

## Blue Ram Basic Command Functions

Use the Blue Ram to Duplicate tapes.

Tape player #1: Set the volume to its usual output level.

Tape player #1: Connect the output (Ear) to the Mic side of the Blue Ram. Insert the tape you want to duplicate. (This is your master tape.)

Tape player #2: Connect your tape players INPUT (Mic) to the EAR jack of the Blue Ram. Insert a blank tape.

Now flip the B.R. (Blue ram) mode switch to "Load" and start the 2nd tape player on "Record". After a few seconds, start your Master tape player on PLAY. When the data begins to stream, the red L.E.D. on the B.R. glows steadily. When the red L.E.D. goes out, your duplicate tape is finished.

PX(XY)=N is for determining if a particular screen pixel location is turned on (0) or off (1) in Astro basic or Bally Basic. B.R. has 2 more colors to deal with and therefore has 2 more test conditions.

They are: 0=BC (background color), 1=FA (Foreground color A), 2=FB, 3=FC

BOX, LINE, CIRCLE, POINT all use color imaging to show their display modes.

MODE Values are as follows: X=0 or nothing, 1=X or FA, 2=X or FB, 3=X or FC. (Reversible color modes)

These following MODE Values overlay screen images.

4=overlay BC, 5=overlay FA, 6=overlay FB, 7=overlay FC

BOX X,Y,W,H,M (Sizes are in PIXELS)

will draw a box at location x,y using size w,h (Width, Height) in color Mode 0-7

LINE X,Y,M draws a line from position X to position Y using color Mode M

POINT X,Y,M is same definition as LINE

CIRCLE X,Y,R,M draws a circle at x,y of Radius R, using color Mode M

SNAP X,Y,W,H,LOC snaps (Clones) a screen image from location x,y using size w,h to a memory location. It uses considerable memory to do this.

$(W-4+(RM\#0))\times H+4$  Tells you how much memory is used.

SHOW X,Y,SM,LOC shows a SNAP at X,Y in Mode 0-3 from memory Location.

Show Modes are: 0=Overlay, 1=OR, 2=XOR, 3=Blank

SCROLL X,Y,W,H,N will scroll the picture at x,y of size w,h up N times or down -N times and should be used with a counting loop.

RPL 1/OLD/NEW will replace old text with new text in line L

RPL 1/N renubmers line 1 to line N

GOSUB 1,V,N1,N2, etc. gosubs line 1, then loads Variable V with N1,N2 etc.

GOTO 1,V,N1,N2, etc. will GOTO line 1 and load V with N1, N2, etc. (See Data)

DATA V,N1, N2, etc. loads a secession of variables beginning with N1, N2, etc., this is equivalent to  $V=N1$ ;  $V+1=N2$ ; etc.

ZERO sets all one letter variables to a value of 0 (Zero)

DEFAULT sets all two letter variables to Preset levels.

### TAPE COMMANDS:

:PRINT saves data to cassette tape with the B.R. in the SAVE position

:PRINT %(A),N will save to tape, a data block beginning at address A for N number of bytes.

:LIST or :LIST %(A),N checks a fresh tape for errors

:PRINT 300 or :LIST 300 or :INPUT 300 are 300 baud tape commands.

:INPUT will load a previously saved data tape into the Blue Ram.

:INPUT %(A),N will load a data block N to address A

BOMB RECOVERY: Press and hold RESET, Press and hold + key. Release RESET. Release + key.

PLAY %(AAAA) will play a musicstring or a sound effect at AAAA without interrupting game play.

BYTE(V,B) will access a single byte of variable.

V,B is 0 (zero) for the lower byte and 1 is for the upper byte.

OP.....user extensibility command. Vector jump at 6DCC (See Arcadian newsletter for explanation.)