

# Fast Screen IO#

MODULE

```
*****  
**  
** Phoenix SoftCrew ACTION! **  
** Programms and Tips f. 8Bit **  
**  
** Carsten Strotmann **  
**  
*****
```

```
; Programmname:Write  
; done by:Carsten Strotmann  
; Filename:WRITE.ACT  
; first Version:21.02.90  
; last change:20.11.91  
; Fast Screen IO  
;  
;
```

MODULE

BYTE ARRAY vals(7)

BYTE FUNC ASCtoINT =\* (BYTE ascii)

```
[ $85$A0$29$80$85$A1$A5$A0$29$7F$C9$5F  
  $10$0C$C9$1F$B0$05$18$69$40$90$03$38  
  $E9$20$05$A1$85$A0$60 ]
```

PROC Write=\* (BYTE x,y, BYTE ARRAY string)

```
[ $85$55$86$54$86$D6$84$D4$A5$A3$85$D5  
  $A9$00$85$D7$A5$D6$0A$26$D7$0A$26$D7  
  $0A$26$D7$85$D8$A5$D7$85$D9$A5$D8$0A  
  $26$D7$0A$26$D7$18$65$D8$85$D6$A5$D7  
  $65$D9$85$D7$A5$58$18$65$D6$85$D6$A5  
  $59$65$D7$85$D7$A5$D6$18$65$55$85$D6  
  $90$02$E6$D7$A0$00$B1$D4$A8$B1$D4  
  $20 ASCtoINT $88$91$D6$D0$F6 ]
```

RETURN

PROC CWrite (BYTE y, BYTE ARRAY string)

BYTE cen

```
cen=40-string(0)  
cen==RSH 1
```

Write (cen,y,string)

RETURN

PROC WriteC (BYTE x,y, CARD val)

```
StrC (val,vals)
Write (x,y,vals)
```

```
RETURN
```

```
PROC WriteI (BYTE x,y,INT val)
```

```
StrI (val,vals)
Write (x,y,vals)
```

```
RETURN
```

```
PROC WriteB (BYTE x,y,BYTE val)
```

```
StrB (val,vals)
Write (x,y,vals)
```

```
RETURN
```