

Programs

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Line 100 initializes lower 8k | >100 CALL INIT
Line 110 loads the assembly | >110 CALL LOAD(9838,47,0,38,1
program shown below. VMBR | 14,4,32,32,44,3,128)
Line 120 loads registers with | >120 CALL LOAD(12032,0,0,48,0
VDP address, Buffer, Length. | ,2,255)
Line 130 runs line 110 program | >130 CALL EXECUTE(9838)
Line 140 loads the assembly | >140 CALL LOAD(9838,47,0,38,1
program shown below. VMBW | 14,4,32,32,36,3,128)
Line 150 loads registers with | >150 CALL LOAD(12032,0,0,48,0
VDP address, Buffer, Length. | ,2,255)
Line 160 runs line 140 program | >160 CALL EXECUTE(9838)
Line 170 put a command in here | >170 CALL VCHAR(1,1,32,768)
Line 180 loops to line 160 | >180 GOTO 160

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HEX ADDRESS	HEX VALUE	ASSEMBLY COMMAND EQUIVALENT
>266E	>2F00	DATA >2F00 (workspace area address)
>2670	>2672	DATA >2672 (start execution address)
>2672	>0420	BLWP (first executed command)
>2674	>202C	@VMBR (or >2024 VMBW)
>2676	>0380	RTWP

>2F00	>0000	REGISTER 0 (VDP address)
>2F02	>3000	REGISTER 1 (RAM buffer address)
>2F04	>02FF	REGISTER 2 (length of text)

Normal XB using LINK.

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Initialize for Assembly. | >100 CALL INIT
Load support routine. | >110 CALL LOAD("DSK1.TEST")
LINK to program. | >120 CALL LINK("GO")
RXB EXECUTE EXAMPLE. |
Initialize for Assembly. | >100 CALL INIT
Load support routine. | >110 CALL LOAD("DSK1.TEST")
EXECUTE program address. | >120 CALL EXECUTE(13842)

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EXECUTE does no checking so the address must be correct. The LINK method finds the name and uses the 2 byte address after the name to run the Assembly. EXECUTE just runs the address without looking for a name thus faster.

Options.

Dependent on Programmers use and skill.