

NOS BASICODE-2 Standard Routines

BC2:39 version 1.1 (84:07:20 - 39 column screen version)

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10 GOTO 1000
20 CLEARA:GOTO 1010
100 PRINTCHR$(31);:RETURN
110 IFHO+1>0ANDHO+1<256THENCURSORSXHO+1
111 IFVE=>0ANDVE<256THENCURSORYVE
112 RETURN
120 HO=POS(0)-1:VE=POS(255):RETURN
200 IN$="":IFKEY(0)=0THENRETURN
201 IN$=CHR$(KEY(0)):OI$=IN$
202 IFOH=1ANDIN$=>"a"ANDIN$<="z"THENIN$=CHR$(ASC(IN$)-32)
203 RETURN
210 OS=PEEK(18429):OH=PEEK(18430)
211 OS=OSOR16:IFOH>0THENOS=OSAND239
212 POKE18429,OSOR64:POKE18427,1
213 IFCHR$(KEY(0))=OI$THEN 213
214 GOSUB 200:IFIN$=""THEN 214
215 IFIN$=CHR$(1)THENOH=OH+1AND1:POKE18430,OH:GOTO 211
216 SOUND224,0:POKE18429,OS:RETURN
250 PRINTCHR$(14);:RETURN
260 RV=RND(1):RETURN
270 FR=FRE(0)+FRE(""):RETURN
300 SR$=MID$(STR$(SR),1):IFLEFT$(SR$,1)="-"THENRETURN
301 SR$=MID$(STR$(SR),2):RETURN
310 OS=ABS(SR)+.5*10^-CN:OH=INT(OS):OF=OS-OH+1:SR$="":IFOS=>1E6THEN 318
311 IFCN=0THENOF$="":GOTO 315
312 IFOF=1THENOF$="":GOTO 314
313 OF$=MID$(STR$(OF),3,CN+1)
314 IFLEN(OF$)<CN+1THENOF$=OF$+"0":GOTO 314
315 SR$=MID$(STR$(OH),2)+OF$:IFSR<0ANDVAL(SR$)<>0THENSR$="-"+SR$
316 IFLEN(SR$)<CTTHENSR$=" "+SR$:GOTO 316
317 IFLEN(SR$)>CTTHENSR$=""
318 IFLEN(SR$)<CTTHENSR$=SR$+"*":GOTO 318
319 RETURN
350 LPRINTSR$;:RETURN
360 LPRINTCHR$(13);CHR$(10);:RETURN
990 OF=PEEK(18574)+PEEK(18575)*256+927
991 POKEOF,0:POKEOF+1,0:CALLOF-16:CLEAR
992 REM0000000000
999 END

```

```

1000 :
1010 :
1020 REM *****
1030 REM *
1040 REM *   NOS BASICODE-2   BC2:39   *
1050 REM *
1060 REM *****
1070 :
1080 :
1090 REM If the lines below line 1000 are changed,
1100 REM three constants may need altering:
1110 REM 1) line 990 - + 927
1120 REM 2) line 991 - - 16
1130 REM 3) line 1180 - + 911
1140 REM Note that 1)-2)=3)
1150 :
1160 :
1170 REM Set the pointer for line 992
1180 A=PEEK(18574)+PEEK(18575)*256+911
1190 :
1200 REM Choose the language
1210 PRINT:IFPEEK(18576)=0THEN 1390
1220 :
1230 REM International text
1240 PRINT"NOS BASICODE-2 Standard Routines"
1250 PRINT"-----":PRINT
1260 PRINT"   (39 column screen version)":PRINT
1270 PRINT"   >> W E L C O M E ! <<":PRINT
1280 PRINT"To load a BASICODE-2 program enter:"
1290 PRINT"   LOAD 1000<RET>":PRINT
1300 PRINT"To merge part of a program enter:"
1310 PRINT"   LOAD aaaaaa,zzzzz<RET>":PRINT
1320 PRINT"To erase from line 1000 upwards enter:"
1330 PRINT"   RUN 990<RET>":PRINT
1340 PRINT"To deinitialise :GOTO 999 or:"
1350 PRINT"   RUN 999<RET>":PRINT
1360 PRINT"Installation complete":PRINT:GOTO 1540
1370 :
1380 REM French text
1390 PRINT"Sous Programmes NOS BASICODE-2"
1400 PRINT"-----":PRINT
1410 PRINT"(version 39 caractères d'écran)":PRINT
1420 PRINT"   >> B I E N V E N U E ! <<":PRINT
1430 PRINT"Pour charger un programme entrez:"
1440 PRINT"   LOAD 1000<RET>":PRINT
1450 PRINT"Pour amalgamer des programmes entrez:"
1460 PRINT"   LOAD aaaaaa,zzzzz<RET>":PRINT
1470 PRINT"Pour effacer à partir de la ligne 1000:":PRINTCHR$(9);
1480 PRINT"   RUN 990<RET>":PRINT
1490 PRINT"Pour sortir du programme :GOTO 999 ou:"
1500 PRINT"   RUN 999<RET>":PRINT
1510 PRINT"Installation terminée":PRINT
1520 :
1530 REM Set up line 992 then execute
1540 PLAY"T804C"
1550 READV:POKEA,V:IFV=201THENGOTO 990
1560 A=A+1:GOTO 1550
1570 :
1580 REM Data for line 992
1590 DATA229,205,35,28,34,216,73,225,201
1600 :
1610 REM Written 20 July 1984 DL Greetham
1620 REM (C)1984 PHILIPS INTERNATIONAL bv

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NOS BASICODE-2 Standard Routines

BC2:40 version 1.1 (84:07:20 - 40 column screen version)

```

10 REM241,62,3,223,175,221,119,11,201:*****
11 GOTO 900
20 CLEARA:GOTO 1010
100 PRINTCHR$(31);:CURSORX0:RETURN
110 IFH0=>0ANDH0<256THENCURSORXHO
111 IFVE=>0ANDVE<256THENCURSORYVE
112 RETURN
120 H0=POS(0):VE=POS(255):RETURN
200 IN$="":IFKEY(0)=0THENRETURN
201 IN$=CHR$(KEY(0)):OI$=IN$
202 IFOH=1ANDIN$=>"a"ANDIN$<="z"THENIN$=CHR$(ASC(IN$)-32)
203 RETURN
210 OS=PEEK(18429):OH=PEEK(18430)
211 OS=OSOR16:IFOH>0THENOS=OSAND239
212 POKE18429,OSOR64:POKE18427,1
213 IFCHR$(KEY(0))=OI$THEN 213
214 GOSUB 200:IFIN$=""THEN 214
215 IFIN$=CHR$(1)THENOH=OH+1AND1:POKE18430,OH:GOTO 211
216 SOUND224,0:POKE18429,OS:RETURN
250 PRINTCHR$(14);:RETURN
260 RV=RND(1):RETURN
270 FR=FRE(0)+FRE(""):RETURN
300 SR$=MID$(STR$(SR),1):IFLEFT$(SR$,1)="-"THENRETURN
301 SR$=MID$(STR$(SR),2):RETURN
310 OS=ABS(SR)+.5*10^-CN:OH=INT(OS):OF=OS-OH+1:SR$="":IFOS=>1E6THEN 318
311 IFCN=0THENOF$="":GOTO 315
312 IFOF=1THENOF$="":GOTO 314
313 OF$=MID$(STR$(OF),3,CN+1)
314 IFLEN(OF$)<CN+1THENOF$=OF$+"0":GOTO 314
315 SR$=MID$(STR$(OH),2)+OF$:IFSR<0ANDVAL(SR$)<>0THENSR$="-"+SR$
316 IFLEN(SR$)<CTTHENSR$=" "+SR$:GOTO 316
317 IFLEN(SR$)>CTTHENSR$=""
318 IFLEN(SR$)<CTTHENSR$=SR$+"*":GOTO 318
319 RETURN
350 LPRINTSR$;:RETURN
360 LPRINTCHR$(13);CHR$(10);:RETURN
900 OF=PEEK(18574)+PEEK(18575)*256+37:POKEOF-33,131:RESTORE
901 FOROH=OFTOOF+8:READOS:POKEOH,OS:NEXTOH
902 POKEOF-33,142:OH=18406:POKEOH+1,INT(OF/256):POKEOH,OF-INT(OF/256)*256
903 POKEOH-1,195:POKE18435,128:CURSORX0:PRINTCHR$(30);:TX3:GOTO 1000
990 OM=PEEK(18574)+PEEK(18575)*256+1188
991 POKEOM,0:POKEOM+1,0:CALLOM-50:CLEAR
992 REM@@@@@@@@
999 POKE18405,201:POKE18435,238:CURSORX1:PRINTCHR$(30);:END

```

```

1000 :
1010 :
1020 REM *****
1030 REM *
1040 REM *   NOS BASICODE-2   BC2:40   *
1050 REM *
1060 REM *****
1070 :
1080 :
1090 REM If the lines below line 1000 are changed,
1100 REM three constants may need altering:
1110 REM 1) line 990 - +1188
1120 REM 2) line 991 - - 50
1130 REM 3) line 1180 - +1138
1140 REM Note that 1)-2)=3)
1150 :
1160 :
1170 REM Set the pointer for line 992
1180 A=PEEK(18574)+PEEK(18575)*256+1138
1190 :
1200 REM Choose the language
1210 PRINT:IFPEEK(18576)=0THEN 1390
1220 :
1230 REM International text
1240 PRINT"NOS BASICODE-2 Standard Routines"
1250 PRINT"-----":PRINT
1260 PRINT"    (40 column screen version)":PRINT
1270 PRINT"    >> W E L C O M E ! <<":PRINT
1280 PRINT"To load a BASICODE-2 program enter:"
1290 PRINT"    LOAD 1000<RET>":PRINT
1300 PRINT"To merge part of a program enter:"
1310 PRINT"    LOAD aaaaa,zzzzz<RET>":PRINT
1320 PRINT"To erase from line 1000 upwards enter:"
1330 PRINT"    RUN 990<RET>":PRINT
1340 PRINT"To deinitialise :GOTO 999 or:"
1350 PRINT"    RUN 999<RET>":PRINT
1360 PRINT"Installation complete":PRINT:GOTO 1540
1370 :
1380 REM French text
1390 PRINT"Sous Programmes NOS BASICODE-2"
1400 PRINT"-----":PRINT
1410 PRINT"(version 40 caractères d'écran)":PRINT
1420 PRINT"    >> B I E N V E N U E ! <<":PRINT
1430 PRINT"Pour charger un programme entrez:"
1440 PRINT"    LOAD 1000<RET>":PRINT
1450 PRINT"Pour amalgamer des programmes entrez:"
1460 PRINT"    LOAD aaaaa,zzzzz<RET>":PRINT
1470 PRINT"Pour effacer à partir de la ligne 1000:"
1480 PRINT"    RUN 990<RET>":PRINT
1490 PRINT"Pour sortir du programme :GOTO 999 ou:"
1500 PRINT"    RUN 999<RET>":PRINT
1510 PRINT"Installation terminée":PRINT
1520 :
1530 REM Set up line 992 then execute
1540 PLAY"T804C"
1550 READV:POKEA,V:IFV=201THENGOTO 990
1560 A=A+1:GOTO 1550
1570 :
1580 REM Data for line 992
1590 DATA229,205,35,28,34,216,73,225,201
1600 :
1610 REM Written 20 July 1984 DL Greetham
1620 REM (C)1984 PHILIPS INTERNATIONAL bv

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NOS BASICODE-2 Utility Routines

BLISTR version 1.1 (84:07:25)

```

10 REM *****
20 REM *
30 REM * NOS BASICODE-2 BLISTR *
40 REM *
50 REM *****
60 :
70 :
80 REM This program should not be changed after the
90 REM NOS BASICODE-2 program is LOADED.
100 :
110 :
120 REM Listing, patching and tokenising entry point
130 INPUT "Enter program ID: ";X$
140 PRINTCHR$(31)SPC(8)"NOS BASICODE-2 LISTING
150 PRINT:PRINT"Program: "X$:PRINT:TX5:PRINT"Start:"
160 ADDR=PEEK(18472)+PEEK(18473)*256
170 ADDR=ADDR+1:CH=PEEK(ADDR)
180 IFCH=3THENPRINT"End":END
190 IFCH=13ANDPOS(0)>1THENPRINTCHR$(127);:GOTO 190
200 IFCH<>13THENTX0:PRINTCHR$(CH);:TX5:GOTO 170
210 CH=KEY(0):IFCH<>49THEN 170
220 CH=KEY(0):IFCH=50THEN 170
230 IFCH=51THENPRINT"Stopped":FORCH=0T0250:NEXTCH:STOP:POKE18429,PEEK(18429)AND1
91:POKE18545,PEEK(18545)AND64:GOTO 170
240 IFCH<>52THEN 220
250 FORCH=0T0250:NEXTCH:INPUT"Press <RET> to tokenise";CH:IFCH<>251THEN 220
260 PRINT"Pause...";:POKE18544,255:NEW
900 :
910 REM LOAD entry point
920 PRINT"LOAD "CHR$(15);:CALL08857
930 :
940 REM Written 25 July 1984 DL Greetham
950 REM (C)1984 PHILIPS INTERNATIONAL bv

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