

Peek N' Poke Manual
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Important Note:

Note, where necessary:

- '/' replaces a 'division' sign
- 'x' replaces a multiplication sign

This manual was originally written for the first version of Bally BASIC (the cartridge that requires the joystick port cables). However, almost everything in here is still applicable to the second version of Bally BASIC (the cartridge with the built-in microphone jack-- also referred to as Astro BASIC). The onboard calculator routine (\$) referred to on page 12, has been removed from AstroBasic. Ignore any reference to this original Bally BASIC command. Also, Critter is written for use with the 300 baud BASIC.

Lines wrapping?

This text was written to display properly using a mono-spaced font and at least 80 columns. To avoid wrap-around and make the appearance of this file readable try this:

- Change the font to a mono-spaced font (Courier New)
- Reduce the font-size of the listing
- Reduce the left and right margins

PEEK N' POKE

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AstroBasic, please contact me so that I can make note of it.

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PEEK n' POKE

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There has been a great deal of confusion as to exactly what PEEK n' POKE around what they do.

Your computer consists of many thousands of simple circuits that are capable of registering their state (or condition). That state can only be one of two conditions: ON or OFF. The computer is capable of checking the status of any individual bit of memory location. A byte is one memory location. A byte is composed of 8 bits. The computer uses symbol substitution to communicate with you. If any particular bit is turned 'ON' it substitutes a "1", if it is 'OFF', a 0 is substituted. A program is a set of instructions that is placed in memory by a set pattern of one's and zero's. This is the language your computer understands. It is called "BINARY."

If we had to input our programs in one's and zero's, it would be very difficult and take forever. So, there is an intermediate language called "Assembly Language." Each type of CPU (Central Processing Unit) chip speaks a different language. Our CPU chip is a Z80. The instructions we give our Z80 are called "Mnemonics". These mnemonics are an abbreviation of assembly language. Assembly language exists only for the convenience of the programmer, who can look at a program on paper and understand the logic flow.

For a computer to understand assembly language, it must have a program called an assembler. Our computer does not. So for us to force an assembly language program into our computer, we must buy a book that translates Z80 mnemonics into "OP Code."

An "OP Code" is our instruction which has been coded into a hexadecimal number (Base 16). Decimal numbers are Base 10, binary is Base 2, and OP Code (Hex) is Base 16. A book of Z80 OP Codes may be purchased in most any computer store.

Hold on, you aren't done yet! Remember, our computer does not have an assembler, so it can't understand our "OP Code" instructions (Hex) until we convert them to decimal.

The average computer newcomer is at this moment muttering "To heck with it!" Why bother you ask? As you know, "BALLY BASIC" is somewhat limited, machine language is not! Stick with us, we have one more major problem to solve.

OK, we've written an assembly language program, converted that to mnemonics and OP Code. So how in the world do we get it into the computer? Well, it's been hard up till now, but the good person who wrote 'Tiny Basic' (Mr. Jay Fenton) must have liked us, because he gave us three very powerful commands: PEEK, POKE, and CALL. (Be thankful for these commands, many manufacturers don't give them to their users).

"PEEK" is a command that lets you look at any specific memory address and find out what is stored there. In our February 1980 issue, page 14, we printed a 'Bally Memory Map'; use this map to find memory locations. NOTE: 'PEEK' ACCESSES MEMORY 2 BYTES AT A TIME. Memory is normally accessed one byte at a time, but Bally pulled some dirty tricks which has had some good results and some bad results. For example: key in the following one line program

```
10 A=26          "DO NOT HIT RUN"
```

```
BALLY TEXT AREA: -24576 TO -22777
```

Lets use the 'PEEK' command to see how the program is stored.

The area where your Basic Program is stored is called the "Bally Text Area" and starts at -24576 and decrements by two's to -22777. Hence, the beginning of our program should be at location -24576. INPUT the following one line program without a line and press "GO":

```
PRINT %(-24576)
```

Your computer has printed "10". Remember, all line numbers occupy 2 bytes regardless of size of line #. When we use 'PEEK', we are addressing 2 bytes at a time.

Let's try finding the rest of the program. INPUT the following one line program without a line #.

```
PRINT %(-24574)
```

Your computer has printed "15681."

What in the world is that? We told you that we are 'PEEKING' 2 bytes at a time, so now we must separate the 2 bytes from each other.

When the computer stored your program initially, it pulled a dirty trick. It multiplied the second characters ASCII Code time 256 and added the first characters ASCII Code to the total and 'POKED' it in together.

Referring to the ASCII Conversion Chart in our June issue, page 39, ASCII Code for "A" is 65; the ASCII Code for "=" is 61. Lets see if this works out: $256 \times 61 = 15616 + 65 = 15681$, which is what our computer printed out when we told it to "PRINT %(-24574)." You can check this on your computer by keying in the following without a line #:

```
X=%(-24574)/256;TV=RM;TV=X
```

RM is a variable that contains the remainder, if any, of any division problem.

The computer will now print our "A=". So far, we have found that location -24576 contained the line number (10) and location -24574 has stored "A=". Using the same procedure, lets look at the next location. Key in the following one line program without a line # and press "Go":

```
PRINT %(-24572)
```

Your computer will print "13874". Let's convert that by our division method:

```
X=%(-24572)/256;PRINT RM,X
```

The computer will print "50 54". These are the next two characters stored using ASCII Codes. Using our ASCII Chart, page 39, of the June issue: '50'=2, '54'=6. So, now we have found "10 A=26". I'll bet you think we are done, we aren't! What is the last thing we do on a line? We hit "GO." This is always stored at the end of each line. Let's look at the next location -24570. Key in the following one line program without a line # and press "GO":

```
PRINT %(-24570)
```

Your computer will print '13'. Checking our ASCII Chart we find '13=GO'. Now we have the complete program: 10 A=26.

We are now in a better position of understanding how many bytes our programs use:

| | | | |
|--------|------------------|------|-----------------|
| LINE # | occupies 2 bytes | '2' | occupies 1 byte |
| 'A' | occupies 1 byte | '6' | occupies 1 byte |
| '=' | occupies 1 byte | 'GO' | occupies 1 byte |

TOTAL : 7 bytes

If you have not "RUN" the program and you key in "PRINT A" and press "GO", the computer will print '0'. Now, RUN the program. Key in "PRINT A" and press "GO" and the computer will print '26'.

Let's look again at the memory map on page 14 of the February issue. We find that variable locations begin at 20078, and since we know that all variables use 2 bytes, we are able to ascertain the memory locations for all of the variables: A=20078 - add two bytes, B=20080 - add two bytes, and C=20082, etc...

Changing a variable is pretty easy, as in the case of our LINE 10 program. When you key in A=26 (and hit RUN) the computer goes to location 20078 and places "26" in that location. The "BASIC" is acting as an interpreter between us and the computer. Let's eliminate the middleman and do it ourselves! Key in this:

```
%(20078)=40          Press "GO"
```

Now key in "PRINT A", press 'GO'. The computer will print out '40'.
 "%(20078)=40" is a "POKE Command." It allows us to "POKE" our own information directly into a computer location without using the "BASIC" interpreter. Do you remember the Music in our March issue, or "Connect Four" in the August issue? Both of those programs made HEAVY use of "PEEK n' POKE."

OK fine, this is interesting and cute, but why use it? Lets look at the following example. Key in the following one line program:

```
10 A=22104;B=6109;C=19867;D=-4107;E=9987;F=-31063
```

Hit "Go" and key in PRINT SZ. This took up 49 bytes. All we wanted to do is store 6 numbers. Since we only have 1800 bytes, we should use as economical a method as possible. The cheapest way of doing this is by using a "REM Statement."

```
10.1234567890123
```

Why did we add 14 numbers after the period? Let's figure it out. We are going to store six large numbers. Each of these numbers will require a 2 byte location for storage. In the previously explained process, we learned that the computer stores 2 different ASCII Codes in one 2 byte location, so we multiply 2 x 6 and get 12 ASCII characters. Now, we cannot 'POKE' into the line number location, which is -24576, or the location where the period (.) is -24574. Even though the period occupies only one byte, we have to fill in that location with another ASCII character (which we won't use) -- then reserve 12 bytes (for 6 numbers).

| Memory Location | Value | Comment |
|-----------------|-------|---------------------|
| ----- | ----- | ----- |
| -24576 | 10 | LINE # (don't POKE) |
| -24574 | .1 | REM (don't POKE) |
| -24572 | 23 | Value 22104 |
| -24570 | 45 | Value 6109 |
| -24568 | 67 | Value 19867 |
| -24566 | 89 | Value -4107 |
| -24564 | 01 | Value 9987 |
| -24562 | 23 | Value -31063 |
| -24560 | | "GO" is stored here |

INPUT the following line: 10 .1234567890123
Now INPUT the following program without a line number:

```
FOR A=-24572TO-24562STEP 2;INPUT %(A);NEXT A
```

The computer will print "%(A)" and wait! It is waiting for you to INPUT the 6 values, pressing "GO" after each one: 22104, 6109, 19867, -4107, 9987, -31063. After you have done this, key in 'LIST'. The computer will print:

```
10 .1XV???M???'??
```

The reason the computer printed garbage in LINE 10 is; it is dividing by 256 and printing the result of an ASCII Code. Whenever an ASCII Code is not a standard ASCII Character, our computer prints '?'.
To make sure we really have "POKED" those 6 values into LINE 10, lets "PEEK" at them. INPUT this one line program without a line # and hit "GO":

```
FOR A=-24572TO-24562STEP 2;PRINT %(A);NEXT A
```

The computer will print:

```
22104    6109    19867    -4107    9987    -31063
```

Remember when we used the old method of storing this info: A=22104; B=6109; etc? When we keyed in "PRINT SZ" it printed "1751", which means the old way took up 49 bytes. NOW key in "PRINT SZ". The computer will print "1783". A savings of 32 bytes (and we are only using 6 numbers). Think of the saving if you had 100 numbers!

I generally find myself in a high state of agitation with people who gripe a lot about things they can't change. As an American, I have found that the best way to beat the system is not to become an anarchist and destroy it, but to work within the system and get it to work for you! This can be beautifully applied to the "BALLY." An example:

Many of us have been frustrated at the 'apparent' inability of our "BALLY"

to store decimal formatted numbers (i.e., \$127.10) in one variable or location. We have learned in this tutorial that 2 ASCII Codes can be stored in one 2 byte location and yet be separated by multiplying one of them by 256 (x256) and adding the other to the total.

We have one limitation. ALL VALUES MUST FALL BETWEEN 32767 and -32767. Suppose we are trying to put a checkbook program together and we want to store dollars and cents as one value in string variables.

Using the logic that Jay Fenton used in storing two characters in one location, lets pull our own dirty trick. INPUT the following program:

```
10 INPUT D,C
20 T=Dx100+C
30 PRINT #1,T,"+$",T/100,".",RM
```

Now RUN this program. When the computer prints "D" INPUT 127; when the computer prints "C" INPUT 10. The computer will now print:

```
12710=$127.10
```

What we are doing is this: D=Dollars, C=Cents. We are multiplying Dx100 and adding "C" to it to create "T" (for Total). What we have done is store Dollars and Cents in one variable, which could just as easily have been one string variable (@(1)) or one memory location.

To get the amount back out, we divide the total "T" by 100, which will give us Dollars and we get the Cents amount from the variable "RM". Easy isn't it?

Remember the limitation we spoke of? We cannot use any values larger than 32767, which in our case boils down to \$327.67. That wouldn't have been much of a drawback in 1955 but it sure is now. Let's play some dirty tricks of our own. Key in the following program:

```
10 INPUT D,C
20 IF D>326D=D-326;T=Dx100+C;T=(-T);GOTO 40
30 T=Dx100+C
40 PRINT T
50 IF T#ABS(T)T=ABS(T);D=T/100+326;C=RM;GOTO 700
60 D=T/100;C=RM
70 PRINT #1,"$ ",D,".",C
```

Now we can handle any amount LOWER than \$653.68. I don't find this much of a limitation; if we were writing a checkbook program, I doubt if many of us would write more than one or two checks exceeding \$653.67 per month. Whenever we need to write an amount for more than that, just break it into two checks instead of one. Let's go through that program step-by-step:

LINE 10: If dollar amount (D) is larger than 326, subtract 326 from dollar (D) amount. Total (T) equals dollar (D) amount multiplied by 100 and add cent (C) amount. Set a flag to notify computer that this amount is more than \$326 by making the total (T) negative (-T). Skip line 30.

LINE 30: If dollar amount is less than \$327 total, (T) equals equals dollar amount (D) times 100 plus cent amount (C).

This ends the INPUT portion of the program.

LINE 50: If the total (T) is a negative (-) number, change it to positive (+). Dollar amount (D) will equal total (T) divided by 100 and restore (add) 326 to it. (This is how we get back the 326 we subtracted in line 20). Cents amount becomes the remainder (RM) left over after dividing by 100. Skips line 60.

LINE 60: If total (T) was not negative (meaning over \$326 originally), dollar amount (D) equals total (T) divided by 100. Cent amount (C) equals remainder (RM) left over after division.

LINE 70: The "#1" used in this print statement is a tab function telling the computer how many spaces to place between the separate types of print. For 3 spaces we would have used "#3".

Let's look at alternate ways of storing our check information. Since this is a "Peek n' Poke Manual" lets do just that!

Remember the earlier exercise which uses a "REM" Statement? Since our BASIC does not allow 'DATA' Statements, we have to create our own. This is what we did with our "Three Voice Music Assembler", VOL 1, Issue #3 (March), and also the "Connect Four", VOL II, Issue #1 (August). This is a far more stable way to store data than in the string arrays. Also, it is very easy to store on tape.

Let's say we want to store 10 check amounts. INPUT the following changes to the preceding program:

```

2 .1234567890123456789012
5 CLEAR;FOR P=-23572TO-24554STEP 2
40 %(P)=T;NEXT P
42 FOR P=-24572TO-24554STEP 2
45 T=%(P)
80 NEXT P

```

Now you can store 10 check in line #8. RUN the program and input 10 different dollar and cent values. If you want to reprint the values of these checks after the program has been run, key in GOTO 42 and hit "GO".

If we wanted to view the checks individually, we would make the following changes:

```
42 CLEAR;INPUT "WHAT CHECK # DO YOU WISH TO SEE?(1-10) "N
45 T=%(Nx2+(-24574))
70 PRINT #1,"CHECK #",N,"=$",D,".",C
80 FOR Z=1TO 2000;NEXT Z;GOTO 42
```

Now, to view a particular check, you input the number between 1 and 10. The key here is in Line 45, which is doing the following:

Whenever you want to add to a negative number you decrement it: $TOTAL = (-24574) PLUS 2 TIMES$ the number of the check. If we wanted Check #2 its memory location would be: $-24574 + 2 \times N$ or -24570 . Our first memory location that we can use on Line #5 is -24572 , the second would be -24570 . See, it all checks out. (LINE 80 is merely a timing loop).

Now, lets add a few lines that will give us a total of all the checks:

```
42 X=0;Y=0;FOR P=-24572TO-24554STEP 2
45 T=%(P)
70 X=X+D;Y=Y+C;PRINT #1,"$",D,".",C
80 NEXT P
90 IF Y>99X=X+Y/100;Y=RM
100 PRINT #1,"TOTAL=$",X,".",Y
```

Since the computer is not aware of the difference between dollars and cents we must supply a way of adding these items separately. We also need a way of correcting the dollar and cent totals if the cent total exceeds 99.

LINE 42: Let X=Total Dollar Counter; Let Y=Total Cent Counter

LINE 70: Add the individual check amounts (D and C) to the

total counters (X and Y)

LINE 90: If total cents (Y) exceeds 99, divide total cents (Y) by 100 and add this to total dollar counter (X). Let total cents (Y) be the remainder (RM) of that division.

You could also establish 'Payee Codes' and store the 'Payee Names' in a REM Line. Also, the complete date could be stored in one location: 12/31/1980 would be 12310 (using only the last digit of the year). REMEMBER: get as much mileage as possible out of each memory location.

EXAMPLE: We would need to know if an individual check has been reconciled with our statement. The easiest way to handle that would be to make the date a negative number if the check has been reconciled.

I would also make the payee code number location contain the tax code. All of this would not use too much memory:

AMOUNT = 2 bytes
DATE/RECONCILE = 2 bytes
PAYEE CODE/TAX STATUS = 2 bytes

That's only a total of 6 bytes per check.

MACHINE LANGUAGE

This manual is not intended as a course in Z80 Machine Language or Assembly Language. To write a decent machine language course would occupy the better part of a year, and subsequently because of its limited appeal to the average Bally user be priced totally beyond the value of the information contained.

There are numerous excellent paperback books written on that subject. Cursor does recommend the following books which may be purchased locally at a computer store.

Z-80 and 8080 Assembly Language Programming by Kathe Spracklen, published by Hayden (ISBN 0-8104-5167-0); Library of Congress Catalog Card Number 79-65355 for approximately \$8.95.

Z80 Instruction Book by Nat Wadsworth, published by SCELBI Publications for approximately \$4.95.

We strongly suggest you purchase both of these books! If they are not available locally, contact: OPAMP/TECHNICAL, 1033 North Sycamore Ave., Hollywood, CA 90038. Telephone: (213)464-4322 for mail order service.

The purpose of this portion of the manual is too acquaint you with the methods required by the Bally for you to utilize your own machine language routines. To utilize user-supplied routines you must adhere to several rigid rules, the most important of which is:

A MACHINE LANGUAGE PROGRAM THAT IS USED IN CONJUNCTION WITH THE BALLY BASIC CARTRIDGE MUST BE STORED IN A LOCATION THAT WILL NOT INTERFERE WITH THE BASIC TEXT! If we were to store a machine language program in the text area (-24576 thru -22777), the BASIC Language would attempt to interpret our machine code as BASIC, thereby driving you crazy with "What and How" messages. Therefore, you must find locations that will not interfere.

The easiest to use are the "Tape Input Buffer" (20002 - 20049) and the "Line Input Buffer" (20180 - 20283). There is also an 18 byte area (20144 - 20161) that can be utilized as long as you are not using the OnBoard Calculator routine (\$).

Slightly more difficult to use would be the "Screen Memory Area" (16384 - 20479). The problem with this area is that graphics and text concurrently occupy

the locations. Remember the "CRITTER" program in the October 1980 issue of Cursor? When you ran that program you had an area at the bottom of the screen that was twinkling. That was where the Machine language program was stored (19584 thru 19880). This works great, but you cannot put any graphics or text in the same area. That is why you had to keep the Cursor from scrolling down to that location. If you were to scroll down there, it would destroy the machine language.

If you check most of the machine language programs we have printed, you will see that we stored them in the Line Input Buffer (20180 thru 20283): February 1980 issue of CURSOR page 10, Line 1010 "M=20180"; March 1980 issue page 22, Line 50 "M=20180"; October 1980 issue page 71, Line 20 "A=20180". In each case the starting location is 20180.

When doing Machine Language programming, we cannot stress enough the importance of a "TI PROGRAMMER CALCULATOR." It isn't cheap (\$59.00) but it will save hundreds of hours of work. Most of the time spent in programming is changing from Binary to Hexadecimal and Decimal and back again. By purchasing this calculator, which is designed exclusively for machine language programmers, you eliminate all that work.

The binary form of number representation is the basis of computer operations. It requires the use of only two digits: 0 and 1. These two digits are represented by voltages in the computer, a low voltage (0) and a high voltage (1). The following is a representation of the numbers 0 through 5 written in binary form: 0=0, 1=1, 10=2, 11=3, 100=4, 101=5. Notice how rapidly the numbers get very long. Let's tackle some larger numbers.

In the Decimal System (base 10) each digit represents a power of 10. For example:

$$\begin{aligned}
 423 &= 4 \times 100 && \text{or} && 4 \times 10^2 \\
 &+ 2 \times 10 && \text{or} && 2 \times 10^1 \\
 &+ 3 \times 1 && \text{or} && 3 \times 10^0
 \end{aligned}$$

Any number raised to the 0 power equals 1, i.e., $2^0=1$, or $16^0=1$, etc.

In the Binary System (base 2), each digit represents a power of 2. For example:

$$\begin{array}{rcl}
 1101 & = & 1 \times 2^3 \quad \text{or} \quad 1 \times 8 \\
 & + & 1 \times 2^2 \quad \text{or} \quad 1 \times 4 \\
 & + & 0 \times 2^1 \quad \text{or} \quad 0 \times 2 \\
 & + & 1 \times 2^0 \quad \text{or} \quad 1 \times 1 \\
 & & \text{-----} \\
 \text{BINARY } 1101 & = & 13 \text{ DECIMAL}
 \end{array}$$

So, 1101 in binary is the equivalent of 13 in decimal. Conversion between the two number systems can be done using these rules, but for our purposes, we would normally convert binary to hexadecimal.

SMALL NUMBER CONVERSION TABLE

| DECIMAL | BINARY | HEXADECIMAL |
|---------|--------|-------------|
| 0 | 0 | 0 |
| 1 | 1 | 1 |
| 2 | 10 | 2 |
| 3 | 11 | 3 |
| 4 | 100 | 4 |
| 5 | 101 | 5 |
| 6 | 110 | 6 |
| 7 | 111 | 7 |
| 8 | 1000 | 8 |
| 9 | 1001 | 9 |
| 10 | 1010 | A |
| 11 | 1011 | B |
| 12 | 1100 | C |
| 13 | 1101 | D |
| 14 | 1110 | E |
| 15 | 1111 | F |
| 16 | 10000 | 10 |

In the hexadecimal (base 16) number system, there are 16 different digits. The digits 0 through 9 are borrowed from the decimal system and letters of the alphabet fill in the other six. In the hexadecimal system, each digit represents a power of 16. For example:

$$\begin{array}{rcl}
 1B3 & = & 1 \times 16^2 \quad \text{or} \quad 1 \times 256 \\
 & + & B \times 16^1 \quad \text{or} \quad 11 \times 16 \\
 & + & 3 \times 16^0 \quad \text{or} \quad 3 \times 1 \\
 & & \text{-----} \\
 \text{HEX } 1B3 & = & 435 \text{ DECIMAL}
 \end{array}$$

POWERS OF 16 CHART

$$\begin{array}{rcl}
 16^0 & = & 1 \\
 16^1 & = & 16 \\
 16^2 & = & 256 \\
 16^3 & = & 4,096 \\
 16^4 & = & 65,536
 \end{array}$$

Lets convert 2AF3 to decimal. 2AF3 is composed of four numbers, so we count down four places on the Powers of 16 Chart for our first number:

$$\begin{array}{rcl}
 2 \times 163 & = & 2 \times 4096 \quad \text{or} \quad 8192 \\
 + A \times 162 & = & 10 \times 256 \quad \text{or} \quad 2560 \\
 + F \times 161 & = & 15 \times 16 \quad \text{or} \quad 240 \\
 + 3 \times 160 & = & 3 \times 1 \quad \text{or} \quad 3 \\
 & & \text{-----} \\
 2AF3 \text{ HEX} & = & 10995 \text{ DECIMAL}
 \end{array}$$

If our hexadecimal number had been 2AF we would count down three places on the powers of 16 chart for our first number:

$$\begin{array}{rcl}
 2 \times 162 & = & 2 \times 256 \quad \text{or} \quad 512 \\
 + A \times 161 & = & 10 \times 16 \quad \text{or} \quad 160 \\
 + F \times 160 & = & 15 \times 1 \quad \text{or} \quad 15 \\
 & & \text{-----} \\
 2AF \text{ HEX} & = & 687 \text{ DECIMAL}
 \end{array}$$

To convert decimal to hexadecimal, we divide the decimal number by the largest power of 16 equivalent that will fit. Example: lets convert 10995 to Hex

```
          2
    -----
4096/10,995
      8,192
    -----
      2,803 remainder
```

Our first Hex number is "2". Now divide the remainder by the next lower power of 16 equivalent:

```
         10
    -----
256/2803
      256
    -----
      243 remainder
```

Our second Hex number is "A". Looking back on our conversion chart we find 10 = A. Now we divide the remainder by the next lower power of 16 equivalent.

```
         15
    -----
16/243
      16
    --
      83
    - 80
    --
       3 remainder
```

Our third Hex number is "F". Looking back on our conversion chart we find 15 = F. Now, our final remainder becomes our fourth Hex number "3".

10995 DECIMAL = 2AF3 Hexadecimal

All of this has a tendency to overwhelm the beginner, but the concepts are easily grasped if you'll stick with it, the rewards are tremendous!

There is one additional stickler. Our BASIC cannot handle any decimal number larger than 32,767. But it can handle the same number in negative form. In other words, it can handle the decimal range of -32767 through 32767 which gives us the full range of 65,536. If you are going to use a hex number larger than 7FFF it will, when converted to decimal, be larger than 32767. We must therefore convert that number to a negative number that will be accepted by our computer. The easiest way to do that is with the following program:

HEX TO DECIMAL CONVERTER - Note: Remember to reverse hex pair order prior to input.

```

9 PRINT "HEX # ?",
10 FOR A=1TO 4
20 @(A)=KP
30 IF @(A)>47IF @(A)<58TV=@(A);@(A)=@(A)-48;NEXT A
35 IF @(A)>64IF @(A)<71TV=@(A);@(A)=@(A)-55;NEXT A
37 IF @(1)<16GOTO 60
40 GOTO 20
60 B=4096; T=0;FOR A=1TO 4
65 IF A=1IF @(A)>7GOSUB 100;NEXT A
70 IF A=1IF @(A)<8@(1)=@(1)xB;T=T+@(1);NEXT A
75 B=B/16;@(A)=@(A)xB;T=T+@(A)
80 NEXT A;GOTO 150
100 T=-32767;IF @(A)=8RETURN
110 T=T+((@(A)-8)x4096)-1;RETURN
150 PRINT ;PRINT #1,"DEC. EQUIV=",T
160 GOTO 9

```

Why On-Board ROM Sub-routines?

We can fairly simply write small machine language programs that will do anything you want but, like any type of program, they take up memory space. We are very fortunate that a manual exists explaining machine language routines that are built into our unit already. These routines, when properly utilized, require us merely to call them. Example: Page 6, Bally on-Board ROM Sub-routines, Subroutine #48:

```

48      026A      E,D,C,B,L,H  SCROLL
      Block moves.  Moves C bytes from (HL+DE) to (HL).
      Increments HL by DE and repeats B times.

```

Lets look at the first line: '48' is the sub-routine number. '026A' is the hexadecimal address of this subroutine (618 decimal). 'E,D,C,B,L,H', are the Z80 registers that must be utilized and the order in which they must be loaded. Looking at this again we will be using registers DE, C, B, HL.

Whenever we use a machine language routine, we must use a "CALL" to tell the computer where to go and also to notify it that the information will not be in BASIC. Sometimes, when using a CALL, the computer can't find its way back,

and your keyboard will lock up and do funny things. For this reason, it is usually wise to "SAVE THE BASIC POINTER" as the very first thing, and "RETURN TO BASIC" as the last.

Let's put together a machine language program using the scroll Subroutine #48. First we will write the program in machine language (OP Code).

| OP CODE | ASSEMBLY LANGUAGE | COMMENTS |
|---------|-------------------|------------------------------------|
| D5 | PUSHD | Save Basic Pointer |
| FF | RST 56 | On Board Subroutine Notification |
| 31 | | Subroutine 48 + 1 Converted to Hex |

Lets look again at the subroutine: it is saying that HL must be loaded with the screen address of the first line we want to scroll. Please refer to the DMA GRAPHICS article on page 25 of the April/May issue for an explanation of screen address locations. I selected 18424 as the location I wanted.

Our subroutine says it increments HL by DE. That means the increment is to be stored in DE. Well, we want to scroll in one line increments, and referring back to the April/May article we know that one full line on our TV is 40 bytes. Therefore, we know that we want 18424 in HL and 40 in DE.

Looking back at our subroutine it says "Moves C bytes from (HL + DE) to HL". Therefore, 'C' would have to contain the number of bytes on a line you want to move. Let's move half a line. Half of 40 is 20. Therefore 'C' must contain 20.

Now for the last leg. Refer back to the subroutine: "Repeat B times". Therefore, 'B' would be the total number of lines we want to move upward. In this case let's move 20 lines.

OK! HL = 18424; DE = 40; C = 20; B = 20. Now we have to convert these decimal values to hexadecimal:

HL = 47F8; DE = 28; C = 14; B = 14

Several more items of necessary information before we proceed.

HL and DE are register pairs. A "register pair" is a combination of two registers. HL = H and L; DE = D and L. The purpose is to allow larger number

handling capability. Referring back to the subroutine, it gave us the register load order (sequence): E,D,C,B,L,H

This means we must split apart DE and HL. Lets load DE first. Remember, DE=28. Each single register can handle a maximum of 2 hex numbers. In the case of DE it already is two numbers so let's proceed with 00. DE=0028. Therefore, E=28, D=00. Getting back to our program.

```
D5  Save Basic Pointer
FF  Call Subroutine number
31  48
28  E Register
00  D Register
14  C Register
14  B Register
```

Next comes HL. The subroutine tells us to load HL backwards as we loaded DE, so, HL=47F8 becomes F8 47.

```
F8  L Register
47  H Register
D1  POP DE; Put Basic Pointer Back
C9  Return; Go Back to Basic
```

Next, we must convert these Hex pairs to Hex bytes (4 at a time) and then convert Hex bytes to Decimal by using the Hex to Decimal Converter program. To get Hex bytes we must first reverse their order:

| HEX PAIRS | HEX BYTES | DECIMAL |
|-----------|-----------|---------|
| ----- | ----- | ----- |
| DF | FFD5 | -43 |
| FF | | |
| 31 | 2831 | 10289 |
| 28 | | |
| 00 | 1400 | 5120 |
| 14 | | |
| 14 | F814 | -2028 |
| F8 | | |
| 47 | D147 | -11961 |
| D1 | | |
| C9 | 00C9 | 201 |
| 00 | | |

Notice the "00" in the last line. We had to add zeroes so it would fill in the space. 00 in assembly language is known as "NOP", which means 'No Op' (No Operation); in other words-- nothing.

We converted the Hex to Decimal because our computer can't understand the Hex Code. Ah, someday...

In previous pages we discussed the locations we can store a machine language program. Now, we will discuss how to get it in there.

We will store our program in the Line Input Buffer starting at 20180. Look at our complete program now:

```
1010 M=20180;B=M;C=1090
1020 L=-43;GOSUB C
1030 L=10289;GOSUB C
1040 L=5120;GOSUB C
1050 L=-2028;GOSUB C
1060 L=-11961;GOSUB C
1070 L=-201;GOSUB C
1080 FOR A=1 to 14;CALL B;NEXT A;STOP
1090 %(M)=L;M=M+2;RETURN
```

Lets run through this program the same way the computer will: Nothing happens until we get to 1020, we GOSUB C, which is Line 1090. 1090 says:

Poke Location M with the Value of L, then increment M, by 2 and return. This goes on through line #1070 thusly:

```
%(20180)=-43
%(20182)=10289
%(20184)=5120
%(20186)=-2028
%(20188)=-11961
%(20190)=-201
```

Then we go to Line 1080. In this case, we want to CALL this Subroutine 14 times and then STOP. Notice we are using the Variable B, which gives the beginning location of OUR Subroutine. 'M' wouldn't help us at all because we were incrementing 'M'.

If you are still somewhat confused don't feel alone. The more you reread, and work with the examples we print in our issues, the clearer it will become.

INTERRUPT HANDLING

This is a somewhat more complex area to handle. If you are a total beginner, this section may appear to be gobbledy-gook. However, if you buy the books we have recommended and do the exercises in our issues and manuals, you will come to an understanding. Computer Programming is like any other endeavor, YOU MUST LEARN TO WALK BEFORE YOU RUN.

OUTPUT PORT D (HEX) (13 DECIMAL) INTERRUPT FEEDBACK:

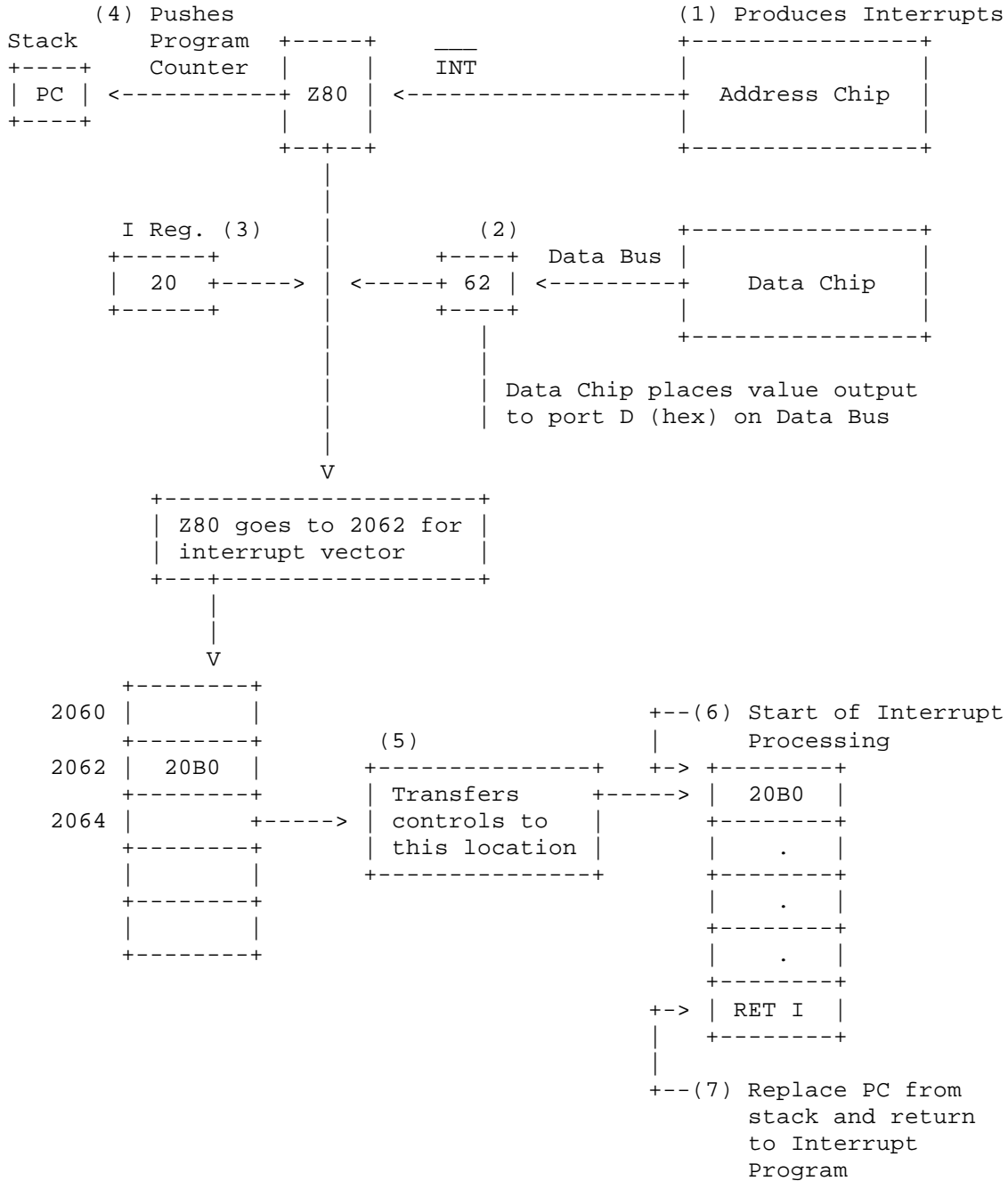
This Port works with the IM2 instructions to place on the data bus at each interrupt, the data that is sent out to this port.

In most Z80 applications IM2 is used to determine where to go for a device interrupt. The Bally uses it to generate a location to go to at each screen interrupt.

When the Z80 receives an INT from the Address Chip, it looks to the 'I' register for the high order byte (or page) and to the data bus for the low order byte, of the address for the interrupt vector. This interrupt vector points to the interrupt processing routine. Only the upper 4 bits are used in responding to a Light Pen interrupt.

EXAMPLE IM2 INTERRUPT. This example is what the BASIC really does. BASIC's interrupt routine is at 20B0 (hex).

Diagram of IM 2 INTERRUPT



OUTPUT PORT E (HEX) (14 DECIMAL) INTERRUPT MODE:

The value output to this part determines what type of interrupt is to occur. There are two types of interrupts: Screen Interrupts and Light Pen Interrupts.

The Screen Interrupt is used to synchronize the software with the video display. The Screen Interrupt is the INT Signal sent to the Z80. The Screen Interrupt occurs when the video system completes scanning the line in the interrupt line register (output port F (HEX)). This interrupt can be used for timing since each line is scanned 60 times a second.

By writing your own interrupt routines and using the 'I' register and output port D (HEX) to point to it you can put up to 256 different colors on the screen by changing the color registers each interrupt.

The Light Pen Interrupt occurs when the Light Pen Interrupt mode is set and the light pen is triggered and the video scan crosses the point on the screen where the light pen is.

There are two modes for both the Screen Interrupt and Light Pen. In mode '0' the custom chips will continue to try to interrupt the Z80 until it finally acknowledges the interrupt. In Mode '1' the custom chips give up if the Z80 does not acknowledge it by the next instruction. Both interrupts can occur if both are set, but the screen interrupt has priority.

INTERRUPT CONTROL BITS

| | | | | | | | | |
|-------------------|-----|---|---------------------------------|---|---|---|---|--|
| PORT E (Hex) bits | Bit | | Bit 0 - Light Pen Mode (0 or 1) | | | | | |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Bit 1 - Light Pen Interrupt Enable (1 for enabled) |
| +-----+ | | | | | | | | Bit 2 - Screen Interrupt Mode (0 or 1) |
| | | | | | | | | Bit 3 - Screen Interrupt (1 for enabled) |
| +-----+ | | | | | | | | |

You can see from this (refer to INTERRUPT CONTROL BITS chart page 23) that if you want just a Screen Interrupt in Mode 0 (must interrupt) without the Light Pen, you would just set bit 3 and the decimal value would be 8. This is why 8 is always output to Part E in the games and in BASIC!

OUTPUT PORT F (HEX) (15 DECIMAL) INTERRUPT LINE:

The value output to this port determines when a screen interrupt (INT to Z80) occurs. In our low resolution system only bits 1 - 7 are used with bit 0 set to zero. In low resolution there are 102 lines of 40 bytes with 16 bytes left over. Since the custom chips were designed to operate in a high resolution mode they scan 204 lines. This means that for every line of low resolution that is scanned 2 lines of high resolution were scanned. Since the reference for Port F (HEX) is for high resolution, we have to multiply the number of lines in low resolution by two for the value we output to the port. This is why bit zero is set to zero and we only use bits 1 - 7.

When the custom chips have finished scanning the number of lines output to Port F (HEX) a screen interrupt is generated. Each line is scanned 60 times a second and there are 256 lines per frame so 15,360 lines are scanned per second. If you divide output Port F (HEX) by 15,360 you will get the time in seconds between interrupts. EXAMPLE:

$$\text{PORT F} = 200 \text{ lines} \quad \frac{200}{15360} = .013 \text{ seconds between} \\ \text{interrupts or 13} \\ \text{milliseconds.}$$

OUTPUT PORT C (HEX) (12 DECIMAL) THE MAGIC REGISTER:

When an On-Board WRITE Routine calls for a MAGIC REGISTER value, this means that it is to modify the data before placing it in memory. This is valid only if the 'write' is from 0 to 16K. What happens is, you write to a location between 0 and 16K. In our low resolution system this only works from 0 to 4K since we only have 4K of memory.

On this page in the original version of the Peek 'n Poke manual there is a Machine Language listing of 'Critter' from page 66 of the October issue of the Cursor newsletter here; it's now in Appendix one. Critter is a program written for the original version of Bally BASIC. It is a small subroutine called from BASIC that moves an object around with no blinking. It uses the same routines that the cartridges use to achieve this effect.

The original listing was typed by hand, so there were numerous errors (the program was also a bit light on comments too). I have retyped the source for Critter so that it can be assembled using the freely distributable assembler called Zmac. I had two objects in mind when I did this: one, the program listing is free of typing errors, and two I added comments so that anyone with the 'Nutting' Manual can follow the code.

ASCII Conversion Chart

| ASCII Char | ASCII Char | ASCII Char | ASCII Char | ASCII Char |
|------------|------------|------------|------------|---------------|
| 13 GO | 47 / | 64 @ | 81 Q | 98 x (Mult) |
| 31 ERASE | 48 0 | 65 A | 82 R | 99 / (Divide) |
| 32 SPACE | 49 1 | 66 B | 83 S | 104 LIST |
| 33 ! | 50 2 | 67 C | 84 T | 105 CLEAR |
| 34 " | 51 3 | 68 D | 85 U | 106 RUN |
| 35 # | 52 4 | 69 E | 86 V | 107 NEXT |
| 36 \$ | 53 5 | 70 F | 87 W | 108 LINE |
| 37 % | 54 6 | 71 G | 88 X | 109 IF |
| 38 & | 55 7 | 72 H | 89 Y | 110 GOTO |
| 39 ' | 56 8 | 73 I | 90 Z | 111 GOSUB |
| 40 (| 57 9 | 74 J | 91 [| 112 RETURN |
| 41) | 58 : | 75 K | 92 \ | 113 BOX |
| 42 * | 59 ; | 76 L | 93] | 114 FOR |
| 43 + | 60 < | 77 M | 94 Up | 115 INPUT |
| 44 , | 61 = | 78 N | 95 Left | 116 PRINT |
| 45 - | 62 > | 79 O | 96 Down | 117 STEP |
| 46 . | 63 ? | 80 P | 97 Right | 118 RND |
| | | | | 119 TO |

Note: ASCII 94 through 97, the characters are arrows of description

Memory Map

| | Decimal |
|---------------------------------------|-----------------|
| On Board ROM | 0 - 8191 |
| Bally Basic ROM | 8192 - 12287 |
| Screen Memory Area | 16384 - 20479 |
| Bally Basic Graphics/ Program area | 16384 - 19983 |
| Bally Basic Scratchpad | 20000 - 20463 |
| Tape Input Buffer | 20002 - 20049 |
| Variables begin at | 20078 |
| Line Input Buffer (104 Characters) | 20180 - 20283 |
| Stack Area | 20284 - 20462 |
| Text Area | -24576 - -22777 |
| Note Lookup Table | 12046 |

Special acknowledgement to: Mr. Brett Bilbrey for his contribution of information to this manual.

Appendix A - Critter Listing

This is the Assembly listing for Critter. It's called CRITTERP.LST. For Copy and Paste purposes, Appendix B holds the actual source code.

```

1:          ; Critter - For the Bally Astrocade
2:          ; File Name: CRITTERP.ASM
3:          ; Version 1.1 - February 12, 2002
4:          ;
5:          ; This source is as it appears in the PEEK N' POKE
6:          ; manual. It has only been changed so that it
7:          ; assembles under Zmac; the Z80 code it generates is
8:          ; EXACTLY the same. Note that Critter does not run
9:          ; without the first version of Bally BASIC; Critter
10:         ; does NOT run under Astro BASIC (it needs vector mod-
11:         ; ifications).
12:         ;
13:         ; Compile with:
14:         ; zmac -i -m -o critterp.bin -x critterp.lst critterp.asm
15:
16: 0006          MCALL    EQU    $06
17: 0008          MRET     EQU    $08
18: 003E          VECT     EQU    $3E
19:
20: 4C80          ORG     $4C80
21: 4C80 F3          DI
22: 4C81 D9          EXX
23: 4C82 3E4C        LD     A,$4C
24: 4C84 ED47        LD     I,A      ;Load I with page of interrupt vector
25: 4C86 3EE0        LD     A,$E0
26: 4C88 D30D        OUT    ($0D),A    ; Load custom chips with line of
27: 4C8A D9          EXX                ; interrupt vector
28: 4C8B FB          EI
29: 4C8C C9          RET
30:
31: 4CE0          ORG     $4CE0
32: 4CE0 E34C        DW     $4CE3      ; Points to interrupt routine
33:
34: 4CE3          ORG     $4CE3
35: 4CE3 CDB020      CALL    $20B0      ; Call Bally's interrupt routine
36: 4CE6 F3          DI
37: 4CE7 ED73704C    LD     ($4C70),SP ; Save SP
38: 4CEB 31704C      LD     SP,$4C70   ; Move SP
39: 4CEE F5          PUSH   AF
40: 4CEF C5          PUSH   BC
41: 4CF0 D5          PUSH   DE
42: 4CF1 E5          PUSH   HL
43: 4CF2 DDE5        PUSH   IX
44: 4CF4 FDE5        PUSH   IY
45: 4CF6 DB1C        IN     A,($1C)    ; Get KN(1) value
46: 4CF8 323A4D      LD     ($4D3A),A  ; Place in vector block
47: 4CFB FF          RST    $38        ; On-board call
48: 4CFC 00          DB     $00        ;Routine 01 - Start Multiple Calls

```

```

49: 4CFD 07          DB  MCALL+1      ; Call V Write Routine
50: 4CFE 184D       DW  VWRITE
51: 4D00 3F         DB  VECT+1      ; Move vector (see ROM manual)
52: 4D01 384D       DW  VBLOCK     ; Vector Block Address
53: 4D03 204D       DW  LIMITS     ; Limit Table
54: 4D05 07         DB  MCALL+1     ; Call V Write Routine
55: 4D06 184D       DW  VWRITE
56: 4D08 02         DB  $02        ; Routine 02 - End Multiple Calls
57: 4D09 FDE1       POP  IY
58: 4D0B DDE1       POP  IX
59: 4D0D E1         POP  HL
60: 4D0E D1         POP  DE
61: 4D0F C1         POP  BC
62: 4D10 F1         POP  AF
63: 4D11 ED7B704C   LD  SP,($4C70) ; Return SP
64: 4D15 FB         EI
65: 4D16 C9         RET
66:
67: 4D18             ORG  $4D18
68: 4D18 1F         VWRITE: DB  $1F      ; Routine 30 - VWRITR
69: 4D19 384D       DW  $4D38     ; Vector
70: 4D1B 244D       DW  $4D24     ; Pattern
71: 4D1D 08         DB  MRET
72:
73: 4D20             ORG  $4D20
74:                ; Limit Table
75:                ; Note: This part of the source doesn't match the ML
76:                ; listing. I had to fudge it to make it match;
77:                ; because of this, I have typed, but commented
78:                ; out, the four lines of 'weird' ML listing.
79:                ; Notice that the assembly hex codes are reverse
80:                ; ordered; this is how the manual lists the lines.
81:                ; 00 98      DW  152      ; X boundaries
82:                ; 00 40      DW  64       ; Y boundaries
83:                ; 00 00      DW  0        ; (0,0) Position
84:                ; 02 08      DW  520     ; 2 byte, 8 line pattern size
85:
86: 4D20 0098       LIMITS: DB  00D,152D  ; X boundaries
87: 4D22 0040       DB  00D,64D      ; Y boundaries
88: 4D24 0000       DB  00D,00D      ; (0,0) Position
89: 4D26 0208       DB  $02,$08     ; 2 byte, 8 line pattern size
90:
91:                ; Critter pattern
92: 4D28 0AA0       DW  $A00A
93: 4D2A 2288       DW  $8822
94: 4D2C AAAAA      DW  $AAAA
95: 4D2E 2AA8       DW  $A82A
96: 4D30 0820       DW  $2008
97: 4D32 2008       DW  $0820
98: 4D34 0820       DW  $2008
99: 4D36 0000       DW  $0000
100:

```

```
101:                ; VECTOR BLOCK (See 'Nutting' ROM Manual, page 39-41)
102: 4D38 20          VBLOCK: DB    $20    ; Magic Register value
103: 4D39 80          DB    $80    ; Vector Status
104: 4D3A 00          DB    $00    ; Time Base - Holds KN(1) value
105: 4D3B 0500        DW    $0005   ; Delta X
106: 4D3D 0000        DW    $0000   ; X Position
107: 4D3F 03          DB    $03    ; X Checks Mask -Bounce off walls
108: 4D40 0500        DW    $0005   ; Delta Y
109: 4D42 0000        DW    $0000   ; Y Position
110: 4D44 03          DB    $03    ; Y Checks Mask -Bounce off walls
**** work\critterp.asm ****
```

Statistics:

```
      6      symbols
110     bytes
```

Symbol Table:

```
limits      4d20      vblock      4d38
mcall       = 6      vect        = 3e
mret        = 8      vwrite      4d18
```

Appendix B - Bally BASIC version of Critter

This is the original "Critter" program (and article) as printed in the October 1980 issue of the Cursor newsletter (Vol.2, pg. 66-67). This article (which is NOT included in the original PEEK n' POKE manual) is included here because this is the exact program as in Appendix A, but with a BASIC loader to get the program into memory. After the program is run, the Astrocade holds EXACTLY the same data in the EXACT same memory locations as the assembled Z80 code in Appendix A.

Critter

By Brett Bilbrey

This program will place a Space Invader type "CRITTER" on the screen that will bounce from top to bottom and side to side without disturbing anything that is already on-screen. This "CRITTER" will run independent of anything else you wish to do. If you press "HALT," he won't! His speed is controlled by Hand Control Knob #1.

After you have "RUN" this program, do NOT scroll to the bottom line! Use "CY=40" to keep any text away from the area in the bottom of the screen that is "twinkling" (also, do not use "CLEAR").

Once the BASIC program has been "RUN," it can be erased and replaced with whatever you want. Use ":RETURN" to stop the routine, and "CALL 19584" to start it up again. One problem is that when BASIC tries to print on top of the "CRITTER," some small screen glitches appear. You can create an invisible screen by altering the value of Port 15 (&(15) Interrupt Line Port). It is set to 99 which is the minimum size of invisible screen. The Interrupt Line Port determines the number of lines scanned before the next interrupt (for a complete explanation of all the interrupt ports etc., refer to CURSOR "PEEK n' POKE" manual. To give you an example of a use for this type of routine, input the following line after you have "RUN" the program: key-in ":RETURN" and hit "GO" before you key in the line:

```
1 CALL 19584;&(15)=99;INPUT A;:RETURN ;STOP
```

As you know, when the computer hits an "INPUT" command, it will just sit there, waiting for you to give it a value, it will not allow anything else to happen until you key in a value. With this one line program, it will start the "CRITTER" bouncing around the screen as soon as it hits the input line and will stop the "CRITTER" as soon as you input a value.

"So what," you ask? Well, instead of having a "CRITTER," we could have a clock decrementing from one minute. If you don't get your answer into the computer before the clock hits zero, you lose your turn and control switches to the next player. This would provide for truly sophisticated software. So, don't lose heart, we are on the opening stages of an exciting software era.

Brett notes that he received a great deal of help from Tom Wood, Dave Ibach, and John Perkins, without whose help he doubts he could have written this program.

"Critter"

```
10 CLEAR ;&(15)=99
20 A=19584;B=A;C=640
30 D=-9741;GOSUB C
40 D=19518;GOSUB C
50 D=18413;GOSUB C
60 D=-8130;GOSUB C
70 D=3539;GOSUB C
80 D=-1063;GOSUB C
90 D=201;GOSUB C
100 A=19680
110 D=19683;GOSUB C
120 A=19683
130 D=-20275;GOSUB C
140 D=-3296;GOSUB C
150 D=29677;GOSUB C
160 D=19568;GOSUB C
170 D=28721;GOSUB C
180 D=-2740;GOSUB C
190 D=-10811;GOSUB C
200 D=-8731;GOSUB C
210 D=-539;GOSUB C
220 D=-9243;GOSUB C
230 D=12828;GOSUB C
240 D=19770;GOSUB C
250 D=255;GOSUB C
260 D=6151;GOSUB C
270 D=16205;GOSUB C
280 D=19768;GOSUB C
290 D=19744;GOSUB C
300 D=6151;GOSUB C
310 D=589;GOSUB C
320 D=-7683;GOSUB C
330 D=-7715;GOSUB C
340 D=-11807;GOSUB C
350 D=-3647;GOSUB C
360 D=31725;GOSUB C
370 D=19568;GOSUB C
380 D=-13829;GOSUB C
390 A=19736
400 D=14367;GOSUB C
410 D=9293;GOSUB C
420 D=2125;GOSUB C
430 D=19744
440 A=-26624;GOSUB C
450 D=16384;GOSUB C
460 D=0;GOSUB C
470 D=2050;GOSUB C
480 D=-24566;GOSUB C
490 D=-30685;GOSUB C
500 D=-21846;GOSUB C
510 D=-22486;GOSUB C
```

```
520 D=8200;GOSUB C
530 D=2080;GOSUB C
540 D=8200;GOSUB C
550 D=0;GOSUB C
560 D=-32735;GOSUB C
570 D=1280;GOSUB C
580 D=0;GOSUB C
590 D=768;GOSUB C
600 D=5;GOSUB C
610 D=0;GOSUB C
620 D=3;GOSUB C
630 CALL B;STOP
640 %(A)=D;A=A+2;RETURN
```

Appendix C - Critter Source

This is the Assembly source for Critter (it's called CRITTERP.ASM). It is included for Copy and Paste purposes, therefore there are no page numbers on these pages. Copy the file, make changes (if you want) and then assemble it using Zmac. As noted in the source code, Critter is not executable without BASIC, so don't expect it to run as a cartridge.

```
; Critter - For the Bally Astrocade
; File Name: CRITTERP.ASM
; Version 1.1 - February 12, 2002
;
; This source is as it appears in the PEEK N' POKE
; manual. It has only been changed so that it
; assembles under Zmac; the Z80 code it generates is
; EXACTLY the same. Note that Critter does not run
; without the first version of Bally BASIC; Critter
; does NOT run under Astro BASIC (it needs vector mod-
; ifications).
;
; Compile with:
; zmac -i -m -o critterp.bin -x critterp.lst critterp.asm
```

```
MCALL EQU $06
MRET EQU $08
VECT EQU $3E

ORG $4C80
DI
EXX
LD A,$4C
LD I,A ;Load I with page of interrupt vector
LD A,$E0
OUT ($0D),A ; Load custom chips with line of
EXX ; interrupt vector
EI
RET

ORG $4CE0
DW $4CE3 ; Points to interrupt routine

ORG $4CE3
CALL $20B0 ; Call Bally's interrupt routine
DI
LD ($4C70),SP ; Save SP
LD SP,$4C70 ; Move SP
PUSH AF
PUSH BC
PUSH DE
PUSH HL
PUSH IX
PUSH IY
```

```

IN   A,($1C)      ; Get KN(1) value
LD   ($4D3A),A   ; Place in vector block
RST  $38         ; On-board call
DB   $00         ;Routine 01 - Start Multiple Calls
DB   MCALL+1     ; Call V Write Routine
DW   VWRITE
DB   VECT+1      ; Move vector (see ROM manual)
DW   VBLOCK     ; Vector Block Address
DW   LIMITS     ; Limit Table
DB   MCALL+1    ; Call V Write Routine
DW   VWRITE
DB   $02        ; Routine 02 - End Multiple Calls
POP  IY
POP  IX
POP  HL
POP  DE
POP  BC
POP  AF
LD   SP,($4C70) ; Return SP
EI
RET

      ORG  $4D18
VWRITE: DB  $1F      ; Routine 30 - VWRITR
        DW  $4D38    ; Vector
        DW  $4D24    ; Pattern
        DB  MRET

      ORG  $4D20
; Limit Table
; Note: This part of the source doesn't match the ML
;       listing. I had to fudge it to make it match;
;       because of this, I have typed, but commented
;       out, the four lines of 'weird' ML listing.
;       Notice that the assembly hex codes are reverse
;       ordered; this is how the manual lists the lines.
; 00 98      DW  152   ; X boundaries
; 00 40      DW  64    ; Y boundaries
; 00 00      DW  0     ; (0,0) Position
; 02 08      DW  520   ; 2 byte, 8 line pattern size

LIMITS: DB  00D,152D  ; X boundaries
        DB  00D,64D   ; Y boundaries
        DB  00D,00D   ; (0,0) Position
        DB  $02,$08   ; 2 byte, 8 line pattern size

; Critter pattern
        DW  $A00A
        DW  $8822
        DW  $AAAA
        DW  $A82A
        DW  $2008
        DW  $0820
        DW  $2008
        DW  $0000

```

```
; VECTOR BLOCK (See 'Nutting' ROM Manual, page 39-41)
VBLOCK: DB    $20    ; Magic Register value
        DB    $80    ; Vector Status
        DB    $00    ; Time Base - Holds KN(1) value
        DW    $0005  ; Delta X
        DW    $0000  ; X Position
        DB    $03    ; X Checks Mask -Bounce off walls
        DW    $0005  ; Delta Y
        DW    $0000  ; Y Position
        DB    $03    ; Y Checks Mask -Bounce off walls
```