

APPENDIX I - Instructions for the module generator

Before you start, the module generator needs information about the eprom card used.

In the case of electronic cards, the software needs to know which I/O signal is used to switch off the eprom card. (in case of doubt, only trial and error will help).

After this definition, the question appears whether you want to put 1 or more programs on your eprom card. If you select one program, the selection menu disappears.

The computer now asks for the name of the first programme and loads it into the memory.

You can decide whether the program should be loaded into the eprom or not.

If you have loaded a machine program, you will be prompted for the start address. Please enter this in hexadecimal form (e.g. \$c000). With a basic program this question is omitted.

Now the computer asks for the key with which the program is to be called from the start menu. (only for >1 programs). You can use any key.

If you have entered more than one program, you will be asked for the next step. You can load more programs or stop loading.

In the last case, you have to define the picture for the start-up menu. In this part of the program you can use all the characters of the c64. When you have finished your picture, move the cursor to the line where **END** is written and type <RETURN>. The created picture will be taken over except for the colours, when the module is finished the picture will always appear after switching on.

Finally the created module has to be saved. The computer asks under which name the data file should be saved. This file can then be loaded with the eprommer and recorded on an eprom. (range \$1000-max \$5000)

