

General Information

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Language: ACTION!

Compiler/Interpreter: ACTION!

Published: 19.02.90

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

; Programmname: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.

```

```
MODULE ;LOAD.ACT
```

```
BYTE
    CIO_status
```

```
CARD
    start,
    len
```

```

; 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)
```

```

[ $29$F$85$A0$86$A1$A$A$A$A$AA$A5$A5$9D$342$A5$A3$9D$348$A5$A4$9D$349$A5$A6$F0$8$9D$34
$A5$A1$9D$344$20$E456$8C CIO_status$C0$88$D0$6$98$A4$A0$99 EOF$60 ]

```

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

```

[ $48$A9$7$85$A5$A9$0$85$A6$A5$A3$5$A4$D0$6$85$A0$85$A1$68$60$68$20 CIO$BD$348$85$A0$B

```

```
; 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
```