

PEEKs, POKES and EXECs

WAIT for Keyboard input

DRAGON EXEC 34091

COCO EXEC 44539

Same as Q\$ = INKEY\$: IF Q\$ = "" THEN 10

HIGH SPEED POKE

POKE 65495,0

Doubles the processing speed from 0.89Mhz to 1.7Mhz, - useful for data processing and arithmetical functions, but POTENTIALLY can be dangerous for your Computer as it can shorten the life of the chips.

POKE 65494,0

Returns computer to normal speed.

Use this poke before inputting or outputting any information to tape or disk, if you are using the high speed poke.

POKE 65497,0

An even faster speed. Screen image is lost and should be used with extreme caution with involved arithmetic calculations only.

POKE 65496,0

Turns off above speed poke.

COLD START

POKE113,0

Produces a cold start whenever the RESET button is pressed

WARM START

EXEC 40999

Produces a warm start, but if used after the above poke, will then produce an immediate cold start.

DISABLE LIST COMMAND

POKE 383,158

List command will produce garbage.

Also disables DIR command for disk

POKE&H180,PEEK(114):POKE&180, PEEK(115)

Disables the List command when using disks only

TRON/TROFF

POKE175,79

Turns on Trace flag same as TRON

POKE175,0

Turns it off again -same as TROFF

GRAPHICS MODE

PEEK(182)

Returns present PMODE number

Returns 0 if graphics not in use.

LOWER CASE CHARACTERS

Coco POKE 282,0. Dragon POKE 329,0

Text will be printed to screen in inverse video and to printer in lower case.

UPPER CASE CHARACTERS

COCO POKE 282,255

DRAGON POKE 329,255

Turns off lower case flag and all text will be in Capitals

PRINT DISK DIRECTORY

POKE 111,254:DIR

DEVN routine. Decides which device the text output is directed to.

0=Screen. 255=tape. 254=printer.

TIMER VALUE

PEEK(274) *256+PEEK(275).

Gives the value of the timer.

POKE274,0 and POKE275,0 to return value. Of Timer to 0.

LAST KEY PRESSED

PEEK(135)

Gives the ASCII code of last key pressed in program.

LAST VARIABLE USED

PEEK(55) + PEEK(56)

Gives ASCII code of last variable used. Print CHR\$ in front of the command to get the STRING value of last variable used.

PCLEAR0 for DISK

POKE25,PEEK(188):NEW

Will give you an SN error, but PCLEAR0 will have been accomplished. Or alternatively:-

POWER UP:POKE25,14:POKE26,0:NEW

for the same thing on the Coco; change POKE25, to 12 ~Dragon

PCLEAR0 for TAPE systems

POKE 25,6:NEW

MOTOR ON / MOTOR OFF

POKE 65313,4 for motor on.

POKE 65313,52 for motor off.

MACHINE CODE PROGRAM ADDRESSES

(a) For tape:

START: $\text{PEEK}(487) * 256 + \text{PEEK}(488)$

END: $\text{PEEK}(126) * 256 + \text{PEEK}(127) - 1$

EXEC. $\text{PEEK}(157) * 256 + \text{PEEK}(158)$

(b) For disk; (Dragon only)

FOR X=1618 TO 1623 STEP 2: PRINT

$\text{PEEK}(X) * 256 + \text{PEEK}(X+1)$;:NEXT

The resulting numbers will be..

START, LENGTH and EXEC.

To find END address, add START and LENGTH together and deduct 1.

BASIC PROGRAM ADDRESSES

$\text{PEEK}(25) * 256 + \text{PEEK}(26) - \text{START}$

$\text{PEEK}(31) * 256 + \text{PEEK}(32) - \text{END}$

TEXT SCREEN - CURSOR POSITION

$\text{PEEK}(136) * 256 + \text{PEEK}(137)$

Shows a position somewhere between 1024(Start of screen), & 1535 (end)

MAXIMUM MEMORY POINTER

$\text{PEEK}(116) * 256 + \text{PEEK}(117)$.

Shows end of RAM

HIMEM

$\text{PEEK}(39) * 256 + \text{PEEK}(40)$

Shows place of protected memory, and is highest address for basic.

CHARACTER TO TEXT SCREEN

$\text{POKE}(1024-1535), (33-255)$

Pokes a character or graphics block to the text screen.

CHARACTER/COLOR BLOCK to GRAPHIC

Applies to PMODE 1 and 2 only.

$\text{POKE}(1536 - 4607), (33-255)$ for tape or $\text{POKE}(3072-6143), (33 - 255)$ disk.

DISCS

$\text{PEEK}(235)$.for DRIVE number.

$\text{PEEK}(236)$ for TRACK number.

$\text{PEEK}(237)$ for SECTOR number.

TAPE FILENAME of file last loaded

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FOR X = 474 TO 481:PRINTCHR$(PEEK(X));:NEXT
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Prints filename of the last tape file loaded,in string form

TEXT TO SCREEN DISABLE

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POKE359,255
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After you use this Poke. nothing you type on the keyboard appears on the screen. Whatever statement you type will be executed, provided it does not require any text to be printed on screen. In consequence you can type for example SCREEN1.1 or PCLS or SOUND100.1 and these will be executed. The DIR command will not work however, as it requires list of files to, be printed on the screen. The LIST command is also disabled. Do not use this poke in your 1 program if you :require statements to be printed on the screen.

```
POKE359,126
```

Although this will not itself appear on the screen. it will restore. the text etc. on screen to normal.

ORANGE TEXT SCREEN

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POKE359,57
```

Lets you use any graphic screen or the text screen (SCREEN0,1) without alternating back to the default text screen. Consequently SCREEN0,1 will give-you an orange screen without switching back to the normal green screen. Using SCREEN0,1 after this POKE will make your title screens have more impact.

POKE359.126 to recover from above.

DRIVE NUMBER FOR DRAGONDOS

Although you can use the command DRIVE 1 (or 2,3 or 4) in your program. You cannot use a variable and so drive X Will produce..an error.

You can however use POKE1546,DR where DR is the variable for any Drive number in the range 1 to 4.

CURRENT LINE NUMBER

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PEEK(104)*256+PEEK(105)
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CURRENT DATA LINE NUMBER

```
PEEK (49)*256+PEEK(50)
```

DISK/TAPE CHECK

PEEK(188)

This returns a 6 if no disk.drive is installed for both Dragon & the Coco. If a disk drive to installed then a 14 is returned for the Coco and a 12 for the Dragon.

SOUND OCTAVE

PEEK(222)+1

Returns the current Octave in use.

SOUND - NOTE LENGTH

PEEK(225)

Notes- can be any lenth from 1 to 255

SOUND CURRENT TEMPO

PEEK(226)

Tempo can be from 1 to 255.

GRAPHICS COLORSET

PEEK(193)

Returns 8 if using Colorset 1 or 0 if using Colorset 0

GRAPHICS - START BYTE

PEEK(186)*256+PEEK(187)

Returns start address at top of current Hi- res screen

GRAPHICS - END BYTE

PEEK(183)*256+PEEK(184)

Returns end address at the bottom right of the current Hi - res screen.

GRAPHICS CIRCLE RADIUS

PEEK(207)*256+PEEK(208)

Returns the radius of a circle if drawn in PMODE4. Multiply. the number by 2 to get the radius of a circle in PMODE1 and 3.

GRAPHICS - CIRCLE CENTRE

(a) PEEK(203)*256+PEEK(204)

Returns the centre X co-ordinate of a circle in PMODE4, Multiply by 2 for PMODES1 and 3.

(b) PEEK(205)*256+PEEK(206)

Returns the centre Y (vertical) co-ordinate of a circle in PMODE4, multiply by 2 for PMODES 1 and 3.

GRAPHICS - DRAW

(a) ANGLE PEEK(232)

Returns Draw angle from 0 to 3.

(b) SCALE PEEK(233)

Returns scale number from 1 to 62

CONTINUE after BREAK

PEEK(41)*256+PEEK(42)

Gives the line number. at which continuation should begin after Break.

DISK DIRECTORY

COCO EXEC 52175

DRAGON EXEC 55868

Prints disk directory on screen same as command DIR.

JOYSTICK FIRE BUTTON

PEEK(65280)

COCO: Returns. 253 or 125 for LEFT joystick fire button and 254/126 if RIGHT joystick button, pressed, 255 if, no button is pressed and 257 if BOTH are pressed.

DRAGON: returns 253/125 for LEFT joystick,, 254/126 Right joystick, 255/127 if no button is pressed and 252 for both

TAPE: LOADING A HEADERLESS PROGRAM

MOTORON: EXEC &HB714

This should load in a program which has been saved, for example, when the motor did not get up to speed in time and so you've got a program saved without a header.

TAPE: SLOW STARTING AUTOMATICS

If your tape recorder is slow to start when it, receives the signal, remove the remote jack and switch the motor on: from the program, or in direct mode with MOTORON:SOUND 1,20:..CSAVE"PROGR'AM".

TAPE:.. MERGING TWO PROGRAMS

Have the two programs ready. by renumbering Program B so that its line numbers start after those of Program A,

CLOAD"PROGRAMA':POKE25,PEEK(27): POKE26,PEEK(28)-2:CLOAD"PROGRAMB"
:POKE25,30.POKE26"1,-,
They should then have merged.,

ERASE ANY PROGRAM IN MEMORY

DRAGON EXEC 33815 COCO EXEC 44313
Erases any program same as the NEW command