

```

USR V BASICU > ASSEMBLER 23760
RANDOMIZE USR (PEEK VAL"23635"+
VAL"256" * PEEK VAL"23636"+ VAL"5")

```

```

TEST NAHRATIA SUBORU (TR-DOS)
LET err=USR VAL"15619":REM :LOAD ""
CODE
IF err<> BIN THEN PRINT "NELZE NAHRAT":
STOP

```

```

VYPIS 16 BITOVEHO CISLA
PRINT PEEK n + 256 * PEEK n+1

```

```

ZAPIS 16 BITOVEHO CISLA
POKE n,v - 256 * INT (v/256)
POKE n+1, INT (v/256)

```

```

VELKE PISMENA
FOR n=64 TO 71: POKE 23681,n: LPRINT
"STOP TAPE": NEXT n

```

```

VYČISTENIE ATRIBUTOV
1 FOR n=22528 TO 23295
2 POKE n,56 (INK 0: PAPER 7)
3 NEXT n

```

```

INPUT "" KURZOR "C"
POKE 23658,8
INPUT "" KURZOR "L"
POKE 23658,0

```

```

SAVE BASIC AKO "CODE"
SAVE "NO" CODE 23552, CLEAR-23552-
65536+USR 7962: GO TO 1

```

```

TIME - CAS - FRAMES
PRINT (PEEK 23672+ 256* PEEK 23673*
PEEK 23674)/50

```

```

CLEAR (RAMTOP)
PRINT PEEK 23730+ 256* PEEK 23731
PRINT USR 7962-300 (ADRESY 23730-1)

```

```

VYPIS FREE BASIC MEMORY
PRINT 65535 - USR 7962

```

```

UDG (UZIVATELOM DEFINOVANA GRAFIKA)
PRINT PEEK 23675+ 256* PEEK 23676

```

```

FOR n=0 TO 71: READ a: POKE USR
"a"+n,a: NEXT n: DATA 0,0,0...

```

```

START TAPE BEZ CAKANIA
POKE 23736,181 (187)

```

```

NENAPISE "PROGRAM:"
POKE 23739,111/CODE "o"

```

```

NENAPISE "SCROLL?"
POKE 23692,0

```

```

SCROLL O 1 RIADOK
RANDOMIZE USR 3280

```

```

SCROLL O 22 RIADKOV
RANDOMIZE USR 3330

```

```

VYPIS DOBY CAKANIA NA KLAVESU V 1/50 sek.
PRINT USR 7997

```

```

PIPNOTIE
RANDOMIZE USR 949

```

```

Z 128 BASIC DO 48 BASIC
USR 0 so povol. strankovanim Ram
SPECTRUM s zachovanym Basicom

```

```

10 PLAY "T240N7cccc"
20 PLAY "T60N3cccc"
30 PLAY "T60N3cV15cV15cV15c"

```

```

+2A +3DOS & RAMDISK
CAT EXP
CAT "Sm: " cat user number 0-15
CAT #3 to printer
LOAD "t: " select tape for next load
LOAD "m: *.ba?"
LOAD "b: " bootovatelna disketa
MOVE " * * " TO " +p" +prot+s+ys+(+ or-)
COPY "a: * * " TO "m: "
COPY "file" TO SCREEN$
SAVE "Sa: file" SCREEN$
POKE 23388, ram_page (ako port #7FFD)

```

```

BETADISK TR-DOS
RETURN
RANDOMIZE USR 15616
RANDOMIZE USR 15619: REM:
LOAD "b: file"
RUN "file"
LIST
CAT
FORMAT "disk"
COPY "A: file", "b: file"
" * " b: "
$0
NEW "old", "new"
! !! run Devast monitor in ROM

```

```

MDOS D40 / D80
LIST * INFO O SYSTEME
LOAD "run"
CAT
CAT "b: "
MOVE "diskA: file", "diskB"
LET FN("old.B")="new.B"
LOAD "run.p" >>.RUN

```

```

+3e (G. Lancaster)
FORMAT TO 0,42,16,63,10
CAT TAB info o IDE
NEW EXP "memo", 3 swap partition 3MB
NEW DATA "part", 3 nova partition 3MB
MOVE "c: " IN "part" ASN
MOVE "part" BIN erase partition
CAT ASN info o drajvoch
LOAD "c: " ASN boot z C: napravo aj po resete
MOVE "c: " OUT ASN zrusi C:

```

```

+2 (gray) 128K RAMDISK
LOAD "file"
SAVE "file"
CAT!

```

```

BS-DOS MB-02
@ = nastavenie disku @=ramdisk
$ = nastavenie adresara
% = hexadecimalne cisla v BSROM
† = RANDOMIZE USR 0

```

```

+2A +3 ROM out ports
1FFD 7FFD ROM
6189 32765
-----
0 0 0 ditto
0 15 1 SUTAK
4 0 1 +3DOS
4 16 3 48BASIC

```

```

+2A +3 ALLRAM
OUT 0 16384 32768 49192 65535
8189,5 RAM4 RAM5 RAM6 RAM3
8189,7 RAM4 RAM7 RAM6 RAM3
8189,1 RAM0 RAM1 RAM2 RAM3
8189,3 RAM4 RAM5 RAM6 RAM7

```

```

TEST (IX)=#FFFx
ld a,#0F
or (IX)
and (IX+1)
inc a
jp z,nnnn
ld hl, odkial
ld de, kam
ldi (hl) ->(de) a znizi BC-1
ldi x,krat

```

```

Speed copy
ld sp,source
pop hl
ld (dest1),hl
pop hl
ld (dest2),hl
jp z,nnnn

```

```

Pocitadlo 16bit. BC + FF
ld bc,#01FF
loop dec bc
inc b
djnz loop

```

```

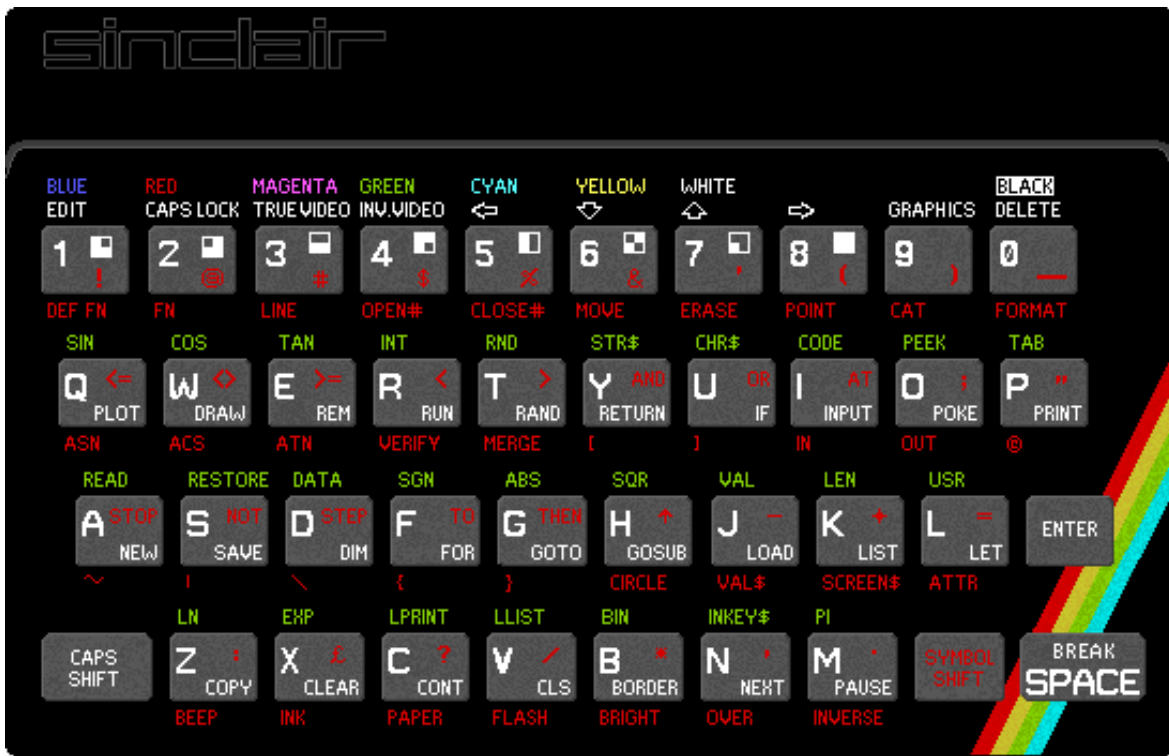
Vram Driver :-)
ld sp,source
pop hl
ld (hl),nn

```

```

Wait 16bit.dlhc cakanie
ld bc,#FFFF
loop dec bc
ld a,b
or c
jr nz,loop

```



```

COPY all reg. = 20 bytes
ld sp,source
pop af
pop bc
pop de
pop hl
pop ix
pop iy
exx
pop af
pop bc
pop de
pop hl
push hl
push bc
push af
exx
push iy
push ix
push hl
push de
push bc
push af

```

```

DOLE v HL je adr. videoram
dole inc h
ld de, a,h
and #07
ret nz
ld a,#20
add a,l
ld l,a
ld a,#F8
ret c
ld a,h
ret

```

```

LDIR + CALL
ld hl, zdroj
ld de, ciel
ld bc, dlzka
push de
ldir
ret //run ciel

```

```

test ENTER key
ld a,#BF
ld a,(#FE)
rra
ret nc

```

```

test BREAK in ROM
call #1F54
ret nc

```

```

8/16bit DEC >> ASCII znak
d16 ld hl,cislo
ld de,-10000
call vypis
ld de,-1000
call vypis
d8 ld de,-100
call vypis
ld de,-10
call vypis
ld a,#FF
vypis add hl,de
vyp1 jr c,vyp1
and a
sbc hl,de hl=hl-de(cy)0
add a,#30
ld (znak),a
push hl
call print
pop hl
ret

```

```

48 TO 128 BASIC 128 or +2
AF xor a
01 FD 7F ld bc,#7fff
ED 79 out (c),a
C3 37 01 jp #0137
(DEC: 175,1253,127,237,121,195,55,1)

```

```

IM2 inicializacia
org #8000
di
ld a,#80
ld i,a
im2
ret

```

```

PRINT RST #10
ld a,2
call #1601
ld a,"a" znak
rst #10

```

```

run push af //di
push bc
push hl
...
pop hl
pop bc
pop af
jp #38 keyb

```

```

vynuluje A
xor a
ld a,page_ram
ld bc,#7FFD
out (c),a

```

```

#FB ZX Printer
#F7 / #EF Interface 1
#2FFD read +3FDC
#3FFD write +3FDC

```

```

KEYBOARD in xxFE (254) 76543210
Adresa Klavesy
FEFE [655276] U,C,X,Z,C5
FDFF [64510] T,R,B,U,0
F7FE [63486] S,4,0,0,0,1
EFFF [61438] 0,7,0,0,0,0
DFFF [57342] Y,U,I,O,P
BFFF [49150] H,J,K,L,ENTER
7FFF [32766] B,N,H,S,SP

```

```

ld a,xx
in a,(#FE)
-----
OR-ovane ALL KEYS
in a,(#FE)

```

