA #6
190:     102D 8D 44 03             STA $0344
200:     1030 A2 00                LDX #0
210:     1032 A0 00                LDY #0
220:     1034 BD 01 04 LOOP        LDA $0401,X
```

230:	1037	9D	00	04	STA	\$0400,X
240:	103A	BD	F1	04	LDA	\$04F1,X
250:	103D	9D	F0	04	STA	\$04F0,X
260:	1040	BD	E1	05	LDA	\$05E1,X
270:	1043	9D	E0	05	STA	\$05E0,X
280:	1046	BD	D1	06	LDA	\$06D1,X
290:	1049	9D	D0	06	STA	\$06D0,X
300:	104C	E8			INX	
310:	104D	C8			INY	
320:	104E	C0	27		CPY	##27
330:	1050	D0	E2		BNE	LOOP
340:	1052	E8			INX	
350:	1053	A0	00		LDY	#0
360:	1055	CE	44	03	DEC	\$0344
370:	1058	D0	DA		BNE	LOOP
380:	105A	60			RTS	
390:	105B	07			BYTE	.BYTE7

11000-105C

READY.

B*

	PC	SR	AC	XR	YR	SP	
.	;	97FE	72	00	00	01	F6
.							
1000	AD	16	D0				LDA \$D016
1003	29	F8					AND ##F8
1005	18						CLC
1006	6D	5B	10				ADC \$105B
1009	8D	16	D0				STA \$D016
100C	CE	5B	10				DEC \$105B
100F	AD	5B	10				LDA \$105B
1012	C9	FF					CMP ##FF
1014	F0	01					BEQ \$1017
1016	60						RTS
1017	AD	16	D0				LDA \$D016
101A	29	F8					AND ##F8

101C 18	CLC
101D 69 07	ADC ##07
101F 8D 16 D0	STA #D016
1022 A9 07	LDA ##07
1024 8D 5B 10	STA #105B
1027 20 2B 10	JSR #102B
102A 60	RTS
102B A9 06	LDA ##06
102D 8D 44 03	STA #0344
1030 A2 00	LDX ##00
1032 A0 00	LDY ##00
1034 BD 01 04	LDA #0401,X
1037 9D 00 04	STA #0400,X
103A BD F1 04	LDA #04F1,X
103D 9D F0 04	STA #04F0,X
1040 BD E1 05	LDA #05E1,X
1043 9D E0 05	STA #05E0,X
1046 BD D1 06	LDA #06D1,X
1049 9D D0 06	STA #06D0,X
104C E8	INX
104D C8	INY
104E C0 27	CPY ##27
1050 D0 E2	BNE #1034
1052 E8	INX
1053 A0 00	LDY ##00
1055 CE 44 03	DEC #0344
1058 D0 DA	BNE #1034
105A 60	RTS
105B 07	???

7. Pixel scroll right

The following routine scrolls the screen to the right by one pixel.

To scroll the screen by one pixel to the right type SYS 4096.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      1000                      .OPT P,00
30:      1000                      *=    #1000
40:      1000 AD 16 D0              LDA    53270
40:      1003 29 F8                AND    #248
50:      1005 18                    CLC
50:      1006 6D C9 10             ADC    BYTE
60:      1009 8D 16 D0             STA    53270
70:      100C EE C9 10             INC    BYTE
80:      100F AD C9 10             LDA    BYTE
90:      1012 C9 08                CMP    #8
100:     1014 F0 01                BEQ    RESET
110:     1016 60                    RTS
120:     1017 A9 00                RESET  LDA    #0
120:     1019 8D C9 10             STA    BYTE
130:     101C AD 16 D0             LDA    53270
140:     101F 29 F8                AND    #248
150:     1021 8D 16 D0             STA    53270
160:     1024 20 28 10             JSR    CHARSCROLL
170:     1027 60                    RTS
180:     1028 A2 26                CHARSCROLLDX #38
190:     102A BD 00 04             LOOP   LDA    1024,X
190:     102D 9D 01 04             STA    1025,X
200:     1030 BD 28 04             LDA    1024+40,X
200:     1033 9D 29 04             STA    1025+40,X
210:     1036 BD 50 04             LDA    1024+80,X
210:     1039 9D 51 04             STA    1025+80,X
220:     103C BD 78 04             LDA    1024+120,X
```

220:	103F	9D	79	04	STA	1025+120,X
230:	1042	BD	A0	04	LDA	1024+160,X
230:	1045	9D	A1	04	STA	1025+160,X
240:	1048	BD	C8	04	LDA	1024+200,X
240:	104B	9D	C9	04	STA	1025+200,X
250:	104E	BD	F0	04	LDA	1024+240,X
250:	1051	9D	F1	04	STA	1025+240,X
260:	1054	BD	18	05	LDA	1024+280,X
260:	1057	9D	19	05	STA	1025+280,X
270:	105A	BD	40	05	LDA	1024+320,X
270:	105D	9D	41	05	STA	1025+320,X
280:	1060	BD	68	05	LDA	1024+360,X
280:	1063	9D	69	05	STA	1025+360,X
290:	1066	BD	90	05	LDA	1024+400,X
290:	1069	9D	91	05	STA	1025+400,X
300:	106C	BD	B8	05	LDA	1024+440,X
300:	106F	9D	B9	05	STA	1025+440,X
310:	1072	BD	E0	05	LDA	1024+480,X
310:	1075	9D	E1	05	STA	1025+480,X
320:	1078	BD	08	06	LDA	1024+520,X
320:	107B	9D	09	06	STA	1025+520,X
330:	107E	BD	30	06	LDA	1024+560,X
330:	1081	9D	31	06	STA	1025+560,X
340:	1084	BD	58	06	LDA	1024+600,X
340:	1087	9D	59	06	STA	1025+600,X
350:	108A	BD	80	06	LDA	1024+640,X
350:	108D	9D	81	06	STA	1025+640,X
360:	1090	BD	A8	06	LDA	1024+680,X
360:	1093	9D	A9	06	STA	1025+680,X
370:	1096	BD	D0	06	LDA	1024+720,X
370:	1099	9D	D1	06	STA	1025+720,X
380:	109C	BD	F8	06	LDA	1024+760,X
380:	109F	9D	F9	06	STA	1025+760,X
390:	10A2	BD	20	07	LDA	1024+800,X
390:	10A5	9D	21	07	STA	1025+800,X
400:	10A8	BD	48	07	LDA	1024+840,X
400:	10AB	9D	49	07	STA	1025+840,X
410:	10AE	BD	70	07	LDA	1024+880,X
410:	10B1	9D	71	07	STA	1025+880,X
420:	10B4	BD	98	07	LDA	1024+920,X
420:	10B7	9D	99	07	STA	1025+920,X
430:	10BA	BD	C0	07	LDA	1024+960,X

430:	10BD	9D	C1	07		STA	1025+960,X
440:	10C0	CA				DEX	
440:	10C1	E0	FF			CPX	##FF
440:	10C3	F0	03			BEQ	FIN
440:	10C5	4C	2A	10		JMP	LOOP
450:	10C8	60			FIN	RTS	
460:	10C9	00			BYTE	.BYTE0	
11000-10CA							

READY.

B*

	PC	SR	AC	XR	YR	SP
.	;	97FE	72	00	00	01 F6

1000	AD	16	D0			LDA	\$D016
1003	29	F8				AND	##F8
1005	18					CLC	
1006	6D	C9	10			ADC	\$10C9
1009	8D	16	D0			STA	\$D016
100C	EE	C9	10			INC	\$10C9
100F	AD	C9	10			LDA	\$10C9
1012	C9	08				CMP	##08
1014	F0	01				BEQ	\$1017
1016	60					RTS	
1017	A9	00				LDA	##00
1019	8D	C9	10			STA	\$10C9
101C	AD	16	D0			LDA	\$D016
101F	29	F8				AND	##F8
1021	8D	16	D0			STA	\$D016
1024	20	28	10			JSR	\$1028
1027	60					RTS	
1028	A2	26				LDX	##26
102A	BD	00	04			LDA	\$0400,X
102D	9D	01	04			STA	\$0401,X
1030	BD	28	04			LDA	\$0428,X

1033	9D	29	04	STA	\$0429,X
1036	BD	50	04	LDA	\$0450,X
1039	9D	51	04	STA	\$0451,X
103C	BD	78	04	LDA	\$0478,X
103F	9D	79	04	STA	\$0479,X
1042	BD	A0	04	LDA	\$04A0,X
1045	9D	A1	04	STA	\$04A1,X
1048	BD	C8	04	LDA	\$04C8,X
104B	9D	C9	04	STA	\$04C9,X
104E	BD	F0	04	LDA	\$04F0,X
1051	9D	F1	04	STA	\$04F1,X
1054	BD	18	05	LDA	\$0518,X
1057	9D	19	05	STA	\$0519,X
105A	BD	40	05	LDA	\$0540,X
105D	9D	41	05	STA	\$0541,X
1060	BD	68	05	LDA	\$0568,X
1063	9D	69	05	STA	\$0569,X
1066	BD	90	05	LDA	\$0590,X
1069	9D	91	05	STA	\$0591,X
106C	BD	B8	05	LDA	\$05B8,X
106F	9D	B9	05	STA	\$05B9,X
1072	BD	E0	05	LDA	\$05E0,X
1075	9D	E1	05	STA	\$05E1,X
1078	BD	08	06	LDA	\$0608,X
107B	9D	09	06	STA	\$0609,X
107E	BD	30	06	LDA	\$0630,X
1081	9D	31	06	STA	\$0631,X
1084	BD	58	06	LDA	\$0658,X
1087	9D	59	06	STA	\$0659,X
108A	BD	80	06	LDA	\$0680,X
108D	9D	81	06	STA	\$0681,X
1090	BD	A8	06	LDA	\$06A8,X
1093	9D	A9	06	STA	\$06A9,X
1096	BD	D0	06	LDA	\$06D0,X
1099	9D	D1	06	STA	\$06D1,X
109C	BD	F8	06	LDA	\$06F8,X
109F	9D	F9	06	STA	\$06F9,X
10A2	BD	20	07	LDA	\$0720,X
10A5	9D	21	07	STA	\$0721,X
10A8	BD	48	07	LDA	\$0748,X
10AB	9D	49	07	STA	\$0749,X

10AE	BD	70	07	LDA	\$0770,X
10B1	9D	71	07	STA	\$0771,X
10B4	BD	98	07	LDA	\$0798,X
10B7	9D	99	07	STA	\$0799,X
10BA	BD	C0	07	LDA	\$07C0,X
10BD	9D	C1	07	STA	\$07C1,X
10C0	CA			DEX	
10C1	E0	FF		CPX	#\$FF
10C3	F0	03		BEQ	\$10C8
10C5	4C	2A	10	JMP	\$102A
10C8	60			RTS	
10C9	00			BRK	
.					

8. Pixel scroll up

The routine here scrolls the screen up one pixel every time that it is called.

To set up the screen for scrolling type SYS 16384.

To scroll the screen up one pixel type SYS 16398.

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      4000                      .OPT P,00
30:      4000                      *= $4000
                                ; TO SETUP TYPE
                                ; SYS16384
                                ; TO USE TYPE SYS 16398
70:      4000 AD 11 D0 SETUP      LDA 53265
                                ; USE BEFORE STARTING
80:      4003 29 F7                      AND #247
90:      4005 8D 11 D0                      STA 53265
100:     4008 A9 07                      LDA #7
100:     400A 8D 3B 40                      STA BYTE
110:     400D 60                      RTS
                                ; MAIN ROUTINE
130:     400E AD 11 D0                      LDA 53265
140:     4011 29 F8                      AND #248
150:     4013 18                      CLC
160:     4014 6D 3B 40                      ADC BYTE
170:     4017 8D 11 D0                      STA 53265
180:     401A CE 3B 40                      DEC BYTE
190:     401D AD 3B 40                      LDA BYTE
200:     4020 C9 FF                      CMP #$FF
210:     4022 F0 01                      BEQ RESET
220:     4024 60                      RTS
230:     4025 A9 07      RESET LDA #7
230:     4027 8D 3B 40                      STA BYTE
240:     402A AD 11 D0                      LDA 53265
```

240:	402D 29 F8		AND #248
240:	402F 18		CLC
240:	4030 69 07		ADC #7
240:	4032 8D 11 D0		STA 53265
250:	4035 A9 0D		LDA #13
260:	4037 20 D2 FF		JSR \$FFD2
270:	403A 60		RTS
280:	403B 07	BYTE	.BYTE7

14000-403C

READY.

B*

	PC	SR	AC	XR	YR	SP	
	.197FE	72	00	00	01	F6	
	.						
4000	AD	11	D0				LDA #D011
4003	29	F7					AND #F7
4005	8D	11	D0				STA #D011
4008	A9	07					LDA #07
400A	8D	3B	40				STA #403B
400D	60						RTS
400E	AD	11	D0				LDA #D011
4011	29	F8					AND #F8
4013	18						CLC
4014	6D	3B	40				ADC #403B
4017	8D	11	D0				STA #D011
401A	CE	3B	40				DEC #403B
401D	AD	3B	40				LDA #403B
4020	C9	FF					CMP #FF
4022	F0	01					BEQ #4025
4024	60						RTS
4025	A9	07					LDA #07
4027	8D	3B	40				STA #403B
402A	AD	11	D0				LDA #D011
402D	29	F8					AND #F8

402F	18			CLC
4030	69	07		ADC #07
4032	8D	11	D0	STA #D011
4035	A9	0D		LDA #0D
4037	20	D2	FF	JSR #FFD2
403A	60			RTS
403B	07			???

.

9. Pixel scroll down

The following routine scrolls the screen down one pixel when it is called. However, due to the way the character scroll works (using the ROM print routine), the top line of the screen is not scrolled. If this routine were coupled with a raster interrupt to suppress the scroll at the top of the screen then this area would stay stationary while the rest would scroll independently.

To set up the screen for scrolling type SYS 16384.

To scroll the screen down one pixel type SYS 16398.

```
PAL (C)1979 BRAD TEMPLETON
2
20:      4000                      .OPT P,00
30:      4000                      *= 4000
40:      4000 AD 11 D0 SETUP      LDA  53265
                                ; USE SETUP BEFORE
                                STARTING
60:      4003 29 F7                      AND  #247
70:      4005 8D 11 D0                      STA  53265
80:      4008 A9 00                      LDA  #0
80:      400A 8D 4B 40                      STA  BYTE
90:      400D 60                      RTS
                                ; MAIN ROUTINE
110:     400E AD 11 D0                      LDA  53265
120:     4011 29 F8                      AND  #248
130:     4013 18                      CLC
140:     4014 6D 4B 40                      ADC  BYTE
150:     4017 8D 11 D0                      STA  53265
160:     401A EE 4B 40                      INC  BYTE
170:     401D AD 4B 40                      LDA  BYTE
180:     4020 C9 08                      CMP  #08
190:     4022 F0 01                      BEQ  RESET
200:     4024 60                      RTS
210:     4025 A9 00      RESET      LDA  #0
```

210:	4027 8D 4B 40	STA	BYTE
220:	402A AD 11 D0	LDA	53265
220:	402D 29 F8	AND	#248
220:	402F 8D 11 D0	STA	53265
230:	4032 A9 13	LDA	"{HOME}"
240:	4034 20 D2 FF	JSR	\$FFD2
250:	4037 A9 11	LDA	"{CUR DN}"
260:	4039 20 D2 FF	JSR	\$FFD2
270:	403C A9 9D	LDA	"{CUR L}"
280:	403E 20 D2 FF	JSR	\$FFD2
290:	4041 A9 94	LDA	"{INST DEL}"
300:	4043 20 D2 FF	JSR	\$FFD2
310:	4046 A9 80	LDA	#128
320:	4048 85 DA	STA	218
330:	404A 60	RTS	
340:	404B 00	BYTE	.BYTE0

14000-404C

READY.

B*

	PC	SR	AC	XR	YR	SP	
	.197FE	72	00	00	01	F6	
							.
4000	AD	11	D0				LDA #D011
4003	29	F7					AND #F7
4005	8D	11	D0				STA #D011
4008	A9	00					LDA #00
400A	8D	4B	40				STA #404B
400D	60						RTS
400E	AD	11	D0				LDA #D011
4011	29	F8					AND #F8
4013	18						CLC
4014	6D	4B	40				ADC #404B
4017	8D	11	D0				STA #D011
401A	EE	4B	40				INC #404B
401D	AD	4B	40				LDA #404B

4020	C9	08	CMP	#\$08
4022	F0	01	BEG	\$4025
4024	60		RTS	
4025	A9	00	LDA	#\$00
4027	8D	4B 40	STA	\$404B
402A	AD	11 D0	LDA	\$D011
402D	29	F8	AND	#\$F8
402F	8D	11 D0	STA	\$D011
4032	A9	13	LDA	#\$13
4034	20	D2 FF	JSR	\$FFD2
4037	A9	11	LDA	#\$11
4039	20	D2 FF	JSR	\$FFD2
403C	A9	9D	LDA	#\$9D
403E	20	D2 FF	JSR	\$FFD2
4041	A9	94	LDA	#\$94
4043	20	D2 FF	JSR	\$FFD2
4046	A9	80	LDA	#\$80
4048	85	DA	STA	\$DA
404A	60		RTS	
404B	00		BRK	

10. Colour

This routine allows you to change the screen colour, the border colour, the text colour, extended colours 1, 2 and 3 (or multicolour) in one command.

The syntax is as follows:

SYS 28672,screen colour,border colour,text colour,
multi1,multi2,multi3

NB. All parameters must be given.

PAL (C) 1979 BRAD TEMPLETON

2

```
20:      7000                      .OPT P,00
30:      7000                      *=   $7000

;
;ROUTINE TO SET SCREEN
;COLOURS AND BORDER AND
;TEXT, MULTI1, MULTI2
80:      7000 20 FD AE              JSR  $AEFD
90:      7003 20 37 70             JSR  PARAM
100:     7006 8D 21 D0             STA  53281
110:     7009 20 FD AE              JSR  $AEFD
120:     700C 20 37 70             JSR  PARAM
130:     700F 8D 20 D0             STA  53280

;
150:     7012 20 FD AE              JSR  $AEFD
160:     7015 20 37 70             JSR  PARAM
180:     7018 8D 86 02             STA  646
190:     701B 20 FD AE              JSR  $AEFD
200:     701E 20 37 70             JSR  PARAM
220:     7021 8D 22 D0             STA  53282
230:     7024 20 FD AE              JSR  $AEFD
```

```

240: 7027 20 37 70 JSR PARAM
260: 702A 8D 23 D0 STA 53263
270: 702D 20 FD AE JSR *AEFD
280: 7030 20 37 70 JSR PARAM
300: 7033 8D 24 D0 STA 53264
310: 7036 60 RTS
320: 7037 20 9E B7 PARAM JSR *B79E
320: 703A 8A TXA
330: 703B 60 RTS
340: 703C 4C 48 B2 IGERR JMP *B248
17000-703F

```

READY.

B*

```

PC SR AC XR YR SP
.197FE 72 00 00 01 F6

```

```

7000 20 FD AE JSR *AEFD
7003 20 37 70 JSR *7037
7006 8D 21 D0 STA *D021
7009 20 FD AE JSR *AEFD
700C 20 37 70 JSR *7037
700F 8D 20 D0 STA *D020
7012 20 FD AE JSR *AEFD
7015 20 37 70 JSR *7037
7018 8D 86 02 STA *0286
701B 20 FD AE JSR *AEFD
701E 20 37 70 JSR *7037
7021 8D 22 D0 STA *D022
7024 20 FD AE JSR *AEFD
7027 20 37 70 JSR *7037
702A 8D 23 D0 STA *D023
702D 20 FD AE JSR *AEFD
7030 20 37 70 JSR *7037
7033 8D 24 D0 STA *D024
7036 60 RTS
7037 20 9E B7 JSR *B79E
703A 8A TXA
703B 60 RTS
703C 4C 48 B2 JMP *B248

```

11. Copy

This routine allows you to copy the contents of part of or all of the character ROM to a specified part of RAM. This is to make user defined characters easier to set up.

The syntax is `SYS 24576,address,no. of pages to copy.`

The address is where you want to start your character set at. The number of pages to copy is the number of 256 byte blocks of the ROM to copy down. Only whole numbers are allowed. The character ROM is 16 blocks long. If you specify more than 16 then an illegal quantity error will occur.

e.g. To copy the whole character ROM down to location 8192 type the following:

```
SYS 24576,8192,16
```

or, to copy only the first K of the ROM down to location 12288 type:

```
SYS 24576,12288,4
```

To enable the character set use location 53272 or the change banks routine in this book.

To enable the character set at location 8192 type:

```
POKE 53272,24
```

PAL (C) 1979 BRAD TEMPLETON

2

20: 6000 .OPT P,00
 30: 6000 *= \$6000

```

;
;ROUTINE TO MOVE
;CHARACTER
;FROM TO SPECIFIED
;LOCATION
;SYNTAX
;
;SYS24576, START, NO OF
;PAGES TO COPY
;WHERE PAGES ARE 256
;BYTES LONG
    
```

```

150: 6000 20 FD AE      JSR  $AEFD
160: 6003 20 8A AD      JSR  $AD8A
170: 6006 20 F7 B7      JSR  $B7F7
180: 6009 A5 14         LDA  $14
190: 600B 85 FB         STA  $FB
200: 600D A5 15         LDA  $15
210: 600F 85 FC         STA  $FC
    
```

;

```

230: 6011 20 FD AE      JSR  $AEFD
240: 6014 20 9E B7      JSR  $B79E
250: 6017 8A           TXA
260: 6018 C9 11         CMP  #17
270: 601A 90 03         BCC  MORE
280: 601C 4C 48 B2      JMP  $B248
290: 601F 85 FD         STA  $FD
300: 6021 A9 00         LDA  #0
310: 6023 8D 5B 60      STA  TEMP
320: 6026 A0 00         LDY  #0
330: 6028 A9 00         LDA  #0
340: 602A 85 FE         STA  $FE
350: 602C A9 D0         LDA  #208
360: 602E 85 FF         STA  $FF
    
```

;

```

375: 6030 A9 00         LDA  #0
376: 6032 8D 0E DC      STA  56334
380: 6035 A9 33         LDA  #51
    
```



```

390:    6037 85 01          STA 1
400:    6039 B1 FE          LOOP LDA ($FE),Y
410:    603B 91 FB          STA ($FB),Y
420:    603D C8            INY
430:    603E D0 F9          BNE LOOP
;
450:    6040 EE 5B 60      INC TEMP
460:    6043 AD 5B 60      LDA TEMP
470:    6046 C5 FD          CMP $FD
480:    6048 B0 07          BCS FINISH
;
500:    604A E6 FC          INC $FC
510:    604C E6 FF          INC $FF
520:    604E 4C 39 60      JMP LOOP
;
540:    6051 A9 37          FINISH LDA #55
550:    6053 85 01          STA 1
560:    6055 A9 01          LDA #1
570:    6057 8D 0E DC      STA 56334
580:    605A 60            RTS
590:    605B              TEMP = *
16000-605B

```

READY.

B*

```

PC SR AC XR YR SP
.;97FE 72 00 00 01 F6
.

```

```

6000 20 FD AE          JSR $AEFD
6003 20 8A AD          JSR $AD8A
6006 20 F7 B7          JSR $B7F7
6009 A5 14            LDA $14
600B 85 FB            STA $FB
600D A5 15            LDA $15
600F 85 FC            STA $FC

```

6011	20	FD	AE	JSR	\$AEFD
6014	20	9E	B7	JSR	\$B79E
6017	8A			TXA	
6018	C9	11		CMP	#\$11
601A	90	03		BCC	\$601F
601C	4C	48	B2	JMP	\$B248
601F	85	FD		STA	\$FD
6021	A9	00		LDA	#\$00
6023	8D	5B	60	STA	\$605B
6026	A0	00		LDY	#\$00
6028	A9	00		LDA	#\$00
602A	85	FE		STA	\$FE
602C	A9	D0		LDA	#\$D0
602E	85	FF		STA	\$FF
6030	A9	00		LDA	#\$00
6032	8D	0E	DC	STA	\$DC0E
6035	A9	33		LDA	#\$33
6037	85	01		STA	\$01
6039	B1	FE		LDA	(\$FE),Y
603B	91	FB		STA	(\$FB),Y
603D	C8			INY	
603E	D0	F9		BNE	\$6039
6040	EE	5B	60	INC	\$605B
6043	AD	5B	60	LDA	\$605B
6046	C5	FD		CMP	\$FD
6048	B0	07		BCS	\$6051
604A	E6	FC		INC	\$FC
604C	E6	FF		INC	\$FF
604E	4C	39	60	JMP	\$6039
6051	A9	37		LDA	#\$37
6053	85	01		STA	\$01
6055	A9	01		LDA	#\$01
6057	8D	0E	DC	STA	\$DC0E
605A	60			RTS	

12. Sprite/char

If you are using sprites in a program the time will come when you want to find what character the sprite is under or over. You can see which one, but the computer cannot. Commodore kindly made it possible for the video chip to detect if it has hit a character or not, but not to detect which one. The following program does this. It is written to detect the character under sprite 0. To find out which character it is, use SYS 16384 from Basic or JSR \$4000 from machine code. The character code is returned in location 828 (\$033C), so to find the character execute the routine and PEEK or LDA(X or Y) location 828 (\$033C)

No doubt you will want to check which character is under a different sprite than sprite 0. Rather than listing 8 programs, one for each sprite, here is a list of what to change to make it work for any sprite:

1. Change the first line from LDA \$D000 to LDA \$ hex location of 'X' coordinate of the sprite that you want to test.
2. Change the line at address \$400A to CMP #\$ bit value of sprite to be tested (sprite 0 = 1 through to sprite 7 = 128).
3. Change the line at address \$400E to LDX \$ hex location of 'X' coordinate of the sprite to be tested.
4. Change the line at address \$4011 to LDA \$ hex location of 'Y' coordinate of sprite to be tested.
5. Change the line at address \$4032 to CMP #\$ bit value of sprite to be tested (as in 2).

The routine checks which character is under the top left 8 bytes of the sprite (going down). i.e.

1 2 3
1 2 3
1 2 3
1 2 3
1 2 3
1 2 3
1 2 3
1 2 3
1 2 3
and so on ...

It checks the character under the 1s in the above diagram, but this can be altered by changing two bytes in the program as follows:

The line at location \$4004 is SBC # \$18. The number after the SBC must never be less than \$18 (24), but if you add one to this value for every bit across the sprite then you can alter where on the horizontal the routine will check. (This number must never exceed \$30 (48) if the sprite is not expanded in the 'X' direction or \$60 (96) if expanded.) Remember that as the sprite is expanded each dot on the sprite is 2 dots wide, therefore you will need to multiply the amount greater than \$18 by two and add it to \$18.

e.g. to get the routine to check for the rightmost 8 bits of an unexpanded sprite, make the line SBC # \$30.

Or, to get the routine to check for the 7th to the 15th bit across in an expanded sprite, make the line SBC # (24 + 7*2) which is SBC # \$26.

To alter where the routine checks on the vertical change the line at address \$4015 (SBC # \$3A). The rules for changing are the same as for the 'X' direction. If the sprite is unexpanded in the 'Y' direction then the value is \$3A + the byte down. If the sprite is expanded then the value is \$3A + 2* the byte down. The value must never be less than \$3A and if the sprite is unexpanded no greater than \$4F (79) or if the sprite is expanded no greater than \$64 (100) for the routine.

e.g. to make the routine check for the bottom 8 bytes of the sprite when it is unexpanded the line is SBC # \$47.

or, to make the routine check for the 10th to the 18th byte down in an expanded sprite the line is SBC #\$3A + 2*10 which is SBC #\$4E

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2

20:	4000			.OPT P,00
30:	4000			*= \$4000
40:	4000	AD 00 D0		LDA 53248
50:	4003	38		SEC
50:	4004	E9 18		SBC #24
50:	4006	AA		TAX
60:	4007	AD 10 D0		LDA 53264
60:	400A	C9 01		CMP #1
60:	400C	D0 03		BNE MORE
70:	400E	AE 00 D0		LDX 53248
80:	4011	AD 01 D0	MORE	LDA 53249
80:	4014	38		SEC
80:	4015	E9 3A		SBC #58
80:	4017	A8		TAY
90:	4018	8E 98 40		STX X1STORE ;X1
100:	401B	8C 9A 40		STY Y1STORE ;Y1
110:	401E	98		TYA
120:	401F	4A		LSR A
120:	4020	4A		LSR A
120:	4021	4A		LSR A ;Y2=Y1/8
130:	4022	18		CLC
130:	4023	69 01		ADC #1
130:	4025	8D 9B 40		STA Y2STORE
140:	4028	8A		TXA
150:	4029	4A		LSR A
150:	402A	4A		LSR A
150:	402B	4A		LSR A ;X2=X2/8
160:	402C	8D 99 40		STA X2STORE
170:	402F	AD 10 D0		LDA 53264
170:	4032	C9 01		CMP #1
170:	4034	D0 09		BNE MORE1
180:	4036	AD 99 40		LDA X2STORE
190:	4039	18		CLC

```

190: 403A 69 1D          ADC  #29
200: 403C 8D 99 40      STA  X2STORE
210: 403F AD 9B 40 MORE1 LDA  Y2STORE
220: 4042 8D 96 40      STA  NUMBER1
230: 4045 A9 28          LDA  #40
240: 4047 8D 97 40      STA  NUMBER2
250: 404A 20 79 40      JSR  MULTIPLY
260: 404D AD 99 40      LDA  X2STORE
270: 4050 6D 94 40      ADC  RESULT
280: 4053 8D 94 40      STA  RESULT
290: 4056 AD 95 40      LDA  RESULT+1
300: 4059 69 00          ADC  #0
310: 405B 8D 95 40      STA  RESULT+1
320: 405E AD 95 40      LDA  RESULT+1
330: 4061 18             CLC
340: 4062 69 04          ADC  #4
350: 4064 8D 95 40      STA  RESULT+1
      ; CHARACTER IN LOCATION
      ; IN LOCS RESULT AND RESULT+1
380: 4067 AD 94 40      LDA  RESULT
380: 406A 85 FB          STA  $FB
390: 406C AD 95 40      LDA  RESULT+1
390: 406F 85 FC          STA  $FC
400: 4071 A0 00          LDY  #0
410: 4073 B1 FB          LDA  ($FB),Y
420: 4075 8D 3C 03      STA  028
430: 4078 60             RTS
440: 4079 A9 00 MULTIPLY LDA  #0
450: 407B 8D 94 40      STA  RESULT
460: 407E A2 08          LDX  #8
470: 4080 4E 96 40 LOOP  LSR  NUMBER1
480: 4083 90 04          BCC  NOADD
490: 4085 18             CLC
500: 4086 6D 97 40      ADC  NUMBER2
510: 4089 6A NOADD      ROR  A
520: 408A 6E 94 40      ROR  RESULT
530: 408D CA             DEX
540: 408E D0 F0          BNE  LOOP
550: 4090 8D 95 40      STA  RESULT+1
560: 4093 60             RTS

```

;

```

580: 4094 00 00      RESULT  .WORD0
590: 4096 00          NUMBER1 .BYTE0
600: 4097 00          NUMBER2 .BYTE0
610: 4098 00          X1STORE .BYTE0
620: 4099 00          X2STORE .BYTE0
630: 409A 00          Y1STORE .BYTE0
640: 409B 00          Y2STORE .BYTE0
14000-409C

```

READY.

B*

```

      PC  SR  AC  XR  YR  SP
.197FE 72 00 00 01 F6
.
4000 AD 00 D0      LDA #D000
4003 38           SEC
4004 E9 18        SBC ##18
4006 AA          TAX
4007 AD 10 D0      LDA #D010
400A C9 01        CMP ##01
400C D0 03        BNE #4011
400E AE 00 D0      LDX #D000
4011 AD 01 D0      LDA #D001
4014 38           SEC
4015 E9 3A        SBC ##3A
4017 A8          TAY
4018 8E 98 40      STX #4098
401B 8C 9A 40      STY #409A
401E 98          TYA
401F 4A          LSR
4020 4A          LSR
4021 4A          LSR
4022 18          CLC
4023 69 01        ADC ##01
4025 8D 9B 40      STA #409B

```

4028	8A			TXA
4029	4A			LSR
402A	4A			LSR
402B	4A			LSR
402C	8D	99	40	STA \$4099
402F	AD	10	D0	LDA \$D010
4032	C9	01		CMP #01
4034	D0	09		BNE \$403F
4036	AD	99	40	LDA \$4099
4039	18			CLC
403A	69	1D		ADC #1D
403C	8D	99	40	STA \$4099
403F	AD	9B	40	LDA \$409B
4042	8D	96	40	STA \$4096
4045	A9	28		LDA #28
4047	8D	97	40	STA \$4097
404A	20	79	40	JSR \$4079
404D	AD	99	40	LDA \$4099
4050	6D	94	40	ADC \$4094
4053	8D	94	40	STA \$4094
4056	AD	95	40	LDA \$4095
4059	69	00		ADC #00
405B	8D	95	40	STA \$4095
405E	AD	95	40	LDA \$4095
4061	18			CLC
4062	69	04		ADC #04
4064	8D	95	40	STA \$4095
4067	AD	94	40	LDA \$4094
406A	85	FB		STA \$FB
406C	AD	95	40	LDA \$4095
406F	85	FC		STA \$FC
4071	A0	00		LDY #00
4073	B1	FB		LDA (\$FB), Y
4075	8D	3C	03	STA \$033C
4078	60			RTS
4079	A9	00		LDA #00
407B	8D	94	40	STA \$4094
407E	A2	08		LDX #08
4080	4E	96	40	LSR \$4096
4083	90	04		BCC \$4089
4085	18			CLC

4086	6D	97	40	ADC	\$4097
4089	6A			ROR	
408A	6E	94	40	ROR	\$4094
408D	CA			DEX	
408E	D0	F0		BNE	\$4080
4090	8D	95	40	STA	\$4095
4093	60			RTS	
4094	00			BRK	
4095	00			BRK	
4096	00			BRK	
4097	00			BRK	
4098	00			BRK	
4099	00			BRK	
409A	00			BRK	
409B	00			BRK	

.

13. Doke

The following routine allows you to POKE a 16 bit number into two consecutive locations . This could be to change a RAM vector. It replaces the following line of Basic code:

```
a = number: hi = int( a/256): lo = (a-number)*256: poke
address,lo:pokeaddress + 1,hi
```

To use the routine type SYS 960,address,number.

e.g. to change the output character routine to point to your own routine at 828 (as in the list alter routine later) type SYS 960,806,828.

PAL (C) 1979 BRAD TEMPLETON

2

```
20:      03C0                      .OPT P,00
30:      03C0                      *= 960
;
; DOKE ROUTINE
;
; SYNTAX SYS 960,
; ADDRESS,VALUE
; EG SYS16384,788,16384
;
110:     03C0 20 FD AE              JSR  $AEFD
120:     03C3 20 8A AD              JSR  $AD8A
130:     03C6 20 F7 B7              JSR  $B7F7
;
150:     03C9 A5 14                  LDA  $14
160:     03CB 85 FB                  STA  $FB
170:     03CD A5 15                  LDA  $15
180:     03CF 85 FC                  STA  $FC
;
```

```

200: 03D1 20 FD AE          JSR  $AEFD
210: 03D4 20 8A AD          JSR  $AD8A
220: 03D7 20 F7 B7          JSR  $B7F7

;

240: 03DA A0 00            LDY  #0
250: 03DC A5 14            LDA  $14
260: 03DE 91 FB            STA  ($FB),Y
270: 03E0 A0 01            LDY  #1
280: 03E2 A5 15            LDA  $15
290: 03E4 91 FB            STA  ($FB),Y

;

310: 03E6 60              RTS
103C0-03E7

```

READY.

B*

```

      PC  SR AC XR YR SP
.;97FE 72 00 00 01 F6

```

```

.
03C0 20 FD AE          JSR  $AEFD
03C3 20 8A AD          JSR  $AD8A
03C6 20 F7 B7          JSR  $B7F7
03C9 A5 14            LDA  $14
03CB 85 FB            STA  $FB
03CD A5 15            LDA  $15
03CF 85 FC            STA  $FC
03D1 20 FD AE          JSR  $AEFD
03D4 20 8A AD          JSR  $AD8A
03D7 20 F7 B7          JSR  $B7F7
03DA A0 00            LDY  #$00
03DC A5 14            LDA  $14
03DE 91 FB            STA  ($FB),Y
03E0 A0 01            LDY  #$01
03E2 A5 15            LDA  $15
03E4 91 FB            STA  ($FB),Y
03E6 60              RTS
.

```

14. Deek

This routine is complementary to Doke. It allows you to read the contents of two consecutive locations in memory. It replaces the following line of Basic code:

```
PRINT PEEK(ADDRESS) + 256*PEEK(ADDRESS + 1)
```

The routine cannot create a variable (e.g. a = Deek (address) is not possible).

The syntax for the routine is as follows:

```
SYS 828,address
```

```
PAL (C) 1979 BRAD TEMPLETON
```

```
2
```

```
20: 033C
```

```
.OPT P,00
```

```
30: 033C
```

```
*= 828
```

```
;  
; SIMULATED DEEK  
; FUNCTION  
; ONLY USED TO PRINT  
; THE VALUE  
; IN TWO CONSECUTIVE  
;  
; LOCATIONS IN 16 BIT  
; FORMAT  
; SYNTAX  
;  
; SYS828, ADDRESS  
;  
; EG. SYS828, 788  
;  
; WILL RETURN 59953  
;
```

```

210: 033C 20 FD AE      JSR  $AEFD
220: 033F 20 8A AD      JSR  $AD8A
230: 0342 20 F7 B7      JSR  $B7F7
;
250: 0345 A5 14        LDA  $14
260: 0347 85 FB        STA  $FB
270: 0349 A5 15        LDA  $15
280: 034B 85 FC        STA  $FC
;
300: 034D A0 00        LDY  #0
310: 034F B1 FB        LDA  ($FB),Y
320: 0351 C8          INY
330: 0352 AA          TAX
340: 0353 B1 FB        LDA  ($FB),Y
;
360: 0355 4C CD BD      JMP  $BD CD
;

```

1033C-0358

READY.

B*

```

PC SR AC XR YR SP
. ; 197FE 72 00 00 01 F6
.

```

```

033C 20 FD AE      JSR  $AEFD
033F 20 8A AD      JSR  $AD8A
0342 20 F7 B7      JSR  $B7F7
0345 A5 14        LDA  $14
0347 85 FB        STA  $FB
0349 A5 15        LDA  $15
034B 85 FC        STA  $FC
034D A0 00        LDY  #$00
034F B1 FB        LDA  ($FB),Y
0351 C8          INY
0352 AA          TAX
0353 B1 FB        LDA  ($FB),Y
0355 4C CD BD      JMP  $BD CD
.

```

15. 3 channel IRQ tune

The following routine will play a tune independently of the other things that the computer is doing.

The routine is enabled by SYS 24576 and can be stopped with run/stop and restore.

The data for the tune is held in the tunetable in the PAL listing and from location \$6074 onwards in the disassembly.

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      6000                      .OPT P,00
30:      6000                      *= $6000

40:      6000 78                      SEI
40:      6001 A9 32                    LDA #<MAI
N
40:      6003 8D 14 03                  STA 788
40:      6006 A9 60                      LDA #>MAI
N
40:      6008 8D 15 03                  STA 789
40:      600B A9 0F                      LDA #15
40:      600D 8D 18 D4                  STA 54296

50:      6010 A9 13                      LDA #19
50:      6012 8D 04 D4                  STA 54276

50:      6015 A9 40                      LDA #64
50:      6017 8D 05 D4                  STA 54277

50:      601A 8D 06 D4                  STA 54278

50:      601D 8D 0C D4                  STA 54284
```

50:	6020	8D	0D	D4		STA	54285
52:	6023	A9	21			LDA	#33
52:	6025	8D	0B	D4		STA	54283
55:	6028	A9	00			LDA	#0
55:	602A	85	FB			STA	251
55:	602C	85	FC			STA	252
55:	602E	85	FD			STA	253
55:	6030	58				CLI	
55:	6031	60				RTS	
					;		
70:	6032	A6	FB		MAIN	LDX	251
70:	6034	A4	FC			LDY	252
70:	6036						
80:	6036	BD	74	60		LDA	TUNE,
	X						
90:	6039	8D	00	D4		STA	54272
95:	603C	BD	A6	60		LDA	TUNE1
	-2, X						
95:	603F	8D	07	D4		STA	54279
95:	6042	BD	A7	60		LDA	TUNE1
	-1, X						
95:	6045	8D	08	D4		STA	54280
100:	6048	BD	75	60		LDA	TUNE+
	1, X						
110:	604B	8D	01	D4		STA	54273
120:	604E	A5	FD			LDA	253
130:	6050	C9	0A			CMP	#10
140:	6052	B0	05			BCS	NEXDE
	LAY						
150:	6054	E6	FD			INC	253
150:	6056	4C	31	EA		JMP	\$EA31
160:	6059	A9	00		NEXDELAY	LDA	#0
160:	605B	85	FD			STA	253
160:	605D	E8				INX	

```

160:    605E E8                INX
160:    605F C8                INY
160:    6060 86 FB            STX 251
160:    6062 84 FC            STY 252
160:    6064 E0 30           CPX #48
160:    6066 B0 03           BCS RE
160:    6068 4C 31 EA       JMP $EA31

165:    606B A2 00        RE    LDX #0
165:    606D 85 FB            STA 251
165:    606F 85 FC            STA 252
165:    6071 4C 31 EA       JMP $EA31

1000:  6074 C6 2D 00 TUNE    .BYT 198,4
5,0,0,198,45,52,43,126,38,0,0,126,38
1010:  6082 4B 22 7E        .BYT 75,34
,126,38,75,34,141,30,214,28,0,0
1015:  608E D6 1C 8D        .BYT 214,2
8,141,30,75,34,227,22
1020:  6096 B1 19 8D        .BYT 177,2
5,141,30,214,28,177,25,227,22
1030:  60A0 00 00 00        .BYT 0,0,0
,0,0,0,0,0
1050:  60A8 72 0B 00 TUNE1    .BYT 114,1
1,0,0,114,11,205,10,159,9,0,0,159,9
1060:  60B6 93 08 9F        .BYT 147,8
,159,9,147,8,163,7,53,7,0,0
1070:  60C2 35 07 A3        .BYT 53,7,
163,7,147,8,185,5
1080:  60CA 6C 06 A3        .BYT 108,6
,163,7,53,7,108,6,185,5
1090:  60D4 00 00 00        .BYT 0,0,0
,0,0,0,0,0
16000-60DC

```

READY.

B*

PC SR AC XR YR SP
. ;97FE 72 00 00 01 F6

```
6000 78 SEI
6001 A9 32 LDA #032
6003 8D 14 03 STA #0314
6006 A9 60 LDA #060
6008 8D 15 03 STA #0315
600B A9 0F LDA #00F
600D 8D 18 D4 STA #D418
6010 A9 13 LDA #013
6012 8D 04 D4 STA #D404
6015 A9 40 LDA #040
6017 8D 05 D4 STA #D405
601A 8D 06 D4 STA #D406
601D 8D 0C D4 STA #D40C
6020 8D 0D D4 STA #D40D
6023 A9 21 LDA #021
6025 8D 0B D4 STA #D40B
6028 A9 00 LDA #000
602A 85 FB STA #FB
602C 85 FC STA #FC
602E 85 FD STA #FD
6030 58 CLI
6031 60 RTS
6032 A6 FB LDX #FB
6034 A4 FC LDY #FC
6036 8D 74 60 LDA #6074,X
6039 8D 00 D4 STA #D400
603C 8D A6 60 LDA #60A6,X
603F 8D 07 D4 STA #D407
6042 8D A7 60 LDA #60A7,X
6045 8D 08 D4 STA #D408
6048 8D 75 60 LDA #6075,X
604B 8D 01 D4 STA #D401
604E A5 FD LDA #FD
6050 C9 0A CMP #00A
6052 B0 05 BCS #6059
6054 E6 FD INC #FD
6056 4C 31 EA JMP #EA31
```

6059	A9	00		LDA	#\$00
605B	85	FD		STA	\$FD
605D	E8			INX	
605E	E8			INX	
605F	C8			INY	
6060	86	FB		STX	\$FB
6062	84	FC		STY	\$FC
6064	E0	30		CPX	##30
6066	B0	03		BCS	606B
6068	4C	31	EA	JMP	\$EA31
606B	A2	00		LDX	##00
606D	85	FB		STA	\$FB
606F	85	FC		STA	\$FC
6071	4C	31	EA	JMP	\$EA31
6074	C6	2D		DEC	\$2D
6076	00			BRK	
6077	00			BRK	
6078	C6	2D		DEC	\$2D

```

.
.:6074 C6 2D 00 00 C6 2D 34 2B
.:607C 7E 26 00 00 7E 26 4B 22
.:6084 7E 26 4B 22 8D 1E D6 1C
.:608C 00 00 D6 1C 8D 1E 4B 22
.:6094 E3 16 B1 19 8D 1E D6 1C
.:609C B1 19 E3 16 00 00 00 00
.:60A4 00 00 00 00 72 0B 00 00
.:60AC 72 0B CD 0A 9F 09 00 00
.:60B4 9F 09 93 08 9F 09 93 08
.:60BC A3 07 35 07 00 00 35 07
.:60C4 A3 07 93 08 B9 05 6C 06
.:60CC A3 07 35 07 6C 06 B9 05
.:60D4 00 00 00 00 00 00 00 00
.

```

16. List alter

The following routine lets you list a program in a specified column width. I have used it to list the Superman loader in a width suitable for a book page.

To use this routine type SYS 828,number of columns.

```

PAL (C)1979 BRAD TEMPLETON
2
20:      033C                      .OPT P,00
30:      033C                      *=  033C
40:      033C                      =   0326
                    IBSOUT
50:      033C 20 FD AE              JSR  $AEFD
60:      033F 20 9E B7             JSR  $B79E
70:      0342 8E 77 03             STX  COLUMN
80:      0345 AD 26 03             LDA  IBSOUT
90:      0348 8D 78 03             STA  OLDOUT
100:     034B AD 27 03             LDA  IBSOUT+1
110:     034E 8D 79 03             STA  OLDOUT+1
120:     0351 A9 5C                LDA  #<MAIN
130:     0353 8D 26 03             STA  IBSOUT
140:     0356 A9 03                LDA  #>MAIN
150:     0358 8D 27 03             STA  IBSOUT+1
160:     035B 60                    RTS

                    ;
180:     035C C9 0D                CMP  #13
190:     035E F0 08                BEQ  DOCR
200:     0360 CE 7A 03             DEC  COUNT
210:     0363 D0 0B                BNE  NADDCR
220:     0365 20 74 03             JSR  NEWPRT
230:     0368 AD 77 03 DOCR       LDA  COLUMN
240:     036B 8D 7A 03             STA  COUNT
250:     036E A9 0D                LDA  #13
260:     0370 20 74 03 NADDCR     JSR  NEWPRT

```

270:	0373	60				RTS	
280:	0374	6C	78	03	NEWPRT	JMP	(OLDOUT)
290:	0377	50			COLUMN	.BYT	80
300:	0378				OLDOUT	=	*
310:	0378				COUNT	=	OLDOUT+2

1033C-0378

READY.

B*

	PC	SR	AC	XR	YR	SP
.	197FE	72	00	00	01	F6

033C	20	FD	AE			JSR	\$AEFD
033F	20	9E	B7			JSR	\$B79E
0342	8E	77	03			STX	\$0377
0345	AD	26	03			LDA	\$0326
0348	8D	78	03			STA	\$0378
034B	AD	27	03			LDA	\$0327
034E	8D	79	03			STA	\$0379
0351	A9	5C				LDA	##5C
0353	8D	26	03			STA	\$0326
0356	A9	03				LDA	##03
0358	8D	27	03			STA	\$0327
035B	60					RTS	
035C	C9	0D				CMP	##0D
035E	F0	08				BEQ	\$0368
0360	CE	7A	03			DEC	\$037A
0363	D0	0B				BNE	\$0370
0365	20	74	03			JSR	\$0374
0368	AD	77	03			LDA	\$0377
036B	8D	7A	03			STA	\$037A
036E	A9	0D				LDA	##0D
0370	20	74	03			JSR	\$0374
0373	60					RTS	
0374	6C	78	03			JMP	(\$0378)
0377	50	00				BVC	\$0379

17. Old

This routine allows a program accidentally newed to be recovered. It also works after a SYS 64738 or SYS 58260 (cold or warm start). If the old routine is not in memory when you need it, do not worry: it can be loaded in after the new and executed and the program will still be recovered.

To use type SYS 300.

To load into memory after a new type LOAD"OLD",8,1 (or LOAD"OLD",1,1) and then SYS 300.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      012C                      .OPT P,00
30:      012C                      *= 300
                                ;OLD ROUTINE
50:      012C A9 FF                LDA  #$FF
60:      012E A0 01                LDY  #1
70:      0130 91 28                STA  ($28),8Y
80:      0132 20 33 A5             JSR  $A533
90:      0135 A5 22                LDA  $22
100:     0137 18                   CLC
110:     0138 69 02                ADC  #2
110:     013A 85 2D                STA  $2D
120:     013C A5 23                LDA  $23
130:     013E 69 00                ADC  #0
140:     0140 85 2E                STA  $2E
150:     0142 4C 5E A6             JMP  $A65E
1012C-0145
```

READY.

B*

```
      PC  SR  AC  XR  YR  SP
.;97FE 72 00 00 01 F6
.
```

B*

```
      PC  SR  AC  XR  YR  SP
.;97FE 72 00 00 01 F6
.
012C A9 FF          LDA #FF
012E A0 01          LDY #01
0130 91 2B          STA ($2B),Y
0132 20 33 A5       JSR $A533
0135 A5 22          LDA #22
0137 18             CLC
0138 69 02          ADC #02
013A 85 2D          STA #2D
013C A5 23          LDA #23
013E 69 00          ADC #00
0140 85 2E          STA #2E
0142 4C 5E A6       JMP $A65E
.
```

18. Graph

This routine is the graph (or high res) command. It turns on the high res screen which is located at 24576 and the colour memory at 16384. It does not clear the screen.

To use type SYS 49152.

```
PAL (C)1979 BRAD TEMPLETON
2
20:      C000                      .OPT P,00
30:      C000                      *=   *C000
;
; GRAPH FUNCTION 26
;
70:      C000 A9 16                  LDA  #16
90:      C002 8D 00 DD              STA  56576
; CHANGE BLOCK
;
110:     C005 A9 08                  LDA  #8
120:     C007 8D 18 D0              STA  53272
;
140:     C00A AD 11 D0              LDA  53265
140:     C00D 09 20                  ORA  #32
140:     C00F 8D 11 D0              STA  53265
150:     C012 60                      RTS
]C000-C013
```

READY.

B*

PC SR AC XR YR SP
. ;97FE 72 00 00 01 F6

.
C000 A9 16 LDA #16
C002 8D 00 DD STA \$DD00
C005 A9 08 LDA #08
C007 8D 18 D0 STA \$D018
C00A AD 11 D0 LDA \$D011
C00D 09 20 ORA #20
C00F 8D 11 D0 STA \$D011
C012 60 RTS
.

19. NRM

This is the complementary routine to graph. It turns the high res screen off and returns to the normal text screen.

To use type SYS 49174.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      C016                      .OPT P,00
30:      C016                      *=  *C016
                                ;NORM COMMAND
50:      C016 A9 15                 LDA  #21
60:      C018 8D 18 D0              STA  53272
70:      C01B A9 1B                 LDA  #27
80:      C01D 8D 11 D0              STA  53265
90:      C020 A9 17                 LDA  #23
100:     C022 8D 00 DD              STA  56576
110:     C025 60                   RTS
JC016-C026
```

READY.

B*

```
PC SR AC XR YR SP
.197FE 72 00 00 01 F6
.
C016 A9 15                 LDA  ##15
C018 8D 18 D0              STA  #D018
C01B A9 1B                 LDA  ##1B
C01D 8D 11 D0              STA  #D011
C020 A9 17                 LDA  ##17
C022 8D 00 DD              STA  #DD00
C025 60                   RTS
.
```

20. CLG

This routine clears the high res screen. Two parameters are required. The first defines the drawing colour and the second the background colour. Both are values between 0 and 15 and are the same as the usual text colours.

To use type SYS 49190, drawing colour, background colour.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      C026                      .OPT P,00
30:      C026                      *=   $C026
                                ; CLG COMMAND
50:      C026 20 FD AE              JSR  $AEFD
60:      C029 20 8A AD              JSR  $AD8A
70:      C02C 20 F7 B7              JSR  $B7F7
80:      C02F A5 15                  LDA  $15
80:      C031 F0 03                  BEQ  MORE
80:      C033 4C 48 B2              JMP  $B248
90:      C036 A5 14      MORE      LDA  $14
90:      C038 8D 85 C0              STA  FIN
100:     C03B 20 FD AE              JSR  $AEFD
110:     C03E 20 8A AD              JSR  $AD8A
120:     C041 20 F7 B7              JSR  $B7F7
130:     C044 A5 15                  LDA  $15
130:     C046 F0 03                  BEQ  MORE1
130:     C048 4C 48 B2              JMP  $B248
140:     C04B A5 14      MORE1     LDA  $14
140:     C04D 0A                      ASL  A
140:     C04E 0A                      ASL  A
140:     C04F 0A                      ASL  A
140:     C050 0A                      ASL  A
140:     C051 0D 85 C0              ORA  FIN
140:     C054 8D 85 C0              STA  FIN
```

```

150:    C057 A9 00          LDA    #0
150:    C059 85 FB          STA    $FB
160:    C05B A9 60          LDA    #96
160:    C05D 85 FC          STA    $FC
170:    C05F A0 00          LDY    #0
180:    C061 A9 00          LDA    #0
190:    C063 91 FB          STA    ($FB),Y
200:    C065 C8              INY
210:    C066 D0 FB          BNE    LOOP
220:    C068 E6 FC          INC    $FC
230:    C06A A6 FC          LDX    $FC
240:    C06C E0 80          CPX    #128
250:    C06E D0 F3          BNE    LOOP
260:    C070 AD 85 C0        LDA    FIN
270:    C073 A2 00          LDX    #0
280:    C075 9D 00 40      STA    $4000,X
290:    C078 9D 00 41      STA    $4100,X
300:    C07B 9D 00 42      STA    $4200,X
310:    C07E 9D 00 43      STA    $4300,X
320:    C081 E8              INX
320:    C082 D0 F1          BNE    LOOP1
320:    C084 60              RTS
330:    C085              =    *
1C026-C085

```

READY.

B*

```

      PC  SR  AC  XR  YR  SP
      .197FE 72 00 00 01 F6
      .
C026 20 FD AE      JSR  $AEFD
C029 20 8A AD      JSR  $AD8A
C02C 20 F7 B7      JSR  $B7F7
C02F A5 15          LDA  $15
C031 F0 03          BEQ  $C036
C033 4C 48 B2      JMP  $B248
C036 A5 14          LDA  $14

```

C038	8D	85	C0	STA	\$C085
C03B	20	FD	AE	JSR	\$AEFD
C03E	20	8A	AD	JSR	\$AD8A
C041	20	F7	B7	JSR	\$B7F7
C044	A5	15		LDA	\$15
C046	F0	03		BEQ	\$C04B
C048	4C	48	B2	JMP	\$B248
C04B	A5	14		LDA	\$14
C04D	0A			ASL	
C04E	0A			ASL	
C04F	0A			ASL	
C050	0A			ASL	
C051	0D	85	C0	ORA	\$C085
C054	8D	85	C0	STA	\$C085
C057	A9	00		LDA	#\$00
C059	85	FB		STA	\$FB
C05B	A9	60		LDA	#\$60
C05D	85	FC		STA	\$FC
C05F	A0	00		LDY	#\$00
C061	A9	00		LDA	#\$00
C063	91	FB		STA	(\$FB),Y
C065	C8			INY	
C066	D0	FB		BNE	\$C063
C068	E6	FC		INC	\$FC
C06A	A6	FC		LDX	\$FC
C06C	E0	80		CPX	#\$80
C06E	D0	F3		BNE	\$C063
C070	AD	85	C0	LDA	\$C085
C073	A2	00		LDX	#\$00
C075	9D	00	40	STA	\$4000,X
C078	9D	00	41	STA	\$4100,X
C07B	9D	00	42	STA	\$4200,X
C07E	9D	00	43	STA	\$4300,X
C081	E8			INX	
C082	D0	F1		BNE	\$C075
C084	60			RTS	

21. Plot

This routine plots a point on the high res screen . It requires two parameters: the X coordinate (0-319) and the Y coordinate (0-199) to be plotted.

The syntax is SYS 49286,X coord, Y coord.

```
PAL (C) 1979 BRAD TEMPLETON
```

```
2
```

```
20:      C08A                      .OPT P,00  
30:      C08A                      *= $C08A  
40:      C08A                      XCOORD = $14
```

```
;AND $15
```

```
50:      C08A                      TEMP = $FD  
60:      C08A                      SCREEN = $6000  
70:      C08A                      CHECKCOM = $AEFD  
80:      C08A                      COORD = $B7EB  
90:      C08A                      FALSE = 255  
100:     C08A                      TRUE = 0  
130:     C08A A9 00 SET LDA #TRUE  
140:     C08C 8D 3A C1 SET1 STA RSFLAG  
  
150:     C08F 20 FD AE JSR CHECKC  
OM  
160:     C092 20 EB B7 JSR COORD  
170:     C095 E0 C8 CPX #200  
180:     C097 B0 5E BCS TOOBIG  
  
190:     C099 A5 14 LDA XCOORD  
  
200:     C09B C9 40 CMP #<320  
210:     C09D A5 15 LDA XCOORD  
+1
```

220:	C09F E9 01	SBC	#>320
230:	C0A1 B0 54	BCS	TOOBIG
240:	C0A3 8A	TXA	
250:	C0A4 4A	LSR	
260:	C0A5 4A	LSR	
270:	C0A6 4A	LSR	
280:	C0A7 0A	ASL	
290:	C0A8 A8	TAY	
300:	C0A9 B9 F8 C0	LDA	TABLE,
Y	;MULTIPLY PUT IN		
310:	C0AC 85 FD	STA	TEMP
320:	C0AE B9 F9 C0	LDA	TABLE+
1,Y			
330:	C0B1 85 FE	STA	TEMP+1
340:	C0B3 8A	TXA	
350:	C0B4 29 07	AND	##0000
0111			
360:	C0B6 18	CLC	
370:	C0B7 65 FD	ADC	TEMP
380:	C0B9 85 FD	STA	TEMP
390:	C0BB A5 FE	LDA	TEMP+1
400:	C0BD 69 00	ADC	#0
410:	C0BF 85 FE	STA	TEMP+1
420:	C0C1 A5 14	LDA	XCOORD
430:	C0C3 29 07	AND	##0000
0111			
440:	C0C5 A8	TAY	
450:	C0C6 A5 14	LDA	XCOORD
460:	C0C8 29 F8	AND	##1111
1000			
470:	C0CA 18	CLC	
480:	C0CB 65 FD	ADC	TEMP
490:	C0CD 85 FD	STA	TEMP
500:	C0CF A5 FE	LDA	TEMP+1

510:	C0D1 65 15	ADC	XCOORD
+1			
520:	C0D3 85 FE	STA	TEMP+1
530:	C0D5 A5 FD	LDA	TEMP
540:	C0D7 18	CLC	
550:	C0D8 69 00	ADC	#<SCRE
EN			
560:	C0DA 85 FD	STA	TEMP
570:	C0DC A5 FE	LDA	TEMP+1
580:	C0DE 69 60	ADC	#>SCRE
EN			
590:	C0E0 85 FE	STA	TEMP+1
600:	C0E2 A2 00	LDX	#0
610:	C0E4 A1 FD	LDA	(TEMP,
X)			
620:	C0E6 2C 3A C1	BIT	RSFLAG
630:	C0E9 10 06	BPL	SET2
640:	C0EB 39 32 C1	AND	ANDMAS
K, Y			
650:	C0EE 4C F4 C0	JMP	SET3
660:	C0F1 19 2A C1 SET2	ORA	ORMASK
, Y			
670:	C0F4 81 FD SET3	STA	(TEMP,
X)			
680:	C0F6 60	RTS	
690:	C0F7 60	TOOBIG	RTS
700:	C0F8	N	= 320
710:	C0F8 00 00 40 TABLE		.WORD0*N, 1*
N, 2*N, 3*N, 4*N			
720:	C102 40 06 80		.WORD5*N, 6*
N, 7*N, 8*N, 9*N			
730:	C10C 80 0C C0		.WORD10*N, 1
1*N, 12*N, 13*N, 14*N			
740:	C116 C0 12 00		.WORD15*N, 1
6*N, 17*N, 18*N, 19*N			
750:	C120 00 19 40		.WORD20*N, 2
1*N, 22*N, 23*N, 24*N			

```

;
770:   C12A 80   ORMASK  .BYT %10000
000
780:   C12B 40   .BYT %01000
000
790:   C12C 20   .BYT %00100
000
800:   C12D 10   .BYT %00010
000
810:   C12E 08   .BYT %00001
000
820:   C12F 04   .BYT %00000
100
830:   C130 02   .BYT %00000
010
840:   C131 01   .BYT %00000
001

;
860:   C132 7F   ANDMASK .BYT %01111
111
870:   C133 BF   .BYT %10111
111
880:   C134 DF   .BYT %11011
111
890:   C135 EF   .BYT %11101
111
900:   C136 F7   .BYT %11110
111
910:   C137 FB   .BYT %11111
011
920:   C138 FD   .BYT %11111
101
930:   C139 FE   .BYT %11111
110

;
950:   C13A 00   RSFLAG  .BYT 0
1C08A-C13B

```

READY.

B*

PC SR AC XR YR SP
. ;97FE 72 00 00 01 F6

```
C08A A9 00          LDA #00
C08C 8D 3A C1      STA $C13A
C08F 20 FD AE      JSR $AEFD
C092 20 EB B7      JSR $B7EB
C095 E0 C8         CPX #C8
C097 B0 5E         BCS $C0F7
C099 A5 14         LDA $14
C09B C9 40         CMP #40
C09D A5 15         LDA $15
C09F E9 01         SBC #01
C0A1 B0 54         BCS $C0F7
C0A3 8A           TXA
C0A4 4A           LSR
C0A5 4A           LSR
C0A6 4A           LSR
C0A7 0A           ASL
C0A8 A8           TAY
C0A9 B9 F8 C0      LDA $C0F8,Y
C0AC 85 FD         STA $FD
C0AE B9 F9 C0      LDA $C0F9,Y
C0B1 85 FE         STA $FE
C0B3 8A           TXA
C0B4 29 07         AND #07
C0B6 18           CLC
C0B7 65 FD         ADC $FD
C0B9 85 FD         STA $FD
C0BB A5 FE         LDA $FE
C0BD 69 00         ADC #00
C0BF 85 FE         STA $FE
C0C1 A5 14         LDA $14
C0C3 29 07         AND #07
C0C5 A8           TAY
C0C6 A5 14         LDA $14
C0C8 29 F8         AND #$F8
C0CA 18           CLC
C0CB 65 FD         ADC $FD
C0CD 85 FD         STA $FD
```

```

C0CF A5 FE          LDA $FE
C0D1 65 15          ADC #15
C0D3 85 FE          STA $FE
C0D5 A5 FD          LDA $FD
C0D7 18             CLC
C0D8 69 00          ADC #00
C0DA 85 FD          STA $FD
C0DC A5 FE          LDA $FE
C0DE 69 60          ADC #60
C0E0 85 FE          STA $FE
C0E2 A2 00          LDX #00
C0E4 A1 FD          LDA ($FD,X)
C0E6 2C 3A C1       BIT $C13A
C0E9 10 06          BPL $C0F1
C0EB 39 32 C1       AND $C132,Y
C0EE 4C F4 C0       JMP $C0F4
C0F1 19 2A C1       ORA $C12A,Y
C0F4 81 FD          STA ($FD,X)
C0F6 60             RTS
C0F7 60             RTS
.
.
.
.
.:C0F8 00 00 40 01 80 02 C0 03
.:C100 00 05 40 06 80 07 C0 08
.:C108 00 0A 40 0B 80 0C C0 0D
.:C110 00 0F 40 10 80 11 C0 12
.:C118 00 14 40 15 80 16 C0 17
.:C120 00 19 40 1A 80 1B C0 1C
.:C128 00 1E 80 40 20 10 08 04
.:C130 02 01 7F BF DF EF F7 FB
.:C138 FD FE 00 C2 C9 F0 08 20
.

```

22. Unplot

This routine is complementary to Plot. It unplots a point on the high res screen. Just type in the routine below and unplot is ready.

To use type SYS 49286,X,Y

```
30 *=$C086
40 LDA #$FF
50 BNE SET1
```

READY.

```
B*
      PC  SR  AC  XR  YR  SP
      .;97FE 72 00 00 01 F6
      .
      C086 A9 FF          LDA #$FF
      C088 D0 02          BNE $C08C
      .
```

23. Char

This routine puts a character onto the high res screen. You specify three parameters: the X coordinate (0-39), the Y coordinate (0-24) and the character code (screen code).

The syntax is SYS 49467,X,Y,char code

```
PAL (C)1979 BRAD TEMPLETON
2
20:      C13B                      .OPT P,00
30:      C13B                      *=   $C13B
;
;CHAR X,Y,CHARACTER,
;EOR OR DELETE
70:      C13B 4C 48 B2 ERROR      JMP   $B248
80:      C13E 20 FD AE           JSR   $AEFD
90:      C141 20 1D C2           JSR   PARAMS
100:     C144 A5 14              LDA   $14
100:     C146 C9 28              CMP   #40
100:     C148 B0 F1              BCS   ERROR
110:     C14A 8D 4B C2           STA   XSTORE
120:     C14D 20 FD AE           JSR   $AEFD
130:     C150 20 1D C2           JSR   PARAMS
140:     C153 A5 14              LDA   $14
140:     C155 C9 19              CMP   #25
140:     C157 B0 E2              BCS   ERROR
150:     C159 8D 4C C2           STA   YSTORE
;TOTAL = Y*320 + X*8
170:     C15C AD 4B C2           LDA   XSTORE
180:     C15F 8D 48 C2           STA   MULT1
190:     C162 A9 08              LDA   #8
200:     C164 8D 49 C2           STA   MULT2
210:     C167 20 2B C2           JSR   MULTIPLY
220:     C16A AD 46 C2           LDA   RESULT
```

```

230:    C16D 85 FB          STA  $FB
240:    C16F AD 47 C2     LDA  RESULT+1
250:    C172 85 FC          STA  $FC
                                     ;
                                     ;NOW Y=320*Y
280:    C174 AD 4C C2     LDA  YSTORE
290:    C177 8D 48 C2     STA  MULT1
300:    C17A A9 28          LDA  #40
310:    C17C 8D 49 C2     STA  MULT2
320:    C17F 20 2B C2     JSR  MULTIPLY
330:    C182 AD 46 C2     LDA  RESULT
330:    C185 8D 50 C2     STA  STORERES
330:    C188 AD 47 C2     LDA  RESULT+1
330:    C18B 8D 51 C2     STA  STORERES+1
340:    C18E A2 07          LDX  #7
350:    C190 AD 46 C2     LDA  RESULT LOOP12
350:    C193 6D 50 C2     ADC  STORERES
360:    C196 8D 46 C2     STA  RESULT
360:    C199 AD 47 C2     LDA  RESULT+1
370:    C19C 69 00          ADC  #0
370:    C19E 8D 47 C2     STA  RESULT+1
380:    C1A1 CA            DEX
390:    C1A2 D0 EC          BNE  LOOP12
400:    C1A4 A2 07          LDX  #7
410:    C1A6 AD 47 C2     LDA  RESULT+1 LOOP14
420:    C1A9 18            CLC
420:    C1AA 6D 51 C2     ADC  STORERES+1
430:    C1AD 8D 47 C2     STA  RESULT+1
440:    C1B0 CA            DEX
450:    C1B1 D0 F3          BNE  LOOP14
460:    C1B3 AD 47 C2     LDA  RESULT+1
470:    C1B6 18            CLC
470:    C1B7 69 60          ADC  #$60
480:    C1B9 8D 47 C2     STA  RESULT+1
490:    C1BC A5 FB          LDA  $FB
500:    C1BE 18            CLC
500:    C1BF 6D 46 C2     ADC  RESULT
510:    C1C2 85 FB          STA  $FB
520:    C1C4 A5 FC          LDA  $FC
530:    C1C6 6D 47 C2     ADC  RESULT+1
540:    C1C9 85 FC          STA  $FC

```

550:	C1CB	20	FD	AE		JSR	\$AEFD
560:	C1CE	20	1D	C2		JSR	PARAMS
570:	C1D1	A5	14			LDA	\$14
580:	C1D3	8D	4E	C2		STA	CHAR
590:	C1D6	AD	4E	C2		LDA	CHAR
600:	C1D9	8D	48	C2		STA	MULT1
610:	C1DC	A9	08			LDA	#8
620:	C1DE	8D	49	C2		STA	MULT2
630:	C1E1	20	2B	C2		JSR	MULTIPLY
640:	C1E4	AD	46	C2		LDA	RESULT
						; CHARACTER LOCATION	
650:	C1E7	85	FD			STA	\$FD
660:	C1E9	AD	47	C2		LDA	RESULT+1
670:	C1EC	18				CLC	
						; ADD \$D0 TO \$D000	
670:	C1ED	69	D0			ADC	#\$D0
680:	C1EF	85	FE			STA	\$FE
690:	C1F1	A9	00			LDA	#0
690:	C1F3	8D	4A	C2		STA	COUNT
690:	C1F6	78				SEI	
690:	C1F7	A9	33			LDA	#51
690:	C1F9	85	01			STA	\$01
700:	C1FB	A0	00			LDY	#0
710:	C1FD	B1	FD		LOOP1	LDA	(\$FD),Y
720:	C1FF	91	FB			STA	(\$FB),Y
730:	C201	E6	FB			INC	\$FB
730:	C203	D0	02			BNE	N1
740:	C205	E6	FC			INC	\$FC
750:	C207	E6	FD		N1	INC	\$FD
760:	C209	D0	02			BNE	N2
770:	C20B	E6	FE			INC	\$FE
780:	C20D	EE	4A	C2	N2	INC	COUNT
790:	C210	AD	4A	C2		LDA	COUNT
800:	C213	C9	08			CMP	#8
810:	C215	D0	E6			BNE	LOOP1
820:	C217	A9	37			LDA	#55
820:	C219	85	01			STA	1
820:	C21B	58				CLI	
820:	C21C	60				RTS	
830:	C21D	20	8A	AD	PARAMS	JSR	\$AD8A
840:	C220	20	F7	B7		JSR	\$B7F7

```

850:    C223 A5 15          LDA    #15
850:    C225 F0 03          BEQ    FINROUT
860:    C227 4C 48 B2       JMP    #B248
860:    C22A 60              FINROUT RTS
870:    C22B A9 00          MULTIPLY LDA #0
880:    C22D 8D 46 C2       STA    RESULT
890:    C230 A2 08          LDX    #8
900:    C232 4E 48 C2 LOOP21 LSR    MULT1
910:    C235 90 04          BCC   LOOP9
920:    C237 18              CLC
930:    C238 6D 49 C2       ADC    MULT2
940:    C23B 6A              LOOP9  ROR    A
950:    C23C 6E 46 C2       ROR    RESULT
960:    C23F CA              DEX
970:    C240 D0 F0          BNE   LOOP21
980:    C242 8D 47 C2       STA    RESULT+1
990:    C245 60              RTS
1000:   C246 00 00          RESULT .WORD0
1010:   C248 00              MULT1  .BYT 0
1020:   C249 00              MULT2  .BYT 0
1030:   C24A 00              COUNT  .BYT 0
1040:   C24B 00              XSTORE .BYT 0
1050:   C24C 00              YSTORE .BYT 0
1060:   C24D 00              EORFLAG .BYT 0
1070:   C24E 00              CHAR   .BYT 0
1080:   C24F 00              STORE  .BYT 0
1090:   C250 00 00          STORERES .WORD0
JC13B-C252

```

READY.

```

B*
      PC  SR AC XR YR SP
      .;97FE 72 00 00 01 F6
      .
      C13B 4C 48 B2          JMP    #B248
      C13E 20 FD AE          JSR    #AEFD
      C141 20 1D C2          JSR    #C21D

```

C144	A5	14		LDA	\$14
C146	C9	28		CMP	##28
C148	B0	F1		BCS	\$C13B
C14A	8D	4B	C2	STA	\$C24B
C14D	20	FD	AE	JSR	\$AEFD
C150	20	1D	C2	JSR	\$C21D
C153	A5	14		LDA	\$14
C155	C9	19		CMP	##19
C157	B0	E2		BCS	\$C13B
C159	8D	4C	C2	STA	\$C24C
C15C	AD	4B	C2	LDA	\$C24B
C15F	8D	48	C2	STA	\$C248
C162	A9	08		LDA	##08
C164	8D	49	C2	STA	\$C249
C167	20	2B	C2	JSR	\$C22B
C16A	AD	46	C2	LDA	\$C246
C16D	85	FB		STA	\$FB
C16F	AD	47	C2	LDA	\$C247
C172	85	FC		STA	\$FC
C174	AD	4C	C2	LDA	\$C24C
C177	8D	48	C2	STA	\$C248
C17A	A9	28		LDA	##28
C17C	8D	49	C2	STA	\$C249
C17F	20	2B	C2	JSR	\$C22B
C182	AD	46	C2	LDA	\$C246
C185	8D	50	C2	STA	\$C250
C188	AD	47	C2	LDA	\$C247
C18B	8D	51	C2	STA	\$C251
C18E	A2	07		LDX	##07
C190	AD	46	C2	LDA	\$C246
C193	6D	50	C2	ADC	\$C250
C196	8D	46	C2	STA	\$C246
C199	AD	47	C2	LDA	\$C247
C19C	69	00		ADC	##00
C19E	8D	47	C2	STA	\$C247
C1A1	CA			DEX	
C1A2	D0	EC		BNE	\$C190
C1A4	A2	07		LDX	##07
C1A6	AD	47	C2	LDA	\$C247
C1A9	18			CLC	
C1AA	6D	51	C2	ADC	\$C251

C1AD	8D	47	C2	STA	247
C1B0	CA			DEX	
C1B1	D0	F3		BNE	1A6
C1B3	AD	47	C2	LDA	247
C1B6	18			CLC	
C1B7	69	60		ADC	60
C1B9	8D	47	C2	STA	247
C1BC	A5	FB		LDA	FB
C1BE	18			CLC	
C1BF	6D	46	C2	ADC	246
C1C2	85	FB		STA	FB
C1C4	A5	FC		LDA	FC
C1C6	6D	47	C2	ADC	247
C1C9	85	FC		STA	FC
C1CB	20	FD	AE	JSR	Aefd
C1CE	20	1D	C2	JSR	21D
C1D1	A5	14		LDA	14
C1D3	8D	4E	C2	STA	24E
C1D6	AD	4E	C2	LDA	24E
C1D9	8D	48	C2	STA	248
C1DC	A9	08		LDA	08
C1DE	8D	49	C2	STA	249
C1E1	20	2B	C2	JSR	22B
C1E4	AD	46	C2	LDA	246
C1E7	85	FD		STA	FD
C1E9	AD	47	C2	LDA	247
C1EC	18			CLC	
C1ED	69	D0		ADC	D0
C1EF	85	FE		STA	FE
C1F1	A9	00		LDA	00
C1F3	8D	4A	C2	STA	24A
C1F6	78			SEI	
C1F7	A9	33		LDA	33
C1F9	85	01		STA	01
C1FB	A0	00		LDY	00
C1FD	B1	FD		LDA	(FD),Y
C1FF	91	FB		STA	(FB),Y
C201	E6	FB		INC	FB
C203	D0	02		BNE	207
C205	E6	FC		INC	FC
C207	E6	FD		INC	FD

```

C209 D0 02          BNE $C20D
C20B E6 FE          INC $FE
C20D EE 4A C2      INC $C24A
C210 AD 4A C2      LDA $C24A
C213 C9 08          CMP ##08
C215 D0 E6          BNE $C1FD
C217 A9 37          LDA ##37
C219 85 01          STA #01
C21B 58             CLI
C21C 60             RTS
C21D 20 8A AD      JSR $AD8A
C220 20 F7 B7      JSR $B7F7
C223 A5 15          LDA $15
C225 F0 03          BEQ $C22A
C227 4C 48 B2      JMP $B248
C22A 60             RTS
C22B A9 00          LDA ##00
C22D 8D 46 C2      STA $C246
C230 A2 08          LDX ##08
C232 4E 48 C2      LSR $C248
C235 90 04          BCC $C23B
C237 18             CLC
C238 6D 49 C2      ADC $C249
C23B 6A             ROR
C23C 6E 46 C2      ROR $C246
C23F CA             DEX
C240 D0 F0          BNE $C232
C242 8D 47 C2      STA $C247
C245 60             RTS
.
.
.
.
.:C246 00 00 00 00 00 00 00 00
.:C24E 00 00 00 00 00 10 CF A5 BA
.

```

24. Change bank

This routine allows easy access to the four 16K banks accessible by the VIC II chip. It does not copy the character set down. To do this, use the copy routine given above.

The syntax is SYS 828, bank (0-3)

where bank 0 is 0-16383 , 1 is 16384 to 32767 and so on.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      033C                      .OPT P,00
30:      033C                      *= 828

;
;ROUTINE TO CHANGE
;BANK FOR
;VIC II CHIP
;
;SYNTAX
;
;SYS 828,BANK (0-3)
;

130:     033C 20 FD AE              JSR  $AEFD
140:     033F 20 9E B7             JSR  $B79E
150:     0342 8A                   TXA
160:     0343 C9 05                CMP  #5
170:     0345 90 03                BCC  MORE
180:     0347 4C 48 B2             JMP  $B248

;

200:     034A AA                   MORE  TAX
210:     034B BD 63 03             LDA  L53272,X
220:     034E 8D 18 D0             STA  53272
230:     0351 BD 67 03             LDA  L648,X
240:     0354 8D 88 02             STA  648
```

```

250:  0357 BD 6B 03          LDA  L56576,X
260:  035A 8D 00 DD          STA  56576
270:  035D A9 93            LDA  #"♣
280:  035F 20 D2 FF          JSR  $FFD2
290:  0362 60                RTS

;
310:  0363 15 15 15 L53272  .BYT 21,21,21,21
320:  0367 04 04 04 L648    .BYT 4,4,4,4
330:  036B 47 46 45 L56576  .BYT 71,70,69,68
1033C-036F

```

READY.

B*

```

      PC  SR AC XR YR SP
.;97FE 72 00 00 01 F6
.
033C 20 FD AE      JSR  $AEFD
033F 20 9E B7      JSR  $B79E
0342 8A            TXA
0343 C9 05          CMP  #$05
0345 90 03          BCC  $034A
0347 4C 48 B2      JMP  $B248
034A AA            TAX
034B BD 63 03      LDA  $0363,X
034E 8D 18 D0      STA  $D018
0351 BD 67 03      LDA  $0367,X
0354 8D 88 02      STA  $0288
0357 BD 6B 03      LDA  $036B,X
035A 8D 00 DD      STA  $DD00
035D A9 93          LDA  #$93
035F 20 D2 FF      JSR  $FFD2
0362 60            RTS
.
.
.
.:0363 15 15 15 15 04 04 04 04
.:036B 47 46 45 44 0D 20 74 03
.

```

25. Invert

This routine inverts all or some of the high res screen (it can invert any part of memory).

The syntax is SYS 49746,start,invert

```
PAL (C)1979 BRAD TEMPLETON
2
20:      C252                      .OPT P,00
30:      C252                      *=   $C252
                                ;FILL ROUTINE
                                ;
                                ;USES $FB AND $FC
                                ;STORE TOP ADDRESS
                                ;IN 828 AND 829
                                ;SCAN PAST COMMA
90:      C252 20 FD AE              JSR  $AEFD
                                ;READ 16 BIT NUMBER
100:     C255 20 8A AD              JSR  $AD8A
                                ;PUT INTO $14 AND $15
110:     C258 20 F7 B7              JSR  $B7F7
120:     C25B A5 14                 LDA  $14
120:     C25D 85 FB                 STA  $FB
130:     C25F A5 15                 LDA  $15
130:     C261 85 FC                 STA  $FC
                                ;
150:     C263 20 FD AE              JSR  $AEFD
                                ;SCAN PAST NEXT COMMA
160:     C266 20 8A AD              JSR  $AD8A
170:     C269 20 F7 B7              JSR  $B7F7
180:     C26C A5 14                 LDA  $14
180:     C26E 8D 3C 03             STA  828
190:     C271 A5 15                 LDA  $15
190:     C273 8D 3D 03             STA  829
```

```

      ;
210:   C276 A0 00      LOOP      LDY  #0
220:   C278 A9 FF                      LDA  #255
230:   C27A 51 FB                      EOR  (%FB),Y
240:   C27C 91 FB                      STA  (%FB),Y
250:   C27E 20 95 C2                    JSR  ADD
260:   C281 A5 FB                      LDA  %FB
260:   C283 CD 3C 03                    CMP  828
260:   C286 F0 03                      BEQ  CHECK
270:   C288 4C 76 C2                    JMP  LOOP
280:   C28B A5 FC      CHECK          LDA  %FC
280:   C28D CD 3D 03                    CMP  829
280:   C290 F0 0B                      BEQ  FINISH
290:   C292 4C 76 C2                    JMP  LOOP
300:   C295 E6 FB      ADD           INC  %FB
300:   C297 F0 01                      BEQ  FCPLUS1
310:   C299 60                          RTS
320:   C29A E6 FC      FCPLUS1     INC  %FC
320:   C29C 60                          RTS
330:   C29D 60      FINISH         RTS
1C252-C29E

```

READY.

B*

```

      PC  SR AC XR YR SP
      .;197FE 72 00 00 01 F6

```

```

      C252 20 FD AE      JSR  %AEFD
      C255 20 8A AD      JSR  %AD8A
      C258 20 F7 B7      JSR  %B7F7
      C25B A5 14          LDA  #14
      C25D 85 FB          STA  %FB
      C25F A5 15          LDA  #15
      C261 85 FC          STA  %FC
      C263 20 FD AE      JSR  %AEFD

```

C266	20	8A	AD	JSR	\$AD8A
C269	20	F7	B7	JSR	\$B7F7
C26C	A5	14		LDA	#14
C26E	8D	3C	03	STA	\$033C
C271	A5	15		LDA	#15
C273	8D	3D	03	STA	\$033D
C276	A0	00		LDY	##00
C278	A9	FF		LDA	##FF
C27A	51	FB		EOR	(\$FB),Y
C27C	91	FB		STA	(\$FB),Y
C27E	20	95	C2	JSR	\$C295
C281	A5	FB		LDA	\$FB
C283	CD	3C	03	CMP	\$033C
C286	F0	03		BEQ	\$C28B
C288	4C	76	C2	JMP	\$C276
C28B	A5	FC		LDA	\$FC
C28D	CD	3D	03	CMP	\$033D
C290	F0	0B		BEQ	\$C29D
C292	4C	76	C2	JMP	\$C276
C295	E6	FB		INC	\$FB
C297	F0	01		BEQ	\$C29A
C299	60			RTS	
C29A	E6	FC		INC	\$FC
C29C	60			RTS	
C29D	60			RTS	

26. Organ

The following is a simple interrupt driven organ program. It allows you to play a tune on the keyboard whether a program is running or not. The program could run with a sound shaping program, for example.

The keys used are as follows:

q w e r t y u i o p @ * !
and the space bar to turn the notes off

To turn on the organ type SYS 49152.

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      C000                      .OPT P,00
30:      C000                      *=   $C000

50:      C000 78                      SEI
50:      C001 A9 1F                    LDA  #<MAIN

50:      C003 8D 14 03                 STA  788
60:      C006 A9 C0                    LDA  #>MAIN

60:      C008 8D 15 03                 STA  789
70:      C00B A9 0F                    LDA  #15
70:      C00D 8D 18 D4                 STA  54296
70:      C010 A9 21                    LDA  #33
70:      C012 8D 04 D4                 STA  54276
70:      C015 A9 38                    LDA  #<56
70:      C017 8D 05 D4                 STA  54277
70:      C01A 8D 06 D4                 STA  54278
70:      C01D 58                      CLI
70:      C01E 60                      RTS
```



```

;
90:      C01F A5 C5      MAIN      LDA  197
100:     C021 A2 00      LDX  #0
100:     C023 A0 00      LDY  #0
110:     C025 DD 43 C0 LOOP      CMP  KEYDAT
A,X
120:     C028 F0 0A      BEQ  PLAYNO
TE
130:     C02A E8      INX
130:     C02B C8      INY
130:     C02C C8      INY
140:     C02D E0 0F      CPX  #15
150:     C02F D0 F4      BNE  LOOP
160:     C031 4C 31 EA      JMP  $EA31

;
180:     C034      PLAYNOTE = *
190:     C034 B9 51 C0      LDA  NOTETA
BLE,Y
190:     C037 8D 01 D4      STA  54273
190:     C03A B9 52 C0      LDA  NOTETA
BLE+1,Y
190:     C03D 8D 00 D4      STA  54272
200:     C040 4C 31 EA      JMP  $EA31
210:     C043 3E 09 0E KEYDATA .BYT 62,9,1
4,17,22,25,30,33,38,41
220:     C04D 2E 31 36      .BYT 46,49,
54,60

;
240:     C051 11 25 13 NOTETABLE.BYT 17,37,
19,63,21,154,22,227
250:     C059 19 B1 1C      .BYT 25,177
,28,214,32,94,34,75,38,126,43,52
260:     C065 2D C6 33      .BYT 45,198
,51,97,57,172,0,0
1C000-C06D

```

B*

```

PC SR AC XR YR SP
.;97FE 72 00 00 01 F6

```

```

.
C000 78          SEI
C001 A9 1F      LDA #$1F
C003 8D 14 03   STA $0314
C006 A9 C0      LDA #$C0
C008 8D 15 03   STA $0315
C00B A9 0F      LDA #$0F
C00D 8D 18 D4   STA $D418
C010 A9 21      LDA #$21
C012 8D 04 D4   STA $D404
C015 A9 38      LDA #$38
C017 8D 05 D4   STA $D405
C01A 8D 06 D4   STA $D406
C01D 58         CLI
C01E 60         RTS
C01F A5 C5      LDA $C5
C021 A2 00      LDX #$00
C023 A0 00      LDY #$00
C025 DD 43 C0   CMP $C043,X
C028 F0 0A      BEQ $C034
C02A E8         INX
C02B C8         INY
C02C C8         INY
C02D E0 0F      CPX #$0F
C02F D0 F4      BNE $C025
C031 4C 31 EA   JMP $EA31
C034 B9 51 C0   LDA $C051,Y
C037 8D 01 D4   STA $D401
C03A B9 52 C0   LDA $C052,Y
C03D 8D 00 D4   STA $D400
C040 4C 31 EA   JMP $EA31

```

```

.
.:C043 3E 09 0E 11 16 19 1E 21
.:C04B 26 29 2E 31 36 3C 11 25
.:C053 13 3F 15 9A 16 E3 19 B1
.:C05B 1C D6 20 5E 22 4B 26 7E
.:C063 2B 34 2D C6 33 61 39 AC
.:C06B 00 00 80 D0 F3 AD 85 C0
.

```

27. Sound

This routine makes sound much easier to use. It allows you to set the voice, volume, frequency and waveform for the sound.

The syntax is `SYS 16384,voice,volume,frequency,waveform`.

The voice is between 1 and 3. The volume is between 0 and 15. The frequency is between 0 and 65535. The waveform is one of 17 (triangle), 33 (sawtooth) and 129 (noise). Pulse waveform is not implemented. It can be set but it will not function.

The ADSR and all other features of the SID chip are set automatically.

To produce a rising tone the following routine could be used.

```
FOR A = 0 TO 65535 STEP 100 :  
SYS16384,1,15,A,33:NEXT:SYS16384,1,0,0,33
```

The last statement turns off the sound.

```
PAL (C) 1979 BRAD TEMPLETON  
2  
20:      4000                                .OPT P,00  
30:      4000                                *= $4000  
; ;  
; SOUND ROUTINE  
; ;  
; SYNTAX ;  
; ;  
; SYS 16384,VOICE,  
; VOLUME,FREQ,WAVE  
110:     4000 20 FD AE                        JSR $AEFD  
120:     4003 20 8A AD                        JSR $AD8A
```

130:	4006	20	F7	B7		JSR	\$B7F7
140:	4009	A5	15			LDA	\$15
150:	400B	D0	3F			BNE	IQERR
160:	400D	A5	14			LDA	\$14
170:	400F	8D	DA	40		STA	VOICE
190:	4012	20	FD	AE		JSR	\$AEFD
200:	4015	20	8A	AD		JSR	\$AD8A
210:	4018	20	F7	B7		JSR	\$B7F7
220:	401B	A5	15			LDA	\$15
230:	401D	D0	2D			BNE	IQERR
240:	401F	A5	14			LDA	\$14
250:	4021	8D	DB	40		STA	VOLUME
270:	4024	20	FD	AE		JSR	\$AEFD
280:	4027	20	8A	AD		JSR	\$AD8A
290:	402A	20	F7	B7		JSR	\$B7F7
300:	402D	A5	14			LDA	\$14
310:	402F	8D	DD	40		STA	FREQ
320:	4032	A5	15			LDA	\$15
330:	4034	8D	DE	40		STA	FREQ+1
350:	4037	20	FD	AE		JSR	\$AEFD
360:	403A	20	8A	AD		JSR	\$AD8A
370:	403D	20	F7	B7		JSR	\$B7F7
380:	4040	A5	15			LDA	\$15
390:	4042	D0	08			BNE	IQERR
400:	4044	A5	14			LDA	\$14
410:	4046	8D	DC	40		STA	WAVE
420:	4049	4C	4F	40		JMP	DO
430:	404C	4C	48	B2	IQERR	JMP	\$B248
450:	404F	A2	00		DO	LDX	#0
450:	4051	AD	DC	40		LDA	WAVE
460:	4054	DD	DF	40	LOP	CMP	WAVETABLE,X
470:	4057	F0	08			BEQ	MORE
480:	4059	E8				INX	
480:	405A	E0	04			CPX	#4
490:	405C	D0	F6			BNE	LOP
500:	405E	4C	4C	40		JMP	IQERR
510:	4061	AD	DA	40	MORE	LDA	VOICE

520:	4064	F0	E6		BEQ	IGERR	
530:	4066	C9	04		CMP	#4	
540:	4068	B0	E2		BCS	IGERR	
560:	406A	AD	DB	40	LDA	VOLUME	
570:	406D	C9	10		CMP	#16	
580:	406F	B0	DB		BCS	IGERR	
600:	4071	AD	DB	40	LDA	VOLUME	
610:	4074	8D	18	D4	STA	54296	
630:	4077	AD	DA	40	LDA	VOICE	
650:	407A	C9	01		CMP	#1	
660:	407C	F0	07		BEQ	VOICE1	
670:	407E	C9	02		CMP	#2	
680:	4080	F0	20		BEQ	VOICE2	
690:	4082	4C	BF	40	JMP	VOICE3	
710:	4085	AD	DC	40	VOICE1	LDA	WAVE
720:	4088	8D	04	D4	STA	54276	
730:	408B	A9	80		LDA	#128	
740:	408D	8D	05	D4	STA	54277	
750:	4090	8D	06	D4	STA	54278	
760:	4093	AD	DD	40	LDA	FREQ	
770:	4096	8D	00	D4	STA	54272	
780:	4099	AD	DE	40	LDA	FREQ+1	
790:	409C	8D	01	D4	STA	54273	
800:	409F	4C	D9	40	JMP	FINISH	
820:	40A2	AD	DC	40	VOICE2	LDA	WAVE
830:	40A5	8D	0B	D4	STA	54283	
840:	40A8	A9	80		LDA	#128	
850:	40AA	8D	0C	D4	STA	54284	
860:	40AD	8D	0D	D4	STA	54285	
870:	40B0	AD	DD	40	LDA	FREQ	
880:	40B3	8D	07	D4	STA	54279	
890:	40B6	AD	DE	40	LDA	FREQ+1	
900:	40B9	8D	08	D4	STA	54280	
910:	40BC	4C	D9	40	JMP	FINISH	

```

930: 40BF AD DC 40 VOICES LDA WAVE
940: 40C2 8D 12 D4 STA 54290
950: 40C5 A9 80 LDA #128
960: 40C7 8D 13 D4 STA 54291
970: 40CA 8D 14 D4 STA 54292
980: 40CD AD DD 40 LDA FREQ
990: 40D0 8D 0E D4 STA 54286
1000: 40D3 AD DE 40 LDA FREQ+1
1010: 40D6 8D 0F D4 STA 54287

```

```

;
1030: 40D9 60 FINISH RTS
1040: 40DA 00 VOICE .BYT 0
1050: 40DB 00 VOLUME .BYT 0
1060: 40DC 00 WAVE .BYT 0
1070: 40DD 00 00 FREQ .WORD0
1080: 40DF 11 21 41 WAVETABLE.BYT 17,33,65,129
J4000-40E3

```

READY.

B*

```

PC SR AC XR YR SP
.197FE 72 00 00 01 F6
.
4000 20 FD AE JSR $AEFD
4003 20 8A AD JSR $AD8A
4006 20 F7 B7 JSR $B7F7
4009 A5 15 LDA #15
400B D0 3F BNE $404C
400D A5 14 LDA #14
400F 8D DA 40 STA $40DA
4012 20 FD AE JSR $AEFD
4015 20 8A AD JSR $AD8A
4018 20 F7 B7 JSR $B7F7
401B A5 15 LDA #15
401D D0 2D BNE $404C
401F A5 14 LDA #14

```

4021	8D	DB	40	STA	\$40DB
4024	20	FD	AE	JSR	\$AEFD
4027	20	8A	AD	JSR	\$AD8A
402A	20	F7	B7	JSR	\$B7F7
402D	A5	14		LDA	#14
402F	8D	DD	40	STA	\$40DD
4032	A5	15		LDA	#15
4034	8D	DE	40	STA	\$40DE
4037	20	FD	AE	JSR	\$AEFD
403A	20	8A	AD	JSR	\$AD8A
403D	20	F7	B7	JSR	\$B7F7
4040	A5	15		LDA	#15
4042	D0	08		BNE	\$404C
4044	A5	14		LDA	#14
4046	8D	DC	40	STA	\$40DC
4049	4C	4F	40	JMP	\$404F
404C	4C	48	B2	JMP	\$B248
404F	A2	00		LDX	#\$00
4051	AD	DC	40	LDA	\$40DC
4054	DD	DF	40	CMP	\$40DF, X
4057	F0	08		BEQ	\$4061
4059	E8			INX	
405A	E0	04		CPX	#\$04
405C	D0	F6		BNE	\$4054
405E	4C	4C	40	JMP	\$404C
4061	AD	DA	40	LDA	\$40DA
4064	F0	E6		BEQ	\$404C
4066	C9	04		CMP	#\$04
4068	B0	E2		BCS	\$404C
406A	AD	DB	40	LDA	\$40DB
406D	C9	10		CMP	#\$10
406F	B0	DB		BCS	\$404C
4071	AD	DB	40	LDA	\$40DB
4074	8D	18	D4	STA	\$D418
4077	AD	DA	40	LDA	\$40DA
407A	C9	01		CMP	#\$01
407C	F0	07		BEQ	\$4085
407E	C9	02		CMP	#\$02
4080	F0	20		BEQ	\$40A2
4082	4C	BF	40	JMP	\$40BF
4085	AD	DC	40	LDA	\$40DC

28. Envelope

This routine is similar to Sound (above) but it allows you to set the attack, decay, sustain and release as well.

Attack, decay, sustain and release are all between 0 and 15.

The syntax is SYS 16384, voice, volume, waveform, frequency, attack, decay, sustain, release.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      4000                      .OPT P,00
30:      4000                      *=   $4000
;
;
; ENVELOPE FUNCTION
;
; SYNTAX
;
; SYS16384, VOICE, VOLUME,
; WAVE, FREQ, A, D, S, R
120:     4000 20 24 41              JSR  GETPARAM
130:     4003 A5 15                  LDA  $15
140:     4005 D0 6D                  BNE  IGERR
150:     4007 A5 14                  LDA  $14
160:     4009 8D 2E 41              STA  VOICE
170:     400C 20 24 41              JSR  GETPARAM
180:     400F A5 15                  LDA  $15
190:     4011 D0 61                  BNE  IGERR
200:     4013 A5 14                  LDA  $14
210:     4015 8D 2F 41              STA  VOLUME
220:     4018 20 24 41              JSR  GETPARAM
230:     401B A5 15                  LDA  $15
240:     401D D0 55                  BNE  IGERR
```

250:	401F	A5	14		LDA	#14
260:	4021	8D	30	41	STA	WAVE
270:	4024	20	24	41	JSR	GETPARAM
280:	4027	A5	14		LDA	#14
290:	4029	8D	31	41	STA	FREQ
300:	402C	A5	15		LDA	#15
310:	402E	8D	32	41	STA	FREQ+1
320:	4031	20	24	41	JSR	GETPARAM
330:	4034	A5	15		LDA	#15
340:	4036	D0	3C		BNE	IGERR
350:	4038	A5	14		LDA	#14
360:	403A	C9	10		CMP	#16
370:	403C	B0	36		BCS	IGERR
380:	403E	8D	33	41	STA	ATTACK
390:	4041	20	24	41	JSR	GETPARAM
400:	4044	A5	15		LDA	#15
410:	4046	D0	2C		BNE	IGERR
420:	4048	A5	14		LDA	#14
430:	404A	C9	10		CMP	#16
440:	404C	B0	26		BCS	IGERR
450:	404E	8D	34	41	STA	DECAY
470:	4051	20	24	41	JSR	GETPARAM
480:	4054	A5	15		LDA	#15
490:	4056	D0	1C		BNE	IGERR
500:	4058	A5	14		LDA	#14
510:	405A	C9	10		CMP	#16
520:	405C	B0	16		BCS	IGERR
530:	405E	8D	35	41	STA	SUSTAIN
550:	4061	20	24	41	JSR	GETPARAM
560:	4064	A5	15		LDA	#15
570:	4066	D0	0C		BNE	IGERR
580:	4068	A5	14		LDA	#14
590:	406A	C9	10		CMP	#16
600:	406C	B0	06		BCS	IGERR
610:	406E	8D	36	41	STA	RELEASE
630:	4071	4C	77	40	JMP	DO
650:	4074	4C	48	B2	IGERR	JMP #B248

```

;
670:    4077 AD 2F 41 DO          LDA  VOLUME
680:    407A C9 10              CMP  #16
690:    407C B0 F6              BCS  IQERR
700:    407E 8D 18 D4          STA  54296
;
;CALCULATE ADSR
;
740:    4081 AD 34 41          LDA  DECAY
750:    4084 4A                LSR  A
760:    4085 4A                LSR  A
770:    4086 4A                LSR  A
780:    4087 4A                LSR  A
790:    4088 18                CLC
800:    4089 6D 33 41          ADC  ATTACK
810:    408C 8D 37 41          STA  AD
;
830:    408F AD 36 41          LDA  RELEASE
840:    4092 4A                LSR  A
850:    4093 4A                LSR  A
860:    4094 4A                LSR  A
870:    4095 4A                LSR  A
880:    4096 18                CLC
890:    4097 6D 35 41          ADC  SUSTAIN
900:    409A 8D 38 41          STA  SR
;
920:    409D A2 00              LDX  #0
930:    409F AD 30 41          LDA  WAVE
940:    40A2 DD 39 41 LOOP     CMP  WAVETABLE,X
950:    40A5 F0 08              BEQ  MORE
960:    40A7 E8                INX
960:    40A8 E0 04              CPX  #4
970:    40AA D0 F6              BNE  LOOP
980:    40AC 4C 48 B2 IQERR1    JMP  $B248 ;IQERR
;
1000:   40AF AD 2E 41 MORE     LDA  VOICE
1010:   40B2 F0 F8              BEQ  IQERR1
1020:   40B4 C9 04              CMP  #4
1030:   40B6 B0 F4              BCS  IQERR1
;
1050:   40B8 C9 01              CMP  #1

```

```

1060: 40BA F0 07          BEQ  VOICE1
1070: 40BC C9 02          CMP  #2
1080: 40BE F0 24          BEQ  VOICE2
1090: 40C0 4C 05 41      JMP  VOICE3

;
;
1120: 40C3 AD 30 41  VOICE1 LDA  WAVE
1130: 40C6 8D 04 D4      STA  54276
1140: 40C9 AD 37 41      LDA  AD
1150: 40CC 8D 05 D4      STA  54277
1160: 40CF AD 38 41      LDA  SR
1170: 40D2 8D 06 D4      STA  54278
1180: 40D5 AD 31 41      LDA  FREQ
1190: 40D8 8D 00 D4      STA  54272
1200: 40DB AD 32 41      LDA  FREQ+1
1210: 40DE 8D 01 D4      STA  54273
1220: 40E1 4C 23 41      JMP  FINISH

;
;
1240: 40E4 AD 30 41  VOICE2 LDA  WAVE
1250: 40E7 8D 0B D4      STA  54283
1260: 40EA AD 37 41      LDA  AD
1270: 40ED 8D 0C D4      STA  54284
1280: 40F0 AD 38 41      LDA  SR
1290: 40F3 8D 0D D4      STA  54285
1300: 40F6 AD 31 41      LDA  FREQ
1310: 40F9 8D 07 D4      STA  54279
1320: 40FC AD 32 41      LDA  FREQ+1
1330: 40FF 8D 08 D4      STA  54280
1340: 4102 4C 23 41      JMP  FINISH

;
;
1360: 4105 AD 30 41  VOICE3 LDA  WAVE
1370: 4108 8D 12 D4      STA  54290
1380: 410B AD 37 41      LDA  AD
1390: 410E 8D 13 D4      STA  54291
1400: 4111 AD 38 41      LDA  SR
1410: 4114 8D 14 D4      STA  54292
1420: 4117 AD 31 41      LDA  FREQ
1430: 411A 8D 0E D4      STA  54286
1440: 411D AD 32 41      LDA  FREQ+1
1450: 4120 8D 0F D4      STA  54287

;

```

```

      ;
1480: 4123 60          FINISH   RTS
1490: 4124 20 FD AE GETPARAM JSR  $AEFD
1500: 4127 20 8A AD          JSR  $AD8A
1510: 412A 20 F7 B7          JSR  $B7F7
1520: 412D 60          RTS
1530: 412E 00          VOICE   .BYT 0
1540: 412F 00          VOLUME .BYT 0
1550: 4130 00          WAVE   .BYT 0
1560: 4131 00 00        FREQ   .WORD0
1570: 4133 00          ATTACK .BYT 0
1580: 4134 00          DECAY  .BYT 0
1590: 4135 00          SUSTAIN .BYT 0
1600: 4136 00          RELEASE .BYT 0
1610: 4137 00          AD     .BYT 0
1620: 4138 00          SR     .BYT 0
1630: 4139 11 21 41 WAVETABLE.BYT 17,33,65,129
14000-413D

```

READY.

B*

```

      PC  SR AC XR YR SP
      .197FE 72 00 00 01 F6
      .
4000 20 24 41          JSR  $4124
4003 A5 15          LDA  $15
4005 D0 6D          BNE  $4074
4007 A5 14          LDA  $14
4009 8D 2E 41        STA  $412E
400C 20 24 41        JSR  $4124
400F A5 15          LDA  $15
4011 D0 61          BNE  $4074
4013 A5 14          LDA  $14
4015 8D 2F 41        STA  $412F
4018 20 24 41        JSR  $4124

```

401B	A5	15		LDA	\$15
401D	D0	55		BNE	\$4074
401F	A5	14		LDA	\$14
4021	8D	30	41	STA	\$4130
4024	20	24	41	JSR	\$4124
4027	A5	14		LDA	\$14
4029	8D	31	41	STA	\$4131
402C	A5	15		LDA	\$15
402E	8D	32	41	STA	\$4132
4031	20	24	41	JSR	\$4124
4034	A5	15		LDA	\$15
4036	D0	3C		BNE	\$4074
4038	A5	14		LDA	\$14
403A	C9	10		CMP	##10
403C	B0	36		BCS	\$4074
403E	8D	33	41	STA	\$4133
4041	20	24	41	JSR	\$4124
4044	A5	15		LDA	\$15
4046	D0	2C		BNE	\$4074
4048	A5	14		LDA	\$14
404A	C9	10		CMP	##10
404C	B0	26		BCS	\$4074
404E	8D	34	41	STA	\$4134
4051	20	24	41	JSR	\$4124
4054	A5	15		LDA	\$15
4056	D0	1C		BNE	\$4074
4058	A5	14		LDA	\$14
405A	C9	10		CMP	##10
405C	B0	16		BCS	\$4074
405E	8D	35	41	STA	\$4135
4061	20	24	41	JSR	\$4124
4064	A5	15		LDA	\$15
4066	D0	0C		BNE	\$4074
4068	A5	14		LDA	\$14
406A	C9	10		CMP	##10
406C	B0	06		BCS	\$4074
406E	8D	36	41	STA	\$4136
4071	4C	77	40	JMP	\$4077
4074	4C	48	B2	JMP	\$B248
4077	AD	2F	41	LDA	\$412F
407A	C9	10		CMP	##10

407C	B0	F6			BCS	#4074
407E	8D	18	D4		STA	#D418
4081	AD	34	41		LDA	#4134
4084	4A				LSR	
4085	4A				LSR	
4086	4A				LSR	
4087	4A				LSR	
4088	18				CLC	
4089	6D	33	41		ADC	#4133
408C	8D	37	41		STA	#4137
408F	AD	36	41		LDA	#4136
4092	4A				LSR	
4093	4A				LSR	
4094	4A				LSR	
4095	4A				LSR	
4096	18				CLC	
4097	6D	35	41		ADC	#4135
409A	8D	38	41		STA	#4138
409D	A2	00			LDX	##00
409F	AD	30	41		LDA	#4130
40A2	DD	39	41		CMP	#4139, X
40A5	F0	08			BEQ	#40AF
40A7	E8				INX	
40A8	E0	04			CPX	##04
40AA	D0	F6			BNE	#40A2
40AC	4C	48	B2		JMP	#B248
40AF	AD	2E	41		LDA	#412E
40B2	F0	F8			BEQ	#40AC
40B4	C9	04			CMP	##04
40B6	B0	F4			BCS	#40AC
40B8	C9	01			CMP	##01
40BA	F0	07			BEQ	#40C3
40BC	C9	02			CMP	##02
40BE	F0	24			BEQ	#40E4
40C0	4C	05	41		JMP	#4105
40C3	AD	30	41		LDA	#4130
40C6	8D	04	D4		STA	#D404
40C9	AD	37	41		LDA	#4137
40CC	8D	05	D4		STA	#D405
40CF	AD	38	41		LDA	#4138
40D2	8D	06	D4		STA	#D406

40D5	AD	31	41	LDA	#4131
40D8	8D	00	D4	STA	#D400
40DB	AD	32	41	LDA	#4132
40DE	8D	01	D4	STA	#D401
40E1	4C	23	41	JMP	#4123
40E4	AD	30	41	LDA	#4130
40E7	8D	0B	D4	STA	#D40B
40EA	AD	37	41	LDA	#4137
40ED	8D	0C	D4	STA	#D40C
40F0	AD	38	41	LDA	#4138
40F3	8D	0D	D4	STA	#D40D
40F6	AD	31	41	LDA	#4131
40F9	8D	07	D4	STA	#D407
40FC	AD	32	41	LDA	#4132
40FF	8D	08	D4	STA	#D408
4102	4C	23	41	JMP	#4123
4105	AD	30	41	LDA	#4130
4108	8D	12	D4	STA	#D412
410B	AD	37	41	LDA	#4137
410E	8D	13	D4	STA	#D413
4111	AD	38	41	LDA	#4138
4114	8D	14	D4	STA	#D414
4117	AD	31	41	LDA	#4131
411A	8D	0E	D4	STA	#D40E
411D	AD	32	41	LDA	#4132
4120	8D	0F	D4	STA	#D40F
4123	60			RTS	
4124	20	FD	AE	JSR	#AEFD
4127	20	8A	AD	JSR	#AD8A
412A	20	F7	B7	JSR	#B7F7
412D	60			RTS	

.
.:412E 00 00 00 00 00 00 00 00
.:4136 00 00 00 11 21 41 81 04
.

29. DIR

This routine allows you to read the disk directory (of either or both drives on a dual drive (not two 1541s)). It does not disturb the program in memory.

The syntax is SYS 16384,drive

where drive is 0 or 1, or 2 if both drives are to be read.

PAL (C)1979 BRAD TEMPLETON

2

```
20:      3FFD                      .OPT P,00
30:      3FFD                      *= 16381
40:      3FFD          FNLENGTH = $B7
50:      3FFD          SECADR  = $B9
60:      3FFD          DEVNUM  = $BA
70:      3FFD          FNADD   = $BB
80:      3FFD          FNLEN   = $FD
90:      3FFD          TEMP    = $FB
100:     3FFD          ST      = $90
110:     3FFD          SENDFNAM = $F3D5
120:     3FFD          CLOSEFIL = $F642
130:     3FFD          SENDSEC  = $FF96
140:     3FFD          IECTALK  = $FFB4
150:     3FFD          IECINP   = $FFA5
160:     3FFD          LINENO   = $BDCD
170:     3FFD          PRINT    = $FFD2
180:     3FFD          CR       = 13
          ;
200:     3FFD 4C 48 B2 IQERR      JMP $B248
          ;DIR SYNTAX SYS 16384
220:     4000 20 FD AE          JSR $AEFD
230:     4003 20 9E B7          JSR $B79E
240:     4006 8A                TXA
```


650:	4058	D0	3D		BNE	DLIST4	
660:	405A	A0	06		LDY	#6	
670:	405C	84	FB	DLIST1	STY	TEMP	
680:	405E	20	A5	FF	JSR	IECINP	
690:	4061	A6	FC		LDX	TEMP+1	
700:	4063	85	FC		STA	TEMP+1	
710:	4065	A4	90		LDY	ST	
720:	4067	D0	2E		BNE	DLIST4	
730:	4069	A4	FB		LDY	TEMP	
740:	406B	88			DEY		
750:	406C	D0	EE		BNE	DLIST1	
760:	406E	A4	FC		LDY	TEMP+1	
770:	4070	20	CD	BD	JSR	LINENO	
780:	4073	A9	20		LDA	##20	
790:	4075	20	D2	FF	JSR	PRINT	
800:	4078	20	A5	FF	DLIST3	JSR	IECINP
810:	407B	A6	90		LDX	ST	
820:	407D	D0	18		BNE	DLIST4	
830:	407F	AA			TAX		
840:	4080	F0	06		BEQ	DLIST2	
850:	4082	20	D2	FF	JSR	PRINT	
860:	4085	4C	78	40	JMP	DLIST3	
870:	4088	A9	0D	DLIST2	LDA	#CR	
880:	408A	20	D2	FF	JSR	PRINT	
890:	408D	A5	C5		LDA	#C5	
900:	408F	C9	3F		CMP	#63	
900:	4091	F0	04		BEQ	DLIST4	
910:	4093	A0	04		LDY	#4	
920:	4095	D0	C5		BNE	DLIST1	
930:	4097	20	42	F6	DLIST4	JSR	CLOSEFIL
940:	409A	60			RTS		

13FFD-409B

READY.

B*

	PC	SR	AC	XR	YR	SP	
.	.197FE	72	00	00	01	F6	
.							
4000	20	FD	AE				JSR #AEFD
4003	20	9E	B7				JSR #B79E
4006	8A						TXA
4007	C9	03					CMP #03
4009	B0	F2					BCS #3FFD
400B	C9	00					CMP #00
400D	F0	0F					BEQ #401E
400F	C9	01					CMP #01
4011	D0	16					BNE #4029
4013	A9	31					LDA #31
4015	85	FC					STA #FC
4017	A9	02					LDA #02
4019	85	FD					STA #FD
401B	4C	2D	40				JMP #402D
401E	A9	30					LDA #30
4020	85	FC					STA #FC
4022	A9	02					LDA #02
4024	85	FD					STA #FD
4026	4C	2D	40				JMP #402D
4029	A9	01					LDA #01
402B	85	FD					STA #FD
402D	A9	00					LDA #00
402F	85	90					STA #90
4031	A9	24					LDA #24
4033	85	FB					STA #FB
4035	A9	FB					LDA #FB
4037	85	BB					STA #BB
4039	A9	00					LDA #00
403B	85	BC					STA #BC
403D	A5	FD					LDA #FD
403F	85	B7					STA #B7
4041	A9	08					LDA #08
4043	85	BA					STA #BA
4045	A9	60					LDA #60
4047	85	B9					STA #B9
4049	20	D5	F3				JSR #F3D5
404C	A5	BA					LDA #BA

404E	20	B4	FF	JSR	\$\$FB4
4051	A5	B9		LDA	\$\$B9
4053	20	96	FF	JSR	\$\$FF96
4056	A4	90		LDY	\$\$90
4058	D0	3D		BNE	\$\$4097
405A	A0	06		LDY	\$\$06
405C	84	FB		STY	\$\$FB
405E	20	A5	FF	JSR	\$\$FFA5
4061	A6	FC		LDX	\$\$FC
4063	85	FC		STA	\$\$FC
4065	A4	90		LDY	\$\$90
4067	D0	2E		BNE	\$\$4097
4069	A4	FB		LDY	\$\$FB
406B	88			DEY	
406C	D0	EE		BNE	\$\$405C
406E	A4	FC		LDY	\$\$FC
4070	20	CD	BD	JSR	\$\$BDCD
4073	A9	20		LDA	\$\$20
4075	20	D2	FF	JSR	\$\$FFD2
4078	20	A5	FF	JSR	\$\$FFA5
407B	A6	90		LDX	\$\$90
407D	D0	18		BNE	\$\$4097
407F	AA			TAX	
4080	F0	06		BEQ	\$\$4088
4082	20	D2	FF	JSR	\$\$FFD2
4085	4C	78	40	JMP	\$\$4078
4088	A9	0D		LDA	\$\$0D
408A	20	D2	FF	JSR	\$\$FFD2
408D	A5	C5		LDA	\$\$C5
408F	C9	3F		CMP	\$\$3F
4091	F0	04		BEQ	\$\$4097
4093	A0	04		LDY	\$\$04
4095	D0	C5		BNE	\$\$405C
4097	20	42	F6	JSR	\$\$F642
409A	60			RTS	

30. MSAVE

The following routine allows you save any specified area of memory. You specify the filename, the device, the secondary address, the start address and the finishing address + 1.

The syntax is as follows:

SYS 16384,"name",device,1,start,finish + 1

PAL (C) 1979 BRAD TEMPLETON

2

20:	4000				.OPT P,00
30:	4000				*= \$4000
					;
50:	4000	20	FD	AE	JSR \$AEFD
60:	4003	20	D4	E1	JSR \$E1D4
70:	4006	20	FD	AE	JSR \$AEFD
80:	4009	20	8A	AD	JSR \$AD8A
90:	400C	20	F7	B7	JSR \$B7F7
100:	400F	A5	14		LDA \$14
110:	4011	48			PHA
120:	4012	A5	15		LDA \$15
130:	4014	48			PHA
140:	4015	20	FD	AE	JSR \$AEFD
150:	4018	20	8A	AD	JSR \$AD8A
160:	401B	20	F7	B7	JSR \$B7F7
170:	401E	A6	14		LDX \$14
180:	4020	A4	15		LDY \$15
190:	4022	68			PLA
200:	4023	85	FC		STA \$FC
210:	4025	68			PLA
220:	4026	85	FB		STA \$FB

```

230: 4028 A9 FB          LDA  #FB
240: 402A 4C 5F E1      JMP  #E15F
14000-402D

```

READY.

```

B*
PC  SR AC XR YR SP
.197FE 72 00 00 01 F6
.
.
4000 20 FD AE          JSR  #AEFD
4003 20 D4 E1          JSR  #E1D4
4006 20 FD AE          JSR  #AEFD
4009 20 8A AD          JSR  #AD8A
400C 20 F7 B7          JSR  #B7F7
400F A5 14             LDA  #14
4011 48                PHA
4012 A5 15             LDA  #15
4014 48                PHA
4015 20 FD AE          JSR  #AEFD
4018 20 8A AD          JSR  #AD8A
401B 20 F7 B7          JSR  #B7F7
401E A6 14             LDX  #14
4020 A4 15             LDY  #15
4022 68                PLA
4023 85 FC             STA  #FC
4025 68                PLA
4026 85 FB             STA  #FB
4028 A9 FB          LDA  #FB
402A 4C 5F E1      JMP  #E15F
.

```

31. MLOAD/MVERIFY

The following routine allows you to load or verify to or from a specified area of memory. The load enables you to load into any area of memory, whether it was saved from that area or not. The verify allows you to verify a specific area of memory.

The syntax for MLOAD is as follows:

```
SYS 16394,"name",device,1,start address
```

The syntax for MVERIFY is as follows:

```
SYS 16384,"name",device,1,start
```

```
PAL (C)1979 BRAD TEMPLETON
2
20:      4000                      .OPT P,00
30:      4000                      *= $4000
40:      4000 20 FD AE MVERIFY     JSR  $AEFD
50:      4003 A9 01                LDA  #1
60:      4005 85 0A                STA  $A
70:      4007 4C 11 40             JMP  LO
80:      400A 20 FD AE MLOAD       JSR  $AEFD
90:      400D A9 00                LDA  #0
100:     400F 85 0A                STA  $A
110:     4011 20 D4 E1 LO           JSR  $E1D4
120:     4014 20 FD AE             JSR  $AEFD
130:     4017 20 8A AD             JSR  $AD8A
140:     401A 20 F7 B7             JSR  $B7F7
150:     401D A5 0A                LDA  $A
160:     401F A6 14                LDX  $14
170:     4021 A4 15                LDY  $15
180:     4023 4C 75 E1            JMP  $E175
14000-4026
```

READY.

B*

PC SR AC XR YR SP
.197FE 72 00 00 01 F6

.
4000 20 FD AE JSR \$AEFD
4003 A9 01 LDA ##01
4005 85 0A STA \$0A
4007 4C 11 40 JMP \$4011
400A 20 FD AE JSR \$AEFD
400D A9 00 LDA ##00
400F 85 0A STA \$0A
4011 20 D4 E1 JSR \$E1D4
4014 20 FD AE JSR \$AEFD
4017 20 8A AD JSR \$AD8A
401A 20 F7 B7 JSR \$B7F7
401D A5 0A LDA \$0A
401F A6 14 LDX \$14
4021 A4 15 LDY \$15
4023 4C 75 E1 JMP \$E175
.

32. Disk

This routine allows you to send a command to the command channel of the disk drive, e.g. initialise or format.

It replaces the following in Basic:

```
OPEN15,8,15,"COMMAND"
```

The syntax is as follows:

```
SYS 16384,"command"
```

```
PAL (C)1979 BRAD TEMPLETON
```

```
2
```

```
20: 4000
```

```
.OPT P,00
```

```
30: 4000
```

```
*= $4000
```

```
; SYNTAX SYS16384,
```

```
; "COMMAND"
```

```
60: 4000
```

```
CLOSE = $FFC3
```

```
70: 4000
```

```
OPEN = $FFC0
```

```
80: 4000
```

```
GETNAME = $E257
```

```
90: 4000
```

```
NEXTQ = $E206
```

```
100: 4000
```

```
SETFNA = $FFBD
```

```
110: 4000
```

```
SETFPA = $FFBA
```

```
120: 4000
```

```
GIVERR = $E0F9
```

```
;
```

```
140: 4000 20 FD AE
```

```
JSR $AEFD
```

```
150: 4003 A9 0F
```

```
LDA #15
```

```
160: 4005 20 C3 FF
```

```
JSR CLOSE
```

```
170: 4008 20 16 40
```

```
JSR GETFPAR
```

```
180: 400B 20 C0 FF
```

```
JSR OPEN
```

```
190: 400E B0 1A
```

```
BCS ERROR
```

```
200: 4010 A9 0F
```

```
LDA #15
```

```
210: 4012 20 C3 FF
```

```
JSR CLOSE
```

```

220:    4015 60                      RTS
                                     i
240:    4016 A9 00      GETFPAR  LDA  #0
250:    4018 20 BD FF                      JSR  SETFNA
260:    401B A9 0F                      LDA  #15
270:    401D A8                      TAY
280:    401E A2 08                      LDX  #8
290:    4020 20 BA FF                      JSR  SETFPA
300:    4023 20 06 E2                    JSR  NEXTQ
310:    4026 20 57 E2                    JSR  GETNAME
320:    4029 60                      RTS
330:    402A 4C F9 E0  ERROR  JMP  GIVERR
14000-402D

```

READY.

B*

```

      PC  SR  AC  XR  YR  SP
. ; 97FE 72 00 00 01 F6
.
4000 20 FD AE      JSR  $AEFD
4003 A9 0F      LDA  #$0F
4005 20 C3 FF      JSR  $FFC3
4008 20 16 40      JSR  $4016
400B 20 C0 FF      JSR  $FFC0
400E B0 1A      BCS  $402A
4010 A9 0F      LDA  #$0F
4012 20 C3 FF      JSR  $FFC3
4015 60      RTS
4016 A9 00      LDA  #$00
4018 20 BD FF      JSR  $FFBD
401B A9 0F      LDA  #$0F
401D A8      TAY
401E A2 08      LDX  #$08
4020 20 BA FF      JSR  $FFBA
4023 20 06 E2      JSR  $E206
4026 20 57 E2      JSR  $E257
4029 60      RTS
402A 4C F9 E0      JMP  $E0F9
.

```

33. DERROR

This routine allows you to read the disk error channel in direct mode or during a program.

It replaces the following BASIC program:

```
10 OPEN15,8,15
20 INPUT # 15,A$,B$,C$,D$,E$
30 PRINT A$;B$;C$;D$;E$
40 CLOSE15
```

The syntax is SYS 16384

PAL (C) 1979 BRAD TEMPLETON

```
2
20:      4000                                .OPT P,00
30:      4000                                *=   $4000
40:      4000                                ST    =   $90
50:      4000                                DEVNUM =   $BA
60:      4000                                SECADR =   $B9
70:      4000                                IECTALK =  $FFB4
80:      4000                                SENDSEC =  $FF96
90:      4000                                IECINP  =  $FFA5
100:     4000                                PRINT   =  $FFD2
110:     4000                                UNTALK  =  $FFAB
;
; DERROR COMMAND
;
150:     4000 A9 00                                LDA #0
160:     4002 85 90                                STA ST
170:     4004 A9 08                                LDA #8
180:     4006 85 BA                                STA DEVNUM
190:     4008 20 B4 FF                            JSR IECTALK
200:     400B A9 6F                                LDA #$6F
```

```

210:    400D 85 B9          STA  SECADR
220:    400F 20 96 FF      JSR  SENDSEC
230:    4012 A4 90          LOOP  LDY  ST
240:    4014 D0 0A          BNE  DERR4
250:    4016 20 A5 FF      JSR  IECINP
260:    4019 20 D2 FF      JSR  PRINT
270:    401C C9 0D          CMP  #13
280:    401E D0 F2          BNE  LOOP
290:    4020 20 AB FF      DERR4 JSR  UNTALK
300:    4023 60          RTS
14000-4024

```

READY.

B*

```

          PC  SR  AC  XR  YR  SP
.;97FE 72 00 00 01 F6
.
4000 A9 00          LDA  #00
4002 85 90          STA  $90
4004 A9 08          LDA  #08
4006 85 BA          STA  $BA
4008 20 B4 FF      JSR  $FFB4
400B A9 6F          LDA  #$6F
400D 85 B9          STA  $B9
400F 20 96 FF      JSR  $FF96
4012 A4 90          LDY  $90
4014 D0 0A          BNE  $4020
4016 20 A5 FF      JSR  $FFA5
4019 20 D2 FF      JSR  $FFD2
401C C9 0D          CMP  #0D
401E D0 F2          BNE  $4012
4020 20 AB FF      JSR  $FFAB
4023 60          RTS
.

```

34. Scroll message

This routine allows a message to be scrolled across the screen independently of anything else. This could be useful during the introduction to a game, for example.

The text to be scrolled across can be any length from 1 character onwards. The text must end with a \$FF (255) byte to tell the routine to start from the beginning again.

Three parameters are required by the routine: the start location of the text in memory, the rate of scrolling and the colour of the text. If for example you wanted one new letter to appear on the screen once every sixth of a second then the rate would be 10 (as 10/60 is one sixth).

The syntax is as follows:

SYS 16384,start of text,rate,colour

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      4000                      .OPT P,00
30:      4000                      *=   $4000

                                     ;
50:      4000 20 FD AE              JSR   $AEFD
60:      4003 20 8A AD              JSR   $AD8A
70:      4006 20 F7 B7              JSR   $B7F7

                                     ;
90:      4009 A5 14                  LDA   $14
100:     400B 85 FB                  STA   $FB
```

```

100: 400D 8D 96 40          STA  TEMPF
B
110: 4010 A5 15            LDA  $15
120: 4012 85 FC            STA  $FC
120: 4014 8D 97 40          STA  TEMPF
C
;
140: 4017 20 FD AE          JSR  $AEFD

150: 401A 20 9E B7          JSR  $B79E

160: 401D 8A
170: 401E 8D 95 40          STA  TEMP
180: 4021 8D 94 40          STA  COUNT
ER
190: 4024 20 FD AE          JSR  $AEFD

200: 4027 20 9E B7          JSR  $B79E

210: 402A 8E 98 40          STX  COLOU
R
;
230: 402D 78
240: 402E A9 3A            LDA  #<MAI
N
250: 4030 8D 14 03          STA  788
260: 4033 A9 40            LDA  #>MAI
N
270: 4035 8D 15 03          STA  789
280: 4038 58
290: 4039 60
RTS
;
;
320: 403A CE 94 40 MAIN    DEC  COUNT
ER
330: 403D D0 38            BNE  FINIS
H
;
350: 403F AD 95 40          LDA  TEMP
360: 4042 8D 94 40          STA  COUNT
ER

```

```

370:  4045 A2 00          LDX  #0
380:  4047 BD 99 07 LOOP LDA  1945,
X
390:  404A 9D 98 07          STA  1944,
X
400:  404D BD 99 DB          LDA  1945+
54272,X
410:  4050 9D 98 DB          STA  1944+
54272,X
420:  4053 E8              INX
430:  4054 E0 27          CPX  #39
440:  4056 D0 EF          BNE  LOOP
;
460:  4058 A0 00          LDY  #0
470:  405A B1 FB          LDA  ($FB)
,Y
480:  405C C9 3F          CMP  #63
481:  405E B0 03          BCS  SUBTR

482:  4060 4C 66 40          JMP  PUTON

483:  4063 38              SUBTR SEC
484:  4064 E9 40          SBC  #64
500:  4066 8D BF 07 PUTON STA  1983
510:  4069 20 7A 40          JSR  INCRE
MENT
520:  406C A5 FC          LDA  $FC
530:  406E 18              CLC
540:  406F 69 D4          ADC  #212
550:  4071 AD 98 40          LDA  COLOU
R
560:  4074 8D BF DB          STA  1983+
54272
;
580:  4077 4C 31 EA FINISH JMP  $EA31

590:  407A E6 FB          INCREMENT INC  $FB
600:  407C D0 02          BNE  CHECK

610:  407E E6 FC          INC  $FC
;

```



```

630: 4080 A0 00 CHECK LDY #0
640: 4082 B1 FB LDA ($FB)
,Y
650: 4084 C9 FF CMP #$FF
660: 4086 F0 01 BEQ RESET

670: 4088 60 RTS
680: 4089 AD 96 40 RESET LDA TEMPF
B
690: 408C 85 FB STA $FB
700: 408E AD 97 40 LDA TEMPF
C
710: 4091 85 FC STA $FC
720: 4093 60 RTS
730: 4094 00 COUNTER .BYT 0
740: 4095 00 TEMP .BYT 0
750: 4096 00 TEMPFB .BYT 0
760: 4097 00 TEMPFC .BYT 0
770: 4098 00 COLOUR .BYT 0
780: 4099 48 45 4C .ASC "HELL
O I AM A CBM 64 MICRO-"
790: 40B3 43 4F 4D .ASC "COMP
UTER AND I AM 64 "
800: 40C8 FF .BYT $FF
14000-40C9

```

B*

```

PC SR AC XR YR SP
.;97FE 72 00 00 40 F6

```

```

4000 20 FD AE JSR $AEFD
4003 20 8A AD JSR $AD8A
4006 20 F7 B7 JSR $B7F7
4009 A5 14 LDA $14
400B 85 FB STA $FB
400D 8D 96 40 STA $4096
4010 A5 15 LDA $15
4012 85 FC STA $FC

```

4014	8D	97	40	STA	\$4097
4017	20	FD	AE	JSR	\$AEFD
401A	20	9E	B7	JSR	\$B79E
401D	8A			TXA	
401E	8D	95	40	STA	\$4095
4021	8D	94	40	STA	\$4094
4024	20	FD	AE	JSR	\$AEFD
4027	20	9E	B7	JSR	\$B79E
402A	8E	98	40	STX	\$4098
402D	78			SEI	
402E	A9	3A		LDA	##3A
4030	8D	14	03	STA	\$0314
4033	A9	40		LDA	##40
4035	8D	15	03	STA	\$0315
4038	58			CLI	
4039	60			RTS	
403A	CE	94	40	DEC	\$4094
403D	D0	38		BNE	\$4077
403F	AD	95	40	LDA	\$4095
4042	8D	94	40	STA	\$4094
4045	A2	00		LDX	##00
4047	BD	99	07	LDA	\$0799,X
404A	9D	98	07	STA	\$0798,X
404D	BD	99	DB	LDA	\$DB99,X
4050	9D	98	DB	STA	\$DB98,X
4053	E8			INX	
4054	E0	27		CPX	##27
4056	D0	EF		BNE	\$4047
4058	A0	00		LDY	##00
405A	B1	FB		LDA	(\$FB),Y
405C	C9	3F		CMP	##3F
405E	B0	03		BCS	\$4063
4060	4C	66	40	JMP	\$4066
4063	38			SEC	
4064	E9	40		SBC	##40
4066	8D	BF	07	STA	\$07BF
4069	20	7A	40	JSR	\$407A
406C	A5	FC		LDA	\$FC
406E	18			CLC	
406F	69	D4		ADC	##D4
4071	AD	98	40	LDA	\$4098

```

4074 8D BF DB      STA $DBBF
4077 4C 31 EA      JMP $EA31
407A E6 FB         INC $FB
407C D0 02         BNE $4080
407E E6 FC         INC $FC
4080 A0 00         LDY #$00
4082 B1 FB         LDA ($FB),Y
4084 C9 FF         CMP #$FF
4086 F0 01         BEQ $4089
4088 60            RTS
4089 AD 96 40      LDA $4096
408C 85 FB         STA $FB
408E AD 97 40      LDA $4097
4091 85 FC         STA $FC
4093 60            RTS

```

```

.:4094 00 00 00 00 00 48 45 4C
.:409C 4C 4F 20 49 20 41 4D 20
.:40A4 41 20 43 42 4D 20 36 34
.:40AC 20 4D 49 43 52 4F 2D 43
.:40B4 4F 4D 50 55 54 45 52 20
.:40BC 41 4E 44 20 49 20 41 4D
.:40C4 20 36 34 20 FF AD 37 41

```

35. Flash screen

This routine allows you to flash the screen colour from one colour to another at a specified rate.

The syntax is as follows:

SYS 16384,colour1,colour2,rate

where colour1 is the first colour, colour2 is the second and rate is the number of 60ths of a second between flashes, e.g. 10 is 1/6 second. Setting the rate to 0 switches off the flash.

```
PAL (C)1979 BRAD TEMPLETON
2
20:      4000                                .OPT P,00
30:      4000                                *=   $4000
; SYNTAX
; SYSFLASH,COLOUR1,
; COLOUR2,NO OF
; CHANGES A SECOND
50:      4000 20 FD AE                        JSR  $AEFD
70:      4003 20 8A AD                        JSR  $AD8A
80:      4006 20 F7 B7                        JSR  $B7F7
90:      4009 A5 15                          LDA  $15
90:      400B F0 03                          BEQ  MORE
90:      400D 4C 48 B2                        JMP  $B248
100:     4010 A5 14      MORE                 LDA  $14
101:     4012 8D 8E 40                        STA  TEMP
102:     4015 20 FD AE                        JSR  $AEFD
110:     4018 20 8A AD                        JSR  $AD8A
120:     401B 20 F7 B7                        JSR  $B7F7
130:     401E A5 15                          LDA  $15
```

140:	4020	F0	03		BEQ	MORE1	
150:	4022	4C	48	B2	JMP	\$B248	
160:	4025	A5	14	MORE1	LDA	\$14	
170:	4027	8D	8F	40	STA	TEMP+1	
180:	402A	20	FD	AE	JSR	\$AEFD	
190:	402D	20	8A	AD	JSR	\$AD8A	
200:	4030	20	F7	B7	JSR	\$B7F7	
210:	4033	A5	15		LDA	\$15	
220:	4035	F0	03		BEQ	MORE2	
230:	4037	4C	48	B2	JMP	\$B248	
240:	403A	A5	14	MORE2	LDA	\$14	
240:	403C	F0	43		BEQ	RESET	
250:	403E	8D	90	40	STA	TEMP+2	
250:	4041	78			SEI		
260:	4042	A9	54		LDA	#<MAIN	
270:	4044	8D	14	03	STA	788	
280:	4047	A9	40		LDA	#>MAIN	
290:	4049	8D	15	03	STA	789	
300:	404C	58			CLI		
310:	404D	AD	90	40	LDA	TEMP+2	
310:	4050	8D	91	40	STA	TEMP+3	
320:	4053	60			RTS		
330:	4054			MAIN	=	*	
340:	4054	CE	91	40	DEC	TEMP+3	
350:	4057	D0	25		BNE	FINISH	
360:	4059	AD	21	D0	LDA	53281	
360:	405C	29	0F		AND	#15	
370:	405E	CD	8F	40	CMP	TEMP+1	
380:	4061	F0	0F		BEQ	D00	
390:	4063	AD	8F	40	LDA	TEMP+1	
400:	4066	8D	21	D0	STA	53281	
400:	4069	AD	90	40	LDA	TEMP+2	
400:	406C	8D	91	40	STA	TEMP+3	
410:	406F	4C	7E	40	JMP	FINISH	
420:	4072	AD	8E	40	D00	LDA	TEMP
430:	4075	8D	21	D0	STA	53281	
440:	4078	AD	90	40	LDA	TEMP+2	
440:	407B	8D	91	40	STA	TEMP+3	
450:	407E	4C	31	EA	FINISH	JMP	\$EA31
460:	4081	78		RESET	SEI		
470:	4082	A9	31		LDA	#49	

480:	4084	8D	14	03		STA	788
490:	4087	A9	EA			LDA	#234
500:	4089	8D	15	03		STA	789
510:	408C	58				CLI	
520:	408D	60				RTS	
530:	408E				TEMP	=	*
14000-408E							

READY.

B*

	PC	SR	AC	XR	YR	SP	
.	;	97FE	72	00	00	40	F6
.							
4000	20	FD	AE			JSR	\$AEFD
4003	20	8A	AD			JSR	\$AD8A
4006	20	F7	B7			JSR	\$B7F7
4009	A5	15				LDA	\$15
400B	F0	03				BEQ	\$4010
400D	4C	48	B2			JMP	\$B248
4010	A5	14				LDA	\$14
4012	8D	8E	40			STA	\$408E
4015	20	FD	AE			JSR	\$AEFD
4018	20	8A	AD			JSR	\$AD8A
401B	20	F7	B7			JSR	\$B7F7
401E	A5	15				LDA	\$15
4020	F0	03				BEQ	\$4025
4022	4C	48	B2			JMP	\$B248
4025	A5	14				LDA	\$14
4027	8D	8F	40			STA	\$408F
402A	20	FD	AE			JSR	\$AEFD
402D	20	8A	AD			JSR	\$AD8A
4030	20	F7	B7			JSR	\$B7F7
4033	A5	15				LDA	\$15
4035	F0	03				BEQ	\$403A
4037	4C	48	B2			JMP	\$B248

403A	A5	14	LDA	\$14
403C	F0	43	BEQ	\$4081
403E	8D	90 40	STA	\$4090
4041	78		SEI	
4042	A9	54	LDA	##54
4044	8D	14 03	STA	\$0314
4047	A9	40	LDA	##40
4049	8D	15 03	STA	\$0315
404C	58		CLI	
404D	AD	90 40	LDA	\$4090
4050	8D	91 40	STA	\$4091
4053	60		RTS	
4054	CE	91 40	DEC	\$4091
4057	D0	25	BNE	\$407E
4059	AD	21 D0	LDA	\$D021
405C	29	0F	AND	##0F
405E	CD	8F 40	CMP	\$408F
4061	F0	0F	BEQ	\$4072
4063	AD	8F 40	LDA	\$408F
4066	8D	21 D0	STA	\$D021
4069	AD	90 40	LDA	\$4090
406C	8D	91 40	STA	\$4091
406F	4C	7E 40	JMP	\$407E
4072	AD	8E 40	LDA	\$408E
4075	8D	21 D0	STA	\$D021
4078	AD	90 40	LDA	\$4090
407B	8D	91 40	STA	\$4091
407E	4C	31 EA	JMP	##EA31
4081	78		SEI	
4082	A9	31	LDA	##31
4084	8D	14 03	STA	\$0314
4087	A9	EA	LDA	##EA
4089	8D	15 03	STA	\$0315
408C	58		CLI	
408D	60		RTS	

36. Flash border

This routine does the same as the flash screen routine except that the border is flashed.

The syntax is as follows:

SYS16384,colour1,colour2,rate

Setting the rate to 0 turns off the flash.

```
PAL (C)1979 BRAD TEMPLETON
2
20:      4000                      .OPT P,00
30:      4000                      *= $4000
; SYNTAX
; SYSFLASH, COLOUR1,
; COLOUR2, NO OF
; CHANGES A SECOND
50:      4000 20 FD AE              JSR $AEFD
70:      4003 20 8A AD              JSR $AD8A
80:      4006 20 F7 B7              JSR $B7F7
90:      4009 A5 15                  LDA $15
90:      400B F0 03                  BEQ MORE
90:      400D 4C 48 B2              JMP $B248
100:     4010 A5 14      MORE        LDA $14
101:     4012 8D 8E 40              STA TEMP
102:     4015 20 FD AE              JSR $AEFD
110:     4018 20 8A AD              JSR $AD8A
120:     401B 20 F7 B7              JSR $B7F7
130:     401E A5 15                  LDA $15
140:     4020 F0 03                  BEQ MORE1
150:     4022 4C 48 B2              JMP $B248
```


160:	4025	A5	14	MORE1	LDA	\$14	
170:	4027	8D	8F	40	STA	TEMP+1	
180:	402A	20	FD	AE	JSR	\$AEFD	
190:	402D	20	8A	AD	JSR	\$AD8A	
200:	4030	20	F7	B7	JSR	\$B7F7	
210:	4033	A5	15		LDA	\$15	
220:	4035	F0	03		BEQ	MORE2	
230:	4037	4C	48	B2	JMP	\$B248	
240:	403A	A5	14	MORE2	LDA	\$14	
240:	403C	F0	43		BEQ	RESET	
250:	403E	8D	90	40	STA	TEMP+2	
250:	4041	78			SEI		
260:	4042	A9	54		LDA	#<MAIN	
270:	4044	8D	14	03	STA	788	
280:	4047	A9	40		LDA	#>MAIN	
290:	4049	8D	15	03	STA	789	
300:	404C	58			CLI		
310:	404D	AD	90	40	LDA	TEMP+2	
310:	4050	8D	91	40	STA	TEMP+3	
320:	4053	60			RTS		
330:	4054			MAIN	=	*	
340:	4054	CE	91	40	DEC	TEMP+3	
350:	4057	D0	25		BNE	FINISH	
360:	4059	AD	20	D0	LDA	53280	
360:	405C	29	0F		AND	#15	
370:	405E	CD	8F	40	CMP	TEMP+1	
380:	4061	F0	0F		BEQ	DO0	
390:	4063	AD	8F	40	LDA	TEMP+1	
400:	4066	8D	20	D0	STA	53280	
400:	4069	AD	90	40	LDA	TEMP+2	
400:	406C	8D	91	40	STA	TEMP+3	
410:	406F	4C	7E	40	JMP	FINISH	
420:	4072	AD	8E	40	DO0	LDA	TEMP
430:	4075	8D	20	D0	STA	53280	
440:	4078	AD	90	40	LDA	TEMP+2	
440:	407B	8D	91	40	STA	TEMP+3	
450:	407E	4C	31	EA	FINISH	JMP	\$EA31
460:	4081	78		RESET	SEI		
470:	4082	A9	31		LDA	#49	
480:	4084	8D	14	03	STA	788	
490:	4087	A9	EA		LDA	#234	

```

500:  4089 8D 15 03          STA  789
510:  408C 58                CLI
520:  408D 60                RTS
530:  408E                TEMP  =   *
14000-408E

```

READY.

B*

```

          PC  SR AC XR YR SP
.;97FE 72 00 00 40 F6
.
4000 20 FD AE          JSR $AEFD
4003 20 8A AD          JSR $AD8A
4006 20 F7 B7          JSR $B7F7
4009 A5 15             LDA $15
400B F0 03             BEQ $4010
400D 4C 48 B2          JMP $B248
4010 A5 14             LDA $14
4012 8D 8E 40          STA $408E
4015 20 FD AE          JSR $AEFD
4018 20 8A AD          JSR $AD8A
401B 20 F7 B7          JSR $B7F7
401E A5 15             LDA $15
4020 F0 03             BEQ $4025
4022 4C 48 B2          JMP $B248
4025 A5 14             LDA $14
4027 8D 8F 40          STA $408F
402A 20 FD AE          JSR $AEFD
402D 20 8A AD          JSR $AD8A
4030 20 F7 B7          JSR $B7F7
4033 A5 15             LDA $15
4035 F0 03             BEQ $403A
4037 4C 48 B2          JMP $B248
403A A5 14             LDA $14
403C F0 43             BEQ $4081
403E 8D 90 40          STA $4090

```

4041	78		SEI
4042	A9	54	LDA ##54
4044	8D	14 03	STA \$0314
4047	A9	40	LDA ##40
4049	8D	15 03	STA \$0315
404C	58		CLI
404D	AD	90 40	LDA \$4090
4050	8D	91 40	STA \$4091
4053	60		RTS
4054	CE	91 40	DEC \$4091
4057	D0	25	BNE \$407E
4059	AD	20 D0	LDA \$D020
405C	29	0F	AND ##0F
405E	CD	8F 40	CMP \$408F
4061	F0	0F	BEG \$4072
4063	AD	8F 40	LDA \$408F
4066	8D	20 D0	STA \$D020
4069	AD	90 40	LDA \$4090
406C	8D	91 40	STA \$4091
406F	4C	7E 40	JMP \$407E
4072	AD	8E 40	LDA \$408E
4075	8D	20 D0	STA \$D020
4078	AD	90 40	LDA \$4090
407B	8D	91 40	STA \$4091
407E	4C	31 EA	JMP \$EA31
4081	78		SEI
4082	A9	31	LDA ##31
4084	8D	14 03	STA \$0314
4087	A9	EA	LDA ##EA
4089	8D	15 03	STA \$0315
408C	58		CLI
408D	60		RTS

37. Flash characters

This routine flashes (or reverses) all the characters on the screen at a specified rate.

The syntax is as follows:

```
SYS 16384,rate
```

Setting the rate to 0 turns off the flash.

```
PAL (C) 1979 BRAD TEMPLETON
2
20:      4000                                .OPT P,00
30:      4000                                *=   $4000

;
;SYNTAX FLASH 1 OR
;0
;

70:      4000 20 FD AE                        JSR   $AEFD
80:      4003 20 8A AD                        JSR   $AD8A
90:      4006 20 F7 B7                        JSR   $B7F7

100:     4009 A5 14                            LDA   $14
110:     400B F0 13                            BEQ   RESET

120:     400D 8D 67 40                          STA   TEMP
120:     4010 8D 68 40                          STA   TEMP+
1
130:     4013 78                                SEI
140:     4014 A9 2D                            LDA   #<MAI
N
```

```

150: 4016 8D 14 03          STA 788
160: 4019 A9 40            LDA #>MAIN
N
170: 401B 8D 15 03          STA 789
180: 401E 58                CLI
190: 401F 60                RTS
200: 4020 78                RESET SEI
220: 4021 A9 31            LDA #49
230: 4023 8D 14 03          STA 788
240: 4026 A9 EA            LDA #234
250: 4028 8D 15 03          STA 789
260: 402B 58                CLI
270: 402C 60                RTS
290: 402D CE 68 40 MAIN    DEC TEMP+
1
300: 4030 F0 03            BEQ MORE
310: 4032 4C 31 EA          JMP #EA31

320: 4035 AD 67 40 MORE    LDA TEMP
330: 4038 8D 68 40          STA TEMP+
1
;
; INVERT CHARACTERS
;
370: 403B A2 00            LDX #0
380: 403D BD 00 04 LOOP    LDA 1024,
X
390: 4040 18                CLC
400: 4041 69 80            ADC #128
410: 4043 9D 00 04          STA 1024,
X
;
430: 4046 BD FF 04          LDA 1024+
255, X
440: 4049 18                CLC
450: 404A 69 80            ADC #128
460: 404C 9D FF 04          STA 1024+
255, X
;
480: 404F BD FE 05          LDA 1024+

```

```

255+255,X
490:  4052 18          CLC
500:  4053 69 80      ADC  #128
510:  4055 9D FE 05   STA  1024+
255+255,X
;
530:  4058 BD FD 06   LDA  1024+
255+255+255,X
540:  405B 18          CLC
550:  405C 69 80      ADC  #128
560:  405E 9D FD 06   STA  1024+
255+255+255,X
570:  4061 E8          INX
580:  4062 D0 D9      BNE  LOOP
590:  4064 4C 31 EA   JMP  $EA31

600:  4067          TEMP  =  *
14000-4067

```

READY.

B*

```

      PC  SR  AC  XR  YR  SP
. ; 97FE 72 00 00 40 F6
.
4000 20 FD AE      JSR  $AEFD
4003 20 8A AD      JSR  $AD8A
4006 20 F7 B7      JSR  $B7F7
4009 A5 14          LDA  $14
400B F0 13          BEQ  $4020
400D 8D 67 40      STA  $4067
4010 8D 68 40      STA  $4068
4013 78            SEI
4014 A9 2D          LDA  $$2D
4016 8D 14 03      STA  $0314
4019 A9 40          LDA  $$40
401B 8D 15 03      STA  $0315
401E 58            CLI

```

401F	60			RTS
4020	78			SEI
4021	A9	31		LDA #31
4023	8D	14	03	STA #0314
4026	A9	EA		LDA #EA
4028	8D	15	03	STA #0315
402B	58			CLI
402C	60			RTS
402D	CE	68	40	DEC #4068
4030	F0	03		BEQ #4035
4032	4C	31	EA	JMP #EA31
4035	AD	67	40	LDA #4067
4038	8D	68	40	STA #4068
403B	A2	00		LDX #00
403D	BD	00	04	LDA #0400, X
4040	18			CLC
4041	69	80		ADC #80
4043	9D	00	04	STA #0400, X
4046	BD	FF	04	LDA #04FF, X
4049	18			CLC
404A	69	80		ADC #80
404C	9D	FF	04	STA #04FF, X
404F	BD	FE	05	LDA #05FE, X
4052	18			CLC
4053	69	80		ADC #80
4055	9D	FE	05	STA #05FE, X
4058	BD	FD	06	LDA #06FD, X
405B	18			CLC
405C	69	80		ADC #80
405E	9D	FD	06	STA #06FD, X
4061	E8			INX
4062	D0	D9		BNE #403D
4064	4C	31	EA	JMP #EA31
4067	20	D0	AD	JSR #ADD0

38. Flash colour

This routine flashes the colour of the characters between two specified colours at a specified rate.

The syntax is as follows:

SYS 16384,colour1,colour2,rate

A rate of zero turns off the flash.

```
PAL (C)1979 BRAD TEMPLETON
2
20:      4000                                .OPT P,00
30:      4000                                *= $4000

;
;SYNTAX
; SYSFLASH,COLOUR1
; ,COLOUR2,NO OF
; CHANGES A SECOND

80:      4000 20 FD AE                        JSR  $AEFD
90:      4003 20 8A AD                        JSR  $AD8A
100:     4006 20 F7 B7                        JSR  $B7F7
110:     4009 A5 15                            LDA  $15
110:     400B F0 03                            BEQ  MORE
110:     400D 4C 48 B2                        JMP  $B248
120:     4010 A5 14      MORE                 LDA  $14
130:     4012 8D A5 40                        STA  TEMP
140:     4015 20 FD AE                        JSR  $AEFD
```


150:	4018 20 8A AD		JSR	\$AD8A
160:	401B 20 F7 B7		JSR	\$B7F7
170:	401E A5 15		LDA	\$15
180:	4020 F0 03		BEQ	MORE1
190:	4022 4C 48 B2		JMP	\$B248
200:	4025 A5 14	MORE1	LDA	\$14
210:	4027 8D A6 40		STA	TEMP+
	1			
220:	402A 20 FD AE		JSR	\$AEFD
230:	402D 20 8A AD		JSR	\$AD8A
240:	4030 20 F7 B7		JSR	\$B7F7
250:	4033 A5 15		LDA	\$15
260:	4035 F0 03		BEQ	MORE2
270:	4037 4C 48 B2		JMP	\$B248
280:	403A A5 14	MORE2	LDA	\$14
280:	403C F0 59		BEQ	RESET
290:	403E 8D A7 40		STA	TEMP+
	2			
290:	4041 78		SEI	
300:	4042 A9 54		LDA	#<MAIN
	N			
310:	4044 8D 14 03		STA	788
320:	4047 A9 40		LDA	#>MAIN
	N			
330:	4049 8D 15 03		STA	789
340:	404C 58		CLI	
350:	404D AD A7 40		LDA	TEMP+
	2			
350:	4050 8D A8 40		STA	TEMP+
	3			
360:	4053 60		RTS	

```

370: 4054          MAIN      =      *
380: 4054 CE A8 40          DEC  TEMP+
3
390: 4057 D0 29          BNE  FINIS
H
400: 4059 AD A4 40          LDA  STORE

410: 405C CD A6 40          CMP  TEMP+
1
420: 405F F0 12          BEQ  D00
;
440: 4061 AD A6 40          LDA  TEMP+
1
450: 4064 8D A4 40          STA  STORE

460: 4067 20 85 40          JSR  FILL
470: 406A AD A7 40          LDA  TEMP+
2
480: 406D 8D A8 40          STA  TEMP+
3
490: 4070 4C 82 40          JMP  FINIS
H
;
510: 4073 AD A5 40 D00      LDA  TEMP
520: 4076 8D A4 40          STA  STORE

530: 4079 20 85 40          JSR  FILL
540: 407C AD A7 40          LDA  TEMP+
2
550: 407F 8D A8 40          STA  TEMP+
3
;
570: 4082 4C 31 EA FINISH  JMP  $EA31

;
590: 4085 A2 00          FILL  LDX  #0
600: 4087 9D 00 D8 LOOP    STA  55296
,X
610: 408A 9D FF D8          STA  55296
+255,X
620: 408D 9D FE D9          STA  55296

```

```

+255+255,X
630:  4090 9D FD DA          STA  55296
+255+255+255,X
640:  4093 E8              INX
650:  4094 D0 F1          BNE  LOOP
660:  4096 60              RTS

;
;
690:  4097 78          RESET  SEI
700:  4098 A9 31          LDA  #49
710:  409A 8D 14 03      STA  788
720:  409D A9 EA          LDA  #234
730:  409F 8D 15 03      STA  789
740:  40A2 58              CLI
750:  40A3 60              RTS
760:  40A4 00          STORE  .BYT 0
770:  40A5          TEMP   =   *
14000-40A5

```

READY.

B*

```

PC SR AC XR YR SP
.197FE 72 00 00 40 F6
.
4000 20 FD AE      JSR #AEFD
4003 20 8A AD      JSR #AD8A
4006 20 F7 B7      JSR #B7F7
4009 A5 15          LDA #15
400B F0 03          BEQ #4010
400D 4C 48 B2      JMP #B248
4010 A5 14          LDA #14
4012 8D A5 40      STA #40A5
4015 20 FD AE      JSR #AEFD
4018 20 8A AD      JSR #AD8A
401B 20 F7 B7      JSR #B7F7
401E A5 15          LDA #15
4020 F0 03          BEQ #4025

```

4022	4C	48	B2	JMP	\$B248
4025	A5	14		LDA	\$14
4027	8D	A6	40	STA	\$40A6
402A	20	FD	AE	JSR	\$AEFD
402D	20	8A	AD	JSR	\$AD8A
4030	20	F7	B7	JSR	\$B7F7
4033	A5	15		LDA	\$15
4035	F0	03		BEQ	\$403A
4037	4C	48	B2	JMP	\$B248
403A	A5	14		LDA	\$14
403C	F0	59		BEQ	\$4097
403E	8D	A7	40	STA	\$40A7
4041	78			SEI	
4042	A9	54		LDA	##54
4044	8D	14	03	STA	\$0314
4047	A9	40		LDA	##40
4049	8D	15	03	STA	\$0315
404C	58			CLI	
404D	AD	A7	40	LDA	\$40A7
4050	8D	A8	40	STA	\$40A8
4053	60			RTS	
4054	CE	A8	40	DEC	\$40A8
4057	D0	29		BNE	\$4082
4059	AD	A4	40	LDA	\$40A4
405C	CD	A6	40	CMP	\$40A6
405F	F0	12		BEQ	\$4073
4061	AD	A6	40	LDA	\$40A6
4064	8D	A4	40	STA	\$40A4
4067	20	85	40	JSR	\$4085
406A	AD	A7	40	LDA	\$40A7
406D	8D	A8	40	STA	\$40A8
4070	4C	82	40	JMP	\$4082
4073	AD	A5	40	LDA	\$40A5
4076	8D	A4	40	STA	\$40A4
4079	20	85	40	JSR	\$4085
407C	AD	A7	40	LDA	\$40A7
407F	8D	A8	40	STA	\$40A8
4082	4C	31	EA	JMP	\$EA31
4085	A2	00		LDX	##00
4087	9D	00	D8	STA	\$D800,X
408A	9D	FF	D8	STA	\$D8FF,X

408D	9D	FE	D9	STA	\$D9FE,X
4090	9D	FD	DA	STA	\$DAFD,X
4093	E8			INX	
4094	D0	F1		BNE	\$4087
4096	60			RTS	
4097	78			SEI	
4098	A9	31		LDA	##31
409A	8D	14	03	STA	\$0314
409D	A9	EA		LDA	##EA
409F	8D	15	03	STA	\$0315
40A2	58			CLI	
40A3	60			RTS	
40A4	00			BRK	

.

39. Print at

This routine allows you to print at any position on the screen without using lots of cursor controls.

The syntax is as follows:

```
SYS960,X,Y,"text"
```

X is the column to start at and is between 0 and 39. Y is the row to start at and is between 0 and 24. The text can be text in quotes, strings, numbers, variables or any other legal print statement.

```
PAL (C)1979 BRAD TEMPLETON
```

```
2
```

```
20:      03C0                      .OPT P,00
```

```
30:      03C0                      *= 960
```

```
;  
;PRINT AT ROUTINE
```

```
60:      03C0 20 FD AE              JSR  $AEFD
```

```
70:      03C3 20 9E B7             JSR  $B79E
```

```
80:      03C6 8A                   TXA
```

```
90:      03C7 48                   PHA
```

```
100:     03C8 20 FD AE              JSR  $AEFD
```

```
110:     03CB 20 9E B7             JSR  $B79E
```

```
120:     03CE 8A                   TXA
```

```
130:     03CF A8                   TAY
```

```
140:     03D0 68                   PLA
```

```
150:     03D1 AA                   TAX
```

```
160:     03D2 18                   CLC
```

```
170:     03D3 20 F0 FF             JSR  $FFF0
```

```
180:     03D6 20 FD AE              JSR  $AEFD
```

```
190:     03D9 4C A0 AA             JMP  $AAA0
```

200: 03DC 00
103C0-03DD

BRK

READY.

B*

	PC	SR	AC	XR	YR	SP
.	197FE	72	00	00	40	F6
.						
03C0	20	FD	AE		JSR	\$AEFD
03C3	20	9E	B7		JSR	\$B79E
03C6	8A				TXA	
03C7	48				PHA	
03C8	20	FD	AE		JSR	\$AEFD
03CB	20	9E	B7		JSR	\$B79E
03CE	8A				TXA	
03CF	A8				TAY	
03D0	68				PLA	
03D1	AA				TAX	
03D2	18				CLC	
03D3	20	F0	FF		JSR	\$FFF0
03D6	20	FD	AE		JSR	\$AEFD
03D9	4C	A0	AA		JMP	\$AAA0
03DC	00				BRK	
.						

40. Split screen

This routine sets up a raster scan that allows the text and high res screen to coexist at the same time. You can specify where the cut is to take place and whether text or high res is at the top.

The syntax is as follows:

SYS 16384, line for change,option

where line is the line down the screen (the same as the Y coordinates for plot) and option is 1 for the text to be at the top and 0 for the text to be at the bottom. If line has the value 0 then the raster is switched off. The line number must be in the range 50 to 249.

PAL (C)1979 BRAD TEMPLETON

2

20: 4000

.OPT P,00

30: 4000

*= \$4000

;

;RASTER TO ALLOW SPLIT

;SCREENS

;SYNTAX

;

;SYS16384,CHANGE,1=

;TEXT/0=HIRES

110: 4000 20 FD AE

JSR \$AEFD

120: 4003 20 8A AD

JSR \$AD8A

130: 4006 20 F7 B7

JSR \$B7F7

;

150: 4009 A5 15

LDA \$15

160: 400B D0 2B

BNE IQERR

170: 400D A5 14

LDA \$14

180: 400F D0 03

BNE MOR

180: 4011 4C A5 40

JMP RESET


```

190:    4014 C9 31      MOR      CMP    #49
200:    4016 90 20      BCC    IQERR
210:    4018 C9 FA      CMP    #250
220:    401A B0 1C      BCS    IQERR
230:    401C 8D FE 40   STA    TEMP

;

250:    401F 20 FD AE   JSR    $AEFD
260:    4022 20 8A AD   JSR    $AD8A
270:    4025 20 F7 B7   JSR    $B7F7
280:    4028 A5 15      LDA    #15
290:    402A D0 0C      BNE    IQERR
300:    402C A5 14      LDA    #14
310:    402E C9 02      CMP    #2
320:    4030 B0 06      BCS    IQERR
330:    4032 8D FF 40   STA    TEMP+1
340:    4035 4C 3B 40   JMP    MORE
350:    4038 4C 48 B2   IQERR  JMP    $B248
360:    403B AD FE 40   MORE   LDA    TEMP
370:    403E 8D F8 40   STA    RASTER
380:    4041 AD FF 40   LDA    TEMP+1
390:    4044 C9 01      CMP    #1
400:    4046 F0 17      BEQ    TEXTTOP
410:    4048 A9 08      LDA    #8
410:    404A A2 15      LDX    #21
420:    404C 8D FA 40   STA    TEXT
420:    404F 8E FB 40   STX    TEXT+1
430:    4052 A9 3B      LDA    #59
430:    4054 A2 1B      LDX    #27
440:    4056 8D FC 40   STA    HIRES
440:    4059 8E FD 40   STX    HIRES+1
450:    405C 4C 73 40   JMP    SETUP
460:    405F A9 15      TEXTTOP LDA #21
460:    4061 A2 08      LDX    #8
470:    4063 8D FA 40   STA    TEXT
470:    4066 8E FB 40   STX    TEXT+1
480:    4069 A9 1B      LDA    #27
480:    406B A2 3B      LDX    #59
490:    406D 8D FC 40   STA    HIRES
490:    4070 8E FD 40   STX    HIRES+1

;

510:    4073      SETUP = *

```

520:	4073	78		SEI		
530:	4074	A9	7F	LDA	##7F	
540:	4076	8D	0D DC	STA	\$DC0D	
550:	4079	A9	01	LDA	##01	
560:	407B	8D	1A D0	STA	\$D01A	
570:	407E	A9	02	LDA	##02	
580:	4080	85	FB	STA	\$FB	
590:	4082	AD	F8 40	LDA	RASTER	
600:	4085	8D	12 D0	STA	\$D012	
610:	4088	A9	18	LDA	##18	
620:	408A	8D	11 D0	STA	\$D011	
630:	408D	AD	14 03	LDA	\$0314	
640:	4090	8D	F6 40	STA	FIN-2	
650:	4093	AD	15 03	LDA	\$0315	
660:	4096	8D	F7 40	STA	FIN-1	
670:	4099	A9	C6	LDA	#<MAIN	
680:	409B	8D	14 03	STA	788	
690:	409E	A9	40	LDA	#>MAIN	
700:	40A0	8D	15 03	STA	789	
710:	40A3	58		CLI		
720:	40A4	60		RTS		
730:	40A5	78		RESET	SEI	
730:	40A6	A9	31	LDA	#49	
740:	40A8	8D	14 03	STA	788	
750:	40AB	A9	EA	LDA	#234	
750:	40AD	8D	15 03	STA	789	
760:	40B0	A9	15	LDA	#21	
760:	40B2	8D	18 D0	STA	53272	
770:	40B5	A9	1B	LDA	#27	
770:	40B7	8D	11 D0	STA	53265	
780:	40BA	A9	00	LDA	#0	
780:	40BC	8D	1A D0	STA	\$D01A	
790:	40BF	A9	80	LDA	#128	
790:	40C1	8D	0D DC	STA	56333	
800:	40C4	58		CLI		
800:	40C5	60		RTS		
810:	40C6	AD	19 D0	MAIN	LDA	\$D019
820:	40C9	8D	19 D0	STA	\$D019	
830:	40CC	29	01	AND	##01	
840:	40CE	F0	1F	BEQ	LOOP	
850:	40D0	C6	FB	DEC	\$FB	

860:	40D2	10	04			BPL	LOOP9
870:	40D4	A9	01			LDA	##01
880:	40D6	85	FB			STA	\$FB
890:	40D8	A6	FB		LOOP9	LDX	\$FB
900:	40DA	BD	F8	40		LDA	RASTER,X
910:	40DD	8D	12	D0		STA	\$D012
920:	40E0	BD	FA	40		LDA	TEXT,X
930:	40E3	8D	18	D0		STA	53272
940:	40E6	BD	FC	40		LDA	HIRES,X
950:	40E9	8D	11	D0		STA	\$D011
960:	40EC	8A				TXA	
970:	40ED	F0	06			BEQ	LOOP1
980:	40EF	68			LOOP	PLA	
990:	40F0	A8				TAY	
1000:	40F1	68				PLA	
1010:	40F2	AA				TAX	
1020:	40F3	68				PLA	
1030:	40F4	40				RTI	
1040:	40F5	4C	31	EA	LOOP1	JMP	\$EA31
1040:	40F8				FIN	=	*
1050:	40F8	96	00		RASTER	.BYT	150,0
1060:	40FA	08	15		TEXT	.BYT	8,21
1070:	40FC	3B	1B		HIRES	.BYT	59,27
1080:	40FE	00	00		TEMP	.WORD0	
J4000-4100							

READY.

4000	20	FD	AE		JSR	\$AEFD
4003	20	8A	AD		JSR	\$AD8A
4006	20	F7	B7		JSR	\$B7F7
4009	A5	15			LDA	\$15
400B	D0	2B			BNE	\$4038
400D	A5	14			LDA	\$14
400F	D0	03			BNE	\$4014
4011	4C	A5	40		JMP	\$40A5
4014	C9	31			CMP	##31

4016	90	20		BCC	4038
4018	C9	FA		CMP	FA
401A	B0	1C		BCS	4038
401C	8D	FE	40	STA	40FE
401F	20	FD	AE	JSR	AEFD
4022	20	8A	AD	JSR	AD8A
4025	20	F7	B7	JSR	B7F7
4028	A5	15		LDA	15
402A	D0	0C		BNE	4038
402C	A5	14		LDA	14
402E	C9	02		CMP	02
4030	B0	06		BCS	4038
4032	8D	FF	40	STA	40FF
4035	4C	3B	40	JMP	403B
4038	4C	48	B2	JMP	B248
403B	AD	FE	40	LDA	40FE
403E	8D	F8	40	STA	40F8
4041	AD	FF	40	LDA	40FF
4044	C9	01		CMP	01
4046	F0	17		BEG	405F
4048	A9	08		LDA	08
404A	A2	15		LDX	15
404C	8D	FA	40	STA	40FA
404F	8E	FB	40	STX	40FB
4052	A9	3B		LDA	3B
4054	A2	1B		LDX	1B
4056	8D	FC	40	STA	40FC
4059	8E	FD	40	STX	40FD
405C	4C	73	40	JMP	4073
405F	A9	15		LDA	15
4061	A2	08		LDX	08
4063	8D	FA	40	STA	40FA
4066	8E	FB	40	STX	40FB
4069	A9	1B		LDA	1B
406B	A2	3B		LDX	3B
406D	8D	FC	40	STA	40FC
4070	8E	FD	40	STX	40FD
4073	78			SEI	
4074	A9	7F		LDA	7F
4076	8D	0D	DC	STA	DC0D
4079	A9	01		LDA	01

407B	8D	1A	D0	STA	\$D01A
407E	A9	02		LDA	##02
4080	85	FB		STA	\$FB
4082	AD	F8	40	LDA	\$40F8
4085	8D	12	D0	STA	\$D012
4088	A9	18		LDA	##18
408A	8D	11	D0	STA	\$D011
408D	AD	14	03	LDA	\$0314
4090	8D	F6	40	STA	\$40F6
4093	AD	15	03	LDA	\$0315
4096	8D	F7	40	STA	\$40F7
4099	A9	C6		LDA	##C6
409B	8D	14	03	STA	\$0314
409E	A9	40		LDA	##40
40A0	8D	15	03	STA	\$0315
40A3	58			CLI	
40A4	60			RTS	
40A5	78			SEI	
40A6	A9	31		LDA	##31
40A8	8D	14	03	STA	\$0314
40AB	A9	EA		LDA	##EA
40AD	8D	15	03	STA	\$0315
40B0	A9	15		LDA	##15
40B2	8D	18	D0	STA	\$D018
40B5	A9	1B		LDA	##1B
40B7	8D	11	D0	STA	\$D011
40BA	A9	00		LDA	##00
40BC	8D	1A	D0	STA	\$D01A
40BF	A9	80		LDA	##80
40C1	8D	0D	DC	STA	\$DC0D
40C4	58			CLI	
40C5	60			RTS	
40C6	AD	19	D0	LDA	\$D019
40C9	8D	19	D0	STA	\$D019
40CC	29	01		AND	##01
40CE	F0	1F		BEG	\$40EF
40D0	C6	FB		DEC	\$FB
40D2	10	04		BPL	\$40D8
40D4	A9	01		LDA	##01
40D6	85	FB		STA	\$FB
40D8	A6	FB		LDX	\$FB

```

40DA BD F8 40      LDA $40F8,X
40DD 8D 12 D0      STA $D012
40E0 BD FA 40      LDA $40FA,X
40E3 8D 18 D0      STA $D018
40E6 BD FC 40      LDA $40FC,X
40E9 8D 11 D0      STA $D011
40EC 8A             TXA
40ED F0 06         BEQ $40F5
40EF 68            PLA
40F0 A8            TAY
40F1 68            PLA
40F2 AA            TAX
40F3 68            PLA
40F4 40            RTI
40F5 4C 31 EA      JMP $EA31
.
.
.:40F8 96 00 08 15 3B 1B 00 00
.

```

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