

Disassembled Handbook for TRS-80

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- NOTICE -

TRS-80 is a trademark of the Tandy Corporation. The users of the CALLED Level II ROM subroutines presented herein, must of necessity have purchased Level II BASIC and thereby paid the royalties due the copyright owners. All data in this handbook is purely instructional in nature and serves as a supplement to the original documentation provided by Radio Shack/Microsoft and Zilog. Richcraft's absolute refusal to provide copies or extracts of the original documentation assures the copyright owners that all users must purchase Level II ROM from Radio Shack, thereby paying royalties due. Furthermore, a considerable number of Level II ROM memory locations have been blanked out to render the program useless to those who have not purchased the original copyrighted program.

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- FOREWORD -

This handbook started out as a collection of lectures prepared as "fill-routines" by the author while on the tour circuit promoting his new book, "The Gunnplexer Cookbook - A 10 GHz Microwave Primer." It is a rather long jump (at least in frequency and wave-length) from the 1.77 MHz clock of the TRS-80 to the 10250 MHz band where the Gunnplexer operates, but surprisingly the microwave buff and computer buff have more in common than meets the eye; i.e., a need to communicate whether it be by simple fm voice modulation or ASCII digital data link.

It was both gratifying and surprising to find that microwave radio amateurs had as much interest in TRS-80 assembly language programing as did computer hobbyists in setting up low-cost microwave digital data links. Ours is indeed a very small world with most all things interrelated.

This handbook is NOT for the beginning assembly language programmer who should certainly learn the fundamentals of the art before attempting to use the shortcuts and "tight code" programming made possible by using the myriad excellent Level II ROM subroutines presented. The moderately experienced assembly language programmer who understands the difference between his/her JPs and JRs, SETs and RESets, and BITS and bytes will find that utilizing Level II ROM subroutines opens up an entirely new vista to the wonderful world of assembly language programming. Many dull but demanding rote subroutines may now be accomplished often with a single CALL compared with previous multi-line/multi-page programming that had to be entered a line at a time. Programmers arise. Cast off the yoke of ignorance and START HAVING FUN writing assembly language programs that run 300+ times faster than BASIC in less than 1/10th memory. With practice, you (and the author) will soon be writing assembly language programs as quickly and with as little effort as those written in BASIC, Fortran, Cobol, or Pascal.

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ADDITIONAL THANK YOUS: to the late Charles Tandy for his courage and investment in making the TRS-80 a happening; to Mumford Micro for a 3 speed clock; to Western I/O for an IBM Selectric printer that never quits; to Apparat for NEWDOS+, to Shrayer for Electric Pencil; to Microsoft for the world's most extensively used BASIC; and lastly to Radio Shack, who inspite of other short comings build the WORLD'S MOST COST EFFECTIVE MICROCOMPUTER. Thank you each and every one.

- INTRODUCTION -

Disassembled machine code of any variety WITHOUT comments is worth about as much as a TRS-80 without electric power. Constants, address table entry points, and data lists are translated into utter meaningless/misleading garbage by the disassembler program. Disassembled Level II ROM prints out EX AF,AF' from memory locations 005AH, 1479H, 1619H, 18BAH, 18BCH, etc., etc., when in actuality none of the alternate register pairs are ever used in this ROM's BASIC program.

Decoding and making any sense out of any object code program is impossible if one does not at least have a clue to the program's intended function. Fortunately we know exactly what Level II ROM's functions and capabilities are, so what appeared to be an impossible decoding problem is reduced to only an extremely difficult one. So difficult in fact, that even Radio Shack's computer division in Fort Worth, Texas does not fully understand this excellent "Tight Code" written by Microsoft's Paul Allen and Bill Gates. An example that proves this point is the Radio Shack book, "TRS-80 Assembly Language Programming," #62-2006, that was introduced mid-year 1979 has virtually no references to Level II ROM subroutines of any variety. This is incredible and truly theater of the absurd. It is either criminal negligence on Radio Shack's part, or just plain stupidity. Always hoping for the best, we shall presume the latter.

The level of difficulty in decoding the TRS-80 ROM may be measured by the fact that after 2 years of worldwide use by over 200,000 computer buffs ranging from beginners to advanced programmers with years of experience, the Level II ROM entry points for virtually ALL the BASIC functions and related subroutines have never been published with comments, or disclosed by anyone, anywhere, EXCEPT to a very limited audience by a genius named Andrew Hildebrand, located in the southwestern wilderness of the US.

This handbook is dedicated to Mr. Hildebrand's genius, to his persistence in unraveling a very tangled web, and to him personally for this very considerable accomplishment. The author's only contribution is this handbook which will hopefully remove the shroud of mystery from a previous "black hole" by attempting to make the subject understandable to hobbyists, high school and college students, and even computer science professors, many of whom do not have the slightest idea of how to efficiently utilize the myriad Level II ROM subroutines in TRS-80 assembly language programming. This handbook will also assist users in decoding the majority of ROM subroutines in ALL Microsoft BASIC's including those used by Apple, Pet, KIM, Heathkit, et al microcomputer systems.

Each section of this handbook is hopefully self-explanatory. The Level II ROM hex code presented in Chapter 6, though very

lengthy, is included as a necessary reference. The self-test questions & answers in Chapters 9 & 10 allow you to check your progress after each Chapter. The limited first edition of this handbook was bound and glued with a cloth backing, but even so would not stay together under repeated usage. As such, this second edition is being delivered in loose leaf binder format.

SUMMARY:

Chapter 1 illustrates how the majority of the ROM functions' CALL locations are decoded.

Chapter 2 includes three source/object code programs and text illustrating the use of simple ROM "+ - * /" integer, single precision, and double precision arithmetic subroutines.

Chapter 3 describes how to use the trigonometric, exponent, log, CINT, CSNG, CDBL, et al, functions in concert with the RAM accumulator and CDBL store, plus a demonstration program.

Chapter 4 covers a number of the more useful and important Level II ROM ancillary subroutines; Chapter 5 is a summary of virtually all BASIC function CALL addresses.

Chapter 6 is the PARTIAL Level II ROM code in hexadecimal.

Chapter 7 presents and explains an extremely useful number conversion program that is virtually a must for the serious assembly language programmer working with the TRS-80. It is written in BASIC for comprehension/modification and covers:

- DECIMAL TO BINARY ENTER D
- BINARY TO DECIMAL ENTER B
- HEXADECIMAL TO BINARY ENTER HB
- DECIMAL TO HAXADECIMAL ENTER DH
- HEXADECIMAL TO DECIMAL ENTER HD
- SPLIT TRS-80 TO DECIMAL ENTER SP
- DECIMAL TO SPLIT HEXADECIMAL ENTER DS
- SPLIT HEXADECIMAL TO DECIMAL ENTER SD

The first 5 conversions are obvious ones. The 6th, SPLIT TRS-80 TO DECIMAL, is unique in that it takes decimal values displayed via the TRS-80 PEEK command from 2 adjacent memory locations (two INPUTS required), then converts them to hex, reverses the 2 hex numbers as the Z-80 stores LSB first and MSB second, then converts the 4 digit hex number to decimal, and displays it on video. This conversion is a real time saver when extracting addresses (0 to 65535) from ROM or RAM.

Chapter 8 is a useful print all zeros with a slash program.

Chapter 9 includes self-test questions for Chapters 1 - 8.

Chapter 10 is a bibliography and answers to the self-test.

- CHAPTER 1 -

DECODING LEVEL II ROM FUNCTION CALL LOCATIONS

INTRODUCTION:

During the past two years, the Level II BASIC written by Microsoft originally for the TRS-80 has become the world standard de facto BASIC used by virtually every significant microcomputer manufacturer. As of January 1980, the number of microcomputers delivered to end users with Level II or modest variations of Level II BASIC is estimated to exceed 300,000 plus. With the number of BASICs in the marketplace counted in the dozens including: Hewlett-Packard BASIC, General Electric BASIC, and even monolithic IBM's "VS BASIC," there must be a number of good reasons for the near universal adoption of Microsoft's BASIC.

1. It is cheap? Answer: no, in actuality the license to use this BASIC is incredibly expensive. Heathkit does not charge hobbyists \$100. a copy just for the program for fun and games.

2. Is it efficient? Answer: you bet it is. Previous BASICs the author has studied required 22K to 32K memory to minimally perform the same fuctions, if indeed as many.

3. It is cost-effective? Answer: even at the high licensing price it is VERY cost-effective when one considers the trade-offs between available program memory remaining with the inherent 64K maximum imposed by most all 8 bit microprocessors of the current generation. Some of the other BASICs mentioned above only leave the user about 18K of useful RAM when a disk operating system and extended disk BASIC program is added. This is ridiculous in a 64K MEM system.

Let's now take a look at the prodigious functions and their CALL locations in this marvel of "tight code" programming written by Paul Allen and Bill Gates. We doubt if there was any intentional encrypting involved when the program was written as encryption takes memory and memory costs money either directly or indirectly as pointed out above. The main reason it has been difficult to decode the Level II ROM was brought about primarily by its compactness; i.e., nothing wasted, nothing unused, and no easily deciphered pointers telling the code breaker, "here I am, use me."

LEVEL II ROM FUNCTION NAME LOCATIONS:

Are the easiest to find of all. Only a retarded 3rd grader would overlook them at memory locations 5712 through 6172. Figure 1 is an excruciatingly simple BASIC program that will display these names and their location on video for you. The first letter of each name's MSB is masked by subtracting 128 to obtain its ASCII equivalent. Figure 2 is a print out of this program. Remember, the numbers are the name's location, NOT the CALL location.

```

10 : MICROSOFT BASIC FUNCTIONS' NAME LIST IN LEVEL II ROM
15 :
20 CLS:FORN=5712TO6175:Y=PEEK(N):IFY>127THENY=Y-128:M=N
25 Z=N+1:IFPEEK(Z)>127THENPRINTCHR$(Y);" ":";ELSEGOTO35
30 PRINTM,:GOTO40
35 PRINTCHR$(Y);
40 NEXT

```

Figure 1

END = 5712	FOR = 5715	RESET = 5718	SET = 5723
CLS = 5726	CMD = 5729	RANDOM = 5732	NEXT = 5738
DATA = 5742	INPUT = 5746	DIM = 5751	READ = 5754
LET = 5758	GOTO = 5761	RUN = 5765	IF = 5768
RESTORE = 5770	GOSUB = 5777	RETURN = 5782	REM = 5788
STOP = 5791	ELSE = 5795	TRON = 5799	TROFF = 5803
DEFSTR = 5808	DEFINT = 5814	DEFSNG = 5820	DEFDBL = 5826
LINE = 5832	EDIT = 5836	ERROR = 5840	RESUME = 5845
OUT = 5851	ON = 5854	OPEN = 5856	FIELD = 5860
GET = 5865	PUT = 5868	CLOSE = 5871	LOAD = 5876
MERGE = 5880	NAME = 5885	KILL = 5889	LSET = 5893
RSET = 5897	SAVE = 5901	SYSTEM = 5905	LPRINT = 5911
DEF = 5917	POKE = 5920	PRINT = 5924	CONT = 5929
LIST = 5933	LLIST = 5937	DELETE = 5942	AUTO = 5948
CLEAR = 5952	CLOAD = 5957	CSAVE = 5962	NEW = 5967
TAB(= 5970	TO = 5974	FN = 5976	USING = 5978
VARPTR = 5983	USR = 5989	ERL = 5992	ERR = 5995
STRING\$ = 5998	INSTR = 6005	POINT = 6010	TIME\$ = 6015
MEM = 6020	INKEY\$ = 6023	THEN = 6029	NOT = 6033
STEP = 6036	+ = 6040	- = 6041	* = 6042
/ = 6043	↑ = 6044	AND = 6045	OR = 6048
> = 6050	= = 6051	< = 6052	SGN = 6053
INT = 6056	ABS = 6059	FRE = 6062	INP = 6065
POS = 6068	SQR = 6071	RND = 6074	LOG = 6077
EXP = 6080	COS = 6083	SIN = 6086	TAN = 6089
ATN = 6092	PEEK = 6095	CVI = 6099	CVS = 6102
CVD = 6105	EOF = 6108	LOC = 6111	LOF = 6114
MKI\$ = 6117	MKS\$ = 6121	MKD\$ = 6125	CINT = 6129
CSNG = 6133	CDBL = 6137	FIX = 6141	LEN = 6144
STR\$ = 6147	VAL = 6151	ASC = 6154	CHR\$ = 6157
LEFT\$ = 6161	RIGHT\$ = 6166	MID\$ = 6172	

Figure 2

MATCHING BASIC FUNCTIONS WITH ROM CALL ADDRESSES:

Now the decoding game becomes somewhat more interesting. Not difficult yet, because no tricky encipherment was used. We should remember that encoding costs memory and memory = money. One does not have to search very far in memory for the location of each BASIC function's CALL address.

These addresses are split into two groups. The first group begins a few bytes after the end of the function name list at MEM location 6178 and runs through 6351. This group covers all functions from END through 'less than.' The second group begins at MEM location 5640 and runs through 5711. This group includes all BASIC functions from SGN through the end of the function list, MID\$.

With the exception of those BASIC functions from TAB to 'less than,' all CALL locations are stored in MEM using the standard Zilog Z-80 format (the genius of Federico Faggin, Z-80 creator appears again), with the LSB (least significant byte) first, and the MSB (most significant byte) second, in the following memory location. Figure 3 illustrates a little BASIC program that will display the BASIC function, an = sign, then the MEM location of the stored CALL address for this specific function and lastly the CALL address in standard TRS-80 "PEEK" format.

```

10 ! PROGRAM TO MATCH BASIC FUNCTIONS WITH CALL ADDRESSES
15 !
20 CLS:PRINT"FUNCT=ADDRESS      LSB-MSB          FUNCT=ADDRESS      LSB-MSB"
25 A=6176:FORX=5712TO6175:Y=PEEK(X):IFY>127THENY=Y-128
30 Z=X+1:IFPEEK(Z)>127THENPRINTCHR$(Y);" =";ELSEGOTO45
35 A=A+2:IFA=6352THENA=5640
40 PRINTA,PEEK(A);"-";PEEK(A+1),:GOTO50
45 PRINTCHR$(Y);
50 NEXT
55 END

```

- Figure 3 -

Figure 4 is a printout of Figure 3's program output using those addresses whose LSB/MSB are directly translatable to CALL addresses. The other functions' CALL addresses are fully covered in Chapter 5. Figure 5 is a printout of Level II ROM MEM locations 1600H through 18FFH to illustrate how Level II ROM BASIC function CALL locations are determined.

FUNCTION=ADDRESS	LSB-MSB	FUNCTION=ADDRESS	LSB-MSB
END = 6178	174 - 29	FOR = 6180	161 - 28
RESET = 6182	56 - 1	SET = 6184	53 - 1
CLS = 6186	201 - 1	CMD = 6188	115 - 65
RANDOM = 6190	211 - 1	NEXT = 6192	182 - 34
DATA = 6194	5 - 31	INPUT = 6196	154 - 33
DIM = 6198	8 - 38	READ = 6200	239 - 33
LET = 6202	33 - 31	GOTO = 6204	194 - 30
RUN = 6206	163 - 30	IF = 6208	57 - 32
RESTORE = 6210	145 - 29	GOSUB = 6212	177 - 30
RETURN = 6214	222 - 30	REM = 6216	7 - 31
STOP = 6218	169 - 29	ELSE = 6220	7 - 31
TRON = 6222	247 - 29	TROFF = 6224	248 - 29
DEFSTR = 6226	0 - 30	DEFINT = 6228	3 - 30
DEFSNG = 6230	6 - 30	DEFDBL = 6232	9 - 30
LINE = 6234	163 - 65	EDIT = 6236	96 - 46
ERROR = 6238	244 - 31	RESUME = 6240	175 - 31
OUT = 6242	251 - 42	ON = 6244	108 - 31
OPEN = 6246	121 - 65	FIELD = 6248	124 - 65
GET = 6250	127 - 65	PUT = 6252	130 - 65
CLOSE = 6254	133 - 65	LOAD = 6256	136 - 65
MERGE = 6258	139 - 65	NAME = 6260	142 - 65
KILL = 6262	145 - 65	LSET = 6264	151 - 65
RSET = 6266	154 - 65	SAVE = 6268	160 - 65
SYSTEM = 6270	178 - 2	LPRINT = 6272	103 - 32
DEF = 6274	91 - 65	POKE = 6276	177 - 44
PRINT = 6278	111 - 32	CONT = 6280	228 - 29
LIST = 6282	46 - 43	LLIST = 6284	41 - 43
DELETE = 6286	198 - 43	AUTO = 6288	8 - 32
CLEAR = 6290	122 - 30	CLOAD = 6292	31 - 44
CSAVE = 6294	245 - 43	NEW = 6296	73 - 27
INT = 5642	55 - 11	ABS = 5644	119 - 9
FRE = 5646	212 - 39	INP = 5648	239 - 42
POS = 5650	245 - 39	SQR = 5652	231 - 19
RND = 5654	201 - 20	LOG = 5656	9 - 8
EXP = 5658	57 - 20	COS = 5660	65 - 21
SIN = 5662	71 - 21	TAN = 5664	168 - 21
ATN = 5666	189 - 21	PEEK = 5668	170 - 44
CVI = 5670	82 - 65	CVS = 5672	88 - 65
CVD = 5674	94 - 65	EOF = 5676	97 - 65
LOC = 5678	100 - 65	LOF = 5680	103 - 65
MKI\$ = 5682	106 - 65	MKS\$ = 5684	109 - 65
MKD\$ = 5686	112 - 65	CINT = 5688	127 - 10
CSNG = 5690	177 - 10	CDBL = 5692	219 - 10
FIX = 5694	38 - 11	LEN = 5696	3 - 42
STR\$ = 5698	54 - 40	VAL = 5700	197 - 42
ASC = 5702	15 - 42	CHR\$ = 5704	31 - 42
LEFT\$ = 5706	97 - 42	RIGHT\$ = 5708	145 - 42
MID\$ = 5710	154 - 42		

Figure 4

Function=Call Address MEM Location Call-Address

1600	6CAA	AA7F	0000	0081	8A09	370B	7709	D4277....
1610	EF2A	F527	E713	C914	0908	3914	4115	4715	.*.9.A.G.
1620	A815	BD15	AA2C	5241	5841	5E41	6141	6441	.,RAXA.A.A.A
1630	6741	6A41	6D41	7041	7F0A	B10A	DB0A	260B	.A.A.A.A....&
1640	032A	3628	C52A	0F2A	1F2A	612A	912A	9A2A	.*6(*.*.*.*.*.*
1650	C54E	44C6	4F52	D245	5345	54D3	4554	C34C	.ND.OR.ESET.ET.L
1660	53C3	4D44	D241	4E44	4F4D	CE45	5854	C441	S.MD.ANDOM.EXT.A
1670	5441	C94E	5055	54C4	494D	D245	4144	CC45	TA.NPUT.IM.EAD.E
1680	54C7	4F54	4FD2	554E	C946	D245	5354	4F52	T.OTO.UN.F.ESTOR
1690	45C7	4F53	5542	D245	5455	524E	D245	4DD3	E.OSUB.ETURN.EM.
16A0	544F	50C5	4C53	45D4	524F	4ED4	524F	4646	TOP.LSE.RON.ROFF
16B0	C445	4653	5452	C445	4649	4E54	C445	4653	.EFSTR.EFINT.EFS
16C0	4E47	C445	4644	424C	CC49	4E45	C544	4954	NG.EFDDBL.INE.DIT
16D0	C552	524F	52D2	4553	554D	45CF	5554	CF4E	.RROR.ESUME.UT.N
16E0	CF50	454E	C649	454C	44C7	4554	D055	54C3	.PEN.IELD.ET.UT.
16F0	4C4F	5345	CC4F	4144	CD45	5247	45CE	414D	LOSE.OAD.ERGE.~M
1700	45CB	494C	4CCC	5345	54D2	5345	54D3	4156	E.ILL.SET.SET.AV
1710	45D3	5953	5445	4DCC	5052	494E	54C4	4546	E.YSTEM.PRINT.EF
1720	D04F	4B45	D052	494E	54C3	4F4E	54CC	4953	.OKE.RINT.ONT.IS
1730	54CC	4C49	5354	C445	4C45	5445	C155	544F	T.LIST.ELETE.UTO
1740	C34C	4541	52C3	4C4F	4144	C353	4156	45CE	.LEAR.LOAD.SAVE.
1750	4557	D441	4228	D44F	C64E	D553	494E	47D6	E!W.AB(.O.N.SING.
1760	4152	5054	52D5	5352	C552	4CC5	5252	D354	ARPTR.SR.RL.RR.T
1770	5249	4E47	24C9	4E53	5452	D04F	494E	54D4	RINGS.NSTR.QINT.
1780	494D	4524	CD45	4DC9	4E4B	4559	24D4	4845	IME\$.EM.NKEY\$.HE
1790	4ECE	4F54	D354	4550	ABAD	AAAF	DBC1	4E44	N.OT.TEP.....ND
17A0	CF52	BEBD	BCD3	474E	C94E	54C1	4253	C652	.R...GN.NT.BS.R
17B0	45C9	4E50	D04F	53D3	5152	D24E	44CC	4F47	E.NP.OS.QR.ND.OG
17C0	C558	50C3	4F53	D349	4ED4	414E	C154	4ED0	.XP.OS.IN.AN.TN.
17D0	4545	4BC3	5649	C356	53C3	5644	C54F	46CC	EEK.VI.VS.VD.OF.
17E0	4F43	CC4F	46CD	4B49	24CD	4B53	24CD	4B44	OC.OF.KI\$.KS\$.KD
17F0	24C3	494E	54C3	534E	47C3	4442	4CC6	4958	\$.INT.SNG.DBL.IX
1800	CC45	4ED3	5452	24D6	414C	C153	43C3	4852	.EN.TR\$.AL.SC.HR
1810	24CC	4546	5424	D249	4748	5424	CD49	4424	\$.EFT\$.IGHT\$.ID\$
1820	A780	AE1D	A11C	3801	3501	C901	7341	D3018.5....A..
1830	B622	051F	9A21	0826	EF21	211F	C21E	A31E	."...!.&.!....
1840	3920	911D	B11E	DE1E	071F	A91D	071F	F71D	9.....
1850	F81D	001E	031E	061E	091E	A341	602E	F41FA...
1860	AF1F	FB2A	6C1F	7941	7C41	7F41	8241	8541	...*.A.A.A.A.A
1870	8841	8B41	8E41	9141	9741	9A41	A041	B202	.A.A.A.A.A.A..
1880	6720	5B41	B12C	6F20	E41D	2E2B	292B	C62B	...A.,....+)+.+
1890	0820	7A1E	1F2C	F52B	491B	7979	7C7C	7F50,+I.....P
18A0	46DB	0A00	007F	0AF4	0AB1	0A77	0C70	0CA1	F.....
18B0	0DE5	0D78	0A16	0713	0747	08A2	080C	0AD2G.....
18C0	0BC7	0BF2	0B90	2439	0A4E	4653	4E52	474F\$9.NFSNRGO
18D0	4446	434F	564F	4D55	4C42	5344	442F	3049	DFCOVOMULBSDD/01
18E0	4454	4D4F	534C	5353	5443	4E4E	5252	5755	DTMOSLSSTCNNRRWU
18F0	454D	4F46	444C	33D6	006F	7CDE	0067	78DE	EMOFDL3.....

Figure 5

CONVERTING BASIC FUNCTION CALL ADDRESSES TO HEX AND DECIMAL:

Converting the BASIC function CALL addresses printed out in Figure 4 to hexadecimal and decimal is certainly simple, but nevertheless a tedious job whether done with a calculator or using Disk BASIC's &H function. There is a considerably easier way to do it.

The Mult-Base Number Conversion Program presented in Chapter 6 makes the conversion of the CALL locations to hexadecimal and decimal a real pleasure instead of a rote chore. This program may be easily modified to take the LSB and MSB from Figure 3's program output and automatically generate the CALL's decimal and hexadecimal location, but for simplicity's sake let's run through Chapter 6's standard number conversion routine for generating the CALL address for the first function shown in Figure 4, which is END.

Load the conversion program. We will use the program's SPLIT DECIMAL TO DECIMAL routine so press 'SP' ENTER. Figure 4 shows that END's CALL location is LSB = 174 and MSB = 29. The program will display "DECIMAL ?" Press 174 then ENTER. After a moment, the 174 will disappear and "DECIMAL ?" will again be displayed on video. Now, press 29 then ENTER. Faster than a speeding bullet, HEXADECIMAL 1DAE will be displayed on video followed by DECIMAL 7598 a second or two later. Aha, it really does work.

The conversion program's logic and flow is as follows:

1. Convert '174' to hexadecimal and store it.
2. Convert '29' to hexadecimal and store it.
3. Reverse the 2 hexadecimal numbers so it will read MSB/LSB.
4. Display the hexadecimal number on video.
5. Convert the hexadecimal number to decimal.
6. Display the decimal number on video.

Figure 6 is an exact printout of Figure 4's BASIC function CALL addresses in both hexadecimal and decimal. Those CALL addresses above 12288 are of course for coupling to DOS/Disk. So far, so good. Now let's JP to Chapter 2 and get some experience using Level II ROM's subroutines with integer, single precision, and double precision arithmetic. We will initially only be doing 3rd grade add, subtract, multiply, and divide, but we will be doing it with only a few CALLs instead of lines/pages of assembly language programming.

Please disregard the "curse you Red Baron," comments in Chapters 2 and 3. They were put in for reviewers/publishers who were given only a single chapter of this handbook.

MATCHING BASIC FUNCTIONS WITH MEM CALL LOCATIONS

FUNCTION - HEX	-	DECIMAL	FUNCTION - HEX	-	DECIMAL
END	1DAE	7598	FOR	1CA1	7329
RESET	0138	312	SET	0135	309
CLS	01C9	457	CMD	4173	16755
RANDOM	01D3	467	NEXT	22B6	8886
DATA	1F05	7941	INPUT	219A	8602
DIM	2608	9736	READ	21EF	8687
LET	1F21	7969	GOTO	1EC2	7874
RUN	1EA3	7843	IF	2039	8249
RESTORE	1D91	7569	GOSUB	1EB1	7857
RETURN	1EDE	7902	REM	1F07	7943
STOP	1DA9	7593	ELSE	1F07	7943
TRON	1DF7	7671	TROFF	1DF8	7672
DEFSTR	1E00	7680	DEFINT	1E03	7683
DEFSNG	1E06	7686	DEFDBL	1E09	7689
LINE	41A3	16803	EDIT	2E60	11872
ERROR	1FF4	8180	RESUME	1FAF	8111
OUT	2AFB	11003	ON	1F6C	8044
OPEN	4179	16761	FIELD	417C	16764
GET	417F	16767	PUT	4182	16770
CLOSE	4185	16773	LOAD	4188	16776
MERGE	418B	16779	NAME	418E	16782
KILL	4191	16785	LSET	4197	16791
RSET	419A	16794	SAVE	41A0	16800
SYSTEM	02B2	690	LPRINT	2067	8295
DEF	415B	16731	POKE	2CB1	11441
PRINT	206F	8303	CONT	1DE4	7652
LIST	2B2E	11054	LLIST	2B29	11049
DELETE	2BC6	11206	AUTO	2008	8200
CLEAR	1E7A	7802	CLOAD	2C1F	11295
CSAVE	2BF5	11253	NEW	1B49	6985
INT	0B37	2871	ABS	0977	2423
FRE	27D4	10196	INP	2AEF	10991
POS	27F5	10229	SQR	13E7	5095
RND	14C9	5321	LOG	0809	2057
EXP	1439	5177	COS	1541	5441
SIN	1547	5447	TAN	15A8	5544
ATN	15BD	5565	PEEK	2CAA	11434
CVI	4152	16722	CVS	4158	16728
CVD	415E	16734	EOF	4161	16737
LOC	4164	16740	LOF	4167	16743
MKI\$	416A	16746	MKS\$	416D	16749
MKD\$	4170	16752	CINT	0A7F	2687
CSNG	0AB1	2737	CDBL	0ADB	2779
FIX	0B26	2854	LEN	2A03	10755
STR\$	2836	10294	VAL	2AC5	10949
ASC	2A0F	10767	CHR\$	2A1F	10783
LEFT\$	2A61	10849	RIGHT\$	2A91	10897
MID\$	2A9A	10906			

- CHAPTER 2 -

INTEGER, SINGLE, AND DOUBLE PRECISION ARITHMETIC

INTRODUCTION:

After one has recovered from the shock of learning the fundamentals of assembly language programming it is ridiculous to "re-invent the wheel" by writing dozens of lines or pages of source code to perform simple single and double precision arithmetic calculations when these routines already exist in Level II ROM and may be accessed with a single call.

Assembly language programming with its resulting source code programs running 300+ times faster than BASIC and requiring on the average only 1/10th as much memory to perform the same functions as BASIC is really the ne plus ultra for the serious amateur programmer who wishes to advance beyond the inherent limitations of BASIC, Fortran, Cobol, Pascal or any of the high level computer languages. Prior to the "TRS-80 Disassembled Handbook," would be assembly language programmers were forced to learn by rote those assembly language subroutines for ALL the functions that were already extant in the Level II ROM because no one had ever figured out exactly how to access all these subroutines; i.e., break the beautifully "TIGHT CODE" code written by Microsoft's Paul Allen and Bill Gates.

Would be assembly programmers arise. The Level II ROM code has now been broken. As every cryptographer knows, every lock has a key. It is just that some locks take a bit longer to pick than others, (ask N.S.A. or MI.5 about this). For some perverse reason, (probably money and the Chinese secrecy syndrome), neither Radio Shack or Microsoft have been willing to come forward and tell the 200,000+ TRS-80 users how to use the myriad Level II ROM subroutines in assembly language programs. This point is best illustrated by Radio Shack's book, "TRS-80 Assembly Language Programming," introduced in mid-1979 which either for stupidity or duplicity or both leads the would be assembly language programmer into T-Bug (surely the height of backwardness/retrogression), and then goes on with multi-line demonstration programs covering keyboard scan, video display, fill, move, muladd, mulsub, compare, mul16, div16, etc. that could be accomplished with only a few lines of assembly language programming IF the extant Level II ROM subroutines had been used. Let us be kind though, and presume that Radio Shack had not the slightest idea what Level II ROM contained, and if they did, had not the slightest idea on how to find it and use it. If such is not the case, they surely stand guilty of gross negligence and malice aforethought before the 200,000+ TRS-80 user community. If you have mastered Level II BASIC, and can at least read and write the English language at the 5th grade level, you should have great fun with this totally NEW approach to assembly language programming. By mastering Level II BASIC you have demonstrated that you have the skills and persistence to become an advanced

assembly language programmer with only a few weeks study rather than what heretofore took many months or years. The supposed "experts" in the field of assembly language programming have created an aura and mystique about the subject which is totally undeserved and seeks only to promote their own self esteem. "Bull roar," as the philosopher said. Let us take a brief look at how very simple assembly language programming can be by illustrating our point with a few simple arithmetic programs that almost exclusively use Level II ROM subroutines.

FUNDAMENTALS OF LEVEL II ROM ARITHMETIC:

ROM arithmetic subroutines are virtually identical to those you would HAVE TO write were they not NOW available to the assembly language programmer. This is true whether we are discussing integer, single precision, double precision, addition, subtraction, multiplication, division, as well as ALL the trigonometric, exponential, and log functions too. In fact, it is true for all Level II ROM functions which are nothing more than binary bytes we may manipulate as long as we know where they are located. Let's get on with the primer for + - * and /.

ROM (read-only-memory) means just what it says, READ-ONLY. Since it may be only read from, Level II ROM uses the RAM memory from 14302 to 17129 for all its housekeeping chores. The keyboard, from 14336 to 15360 is not really RAM at all, but a simple key/switch matrix which the rest of the system thinks is RAM. Video memory occupies memory locations 15360 to 16383. Except for memory locations 14302 to 14336, all the non-disk Level II RAM housekeeping chores are done between 16384 and 17129. Three RAM memory locations are of particular interest while discussing arithmetic + - * / subroutines. They are the ACCUMulator, CDBL store (or "CS" abbreviation), and NT (number type). Arithmetic numbers stashed in RAM use the following conventions: integer = LSB first and MSB second using two's complement format, and single and double precision numbers = normalized exponential format with 129 added to the exponent and the high bit of the MSB reflecting the + or - sign of the number. Do not concern yourself with these number formats as our Level II ROM will handle all the conversions necessary if we use them properly. The ACCUM occupies memory locations 411DH through 4124H (8 bytes) and CDBL store occupies 4127H through 412EH, also 8 bytes. We must concern ourselves with NT (number type) as it will "blow" our whole subroutine if we try to perform arithmetic operations with dissimilar number types; i.e., add an integer to a double precision number, etc. Do not fret though, ROM lets us use its CINT, CSNG, CDBL functions with only a single CALL to make the numbers we are using compatible.

CINT = CALL 0A7FH CSNG = CALL 0AB1H CDBL = CALL 0ADBH

The 3 programs in this chapter provide these functions in each routine, so it takes real effort to foul them up if you abide by each number types minimal rules.

The NT (number type) single byte storage in RAM is located at 40AFH. NT (40AFH) = 2 for an integer number, = 3 for a string, = 4 for a single precision number, and = 8 for a double precision number. To change these numbers to ASCII and display them on video, simply ADD 30H to the contents of MEM location 40AFH and output to the video display as follows:

```
LD      A, (40AFH)      ;NT location
ADD    A, 30H           ;convert to ASCII
CALL   032AH          ;display on video
```

INTEGER ARITHMETIC + - * / :

Fig. 7 is the source code and Fig. 8 is the object code of the demonstration program that will allow you to add, subtract, multiply, or divide integers strictly using the ROM subroutines. Fast? You bet it is. As soon as you press ENTER you'll have the answer. Remember, your Model I TRS-80 with its clock running at approximately 1,774,000 cycles per second is no slow poke. Instead of BASIC's "slowsville," you are now conversing with your Z-80 microprocessor directly, IN ITS OWN LANGUAGE. With no intrepeter (BASIC) required, it will zap along at what appears to be the speed of light. All this integer program does is to place the first number you input into the DE register, the second number you input into the HL register, and then CALL whatever + - * / operation you requested. This simple program is completely straightforward except for line 330's PUSH HL and line 400's POP DE. The stack begins at RAM memory location 4288H when operating in the SYSTEM mode. What we are doing here is "saving" the first integer number in the stack by PUSHing HL in line 330. The program then uses the HL register in obtaining the second number you input in line 340. The POP DE in line 400 merely takes the previous HL value from the stack and places it into the DE register. The stack could care less where its contents go as it is just a sophisticated FILO (first-in-last-out) memory created and controlled by your Z-80/ROM (unless you choose to modify its location with the LD SP (stack pointer) opcode and operand instruction. Remember, integer arithmetic is nothing more than placing the 'F'irst number in the DE register, the 'S'econd number in the HL register, and specifying which + - * / operation you desire with the following CALLS:

ADD	= CALL 0BD2H	SUBTRACT	= CALL 0BD7H
MULTIPLY	= CALL 0BF2H	DIVIDE	= CALL 2490H

The result of any of these operations is always placed in the ACCUM. To display the result on video, merely:

CALL	0FB0H	;convert ACCUM to ASCII string
CALL	28A7H	;display ASCII string on video

Do not forget the Opcode, 'ADD HL,(register pair)' for integer adds up to 65535. Integers are simplesville, indeed.

SINGLE PRECISION ARITHMETIC + - * / :

Is very similar to integer arithmetic, except ROM now wants the 'F'irst number in registers BC and DE, and the 'S'econd number in the ACCUM. The desired operation is performed by:

ADD	= CALL 0716H	SUBTRACT = CALL 0713H
MULTIPLY	= CALL 0847H	DIVIDE = CALL 08A2H

For memory storage, we again use the stack as shown in lines 340 & 350 PUSH instructions, and lines 420 & 430 POP same. Figs. 9 & 10 are the source code and object code for the single precision arithmetic demonstration program.

DOUBLE PRECISION ARITHMETIC + - * / :

Is not significantly different from either integer or single precision arithmetic subroutines, except now ROM wants the 'F'irst number in the ACCUM and the 'S'econd number in the CDBL store RAM location. Desired operation is performed by:

ADD	= CALL 077CH	SUBTRACT = CALL 0C70H
MULTIPLY	= CALL 0DA1H	DIVIDE = CALL 0DE5H

Figs. 11 & 12 are the source and object code for the double precision arithmetic demonstration program.

SUMMARY:

Each of these source code programs may be input by the user in about 5 minutes time using the EXCELLENT Radio Shack Editor/Assembler that was written by Zilog's President and in-house-genius, Federico Faggin, and his staff. Previous assembly language teaching programs required months of study and page upon page of source code to accomplish all the double precision arithmetic routines. Now the average TRS-80 buff can master the subject in a matter of hours.

INTEGER ARITHMETIC DEMONSTRATION PROGRAM

USING LEVEL II ROM SUBROUTINES + - * /

00100 ;			
00110			
00120 ;			
00130			= 32000 DECIMAL
00140 W4UCH	EQU	7D00H	;PROGRAM WILL START HERE
00150	ORG	W4UCH	;;"O" OPERATION DESIRED
00160 BEGIN	LD	A,4FH	;DISPLAY "O" ON VIDEO
00170	CALL	032AH	;= ASCII ?
00180	LD	A,3FH	;DO IT - ON VIDEO
00190	CALL	032AH	;= ASCII SPACE
00200	LD	A,20H	;DO IT - ON VIDEO
00210	CALL	032AH	;KYBD INPUT + - * /
00220	CALL	049H	;DISPLAY FUNCTION
00230	CALL	032AH	;STASH DESIRED OPERATION
00240	LD	(FUNCT),A	;ODH = SKIP A LINE
00250	LD	A,0DH	;DO IT - ON VIDEO
00260	CALL	032AH	;;"F" = FIRST NUMBER
00270	LD	A,46H	;DO IT - ON VIDEO
00280	CALL	032AH	;KYBD/VIDEO INPUT ROUTINE
00290	CALL	1BB3H	;SCAN \$ SET "C" FLAG
00300	RST	10H	;ASCII-ACCUM RET MIN
00310	CALL	0E6CH	;CONVERT TO INTEGER
00320	CALL	0A7FH	;SAVE INTEGER IN STACK
00330	PUSH	HL	;;"S" = 2ND NUMBER
00340	LD	A,53H	;DISPLAY "S" ON VIDEO
00350	CALL	032AH	;KYBD/VIDEO INPUT ROUTINE
00360	CALL	1BB3H	;SCAN \$ SET "C" FLAG
00370	RST	10H	;ASCII\$ TO ACCUM RET MIN
00380	CALL	0E6CH	;CONVERT TO INTEGER
00390	CALL	0A7FH	;PREVIOUS HL TO DE REG
00400	POP	DE	;RECALL + - * / FROM MEM
00410	LD	A,(FUNCT)	;IS IT + ?
00420	CP	2BH	;IF SO GOTO ADD
00430	JR	Z,ADD	;IS IT - ?
00440	CP	2DH	;IF SO GOTO SUBTRACT
00450	JR	Z,SUB	;IS IT * ?
00460	CP	2AH	;IF SO GOTO MULTIPLY
00470	JR	Z,MULT	;IS IT / ?
00480	CP	2FH	;IF SO GOTO DIVIDE
00490	JR	Z,DIVIDE	;3DH IS ASCII = SIGN
00500 VIDEO	LD	A,3DH	;DO IT - ON VIDEO
00510	CALL	032AH	;= ASCII SPACE
00520	LD	A,20H	;DO IT - ON VIDEO
00530	CALL	032AH	;CONV ACCUM TO STRING
00540	CALL	0FB0H	;DISPLAY STRING ON VIDEO
00550	CALL	28A7H	;= SKIP A LINE
00560	LD	A,0DH	;DO IT - ON VIDEO
00570	CALL	032AH	;REPEAT ROUTINE
00580	JR	BEGIN	;ADD DE + HL
00590 ADD	CALL	0BD2H	;OUTPUT RESULT
00600	JR	VIDEO	;SUBTRACT DE - HL
00610 SUB	CALL	0BC7H	;OUTPUT RESULT
00620	JR	VIDEO	;MULTIPLY DE * HL
00630 MULT	CALL	0BF2H	;OUTPUT RESULT
00640	JR	VIDEO	;DIVIDE DE / HL
00650 DIVIDE	CALL	2490H	;OUTPUT RESULT
00660	JR	VIDEO	;SAVE BYTE-STASH FUNCTION
00670 FUNCT	DEFB	W4UCH	;AMATEUR RADIO CALL LTRS
00680	END		

00130

7D00	00140	W4UCH	EQU	7D00H
7D00	00150		ORG	W4UCH
7D00 3E4F	00160	BEGIN	LD	A,4FH
7D02 CD2A03	00170		CALL	032AH
7D05 3E3F	00180		LD	A,3FH
7D07 CD2A03	00190		CALL	032AH
7D0A 3E20	00200		LD	A,20H
7D0C CD2A03	00210		CALL	032AH
7D0F CD4900	00220		CALL	049H
7D12 CD2A03	00230		CALL	032AH
7D15 327B7D	00240		LD	(FUNCT),A
7D18 3E0D	00250		LD	A,0DH
7D1A CD2A03	00260		CALL	032AH
7D1D 3E46	00270		LD	A,46H
7D1F CD2A03	00280		CALL	032AH
7D22 CDB31B	00290		CALL	1BB3H
7D25 D7	00300		RST	10H
7D26 CD6C0E	00310		CALL	0E6CH
7D29 CD7F0A	00320		CALL	0A7FH
7D2C E5	00330		PUSH	HL
7D2D 3E53	00340		LD	A,53H
7D2F CD2A03	00350		CALL	032AH
7D32 CDB31B	00360		CALL	1BB3H
7D35 D7	00370		RST	10H
7D36 CD6C0E	00380		CALL	0E6CH
7D39 CD7F0A	00390		CALL	0A7FH
7D3C D1	00400		POP	DE
7D3D 3A7B7D	00410		LD	A,(FUNCT)
7D40 FE2B	00420		CP	2BH
7D42 2823	00430		JR	Z,ADD
7D44 FE2D	00440		CP	2DH
7D46 2824	00450		JR	Z,SUB
7D48 FE2A	00460		CP	2AH
7D4A 2825	00470		JR	Z,MULT
7D4C FE2F	00480		CP	2FH
7D4E 2826	00490		JR	Z,DIVIDE
7D50 3E3D	00500	VIDEO	LD	A,3DH
7D52 CD2A03	00510		CALL	032AH
7D55 3E20	00520		LD	A,20H
7D57 CD2A03	00530		CALL	032AH
7D5A CDBD0F	00540		CALL	0FBDH
7D5D CDA728	00550		CALL	28A7H
7D60 3E0D	00560		LD	A,0DH
7D62 CD2A03	00570		CALL	032AH
7D65 1899	00580		JR	BEGIN
7D67 CDD20B	00590	ADD	CALL	0BD2H
7D6A 18E4	00600		JR	VIDEO
7D6C CDC70B	00610	SUB	CALL	0BC7H
7D6F 18DF	00620		JR	VIDEO
7D71 CDF20B	00630	MULT	CALL	0BF2H
7D74 18DA	00640		JR	VIDEO
7D76 CD9024	00650	DIVIDE	CALL	2490H
7D79 18D5	00660		JR	VIDEO
7D7B 00	00670	FUNCT	DEFB	0
7D00	00680		END	W4UCH

00110
00120 ; USING LEVEL II ROM SUBROUTINES + - * / BY W4UCH

```

00130
00140 W4UCH EQU 7D00H      ;= 32000 DECIMAL
00150 CRG W4UCH          ;PROGRAM WILL START HERE
00160 BEGIN LD A,4FH        ;"O" OPERATION DESIRED
00170       CALL 032AH        ;DISPLAY "O" ON VIDEO
00180       LD A,3FH          ;= ASCII ?
00190       CALL 032AH        ;DO IT - ON VIDEO
00200       LD A,20H          ;= ASCII SPACE
00210       CALL 032AH        ;DO IT - ON VIDEO
00220       CALL 049H          ;KYBD INPUT + - * /
00230       CALL 032AH          ;DISPLAY FUNCTION
00240       LD (FUNCT),A      ;STASH DESIRED OPERATION
00250       LD A,0DH          ;0DH = SKIP A LINE
00260       CALL 032AH        ;DO IT - ON VIDEO
00270       LD A,46H          ;"F" = FIRST NUMBER
00280       CALL 032AH        ;DO IT - ON VIDEO
00290       CALL 1BB3H          ;KYBD/VIDEO INPUT ROUTINE
00300       RST 10H           ;SCAN $ SET "C" FLAG
00310       CALL 0E6CH          ;ASCII-ACCUM RET MIN
00320       CALL 0AB1H          ;CONV SINGLE PRECISION
00330       CALL 09BFH          ;LOAD BCDE FROM ACCUM
00340       PUSH BC            ;STORE IN STACK
00350       PUSH DE            ;STORE IN STACK
00360       LD A,53H          ;"S" = 2ND NUMBER
00370       CALL 032AH          ;DISPLAY "S" ON VIDEO
00380       CALL 1BB3H          ;KYBD/VIDEO INPUT ROUTINE
00390       RST 10H           ;SCAN $ SET "C" FLAG
00400       CALL 0E6CH          ;ASCII$ TO ACCUM RET MIN
00410       CALL 0AB1H          ;CONV TO SINGLE PRECISION
00420       POP DE             ;RESTORE DE REGISTER
00430       POP BC             ;RESTORE BC REGISTER
00440       LD A,(FUNCT)      ;RECALL + - * / FROM MEM
00450       CP 2BH             ;IS IT + ?
00460       JR Z,ADD          ;IF SO GOTO ADD
00470       CP 2DH             ;IS IT - ?
00480       JR Z,SUB          ;IF SO GOTO SUBTRACT
00490       CP 2AH             ;IS IT * ?
00500       JR Z,MULT          ;IF SO GOTO MULTIPLY
00510       CP 2FH             ;IS IT / ?
00520       JR Z,DIVIDE        ;IF SO GOTO DIVIDE
00530 VIDEO LD A,3DH          ;3DH IS ASCII = SIGN
00540       CALL 032AH        ;DO IT - ON VIDEO
00550       LD A,20H          ;= ASCII SPACE
00560       CALL 032AH        ;DO IT - ON VIDEO
00570       CALL 0FBDH          ;CONV ACCUM TO STRING
00580       CALL 28A7H          ;DISPLAY STRING ON VIDEO
00590       LD A,0DH          ;= SKIP A LINE
00600       CALL 032AH        ;DO IT - ON VIDEO
00610       JR BEGIN          ;REPEAT ROUTINE
00620 ADD    CALL 0716H          ;ADD BCDE REGS TO ACCUM
00630       JR VIDEO          ;OUTPUT RESULT
00640 SUB    CALL 0713H          ;SUB ACCUM FM BCDE REGS
00650       JR VIDEO          ;OUTPUT RESULT
00660 MULT   CALL 0847H          ;MULT ACCUM * BCDE REGS
00670       JR VIDEO          ;OUTPUT RESULT
00680 DIVIDE CALL 08A2H          ;DIV ACCUM INTO BCDE REGS
00690       JR VIDEO          ;OUTPUT RESULT
00700 FUNCT  DEFB              ;SAVE BYTE-STASH FUNCTION
00710       END    W4UCH         ;EL FIN = EL PRIMERO

```

00130 ;

7D00	00140	W4UCH	EQU	7D00H
7D00	00150		ORG	W4UCH
7D00 3E4F	00160	BEGIN	LD	A,4FH
7D02 CD2A03	00170		CALL	032AH
7D05 3E3F	00180		LD	A,3FH
7D07 CD2A03	00190		CALL	032AH
7D0A 3E20	00200		LD	A,20H
7D0C CD2A03	00210		CALL	032AH
7D0F CD4900	00220		CALL	049H
7D12 CD2A03	00230		CALL	032AH
7D15 32807D	00240		LD	(FUNCT),A
7D18 3E0D	00250		LD	A,0DH
7D1A CD2A03	00260		CALL	032AH
7D1D 3E46	00270		LD	A,46H
7D1F CD2A03	00280		CALL	032AH
7D22 CDB31B	00290		CALL	1BB3H
7D25 D7	00300		RST	10H
7D26 CD6C0E	00310		CALL	0E6CH
7D29 CDB10A	00320		CALL	0AB1H
7D2C CDBF09	00330		CALL	09BFH
7D2F C5	00340		PUSH	BC
7D30 D5	00350		PUSH	DE
7D31 3E53	00360		LD	A,53H
7D33 CD2A03	00370		CALL	032AH
7D36 CDB31B	00380		CALL	1BB3H
7D39 D7	00390		RST	10H
7D3A CD6C0E	00400		CALL	0E6CH
7D3D CDB10A	00410		CALL	0AB1H
7D40 D1	00420		POP	DE
7D41 C1	00430		POP	BC
7D42 3A807D	00440		LD	A,(FUNCT)
7D45 FE2B	00450		CP	2BH
7D47 2823	00460		JR	Z,ADD
7D49 FE2D	00470		CP	2DH
7D4B 2824	00480		JR	Z,SUB
7D4D FE2A	00490		CP	2AH
7D4F 2825	00500		JR	Z,MULT
7D51 FE2F	00510		CP	2FH
7D53 2826	00520		JR	Z,DIVIDE
7D55 3E3D	00530	VIDEO	LD	A,3DH
7D57 CD2A03	00540		CALL	032AH
7D5A 3E20	00550		LD	A,20H
7D5C CD2A03	00560		CALL	032AH
7D5F CDBD0F	00570		CALL	0FBDH
7D62 CDA728	00580		CALL	28A7H
7D65 3E0D	00590		LD	A,0DH
7D67 CD2A03	00600		CALL	032AH
7D6A 1894	00610		JR	BEGIN
7D6C CD1607	00620	ADD	CALL	0716H
7D6F 18E4	00630		JR	VIDEO
7D71 CD1307	00640	SUB	CALL	0713H
7D74 18DF	00650		JR	VIDEO
7D76 CD4708	00660	MULT	CALL	0847H
7D79 18DA	00670		JR	VIDEO
7D7B CDA208	00680	DIVIDE	CALL	08A2H
7D7E 18D5	00690		JR	VIDEO
7D80 00	00700	FUNCT	DEFB	0
7D00	00710		END	W4UCH

```

00100 ; DOUBLE PRECISION DEMONSTRATION PROGRAM
00110
00120 ; USING LEVEL II ROM SUBROUTINES + - * /
00130
00140 W4UCH EQU 7D00H ;= 32000 DECIMAL
00150 ORG W4UCH ;PROGRAM WILL START HERE
00160 BEGIN LD A,4FH ;"O" OPERATION DESIRED
00170 CALL 032AH ;DISPLAY "O" ON VIDEO
00180 LD A,3FH ;= ASCII ?
00190 CALL 032AH ;DO IT - ON VIDEO
00200 LD A,20H ;= ASCII SPACE
00210 CALL 032AH ;DO IT - ON VIDEO
00220 CALL 049H ;KYBD INPUT + - * /
00230 CALL 032AH ;DISPLAY FUNCTION
00240 LD (FUNCT),A ;STASH DESIRED OPERATION
00250 LD A,0DH ;0DH = SKIP A LINE
00260 CALL 032AH ;DO IT - ON VIDEO
00270 LD A,46H ;"F" = FIRST NUMBER
00280 CALL 032AH ;DO IT - ON VIDEO
00290 CALL 1BB3H ;KYBD/VIDEO INPUT ROUTINE
00300 RST 10H ;SCAN $ SET "C" FLAG
00310 CALL 0E65H ;ASCII$ TO ACCUM RET CDBL
00320 LD DE,411DH ;MOVE FROM ACCUM RAM MEM
00330 LD HL,TACCUM ;TO TEMPORARY ACCUM STASH
00340 LD B,8 ;NUMBER OF BYTES TO MOVE
00350 CALL 09D7H ;MOVE IT - SUBROUTINE
00360 LD A,53H ;"S" = 2ND NUMBER
00370 CALL 032AH ;DISPLAY "S" ON VIDEO
00380 CALL 1BB3H ;KYBD/VIDEO INPUT ROUTINE
00390 RST 10H ;SCAN $ SET "C" FLAG
00400 CALL 0E65H ;ASCII$ TO ACCUM RET CDBL
00410 CALL 09FCH ;TRANSFER ACCUM TO CDBL
00420 LD DE,TACCUM ;MOVE ACCUM FROM STASH TO
00430 LD HL,411DH ;PERMANENT RAM LOCATION
00440 LD B,8 ;NUMBER OF BYTES TO MOVE
00450 CALL 09D7H ;MOVE IT - RIGHT NOW
00460 LD A,(FUNCT) ;RECALL + - * / FROM MEM
00470 CP 2BH ;IS IT + ?
00480 JR Z,ADD ;IF SO GOTO ADD
00490 CP 2DH ;IS IT - ?
00500 JR Z,SUB ;IF SO GOTO SUBTRACT
00510 CP 2AH ;IS IT * ?
00520 JR Z,MULT ;IF SO GOTO MULTIPLY
00530 CP 2FH ;IS IT / ?
00540 JR Z,DIVIDE ;IF SO GOTO DIVIDE
00550 VIDEO LD A,3DH ;3DH IS ASCII = SIGN
00560 CALL 032AH ;DO IT - ON VIDEO
00570 LD A,20H ;= ASCII SPACE
00580 CALL 032AH ;DO IT - ON VIDEO
00590 CALL 0FBDH ;CONV ACCUM TO STRING
00600 CALL 28A7H ;DISPLAY STRING ON VIDEO
00610 LD A,0DH ;= SKIP A LINE
00620 CALL 032AH ;DO IT - ON VIDEO
00630 JR BEGIN ;REPEAT ROUTINE
00640 ADD CALL 0C77H ;ADD ACCUM TO CDBL
00650 JR VIDEO ;OUTPUT RESULT
00660 SUB CALL 0C70H ;SUBTRACT CDBL FROM ACCUM
00670 JR VIDEO ;OUTPUT RESULT
00680 MULT CALL 0DA1H ;MULTIPLY ACCUM * CDBL
00690 JR VIDEO ;OUTPUT RESULT
00700 DIVIDE CALL 0DE5H ;DIVIDE ACCUM BY CDBL
00710 JR VIDEO ;OUTPUT RESULT
00720 FUNCT DEFB ;SAVE BYTE-STASH FUNCTION
00730 TACCUM DEFS 8 ;TEMPORARY ACCUM STASH
00740 END W4UCH ;AMATEUR RADIO CALL LTRS

```

00120 ;DOUBLE PRECISION - PAGE 22 -

00130 ;			
7D00	00140 W4UCH	EQU	7D00H
7D00	00150	ORG	W4UCH
7D00 3E4F	00160 BEGIN	LD	A,4FH
7D02 CD2A03	00170	CALL	032AH
7D05 3E3F	00180	LD	A,3FH
7D07 CD2A03	00190	CALL	032AH
7D0A 3E20	00200	LD	A,20H
7D0C CD2A03	00210	CALL	032AH
7D0F CD4900	00220	CALL	049H
7D12 CD2A03	00230	CALL	032AH
7D15 328C7D	00240	LD	(FUNCT),A
7D18 3E0D	00250	LD	A,0DH
7D1A CD2A03	00260	CALL	032AH
7D1D 3E46	00270	LD	A,46H
7D1F CD2A03	00280	CALL	032AH
7D22 CDB31B	00290	CALL	1BB3H
7D25 D7	00300	RST	10H
7D26 CD650E	00310	CALL	0E65H
7D29 111D41	00320	LD	DE,411DH
7D2C 218D7D	00330	LD	HL,TACCU
7D2F 0608	00340	LD	B,8
7D31 CDD709	00350	CALL	09D7H
7D34 3E53	00360	LD	A,53H
7D36 CD2A03	00370	CALL	032AH
7D39 CDB31B	00380	CALL	1BB3H
7D3C D7	00390	RST	10H
7D3D CD650E	00400	CALL	0E65H
7D40 CDFC09	00410	CALL	09FCII
7D43 118D7D	00420	LD	DE,TACCU
7D46 211D41	00430	LD	HL,411DH
7D49 0608	00440	LD	B,8
7D4B CDD709	00450	CALL	09D7H
7D4E 3A8C7D	00460	LD	A,(FUNCT)
7D51 FE2B	00470	CP	2BH
7D53 2823	00480	JR	Z,ADD
7D55 FE2D	00490	CP	2DH
7D57 2824	00500	JR	Z,SUB
7D59 FE2A	00510	CP	2AH
7D5B 2825	00520	JR	Z,MULT
7D5D FE2F	00530	CP	2FH
7D5F 2826	00540	JR	Z,DIVIDE
7D61 3E3D	00550 VIDEO	LD	A,3DH
7D63 CD2A03	00560	CALL	032AH
7D66 3E20	00570	LD	A,20H
7D68 CD2A03	00580	CALL	032AH
7D6B CDBD0F	00590	CALL	0FBDH
7D6E CDA728	00600	CALL	28A7H
7D71 3E0D	00610	LD	A,0DH
7D73 CD2A03	00620	CALL	032AH
7D76 1888	00630	JR	BEGIN
7D78 CD770C	00640 ADD	CALL	0C77H
7D7B 18E4	00650	JR	VIDEO
7D7D CD700C	00660 SUB	CALL	0C70H
7D80 18DF	00670	JR	VIDEO
7D82 CDA10D	00680 MULT	CALL	0DA1H
7D85 18DA	00690	JR	VIDEO
7D87 CDE50D	00700 DIVIDE	CALL	0DE5H
7D8A 18DS	00710	JR	VIDEO
7D8C 00	00720 FUNCT	DEFB	0
0008	00730 TACCU	DEFS	8
7D00	00740	END	W4UCH

- CHAPTER 3 -

USING LEVEL II ROM SUBROUTINES
IN ADVANCED ASSEMBLY LANGUAGE PROGRAMMING

- TRIGONOMETRIC, LOG, EXPONENT, ET AL FUNCTIONS -

(notes from a lecture)

Here is an interesting test program for the advanced assembly language programmer. It allows the user to access and test many of the myriad arithmetic/trigonometric subroutines that are extant in the excellent TRS-80 Level II ROM that was written by Microsoft's Bill Gates and Paul Allen.

The beginning assembly language programmer should certainly be taught and learn the how, why, and wherefores of writing fundamental arithmetic/trig functions by him/her self, but once these techniques have been mastered as part of the learning process, it is certainly inefficient, time wasting, and rather rediculous to re-invent the wheel by duplicating in assembly language those subroutines already extant in the Level II ROM.

Table 1 lists those functions and their addresses that may be accessed and tested by this mini-program that only occupies 144 bytes of high memory and may be entered using the TRS-80 Editor/Assembler in about 5 minutes.

Figure 13 is a print-out of the test program's source code and Figure 14 a listing of the program's object code. As may be easily seen, the majority of this program is written using Level II ROM subroutines. Were these subroutines not used in this particular assembly language test program, it would require approximately 10 times as much program memory and occupy 550 rather than 55 assembly language program lines.

PROGRAM FLOW:

The comments included with the source code program delineate each line's function. There is no need to duplicate or expand upon the comments here as they are largely self-explanatory. This program operates equally well with non-disk Level II, DOS 2.1, DOS 2.2 and NEWDOS+. Program operation is as follows:

1. Load the program under the SYSTEM or DOS command. Give it any name you wish. We like the program name DISCOV, for discovery, since that is what the program is all about. After loading is complete, type in /32000 to activate the program (with disk you must first load BASIC, then type SYSTEM, ENTER, and then type in /32000 ENTER, if you loaded the program in DOS).

2. The letter 'N' ? will appear on video. The program is asking you for a number to work on. Any number up to 16 digits is alright depending on the function you wish to test. Let us start out with a simple example by entering the number 10000, a nice round easily visualized number, ENTER.
3. The numbers '2' '10000' will appear on the next line of the video display. The '2' is the number 'type' brilliantly calculated by the Level II ROM. Since we are dealing only with numbers in this Chapter we will blithely skip over strings et al for the time being. The number types are as follows: 2 = integer, 4 = single precision, and 8 = double precision. Table 1 lists those operations that can be performed on a number for a given number type; i.e., it is against the rules to take the square root SQR of an integer. We must first change to single precision.
4. On the following line of the video display you will see 'C ? '. The program is asking you what type of CONVERSION you wish. Let's enter 2737 which = CSNG, change our number from an integer to single precision, ENTER. The next line will show, '4' '1000'. We now have a single precision number to work with, so let's now try taking its square root by typing in 5095 = SQR, then ENTER. ZAP... ...the next line shows '100'. Ah, the miracle of modern computer science at work. It sure was easier than writing a complete stand alone assembly language square root subroutine. Let's try it again. Type in 5095 ENTER. Again the line below displays the square root. This time the numeral 10.
5. Stick around as this is only the beginning. To insert a new number to try your program on merely type in 32000 ENTER. This brilliantly brings us back to where we started by displaying 'N ?'. Is 32000 a subroutine? Sure it is. You wrote it. Our assembly language program does not discriminate between ROM or RAM. It could care less.
6. We could go on and on converting numbers like deriving the natural LOG of any number and then restoring it with the EXP command, and/or deriving the TANgent of a number, then its arc tangent ATN, and then the TANgent againad infinitum. You may escape this conversion routine any time you wish by typing 6681 ENTER which will take you back to BASIC with a READY displayed. All you need do to return to your conversion routine is type SYSTEM then ENTER and type /32000 then ENTER.

This lecture covers only a few of the subroutines extant in Level II BASIC ROM that are illustrated in Table 1.

Assembly language programming is the ne plus ultra of serious computing and really the Mt. Everest of our hobby. You master it and you climb it because it is there. The fallout of having any assembly language program run 300 times faster than the same program in BASIC, and the extra plus of only using 1/10th as much memory as the same program in BASIC are really the topping/icing of the cake.

Learning to talk to your computer in its own language rather than through an intrepreter (BASIC, Fortran, Pascal, or what-have-you), is probably one of the most satisfying and rewarding experiences you will ever have if you have the patience and fortitude to master it.

ADDENDUM:

The demonstration program illustrated in Figure 13 will easily perform many more functions than the short list covered in Table 1. Make a note to come back to this program after you have finished Chapter 4 and have become familiar with data movement and data conversion subroutines.

Most all of the arithmetic + - * / subroutines using integer, single precision, and double precision numbers may be used by judiciously storing one number in "CS", the CDBL Store. CALL 2556 decimal = 09FCH moves data from the ACCUM to "CS". The next number is then input by loading "32000" into CONV ? and then entering this number in the ACCUM.

By keeping close track of the NT (number type) so you call the appropriate arithmetic/conversion subroutine, and using the data movement subroutines covered in the next chapter, it is quite easy for this demo program to calculate LOG to the base 10, manipulate trig functions as desired, etc. Though you will never write a real-time program such as that given in Figure 13, it nevertheless offers you an excellent opportunity to practice and become familiar with Chapter 4's data conversion and data movement subroutines. Besides, it is an intellectual challenge....and challenges are fun when you WIN.

note: number types 2 = integer 4 = single precision
8 = double precision

FUNCTION	NUMBER TYPE	DECIMAL	HEXADECIMAL
ABS	2-4-8	2423	0977
ATN	4-8	5565	15BD
BASIC	(RETURN L II)	6681	1A19
BASIC	(RETURN DISK)	112	0075
BREAK	(RST ADDRESS)	16396	400C
CDBL	2-4	2779	0ADB
CINT	4-8	2687	0A7F
CLS	2-4-8	457	01C9
COS	4-8	5441	1541
CSNG	2-8	2737	0AB1
EXP	4-8	5177	1439
FIX	2-4	2854	0B26
INT	2	2871	0B37
INVERT SIGN	2	3153	0C51
INVERT SIGN	4-8	2434	0982
LOG	4-8	2057	0809
MEMORY	(DEFINE SIZE)	181	00B5
RANDOM	2-4-8	467	01D3
RETURN	(TO SUBROUTINE)	32000	7D00
RND (see limits)	2-4-8	5321	14C9
SGN	2	2442	098A
SIN	4-8	5447	1547
SQR	4-8	5095	13E7
TAN	4-8	5544	15A8

00100	W4UCH	EQU	7D00H	: 7D00H = 32000 DECIMAL -PAGE 27
00110		ORG	W4UCH	; PROGRAM WILL START HERE
00120		LD	A,4EH	; 4EH="N"=NUMBER DESIRED ?
00130		CALL	032AH	; DISPLAY "N" ON VIDEO
00140		CALL	1BB3H	; KYBD/VIDEO INPUT ROUTINE
00150		RST	10H	; SCAN STRING - SET C FLAG
00160		CALL	0E6CH	; ASCII-ACCUM RET MINIMUM
00170	RETURN	EX	AF,AF'	; EXCHANGE REGISTERS-
00180		EXX		; TO PRESERVE VALUES.
00190		LD	DE,411DH	; MOVE MEM ACCUM DATA FROM
00200		LD	HL,STORE	; TO TEMPORARY STASH.
00210		LD	B,8	; NUMBER OF BYTES TO MOVE
00220		CALL	09D7H	; MOVE IT - SUBROUTINE
00230		LD	DE,4127H	; MOVE CDBL DATA FROM-
00240		LD	HL,CDBL	; TO TEMPORARY STASH.
00250		LD	B,8	; NUMBER OF BYTES TO MOVE
00260		CALL	09D7H	; MOVE IT - SUBROUTINE
00270		LD	A,(40AFH)	; NUMBER TYPE MEM LOCATION
00280		LD	(FLAG),A	; MOVE TO TEMPORARY STASH
00290		ADD	A,48	; CONVERT TO ASCII NUMBER
00300		CALL	032AH	; DISPLAY NUMBER TYPE
00310		LD	A,20H	; 20H = ASCII SPACE
00320		CALL	032AH	; DISPLAY SPACE ON VIDEO
00330		CALL	0FBDH	; CONV MEM ACCUM TO ASCII\$
00340		CALL	28A7H	; DISPLAY CONVERTED NUMBER
00350		LD	A,0DH	; 0DH=SKIP A LINE/CARR RTN
00360		CALL	032H	; DO IT - ON VIDEO DISPLAY
00370		LD	A,43H	; "C" = CONVERSION NUMBER?
00380		CALL	32AH	; DISPLAY "C" ON VIDEO
00390		CALL	1BB3H	; KYBD/VIDEO INPUT ROUTINE
00400		RST	10H	; SCAN STRING - SET C FLAG
00410		CALL	0E6CH	; ASCII-ACCUM RET MINIMUM
00420		CALL	0A7FH	; CONVERT TO INTEGER
00430		LD	(CONV),HL	; STORE CONVERSION ADDRESS
00440		LD	DE,CDBL	; MOVE CDBL DATA FM STASH-
00450		LD	HL,4127H	; TO PERMANENT ADDRESS.
00460		LD	B,8	; NUMBER OF BYTES TO MOVE
00470		CALL	09D7H	; MOVE IT - SUBROUTINE
00480		LD	DE,STORE	; MOVE MEM ACCUM FM STASH-
00490		LD	HL,411DH	; TO PERMANENT ADDRESS.
00500		LD	B,8	; NUMBER OF BYTES TO MOVE
00510		CALL	09D7H	; MOVE IT - SUBROUTINE
00520		LD	A,(FLAG)	; NUMBER TYPE FROM STASH-
00530		LD	(40AFH),A	; TO PERMANENT ADDRESS.
00540		LD	HL,RETURN	; RETURN MEM LOCATION-
00550		PUSH	HL	; LOADED INTO STACK.
00560		LD	HL,(CONV)	; CONVERSION MEM LOCATION-
00570		PUSH	HL	; LOAD ON TOP OF STACK.
00580		EX	AF,AF'	; RESTORE REGISTERS-
00590		EXX		; TO ORIGINAL VALUES.
00600		RET		; SNEAKY CALL-TOP OF STACK
00610	FLAG	DEFS	1	; NUMBER TYPE STASH
00620	CONV	DEFS	2	; CONVERSION ADDRESS STASH
00630	CDBL	DEFS	8	; CDBL DATA STASH
00640	STORE	DEFS	8	; ACCUMULATOR STASH
00650		END	W4UCH	; AMATEUR RADIO CALL LTRS

- Fig. 13 Source Code -

7D00	00100	W4UCH	EQU	7D00H
7D00	00110		ORG	W4UCH
7D00 3E4E	00120		LD	A,4EH
7D02 CD2A03	00130		CALL	032AH
7D05 CDB31B	00140		CALL	1BB3H
7D08 D7	00150		RST	10H
7D09 CD6C0E	00160		CALL	0E6CH
7D0C 08	00170	RETURN	EX	AF,AF'
7D0D D9	00180		EXX	
7D0E 111D41	00190		LD	DE,411DH
7D11 21837D	00200		LD	HL,STORE
7D14 0608	00210		LD	B,8
7D16 CDD709	00220		CALL	09D7H
7D19 112741	00230		LD	DE,4127H
7D1C 217B7D	00240		LD	HL,CDBL
7D1F 0608	00250		LD	B,8
7D21 CDD709	00260		CALL	09D7H
7D24 3AAF40	00270		LD	A,(40AFH)
7D27 32787D	00280		LD	(FLAG),A
7D2A C630	00290		ADD	A,48
7D2C CD2A03	00300		CALL	032AH
7D2F 3E20	00310		LD	A,20H
7D31 CD2A03	00320		CALL	032AH
7D34 CDBD0F	00330		CALL	0FBDH
7D37 CDA728	00340		CALL	28A7H
7D3A 3E0D	00350		LD	A,0DH
7D3C CD3200	00360		CALL	032H
7D3F 3E43	00370		LD	A,43H
7D41 CD2A03	00380		CALL	32AH
7D44 CDB31B	00390		CALL	1BB3H
7D47 D7	00400		RST	10H
7D48 CD6C0E	00410		CALL	0E6CH
7D4B CD7F0A	00420		CALL	0A7FH
7D4E 22797D	00430		LD	(CONV),HL
7D51 117B7D	00440		LD	DE,CDBL
7D54 212741	00450		LD	HL,4127H
7D57 0608	00460		LD	B,8
7D59 CDD709	00470		CALL	09D7H
7D5C 11837D	00480		LD	DE,STORE
7D5F 211D41	00490		LD	HL,411DH
7D62 0608	00500		LD	B,8
7D64 CDD709	00510		CALL	09D7H
7D67 3A787D	00520		LD	A,(FLAG)
7D6A 32AF40	00530		LD	(40AFH),A
7D6D 210C7D	00540		LD	HL,RETURN
7D70 E5	00550		PUSH	HL
7D71 2A797D	00560		LD	HL,(CONV)
7D74 E5	00570		PUSH	HL
7D75 08	00580		EX	AF,AF'
7D76 D9	00590		EXX	
7D77 C9	00600		RET	
0001	00610	FLAG	DEFS	1
0002	00620	CONV	DEFS	2
0008	00630	CDBL	DEFS	8
0008	00640	STORE	DEFS	8
7D00	00650		END	W4UCH

- CHAPTER 4 -

ANCILLARY LEVEL II ROM SUBROUTINES

INTRODUCTION:

Chapters 2 and 3 used a number of Level II ROM ancillary subroutines that were not fully explained except for a few words in the source code comment column. Using Level II ROM BASIC functions' CALL subroutines efficiently requires a modest understanding of how to use other ancillary ROM subroutines that are there just waiting to be used. They include: KEYBOARD input, MOVE data, COMPARE data, CONVERT data, VIDEO output, and LINE PRINTER output amongst others. This chapter will present the CALL addresses and briefly explain the most useful ROM ancillary subroutines that will truly make shorthand assembly language programming a reality for you.

KEYBOARD REVIEW:

Every advanced assembly language programmer knows that the keyboard is simply nothing more than a key/switch matrix that "looks like" RAM memory to Level II ROM. The keyboard's eight MEM locations are shown below in decimal. UA = up arrow, DA = down arrow, LA = left arrow and RA = right arrow.

PEEK (14337) =	@	A	B	C	D	E	F	G
PEEK (14338) =	H	I	J	K	L	M	N	O
PEEK (14340) =	P	Q	R	S	T	U	V	W
PEEK (14344) =	X	Y	Z					
PEEK (14352) =	0	1	2	3	4	5	6	7
PEEK (14368) =	8	9	:	;	,	-	.	/
PEEK (14400) =	ENT	CLR	BRK	UA	DA	LA	RA	SPA
PEEK (14464) =	SHIFT							

VALUE	=	1	2	4	8	16	32	64	128
-------	---	---	---	---	---	----	----	----	-----

The keyboard/switch matrix will output the VALUES shown above when a single key is pressed at the corresponding MEM location. For multiple keys pressed simultaneously, add up the values for each key; i.e., "JKL" = 4 + 8 + 16 = 28 total at MEM location 14338 decimal. With these facts in hand it is easy to see how very simply NEWDOS+ includes the feature of line printing out the video display contents whenever "JKL" are pressed simultaneously. Now, go write a brief assembly language program that will do so with non-disk Level II. For the inveterate experimenter, try this little 1 line program and press any combination of keys in the PEEK(14338) row:

```
10 X=PEEK(14338):PRINT@478,X:GOTO10
```

The 3 most useful Level II ROM ancillary subroutines for the keyboard follow. CALL locations are in hex.

CALL 002B: This is the most fundamental keyboard subroutine that scans the entire key board and returns the ASCII character in the "A" register. A JR Z loop must be created to repeat the scan as shown below:

```
KYBD      CALL    002BH
          CP      00
          JR      Z,KYBD
```

Whenever a key is pressed, the CP (compare) "A" register with 00H is NOT zero so the program falls through to the line following JR Z,KYBD. This was the most commonly used keyboard subroutine by early assembly language programmers who did not know any better. It is seldom used any longer.

CALL 0049: This is the ROM subroutine most similar to BASIC's INKEY\$ function. It automatically scans the keyboard UNTIL a key is pressed and then places the value in "A" register. No assembly language loop subroutine is required. A giant step forward from the 002BH fundamental keyboard CALL.

CALL 1BB3: This is the big bazoo keyboard subroutine you will be using most frequently. It first displays the "?" prompt . Then input via the keyboard is converted to string format and terminated with a zero (up to 240 bytes). This string is stored at 40A7H + string length. It is usually followed by an RST 10 which sets the "C" flag. See the programs in Chapters 2 and 3 which use this call. This call automatically outputs keyboard input to the device specified by the contents of MEM location (409CH): -1 = cassette, 0 = video display and +1 = line printer. ROM initializes (409CH)=0. This subroutine is surely one of the most time saving, valuable, and frequently used ROM subroutines you will be using henceforth. A single CALL 1BB3H will replace dozens of lines, if not pages, of assembly language programming for you.

DATA MOVEMENT:

Level II ROM ancillary subroutines exist for moving data in assembly language programs FROM - TO virtually any and all locations conceivable, often with only a single CALL. They are tremendous time and line savers and well worth becoming acquainted with on a first-hand basis.

One of the most useful data movement subroutines is that given in the data movement table's first line, CALL 09A4H. This CALL automatically transfers either an integer or single precision number from the ACCUM at MEM locations 411DH through 4124DH to the stack. POP BC and then POP DE will retrieve the number. NOTE: Add, CALL 1C90H to compare table next page (HL-DE NT=2).

If the number is single precision, registers BCDE will contain it. If an integer, register DE will hold the number.

Though ALL the data movement subroutines are very useful, those in lines "J" and "K" deserve special note. Each will MOVE up to 255 bytes from (DE) to (HL). The subroutine at "J" requires that the number of bytes to be moved be in the "A" register, and the subroutine at "K" requires that the number of bytes to be moved be in the "B" register.

NT = number type which is stored in MEM at 40AFH: 2 = integer, 4 = double precision, and 8 = double precision. CS=CDBL store.

- DATA MOVEMENT TABLE -

NO.	FROM	TO	CALL	NT(40AFH)
A.	ACCUM	STACK	09A4H/2468	2,4
B.	(HL)+	ACCUM	09B1H/2481	4
C.	BCDE	ACCUM	09B4H/2484	4
D.	ACCUM	BCDE	09BFH/2495	4
E.	(HL)+	BCDE	09C2H/2498	4
F.	ACCUM	(HL)+	09CBH/2507	4
G.	(DE)+	(HL)+	09CEH/2510	4
H.	(HL)+	(DE)+	09D2H/2514	2,4,8
I.	(DE)+	(HL)+	09D3H/2515	2,4,8
J.	(DE)+	(HL)+	09D6H/2518	A REG
K.	(DE)+	(HL)+	09D7H/2519	B REG
L.	"CS"	ACCUM	09F4H/2548	2,4,8
M.	ACCUM	"CS"	09FCH/2556	2,4,8
N.	HL	ACCUM	0A9AH/2714	2
O.	DE	HL	EX DE, HL	2
P.	HL	DE	EX DE, HL	2
Q.	BC	STACK	PUSH BC	2,4
R.	DE	STACK	PUSH DE	2,4
S.	HL	STACK	PUSH HL	2
T.	STACK	HL	POP HL	2
U.	STACK	DE	POP DE	2,4
V.	STACK	BC	POP BC	2,4

NOTE: Lines "O" through "V" are just plain old Z-80 OPCODES, but are included to remind the programmer that when dealing with integers or single precision numbers they often are the simplest means of moving or temporarily storing data. See Chapter 2 where PUSH and POP are used to store both integer and single precision numbers while these registers are being used for other purposes.

DATA COMPARISONS:

Of equal to, less than, and greater than are some of the most frequently used functions in computer programming. Level II ROM very thoughtfully includes these functions that may be performed with a single CALL. The result is returned in the "A" register and = zero if the compare is equal, = +1 if the compare is >, and = 255 (0FFH) if the compare is <.

- COMPARE TABLE -

NO.	ITEM #1	SUBTRACT	ITEM #2	CALL	NT(40AFH)
A.	ACCUM	-	BCDE	0A0CH	4
B.	HL	-	DE	0A39H	2
C.	ACCUM	-	"CS"	0A4FH	8
D.	"CS"	-	ACCUM	0A78H	8
E.	ACCUM	DETERMINE SIGN		0994H	2,4,8

NOTE: No. E above is same as the BASIC SGN function, but returns to register "A": zero if ACCUM = 0, +1 if ACCUM greater than zero, and 255 (OFFH) if ACCUM is less than zero.

- DATA CONVERSIONS -

Are straightforward and very necessary in most all arithmetic operations as the NT (number type) must match-up with the CALL subroutine's function; i.e., integer, single precision or double precision + - * /. The most useful conversions are:

CALL 0A7FH: any ACCUM to integer ACCUM (CINT).
 CALL 0AB1H: any ACCUM to single precision ACCUM (CSNG).
 CALL 0ACCH: integer ACCUM to single precision ACCUM.
 CALL 0ACFH: integer HL to single precision ACCUM.
 CALL 0ADBH: any ACCUM to double precision ACCUM.
 CALL 0E65H: ASCII string to ACCUM in double precision format.
 CALL 0E6CH: ASCII string to ACCUM; NT will = minimum required.

- ARITHMETIC CALL SUMMARY -

	INTEGER NO.	SINGLE PRECISION	DOUBLE PRECISION
ADDITION	0BD2H/3026 DE+HL	0716H/1814 BCDE+ACCUM	0C77H/3191 ACCUM+"CS"
SUBTRACT	0BC7H/3015 DE-HL	0713H/1811 BCDE-ACCUM	0C70H/3184 ACCUM-"CS"
MULITPLY	0BF2H/3058 DE*HL	0847H/2119 BCDE*ACCUM	08A2H/2210 ACCUM*"CS"
DIVIDE	2490H/10560 DE/HL	08A2H/2210 BCDE/ACCUM	0DE5H/3557 ACCUM/"CS"

NOTE: NT (number type) at (40AFH) must agree with operation CALled. NT: 2 = integer, 3 = string, 4 = single precision, and 8 = double precision.

* ACCUM at MEM locations 411DH through 4124H.

* "CS" = CDBL Store at MEM 4127H through 41.EH.

- VIDEO DISPLAY -

Most all TRS-80 video display subroutines have been well known to computer buffs the last 2 years, including the fundamental ROM video subroutine, CALL 033H which displays the "A" register on video. CALL 032AH also displays the "A" register on video if MEM location 409CH contains a zero which is the value stored upon initialization. Most IMPORTANTLY, CALL 032AH does indeed store the video display LINE cursor position at MEM location 40A6H which is very useful and eliminates redundant programming on your part.

One of the most important subroutines for reflecting keyboard input on video is CALL 1BB3H which was covered earlier in this Chapter. This CALL displays the string beginning at (HL) and terminated with a zero on video if MEM location 409CH contains a zero. The video display control block, page D/1, Level II Manual in conjunction with the line cursor position at 40A6H allows you to modify and/or use the video display as you wish.

One of the more fascinating assembly language exercises using the video display, is to write a "tight" source code program that creates SPLIT-SCREEN video operation. The upper half of the video display serves as the RECEIVE sector for Morse code, radio teletype (ASCII now allowed), or even simple phone line MODEM communications, while the lower half of the video display would serve as the TRANSMIT segment. This segment allows the user either "look-ahead" or "type-ahead" FIFO (first-in-first-out) operation from RAM at whatever output baud rate desired. If you have the upper-case/lower-case modification recommended by Electric Pencil, it is a simple matter to have those characters that have already been transmitted in upper-case, and those characters yet to be transmitted in lower-case. Alternatively, a moving cursor or a moving CHR\$(170) figure may be used to indicate what data has been transmitted versus data yet to be transmitted in the TRANSMIT sector of the video display. Both halves of the video display operate entirely independently; i.e., from their own separate video MEMs in RAM with their own scrolling, etc. The transmit sector utilizes the Z-80's interrupt mode for "type-ahead" simplex operation. Remember, video memory is just plain old RAM and may be used for storage (as in FIFO) just like any other RAM memory segment.

- LINE PRINTER -

Much like the video display, there are few significant new surprises about line printer ROM subroutines. Again, the value stored in MEM location 409CH determines where the output from CALL 032AH & 1BB3H keyboard subroutines goes; i.e., if (409CH) contains +1, the output will go to the line printer. As shown on page D/1 of the Level II Manual, the line printer address is 37E8H and line printer control block from MEM locations 4025H to 402CH. MEM location 37E8H will contain the

value 63 decimal = ASCII ? when your line printer is ready to accept another character (handshake). A few cheap surplus printers do not have this handshake feature and should be avoided like the plague; caveat emptor, especially with old DATEL printers of ALL types and ALL varieties. Old DATEL printers, even those with the handshake feature do not even make good boat anchors for small dinghys. As soon as MEM location 37E8H receives the 63 handshake from your line printer it is ok (in most cases) to load the next character to be printed into (37E8H) via "A" register and the LD opcode. An exception to this rule is illustrated in Chapter 7's "Print All Zeros With A Slash Program," where an extra 20 millisecond delay was required to allow the vibration from a BACKSPACE to dampen/die out.

This slash/zero program has not been previously published and illustrates a few interesting points about line printer programming. It intercepts the NEXT character to be printed by modifying the line printer driver address at 4026H and 4027H to allow a moment's branching to this brief routine. It just so happens that the "C" register contains the NEXT character to be printed when using the LLIST command with non-disk Level II, DOS 2.1, DOS 2.2, and NEWDOS+, as well as the NEWDOS+ "JKL" feature that LPRINTS the contents of the video display. By simply testing the next character to be printed, a variety of options are made available to the programmer.

To illustrate a few points, let us assume that your line printer utilizes IBM's highest-quality heavy-duty Selectric mechanism like the Western I/O (IBM #2970) Printer Terminal for the TRS-80 that sells for \$1100. Only 8 years ago, these IBM #2970's sold new for over \$7000. each, so here is the industry's most cost-effective printer that is completely refurbished, on the market today. It is the ne plus ultra for those who demand IBM quality print out in both lower and upper case, in addition to the decided advantage of being able to use any or all of the myriad type faces offered in inexpensive IBM Selectric snap-in type spheres.

Even the excellent ASCII IBM type spheres do not include the zero with a slash across it as it looks mighty STRANGE indeed to non-computer types reading a business letter. In some program listings though, it is of considerable assistance to the reader to have the slash/zero printed as such, to avoid confusing zeros with capital "O". Chapter 7's short program prints all zeros with a slash and all lines with 64 characters. It may be modified to print all > = GT and all < = LT, etc., as desired. As it is a teaching program, it may be compacted considerably. Try cutting it down by 1/3rd.

* NOTE: the author, editor, and publisher have done their utmost to find and eliminate typographical errors, but would very much appreciate hearing from readers who find errors we have overlooked. With well over 1,000,000 bytes of data in this handbook, some have surely slipped by us.

CHAPTER 5

-SUMMARY OF LEVEL II ROM CALL ADDRESSES IN ALPHABETICAL ORDER-

This summary includes the coupling CALL addresses for DOS and Disk BASIC because they are called from Level II ROM. In addition, the link address for BREAK is included as it may be intercepted at 400CH before calling an RST and either rendered inoperative or used for whatever purpose the programmer wishes. One extra bonus for disk users under the heading "MASTER" is the master password "F3GUM," which will allow you to access ANY protected file in either DOS or Disk Basic when using DOS 2.1, DOS 2.2, or NEWDOS+. Thank you Manny Garcia. Every lock has a key and "F3GUM" will allow you to LOAD, KILL, transfer or do whatever you wish with any disk file/program whether SIP (system-invisible-protected) or otherwise.

BASIC FUNCTION	HEX CALL ADDRESS	BASIC FUNCTION	HEX CALL ADDRESS
ABS	0977	&H	4194
ASC	2A0F	ATN	15BD
AUTO	2008	BREAK	400C
CDBL	0ADB	CHR\$	2A1F
CINT	0A7F	CLEAR	1E7A
CLOAD	2C1F	CLOSE	4185
CLS	01C9	CMD	4173
CONT	1DE4	COS	1541
CSAVE	2BF5	CSNG	0AB1
CVD	415E	CVI	4152
CVS	4158	DATA	1F05
DEF	415B	DEFDBL	1E09
DEFINT	1E03	DEFSNG	1E06
DEFSTR	1E00	DELETE	2BC6
DIM	2608	EDIT	2E60
ELSE	1F07	END	1DAE
EOF	4161	ERL	24DD
ERR	24CF	ERROR	1FF4
EXP	1439	FIELD	417C
FIX	0B26	FOR	1CA1
FN	4155	FRE	27D4
GET	417F	GOSUB	1EB1
GOTO	1EC2	IF	2039
INKEY\$	019D	INP	2AEF
INPUT	219A	INSTR	419D
INT	0B37	KILL	4191
LEFT\$	2A61	LEN	2A03
LET	1F21	LINE	41A3
LIST	2B2E	LOAD	4188

BASIC FUNCTION	HEX CALL ADDRESS	BASIC FUNCTION	HEX CALL ADDRESS
LOC	4164	LOF	4167
LOG	0809	LLIST	2B29
LPRINT	2067	LSET	4197
MASTER	F3GUM	MEM	27C9
MERGE	418B	MID\$	2A9A
MKD\$	4170	MKI\$	416A
MKS\$	416D	NAME	418E
NEW	1B49	NEXT	22B6
NOT	25C4	ON	1F6C
OPEN	4179	OUT	2AFB
PEEK	2CAA	POINT	0133
POKE	2CB1	POS	27F5
PRINT	206F	PUT	4218
RANDOM	01D3	READ	21EF
REM	1F07	RESET	0138
RESTORE	1D91	RETURN	1EDE
RESUME	1FAF	RIGHT\$	2A91
RND	14C9	RSET	419A
RUN	1EA3	SAVE	41A0
SET	0135	SGN	098A
SIN	1547	SQR	13E7
STOP	1DA9	STR\$	2836
STRING\$	2A2F	SYSTEM	02B2
TAN	15A8	TIME\$	4176
TROFF	1DF8	TRON	1DF7
USR	27FE	VARPTR	24EB
VAL	2AC5		

NOTE: If you are doing a considerable amount of assembly language programming, we suggest you Xerox these two pages and paste-up a single sheet with the entire CALL functions and addresses on it as they would not fit on a single typed page.

* footnote:

ELSE = 1F07 hex is questionable even though ROM points to this address. ROM also points to 1F07 for the REM function which appears correct. It may be only an improperly shadow-masked bit on this particular Level II ROM chip.

0000	F3AF	C374	06C3	0040	C300	40E1	E9C3	9F06@..@....
0010	C303	40C5	0601	182E	C306	40C5	0602	1826	..@.....@....&
0020	C309	40C5	0604	181E	C30C	4011	1540	18E3	..@.....@..@..
0030	C30F	4011	1D40	18E3	C312	4011	2540	18DB	..@..@....@.%@..
0040	C3D9	05C9	0000	C3C2	03CD	2B00	B7C0	18F9+....
0050	0D0D	1F1F	0101	5B1B	0A1A	0818	0919	2020
0060	0B78	B120	FBC9	3100	063A	EC37	3CFE	02D21...7<...
0070	0000	C3CC	0611	8040	21F7	1801	2700	EDB0@!...'
0080	21E5	4136	3A23	7023	362C	2322	A740	112D	!.A6:#.#6,#".@.-
0090	0106	1C21	5241	36C3	2373	2372	2310	F706	...!RA6.#.#.#...
00A0	1536	C923	2323	10F9	21E8	4270	31F8	41CD	.6.##.#.!B.1.A.
00B0	8F1B	CDC9	0121	0501	CDA7	28CD	B31B	38F5!....(..8.
00C0	D7B7	2012	214C	4323	7CB5	281B	7E47	2F77!LC#.(..G/.
00D0	BE70	28F3	1811	CD5A	1EB7	C297	19EB	2B3E	..(....Z....+>
00E0	8F46	77BE	7020	CE2B	1114	44DF	DA7A	1911	.F.....+..D....
00F0	CEFF	22B1	4019	22A0	40CD	4D1B	2111	01CD	..".@.".@.M.!...
0100	A728	C319	1A4D	454D	4F52	5920	5349	5A45	.(...MEMORY.SIZE
0110	0052	4144	494F	2053	4841	434B	204C	4556	.RADIO.SHACK.LEV
0120	454C	2049	4920	4241	5349	430D	001E	2CC3	EL.II.BASIC...,
0130	A219	D7AF	013E	8001	3E01	F5CF	28CD	1C2B>..>...(..+
0140	FE80	D24A	1EF5	CF2C	CD1C	2BFE	30D2	4A1E	..J....,+.0.J.
0150	16FF	14D6	0330	FBC6	034F	F187	5F06	027A0...O....
0160	1F57	7B1F	5F10	F879	8F3C	47AF	378F	10FD	.W.....<G.7...
0170	4F7A	F63C	571A	B7FA	7C01	3E80	47F1	B778	O..<W.....>.G...
0180	2810	12FA	8F01	792F	4F1A	A112	CF29	C9B1	(...../O....)...
0190	18F9	A1C6	FF9F	E5CD	8D09	E118	EFD7	E53A
01A0	9940	B720	06CD	5803	B728	11F5	AF32	9940	.@....X..(....2.@
01B0	3CCD	5728	F12A	D440	77C3	8428	2128	1922	<.W(.*.@....(!(.
01C0	2141	3E03	32AF	40E1	C93E	1CCD	3A03	3E1F	!A>.2.@..>...>.
01D0	C33A	63E0	5F32	A540	C9L1	41FC	C021	42d62.@!....!..
01E0	0B10	FE21	02FC	CD21	0206	0B10	FE21	00FC	...!....!....!..
01F0	CD21	0206	5C10	FEC9	E521	00FB	181B	7ED6	.!....!....
0200	233E	0020	0DCD	012B	CF2C	7BA2	C602	D24A	#>....+.,....J
0210	1E3D	32E4	37E5	2104	FFCD	2102	E1C9	2100	=.2.7.!....!....!
0220	FF3A	3D40	A4B5	D3FF	323D	40C9	3A3F	3CEE	:=@....2=@.:?<.
0230	0A32	3F3C	C9C5	E506	08CD	4102	10FB	E1C1	.2?<....A....
0240	C9C5	F5DB	FF17	30FB	0641	10FE	CD1E	02060..A....
0250	7610	FEDB	FF47	F1CB	1017	F5CD	1E02	F1C1G....
0260	C9CD	6402	E5C5	D5F5	0E08	57CD	D901	7A07W....
0270	5730	0BCD	D901	0D20	F2F1	D1C1	E1C9	0687	W0.....
0280	10FE	18F2	CDFE	0106	FFAF	CD64	0210	FB3E>
0290	A518	D1CD	FE01	E5AF	CD41	02FE	A520	F93EA....>
02A0	2A32	3E3C	323F	3CE1	C9CD	1403	22DF	40CD	*2><2?<....".@.
02B0	F801	CDE2	4131	8842	CDFE	203E	2ACD	2A03A1.B....>*.*.
02C0	CDB3	1BDA	CC06	D7CA	9719	FE2F	284F	CD93/(O..
02D0	02CD	3502	FE55	20F9	0606	7EB7	2809	CD35	.5..U....(..5
02E0	02BE	20ED	2310	F3CD	2C02	CD35	02FE	7828#....5....(
02F0	B8FE	3C20	F5CD	3502	47CD	1403	854F	CD35	..<...5.G....O.5

0300	0277	2381	4F10	F7CD	3502	B928	DA3E	4332	..#.0...5..(.>C2
0310	3E3C	18D6	CD35	026F	CD35	0267	C9EB	2ADF	><...5...5....*
0320	40EB	D7C4	5A1E	208A	E8E9	C54F	CDC1	413A	@...Z.....O..A:
0330	9C40	B779	C1FA	6402	2062	D5CD	3300	F5CD	.@.....3...
0340	4803	32A6	40F1	D1C9	3A3D	40E6	083A	2040	H.2.@...:=@...:@
0350	2803	0FE6	1FE6	3FC9	CDC4	41D5	CD2B	00D1	(.....?...A..+..
0360	C9AF	3299	4032	A640	CDAF	41C5	2AA7	4006	.2.02.@..A.*.0.
0370	F0CD	D905	F548	0600	0936	002A	A740	F1C1H...6.*.0..
0380	2BD8	AFC9	CD58	03B7	C018	F9AF	329C	403A	+....X.....2.@:
0390	9B40	B7C8	3E0D	D5CD	9C03	D1C9	F5D5	C54F	.@..>.....0
03A0	1E00	FE0C	2810	FE0A	2003	3E0D	4FFE	0D28(....>.0..(
03B0	053A	9B40	3C5F	7B32	9B40	79CD	3B00	C1D1	..:@<..2.0..;...
03C0	F1C9	E5DD	E5D5	DDE1	D521	DD03	E54F	1AA0!...0..
03D0	B8C2	3340	FE02	DD6E	01DD	6602	E9D1	DDE1	.3@.....
03E0	E1C1	C921	3640	0101	3816	000A	5FAE	73A3	...!6@..8.....
03F0	2008	142C	CB01	F2EB	03C9	5F7A	0707	0757	...,.....W
0400	0E01	79A3	2005	14CB	0118	F73A	8038	477A:8G.
0410	C640	FE60	3013	CB08	3031	C620	573A	4038	.@..0...01..W:@8
0420	E610	2828	7AD6	6018	22D6	7030	10C6	40FE	..((...."..0..@.
0430	3C38	02EE	10CB	0830	12EE	1018	0E07	CB08	<8.....0.....
0440	3001	3C21	5000	4F06	0009	7E57	01AC	0DCD	0.<!P.O....W....
0450	6444	7AFE	01C0	EFC9	DD6E	03DD	6604	383A:8:
0460	DD7E	05B7	2801	7779	FE20	DA06	05FE	8030(.....0
0470	35FE	4038	08D6	40FE	2038	02D6	20CD	4105	5.08..@..8....A.
0480	7CE6	03F6	3C67	56DD	7E05	B728	05DD	7205<.V....(....
0490	365F	DD75	03DD	7404	79C9	DD7E	05B7	C07E	6.....
04A0	C97D	E6C0	6FC9	FEC0	38D3	D6C0	28D2	473E8...(.G>
04B0	20CD	4105	10F9	18C8	7EDD	7705	C9AF	18F9	..A.....
04C0	2100	3C3A	3D40	E6F7	323D	40D3	FFC9	2B3A	!.<:=@..2=@..+:
04D0	3D40	E608	2801	2B36	20C9	3A3D	40E6	08C4	=@..(.+6..:=@...
04E0	E204	7DE6	3F2B	C011	4000	19C9	237D	E63F?+..@...#..?
04F0	C011	C0FF	19C9	3A3D	40F6	0832	3D40	D3FF:=@..2=@..
0500	237D	E6FE	6FC9	1180	04D5	FE08	28C0	FE0A	#.....(...
0510	D8FE	0E38	4F28	A1FE	0F28	A2FE	1728	D7FE	...80(...(...
0520	1828	B7FE	1928	C5FE	1A28	BCFE	1B28	C2FE	.(...(....(...
0530	1C28	8DFE	1DCA	A104	FE1E	2837	FE1F	283C	.(...(....(7..(<
0540	C977	233A	3D40	E608	2801	237C	FE40	C011	..#:=@..(.#..@..
0550	C0FF	19E5	1100	3C21	403C	C501	C003	EDB0<!@<....
0560	C1EB	1819	7DE6	C06F	E511	4000	197C	FE40@...@...
0570	28E2	D1E5	547D	F63F	5F13	1804	E511	0040	(...T..?.....@
0580	3620	237C	BA20	F97D	BB20	F5E1	C979	B728	6.#.....(
0590	40FE	0B28	0AFE	0C20	1BAF	DDB6	0328	15DD	@..(.....(..
05A0	7E03	DD96	0447	CDD1	0520	FB3E	0A32	E837G.....>.2.7
05B0	10F4	1818	F5CD	D105	20FB	F132	E837	FE0D2.7..
05C0	C0DD	3404	DD7E	04DD	BE03	79C0	DD36	0400	..4.....6..
05D0	C93A	E837	E6F0	FE30	C9E5	3E0E	CD33	0048	..:7...0..>..3.H
05E0	CD49	00FE	2030	25FE	0DCA	6206	FE1F	2829	.I...0%.....()
05F0	FE01	286D	11E0	05D5	FE08	2834	FE18	282B	..(.....(4..(+

0600 FE09 2842 FD19 2839 FE0A C0D1 7778 B728 ..(B..(9.....(
 0610 CF7E 23CD 3300 0518 C7CD C901 41E1 E5C3 ..#.3.....A...
 0620 E005 CD30 062B 7E23 FE0A C878 B920 F3C9 ...0.+.#.....
 0630 78B9 C82B 7EFE 0A23 C82B 3E08 CD33 0004 ...+...#.+>..3..
 0640 C93E 17C3 3300 CD48 03E6 072F 3CC6 085F .>..3..H.../<..
 0650 78B7 C83E 2077 23D5 CD33 00D1 051D C818 ...>..#..3.....
 0660 EF37 F53E 0D77 CD33 003L 0FCD 3300 7990 .7.>..3.>..3..
 0670 47F1 E1C9 D3FF 21D2 0611 0040 0136 00ED G.....!....@.6..
 0680 B03D 3D20 F106 2712 1310 FC3A 4038 E604 .==...!....@8..
 0690 C275 0031 7D40 3AFC 373C FE02 DA75 003E ...1:@.:7<....>
 06A0 0132 E137 21EC 3711 EF37 3603 0100 00CD .2.7!.7..76....
 06B0 6000 CB46 20FC AF32 EE37 0100 423E 8C77 ...F...2.7..B>..
 06C0 CB4E 28FC 1A02 0C20 F7C3 0042 0118 1AC3 .N(.....B...
 06D0 AE19 C396 1CC3 781D C390 1CC3 D925 C900@..
 06E0 00C9 4444 FBC9 0001 E303 4444 004B 4907K1.
 06F0 5804 003C 0044 4F06 8D05 4300 0050 52C3 X..<.DO...C..PR.
 0700 0050 C700 003E 00C9 2180 13CD C209 1806 .P...>..!.....
 0710 CDC2 09CD 8209 78B7 C83A 2441 B7CA B409\$A...
 0720 9030 0C2F 3CEB CDA4 09EB CDB4 09C1 D1FE .0./<.....
 0730 19D0 F5CD DF09 67F1 CDD7 07B4 2121 41F2!!A.
 0740 5407 CDB7 07D2 9607 2334 CAB2 072E 01CD T.....#4.....
 0750 EB07 1842 AF90 477E 9B5F 237E 9A57 237E ...B..G...#..W#.
 0760 994F DCC3 0768 63AF 4779 B720 184A 5465 .O.....G....JT.
 0770 6F78 D608 FEE0 20F0 AF32 2441 C905 297A2\$A...).
 0780 1757 798F 4FF2 7D07 785C 45B7 2808 2124 .W..O.....E.(.!\$
 0790 4186 7730 E3C8 7821 2441 B7FC A807 4623 A..0...!\$A....F#
 07A0 7EE6 80A9 4FC3 B409 1CC0 14C0 0CC0 0E80O.....
 07B0 34C0 1E0A C3A2 197E 835F 237E 8A57 237E 4.....#..W#.
 07C0 894F C921 2541 7E2F 77AF 6F90 477D 9B5F .O.!%A./....G...
 07D0 7D9A 577D 994F C906 00D6 0838 0743 5A51 ..W..O.....8.CZQ
 07E0 0E00 18F5 C609 6FAF 2DC8 791F 4F7A 1F57O..W
 07F0 7B1F 5F78 1F47 18EF 0000 0081 03AA 5619G.....V.
 0800 80F1 2276 8045 AA38 82CD 5509 B7EA 4A1E .."..E.8..U..J.
 0810 2124 417E 0135 8011 F304 90F5 70D5 C5CD !\$A..5.....
 0820 1607 C1D1 04CD A208 21F8 07CD 1007 21FCI.....!..
 0830 07CD 9A14 0180 8011 0000 CD16 07F1 CD89
 0840 0F01 3180 1118 72CD 5509 C82E 00CD 1409 ..1.....U.....
 0850 7932 4F41 EB22 5041 0100 0050 5821 6507 .2OA."PA...PX!..
 0860 E521 6908 E5E5 2121 417E 23B7 2824 E52E .!....!!A.#.(\$..
 0870 081F 6779 300B E52A 5041 19EB E13A 4F410..*PA...:OA
 0880 891F 4F7A 1F57 7B1F 5F78 1F47 2D7C 20E1 ..O..W.....G-...
 0890 E1C9 435A 514F C9CD A409 21D8 0DCD B109 ..CZQO.....!....
 08A0 C1D1 CD55 09CA 9A19 2EFF CD14 0934 342B ...U.....44+
 08B0 7E32 6940 2B7E 3285 402B 7E32 8140 41EB .2.@+.2.@+.2.@A.
 08C0 AF4F 575F 328C 40E5 C57D CD80 40DE 003F .OW.2.@.....@..?
 08D0 3007 328C 40F1 F137 D2C1 E179 3C3D 1FFA 0.2.@..7....<=.
 08E0 9707 177B 175F 7A17 5774 174F 247 1747W..O)..G
 08F0 3A8C 4017 328C 4079 B2B3 40CB E521 2441 :..@.2.@.....!\$A

0900	35E1	20C3	C3B2	073E	FF2E	AF21	2D41	4E23	5.....>....!-AN#
0910	AE47	2E00	78B7	281F	7D21	2441	AE80	471F	.G....(...!\$A..G.
0920	A878	F236	09C6	8077	CA90	08CD	DF09	772B	...6.....+.....
0930	C9CD	5509	2FE1	B7E1	F278	07C3	B207	CDBF	..U./.....
0940	0978	B7C8	C602	DAB2	0747	CD16	0721	2441G...!\$A
0950	34C0	C3B2	073A	2441	B7C8	3A23	41FE	2F17	4.....:\$A..:#A./.
0960	9FC0	3CC9	0688	1100	0021	2441	4F70	0600	..<.....!\$AO...
0970	2336	8017	C362	07CD	9409	F0E7	FA5B	0CCA	#6.....
0980	F60A	2123	417E	EE80	77C9	CD94	096F	179F	..!#A.....
0990	67C3	9A0A	E7CA	F60A	F255	092A	2141	7CB5U.*!A..
09A0	C87C	18BB	EB2A	2141	E3E5	2A23	41E3	E5EB*!A..*#A..
09B0	C9CD	C209	EB22	2141	6069	2223	41EB	C921"!A.."#A..!
09C0	2141	5E23	5623	4E23	4623	C911	2141	0604	!A..#V#N#F#..!A..
09D0	1805	EB3A	AF40	471A	7713	2305	20F9	C921	...:..@G...#....!
09E0	2341	7E07	371F	773F	1F23	2377	7907	371F	#A..7..?..#....7.
09F0	4F1F	AEC9	2127	4111	D209	1806	2127	4111	O...!'A.....!'A.
0A00	D309	D511	2141	E7D3	111D	41C9	78B7	CA55!A....A....U
0A10	0921	5E09	E5CD	5509	79C8	2123	41AE	79F8	.!....U....!#A...
0A20	CD26	0A1F	A9C9	2378	BEC0	2B79	BEC0	2B7A	.&....#...+....+
0A30	BEC0	2B7B	96C0	E1E1	C97A	AC7C	FA5F	09BA	..+.....
0A40	C260	097D	93C2	6009	C921	2741	CDD3	0911!A....
0A50	2E41	1AB7	CA55	0921	5E09	E5CD	5509	1B1A	.A....U.!....U...
0A60	4FC8	2123	41AE	79F8	1323	0608	1A96	C223	O.!#A....#....#
0A70	0A1B	2B05	20F6	C1C9	CD4F	0AC2	5E09	C9E7	..+.....O.....
0A80	2A21	41F8	CAF6	0AD4	B90A	21B2	07E5	3A24	*!A.....!....:\$
0A90	41FE	9030	0ECD	FB0A	EBD1	2221	413E	0232	A..0.....!"A>.2
0AA0	AF40	C901	8090	1100	00CD	0C0A	C061	6A18	.@.....
0AB0	E8E7	E0FA	CC0A	CAF6	0ACD	BF09	CDEF	0A78
0AC0	B7C8	CDDF	0921	2041	46C3	9607	2A21	41CD!AF...*!A.
0AD0	EF0A	7C55	1E00	0690	C369	09E7	DOCA	F60A	...U.....
0AE0	FCCC	0A21	0000	221D	4122	1F41	3E08	013E	...!..".A".A>..>
0AF0	04C3	9F0A	E7C8	1E18	C3A2	1947	4F57	5FB7;...GOW..
0B00	C8E5	CDBF	09CD	DF19	AE67	FC1F	033E	9890>..
0B10	CDD7	077C	17DC	A807	0600	DCC3	07E1	C91B
0B20	7AA3	3CC0	0BC9	E7F8	CD55	09F2	370B	CD82	.<.....U..7...
0B30	09CD	370B	C37B	09E7	F830	1E28	B9CD	SE0A	..7.....0.(....
0B40	2124	417E	FE98	3A21	41D0	7ECD	FB0A	3698	!\$A....!A....6.
0B50	7BF5	7917	CD62	07F1	C921	2441	7EFE	90DA!\$A....
0B60	7F0A	2014	4F2B	7EEE	8006	062B	B605	20FBO+....+....
0B70	B721	0080	CA9A	0A79	FEB8	D0F5	CDBF	09CD	.!.....
0B80	DF09	AE2E	36B8	F5FC	A00B	2123	413E	B890	...+6.....!#A>..
0B90	CD69	ODF1	FC20	0DAF	321C	41F1	D0C3	D80C2.A....
0BA0	211D	417E	35B7	2328	FAC9	E521	ψψψ	78B/	!.A.5.#(...!....
0BB0	2812	3E10	29DA	3D27	EB29	EB30	0409	DA3D	(.>.)='.).0....=
0BC0	273D	20F0	EBE1	C97C	179F	47CD	510C	7998	'=.....G.Q...
0BD0	1803	7C17	9F47	E57A	179F	1988	0FAC	F299G.....
0BE0	0AC5	EBCD	CF0A	F1E1	CDA4	09EB	CD6B	0CC3
0BF0	8F0F	7CB5	CA9A	0AE5	D5CD	450C	C544	4D21E..DM!

0F00	B10A	F1C4	DB0A	C1D1	E1C9	C8F5	E7F5	E43E>
0F10	09F1	EC4D	0EF1	3DC9	D5E5	F5E7	F5E4	9708	...M..=.....
0F20	F1EC	DC0D	F1E1	D13C	C9D5	7889	47C5	E57E<...G...
0F30	D630	F5E7	F25D	0F2A	2141	11CD	0CDF	3019	.0.....*!A....0.
0F40	545D	2929	1929	F14F	097C	B7FA	570F	2221	T.)..O....W."!
0F50	41E1	C1D1	C383	0E79	F5CD	CC0A	3730	1801	A.....70..
0F60	7494	1100	24CD	0C0A	F274	0FCD	3E09	F1CD\$.....>...
0F70	890F	18DD	CDE3	0ACD	4D0E	CDFC	09F1	CD64M.....
0F80	09CD	E30A	CD77	0C18	C8CD	A409	CD64	09C1
0F90	D1C3	1607	7BFE	0A30	0907	0783	0786	D6300.....0
0FA0	5FFA	1E32	C3BD	0EE5	2124	19CD	A728	E1CD	...2....1\$...(..
0FB0	9A0A	AFCD	3410	B6CD	D90F	C3A6	28AF	CD344.....(..4
0FC0	10E6	0828	0236	2BEB	CD94	09EB	F2D9	0F36	...(.6+.....6
0FD0	2DC5	E5CD	7B09	E1C1	B423	3630	3AD8	4057	-.....#60:@W
0FE0	173A	AF40	DA9A	10CA	9210	FE04	D23D	1001	...@.....=..
0FF0	0000	CD2F	1321	3041	460E	203A	D840	5FE6	.../.!0AF...:@..
1000	2028	0778	B90E	2A20	0141	71D7	2814	FE45	.(....*..A..(..E
1010	2810	FE44	280C	FE30	28F0	FE2C	28EC	FE2E	(..D(..0(..,(..
1020	2003	2B36	307B	E610	2803	2B36	247B	E604	..+60...(.+6\$...
1030	C02B	70C9	32D8	4021	3041	3620	C9FE	05E5	..+.2.@!0A6.....
1040	DE00	1757	14CD	\$/12	φ/φφ	Φ3S2-FA57	1\$14	...W.....W..	
1050	BA30	043C	473E	02D6	02E1	F5CD	9112	3630	.0.<G>.....60
1060	CCC9	09CD	A412	2B7E	FE30	28FA	FE2E	C4C9+..0(..
1070	09F1	281F	F5E7	3E22	8F77	23F1	362B	F285	..(...>"..#.6+..
1080	1036	2D2F	3C06	2F04	D60A	30FB	C63A	2370	.6-/<./..0..:#.
1090	2377	2336	00EB	2130	41C9	23C5	FE04	7AD2	#.#6..!0A.#....
10A0	0911	1FDA	A311	0103	06CD	8912	D17A	D605
10B0	F469	12CD	2F13	7BB7	CC2F	093D	F469	12E5	.../././.=...
10C0	CDF5	0FE1	2802	7023	3600	212F	4123	3AF3	...(..#6.!/A#..
10D0	4095	92C8	7EFE	2028	F4FE	2A28	F02B	E5F5	@.....(..*(..+..
10E0	01DF	10C5	D7FE	2DC8	FE2B	C8FE	24C8	C1FE-..+..\$...
10F0	3020	0F23	D730	0B2B	012B	77F1	28FB	C1C3	0..#.0.+.+..(...
1100	CE10	F128	FDE1	3625	C9E5	1FDA	AA11	2814	...(..6%...r..(.
1110	1184	13CD	490A	1610	FA32	11E1	C1CD	BD0FI....2.....
1120	2B36	25C9	010E	B611	CA1B	CD0C	0AF2	1B11	+6%.....
1130	1606	CD55	09C4	0112	E1C1	FA57	11C5	5F78	...U.....W...
1140	9293	F469	12CD	7D12	CDA4	12B3	C477	12B3
1150	C491	12D1	C3B6	105F	79B7	C416	0F83	FA62
1160	11AF	C5F5	FC18	0FFA	6411	C17B	90C1	5F82
1170	78FA	7F11	9293	F469	12C5	CD7D	1218	11CD
1180	6912	79CD	9412	4FAF	9293	CD69	12C5	474FO.....GO
1190	CDA4	12C1	B120	032A	F340	833D	F469	1250*.@.=..P
11A0	C3BF	10E5	D5CD	CC0A	D1AF	CAB0	111E	1001
11B0	1E06	CD55	0937	C401	12E1	C1F5	79B7	F5C4	...U.7.....
11C0	160F	804F	7AE6	04FE	019F	5781	4F93	F5C5	...O.....W.O..
11D0	FC18	0FFA	D011	C1F1	C5F5	FADE	11AF	2F3C/<
11E0	803C	8247	0E00	CDA4	12F1	F471	12C1	F1CC	<.G.....
11F0	2F09	F138	0383	9092	C5CD	7410	EBD1	C3BF	/..8.....

1500	174F	E37E	0777	E3D2	1615	E52A	AA40	19EB	.O.....*.*@..
1510	3AAC	4089	4FE1	2DC2	FC14	E323	E325	C2FA	:@.O.-....#.%..
1520	14E1	2165	B019	22AA	40CD	EF0A	3E05	8932	..!...".@...>..2
1530	AC40	EB06	8021	2541	702B	704F	0600	C365	.@...!%A.+.O....
1540	0721	8B15	CD0B	07CD	A409	0149	8311	DB0F	.!. I....
1550	CDB4	09C1	D1CD	A208	CDA4	09CD	400B	C1D1@...
1560	CD13	0721	8F15	CD10	07CD	5509	37F2	7715	...!....U.7...
1570	CD08	07CD	5509	B7F5	F482	0921	8F15	CD0BU.....!....
1580	07F1	D482	0921	9315	C39A	14DB	0F49	8100!.....I..
1590	0000	7F05	BAD7	1E86	6426	9987	5834	2387&..X4#.
15A0	E05D	A586	DA0F	4983	CDA4	09CD	4715	C1E1I....G...
15B0	CDA4	09EB	CDB4	09CD	4115	C3A0	08CD	5509A....U.
15C0	FCE2	13FC	8209	3A24	41FE	8138	0C01	0081:\$A..8....
15D0	5159	CDA2	0821	1007	E521	E315	CD9A	1421	QY...!...!....!
15E0	8B15	C909	4AD7	3B78	026E	847B	FEC1	2F7CJ.;...../.
15F0	7431	9A7D	843D	5A7D	C87F	917E	E4BB	4C7E	.1...=Z.....L.
1600	6CAA	AA7F	4444	d4\$1	8A09	370B	7709	D4277....
1610	EF2A	F527	E713	C914	0908	3914	4115	4715	.*.'.....9.A.G.
1620	A815	BD15	AA2C	5241	5841	5E41	6141	6441,RAXA.A.A.A
1630	6741	6A41	6D41	7041	7F0A	B10A	DB0A	260B	.A.A.A.A.....&.
1640	032A	3628	C52A	0F2A	1F2A	612A	912A	9A2A	.*6(.*.**.*.*.*.*
1650	C54E	44C6	4F52	D245	5345	54D3	4554	C34C	.ND.OR.ESET.ET.L
1660	53C3	4D44	D241	4E44	4F4D	CE45	5854	C441	S.MD.ANDOM.EXT.A
1670	5441	C94E	5055	54C4	494D	D245	4144	CC45	TA.NPUT.IM.EAD.E
1680	54C7	4F54	4FD2	554E	C946	D245	5354	4F52	T.OTO.UN.F.ESTOR
1690	45C7	4F53	5542	D245	5455	524E	D245	4DD3	E.OSUB.ETURN.EM.
16A0	544F	50C5	4C53	45D4	524F	4ED4	524F	4646	TOP.LSE.RON.ROFF
16B0	C445	4653	5452	C445	4649	4E54	C445	4653	.EFSTR.EFINT.EFS
16C0	4E47	C445	4644	424C	CC49	4E45	C544	4954	NG.EFDBL.INE.DIT
16D0	C552	524F	52D2	4553	554D	45CF	5554	CF4E	.RROR.ESUME.UT.N
16E0	CF50	454E	C649	454C	44C7	4554	D055	54C3	.PEN.IELD.ET.UT.
16F0	4C4F	5345	CC4F	4144	CD45	5247	45CE	414D	LOSE.OAD.ERGE.AM
1700	45CB	494C	4CCC	5345	54D2	5345	54D3	4156	E.ILL.SET.SET.AV
1710	45D3	5953	5445	4DCC	5052	494E	54C4	4546	E.YSTEM.PRINT.EF
1720	D04F	4B45	D052	494E	54C3	4F4E	54CC	4953	.OKE.RINT.ONT.IS
1730	54CC	4C49	5354	C445	4C45	5445	C155	544F	T.LIST.ELETE.U TO
1740	C34C	4541	52C3	4C4F	4144	C353	4156	45CE	.LEAR.LOAD.SAVE.
1750	4557	D441	4228	D44F	C64E	D553	494E	47D6	EW.AB(.O.N.SING.
1760	4152	5054	52D5	5352	C552	4CC5	5252	D354	ARPTR.SR.RL.RR.T
1770	5249	4E47	24C9	4E53	5452	D04F	494E	54D4	RING\$.NSTR.OINT.
1780	494D	4524	CD45	4DC9	4E4B	4559	24D4	4845	IME\$.EM.NKEY\$.HE
1790	4ECE	4F54	D354	4550	ABAD	AAA	DBC1	4E44	N.OT.TEP.....ND
17A0	CF52	BEBD	BCD3	474E	C94E	54C1	4253	C652	.R....GN.NT.BS.R
17B0	45C9	4E50	D04F	53D3	5152	D24E	44CC	4F47	E.NP.OS.QR.ND.OG
17C0	C558	50C3	4F53	D349	4ED4	414E	C154	4ED0	.XP.OS.IN.AN.TN.
17D0	4545	4BC3	5649	C356	53C3	5644	C54F	46CC	EEK.VI.VS.VD.OF.
17E0	4F43	CC4F	46CD	4B49	24CD	4B53	24CD	4B44	OC.OF.KI\$.KS\$.KD
17F0	24C3	494E	54C3	534E	47C3	4442	4CC6	4958	\$.INT.SNG.DBL.IX

1800 CC45 4ED3 5452 24D6 414C C153 43C3 4852 .EN.TR\$.AL.SC.HR
 1810 24CC 4546 5424 D249 4743 5424 CD49 4424 \$.EFT\$.IGHT\$.ID\$
 1820 A780 AE1D A11C 3801 3501 C901 7341 D3018.5....A..
 1830 B622 051F 9A21 0826 EF21 211F C21E A31E ."....!.&.!....
 1840 3920 91MD B11E DE1E 071F A91D 071F F71D 9.....
 1850 F81D 001E 031E 061E 091E A341 602E F41FA....
 1860 AF1F FB2A 6C1F 7941 7C41 7F41 8241 8541 ...*...A.A.A.A.A
 1870 8841 8B41 8E41 9141 9741 9A41 A041 B202 .A.A.A.A.A.A.A..
 1880 6720 5B41 B12C 6F20 E41D 2E2B 292B C62B ...A.,.....+)+.+
 1890 0820 7A1E 1F2C F52B 491B 7979 7C7C 7F50,+I.....P
 18A0 46DB 4A41 4F7F 0AF4 0AB1 0A77 0C70 0CA1 F.....
 18B0 0DE5 0D78 0A16 0713 0747 08A2 080C 0AD2G....
 18C0 0BC7 0BF2 0B90 2439 0A4E 4653 4E52 474F\$9.NFSNRGO
 18D0 4446 434F 564F 4D55 4C42 5344 442F 3049 DFCOVOMULBSDD/0I
 18E0 4454 4D4F 534C 5353 5443 4E4E 5252 5755 DT莫斯LSSTCNRRWU
 18F0 454D 4F46 444C 33D6 006F 7CDE 0067 78DE EMODFL3.....
 1900 0047 3E00 C94A 1E40 E64D DB00 C9D3 00C9 .G>..J.@.M.....
 1910 4449 4449 4030 004C 43FE FFE9 4220 4572@0.LC...B.E.
 1920 726F 7200 2069 6E20 0052 4541 4459 0D00READY..
 1930 4272 6561 6B00 2104 0039 7E23 FE81 C04E B.....!..9.#...N
 1940 2346 23E5 6960 7AB3 EB28 02EB DF01 0E00 #F#.....(.....
 1950 E1C8 0918 E5CD 6C19 C5E3 C1DF 7E02 C80B ..
 1960 2B18 F8E5 2AFD 4006 0009 093E E53E C695 +...*.@....>.>..
 1970 6F3E FF9C 3804 6739 E1D8 1E0C 1824 2AA2 .>..8..9.....\$*.
 1980 407C A53C 2808 3AF2 40B7 1E22 2014 C3C1 @..<(..@.."....
 1990 1D2A DA40 22A2 401E 0201 1E14 011E 0001 .*.@".@.....
 19A0 1E24 2AA2 4022 EA40 22EC 4001 B419 2AE8 .\$.@".@".@...*.
 19B0 40C3 9A1B C17B 4B32 9A40 2AE6 4022 EE40 @.....K2.@*.@".@
 19C0 EB2A EA40 7CA5 3C28 0722 F540 EB22 F740 .*@..<(..@.."....
 19D0 2AF0 407C B5EB 21F2 4028 08A6 2005 35EB *.@....!@(....5.
 19E0 C336 1DAF 7759 CDF9 2021 C918 CDA6 4157 .6...Y...!.....AW
 19F0 3E3F CD2A 0319 7ECD 2A03 D7CD 2A03 211D >?.*....*....!..
 1A00 19E5 2AEA 40E3 CDA7 28E1 11FE FFDF CA74 ..*.@...(.
 1A10 067C A53C C4A7 0F3E C1CD 8B03 CDAC 41CD ...<...>....A.
 1A20 F801 CDF9 2021 2919 CDA7 283A 9A40 D602!)....(.:@..
 1A30 CC53 2E21 FFFF 22A2 403A E140 B728 372A .S.!...".@:..@.(7*
 1A40 E240 E5CD AF0F D1D5 CD2C 1B3E 2A38 023E .@.....,.>*8.>
 1A50 20CD 2A03 CD61 03D1 3006 AF32 E140 18B9 ..*....0..2.@..
 1A60 2AE4 4019 38F4 D511 F9FF DFD1 30EC 22E2 *..@.8.....0.".
 1A70 40F6 FFC3 EB2F 3E3E CD2A 03CD 6103 DA33 @..../>.*....3
 1A80 1AD7 3C3D CA33 1AF5 CD5A 1E2B 7EFE 2028 ..<=.3...Z.+...(
 1A90 FA23 7EFE 20CC C909 D5CD C01B D1F1 22E6 ..#....."
 1AA0 40CD B241 D25A 1DD5 C5AF 32DD 40D7 B7F5 @..A.Z....2.@...
 1AB0 EB22 EC40 EBCD 2C1B C5DC E42B D1F1 D528 .."..@...,....+...(
 1AC0 27D1 2AF9 40E3 C109 E5CD 5519 E122 F940 ..*..@....U.."..@
 1AD0 EB74 D1E5 2323 7323 7223 EB2A A740 EB1B##.##.*..@..
 1AE0 1B1A 7723 13B7 20F9 D1CD FC1A CDB5 41CD ..#.....A.
 1AF0 5D1B CDB8 41C3 331A 2AA4 40EB 626B 7E23A.3.*..@....#

1B00 B6C8 2323 23AF BE23 20FC EB73 2372 18EC ..###.##.##.
 1B10 114⁴ D5 2809 D1CD 4F1E D528 0BCF CE11(....O..(....
 1B20 FAFF C44F 1EC2 9719 EBD1 E3E5 2AA4 4044 ...O.....*.@D
 1B30 4D7E 23B6 2BC8 2323 7E23 666F DF60 697E M.#.+.#.#.##.
 1B40 2366 6F3F C83F D018 E6C0 CDC9 012A A440 #..?..?.....*.@
 1B50 CDF8 1D32 E140 7723 7723 22F9 402A A440 ...2.@.#.#".@*.@
 1B60 2B22 DF40 061A 2101 4136 0423 10FB AF32 +"@..!A6.#...2
 1B70 F240 6F67 22F0 4022 F740 2AB1 4022 D640 .@..".@".@*.@".@
 1B80 CD91 1D2A F940 22FB 4022 FD40 CDBB 41C1 ...*.@".@".@..A.
 1B90 2AA0 402B 2B22 E840 2323 F921 B540 22B3 *.*++".@##.!..@".
 1BA0 40CD 8B03 CD69 21AF 676F 32DC 40E5 C52A @.....!.2.@@..*
 1BB0 DF40 C93E 3FCD 2A03 3E20 CD2A 03C3 6103 .@.>?.*.>..*....
 1BC0 AF32 B040 4FEB 2AA7 402B 2BEB 7EFE 20CA .2.@O.*. @++....
 1BD0 5B1C 47FE 22CA 771C B7CA 7D1C 3AB0 40B7 ..G.".....:@..
 1BE0 7EC2 5B1C FE3F 3EB2 CA5B 1C7E FE30 38S5?>.....08.
 1BF0 FE3C DA5B 1CD5 114F 16C5 013D 1CC5 067F .<.....O...=....
 1C00 7EFE 6138 07FE 7B30 03E6 5F77 4EEB 23B6 ...8...0....N.#.
 1C10 F20E 1C04 7EE6 7FC8 B920 F3EB E513 1AB7
 1C20 FA39 1C4F 78FE 8D20 02D7 2B23 7EFE 6138 .9.O.....+#...8
 1C30 02E6 5FB9 28E7 E118 D348 F1EB C9EB 79C1(....H.....
 1C40 D1EB FE95 363A 2002 0C23 FEFB 200C 363A6:..#....6:
 1C50 2306 9370 23EB 0C0C 181D EB23 1213 0CD6 #....#....#....
 1C60 3A28 04FE 4E20 0332 B040 D659 C2CC 1B47 :(..N..2.@.Y...G
 1C70 7EB7 2809 B828 E423 120C 1318 F321 0500 ..(..(#....!..
 1C80 4409 444D 2AA7 402B 2B2B 1213 1213 12C9 D.DM*. @++....
 1C90 7C92 C07D 93C9 7EE3 BE23 E3CA 781D C397#....
 1CA0 193E 6432 DC40 CD21 1FE3 CD36 19D1 2005 .>.2.@..!...6...
 1CB0 09F9 22E8 40EB 0E08 CD63 19E5 CD05 1FE3 ..".@.....
 1CC0 E52A A240 E3CF BDE7 CAF6 0AD2 F60A F5CD .*.@.....
 1CD0 3723 F1E5 F2EC 1CCD 7F0A E311 /144 7EFE 7#.....
 1CE0 CCCC 012B D5E5 EBCD 9E09 1822 CDB1 0ACD ...+.....
 1CF0 BF09 E1C5 D501 0081 515A 7EFE CC3E 0120QZ...>..
 1D00 0ECD 3823 E5CD B10A CDBF 09CD 5509 E1C5 ..8#.....U...
 1D10 D54F E747 C5E5 2ADF 40E3 0681 C53V CD58 .O.G..*..@...3.X
 1D20 03B7 C4A0 1D22 E640 ED73 E840 7EFE 3A28".@...@...:(
 1D30 29B7 C297 1923 7E23 B6CA 7E19 235E 2356)....#..#....#..#V
 1D40 EB22 A240 3A1B 41B7 280F D53E 3CCD 2A03 ."..@..A.(..><.*.
 1D50 CDAF 0F3E 3ECD 2A03 D1EB D711 1E1D D5C8 ...>>.*.....
 1D60 D680 DA21 1FFE 3CD2 E72A 074F 0600 EB21 ...!..<..*..O...!
 1D70 2218 094E 2346 C5EB 237E FE3A-D0FE 20CA "..N#F..#....
 1D80 781D FE0B 3005 FE09 D278 1DFE 303F 3C3D ...0.....0?<=
 1D90 C9EB 2AA4 402B 22FF 40EB C9CD 5803 B7C8 ..*.@+"..@...X...
 1DAO FE60 CC84 0332 9940 3DC0 3CC3 B41D C0F52..@=.<....
 1DB0 CCBB 41F1 22E6 4021 B540 22B3 4021 F6FF ..A.".@!.@".@!..
 1DC0 C12A A240 E5F5 7DA4 3C28 0922 F540 2AE6 ..*.@....<(.".@*.
 1DD0 4022 F740 CD8B 03CD F920 F121 3019 C206 @".@....!0...
 1DE0 1AC3 181A 2AF7 407C B51E 20CA A219 EB2A ...*.@....*
 1DF0 F540 22A2 40EB C93E AF32 1B41 C9F1 E1C9 .@".@..>.2.A....

1E00	1E03	011E	0201	1E04	011E	08CD	3D1E	0197=...
1E10	19C5	D8D6	414F	47D7	FECE	2009	D7CD	3D1EAOG.....=.
1E20	D8D6	4147	D778	91D8	3CE3	2101	4106	0009	..AG...<!.A...
1E30	7323	3D20	FBE1	7EFE	2CC0	D718	CE7E	FE41	.#=.....,.....A
1E40	D8FE	5B3F	C9D7	CD02	2BF0	1E08	C3A2	197E	...?....+.....
1E50	FE2E	EB2A	EC40	EBCA	781D	2B11	0000	D7D0	...*.@....+.....
1E60	E5F5	2198	19DF	DA97	1962	6B19	2919	29F1	..!.....)().
1E70	D630	5F16	0019	EBE1	18E4	CA61	1BCD	461E	.0.....F.
1E80	2BD7	C0E5	2AB1	407D	935F	7C9A	57DA	7A19	+...*.@....W...
1E90	2AF9	4001	2844	Q-1D	D27A	19EB	22A0	40E1	*.@(....."@".
1EA0	C361	1BCA	5D1B	CDC7	41CD	611B	011E	1D18A.....
1EB0	100E	03CD	6319	C1E5	E52A	A240	E33E	91F5*.*.>..
1EC0	33C5	CD5A	1ECD	071F	E52A	A240	DFE1	23DC	3..Z.....*.*.#+.
1ED0	2F1B	D42C	1B60	692B	D81E	0EC3	A219	C016	/.....+.....
1EE0	FFCD	3619	F922	E840	FE91	1E04	C2A2	19E1	..6..".@.....
1EF0	22A2	4023	7CB5	2007	3ADD	40B7	C218	1A21	"..@#.....@....!
1F00	1E1D	E33E	E101	SIVIE	Q7C6C	4479	4847	7EB7	...>.....HG..
1F10	C8B8	C823	FE22	28F3	D68F	20F2	B88A	5718	...#.(".....W.
1F20	EDCD	0D26	CFD5	EB22	DF40	EBD5	E7F5	CD37	...&....".."....7
1F30	23F1	E3C6	03CD	1928	CD03	0AE5	2028	2A21	#.....(.....(*!
1F40	41E5	235E	2356	2AA4	40DF	300E	2AA0	40DF	A.#.#V*.@.0.*.@".
1F50	D130	0F2A	F940	DF30	093E	D1CD	F529	EBCD	.0.*.@".0.>...).
1F60	4328	CDF5	29E3	CDD3	09D1	E1C9	FE9E	2025	C(..).....%
1F70	D7CF	8DCD	5A1E	7AB3	2809	CD2A	1B50	59E1Z...(.*.PY.
1F80	D2D9	1EEB	22F0	40EB	D83A	F240	B7C8	3A9A".."....@...:
1F90	405F	C3AB	19CD	1C2B	7E47	FE91	2803	CF8D	@.....+..G..(...
1FA0	2B4B	0D78	CA60	1DCD	5B1E	FE2C	C018	F311	+K.....
1FB0	F240	1AB7	CAA0	193C	329A	4012	7EFE	8728	.@.....<2.@....(
1FC0	0CDD	5A1E	C07A	B3C2	C51E	3C18	02D7	C02A	..Z.....<....*
1FD0	EE40	EB2A	EA40	22A2	40EB	C07E	B720	0423	.@.*.@".@".....#
1FE0	2323	2323	7AA3	3CC2	051F	3ADD	403D	CA8E	####..<....@=..
1FF0	1DC3	051F	CD1C	2BC0	B7CA	4A1E	3D87	5FFE+...J.=...
2000	2D38	021E	26C3	A219	110A	44D5	2817	CD4F	-8..&.....(..O
2010	1EEB	E328	11EB	CF2C	EB2A	E440	EB28	06CD	...(...,*.@".(..
2020	5A1E	C297	19EB	7CB5	CA4A	1E22	E440	32E1	Z.....J.."@"2.
2030	40E1	22E2	40C1	C333	1ACD	3723	7EFE	2CCC	@."."@..3..7#...,
2040	781D	FECA	CC78	1D2B	E5CD	9409	E128	07D7+.....(.
2050	DAC2	1EC3	5F1D	1601	CD05	1FB7	C8D7	FE95
2060	20F6	1520	F318	E83E	0132	9C40	C39B	20CD>.2.@....
2070	CA41	FE40	2019	CD01	2BFE	04D2	4A1E	E521	.A.@"....+...J..!
2080	003C	1922	2040	7BE6	3F32	A640	E1CF	2CFE	<."."@..?2.@...,
2090	2320	08CD	8402	3E80	329C	402B	D7CC	FE20	#....>.2.@+....
20A0	CA69	21FE	BFCA	BD2C	FEBC	CA37	21E5	FE2C	..!....7!..,
20B0	CA08	21FE	3BCA	6421	C1CD	3723	E5E7	2832	..!.;..!..7#..(2
20C0	CDBD	0FCD	6528	CDCD	412A	2141	3A9C	40B7(..A*!A:@.
20D0	FAE9	2028	083A	9B40	86FE	8418	093A	9D40	...(..@....@.
20E0	473A	A640	86B8	D4FE	20CD	AA28	3E20	CD2A	G:..@.....(>.*
20F0	03B7	CCAA	28E1	C39B	203A	A640	B7C8	3E0D	...((....@..>.

2100 CD2A 03CD D041 AFC9 CDD3 413A 9C40 B7F2 .*...A....A::@..
 2110 1921 3E2C CD2A 0318 4B28 083A 9B40 FE70 .!>,.*.K(..@..
 2120 C32B 213A 9E40 473A A640 B8D4 FE20 3034 .+!:..@G:@....04
 2130 D610 30FC 2F18 23CD 1B2B E63F 5FCF 292B ..0./.#+.+?..)+
 2140 E5CD D341 3A9C 40B7 FA4A 1ECA 5321 3A9B ...A:@..J..S!:
 2150 4018 033A A640 2F83 300A 3C47 3E20 CD2A @...@/.0.<G>..*
 2160 0305 20FA E1D7 C3A0 203A 9C40 B7FC F801@....@....
 2170 AF32 9C40 CDBE 41C9 3F52 4544 4F0D 003A .2.@..A.?REDO..:
 2180 DE40 B7C2 9119 3AA9 40B7 1E2A CAA2 19C1 @.....@...*...
 2190 2178 21CD A728 2AE6 40C9 CD28 287E CDD6 !.!..(*. @..((...
 21A0 41D6 2332 A940 7E20 20CD 9302 E506 FA2A A.#2.@....@....*
 21B0 A740 CD35 0277 23FE 0D28 0210 F52B 3600 @.5..#..(....+6.
 21C0 CDF8 012A A740 2B18 2201 DB21 C5FE 22C0 ...*.@+."..1.."
 21D0 CD66 28CF 3BE5 CDA0 28E1 C9E5 CDB3 1BC1 ..(.;...((....
 21E0 DABE 1D23 7EB7 2BC5 CA04 1F36 2C18 05E5 ...#..+....6,...
 21F0 2AFF 40F6 AF32 DE40 E318 02CF 2CCD 0D26 *..@..2.@....,..&
 2200 E3D5 7EFE 2C28 263A DE40 B7C2 9622 3AA9,(&.:@..."):
 2210 40B7 1E06 CAA2 193E 3FCD 2A03 CDB3 1BD1 @.....>?.*....
 2220 C1DA BE1D 237E B72B C5CA 041F D5CD DC41#..+....A
 2230 E7F5 2019 D757 47FE 2228 0516 3A06 2C2BWG."(..:,+
 2240 CD69 28F1 EB21 5A22 E3D5 C333 1FD7 F1F5 ..(.!Z"....3....
 2250 0143 22C5 DA6C 0ED2 650E 2BD7 2805 FE2C .C".....+.(...,
 2260 C27F 21E3 2BD7 C2FB 21D1 4444 4444 443A ..!.+...!....:
 2270 DE40 B7EB C296 1DD5 CDDF 41B6 2186 22C4 @.....A.!."
 2280 A728 E1C3 6921 3F45 7874 7261 2069 676E .(....!?E.....
 2290 6F72 6564 0D00 CD05 1FB7 2012 237E 23B6@....#.#.
 22A0 1E06 CAA2 1923 5E23 56EB 22DA 40EB D7FE#.#V.".@...
 22B0 8820 E3C3 2D22 1144 4444 0D26 22DF 40CD"-".&"@.
 22C0 3619 C29D 19F9 22E8 40D5 7E23 F5D5 7E23 6....."@\..#...#
 22D0 B7FA EA22 CDB1 09E3 E5CD 0B07 E1CD CB09".....
 22E0 E1CD C209 E5CD 0C0A 1829 2323 2323 4E23#">#N#
 22F0 4623 E35E 2356 E569 60CD D20B 3AAF 40FE F#..#V.....@..
 2300 04CA B207 EBE1 722B 73E1 D55E 2356 23E3+....#V#.
 2310 CD39 0AE1 C190 CDC2 0928 09EB 22A2 4069 .9.....(.."@..
 2320 60C3 1A1D F922 E840 2ADF 407E FE2C C21E"@\..@...,..
 2330 1DD7 CDB9 22CF 282B 1600 D50E 01CD 6319".(+.....
 2340 CD9F 2422 F340 2AF3 40C1 7E16 00D6 D438 ..\$".@*@\....8
 2350 13FE 0330 0FFE 0117 AABA 57DA 9719 22D8 ...0.....W...".
 2360 40D7 18E9 7AB7 C2EC 237E 22D8 40D6 CDD8 @.....#."@...
 2370 FE07 D05F 3AAF 40D6 03B3 CA8F 2921 9A18@....)!.
 2380 1978 56BA D0C5 0146 23C5 7AFE 7FCA D423 ..V.....F#.....#
 2390 FE51 DAE1 2321 2141 B73A AF40 3D3D 3DCA Q..#!A..@===
 23A0 F60A 4E23 46C5 FAC5 2323 4E23 46C5 F5B7 ..N#F...#N#F...
 23B0 E2C4 23F1 2338 0321 1D41 4E23 4623 C54E ..#.#8..!.AN#F#.N
 23C0 2346 C506 F1C6 034B 47C5 0106 24C5 2AD8 #F.....KG...\$.*.
 23D0 40C3 3A23 CDB1 0ACD A409 01F2 1316 7F18 @.:#.....
 23E0 ECD5 CD7F 0AD1 E501 E925 18E1 78FE 64D0\$.....
 23F0 C5D5 1104 6421 B825 E5E7 C295 232A 21411.%....#*!A

2400 E501 8C25 18C7 C179 32B0 4078 FE08 2828 2. @ . . . ((.
 2410 3AAF 40FE 08CA 6024 5778 FE04 CA72 247A . . @ . . . \$W \$.
 2420 FE03 CAF6 0AD2 7C24 21BF 1806 0009 094E \$! N
 2430 2346 D12A 2141 C5C9 CDDB 0ACD FC09 E122 #F. * ! A " .
 2440 1F41 E122 1D41 C1D1 CDB4 09CD DB0A 21AB . A . " . A ! .
 2450 183A B040 07C5 4F06 { } C17E 2366 6FE9 . . . @ . O # . .
 2460 C5CD FC09 F132 AF40 FE04 28DA E122 2141 2. @ . . (. . " ! A
 2470 18D9 CDB1 0AC1 D121 B518 18D5 E1CD A409 !
 2480 CDCF 0ACD BF09 E122 2341 E122 2141 18E7 " # A . " ! A ..
 2490 E5EB CDCF 0AE1 CDA4 09CD CF0A C3A0 08D7
 24A0 1E28 CAA2 19DA 6C0E CD3D 1ED2 4025 FECD . (. . . . = . @ % ..
 24B0 28ED FE2E CA6C 0EFE CECA 3225 FE22 CA66 (. 2% . " ..
 24C0 28FE CBCA C425 FE26 CA94 41FE C320 0AD7 (. . . % . & . A
 24D0 3A9A 40E5 CDF8 27E1 C9FE C220 0AD7 E52A : . @ . . . ! *.
 24E0 EA40 CD66 0CE1 C9FE C020 14D7 CF28 CD0D . @ (..
 24F0 26CF 29E5 EB7C B5CA 4A1E CD9A 0AE1 C9FE & .) J
 2500 C1CA FE27 FEC5 CA9D 41FE C8CA C927 FEC7 . . . ! . . A . . . ! ..
 2510 CA76 41FE C6CA 3201 FEC9 CA9D 01FE C4CA . A . . 2
 2520 2F2A FEBE CA55 41D6 D7D2 4E25 CD35 23CF /* . . UA . . N% . 5# .
 2530 29C9 167D CD3A 232A F340 E5CD 7B09 E1C9) . . . : # * . @
 2540 CD0D 26E5 EB22 2141 E7C4 F709 E1C9 0600 .. & . . " ! A
 2550 074F C5D7 79FE 4138 16CD 3523 CF2C CDF4 . O . . A8 . . 5# . , ..
 2560 0AEB 2A21 41E3 E5EB CD1C 2BEB E318 14CD .. * ! A . . . +
 2570 2C25 E37D FE0C 3807 FE1B E5DC B10A E111 , % . . 8
 2580 3E25 D501 0816 094E 2366 69E9 CDD7 297E > % N#) .
 2590 234E 2346 D1C5 F5CD DE29 D15E 234E 2346 #N#F) . . #N#F
 25A0 E17B B2C8 7AD6 01D8 AFBB 3CD0 151D 0ABE <
 25B0 2303 28ED 3FC3 6009 3C8F C1A0 C6FF 9FCD # . (. ? . . <
 25C0 8D09 1812 165A CD3A 23CD 7F0A 7D2F 6F7C . . . Z . : # . . . / ..
 25D0 2F67 2221 41C1 C346 233A AF40 FE08 3005 / . " ! A . . F# . : @ . 0 ..
 25E0 D603 B737 C9D6 03B7 C9C5 CD7F 0AF1 D101 .. 7
 25F0 FA27 C5FE 4620 067B B56F 7CB2 C97B A56F . ' . F
 2600 7CA2 C92B D7C8 CF2C 0103 26C5 F6AF 32AE . . . + & . . 2 ..
 2610 4046 CD3D 1EDA 9719 AF4F D738 05CD 3D1E @F. = . . O. 8. . = .
 2620 3809 4FD7 38FD CD3D 1E30 F811 5226 D516 8. O. 8. . = . 0. R& ..
 2630 02FE 25C8 14FE 24C8 14FE 21C8 1608 FE23 .. % . . \$. . . ! . . . #
 2640 C878 D641 E67F 5F16 00E5 2101 4119 56E1 . . . A ! . A . V ..
 2650 2BC9 7A32 AF40 D73A DC40 B7C2 6426 7ED6 + . . 2. @ . . . @ . . & ..
 2660 28CA E926 AF32 DC40 E5D5 2AF9 40EB 2AFB (. . & . 2. @ . . * . @ . * ..
 2670 40DF E128 191A 6FBC 1320 0B1A B920 0713 @ . . (.
 2680 1AB8 CACC 263E 1313 E52U Q4/9 18DF 7CE1 . . . & > . . & . . .
 2690 E3F5 D511 F124 DF28 3611 4325 DFD1 2835 \$. (6. C% . . (5 ..
 26A0 F1E3 E5C5 4F06 00C5 0303 032A FD40 E509 . . . O * . @ ..
 26B0 C1E5 CD55 19E1 22FD 4060 6922 FB40 2B36 . . . U . . " . @ . . " . @ + 6 ..
 26C0 00DF 20FA D173 23D1 7323 72EB 13E1 C957 # . . . # . . . W ..
 26D0 5FF1 F1E3 C932 2441 C167 6F22 2141 E720 2\$A . . " ! A ..
 26E0 0621 2819 2221 41E1 C9E5 2AAE 40E3 57D5 . ! (. " ! A . . * . @ . W ..
 26F0 C5CD 451E C1F1 EBE3 E5EB 3C57 7EFE 2C28 . . E < W . . , (.

2700 EECF 2922 F340 E122 AE40 D52A FB40 3E19 ..)".@.*.@>.
 2710 EB2A FD40 EBDF 3AAF 4028 27BE 2320 087E .*.@...:@('..#...
 2720 B923 2004 7EB8 3E23 235E 2356 2320 E03A .#....>##.#V#...
 2730 AE40 B71E 12C2 A219 F196 CA95 271E 10C3 .@.....!...
 2740 A219 7723 5F16 00F1 7123 7023 4FCD 6319 ...#....#.#O...
 2750 2323 22D8 4071 233A AE40 1779 010B 0030 ##".@.#.:@....0
 2760 02C1 0371 2370 23F5 CDAA 0BF1 3D20 EDF5#.#....=...
 2770 424B EB19 38C7 CD6C 1922 FD40 2B36 00DF BK..8...." @+6..
 2780 20FA 03'7 2AD8 405E EB29 09EB 2B2B 7323 ...W*.@..) ..++.#
 2790 7223 F138 3047 4F7E 2316 E15E 2356 23E3 .#..80GO.#....#V#.br/>
 27A0 F5DF D23D 27CD AA0B 19F1 3D44 4D20 EB3A ...=!....=DM..:
 27B0 AF40 444D 29D6 0438 0429 2806 29B7 E2C2 @DM) ..8.) (.).
 27C0 2709 C109 EB2A F340 C9AF E532 AF40 CDD4 '....*.*.2.0..
 27D0 27E1 D7C9 2AFD 40EB 214\$4437 E720 4DCD '....*.*.!..9...
 27E0 DA29 CDE6 282A A040 EB2A D640 7D93 6F7C .) ..(*.*.*.0...
 27F0 9A67 C366 0C3A A640 6FAF 67C3 9A0A CDA9:.*.0...
 2800 41D7 CD2C 25E5 2190 08E5 3AAF 40F5 FE03 A...%!.1....@...
 2810 CCDA 29F1 EB2A 8E40 E9E5 E607 21A1 184F ..) ..*.*.0....0
 2820 0600 09CD 8625 E1C9 E52A A240 237C B5E1%...*.*.0#...
 2830 C01E 16C3 A219 CDBD 0FCD 6528 CDDA 2901(....(...)
 2840 2B2A C57E 23E5 CDBF 28E1 4E23 46CD 5A28 +*..#....(.N#F.Z(
 2850 E56F CDCE 29D1 C9CD BF28 21D3 40E5 7723(!!@...#
 2860 7323 72E1 C92B 0622 50E5 0EFF 237E 0CB7 .#...+.P...#...
 2870 2806 BA28 03B8 20F4 FE22 CC78 1DE3 23EB (..(...."....#.
 2880 79CD 5A28 11D3 403E D52A B340 2221 413E ..Z(..@>.*.0"!A>
 2890 0332 AF40 CDD3 0911 D640 DF22 B340 E17E .2.*....0.".0..
 28A0 C01E 1EC3 A219 23CD 6528 CDDA 29CD C409#..(....)
 28B0 1415 C80A CD2A 03FE 0DCC 0321 0318 F2B7*....!....
 28C0 0EF1 F52A A040 EB2A D640 2F4F 06FF 0923 ..*.*.0.*.0/O...#
 28D0 DF38 0722 D640 23EB F1C9 F11E 1ACA A219 .8." @#....
 28E0 BFF5 01C1 28C5 2AB1 4022 D640 214\$04E5(*.*.0"!....
 28F0 2AA0 40E5 21B5 40EB 2AB3 40EB DF01 F728 *.*.!..0.*.0....(....
 2900 C24A 292A F940 EB2A FB40 EBDF 2813 7E23 .J)*.*.0..(....#
 2910 2323 FE03 2004 CD4B 29AF 5F16 0019 18E6 ##....K)....
 2920 C1EB 2AFD 40EB DFCA 6B29 7E23 CDC2 09E5 ..*.*.0....) .#....
 2930 09FE 0320 EB22 D840 E14E 0600 0909 23EB" .@.N....#
 2940 2AD8 40EB DF28 DA01 3F29 C5AF B623 5E23 *.*.0..(....?) ...#..#
 2950 5623 C844 4D2A D640 DF60 69D8 E1E3 DFE3 V#.DM*.*.0....
 2960 E560 69D0 C1F1 F1E5 D5C5 C9D1 E17D B4C8
 2970 2B46 2B4E E52B 6E26 0009 5059 2B44 4D2A +F+N.+.&..PY+DM*
 2980 D640 CD58 19E1 7123 7069 602B C3E9 28C5 .@.X....#....+...(.
 2990 E52A 2141 E3CD 9F24 E3CD F40A 7EE5 2A21 .*!A...\$....*!
 29A0 41E5 861E 1CDA A219 CD57 28D1 CDDE 29E3 A.....W(...).
 29B0 CDDD 29E5 2AD4 40EB CDC6 29CD C629 2149 ..).*.*.0...)!I
 29C0 23E3 E5C3 8428 E1E3 7E23 4E23 466F 2C2D #....(....#N#F.,-
 29D0 C80A 1203 1318 F8CD F40A 2A21 41EB CDF5*!A...
 29E0 29EB C0D5 5059 1B4E 2AD6 40DF 2005 4709)...PY.N*.*.0...G.
 29F0 22D6 40E1 C92A B340 2B46 2B4E 2BDF C022 ".@..*.*.0+F+N+.."

2A00 B340 C901 F827 C5CD D729 AF57 7EB7 C901 .@...'....)W...
2A10 F827 C5CD 072A CA4A 1E23 5E23 561A C93E .'...*.J.#.#V..>.
2A20 01CD 5728 CD1F 2B2A D440 73C1 C384 28D7 ..W(..+*.@....(..
2A30 CF28 CD1C 2BD5 CF2C CD37 23CF 29E3 E5E7 .(.+.+,.7#.)....
2A40 2805 CD1F 2B18 03CD 132A D1F5 F57B CD57 (....+....*....W
2A50 285F F11C 1D28 D42A D440 7723 1D20 FB18 (....(.*.@.#....
2A60 CACD DF2A AFE3 4F3E E5E5 7EB8 3802 7811 ...*..O>....8..
2A70 0E00 C5CD BF28 C1E1 E523 4623 6668 0600(....#F#....
2A80 0944 4DCD 5A28 6FCD CE29 D1CD DE29 C384 .DM.Z(....)....
2A90 28CD DF2A D1D5 1A90 18CB EB7E CDE2 2A04 (...*.....*....
2AA0 05CA 4A1E C51E FFFE 2928 05CF 2CCD 1C2B ..J.....)(...,..+
2AB0 CF29 F1E3 0169 2AC5 3DBE f(44 Df4F 7E91 .)....*.=....O..
2AC0 BB47 D843 C9CD 072A CAF8 275F 237E 2366 .G.C....*.'.#.#.
2AD0 6FE5 1946 72E3 C57E CD65 0EC1 E170 C9EB ...F.....
2AE0 CF29 C1D1 C543 C9FE 7AC2 9719 C3D9 41CD .)....C.....A..
2AF0 1F2B 3294 40CD 9340 C3F8 27CD 0E2B C396 .+2.@..@..'.+..
2B00 40D7 CD37 23E5 CD7F 0AEB E17A B7C9 CD1C @..7#.....
2B10 2B32 9440 3297 40CF 2C18 01D7 CD37 23CD +2.@2.@.,....7#..
2B20 052B C24A 1E2B D77B C93E 0132 9C40 C1CD .+J.+...>.2.@..
2B30 101B C521 FFFF 22A2 40E1 D14E 2346 2378 ...!..".@..N#F#..
2B40 B1CA 191A CDDF 41CD 9B1D C54E 2346 23C5A....N#F#..
2B50 E3EB DFC1 DA18 1AE3 E5C5 EB22 EC40 CDAF".@..
2B60 0F3E 20E1 CD2A 03CD 7E2B 2AA7 40CD 752B .>....*....+*..@...+
2B70 CDFE 2018 BE7E B7C8 CD2A 0323 18F7 E52A*....*.#....*
2B80 A740 444D E116 FF18 0303 15C8 7EB7 2302 .@DM.....#.
2B90 C8F2 892B FEFB 2008 0B0B 0B0B 1414 1414 ...+.....
2BA0 FE95 CC24 0BD6 7FE5 5F21 5016 7EB7 23F2 ...\$.....!P....#
2BB0 AC2B 1D20 F7E6 7F02 0315 CAD8 287E 23B7 .+.....(....#.
2BC0 F2B7 2BE1 18C6 CD10 1BD1 C5C5 CD2C 1B30 ..+.....,..0
2BD0 0554 5DE3 E5DF D24A 1E21 2919 CDA7 28C1 .T.....J.!)...(..
2BE0 21E8 1AE3 EB2A F940 1A02 0313 DF20 F960 !....*..@.....
2BF0 6922 F940 C9CD 8402 CD37 23E5 CD13 2A3E ."@.....7#....*>
2C00 D3CD 6402 CD61 021A CD64 022A A440 EB2A*....*..@.*
2C10 F940 1A13 CD64 02DF 20F8 CDF8 01E1 C9CD .@.....
2C20 9302 7ED6 B228 02AF 012F 23F5 2BD7 3E00(....#/..+.>.
2C30 2807 CD37 23CD 132A 1A6F F1B7 6722 2141 (.7#....*...."!A
2C40 CC4D 1B2A 2141 EB06 03CD 3502 D6D3 20F7 .M.*!A....5....
2C50 10F7 CD35 021C 1D28 03BB 2037 2AA4 4006 ...5....(....7*..@..
2C60 03CD 3502 5F96 A220 2173 CD6C 197E B723 ..5....!.....#
2C70 20ED CD2C 0210 EA22 F940 2129 19CD A728,"..@!)...(
2C80 CDF8 012A A440 E5C3 E81A 21A5 2CCD A728 ...*..@....!..,..(..
2C90 C318 1A32 3E3C 0603 CD35 02B7 20F8 10F8 ...2><...5....
2CA0 CD96 0218 A242 4144 fDf4 CD7F 0A7E C3F8BAD.....
2CB0 27CD 022B D5CF 2CCD 1C2B D112 C9CD 3823 '...+....+....8#
2CC0 CDF4 0ACF 3BEB 2A21 4118 083A DE40 B728;..*!A....@..(..
2CD0 0CD1 EBE5 AF32 DE40 BAF5 D546 B0CA 4A1E2..@....F..J..
2CE0 234E 2366 6918 1C58 E50E 027E 23FE 25CA #N#....X....#.%..
2CF0 172E FE20 2003 OC10 F2E1 433E 25CD 492EC>%..I..

2D00 CD2A 03AF 5F57 CD49 2E57 7E23 FE21 CA14 .*!..W.I.W.#.!..
 2D10 2EFE 2328 3705 CAFE 2DFE 2B3E 0828 E72B ..#(7...-.+>.(.+
 2D20 7E23 FE2E 2840 FE25 28BD BE20 D0FE 2428 ..#..(0.%(.\$()
 2D30 14FE 2A20 C878 FE02 2338 037E FE24 3E20 ..*....#8...\$>.
 2D40 2007 051C FEA9 C610 231C 8257 1C0E 0005#..W....
 2D50 2847 7E23 FE2E 2818 FE23 28F0 FE2C 201A (G.#..(..#(...,..
 2D60 7AF6 4057 18E6 7EFE 233E 2E20 900E 0123 ..@W....#>....#
 2D70 0C05 2825 7E23 FE23 28F6 D511 972D D554 ..(%.#.#(....-T
 2D80 5DFE 5BC0 BEC0 23BE C023 BEC0 2378 D604#..#..#...#...
 2D90 D8D1 D147 1423 CAEB D17A 2B1C E608 2015 ...G.#....+....
 2DA0 1D78 B728 107E D62D 2806 FEFE 2007 3E08 ...(-.-(.>.
 2DB0 C604 8257 05E1 F128 5CC5 D5CD 3723 D1C1 ...W... (P....7#..
 2DC0 C5E5 4378 81FE 19D2 4A1E 7AF6 80CD BE0F ..C.....J.....
 2DD0 CDA7 28E1 2BD7 3728 0D32 DE40 FE3B 2805 ..(+.7(.2.@.;(.)
 2DE0 FE2C C297 19D7 C1EB E1E5 F5D5 7E90 234E ..,.....#N
 2DF0 2366 6916 005F 1978 B7C2 032D 1806 CD49 #.....-....I
 2E00 2ECD 2A03 E1F1 C2CB 2CDC FE20 E3CD DD29 ..*.....)
 2E10 E1C3 6921 0E01 3EF1 05CD 492E E1F1 28E9 ..!...>..I...(.
 2E20 C5CD 3723 CDF4 0AC1 C5E5 2A21 4141 0E00 ..7#.....*!AA..
 2E30 C5CD 682A CDAA 282A 2141 F196 473E 2004 ...*..(*!A..G>..
 2E40 05CA D32D CD2A 0318 F7F5 7AB7 3E2B C42A ..-.*....>+.*
 2E50 03F1 C932 9A40 2AEA 40B4 A53C EPC8 1804 ...2.@"..<....
 2E60 CD4F 1EC0 E1EB 22EC 40EB CD2C 1BD2 D91E .O....."@"...,....
 2E70 6069 2323 4E23 4623 C5CD 7E2B E1E5 CDAF ..#VN#F#....+....
 2E80 0F3E 20CD 2A03 2AA7 403E 0ECD 2A03 E50E .>..*.*.@">..*
 2E90 FF0C 7EB7 2320 FAE1 4716 00CD 8403 D630#...G.....0
 2EA0 380E FE0A 300A 5F7A 0707 8207 8357 18EB 8...0.....W..
 2EB0 E521 992E E315 14C2 BB2E 14FE D8CA D22F .!.....*/....
 2EC0 FEDD CAE0 2FFE F028 41FE 3138 02D6 20FE//...(A.18....
 2ED0 21CA F62F FE1C CA40 2FFE 2328 3FFE 19CA !.../...@/..#(?...
 2EE0 7D2F FE14 CA4A 2FFE 13CA 652F FE15 CAE3 ./...J/..../....
 2EF0 2FFE 28CA 782F FE1B 281C FE18 CA75 2FFE /...(../...(..../
 2F00 11C0 C1D1 CDFE 20C3 652E 7EB7 C804 CD2A*.....
 2F10 0323 1520 F5C9 E521 5F2F E337 F5CD 8403 ..#.....!./.7...
 2F20 5FF1 F5DC 5F2F 7EB7 CA3E 2FCD 2A03 F1F5/...>/.*...
 2F30 DCA1 2F38 0223 047E BB20 EB15 20E8 F1C9 ..//8.#.....
 2F40 CD75 2BCD FE20 C1C3 7C2E 7EB7 C83E 21CD ..+....>!..
 2F50 2A03 7EB7 2809 CD2A 03CD A12F 1520 F33E *...(.**.../...>
 2F60 21CD 2A03 C97E B7C8 CD84 0377 CD2A 0323 !.*.....*.*#
 2F70 0415 20F1 C930 4445 16FF CD0A 2FCD 84036.H..../...
 2F80 B7CA 7D2F FE08 280A FE0D CAE0 2FFE 1BC8//...(..../...
 2F90 201E 3E08 0504 281F CD2A 032B 0511 7D2F ..>...(.**+.../
 2FA0 D5E5 0D7E B737 CA90 0823 7E2B 7723 18F37...#.+.#..
 2FB0 F579 FEFF 3803 F118 C490 0C04 C5EB 6F268.....&
 2FC0 0019 444D 23CD 5819 C1F1 77CD 2A03 23C3 ..DM#.X.....*.#.
 2FD0 7D2F 78B7 C805 2B3E 08CD 2A03 1520 F3C9 ./....+>...*....
 2FE0 CD75 2BCD FE20 C1D1 7AA3 3C2A A740 2BC8 ..+....<*.@+.
 2FF0 3723 F5C3 981A C1D1 C319 1A0E C3C3 44027#D.
 3000 FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF

```

500 CLS:CLEAR200
510 CMD"T"
520 PRINT
530 ONERRORGOTO540
540 RESUME550
550 PRINT" W 4 U C H   N U M B E R   C O N V E R S I O N   P R O
      G R A M"
560 PRINT
570 PRINT"          - DECIMAL TO BINARY ENTER D"
580 PRINT"          - BINARY TO DECIMAL ENTER B"
590 PRINT"          - HEXADECIMAL TO BINARY ENTER HB"
600 PRINT"          - DECIMAL TO HEXADECIMAL ENTER DH"
610 PRINT"          - HEXADECIMAL TO DECIMAL ENTER HD"
620 PRINT"          - SPLIT DECIMAL TO DECIMAL ENTER SP"
630 PRINT"          - DECIMAL TO SPLIT HEXADECIMAL ENTER DS"
640 PRINT"          - SPLIT HEXADECIMAL TO DECIMAL ENTER SD ";
650 INPUTAA$:CLS
660 IFAA$="HB"GOTO1550
670 IFAA$="DH"THENQB$=""
680 IFAA$="DS"THENAA$="DH":QB$="DS"
690 IFAA$="SD"GOTO1500
700 IFAA$="HD"GOTO1550
710 IFAA$="B"GOTO860
720 REM DECIMAL TO BINARY CONVERSION
730 CLS:INPUT" DECIMAL NO. ";X:IFX>65535GOTO730
740 A=INT(X/2):AA=X-2*A:B=INT(A/2):BB=A-2*B:C=INT(B/2):CC=B-2*C
750 D=INT(C/2):DD=C-2*D:E=INT(D/2):EE=D-2*E:F=INT(E/2):FF=E-2*F
760 G=INT(F/2):GG=F-2*G:H=INT(G/2):HH=G-2*H:I=INT(H/2):II=H-2*I
770 J=INT(I/2):JJ=I-2*J:K=INT(J/2):KK=J-2*K:L=INT(K/2):LL=K-2*L
780 M=INT(L/2):MM=L-2*M:N=INT(M/2):NN=M-2*N:O=INT(N/2):OO=N-2*O
790 PP=O-2*INT(O/2)
800 Y$=STR$(PP)+STR$(OO)+STR$(NN)+STR$(MM)+STR$(LL)+STR$(KK)+STR$(JJ)+STR$(II)+STR$(HH)+STR$(GG)+STR$(FF)+STR$(EE)+STR$(DD)+STR$(CC)+STR$(BB)+STR$(AA)
810 IFAA$="SP"THENNO=NO+1:QB$="DS":GOTO1200
820 IFAA$="DH"ANDQB$=""THENPRINT:PRINT" HEXADECIMAL   ";:GOTO1200
830 IFQB$="DS"GOTO1200
840 PRINT" BINARY # "Y$":INPUTR:GOTO730
850 REM BINARY TO DECIMAL CONVERSION
860 CLS:INPUT" 16, 8, OR 4 DIGIT BINARY NO. ";AA
870 CLS:PRINTAA;"DIGIT BINARY NO. ";:INPUTX$
880 IFLEN(X$)<>AA GOTO870
890 FORZ=1TOAA:X=VAL(MID$(X$,Z,1)):IFZ=1THENX=X
900 IFZ=2THENB=X
910 IFZ=3THENC=X
920 IFZ=4THEND=X
930 IFAA=8GOTO970ELSEIFAA=16GOTO970
940 NEXT
950 Y=A*8+B*4+C*2+D*1
960 PRINT"           DECIMAL"Y:INPUTR:GOTO870
970 IFZ=5THENE=X
980 IFZ=6THENF=X
990 IFZ=7THENG=X
1000 IFZ=8THENH=X

```

```
1010 IFAA=16GOTO1050
1020 NEXT
1030 Y=A*128+B*64+C*32+D*16+E*8+F*4+G*2+H*1
1040 PRINT" DECIMAL"Y:INPUTR:GOTO870
1050 IFZ=9THENI=X
1060 IFZ=10THENJ=X
1070 IFZ=11THENK=X
1080 IFZ=12THENL=X
1090 IFZ=13THENM=X
1100 IFZ=14THENN=X
1110 IFZ=15THENO=X
1120 IFZ=16THENP=X
1130 NEXT
1140 Y=A*32768+B*16384+C*8192+D*4096+E*2048+F*1024+G*512+H*256+I
*128+J*64+K*32+L*16+M*8+N*4+O*2+P*1
1150 PRINT:PRINT" DECIMAL";Y:INPUTR
1160 IFAA$="SP"GOTO730
1170 IFAA$="B"GOTO870
1180 IFAA$="HD"GOTO1540
1190 IFAA$="SD"GOTO1500
1200 DH$=MID$(Y$,1,8):GOSUB1250
1210 DH$=MID$(Y$,9,8):GOSUB1250
1220 DH$=MID$(Y$,17,8):GOSUB1250
1230 DH$=MID$(Y$,25,8):GOSUB1250
1240 PRINT" ";:INPUTR:GOTO730
1250 DH=VAL(DH$):IFDH=0THENDH$="0"
1260 IFDH=1THENDH$="1"
1270 IFDH=10THENDH$="2"
1280 IFDH=11THENDH$="3"
1290 IFDH=100THENDH$="4"
1300 IFDH=101THENDH$="5"
1310 IFDH=110THENDH$="6"
1320 IFDH=111THENDH$="7"
1330 IFDH=1000THENDH$="8"
1340 IFDH=1001THENDH$="9"
1350 IFDH=1010THENDH$="A"
1360 IFDH=1011THENDH$="B"
1370 IFDH=1100THENDH$="C"
1380 IFDH=1101THENDH$="D"
1390 IFDH=1110THENDH$="E"
1400 IFDH=1111THENDH$="F"
1410 IFQB$="DS"THENQQ=QQ+1
1420 IFQQ=1THENRR$=DH$:RETURN
1430 IFQQ=2THENSS$=DH$:RETURN
1440 IFQQ=3THENTT$=DH$:RETURN
1450 IFQQ=4THENUU$=DH$
1460 IFQB$="DS"ANDAA$="DH"THENPRINT:PRINT" SPLIT HEX      ";TT$;UU$;
;RR$;SS$;QQ=0:INPUTR:GOTO730
1470 IFQB$="DS"ANDAA$="SP"ANDNO=1THENFF$ =TT$+UU$;QQ=0:GOTO730
1480 IFQB$="DS"ANDAA$="SP"ANDNO=2THENSS$=TT$+UU$;X$=SS$+FF$;NO=0
:QQ=0:PRINT" HEXADECIMAL ";X$:GOTO1560
1490 PRINTDH$;:RETURN
1500 'SPLIT HEX TO DECIMAL CONVERSION
1510 CLS:INPUT"SPLIT HEX NO.      ";SH$
1520 SI$=LEFT$(SH$,2):SJ$=RIGHT$(SH$,2)
```

```
1530 X$="" : X$=SJ$+SI$ : GOTO1560
1540 REM HEX TO DECIMAL AND HEX TO BINARY CONVERSION
1550 CLS : X$="" : INPUT"HEXADECIMAL NO. ";X$
1560 IFLEN(X$)<>4GOTO1550
1570 FOR XX=1TO4:A$=MID$(X$,XX,1)
1580 IFA$="0"THEN A$="0000"
1590 IFA$="1"THEN A$="0001"
1600 IFA$="2"THEN A$="0010"
1610 IFA$="3"THEN A$="0011"
1620 IFA$="4"THEN A$="0100"
1630 IFA$="5"THEN A$="0101"
1640 IFA$="6"THEN A$="0110"
1650 IFA$="7"THEN A$="0111"
1660 IFA$="8"THEN A$="1000"
1670 IFA$="9"THEN A$="1001"
1680 IFA$="A"THEN A$="1010"
1690 IFA$="B"THEN A$="1011"
1700 IFA$="C"THEN A$="1100"
1710 IFA$="D"THEN A$="1101"
1720 IFA$="E"THEN A$="1110"
1730 IFA$="F"THEN A$="1111"
1740 NN=NN+1
1750 IFNN=1GOTO1760ELSEIFNN=2GOTO1770ELSEIFNN=3GOTO1780ELSEIFNN=
4GOTO1790
1760 BB$=A$:           NEXTXX:GOTO1570
1770 CC$=A$:           NEXTXX:GOTO1570
1780 DD$=A$:           NEXTXX:GOTO1570
1790 EE$=A$:
1800 X$=BB$+CC$+DD$+EE$ : NN=0
1810 IFAA$="HB"THEN PRINT X$;" BINARY    ";:INPUTR:CLS:GOTO1550
1820 AA=16:GOTO890
1830 END
1840 '
1850 ' NOTE: PROGRAM UTILIZES 3919 BYTES OF MEM
```

```

00100 ; SOURCE CODE PROGRAM TO PRINT ALL ZEROS WITH A SLASH
00110
00120 ; WITH AUTO CARRIAGE RETURN @ 64 CHARACTERS WHEN LLIST
00130
00140     ORG    7F15H  ;=32533 DECIMAL ORIGIN
00150 COUNT  EQU    7F15H  ;MEM LOCATION FOR CHAR. COUNTER
00160       DEFW   COUNT  ;ASSEMBLER SAVES 2 BYTES @ 7F15H
00170 START  PUSH   AF    ;SAVE REGISTERS IN STACK MEMORY
00180       PUSH   BC
00190       PUSH   DE
00200       PUSH   HL
00210 LD      A,C    ;NEXT CHARACTER TO PRINT IN C REG
00220 CP      0DH    ;IS IT A CARRIAGE RETURN?
00230 JR      Z,NOINC ;EXIT W/O INCREMENTING COUNTER
00240 LD      A,(COUNT) ;COUNTER VALUE FROM MEM
00250 CP      040H    ;IS IT 64 DECIMAL = END OF LINE?
00260 JR      Z,CARRET ;IF SO, GOTO CARR. RETURN
00270 FINIS  LD      A,(COUNT) ;IF RETURN FM CARRET
00280 INC    A      ;ADD +1 CHARACTER ON LINE
00290 LD      (COUNT),A ;NEW COUNT NUMBER TO MEM
00300 LD      A,C    ;NEXT CHARACTER TO PRINT IN C REG
00310 CP      30H    ;30H=ASCII ZERO. IS IT A ZERO?
00320 CALL   Z,ZERO  ;IF SO, GOTO ZERO SUBROUTINE
00330 ELFIN  POP    HL    ;RESTORE REGISTERS TO ORIG. CONDX
00340 POP    DE
00350 POP    BC
00360 POP    AF
00370 JP      058DH  ;GOTO ROM STD. PRINTER ROUTINE
00380 NOINC LD      A,00H  ;RESET CHARACTER COUNTER-
00390 LD      (COUNT),A ;IN MEMORY
00400 JR      ELFIN  ;QUICK DEPARTURE
00410 RESET LD      A,00H  ;RESET CHARACTER-
00420 LD      (COUNT),A ;COUNTER IN MEMORY.
00430 JR      FINIS  ;ALL DONE
00440 CARRET CALL   TEST   ;TEST IF PRINTER READY?
00450 LD      A,0DH  ;0DH = ASCII CARRIAGE RETURN
00460 LD      (37E8H),A ;DO CARRIAGE RETURN
00470 JR      RESET  ;GOTO RESET CHARACTER COUNTER
00480 TEST  LD      A,(37E8H) ;PRINTER MEM LOCATION
00490 BIT    7,A    ;PRINTER READY HANDSHAKE?
00500 JR      NZ,TEST ;LOOP TILL HANDSHAKE
00510 RET
00520 ZERO  CALL   TEST   ;RETURN TO LINE AFTER CALL
00530 LD      A,2FH  ;2FH=ASCII SLASH
00540 LD      (37E8H),A ;PRINT '/' SLASH
00550 CALL   TEST   ;IS PRINTER READY?
00560 CALL   DELAY  ;20 MILLISECOND DELAY
00570 LD      A,08H  ;08H = ASCII BACKSPACE
00580 LD      (37E8H),A ;DO BACKSPACE
00590 DELAY LD      C,0AH  ;INITIALIZE DELAY-
00600 DELAY1 LD      B,0H   ;LOOPS TO ALLOW SELECTRIC-
00610 DELAY2 DJNZ   DELAY2 ;PRINT HEAD TIME TO SETTLE DOWN-
00620 DEC    C      ;FROM BACKSPACE VIBRATION AND-
00630 JP      NZ,DELAY1 ;FOR TRACK TO LOCK.
00640 RET
00650 ORG    4026H  ;PUT ADDRESS OF START IN PRINTER-
00660 DEFW   START  ;DRIVER ADDRESS AT 4026H MEMORY.
00670 ORG    COUNT  ;CHARACTER COUNTER MEM ADDRESS-
00680 DEFB   00H    ;INITIALIZE AT ZERO.
00690 END    COUNT  ;FIRST LINE OF SUBROUTINE

```

OBJECT CODE: LPRINT ALL ZEROS WITH SLASH

7F15	00140	ORG	7F15H
7F15	00150	EQU	7F15H
7F15 157F	00160	DEFW	COUNT
7F17 F5	00170	PUSH	AF
7F18 C5	00180	PUSH	BC
7F19 D5	00190	PUSH	DE
7F1A E5	00200	PUSH	HL
7F1B 79	00210	LD	A,C
7F1C FE0D	00220	CP	0DH
7F1E 281B	00230	JR	Z,NOINC
7F20 3A157F	00240	LD	A,(COUNT)
7F23 FE40	00250	CP	040H
7F25 2822	00260	JR	Z,CARRET
7F27 3A157F	00270	FINIS	LD A,(COUNT)
7F2A 3C	00280	INC	A
7F2B 32157F	00290	LD	(COUNT),A
7F2E 79	00300	LD	A,C
7F2F FE30	00310	CP	30H
7F31 CC5B7F	00320	CALL	Z,ZERO
7F34 E1	00330	ELFIN	POP HL
7F35 D1	00340	POP	DE
7F36 C1	00350	POP	BC
7F37 F1	00360	POP	AF
7F38 C38D05	00370	JP	058DH
7F3B 3E00	00380	NOINC	LD A,0OH
7F3D 32157F	00390	LD	(COUNT),A
7F40 18F2	00400	JR	ELFIN
7F42 3E00	00410	RESET	LD A,0OH
7F44 32157F	00420	LD	(COUNT),A
7F47 18DE	00430	JR	FINIS
7F49 CD537F	00440	CARRET	CALL TEST
7F4C 3E0D	00450	LD	A,0DH
7F4E 32E837	00460	LD	(37E8H),A
7F51 18EF	00470	JR	RESET
7F53 3AE837	00480	TEST	LD A,(37E8H)
7F56 CB7F	00490	BIT	7,A
7F58 20F9	00500	JR	NZ,TEST
7F5A C9	00510	RET	
7F5B CD537F	00520	ZERO	CALL TEST
7F5E 3E2F	00530	LD	A,2FH
7F60 32E837	00540	LD	(37E8H),A
7F63 CD537F	00550	CALL	TEST
7F66 CD6E7F	00560	CALL	DELAY
7F69 3E08	00570	LD	A,08H
7F6B 32E837	00580	LD	(37E8H),A
7F6E 0E0A	00590	DELAY	LD C,0AH
7F70 0600	00600	DELAY1	LD B,0H
7F72 10FE	00610	DELAY2	DJNZ DELAY2
7F74 0D	00620	DEC	C
7F75 C2707F	00630	JP	NZ,DELAY1
7F78 C9	00640	RET	
4026	00650	ORG	4026H
4026 177F	00660	DEFW	START
7F15	00670	ORG	COUNT
7F15 00	00680	DEFB	00H
7F15	00690	END	COUNT

CHAPTER 9
- SELF-TEST QUESTIONS -

The following pages of self-test questions cover a number of important points in the preceding Chapters and demonstration programs. If you understand the logic, program flow, and rationale of each Chapter/program's contents, you should have little difficulty in answering the questions. If a question's answer is not clear, re-read/study the appropriate Chapter and/or demonstration program till osmosis occurs, as in time it will indeed permeate. If all else fails, try putting this handbook under your pillow and sleeping on it. (Ed.)

SELF-TEST QUESTIONS FOR CHAPTER 1:

1. What is meant by masking the most significant bit (MSB)?

2. What are the decimal and hexadecimal locations in ROM for the Level II functions' NAMES?

From _____ / _____ to _____ / _____.

3. Why are disk BASIC's functions' names and coupling addresses in non-disk Level II BASIC ROM?

4. How would you mask the MSB of any MEM location in a simple program written in BASIC?.

5. How many MEM groups (separate address segments) do the BASIC functions' CALL addresses occupy? Beginning locations?

A. _____ B. _____ C. _____ D. _____

6. Name the 2 geniuses at Microsoft who wrote Level II and disk BASIC (luckily they did not write DOS 2.1 or 2.2).

A _____ G _____

7. Why are the BASIC functions' CALL addresses in Level II ROM expressed LSB first and MSB second?

8. What are the decimal values of PEEK 5666 & 5667? What Level II function's CALL address do they represent?

A. _____ / _____ B. _____

9. What are the MEM locations in decimal and hex of the following PEEK values? A. 194-30 B. 15-42 C. 255-255 D. 0-255

A. _____ / _____ B. _____ / _____ C. _____ / _____ D. _____ / _____

SELF-TEST QUESTIONS - CHAPTER 2:

1. On the average, how much faster will efficiently written assembly language programs run than BASIC? MEM required?

A. _____ B. _____

2. What do we call the 2 RAM arithmetic storage locations?

A. _____ B. _____

3. What is the NT (number type) for the following numbers?

A. 10000 _____ B. 33000 _____ C. 1.011 _____ D. 1.111111 _____

4. Where is the NT (number type) stored in RAM memory? _____

5. What type of numbers are represented by NT (number type) =?

A. 2 _____ B. 3 _____ C. 4 _____ D. 8 _____

6. In Figure 7, what is accomplished by line 310?

7. In Figure 7, what is accomplished by line 320?

8. In Figure 9, what is accomplished by lines 340/350?

9. In Figure 11, what is accomplished by line 310?

10. How many significant digits in a CDBL argument?

NOTES:

SELF-TEST QUESTIONS - CHAPTER 3:

1. Does Level II ROM ever use the the Z-80 alternate register pairs AF' - BC' - DE' - HL' ?

2. Where is the ROM CALL location to move "B" register bytes from MEM location XXXX to MEM location YYYY?

3. How many MEM locations in the ACCUM and CDBL store? Where?

4. How is the NT (number type converted to ASCII)?

5. What CALL converts the ACCUM to an ASCII string?

6. What function does Figure 13's line 420 perform? Why?

7. What is the difference between RANDOM and RND?

8. What is the difference between CINT and INT?

9. How is the conversion MEM location CALLED in Figure 13?

10. How is the RETURN MEM location CALLED in Figure 13?

NOTE: Pages 17, 19, & 21 add a zero Operand AFTER "DEFB".
See pages 18, 20, & 22 for correct placement.

SELF-TEST QUESTIONS - CHAPTER 4:

1. What is the value of PEEK (14464) if one shift key is pressed? If both shift keys are pressed?

2. What is the value of PEEK (14338) if H, I, J, K, L, M, N, and O keys are pressed simultaneously?

3. What is the major difference between CALL 002BH and 0049H?

4. What data is stored at MEM location 409CH?

5. What is the simplest way to store an integer and single precision number in RAM (not counting the ACCUM & CDBL store?).

6. Where are data comparison results stored? What values?

7. What is the value of the "A" register if CALL 0994H is used and the ACCUM contains -1.9999999999?

8. What CALL is used to change any value to an integer? To a single precision number? To a double precision number?

9. What is the value of NT RAM storage for a string?

10. What value will MEM location 37E8H contain when the line printer is ready (handshake)? What MEM location is loaded with the NEXT character to be printed?

11. Write a brief assembly language program to output to the video display a message of ANY length using the CALL 28A7H subroutine.

NOTE: This subroutine will output a string of up to 63 characters with non-disk Level II. By concatenating the strings with additional DEFM OPCODES, the message length is only limited by available memory.

SELF-TEST QUESTIONS - CHAPTER 5:

Fill in decimal CALL locations for these Level II functions using Chapter 7's Multi-Base Conversion Program:

BASIC FUNCTION	CALL ADDRESS	BASIC FUNCTION	CALL ADDRESS
ABS	_____	ASC	_____
ATN	_____	AUTO	_____
CDBL	_____	CHR\$	_____
CINT	_____	CLEAR	_____
CLOAD	_____	CLS	_____
CONT	_____	COS	_____
CSAVE	_____	CSNG	_____
DATA	_____	DEFDBL	_____
DEFINT	_____	DEFSNG	_____
DEFSTR	_____	DELETE	_____
DIM	_____	EDIT	_____
ELSE	_____	END	_____
ERR	_____	ERL	_____
ERROR	_____	EXP	_____
FIX	_____	FOR	_____
FRE	_____	GOSUB	_____
GOTO	_____	IF	_____
INKEY\$	_____	INP	_____
INPUT	_____	INSTR	_____
INT	_____	LEFT\$	_____
LEN	_____	LIST	_____
LOG	_____	LLIST	_____
LPRINT	_____	MEM	_____
MID\$	_____	NEW	_____
NEXT	_____	NOT	_____
ON	_____	OUT	_____
PEEK	_____	POINT	_____
POKE	_____	POS	_____
PRINT	_____	RANDOM	_____
READ	_____	REM	_____
RESET	_____	RESTORE	_____
RESUME	_____	RIGHT\$	_____
RND	_____	RUN	_____
SET	_____	SGN	_____
SIN	_____	SQR	_____
STOP	_____	STR\$	_____
STRING\$	_____	SYSTEM	_____
TAN	_____	TROFF	_____
TRON	_____	USR	_____
VARPTR	_____	VAL	_____

SELF-TEST QUESTIONS - CHAPTERS 6, 7 & 8:

1. A. Each MEM location on page 37 holds how many hex bytes?
B. Each Line? C. Total page?

2. A. On page 37, location 011FH contain hex? B. = ASCII?

3. On page 37, just above line 0000, fill-in LSB of each hexadecimal memory location, zero through F.

4. A. In Chapter 7's "Number Conversion Program," is line 510 only for disk BASIC? B. Should it be deleted for non-disk?

5. How many fundamental number conversions are performed by Chapter 7's "Number Conversion Program"?

6. How is the "SPLIT DECIMAL TO DECIMAL" conversion performed?

7. In Chapter 8's program, rewrite lines 170-200 and 330-360 to use EX AF,AF' & EXX OPCODES instead of the stack for storage. Be VERY careful.

8. A. In line 490, rewrite this line to use the CP (compare) OPCODE instead of BIT 7,A. B. What is the difference?

9. Why are lines 590-630 necessary with IBM Slectric printers?

10. If you had a line printer with 130 characters per line capability (most IBM Selectric Printer Terminals have it) how would you modify this program to use all 130 positions?

CHAPTER 10

- BIBLIOGRAPHY AND ANSWERS TO SELF-TEST QUESTIONS -**BIBLIOGRAPHY and BOOKS AVAILABLE:**

Using the consumers' scale of: BEST buy, GOOD buy, FAIR buy, POOR buy, and utterly WRETCHED, there is nothing on the market today for the TRS-80 assembly programmer that rates much higher than FAIR in this reviewers opinion, with two exceptions. They are both for the advanced assembly language programmer and are:

BEST: Andrew Hildebrand's "Software Technical Manual", @ \$40.
Houston Micro Computer Technologies
5313 Bissonnet Street
Bellaire, Texas 77401

GOOD: Lance Leventhal's "Z-80 Assembly Language Pgmgs", @ \$15.
Adam Osborne & Associates
630 Bancroft Way
Berkeley, California 94710

Both of the above books assume that the reader has at least a few years of experience of 8080A assembly language programming experience before jumping into the Z-80, in our opinion.

There is really nothing truly worthwhile available for the beginning assembly language programmer. This includes Radio Shack's "TRS-80 Assembly language Programming," at \$3.95. Even at \$3.95 it is grossly OVER PRICED and in our kindest moments deserves our WRETCHED rating. Since there is nothing else for the beginner but garbage, garbage is the only ENTRE available and if one is truly hungry enough and holds one's nose, garbage is better than starving to death.

The following books have received our FAIR consumers' rating because of considerable generosity on our reviewer's part.

FAIR: "Z-80 Programming For Logic Design"
great for typewriter mechanics

FAIR: "The Z-80 Microcomputer Handbook"
the cover should be a clue to the buyer

FAIR: "Z-80 Software Gourmet Guide & Cookbook"
cooked tripe is still tripe

What the 200,000+ TRS-80 owners above the 5th grade level are awaiting is W6OVP's new book on the subject of assembly language programming. W6OVP is Dr. David Lien, Dean of San Diego University, a professional educator of the first water.

Dave Lien wrote the "User's Manual for Level 1," which is certainly the finest tutorial for beginning BASIC programmers from age 12 to 80 ever published, and followed it up fall '79 with "Learning Level II," which also deserves an excellent rating. If and when Dave publishes tutorials on disk BASIC and assembly language programming, they will indeed be on the best-seller list.

- ANSWERS TO QUESTIONS ON CHAPTERS' 1 TO 8 -

NOTE:

Advanced assembly language programmers' will undoubtedly think many of the questions naive to the point of ridiculousness. Indeed, many questions are absurdly simple to DRIVE HOME points to those readers who may NOT be as advanced as others. It is a difficult balancing act, so we ask for your patience and understanding.

ANSWERS TO CHAPTER 1:

1. Assume that PEEK(5712) = 197 decimal. 5712 is MEM location 1650H. Now, 197 decimal = 11000101 binary. The left most bit is a 1 which is masked (eliminated). It now = 1000101 binary = 69 decimal = ASCII "E". Since 10000000 binary = 128 decimal this same bit may be masked by simply subtracting 128 from the PEEK decimal value.

2. From 5712 decimal/1650H to 6172 decimal/181CH.

3. They are all CALLED by non-disk Level II ROM. If no disk is present or operating = L3/ERROR.

4. Subtract 128 from the PEEK value.

5. Two.

6. From 6178 decimal/1822H to 6297 decimal/1899H, and from 5642 decimal/160AH to 5711 decimal/164FH.

7. Convenience + allowing modest upward compatibility between the earlier 8080 microprocessor and the newer Z-80, both invented/designed by Dr. Federico Faggin (President of Zilog).

8. 189 and 21 decimal.

9. ATN = arc tangent with output value in radians.

10. A. 7874 decimal/1EC2H B. 10767 decimal/2A0FH
C. 65535 decimal/FFFFH D.. 65280 decimal/FF00H

ANSWERS TO QUESTIONS ON CHAPTER 2:

1. A. 300 to 350+ times faster. B. 1/10th as much memory.
2. ACCUM and CDBL Store; ("CS" abbreviation).
3. A. = 2 B. = 4 (>32767) C. = 4 D. = 8 NOTE: 3 = string
4. NT MEM location at 40AFH.
5. A. 2 = integer B. 4 = single precision C. 8 = double prec.
6. CALL 0E6CH changes an arithmetic string to minumum NT and stores it in the ACCUM in the appropriate format, plus storing the NT in MEM location 40AFH.
7. CALL 0A7FH = CINT which changes ANY number in the range of +32767 to -32768 to an integer.
8. Uses stack MEM in RAM to store the single precision value of registers BCDE while BCDE are used in following CALLs.
9. See answer to question 6, above. CALL 0E65H is similar, but stores the number in the ACCUM in double precision format and sets the NT in MEM location 40AFH to 8.
10. THIS MAY SURPRISE YOU. Answer: only as many digits as contained in the argument. Up to 17 digits maximum. If the argument contains 10 significant digits, the last 7 digits will be meaningless. See Radio Shack's "Microcomputer News-Letter," October '79, page 2 for an excellent explanation.

ANSWERS TO QUESTIONS ON CHAPTER 3:

1. NO, they are never used in Level II ROM as this Microsoft BASIC is sort of the son of an earlier 8080 BASIC and the 8080 has neither OPCODE. This allows YOU to use it whenever desired and save 4+ bytes compared with PUSH and POP.
2. CALL 09D7H/2519 decimal.
3. Eight in each one.
4. ADD A,48 ;converts to ASCII.
5. CALL 0FB7H converts ACCUM to a string (address in HL), and NT in MEM location 40AFH = 3.
6. A. Converts any number in CINT range in ACCUM to integer.
B. All ROM CALL locations are integers, so acts as a trap for erroneous input.

ANSWERS TO QUESTIONS ON CHAPTER 3 - CONTINUED:

7. RANDOM re-initializes the Z-80 random number generator. RND with NT = 2 = integer, generates a pseudo-random number between 1 and the integer value in the ACCUM. RND with NT = 4 = a single precision number, generates a pseudo random single precision number between zero and the number in the ACCUM which must = or < 1.
8. INT returns a round number (no decimal points) for ANY number. CINT changes any number with up to 7 digits to an integer within the range of +32767 and -32768.
9. Line 600's OPCODE is a RET which effectively POPs the top number off the stack, thus CALLing the CONV MEM location.
10. Since each listed CONVersion subroutine ends with a RET, this effects a POP the top number off of the stack, which is the RETURN address. This is a very useful ploy at times.

ANSWERS TO QUESTIONS ON CHAPTER 4 :

1. A. 1 B. 1 2. 255 decimal
3. CALL 002BH scans the keyboard ONCE. CALL 0049H scans the keyboard till NOT zero (till any key is pressed). Virtually the same as INKEY\$ in BASIC.
4. MEM location 409CH stores "output" directions for CALL 1BB3H (amongst others). Initialized at Zero = video display, +1 = line printe, and -1 = cassette.
5. A. PUSH DE or PUSH HL B. PUSH BC and PUSH DE C. Move 8 bytes from ACCUM to MEM via CALL 09D6H or 09D7H (A OR B reg).
6. A. In the "A" register. B. Zero C. +1 D. 255 (0FFH)
7. 255 decimal - 11111111 binary - 0FFH hex
8. A. CALL 0B37H/2871 decimal = INT; CINT's range is limited.
B. CALL 0AB1H/2737 decimal = CSNG C. CALL 0ADBH/2779 decimal = CDBL.
9. 3 decimal
10. A. 63 decimal = ASCII ? (what next?). B. 37E8H
11. W4UCH EQU 7D00H ;MESSAGE PROGRAM
ORG W4UCH ;7D00H = 32000 DECIMAL
LD HL,STRING ;STRING MEM ADDRESS
CALL 28A7H ;DISPLAY \$ SUBROUTINE
STRING DEFM 'USING LEVEL II ROM SUBROUTINES'
DEFB 0 ;END OF MESSAGE DELIMITER
END W4UCH ;CONCATENATE ANY LENGTH
;NOTE-you may concatenate up to 240 bytes per CALL 28A7H.

ANSWERS TO SELF-TEST QUESTIONS

- CHAPTER 5 -

LEVEL II BASIC FUNCTION CALL ADDRESSES IN DECIMAL

BASIC FUNCTION	CALL ADDRESS	BASIC FUNCTION	CALL ADDRESS
ABS	2423	ASC	10767
ATN	5565	AUTO	8200
CDBL	2779	CHR\$	10783
CINT	2687	CLEAR	7802
CLOAD	11295	CLS	457
CONT	7652	COS	5441
CSAVE	11253	CSNG	2737
DATA	7941	DEFDBL	7689
DEFINT	7683	DEFSNG	7686
DEFSTR	7680	DELETE	11206
DIM	9736	EDIT	11872
ELSE	7943	END	7598
ERL	9437	ERR	9423
ERROR	8180	EXP	5177
FIX	2854	FOR	7329
FRE	10196	GOSUB	7857
GOTO	7874	IF	8249
INKEY\$	413	INP	10991
INPUT	8602	INSTR	16787
INT	2871	LEFT\$	10849
LEN	10755	LIST	11054
LOG	2057	LLIST	11049
LPRINT	8295	MEM	10185
MID\$	10906	NEW	6985
NEXT	8886	NOT	9668
ON	8044	OUT	11003
PEEK	11434	POINT	307
POKE	11441	POS	10229
PRINT	8303	RANDOM	467
READ	8687	REM	7943
RESET	312	RESTORE	7569
RESUME	8111	RIGHT\$	10897
RND	5321	RUN	7843
SET	309	SGN	2442
SIN	5447	SQR	5095
STOP	7593	STR\$	10294
STRING\$	10799	SYSTEM	690
TAN	5544	TROFF	7672
TRON	7671	USR	10238
VARPTR	9461	VAL	10949

ANSWERS TO SELF-TEST QUESTIONS CHAPTERS 6, 7, 8:

1. A. One B. 16 bytes per line C. 48 lines X 16/line = 768

2. A. 56H = 86 decimal B. = ASCII "V"

3. 0 1 2 3 4 5 6 7 8 9 A B C D E F 0123456789ABCDEF
 0000 F3AF C374 06C3 0040 C300 40E1 E9C3 9F06@....

4. A. YES: to speed-up disk a bit B. YES: remove from non-disk

5. A. To round-off division by 2 to an integer = a short-cut
 in the decimal to binary conversion equation.

B. 4 fundamental conversions - rest are only massages.

- decimal to binary : lines 740 - 840
- binary to decimal : lines 860 - 1150
- binary to hexadecimal : lines 1200 - 1490
- hexadecimal to binary : lines 1550 - 1810

6. The first decimal number is converted to hex and stored in FF\$ in line 1470. The second decimal number is then converted to hex and stored in SS\$ in line 1480. FF\$ and SS\$ are then reversed and made = to X\$ in line 1480. The correct hex number which is X\$ is then displayed on video in line 1480. This hex number, X\$, is then converted to binary, and next converted to decimal, and then displayed on video. Though very SLOW when written in BASIC, it still beats a Hewlett-Packard calculator.

7. 00170 START EX AF,AF' ;EXCHANGE ALTERNATE REGS.
 00180 LD A,C ;NEXT CHAR. TO "A" REGISTER
 00190 EXX ;EXCHANGE BC DE HL ALT. REG
 delete lines 00200 and 00210

NOTE: Since the NEXT character to be printed is in the "C" register, we MUST load it into "A" BEFORE exchange.

00330 ELFIN EX AF,AF' ;EXCHANGE ALTERNATE REGS.
 00340 EXX ;EXCHANGE BD DE HL ALT. REG
 delete lines 00350 and 00360

NOTE: This little exercise deleted 4 lines and 4+ bytes.
 A very decided improvement & good technique.

8. 00490 CP 3FH ;is it ASCII ? = 63 decimal

9. Backspace vibrates most IBM Selectric printers quite severely. Try your printer without these lines. Use only if necessary.

10. Change line 250 to read:

00250 CP 082H ;is it 130 decimal = end of line?

FINAL REQUEST:

Please send ANY errors you find to:

RICHCRAFT ENGINEERING LTD
 DRAWER 1065
 CHAUTAUQUA, NY 14722

7 Commands

Commands	Definition	Commands	Definition
[D]	Displays alteration possibilities.	[E][S]	Recover Flag. Uses flags from data diskette, not those currently selected.
[A][A]	Alters Account names.	[F][W]	Write Flag. Records flags currently selected onto data diskette.
[A][C]	Alters Category names.	[E][X]	Export Flag. Causes Time Manager to not display error messages unless requested by [?] key. Typing [I][F][X] again will cause program to display error messages normally.
[G][D]	Alters date.		Calculates and displays interval from marked day to selected date.
[E][N]	Alters Notepad names.		Selects or cancels keyword.
[A][T]	Alters data diskette title.		Selects priorities for display.
[A][Y]	(Month Level only) Alters data diskette year.		(Day Level only) Displays move possibilities.
[S]	Sets or clears buzzer iff clock is turned on.		Moves entry to #1 day.
[C]	Selects from display of categories or cancels category.		Move/Clear. Clears more buffer.
[D]	(Day Level only) Deletes entry.	[E][W]	Move/Get. Extracts entry from move buffer.
[D][Y][Y]	(Month Level only) Deletes all non-permanent entries.		Move/Save. Stores entry in move buffer.
E	Displays flag possibilities.	[N][S]	Display NotePad Directory.
[E][E]	Feed Flag. Turns automatic carriage return line feed off and on.	[N][A][N][H]	Displays NotePad A through H.
[E][L]	Lower Case Flag. Displays lower case letters.	[P]	Prints entries.
[Q][E]	Quiet Flag. Causes time to sound, or remains quiet, when days are changed at either the Month or Day Level.		

Account Descriptions

Account Number	Symbol	Record Your Description
1	!	
2	?	
3	*	
4	#	
5	\$	
6	%	
7	&	
8	@	
9	^	
0	_	