CALL LOADS

14586,0 Resets System?

-30945,0 Creates a white edge character

-31572,X Varies keyboard response

-31730,33 Quits extended basic to Master title screen

-31740,2,2 Continuation of the last sound generated

-31740,a,B Change sounds by changing a & b.Sound will stay on until another sound is made.

-31744,X Contines sound (0=loud   15=quiet)

-31745,0 Freezes screen then blanks it out (restore with FCTN-)

-31748,x x=0 makes all tones stop and the cursor halts. X can equal 0 to 18 with different results

-31788,160 Blanks screen on next keypress

-31788,192 Disable sprite action and automatic sound

-31788,232 * Do not know what this does

-31788,224 Normal operation

-31788,225 Magnified sprites

-31788,226 Double sized sprites

-31788,227 Magnified, double size sprites

-31788,232 Multi color mode (48 x 64 squares)

-31794,X Timer for CALL SOUND (x=0 TO 255)

-31804,1 Produces a very mushy keyboard

-31804,X   Set cursor blink rate (0 to 255)

-31804,0,36) Quit extended basic to Master title screen

-31806,128 BIT 0 ON -31806,64 BIT 1 ON

-31806,32 BIT 2 ON -31806,16 BIT 3 ON

-31806,0 ALL BITS OFF -31806,48 BITS 2 & 3 ON

-31806,80 BITS 1 & 3 ON -31806,96 BITS 1& 2 ON

-31806,x Makes all sprites >X stop

-31860,0 Runs DSK1.load

-31860,4 Go from extended basic to console basic after NEW and cannot use memory expansion

-31860,8 run "DSK1.LOAD" and restart XB

-31862,128 Restarts XB, looks for DSK1.load and runs it

-31866, X Does not allow full access of 32K (X=1 to 159)

-31866,33,0 Gives console extra 8K of memory expansion

-31868,0 No RUN of LIST after FTCN-4

-31868,0,0 Turns the 32K memory off

-31868,255,231 turns the 32K memory back on

-31884,X Change keyboard mode (x=0 to 5)

-31885,255 Execute BYE command

-31888,63,255 Increases memory by turning off disk drives. Use NEW to free memory

-31888,55 Turns the disk drives back on

-31888,55,215 Turns the disk drives back on. Use NEW for buffers

-31873,X START PRINTING AT COLUM X (X=3 TO 30)

-31877,X 32 SPRITE COINCIDENCE. 64= 5 SPRITES ON A ROW

-31878,0 SHUTS OFF SPRITE CHECKING SO xb PROGRAMS RUN FASTER

-31878,X Turn off sprites (X= number of sprite. If X=0 then turn off all sprites)

-31879, X VDP timer (X=0 to 255)

-31888,63,255 Will not reserve any room in the VDP RAM for disk buffers

-31888,63,255 Shut down all disk drives, same as CALL FILES(0) to gain additional program memory

-31888,55,215 Turn drives back on.

-31926,255 Restart XB and will run LOAD program if It exists

-31931,0 Unprotects XB program

-31931,2 Set command ON WARNING NEXT

-31931,4 Set command ON WARNING STOP

-31931,16 Set command TRACE

-31931,64 Set command ON BREAK NEXT

-31931,128 Add XP protection

-31961,149 Restarts XB, looks for DSK1.load and runs it

-31961,51 Quite XB and return to master title screen

-31962,0,32 Execute power up routine - does not close files

-31962,33,111 Go directly to TI BASIC

-31962,99,114 RUN "DSK1.LOAD" and restart XB

-31962,100,124 Execute NSW command

-31962,100,126 Execute CONTINUE command

-31962,100,128 Execute LIST command

-31962,100,130 Execute BYE command. Closes all files

-31962,100,132 Execute NUM command. Interesting results when run from program.

-31962,100,136 Execute RES command.

-31962,100,155 Execute RUN command

-31962,160,000) Returns to title screen but corrupts display

-31962,160,04 Executes RUN without PRESCAN

-31962,101,190 Execute LIST from command prompt. Interesting results when placed in program

-31962,55 Runs DSK1.load -31962,72 Return to title screen

-31962,255 Look for DSK1.load

-31931,0 Deletes XB protection

-31931,128 Adds XB protection

-31932,0 Removes **ready** at command prompt

-31932,1 Returnes **Ready** at command prompt

-31961,149 Will re-set console and load DSK1.LOAD

-31962,255 Restarts XB

-31962,8787 Go from XB to basic. Ignore error message. Type new & enter

-372272,0,"",-30945,0) Will change to 40 column

-32116,4 Go from XB to basic and not loose program

-32112,8 Searches disk??

-32114,2 Loads random garbage on screen

-32114,3 Screen goes wild

-32114,13) Screen goes wild

-32114,119 Puts wild lines & boxes on screen

-32116,1 Puts random characters on screen

-32116,2 Random characters on screen

-32116,4 Puts you into Basic from Extended Basic without losing the program in memory

-32116,8 searches disk and loads a program call load

-32187,9 0 LINE NUMBER which can't be used

-32188,127 Changes screen color and gives a breakpoint

-32188,1 Changes screen color and gives a syntax error

-32352,0 Makes the screen transparent

-32572,1 Produce distorted keyboard response

-32572,128 Disable keyboard

-32630,0 Master title screen without graphics

-32630,128 Restarts XB and runs LOAD program if found

-32699,0 Deletes XB protection

-32699,2 Activates ON WARNING NEXT

-32699,4 Activates ON WARNING STOP

-32699,14 Stop TRACE

-32699,16 Activates trace

-32699,64 Activates ON BREAK NEXT

-32699,128 Potect XB program

-32700,0 Stops program without ready prompt

-32729,0 loads DSK1.LOAD

-32730,32 Returns to title screen

-32748,X x=0-255 cursor flash rate

-32766,0 will put you in bitmap mode

-32768,0 Puts you in basic from XB

CALL PEEK

8198,A,B IF A=170 & B=85 then CALL INIT has already been executed

8192,X x=32 you are in extended basic   X=165 you are in basic with EA or MM
modules inserted

-27648,x,x,x,x Speech chip locations

-28672,X X=0 THEN SPEECH NOT ATTACHED   X=96 THEN THE SPEECH SYNTHESIZER
IS ATTACHED

-31808,X X=Random number between 0-255

-31808,x,x Double random number. Requires RANDOMIZE

-31863,A A=231 IF 32k IS PRESENT

-31877,X X=32 THEN THERE IS A SPRITE COINCEDENCE, X=64 5 sprites on a row

-31878 poke 0-26 highest #sprite in motion.

-31879,A Video interupt timer. Increases every 60th of a sec. Produces numbers
between 0-256

-31880,X   X= Random number between 0-99

-31936,A,B A*256+B-2487 IS EXACT AMOUNT OF FREE STACK SPACE WHILE
PROGRAM IS RUNNING

-31952 PEEK a,b,c,d. Recovers program with load

-31952,X IF x=55 then memory expansion is off else it is on.

-31952,x,x,x,x Line number table in memory expansion