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February 13, 2006

ADAM;

Here Are Both Assembler samples. I Cannot Print them as The Text Editor keeps them in a STRANGE FORMAT and sends it to tape in 2 BURSTS PER SEGMENT, so I Listed them and Copied them out by Hand. I Had Done this Years Ago and then Lost the Listing, so Doing it Again now Restored this Listing (with Dave Ebach's Notes) to me As well. I Hope You Can Read this! I will Call you to make sure you Recieved this Letter. Also, I'm Hoping that You Can Read this ok, if not Ask me About it When We Talk Next.

Did you Ever get the updated Diagram for the Hommade Memory Expansion? It's never been changed on BALLY ALLEY! I sent Two Diagrams to Replace the One that was there since 2002 (I Believe). The Assembler Could Run on an Arcade Equiped with the more Elaborite set up as it switches from 6k to 2k Address Ranging and Does write Protect. Will Talk Again Soon!

Yours,
Mike

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10 ; Demo RTN
20 START. Push, BC Save RGS
30 . Push, DE
40 . Push, HL
50 . LD, A 'L' ; Fix Spelling
60 . LD, (Name + 6), A
70 . LD, E, 30 ; PArms - HoR
80 . LD, D, 40 ; - VerT
90 . LD, C, 48H ; - SZ C Type
100 . LD, HL, Name ; PT To ChARS
110 . RST, 38H ; Invoke PRInT
120 . DB, 52 ; Routine
130 . POP, HL ; Restore RGS
140 . POP, DE
150 . POP, BC
160 . RET. ; Go Back
170 Name . DW, 'GE' ; ChARS
180 . DW, 'NE' ; TO PRInT
190 . DW, 'RA'
200 . DW, ; spaces
210 . DW,
220 . DW,
230 . DW, 'VI'
240 . DW, 'DE'
250 . DB, 'O'
260 . DB, 0 ; End of sTRing

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10 ; Demo - Flying Witch
20 ; Set up screen Interrupt and Draw 1st Image
30 . DI. Disable Interrupts
40 . EXX, ; save Regs
50 . EX AF, AF'

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60 . LD. HL, IRTN ; Address of Interrupt RTN
70 . LD. 4E96, HL
80 . LD A, 130 ; SYNC
90 . OUT. 19, A
100 . RST. 38H ; Call Write
110 . DB. 7 ; Routine
120 . DW. Write
130 . EXX ; Restore Regs
140 . EX AF, AF
150 . EI ; Enable Interrupts
160 . RET ; Go Back
170 ; Interrupt Routine
180 IRTN . LD. 6FFE, SP ; New
190 . LD. SP, 6FFE ; Stack
200 . PUSH. AF ; Save Regs
210 . PUSH. BC
220 . PUSH. DE
230 . PUSH. HL
240 . PUSH. IX
250 . LD. A 80 ; Speed in Tq-
260 . LD. Motion + 2, A ; Ble
270 . RST. 38H ; Mult Calls
280 . DB. 0
290 . DB. 7 ; Erase Image
300 . DW. Write
310 . DB. 3F ; Vector Image
320 . DW. Motion
330 . DW. Width
340 . DB. 7 ; Write Image
350 . DW. Write
360 . DB. 2 ; End Calls
370 . POP. IX ; Restore Regs

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380 . POP . HL
390 . POP . DE
400 . POP . BC
410 . POP . AF
420 . LD . SP , ( G F F E )
430 . JP . Z I F D ; To Basic's Normal INTERRUPTS
440 WRITE . DB . IF ; WRITE IT
450 . DW . MOTION
460 . DW . REFERENCE
470 . DB . 8 ; RETURN
480 WIDTH . DW . 9800 H
490 . DW . 4000 ; HEIGHT
500 REFERENCE . DW . 0 ; Image Definition
510 . DB . 2 ; Bytes Wide
520 . DB . 8 ; Pixels High
530 . DW . 0008 H ; width's
540 . DW . 800A H ; Image
550 . DW . 022A H
560 . DW . 80802 H
570 . DW . 0A002 H
580 . DW . 0A802 H
590 . DW . 0A8A8 H
600 . DW . 0A820 H
610 MOTION . DW . 8020 H
620 . DB . 05 H ; Speed
630 . DW . 5 H ; ChG in X
640 . DW . 0 ; X Position
650 . DB . 3 ; Flag
660 . DW . 1 ; ChG in Y
670 . DW . 0 ; Y Position
680 . DB . 3 ; Flag

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