General Information
Author: Carsten Strotmann & Matthias Drees
Language: ACTION!
Compiler/Interpreter: ACTION!
Published: 19.02.90

;*************************************************************
;** Phoenix SoftCrew ACTION! **
;** Programme und Tips f. 8Bit **
;** Carsten Strotmann **
;*************************************************************

; Programname:BLOAD
; Programmierer:CARSTEN STROTMANN/MATTHIAS DREES
; Filename:BLOAD.ACT
; first Version:19.02.90
; last Aenderung:19.02.90
; load COMFILES
; Comment:MC-CODE
;
;
PROC Bload =$0600 ()

PROC Bload_Init ()

BYTE ARRAY mc ($8C)=[ $4C $3D $06 $A0 $F0 $A2 $06 $8C $54 $03 $8E $55 $03 $A8 $A2 00 $8C $58 $03 $8E $59 $03 $A9 $07 $8D $52 $03 $A2 $10 $4C $56 $E4 $38 $ED $F2 $06 $A8 $8A $ED $F3 $06 $AA $C8 $D0 $01 $E8 $AD $F2 $06 $8D $54 $03 $AD $F3 $06 $8D $55 $03 $4C $10 $06 $A9 $00 $8D $F2 $06 $8D $F3 $06 $AD $44 $03 $C9 $E2 $D0 $07 $AD $45 $03 $C9 $02 $F0 $34 $A9 $02 $20 $03 $06 $30 $2D $A9 $FF $CD $F0 $06 $D0 $05 $CD $F1 $06 $F0 $DF $AD $F0 $06 $AE $F1 $06 $8D $F2 $06 $8E $F3 $06 $A9 $02 $20 $03 $06 $30 $0E $AD $F0 $06 $AE $F1 $06 $20 $20 $06 $10 $C1 $6C $E0 $02 $6C $E2 $02 $60 $00]

MoveBlock ($0600,mc,$8A)

RETURN

1.1 Another Version

; This fragment loads an Action!
; program and executes it
; (thru INITAD). This fragment can be
; easily modified to support any type
; of binary load file by checking the
; status of INITAD and RUNAD after
; each block of code has been loaded.
If you want this fragment to remain resident, you must compile to a specific location (outside your own program, obviously) using either the SET $E/SET $491 method or using SET $B5 to set a compilation offset. (Note: due to a bug in the Action! compiler offset routine, you can only specify a positive offset.) Once the program is compiled, type:

```
?Load
```
from the monitor to obtain the runtime address. In your own source that calls Load, you must insert the following line before its use:

```
PROC Load=$xxxx(CHAR ARRAY str)
```
where "$xxxx" is the address you found above, and where the CHAR ARRAY "str" is the complete filespec of the program you want to load.

```
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MODULE ;LOAD.ACT

BYTE
 CIO_status

CHAR

; NOTE: CIO and ReadBlock are copyrighted routines of Action! computer services; Credit such as this of their origin must be given if used in your own program source

CHAR FUNC CIO=*(BYTE dev, CARD addr,size, BYTE cmd,aux1,aux2)

CARD FUNC ReadBlock=*(BYTE dev, CARD addr, size)

; MAINLINE **************************

CARD FUNC GetOne() BYTE
cLow
CARD
cHigh

DO
cLow=GetD(1) cHigh=GetD(1)
cHigh== LSH 8 % cLow UNTIL cHigh#$FFFF OD
RETURN(cHigh)
PROC GetAddrs=*()
    start=GetOne()
    len=GetOne() - start + 1
RETURN

PROC Load(CHAR ARRAY filespec)
CARD
    INITAD=$2E2

    Close(1)
    Open(1,filespec,4,0)

    WHILE start$2E2 DO
        GetAddrs()
        ReadBlock(1,start,len)
    OD
    Close(1)
    [$6C INITAD]
RETURN