

```

2010 POSITION 20,2;POKE 752,0;" Ausg
gang [RVS-ON]P[RSV-OFF] ?";P2$;
["ESC/CTRL+]"[ESC/CTRL+]][ESC/C
TRL+]"[ESC/CTRL-]"[ESC/CTRL+]"[
ESC/CTRL+]"[ESC/CTRL+]"[ESC/CTR
L-]"[ESC/CTRL-];";INPUT P2$
2020 POKE 752,1;GOSUB 190;GOTO Z20
3000 POKE 756,P2$;FOR I=1 TO 8:Z=X/2:I
F [I,I,1,"ESC/CTRL-"] THEN W=W+Z
3010 NEXT I:RETURN
3100 RESTORE 29000;FOR T=0 TO 7;READ
A,B,C;ST(I)=A;SE(I)=B;OP(I)=C:
NEXT I:RETURN
4000 P=P+1;IF P=9 THEN P=0
4005 L=0;IF P=8 THEN L=L+0
4010 POSITION 33,5;? F
4015 RETURN
4050 S=S+1;IF S=5 THEN S=0
4055 L=L+10;IF S=4 THEN L=L+0
4060 POSITION 33,7;? S
4065 RETURN
4100 SOUND 0,PADDEL(P),1,L0;SOUND 1
,STRIG(S)*50+50,L0,L1:RETURN
4200 "STRIG 18,5;?" ("P)addressound:
"P;

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```

4210 POSITION 18,7:?"(S)trigsound :
      "S;
4220 RETURN
5000 POSITION 0,V:FOR H=1 TO 40:?"{
CTRL=I}";NEXT H:RETURN
6000 ?" [ESC/CTRL-<]{ESC/CTRL=}[ESC
CTRL=I]{ESC/CTRL=}[ESC/CTRL=I]
Haben Sie einen At
ari XL (j/n) ?";
6010 GOSUB 6600
6020 IF EIN=ASC("J") THEN XL=1
6030 ?" [ESC/CTRL=]{ESC/CTRL=}Brau
chen Sie Infos (j/n) ?";
6040 GOSUB 6600
6050 IF EIN=ASC("N") THEN RETURN
6060 ?" [ESC/CTRL-<]{ESC/CTRL=I}Unit
est";
6105 ?" [ESC/CTRL=I]Dieses Programm
laest den Benutzer{3SPACE}ueb
er den Joystickport Information
en{2SPACE}nach aussen geben."
6110 ?"Je nachdem, wie die Bits in
FORM 4000 gesetzt sind,
wird auf unter-{3SPACE}schiedl
iche Pins des Joy";

```

[illegible]

Glückszahl

58

Progr. Nr.

Grafik - Show

Habbu



```
Rechner:      Atari 600/800 XL und XE
Programmname: Grafikshow
Programmlänge:      8 KB
Programmiersprache: Basic
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Demonstrationen, wie einfach und schnell es geht, dem Atari XL ansprechende Grafik zu entlocken.

Daß der Atari XL der Grafikkünstler 'Nummer eins' unter den Homecomputern ist, hat sich mittlerweile herumgesprochen. Durch seine speziellen Grafik- und Videochips bietet er Leistungen, die zum Teil bis in den Bereich der Grafik des 'Commodore-Amiga' gehen.

Das hier abgedruckte Programm zeigt aus einen breiten Spectrum vom

Auch eine praktische Anwendung findet dieses Programm. Als 'Party-Light-Show' kann die Grafik nebenher laufen, um Ihre Gäste zu unterhalten. Die Grafik kann zusätzlich noch mit Musikuntermalung versehen werden. Hierzu legt man einfach eine Musikkassette in einen an den Atari angeschlossenen Kassettenrecorder und drückt die 'PLAY'-Taste. Viel Spaß.

Karl Pelzer

```

REM *****
REM GRAFIK-SHOW
REM fuer CHIP-SPECIAL
REM von KARL PELZER
REM *****
100 GRAPHICS 17:POSITION 0,3;? #6;"E
    INEN MOMENT";FOR W=0 TO 100:NEXT
        W:GOSUB 31000
105 POKE 708,0:POKE 709,0:POKE 710,0
    :
    DL="PEEK(560)+256*PEEK(561):POKE
        DL+8,7:POKE DL+9,7
120 POSITION 0,3;? #6;"[4SPACES][THE
    ATARI][8SPACES][4RVS-ON]ARVS-
    OFF]j[RVS-ON]h[RVS-OFF]k[RVS-
    ON]h[RVS-OFF]i[RVS-ON]w[RVS-OFF]
        j"
130 POSITION 1,7;? #6;"
    "
140 POSITION 0,11;? #6;"PRESS STAR
    TO BEGIN"
145 FOR H=0 TO 15:W=96+H:POKE 708,W:
    POKE 709,W:POKE 710,W:POKE 711,W:
    FOR W=0 TO 1:NEXT W:NEXT H:POKE
        708,120
150 POSITION 1,9;? #6;"OPTION:";
160 IF (53279)=0 THEN AN=AS+0.5
170 IF INT(AN)*N THEN ? #6;"Case sett
    2.0."

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```

180 IF INT(AN)<>AN THEN ? #6;"cassette
   off"
190 FOR W=0 TO 20:NEXT W:IF PEEK(532
   79)=6 THEN ?30
200 C1=C1+2:IF C1>251 THEN C1=0
210 POKE 711,C1:POKE 709,C1+2:POKE 7
   10,C1+4
220 GOTO 150
230 IF W=0 TO 0 STEP -.1:W=96*H:POK
   E 708,W:POKE 709,W:POKE 710,W:PO
   KE 711,W:FOR W=0 TO 4:NEXT W:W=NE
   X
   T
500 REM [RV5-ON]{8SPACES}GRAPHIK NR.
   1
510 GRAPHICS 24:POKE 710,0:X=-10:Y=-
   10:IF INT(AN)=AN THEN POKE 54018
   ,52
520 X=X+10:Y=Y+10
530 IF Y>190 THEN 560
540 COLOR 1:PLOT 0,Y:DRAWTO X,190
550 GOTO 520
560 X=329:Y=-10
570 X=X-10:Y=Y+10
580 IF Y>190 THEN 610
590 COLOR 1:PLOT 319,Y:DRAWTO X,190
600 GOTO 570
610 X=X-10:Y=200
620 X=X+10:Y=Y-10
630 IF Y<0 THEN 660

```

```

640 COLOR 1:PLOT 0,Y:DRAWTO X,0
650 GOTO 620
660 X=32:Y=200
670 X=X-10:Y=Y-10
680 IF Y<0 THEN 710
690 COLOR 1:PLOT 319,X:DRAWTO X,0
700 GOTO 670
710 DEC PLOT 159,95+80
720 FOR R=0 TO 40 STEP 8:FOR C=0 TO 30
STEP 15:COLOR 1:DRAWTO 159+S
IN(C)*R,95+COS(C)*40:NEXT C:NEXT
R
730 FOR R=0 TO 32 STEP 8:FOR C=0 TO 30
STEP 15:COLOR 1:DRAWTO 159+S
IN(C)*R,95+COS(C)*R:NEXT C:NEXT
R
740 IF PEEK(53279)<6 THEN 740
750 REM [RV=ON](8SPACES)GRAPHIK Nr.
2
810 GRAPHICS 10:FOR I=0 TO 8:POKE TO 4+I,I*2:NEXT I
820 C=0:FOR Y=0 TO 7:C=C+1:COLOR C:P
LOT 0,Y:DRAWTO 79,Y:NEXT Y
830 C=8:FOR Y=7 TO 14:C=C-1:COLOR C:
PLOT 0,Y:DRAWTO 79,Y:NEXT Y
840 C=15:FOR Y=15 TO 32 STEP 2:C=C+1:
COLOR C:FOR Y=0 TO 14:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT Y:NEXT Y
850 C=8:FOR Y=31 TO 45 STEP 2:C=C-1:

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COLOR C:FOR S=0 TO 1:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT S:NEXT Y
860 C=-1:FOR Y=46 TO 67 STEP 3:C=C+1
:COLOR C:FOR S=0 TO 2:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT S:NEXT Y
870 C=8:FOR Y=67 TO 88 STEP 3:C=C-1:
COLOR C:FOR S=0 TO 2:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT S:NEXT Y
880 C=-1:FOR Y=88 TO 116 STEP 4:C=C+1:
COLOR C:FOR S=0 TO 3:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT S:NEXT Y
890 C=8:FOR Y=117 TO 145 STEP 4:C=C-1:
COLOR C:FOR S=0 TO 3:PLOT 0,Y+S:
DRAWTO 79,Y+S:NEXT S:NEXT Y
900 C=0:FOR W=0 TO 7:C=C+1:COLOR C:P
LOT X,145:DRAWTO X,191:NEXT X
910 C=8:FOR X=7 TO 14:C=C-1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
920 C=0:FOR X=15 TO 22:C=C+1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
930 C=8:FOR X=22 TO 29:C=C-1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
940 C=0:FOR X=30 TO 37:C=C+1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
950 C=8:FOR X=37 TO 44:C=C-1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
960 C=0:FOR X=45 TO 52:C=C+1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
970 C=8:FOR X=52 TO 59:C=C-1:COLOR C:
PLOT X,145:DRAWTO X,191:NEXT X
980 C=0:FOR T=0 TO 48:C=C+1:IF C>7
HEN C=1
985 COLOR C:PLOT 79,191-T:DRAWTO 79-
T,191:NEXT T
990 FOR C=0 TO 255-14
1000 POKE 704,C:POKE 705,C+2:POKE 70
6,C+4:POKE 707,C+6:POKE 708,C+8
:POKE 709,C+10:POKE 710,C+12:PO
KE 711,C+14
1010 IF PEEK(53279)=6 THEN 1100
1015 NEXT C
1020 GOTO 990
1100 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:3
1110 GRAPHICS 9
1120 RESTORE 1130:FOR I=1536 TO 1559
:READ D:POKE I,D:NEXT I
1130 DATA 173,11,212,24,101,20,141,1
,0,212,141,268,107,31,208,201
,6,208,2,104,96,76,0,6
1140 FOR I=0 TO 79:COLOR I:PLOT 0,0:
DRAWTO I,191:PLOT 79,191:DRAWTO
I,0:NEXT I
1150 X=USR(1536)
1200 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:4
1210 GRAPHICS 24:POKE 710,12:POKE 70
9,0:COLOR 1
1220 DEG:FOR C=0 TO 360 STEP 20:KRP
X=159*SIN(C)*40:KRPY=95+COS(C)*
40
1230 PLOT 0,0:DRAWTO KRPX,KRPY:PLOT
319,0:DRAWTO KRPX,KRPY:PLOT 319
,191:DRAWTO KRPX,KRPY:PLOT 0,19
1:DRAWTO KRPX,KRPY
1240 NEXT C
1250 IF PEEK(53279)<6 THEN 1250
1300 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:5
1310 GRAPHICS 24:POKE 710,0:POKE 709
,12:COLOR 1
1320 FOR I=0 TO 319 STEP 4:PLOT I,0:
DRAWTO 159,95:DRAWTO I,191:NEXT
I
1330 FOR I=0 TO 191 STEP 2:PLOT 0,I:
DRAWTO 159,95:DRAWTO 319,I:NEXT
I
1350 POKE 623,64:FOR W=0 TO 300:NEXT
W:IF PEEK(53279)=6 THEN 1390
1360 POKE 623,128:FOR W=0 TO 300:NEXT
W:IF PEEK(53279)=6 THEN 1390
1370 POKE 623,192:FOR W=0 TO 300:NEXT
W:IF PEEK(53279)=6 THEN 1390
1380 GOTO 1350
1390 POKE 623,64:FOR C=0 TO 255:POKE
712,C:FOR W=0 TO 2:NEXT W:NEXT C
1400 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:6
1410 GRAPHICS 24:POKE 710,112:POKE 7
09,12:COLOR 1:DEG:X1=149:Y1=85
:X2=169:Y2=85:X3=169:Y3=105:X4=
149:Y4=105:RA=20
1420 FOR R=0 TO 360 STEP 10:RA=RA+1
1430 PLOT X1+SIN(R)*RA,Y1+COS(R)*RA
1440 DRAWTO X2+SIN(R)*RA,Y2+COS(R)*R
A
1450 DRAWTO X3+SIN(R)*RA,Y3+COS(R)*R
A
1460 DRAWTO X4+SIN(R)*RA,Y4+COS(R)*R
A
1470 DRAWTO X1+SIN(R)*RA,Y1+COS(R)*R
A
1480 NEXT R
1490 IF PEEK(53279)<6 THEN 1490
1500 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:7
1510 GRAPHICS 24:POKE 710,12:POKE 70
9,0:COLOR 1
1520 X1=0:Y1=10:X2=309:Y2=10:X3=309
:Y3=189:X4=10:Y4=189
1530 FOR I=0 TO 89
1540 X1=X1+1:Y2=Y2+1:X3=X3-1:Y4=Y4-1
1550 Y1=1+2:X2=X2-2:Y3=Y3-2:X4=X4+2
1560 PLOT X1,Y1:DRAWTO X2,Y2:DRAWTO
X3,Y3:DRAWTO X4,Y4:DRAWTO X1,Y1
1570 NEXT I:FOR W=0 TO 100:NEXT W
1580 POKE 623,64
1590 IF PEEK(53279)<6 THEN 1590
1600 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:8
1610 GRAPHICS 24:POKE 710,0:POKE 709
,12:COLOR 1
1620 DEG:FOR R=0 TO 360 STEP 10
1630 PLOT 159,95:DRAWTO 159+SIN(R)*3
,0,95+COS(R)*30:DRAWTO 159+SIN(R)
-30,95+COS(R)*30*40
1640 DRAWTO 159+SIN(R)*50,95+COS(R)*
50:DRAWTO 159+SIN(R)*50,95+C
OS(R)*50*70
1650 NEXT R
1660 IF PEEK(53279)<6 THEN 1660
1700 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:9
1710 GRAPHICS 9:DEG:C=0:T=0:POKE 71
2,112
1720 FOR R=0 TO 356 STEP 2
1730 IF T=0 THEN C=C+1:IF C>15 THEN
T=1
1740 IF T=1 THEN C=C-1:IF C<1 THEN T
=0
1750 COLOR C:PLOT 40,95:DRAWTO 40+SI
N(R)*10,95+COS(R)*40
1760 NEXT R
1770 IF PEEK(53279)<6 THEN 1770
1800 REM [RVS-ON]{$SPACES}GRAPHIK Nr
:10
1810 GRAPHICS 9:POKE 712,96
1820 FOR I=0 TO 79
1830 COLOR I:PLOT 0,I:DRAWTO I,0:PLO
T 79-T,191:DRAWTO 79,191-I
1840 NEXT I
1850 X=0:Y1=190:Y2=80
1860 FOR I=0 TO 79
1870 COLOR I:PLOT X,Y1:DRAWTO X,Y2:I
X=X+1:Y1=Y1-1:Y2=Y2-1
1880 NEXT I
1890 IF PEEK(53279)<6 THEN 1890
1900 POKE 54018,60:GRAPHICS 17:POKE
756,MEM:POKE 708,0
1910 POSITION 5,7:?:#6:"DAS WAR'S"
1920 FOR H=0 TO 15:POKE 708,112+H:PO
R W=0 TO 10:NEXT W:NEXT H
1930 FOR H=15 TO 0 STEP -1:POKE 708,
112+H:FOR W=0 TO 10:NEXT W:NEXT H
1940 POKE 708,0:END
30999 REM [RVS-ON]{$SPACES}ZS DEF
31000 GRAPHICS 24:POKE 559,0:MEM=PEE
K(742)-8:RESTORE 30000
31005 IF PEEK(1)=2 THEN 31020
31010 FOR I=0 TO 1023:READ A:POKE ME
M*256+I,A:POKE 712,A:NEXT I
31020 GRAPHICS 17:POKE 756,MEM:POKE
1,2:RETURN
32000 DATA 0,0,0,0,0,0,0,0
32001 DATA 0,24,24,24,24,0,24,0
32002 DATA 0,102,102,102,0,0,0,0
32003 DATA 0,102,255,102,102,255,102
,0
32004 DATA 24,62,96,60,6,124,24,0
32005 DATA 0,102,108,24,48,102,70,0
32006 DATA 28,54,28,56,111,102,59,0
32007 DATA 0,24,24,24,0,0,0,0
32008 DATA 0,14,28,24,24,28,14,0
32009 DATA 0,112,56,24,256,112,0
32010 DATA 0,102,60,255,60,102,0,0
32011 DATA 0,24,24,126,24,24,0,0
32012 DATA 0,0,0,0,0,24,24,48
32013 DATA 0,0,0,126,0,0,0,0
32014 DATA 0,0,0,0,0,24,24,0
32015 DATA 0,6,12,24,48,96,64,0
32016 DATA 0,60,102,110,118,102,60,0
32017 DATA 0,24,56,24,24,24,126,0
32018 DATA 0,60,102,12,24,48,126,0
32019 DATA 0,126,12,24,12,102,60,0
32020 DATA 0,12,28,60,108,126,12,0
32021 DATA 0,126,96,124,6,102,60,0
32022 DATA 0,60,96,124,102,102,60,0
32023 DATA 0,126,6,12,24,48,48,0
32024 DATA 0,60,102,60,102,102,60,0
32025 DATA 0,60,102,62,6,12,56,0
32026 DATA 0,0,24,24,0,24,24,0
32027 DATA 0,0,24,24,0,24,24,48
32028 DATA 6,12,24,48,24,12,6,0
32029 DATA 0,0,126,0,0,126,0,0
32030 DATA 96,48,24,12,24,48,96,0
32031 DATA 0,60,102,12,24,0,24,0
32032 DATA 0,60,102,110,10,96,62,0
32033 DATA 0,56,56,108,108,198,206,2
06
32034 DATA 0,248,204,198,252,6,12,24
8
32035 DATA 0,60,118,192,0,192,118,60
32036 DATA 0,248,204,198,198,6,12,24
8
32037 DATA 0,254,0,254,192,192,192,2
54
32038 DATA 0,254,0,254,192,192,192,1
92
32039 DATA 0,60,118,192,14,194,118,6
0
32040 DATA 0,198,198,192,254,6,198,1
98
32041 DATA 0,60,24,24,24,24,24,60
32042 DATA 0,12,12,12,12,12,56,112
32043 DATA 0,198,204,216,240,192,204
,198
32044 DATA 0,192,192,192,192,192,198
,126
32045 DATA 0,198,238,16,214,198,198
,198
32046 DATA 0,198,198,230,246,218,204
,198
32047 DATA 0,56,108,198,198,198,108
,56
32048 DATA 0,248,204,6,12,248,192,19
2
32049 DATA 0,56,108,198,198,214,108
,62
32050 DATA 0,248,204,198,252,192,204
,198
32051 DATA 0,120,192,96,60,6,12,248
32052 DATA 0,126,24,24,24,24,24,24
32053 DATA 0,198,198,198,0,198,238,1
24
32054 DATA 0,198,198,198,198,108,108
,40
32055 DATA 0,198,198,198,214,16,238
,198
32056 DATA 0,198,196,108,0,108,198,1
98
32057 DATA 0,198,198,0,108,56,56,56
32058 DATA 0,254,0,12,24,48,96,254
32059 DATA 0,254,0,62,0,14,0,6
32060 DATA 0,64,96,48,24,12,6,0
32061 DATA 0,254,0,248,0,224,0,192
32062 DATA 0,8,28,54,99,0,0,0
32063 DATA 0,0,0,0,0,0,255,0
32064 DATA 0,54,127,127,62,28,8,0
32065 DATA 24,24,24,31,31,24,24
32066 DATA 3,3,3,3,3,3,3
32067 DATA 24,24,24,248,248,0,0,0
32068 DATA 24,24,24,248,248,24,24
32069 DATA 0,0,0,248,248,24,24
32070 DATA 3,7,14,28,56,112,224,192
32071 DATA 192,224,112,56,28,14,7,3
32072 DATA 1,3,7,15,31,63,127,255
32073 DATA 0,0,0,0,15,15,15,15
32074 DATA 128,192,224,240,248,252,2
54,255
32075 DATA 15,15,15,0,0,0,0,0
32076 DATA 240,15,240,240,0,0,0,0
32077 DATA 255,255,0,0,0,0,0,0
32078 DATA 0,0,0,0,0,255,255
32079 DATA 0,0,0,240,240,240,240
32080 DATA 0,28,28,119,119,8,28,0
32081 DATA 0,0,0,31,31,24,24,24
32082 DATA 0,0,255,255,0,0,0
32083 DATA 24,24,24,255,255,24,24
32084 DATA 0,0,60,126,126,126,60,0
32085 DATA 0,0,0,0,255,255,255,255

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32086 DATA 192,192,192,192,192,192,1
92,192
32087 DATA 0,0,0,255,255,24,24,24
32088 DATA 24,24,24,255,255,0,0,0
32089 DATA 240,240,240,240,240,240,2
40,240
32090 DATA 24,24,24,31,31,0,0,0
32091 DATA 120,96,120,96,126,24,30,0
32092 DATA 0,24,60,126,24,24,24,0
32093 DATA 0,24,24,24,126,60,24,0
32094 DATA 0,24,48,126,48,24,0,0
32095 DATA 0,24,12,126,12,24,0,0
32096 DATA 0,24,60,126,126,60,24,0
32097 DATA 0,0,60,6,62,102,62,0
32098 DATA 0,96,96,124,102,102,124,0
32099 DATA 0,0,60,96,96,96,60,0
32100 DATA 0,6,6,62,102,102,62,0
32101 DATA 0,0,60,102,126,96,60,0
32102 DATA 0,14,24,62,24,24,24,0
32103 DATA 0,0,62,102,102,62,6,124
32104 DATA 0,96,96,124,102,102,102,0
32105 DATA 0,24,0,56,24,24,60,0
32106 DATA 0,6,0,6,6,6,6,60
32107 DATA 0,96,96,108,120,108,102,0
32108 DATA 0,56,24,24,24,24,60,0
32109 DATA 0,0,102,127,127,107,99,0
32110 DATA 0,0,124,102,102,102,102,0
32111 DATA 0,0,60,102,102,102,60,0
32112 DATA 0,0,124,102,102,124,96,96
32113 DATA 0,0,62,102,102,62,6,6
32114 DATA 0,0,124,102,96,96,96,0
32115 DATA 0,0,62,96,60,6,124,0
32116 DATA 0,24,126,24,24,24,14,0
32117 DATA 0,0,102,102,102,102,62,0
32118 DATA 0,0,102,102,102,60,24,0
32119 DATA 0,0,99,107,127,62,54,0
32120 DATA 0,0,102,60,24,60,102,0
32121 DATA 0,0,102,102,102,62,12,120
32122 DATA 0,0,126,12,24,48,126,0
32123 DATA 0,24,60,126,126,24,60,0
32124 DATA 24,24,24,24,24,24,24,24
32125 DATA 0,126,120,124,110,102,6,0
[ESC/BS]{ESC/CTRL-<}{ }{CTRL-A}8,24
,56,120,56,24,8,0
[ESC/TAB]{ESC/CTRL-<}{ESC/CTRL-~}{ESC
C/CTRL-~}32126 DATA 8,24,56,120,56,
24,8,0
32127 DATA 16,24,28,30,28,24,16,0

```

Große PEEK- und POKE-Liste

Adresse (Hex)	(Dez.)	Bez.	Bemerkungen
2,3	2,3	CASINI	Wenn Kassettenboot erfolgreich abgeschlossen wurde, JSR zu vorheriger Adresse. RAM-Zeiger für den Vektortest Zeitweises Register für die Speicher Gr. RAM-Test Register für Daten 0 = Einschalten des Gerätes - 1 = System-Reset gedrückt 255 = Normal Wert Programme bleiben bei Sprung zu dieser Adresse erhalten Boot Kennung:
4	4	RAMLO	Bit 1 gesetzt: auf RESET Sprung zu DOSINI
6	6	TRAMSZ	Bit 2 gesetzt: auf RESET Sprung zu CASINI
7	7	TSTDAT	Sind Bit 1 und 2 gesetzt, erfolgt zuerst Cassetteninitialisierung
8	8	WARMST	Start-Zeiger für Diskettenprogramme
9	9	BOOT	Wird zu Speicherung der Adresse verw., bei der nach ladeb des DOS das Benutzer-Programm startet. Mit einem indirekten JSR hierher läßt es sich initialisieren. Enthält höchste nutzbare Benutzer-Adresse
A, B	10, 11	DOSVEC	Pokey Interrupt Zeiger
C, D	12, 13	DOSINI	Bit 7 = Interrupt für Break Taste Bit 6 = Interrupt für andere Tasten Bit 5 = Interrupt für serielle Dateneing. Bit 4 = Interrupt für serielle Datenausg. Bit 3 = Interrupt für Datenausgabe Ende K.
E, F	14, 15	APPMHI	
10	16	POKMSK	

... Beachten Sie unseren *Leserwettbewerb* auf Seite 4 ...