

\*\*\* SJ Research Econet \*\*\* Station 15 (DLB)  
LIST07  
>L.

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```
10  osword=&FFF1
20  osbyte=&FFF4
30  speedx=&40
40  FOR Passx=0 TO 3 STEP 2
50    P%=&A00
60    LDPT Passx
70    .include
80    LDA&220
90    CMPEventrout MOD256
100   BNE linkin
110   LDA&221
120   CMPEventrout DIV256
130   BEQ notlinkin
140   .linkin
150   LDA&220
160   STA jumpvector
170   LDA&221
180   STA jumpvector+1
190   LDAEventrout MOD256
200   STA&220
210   LDAEventrout DIV256
220   STA&221
230   .notlinkin
240   LDA&speedxMOD256:STA counter
250   LDA&speedxDIV256:STA counter+1
260   LDA&1
270   STA rnd
280   STA rnd2
290   LDA&0:STAflag
300   JSR initial
310   LDA&14
320   LDXX&4
330   JSR&FFF4
340   .rts
350   RTS
360
370   .eventrout
380   PHP
390   CMPE&4
400   BEG evnt
410   RTS
420   .evnt
```

```

430 PHA
440 LDA counter
450 BNE nohope
460 DEC counter+1
470 BMI attack
480 *nohope
490 DEC counter
500 *eventret
510 PLA
520 PLP
530 JMP(jumpvector)
540
550 *attack
560 TXA:PHA:TYA:PHA
570 LDA&13:LDA&4:JSR osbyte
580 LDAflaq:BNE:jsr
590 JSR rand
600 LDA rnd
610 AND&127
620 BNEOK
630 ORA&1
640 *OK
650 STA buffer%+2:STA st2
660 LDX&buffer%MOD256
670 LDY&buffer%DIV256
680 LDA&10
690 JSR osword
700 JMPskip
710
720 *jsr
730 LDA&83:STA buffer2%
740 LDX&buffer2%MOD256
750 LDY&buffer2%DIV256
760 LDA&10
770 CLI
780 JSR osword
790 SET
800 *skip
810 LDA&14
820 LDX&4
830 JSR osbyte
840 JSRinitial
850 LDAflaq:EOR&1:STAflaq
860 PLA:TAY
870 PLA:TAX
880 LDA&speed%MOD256:STA counter
890 LDA&speed%DIV256:STA counter+1
JMP eventret

```



```

440 LDA counter
450 BNE nohope
460 DEC counter+1
470 BMI attack
480
490 .nohope
500 DEC counter
510 .eventret
520 PLA
530 JMP(jumpvector)
540
550
560 .attack
570 TXA:PHA:TYA:PHA
580 LDA&13:LDA&4:JSR osbyte
590 LDAflag:BNE:jsr
600 JSR rand
610 LDA rnd
620 AND&127
630 BNEOK
640 OR&1
650
660 .ok
670 STA buffer%+2:STA st2
680 LDX&buffer%MOD256
690 LDY&buffer%DIV256
700 LDA&10
710 JSR osword
720 JMPskip
730
740 .jsr
750 LDA&83:STA buffer2%
760 LDX&buffer2%MOD256
770 LDY&buffer2%DIV256
780 LDA&10
790 CLI
800 JSR osword
810 SEI
820 .skip
830 LDA&14
840 LDX&4
850 JSR osbyte
860 JSR initial
870 LDAflag:EOR&1:STAflag
880 PLA:TAY
890 PLA:TAX
900 LDA&speed%MOD256:STA counter
910 LDA&speed%DIV256:STA counter+1
920 JMP eventret
930
940 .rand
950 INC rnd
960 RTS

```

940	•initial
950	LDX&sound MOD256
960	LDY&sound DIV256
970	LDA&7
980	JMP osword
990	•bufferx
1000	EQU&82
1010	EQUB 0
1020	•rnd
1030	•rnd2
1040	EQUB 1
1050	EQUB 0
1060	EQUD includer
1070	EQUd end
1080	EQUd includer
1090	
1100	•buffer2x
1110	EQUW &83
1120	•st2
1130	EQUW &1
1140	EQUd&8000
1150	EQUd&8002
1160	EQUW includer
1170	EQUW &FFFF
1180	
1190	•sound
1200	EQUW 1
1210	EQUW &FFFC
1220	EQUW 200
1230	EQUW 1
1240	
1250	•end
1260	•jumpvector
1270	EQUW 0
1280	•counter
1290	EQUW 0
1300	•flag
1310	EQUB 0
1320	1
1330	NEXT
1340	CALL&A00
1350	PRINT~?(bufferx+2)
1360	GOTO1350



```

950 LD&sound MOD256
960 LDY&sound DIV256
970 LDA&7
980 JMP osword
990
1000 *buffer%
1010 EQU&82
1020 EQU&0
1030 *rnd
1040 EQU&1
1050 EQU&0
1060 EQU&includer STEP 2
1070 EQU&end
1080 EQU&includer
1090
1100 *buffer2%
1110 EQU&83
1120 *st2
1130 EQU&1
1140 EQU&8000
1150 EQU&8002
1160 EQU&includer
1170 EQU&FFFF
1180
1190 *sound
1200 EQU&1
1210 EQU&FFFC
1220 EQU&200
1230 EQU&1
1240
1250 *end
1260 *jumpvector
1270 EQU&0
1280 *counter
1290 EQU&0
1300 *flag
1310 EQU&0
1320
1330 NEXT
1340 CALL&A00
1350 PRINT~?(buffer%+2)
1360 GOTD1350

```