# SVI & MSX

## SPECTRAVIDEO

## AUSTRALASIAN USERS GROUP

## NEWSLETTER

| ISSUE NO. |
|-----------|
| 2 - 11 |

### ANNUAL SUBSCRIPTION

AUSTRALIA .......... $20.00
OVERSEAS  .......... $25.00
OVERSEAS AIRMAIL ... $30.00

YEAR BOOK 83/84 .... $20.00

| DATE |
|------|
| AUG - 1985 |

### CONTENTS

### NEWSLETTER CORRESPONDENCE

S.A.U.G.,
P.O. BOX 191,
LAUNCESTON SOUTH,
TASMANIA,  7249.

(003) 312648

### LIBRARY CORRESPONDENCE

S.A.U.G. LIBRARY,
1 CONRAD AVENUE,
GEORGE TOWN,
TASMANIA,  7253.

(003) 822919

## INTRODUCTION

I have heard many people of late complain that M.S.X. is not taking off as quickly as was first thought. Well as far as I am concerned, this is of little interest to me!!

I purchase my computer on it's own merits, e.g. SV-328 because it runs CP/M and has excellent (if not the best) graphics handling I have ever seen. I then went to M.S.X. because it is so close to SVI that I required little if no re-learning.

Who cares if there is only a small number of owners world wide. I did'nt buy the computer because it was common, I brought the computer because I LIKED IT.

We have nearly 600 members now in the group and the readership of the newsletter is about 2.5 computer owners per copy. If that is not heading to a respectable number, then I can't do much more.

But for you not so faithful it might be of interest to know that I.B.M. in America are bringing out an M.S.X. computer that will sell for about $350 U.S. If that does not make the computer sell more then nothing will. So please be patient and enjoy your machines. Computing is fun and you will never have the perfect computer, just a near perfect machine, like our SV's and M.S.X.'s.

Now that I have said my bit. Let's get onto something that should interest you all.

We have over 500 members, out of this about 15 to 20 members supply the material for the Newsletter. You will notice their names appear over and over. Jim, Alf and I (Peter) sat down and after a long talk we have decided that there going to be an ARTICLE Competition. You the members are going to be given the chance of winning a 728 M.S.X. computer. All you have to do is submit an Article or Program for publication in the Newsletter.

1st prize will be a 728 M.S.X. Computer and other minor prizes will be announced in the next issue. Any retail outlet that receives this Newsletter and would like to donate a box of disks e.t.c. are more than welcome. Your generosity will be well advertised in the Newsletter.

So get to those keyboards and produce something for the Group. Age is not a problem as this will be taken into consideration when the winners are decided.

For the rules of entry please check further into the Newsletter.

THE GROUP IS PUTTING A LOT OF MONEY INTO THIS COMPETITION SO PLEASE,

PLEASE SUPPORT US WITH LOTS OF ENTRIES.

## THE HOBBIT M.S.X. Game Review
*By. P. Deckert.*
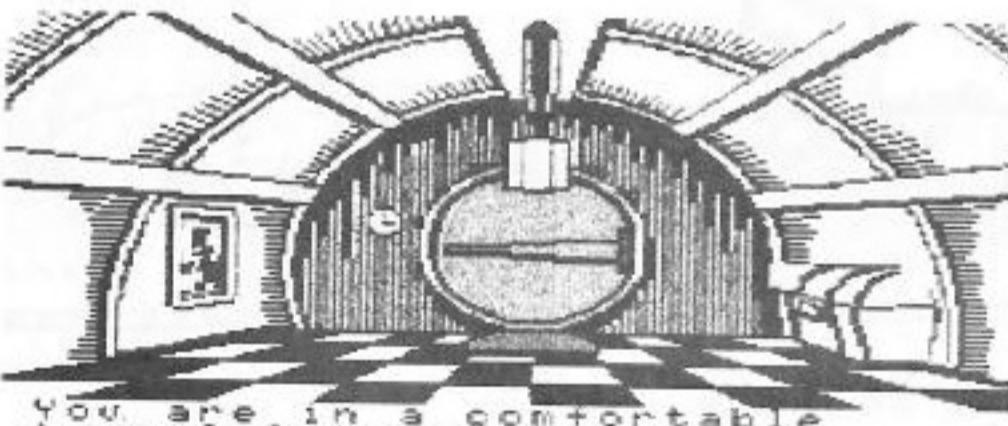
In THE HOBBIT program, you take the role of Bilbo, the hobbit. You are able to roam freely through Middle Earth, (WILDERLAND) exploring and discovering this wonderful enchanted land. You meet all type of creatures, some friendly, others much less so. The adventure is dangerous but exciting. It is up to you to face the challenges which confront Bilbo.

This amazing program is based on J.R.R. Tolkien's brilliant fantasy novel THE HOBBIT. Which you actually get with the program cassette. The book is a must to read before you play the game.

If you are unfamiliar with hobbits, you should know that hobbits are a little people, about half our height and smaller than the bearded dwarves. Hobbits have no beards. There is little or no magic about them. For a fuller description you will have to read THE HOBBIT, but this description should be enough for you to realise that most other creatures you will meet in the Adventure, including dwarves, will be bigger and stronger.

You will therefore need to exercise all your cunning and skill to survive.

At the point where this Adventure commences Gandalf, who is a wizard, has talked you into entering a new and exciting adventure to help out Thorin, the dwarf.

Your mission is to seek out the evil Dragon and return the treasure he hoards back to your home and place it for safe keeping in the chest. As a secondary mission, you must look out after Thorin and protect him. Should he be killed during the Adventure, it is most unlikely you will be able to survive the dangers ahead of you on your journey!

You may think this is just another of those Adventure games, like Zork, Volcano Island or Advent-80. But are you in for a surprise, Not only does this Adventure have over 50 locations described in the book, but you communicate in such a high level of English (INGLISH as it is

called in the book). The computer has a large vocabulary, it knows over 500 words and can perform over 50 different actions. Some samples of text the Adventure understands are :

        KILL THE GOBLIN WITH THE SWORD
        OPEN ALL EXCEPT THE GREEN BOTTLE
        TAKE THE LAMP AND THE ROPE OUT OF THE BARREL

ALL, EVERYTHING and EXCEPT are generalisations that are allowed .

Amazing as it sounds, all the other characters you will meet in THE HOBBIT have an independent character of their own. Each character or creature is capable of performing a wide range of actions and of making decisions based on what is happening.

Because of the unique feature, you will find that each time you play THE HOBBIT things will proceed in a slightly different way.

THE HOBBIT features ANIMTALK, the amazing implementation that allows you to talk to the other creatures in the Adventure.

SAY TO GANDALF "READ MAP"
If he wants to he may do it, or you may see the message
- Gandalf says "No!" -
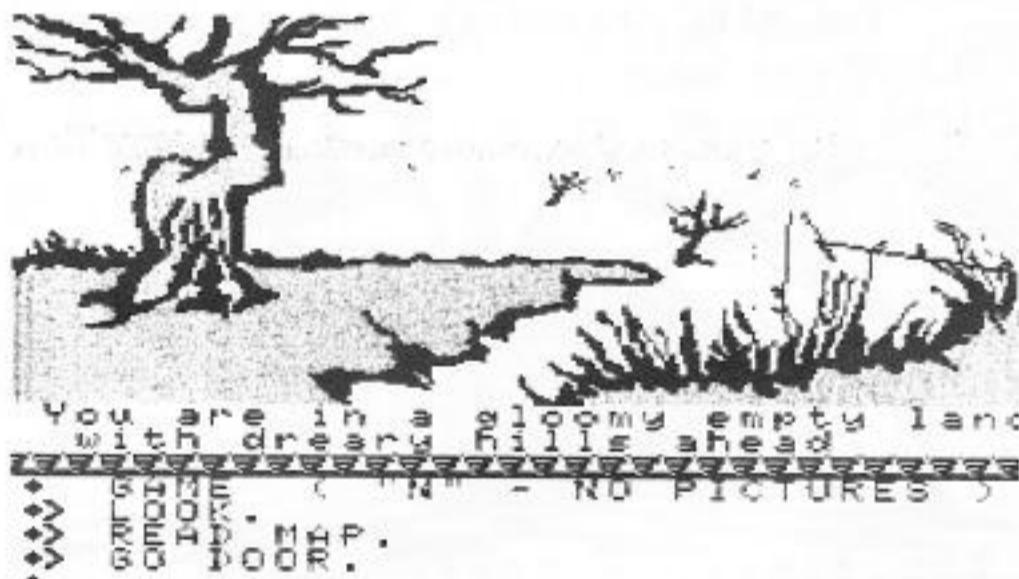
The creatures in THE HOBBIT will also talk to you if they want something. Because of ANIMACTION and the visciousness of some of the creatures, do not be suprised to find dead bodies in your travels, these are the results of fighting going on in WILDERLAND.

The best feature of the game as I see it is the graphics, as you can see from the screen dumps shown in this review. The game's response to your commands are quick and so are the screen updates for the graphics. However if you do not want the Graphics you can turn them off and just have text.



You are in a gloomy empty land with dreary hills ahead
GAME. ( "N" - NO PICTURES )
LOOK.
READ MAP.
GO DOOR.

So as this program will leave most of the other Adventure games for dead, I am looking forward to more of the same for M.S.X.

THE HOBBIT comes from Melbourne House, I brought my copy from Will's Computing in Launceston.

## FLIP
*by : T. McGee*

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```
GI      10 REM FLIP
FE      20 DEFINT A-Z:T=RND(-TIME)
CB      30 CLS:COLOR 10,1,13:SCREEN 1
AP      40 PRINT:PRINT TAB(18)"FLIP":PRINT
BE      50 COLOR 4
CG      60 PRINT TAB(13)"A GAME OF SKILL"
AL      70 DIM A(20)
AI      80 ::::::::
FD      90 N=9
CF     100 COLOR 7
CN     110 PRINT:PRINT TAB(10)"DO YOU WANT THE RULES"
BL     120 A$=INPUT$(1)
HJ     130 IF A$="Y" THEN GOTO 720
GC     140 IF A$="N" GOTO 160
AA     150 GOTO 120
CL     160 :::::::::::
AM     170 CLS:COLOR 10,1,13:SCREEN 1
AB     180 T=RND(-TIME)
BN     190 PRINT:PRINT TAB(18)"FLIP":PRINT
AD     200 COLOR 6:PRINT TAB(5)"HERE WE GO ....."
BJ     210 N=9
BI     220 A(1)=INT((N-1)*RND(1)+2)
CN     230 FOR K=2 TO N
EM     240 A(K)=INT(N*RND(1)+1)
DC     250 FOR J=1 TO K-1
BM     260 IF A(K)=A(J) THEN 240
EK     270 NEXT J:NEXT K
CK     280 :::::::::::
CC     290 GOSUB 650
BE     300 T=0
CG     310 GOSUB 590
BA     320 COLOR 15:LOCATE 50,80:PRINT"HOW MANY SHALL I REVERSE"
AG     330 R$=INKEY$:IF R$=""THEN 330
HG     340 R=VAL(R$)
BM     350 IF R=0 THEN 520
AJ     360 IF R<=N THEN 380
AB     370 GOTO 330
EG     380 T=T+1
CK     390 :::::::::::
CO     400 FOR K=1 TO INT(R/2)
CF     410 Z=A(K)
CA     420 A(K)=A(R-K+1)
BI     430 A(R-K+1)=Z
CI     440 NEXT K
CN     450 GOSUB 600
CO     460 ::::::::::
DA     470 FOR K=1 TO N
CH     480 IF A(K)<>K THEN 320
CN     490 NEXT K
BL     500 LINE(40,78)-(200,90),1,BF
BE     510 LOCATE 40,80:PRINT"YOU WON IN ";T;"MOVES":PRINT
```

```
BK      520 PRINT
BN      530 COLOR 13:LOCATE 50,100:PRINT"ANOTHER GAME"
BN      540 A$=INPUT$(1)
AI      550 T=RND(-TIME)
GH      560 IF A$="Y" THEN RUN 170
KP      570 IF A$="N" THEN CLS:COLOR 15,4,5:SCREEN 0:END
AB      580 GOTO 540
CM      590 ::::::::::
BP      600 LOCATE 40,60:COLOR 1:PRINT STRING$(R*3,CHR$(201))
AL      610 COLOR 10:LOCATE 40,60
FI      620 FOR K=1 TO N:PRINT A(K);:NEXT K
CN      630 PRINT:PRINT
CC      640 RETURN
DB      650 ::::::::::
DA      660 PRINT:PRINT
AL      670 LOCATE 40,40
EB      680 LINE(40,38)-(200,50),13,BF
BK      690 FOR L=1 TO 9
GM      700 COLOR 1:PRINT L;:NEXT L:PRINT :PRINT
CG      710 RETURN
DF      720 ::::::::::
BG      730 CLS:COLOR 10,1,13:SCREEN 1
CI      740 PRINT:PRINT TAB(18)"FLIP":PRINT
DG      750 COLOR 4:PRINT
DA      760 PRINT "   TO WIN, ALL YOU HAVE TO DO IS ARRANGE":PRINT
CE      770 PRINT "   THE NUMBERS 1 TO 9 IN NUMERIC ORDER":PRINT
HM      780 PRINT "   FROM LEFT TO RIGHT. TO MOVE YOU INPUT":PRINT
EP      790 PRINT "   HOW MANY NUMBERS YOU WOULD LIKE TO ":PRINT
LK      800 PRINT "   REVERSE (COUNTING FROM THE LEFT)":PRINT:PRINT:PRINT
CJ      810 COLOR 7:PRINT TAB(12)"PRESS ANY KEY"
CC      820 A$=INPUT$(1)
AN      830 GOTO 160
END
```

THE GREAT S.A.U.G. NEWSLETTER ARTICLE AND PROGRAM COMPETITION.

ENTRY IS OPEN TO S.A.U.G. MEMBERS ONLY

RETURN OF DISKS AND TAPES ONLY ON REQUEST

ENTRY IS OPEN TO ANY AGE GROUP ( MEMBERS UNDER 16 PLEASE MENTION AGE )

ALL PRIZES WILL BE ANNOUNCED IN THE SEPTEMBER ISSUE

FIRST PRIZE WILL BE AN SVI 728 M.S.X.  COMPUTER

ANY PROGRAM OR ARTICLE ALREADY SUBMITTED OVER THE LAST YEARS
MAY BE ENTERED IN THE COMPETITION  BY THE OWNER  WRITING TO US

COMPETITION DATES SEPTEMBER , OCTOBER & NOVEMBER
THE WINNER WILL HAVE HIS COMPUTER BEFORE CHRISTMAS

YOU HAVE TO BE IN IT TO WIN IT
================================

## THE S.V.I. 738 (X'PRESS)
*By P. Deckert.*
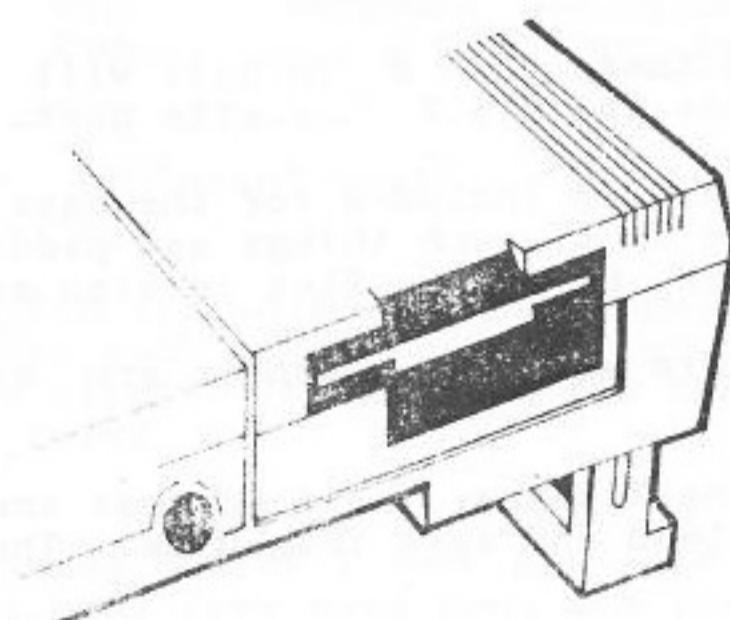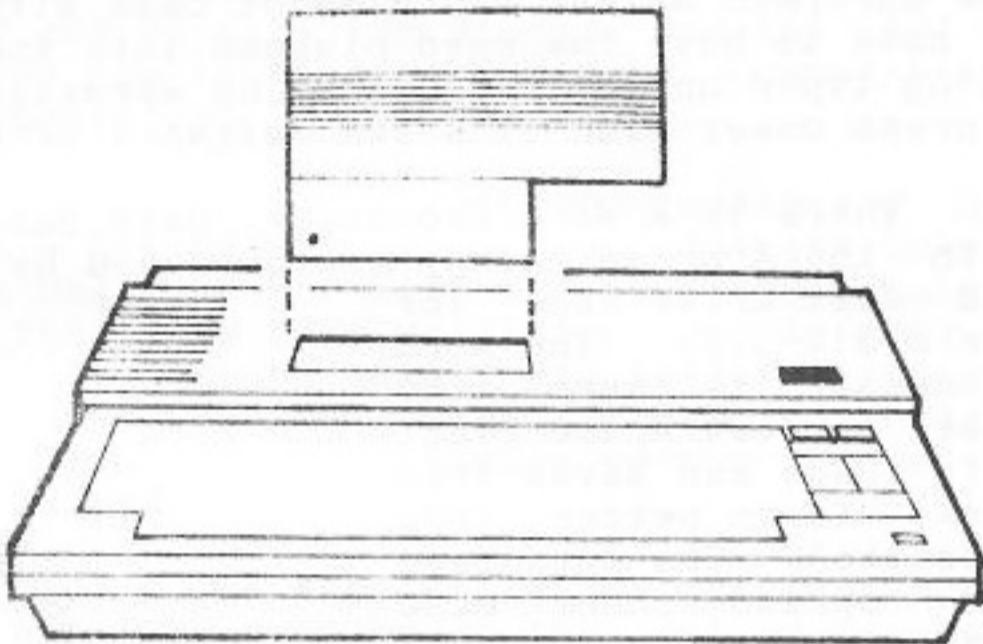
Yet another new computer arrived in July. What not another computer, I hear the wife yell, Were are we going to put it ??

The SVI X'press. This with out exception has got to be the best M.S.X. Computer yet on the market.

When M.S.X. was released onto the Australian Market I thought of it as just a copy of the successful SV318-328 computer range. But this X'press (strange speeling) really stands out in the crowd. It is not only an M.S.X. computer but it has lots of goodies built in. To start with the computer is transportable. That is different to portable because you still need a monitor or T.V. as none is built in. But this is a small problem when you see what else you get. Before I start I must explain that my X'press comes all the way from Hong Kong. They will be released in Australia on the 1st of September I am told. But when I saw the advertising literature on the Machine I could not wait I had to have one straight away. So as a friend of a friend was going to Hong Kong I made a nuisance of myself and gave him a detailed description of what I wanted and were to get it. For interest sake the computer cost me $799 Australian, which when you read what it comes with was the bargain of the Year.

So to what we get with the X'press. Like I said the computer is very compact and if you know what an Apple IIc looks like you will have an idea of what the X'press looks like. The most outstanding feature you notice with the X'press is that it comes with a 3.5 inch disk drive built into the side. This is a double sided drive and holds a super 360K of information. With this who would need a second drive. But for you fussy people SVI have a plug in the back of the X'press that allows a second drive to be plugged in. and if that is not

enough the power supply for the second drive is already available at that plug. So all you need do is purchase a bare drive and plug it in. If you do not want a second 3.5 inch drive a bare 5.25 inch drive will plug straight in as well.

As if that is not enough the X'press has a full RS-232 port built in as well. This port is programmable and has software support in ROM built into the Machine. So if you are accessing the RS-232 port from Basic, which you can by the command OPEN "COMO:" FOR INPUT AS #1, and basic gets busy doing something, don't worry because all incoming data is stored in a buffer so you don't lose anything. Also the port may be programmed for split Baud rates E.G. 1200 & 75

So you want more ! Well as I hear the Australian X'press will have an 80 column card as well built in. My X'press is actually for the European market and did not come with the 80 column card built in, I have to have the card plugged into the Games port. This article is being typed on the X'press using Wordstar. But would you believe the X'press comes with it's own software package too.

There is a Word Processor, Data Base & Spread Sheet also included with the X'press. They are produced by MASS TEAL the same crowd that did Just Write JNR. for the SV318-328. The Word Processor is much the same as Just Write Jnr. But loads and saves from disk, (much better than cassette). The data base and spread sheet also load and save to disk. I noted the very close similarity of the Spreadsheet with MultiPlan. All three programs run well and being designed from the machine they use all the right keys and full screen editing. So why am I writing this report on Wordstar, Well I ain't changing for no one!! I like my Wordstar and I am sticking to it.

Following on after that detour the next plug I found on the Machine is the ever necessary Centronics Printer Plug. Although the X'press will allow you to plug a serial printer into the RS-232 port if you prefer. Both CP/M and M.S.X. Basic will print to Centronics or the RS-232, but Centronics is the default.

All you cassette fans, (is there such a thing), will not be disappointed as the X'press also has the M.S.X. Cassette port.

Two M.S.X. Joystick ports are also included for the Game playing addict. Not to mention plugging in of such things as paddles and graphic tablets. Of course the M.S.X. Cartridge Slot is also supplied.

Last but not least Video, Audio and T.V. outputs are available thru 3 RCA plugs.

Two disks are supplied with the X'press. The first has the M.S.X. DOS which allows M.S.X. BASIC to load and save from Disk. The Second

disk supplied is Good Old Faithful CP/M 2.28. Spectravideo is the only M.S.X. Company that I can find that still supports CP/M. Most others have just used M.S.X. DOS as most CP/M software will run O.K.

I am pleased that I still have CP/M as there is nothing like the real thing when you feel like doing some serious hacking.

I checked compatability with disks by taking the X'press Disks down to my local retailer and plugging them into a Sony 3.5 inch disk drive. The M.S.X. Disk ran perfectly. But the CP/M disk was ignored.

This bring a large problem to mind. Since M.S.X Basic and M.S.X. DOS will not look at the 80 Column card you will not be able to run professional CP/M software which requires an 80 x 24 screen. CP/M can only use the 80 Column Card and so only the X'press and the SVI-728 will be any good for people who are looking for M.S.X. compatability and a bit of serious CP/M programming.

So is this wonder machine all the computer programmer and game player ever wanted? Yes with a bit of a modification. You see because the X'press has a disk drive built in the Disk ROM is always active. This was no problem from the first few days until I wanted to play my favourite game GHOSTBUSTERS. Not enough memory was available, and no way of turning it off. So off with the top of the X'press, I wanted an excuse to look inside, and the addition of a toggle switch to turn off the Disk ROM and the problem solved.

Well as you may guess I think the X'press is the greatest thing produced for the M.S.X. Market. The machine is the sort of packaging you expect in todays computer market.

1. Disk Drive Built in.
2. RS-232 Port
3. Centronics Printer port
4. 80 Column Card Built in
5. 64k Memory
6. CP/M & M.S.X. DOS
7. Games Port
8. Joystick Ports
9. Cassette Port
10. Supplied Software (WP,DB,SS)
11. Video, Audio & T.V. Outputs

The whole lot comes in one neat package the size of a very small Type Writer.

To top all this off the computer also comes with a carrying case. This looks much like a rather flat camera case with a carry handle and shoulder strap. It has room for the computer, power supply, cables, disks & books.
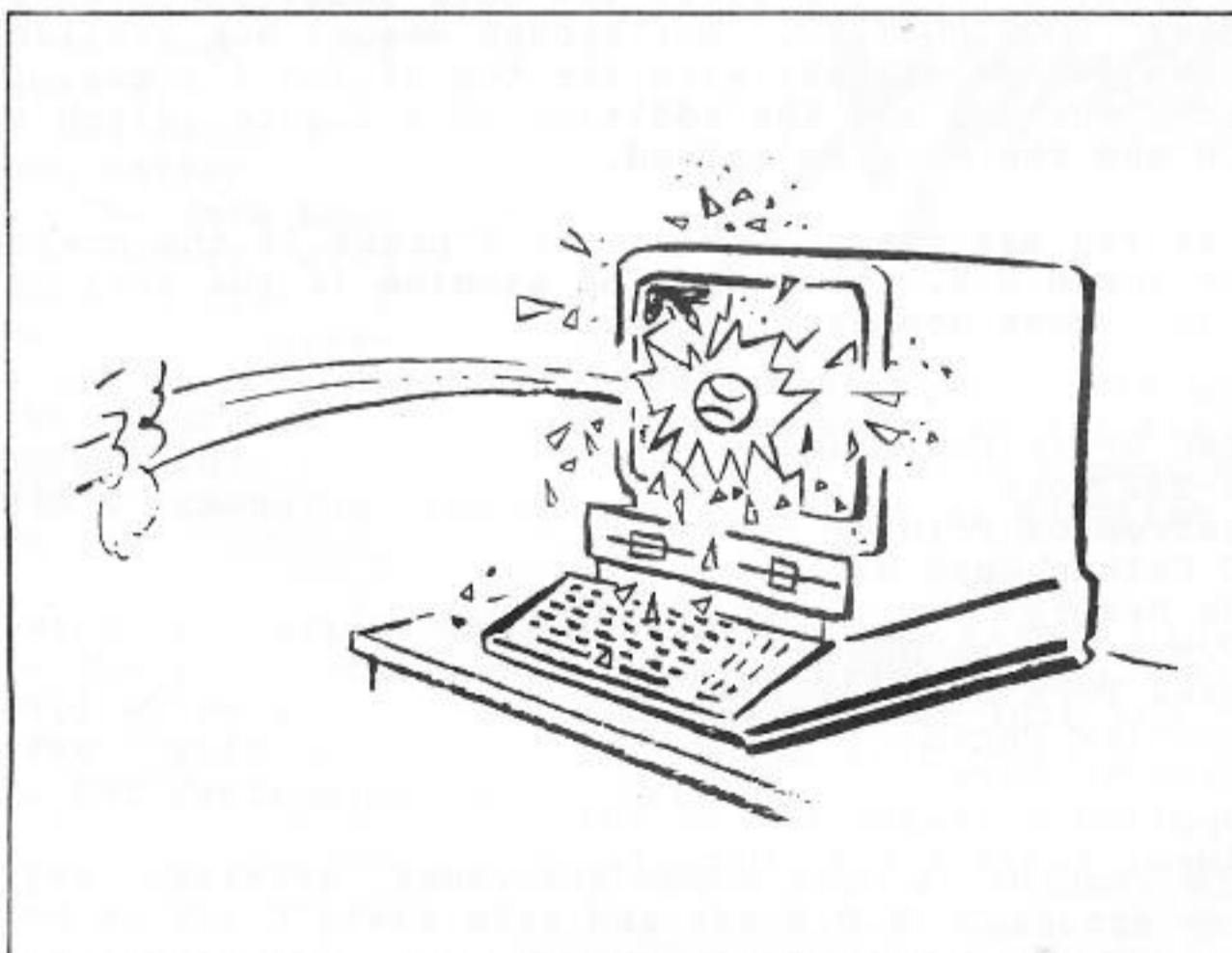
You may notice I have not said much about Books. Well it did come all the way from Hong Kong and the sheets of Photostated paper that

came  with it was enough to get me going,  but I trust proper  manuals
will be supplied with the Australian released machines.

The  Price of this wonderful machine is also going to knock  your
socks of.  You get all that for $999 which when you tally up the  cost
of  the  individual pieces needed to bring a 328 up to the same  power
makes the X'press truly the computer buy of the year.

Three  cheers  for Spectravideo we are still  ahead  and  staying
there.

One  other point you might like to know is that the 728 and  Disk
Drive  have  come down in price and are now selling for $399  for  the
computer and $699 for the Disk Drive.

## M.S.X. GHOSTBUSTERS Game Review
*By P. Deckert.*
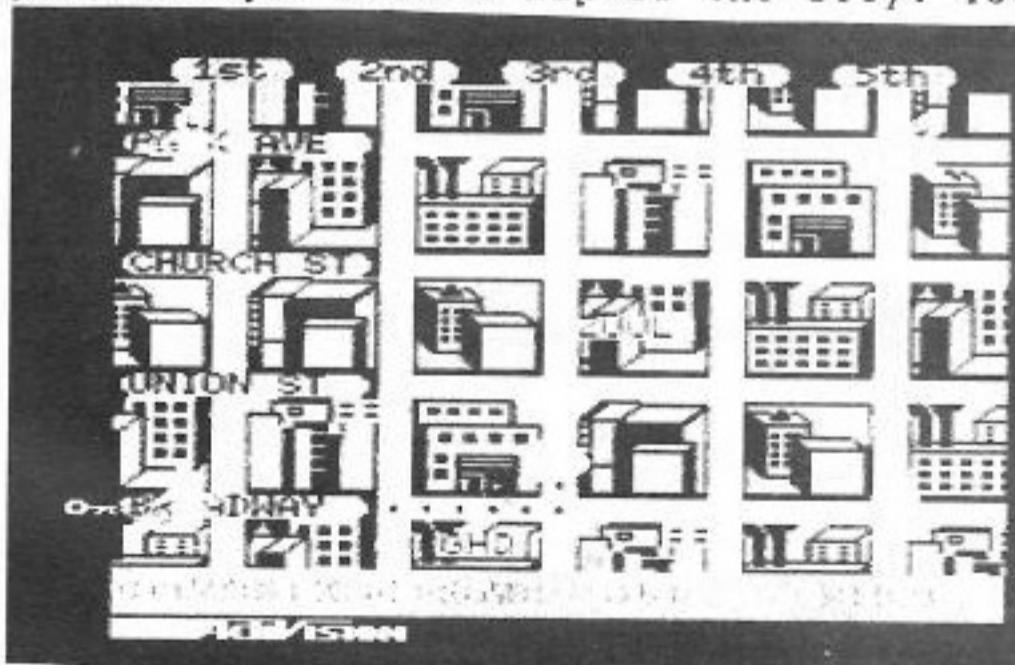
I like a video game to be both different and challenging and my vote for the game of the year goes to GHOSTBUSTERS. This game is not exclusive to M.S.X. as you all know. The game became popular on that other computer system who's name escapes me for the moment. But rest assured the M.S.X. version is just as good.
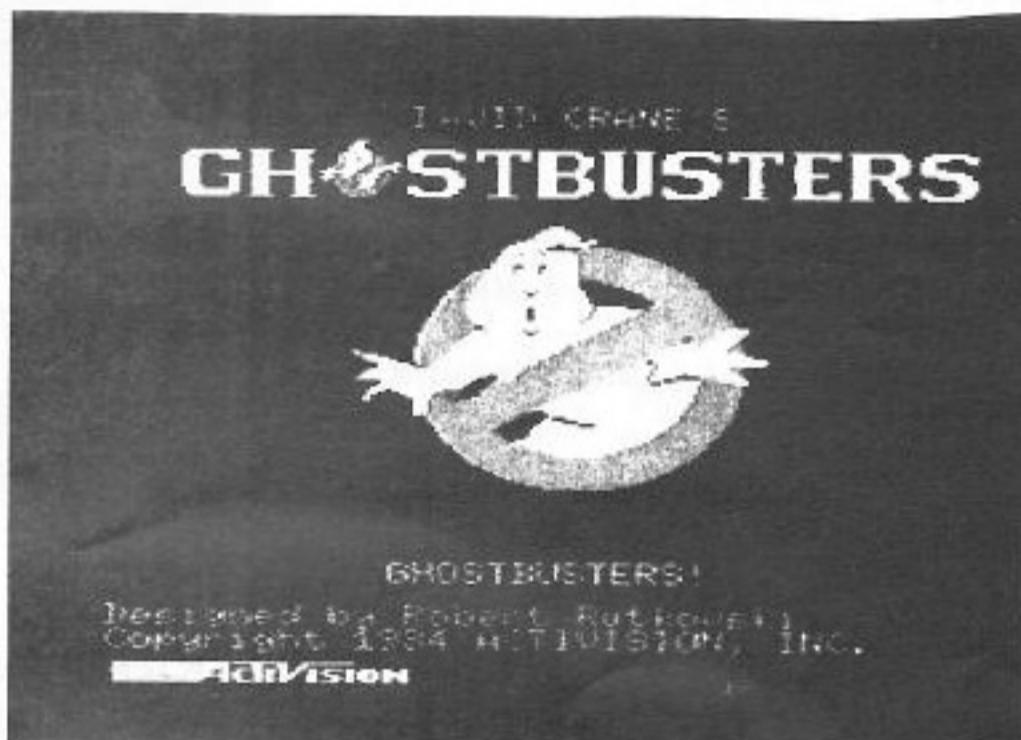
To begin with the game allows you to select the items you are going to use while playing. Before you begin the trusty local bank manager loans you $10,000 to get your business of the ground. You must then choose a vehicle for driving around in a compact, hearse, e.t.c. Each vehicle has its own advantages and dis-advantages. It's up to you to decide what vehicle will give you the best service. Next comes the Equipment that you will have at your disposal during the game. All this costs money and your $10,000 soon disappears. But what would you do with out ghost traps marsh mellow detectors and ghost bait. Not to mention a ghost vacuum cleaner.

Now that your all decked out and ready for the fight the game presents you with a map of the city. You run around the streets of the city looking for ghosts and haunted dwellings. When a haunted dwelling is discovered you quickly rush to it and try to capture the ghost that lives there. But be careful, for if you fail the ghost there will slim you, which sounds most uncomfortable. When you have successfully captured the ghosty, you must return to your H.Q. and clear out your ghost trap.
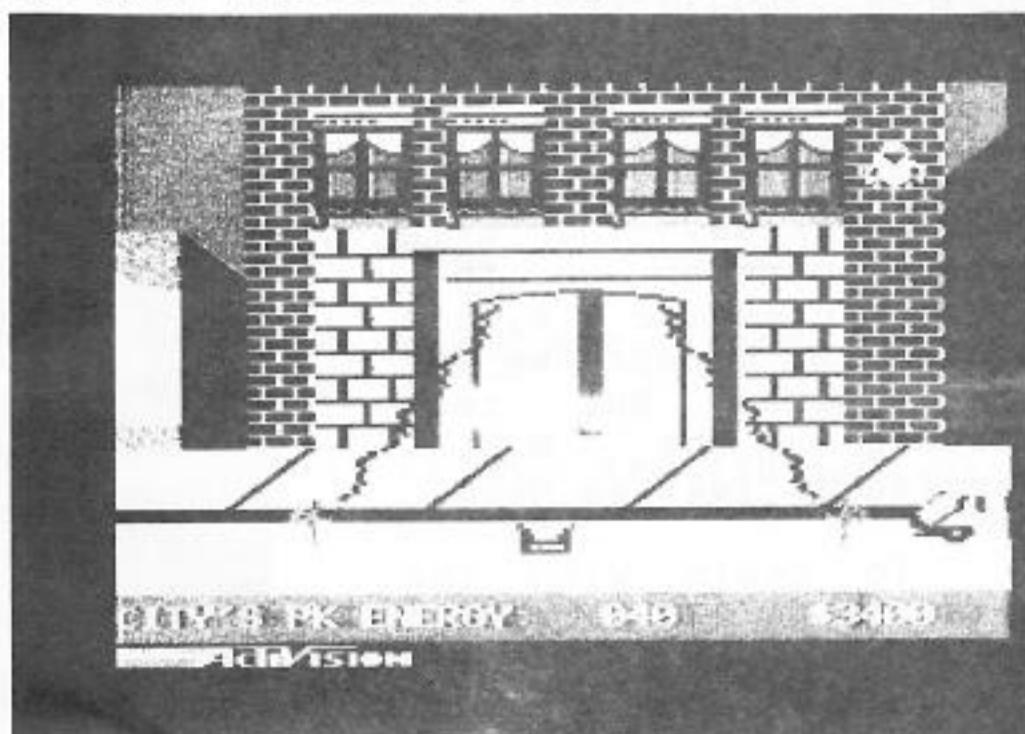
While you are busy defending the city from the evil of the spirits, the psychic energy of the city is continuously increasing. Soon you must confront the giant marsh mellow man who if you can defeat, then you will be rewarded by the city with money.

The object of all this work is to amass back the $10,000 dollars you were loaned. If you can do this before the city's P.S.I. is too large, you can have a crack at the big challenge, that of entering Zuul where you must defeat the Gate Keeper and the Key Master. I must admit I have reached the Gates to Zuul, but as yet I have not been able to enter as I keep getting stepped on by the Marsh Mellow Man.

All this must sound very strange to you readers that have not seen the hit film GHOSTBUSTERS. But take it from me, this game is worth a look at. If you enjoy a good graphic game with good animation and a real challenge to play, this is the game for you. But a toleration of the GHOSTBUSTERS theme song must be endured as the song plays continuously while you are playing.

GHOSTBUSTERS comes from ACTIVISION, I brought my copy from Myers in Launceston.

────────

    ——==<<        SPECTRAVIDEO        >>==——

    ——==<<  SV  EXTENDED BASIC  >>==——

    ——==<<        ALPHABETICAL        >>==——

    ——==<<        ROM ROUTINES        >>==——


compiled by Deane Whitmore.


The following listings are ROM entry points for the various jumps within the ROM code. Similarities between SPECTRAVIDEO BASIC and MSX/BASIC have been indicated with a "#". These particular routines have a small description in the Microsoft MSX/BASIC Handbook.

(#) - Indicates similar routines in the MSX/BASIC Handbook.

## A

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| ABSFN | 55B1 | ADVCUR | 3AD0 | ALPTAB | 0295 | ASC | 6B10 | ASC2 | 6B14 |
| ATN | 5139 | ATNFIX | 024F | ATRSCN | 2390 | ATTR$ | 34D3 | | |

## B

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| BCXQ | 2B9E | #BEEP | 40BE | BLOAD | 7684 | BLTU | 6520 | BLTUC | 6523 |
| BOOT | 79DC | #BREAKX | 3512 | BRKTXT | 08A4 | BS | 3AC1 | BSAVE | 7624 |
| BSERR | 61DF | BUFLIN | 1B0E | | | | | | |

## C

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| C1 | 1E13 | C2 | 4D81 | C3 | 77BA | C5 | 7D44 | C6 | 7706 |
| C9 | 2BE1 | C10 | 651B | C12 | 6D11 | C13 | 6400 | C14 | 6270 |
| C15 | 68C7 | C17 | 5EE4 | C18 | 5B1A | C19 | 59C2 | C20 | 5086 |
| C21 | 540D | C22 | 605A | C23 | 24F0 | C24 | 2B41 | C25 | 34D7 |
| C26 | 22DD | C27 | 7B4E | C28 | 79D9 | C29 | 798B | C30 | 7B3E |
| C33 | 6FD1 | C40 | 4196 | C45 | 21BA | C47 | 7A53 | C48 | 2014 |
| CALBNK | 3480 | CASBNR | 1FE4 | CASBNW | 1FC6 | CASDSP | 7841 | CASIN | 2016 |
| CASOPW | 1FA7 | CASOUT | 2026 | CAT | 6A8C | CBLOAD | 1E7F | CBSAVE | 1E43 |
| CGTABL | 4198 | CHEAD | 0AE9 | #CHGCLR | 3750 | #CHGET | 403D | #CHGMOD | 37D9 |
| CHKBNK | 3420 | CHKBRN | 76EA | CHKMDM | 798E | CHKMOD | 48E1 | CHKSTR | 5783 |
| CHKTOP | 7209 | CHPLPT | 3915 | CHPSTT | 3938 | #CHPUT | 394D | CHR$ | 6B20 |
| CHRCON | 0EB2 | CHRGT2 | 0EAE | #CHRGTR | 0EAD | #CHSNS | 3DCA | CIRCLE | 2652 |
| #CKCNTC | 405D | CKDPCS | 3A6C | CKERCS | 3AA7 | CKSTTP | 64DF | CLEAR | 67A6 |
| CLEARC | 6571 | CLEARO | 6577 | CLICK | 31AF | CLOAD | 1EAA | CLOSE | 7375 |
| CLRBUF | 7469 | #CLRSPR | 36BE | #CLS | 3777 | CLSALL | 737D | CLSCLR | 738B |
| CLSFIL | 70EA | CLSHRS | 378B | CMD | 34C4 | CNSGET | 1715 | CNVCOD | 3C5A |
| COLOR | 4552 | CONASD | 59B2 | CONDS | 576D | CONIA | 55C9 | CONINT | 1AA9 |
| CONIS | 56BD | CONIS2 | 56CD | CONSD | 56E5 | CONSI | 56F3 | CONSIH | 56F6 |
| CONSTP | 66D9 | CONSTR | 084C | CONT | 671B | COS | 50B8 | COSFIX | 0248 |
| CRDONZ | 6463 | CRFIN | 647D | CRFINO | 647C | CROO | 6474 | CRTDSP | 7817 |
| CRUNCH | 0B44 | CSAVE | 1E15 | CSBSAV | 1E3E | CSHOME | 3AF4 | CSROON | 203A |
| CTOFF | 207C | CTRLPT | 670B | CTRPPT | 6709 | CTWOFF | 206C | CVD | 7331 |
| CVI | 732B | CVS | 732E | CWRTON | 2059 | | | | |

## D

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| DADD | 4D94 | DADDS | 4D91 | DATAW | 20E3 | DBLEXP | 5F05 | DBLZER | 543E |
| DCOMP | 56AE | DCRART | 59C5 | DCXHRT | 59C7 | DDERR | 08F6 | DDIV | 4FB7 |
| DECADD | 4D94 | DECDIV | 4FB7 | DECFET | 225F | DECMRN | 4F46 | DECMUL | 4EFE |
| DECNRM | 4DF6 | DECRCB | 4E3D | DECROA | 4E44 | DECROU | 4E38 | DECSRD | 4EF3 |
| DECSUB | 4D86 | DEFILE | 7CDA | DEL | 1C8F | DELLNO | 3AFD | DEPTR | 1E00 |
| DERBFN | 75FA | DERFAO | 75FD | DERFNF | 7603 | DERFNO | 7606 | DERFOR | 7600 |
| DERFOV | 7609 | DERIER | 760F | DERIFN | 760C | DERRPE | 7612 | DERSAP | 7615 |
| DERSOD | 761B | DEVTBL | 7788 | DGET | 73B9 | DIAL | 79C2 | DIDERR | 204D |
| DIM | 6061 | DIROG | 74D9 | DIVMSG | 0684 | DKCOPY | 34BF | DLINE | 7520 |
| DMULT | 4EFE | DMULTO | 5364 | DOASIG | 1457 | DOCLR | 7474 | DOCNVF | 19E7 |
| DOGRP2 | 2488 | DOGRPH | 247C | #DOWNC | 4A2D | DPUT | 73B8 | DRAW | 29DA |
| DRVLEN | 004C | DSKF | 34C9 | DSKI$ | 34CE | DSKO$ | 34A6 | DSPCSR | 3A71 |
| #DSPFNK | 3B9F | DSUB | 4D86 | DVERR | 08FF | DVOERR | 08F0 | | |

## E

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| ECL | 0B60 | EDENT | 0A28 | ENDCON | 66E6 | ENDST | 66CF | EOF | 74B0 |
| ERACSR | 3AAC | #ERAFNK | 3B86 | ERASE | 676E | ERESET | 092E | ERRFIN | 098D |
| ERROR | 0907 | ERSFIN | 61AA | EVAL | 162D | EXP | 526B | | |

13

## ALPHABETICAL LISTING OF SPECTRAVIDEO ROM ROUTINES

(#) - Indicates similar routines in the MSX/BASIC Handbook.

### F

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| FADD | 5980 | FADDS | 597D | FCERR | OF9E | FCOMP | 5650 | FDIV | 5999 |
| FDIVT | 5997 | #FETCHC | 4943 | FETCHR | 2242 | FETCHZ | 223C | FIELD | 72CD |
| FILES | 73B2 | FILGET | 74E8 | FILINO | 7514 | FILINP | 74E6 | FILLIN | 0109 |
| FILOU1 | 73CA | FILOUT | 73C9 | FILSCN | 7067 | FIN | 59CB | FINBCK | 6B2A |
| FINDBL | 59CB | FINI | OAC9 | FININL | 646A | FINLPT | 643D | FINPRT | 1365 |
| FIXER | 57E9 | FIXINP | 7406 | FMULT | 598E | FNDFOR | O8AA | FNDLIN | OB27 |
| FNKROM | 7A84 | #FNKSB | 3B95 | FORSZC | 0019 | FOUT | 5B57 | FOUTB | 5E48 |
| FOUTD | 5E4C | FOUTH | 5E50 | FPOS | 74C6 | FRCDBL | 5765 | FRCINT | 56B5 |
| FRCSNG | 56DD | FRCSTR | 5783 | FRE | 6CF7 | FREFAC | 6AD8 | FRESTR | 6AD5 |
| FRETM2 | 6ADB | FRETMP | 6ADC | FRETMS | 6AF3 | FRETRP | 663D | FRMCHK | 14CB |
| FRMEQL | 14C5 | FRMEVL | 14CA | FRMPRN | 14C8 | FRMQNT | 1CB9 | FRQINT | 1CC3 |
| FSUB | 5989 | | | | | | | | |

### G

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| GARBA2 | 69BB | GENDSP | 77A8 | GET | 2FB4 | GETBCD | 5610 | GETBF1 | 747D |
| GETBNK | 3463 | GETBUF | 747A | GETBYT | 1AA6 | GETCOD | 3C39 | GETDEV | 721A |
| GETFLP | 7033 | GETIN2 | 1A99 | GETINT | 1A98 | GETLEN | 3CBC | GETLIN | 31C7 |
| GETPAT | 35C5 | GETPTR | 7036 | GETQ | 2B60 | GETSPA | 6993 | GETSTK | 652E |
| GETTRM | 3CA7 | #GETVC1 | 2D4D | #GETVCP | 2D46 | GETVRM | 3C4C | #GETYPR | 0030 |
| #GICINI | 4066 | GIVDBL | 182E | GIVINT | 183E | GLINE | 23E7 | GONE | OE82 |
| GOSUB | OFF6 | GOSUB2 | 1013 | GOTO2 | 102B | GOTRP | 666E | GPUTG | 28AB |
| GRPCCL | 2000 | #GRPNAM | 1800 | #GRPPRT | 4702 | #GTASPC | 4BC3 | GTBYTC | 1AA5 |
| GTMPRT | 65E7 | | | | | | | | |

### H

| | |
|---|---|
| HLFDE | 24F4 |

### I

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| IADD | 589B | ICOMP | 567A | IDIV | 590F | IGININ | 4066 | IMOD | 596C |
| IMULT | 58BC | INDJMP | 399F | INDSKC | 73F1 | INDSKE | 7402 | INEG | 595D |
| INEG2 | 5968 | INEGHL | 5953 | INIDAT | 7A66 | INIENT | 7B9F | #INIGRP | 3610 |
| INILIN | 09FB | #INIMLT | 3665 | INIT | 7B50 | #INITIO | 34D9 | INITQ | 2B8D |
| INITRP | 6653 | #INITXT | 3541 | INKEY | 64F3 | #INLIN | 6D2F | INPRT | 5B3C |
| INRART | 55AA | INSLNO | 3B2C | INSTR | 6BFO | INT | 5804 | INTEXP | 5F6D |
| INTFR2 | 1A9C | INTID2 | OF9A | INTIDX | OF99 | INTRED | 3D80 | INTTRP | 3048 |
| INTXT | 089A | INXHRT | 5615 | IOGOR | 01C1 | IPL | 34BA | #ISCNTC | 6495 |
| #ISFLIO | 68C2 | ISIGN | 55DA | ISLET | 679E | ISLET2 | 679F | ISUB | 5890 |
| ISVAR | 16FD | | | | | | | | |

### J

| | |
|---|---|
| JMPBNK | 3476 |

### K

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| KBDDSP | 77CC | KEY | 3120 | KEYCHR | 3144 | #KEYINT | 3CC2 | KILL | 34B5 |

(#) - Indicates similar routines in the MSX/BASIC Handbook.

## L

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| LASTWR | 7D80 | LBOERR | 0D27 | LEFT$ | 6B66 | #LEFTC | 49F8 | LEFTUS | 6B6D |
| LEN | 6B04 | LETCON | 10BB | LFILES | 73AD | #LFTQ | 2BC0 | LHSMID | 6C73 |
| LINGET | 0FAD | LINKER | 0AE5 | LINOUT | 5B48 | LINPRT | 5B44 | LINPT1 | 6456 |
| LINPT3 | 12CA | LINPT4 | 131E | LINSPC | 0FA3 | LISPRT | 1B05 | LIST | 1AB8 |
| LOAD | 7121 | LOC | 7484 | LOCATE | 2FD1 | LODSCN | 3831 | LOF | 749A |
| LOG | 5197 | LPTCHR | 643A | LPTDSP | 7953 | LRUN | 711F | LSET | 7228 |

## M

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| MACLNG | 21C0 | MAF | 5376 | MAIN | 09C4 | MAKINT | 56C4 | MAKUPL | 170B |
| MAKUPS | 170C | MAM | 5379 | #MAPXYC | 48E9 | MCLEND | 2CD0 | MCLSCN | 21F6 |
| MCLXEQ | 22CC | MDM | 3036 | MDMDSP | 791F | MERGE | 7122 | MFA | 5382 |
| MFM | 5385 | MID$ | 6B9F | MINPLS | 17A9 | MKD$ | 731B | MKI$ | 7312 |
| MKS$ | 7315 | #MLTNAM | 0800 | MMA | 538A | MMF | 538F | MOERR | 0902 |
| MON | 7B44 | MONERR | 7B4A | #MOTOR | 2BE5 | MOVE | 561A | MOVE1 | 5626 |
| MOVE1R | 562D | MOVFM | 55ED | MOVFR | 55F0 | MOVMF | 5617 | MOVRF | 55FB |
| MOVRM | 560E | MOVRMI | 5605 | | | | | | |

## N

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| NAME | 34B0 | NAMSC1 | 6FD6 | NAMSCN | 6FD3 | NDARYS | 60CA | NEG | 55BC |
| NEGD | 22DF | NEGDE | 264C | NEGHL | 23BB | NEWSTT | 0E3E | NEXT | 6821 |
| NFERR | 08F3 | NOCLSB | 710A | NOROOM | 7210 | NOSKCR | 75D0 | NOTRFN | 0D2F |
| NREAD | 4D01 | #NSETCX | 4AF9 | NTONG1 | 1186 | NULOPN | 70C3 | NUMLEN | 5E80 |
| NUMQ | 2BAE | NWRITE | 4D21 | NWSTRT | 0E51 | NXTCON | 0E3A | | |

## O

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| OCTCNS | 171A | OCXBRT | 57E7 | OFFDIO | 204A | OFFTRP | 65FB | OMERR | 6545 |
| OMERRR | 6550 | ONE | 5446 | ONGOTP | 30BB | ONTRP | 65EB | OPEN | 7080 |
| OUTCH1 | 6513 | OUTCON | 6407 | #OUTDLP | 6415 | OUTOC | 0018 | OVRMSG | 062C |

## P

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| PAD | 32BD | PAINT | 24FC | PARCHK | 16E9 | PARDEV | 770B | PBDHRT | 3967 |
| PDL | 3280 | PGINIT | 4CCF | PHA | 53F1 | PHF | 53F6 | #PINLIN | 6D13 |
| PIXSIZ | 4CC9 | PLAY | 2C24 | PLAYF | 31DE | PLYTAB | 2D87 | #PNTINI | 4BC9 |
| POINT | 2346 | POPAHT | 679B | POPALL | 3966 | POPHRT | 59C9 | #POSIT | 393E |
| PFA | 5406 | PPF | 540C | PPSWRT | 69AC | PRESET | 2328 | PRGFIN | 750C |
| PRINTW | 6446 | PRINUS | 6273 | PRLOGO | 4782 | PSET | 232D | PTRGET | 6066 |
| PTRGT2 | 606B | PTRGTN | 611F | PTRGTR | 6122 | PUFOUT | 5B58 | PUSHF | 55E0 |
| PUT | 2FB1 | PUTBNK | 346A | PUTCOD | 3C7B | PUTDEI | 6934 | PUTNEW | 6959 |
| #PUTQ | 2B45 | PUTSPR | 464C | PUTTMP | 695D | PUTVRM | 3C7E | | |

## Q

| | | | | |
|---|---|---|---|---|
| #QINLIN | 6D26 | QINTA | 5788 | | |

## R

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| RCVX | 79D3 | #RDVDF | 3734 | #READC | 4951 | READY | 09AF | READYR | 08C9 |
| REASON | 6537 | REDDY | 089F | RENCRN | 0BFB | REPINI | 09C1 | REQTRP | 6618 |
| RESFIN | 66C3 | RESTOR | 66AE | RETSPR | 4606 | RETSWI | 3377 | RETVAR | 1700 |
| RIGHT$ | 6B96 | #RIGHTC | 49CF | RND | 5300 | RNDINI | 5343 | RNDMN2 | 543C |
| RS2INT | 79D8 | RSET | 7227 | RSTFNK | 0498 | RSTTRP | 660E | RUNC | 656A |

ALPHABETICAL LISTING OF SPECTRAVIDEO ROM ROUTINES

(#) - Indicates similar routines in the MSX/BASIC Handbook.

## S

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| SAVE | 7167 | SAVSCN | 37E6 | #SCALXY | 48A1 | SCAN1 | 22DF | SCAND | 22EE |
| #SCANL | 4C66 | #SCANR | 4BD0 | SCCPTR | 1D78 | SCMTRP | 79C8 | SCNBLK | 702F |
| SCRATH | 6556 | SCREEN | 459A | SCRTCH | 6557 | #SETATR | 4980 | #SETC | 4988 |
| SETFIL | 7073 | SETGSB | 3110 | SETMAX | 7CBA | #SETRD | 3747 | SETS | 34AB |
| SETSTR | 6B26 | SETTRM | 3CB5 | SETTRP | 6633 | #SETWRT | 373C | SGN | 55C6 |
| SIGN | 002B | SIGNC | 55A1 | SIGNS | 55A8 | SIN | 50D1 | SINFIX | 0245 |
| SNERR | 08ED | SNGEXP | 5EF6 | SNGFLT | 183C | SOUND | 2BFD | SPACE$ | 6B4D |
| SPRATR | 1B00 | SPRITE | 45D2 | SPRPAT | 3800 | SPRTTP | 3042 | SPSVEX | 71AB |
| SQR | 5222 | SRCCAS | 1F34 | STICK | 3206 | STKERR | 65C0 | STKINI | 65B5 |
| STOP | 66CB | STOPP | 66C8 | STOPRG | 66CC | STOPTP | 303C | #STOREC | 494A |
| STPEND | 66E3 | STPRDY | 09AE | STPTRP | 6601 | STR$ | 6909 | STRAD1 | 6932 |
| STRB$ | 6904 | STRCMP | 68CD | STRCPY | 6916 | STRH$ | 68FF | STRIG | 3056 |
| STRIN1 | 692A | STRINI | 692C | STRLIT | 693A | STRLT2 | 693E | STRLT3 | 693D |
| STRLTI | 693B | STRNG$ | 6B2E | STRO$ | 68FA | STROUI | 697C | STROUT | 697D |
| STRPRT | 6980 | #STRTMS | 416E | STTIME | 31D3 | SUBDE | 681A | SWAP | 6735 |
| SWITCH | 337F | | | | | | | | |

## T

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| TAN | 5120 | TANFIX | 024D | #TDOWNC | 4A14 | TERMIN | 3CB3 | TIME | 31BD |
| TMERR | 0905 | TOFF | 6730 | TON | 672F | #TOTEXT | 3768 | TRIGF | 3263 |
| TRYIN | 403D | TSTOP | 14D9 | TTYCHR | 6455 | #TUPC | 4A3F | #TXTCGP | 0800 |

## U

| | | | | | | | | |
|---|---|---|---|---|---|---|---|
| UMULT | 5873 | UNTERM | 3CB4 | #UPC | 4A59 | USERR | 105C |

## V

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| VAL | 6BC0 | VALDBL | 577A | VALINT | 56C7 | VALSC2 | 2279 | VALSCN | 226D |
| VALSNG | 577E | VARGET | 22C4 | VDFACS | 5643 | #VDPWRT | 3536 | VINT | 57F8 |
| VMOVAF | 563C | VMOVAM | 561E | VMOVE | 5622 | VMOVFA | 5634 | VMOVFM | 5637 |
| VMOVMF | 563F | VNEG | 55B5 | VPEEK | 46F2 | VPOKE | 46D8 | VRFSCN | 3887 |
| VSIGN | 55D0 | | | | | | | | |

## W

| | | | |
|---|---|---|---|
| #WRTGIC | 40B6 | #WRTVDP | 372A |

## X

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| XCHGX | 23DB | XCHGY | 23CE | XDCOMP | 5689 | XDELT | 23B1 | XTF | 5397 |

## Y

| | |
|---|---|
| YDELT | 23C3 |

## Z

| | |
|---|---|
| ZERO | 55AC |

ALPHABETICAL LISTING OF SPECTRAVIDEO JUMP TABLE ADDRESSES

(#) - Indicates similar routines in the MSX/BASIC Handbook.

## A

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #ADDPM | FE56 | #ARG | F974 | ARYPTR | FAED | #ARYTA2 | F8E1 | #ARYTAB | F7F0 |
| #ASPECT | FAC3 | #ATRBYT | FA13 | #AUTFLG | F7D6 | #AUTINC | F7D9 | #AUTLIN | F7D7 |

## B

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| BAKCLR | FAOB | BORCLR | FAOC | #BOTTOM | FDE4 | #BRDATR | FE41 | #BUF | F68E |
| #BUFEND | FDB3 | #BUFMIN | F68D | | | | | | |

## C

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #CAPST | FE38 | CASATR | FDEA | #CASPRV | FE3F | #CENCNT | FAC5 | CHKROM | FACO |
| #CLIKFL | FD74 | #CLIKSW | FA02 | #CLINEF | FAC7 | #CLOC | FACO | #CMASK | FAC2 |
| #CNPNTS | FAC8 | #CNSDFG | FA06 | #CODSAV | FD67 | COMMSK | FABF | #CONSAV | F798 |
| #CPCNT | FACB | #CPCNT8 | FACD | #CPLOTF | FACA | #CRCSUM | FACF | #CSAVEA | FAD4 |
| #CSAVEM | FAD6 | #CSCLXY | FAD3 | CSRSW | FA05 | #CSRX | FA04 | #CSRY | FA03 |
| #CSTCNT | FAD1 | #CSTYLE | FE37 | CURDRV | F994 | #CURLIN | F548 | #CXOFF | FAD7 |
| #CYOFF | FAD9 | | | | | | | | |

## D

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #DAC | F923 | DATCNT | FE4D | #DATPTR | F7F4 | #DECCNT | F921 | #DECTM2 | F91F |
| #DECTMP | F91D | #DEFTBL | F7F6 | #DIMFLG | F792 | #DOT | F7E1 | DRVPTR | F995 |
| #DRVTAB | F990 | #DRWANG | FE4C | #DRWFLG | FE4A | #DRWSCL | FE4B | #DSCPTR | F7C5 |
| #DSCTMP | F7C4 | DSKBSY | F9B6 | | | | | | |

## E

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| EBCFLG | F9BA | #ENDBUF | F790 | #ENDFOR | F7CD | ERRCN1 | F9B8 | ERRCNT | F9B7 |
| #ERRFLG | F53F | #ERRLIN | F7DF | #ESCCNT | FE34 | | | | |

## F

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #FAC | F923 | #FACLO | F925 | #FBUFFR | F8F2 | FILMOD | F99D | #FILNAM | F99E |
| #FILNM2 | F9A7 | #FILTAB | F98E | FLBMEM | FE39 | #FMLTT1 | F91A | FMLTT2 | F91B |
| #FNKFLG | FD69 | #FNKSTR | FA1E | #FNKSWI | FD68 | FORCLR | FAOA | #FRCNEW | FD4B |
| FREPLC | F999 | #FRETOP | F7C7 | FRSTIO | FAOO | #FSTPOS | FD65 | #FUNACT | F8E6 |

## G

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #GETPNT | FA1C | #GRPACY | FE48 | #GRPACX | FE46 | #GXPOS | FE42 | #GYPOS | FE44 |

## H

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #HIMEM | FDE6 | HOKJMP | FE79 | #HOLD | F96B | #HOLD2 | F963 | HOLD5 | F948 |
| #HOLD8 | F933 | | | | | | | | |

## I

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| INIRAM | FAOO | INITSA | F500 | #INSFLG | FE36 | #INTCNT | FE32 | #INTFLG | FE2B |
| #INTVAL | FE30 | | | | | | | | |

## J

| | |
|---|---|
| #JIFFY | FE2E |

ALPHABETICAL LISTING OF SPECTRAVIDEO JUMP TABLE ADDRESSES                    PAGE .6.
------------------------------------------------------------------------------------------

(#) - Indicates similar routines in the MSX/BASIC Handbook.

## K

| | | | | | |
|---|---|---|---|---|---|
| KBDPRV | FE3E | #KBUF | F54F | #KEYBUF | FD8B |

## L

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| #LFPROG | FAE6 | #LINLEN | F543 | #LINTTB | FD4D | #LINWRK | FDB4 | #LOHADR | FADD |
| #LOHCNT | FADF | #LOHDIR | FADC | #LOHMSK | FADB | LPTLST | F540 | #LPTPOS | F541 |
| LSTFRE | F99B | LSTSCT | F9B1 | LSTTRK | F9B0 | | | | |

## M

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| #MAXDEL | FAEB | MAXDRV | F9BC | #MAXFIL | F98D | #MAXUPD | FA10 | #MCLFLG | FAF1 |
| #MCLLEN | FCD4 | #MCLPTR | FCD5 | #MCLTAB | FAEF | MDMFLG | FD49 | MDMPRV | FE40 |
| #MEMSIZ | F7A2 | #MINDEL | FAE9 | #MINUPD | FA10 | MONFLG | FE72 | #MOVCNT | FAE3 |
| #MUSICF | FCD8 | | | | | | | | |

## N

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| #NEWKEY | FD80 | #NLONLY | F9B2 | #NOFUNS | F8E3 | #NULBUF | F992 |

## O

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| #OLDKEY | FD75 | #OLDLIN | F7EA | #OLDTXT | F7EC | #ONEFLG | F7E7 | #ONELIN | F7E5 |
| #ONGSBF | FD73 | | | | | | | | |

## P

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| #PADX | FE2D | #PADY | FE2C | #PARM1 | F814 | #PATWRK | FDDC | #PLYCNT | FCD9 |
| #POIREC | FAE5 | POLRTY | FD4C | #PRMFLG | F8E0 | #PRMLEN | F812 | #PRMLN2 | F87A |
| #PRMPRV | F878 | #PRMSTK | F810 | #PRSCNT | FCCE | #PRTFLG | F542 | #PTRFIL | F997 |
| #PTRFLG | F7D5 | PUTFLG | FAE8 | PUTFN | FA14 | #PUTPNT | FA1A | | |

## Q

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| #QUETAB | FAF2 | #QUEUEN | FCD7 | #QUEUES | FA17 | #QUEBAK | FB0A |

## R

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| RAMLOW | F500 | RAWFLG | F9B9 | RCVSFT | FE54 | RCVXOF | FE52 | REGA | FE64 |
| REGBC | FE62 | REGDE | FE60 | REGF | FE65 | REGFT | FE71 | REGHL | FE5E |
| REGPC | FE5A | REGSP | FE5C | #REPCNT | FA19 | REVFLG | FE35 | RG1SAV | FA07 |
| RG0SAV | FE3C | RNDCNT | F504 | RNDTAB | F506 | #RNDX | F984 | #RS2IQ | FC8E |
| #RTPPOG | FAE7 | #RTYCNT | FE2A | RUBSW | F545 | #RUNBNF | FE57 | #RUNFLG | F99D |

## S

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| SAVEBC | F9BB | #SAVEND | F9B4 | #SAVENT | FE58 | SAVESP | FE73 | SAVFLG | F9B3 |
| #SAVSP | FCCF | #SAVSTK | F7DD | #SAVTXT | F7DB | #SAVVOL | FCD2 | #SCNCNT | FE78 |
| #SCRMOD | FE3A | #SFTKEY | FD86 | SIOFLG | FE51 | #SKPCNT | FAE1 | SNDSFT | FE55 |
| SNTXOF | FE53 | SPCFLG | FA09 | SPRSIZ | FE3B | SPSAVE | FE76 | #STAFL | FE3D |
| STAT0 | F9BC | STAT1 | F9BD | #STKTOP | F546 | STPCPT | FD4A | #STREND | F7F2 |
| #SUBFLG | F7D1 | SWIFLG | FE75 | #SWPTMP | F8E9 | | | | | |

ALPHABETICAL LISTING OF SPECTRAVIDEO JUMP TABLE ADDRESSES          PAGE .7.

(#) - Indicates similar routines in the MSX/BASIC Handbook.

T

| #TEMP | F7D3 | #TEMP2 | F7E8 | TEMP3 | F7C9 | #TEMP8 | F7CB | #TEMP9 | F8E4 |
| #TEMPPT | F7A4 | #TEMPST | F7A6 | #TRCFLG | F8F1 | #TRGFLG | FA08 | #TRPTBL | FDEB |
| TSTACK | F9BE | #TTYPOS | F791 | TXPSAV | FDE8 | #TXTTAB | F54A | | |

U

| #USFLG | F7D2 | #USRTAB | F52B |

V

| #VALTYP | F793 | #VARTAB | F7EE | #VCBA | FCDA | #VCBB | FCFF | #VCBC | FD24 |
| #VLZADR | F54C | #VLZDAT | F8E8 | #VOICAQ | FB0E | #VOICBQ | FB8E | #VOICCQ | FC05 |
| #VOICEN | FCD1 | | | | | | | | |

X

| XOOFLG | FABE |

---

# CLARKE ELECTRONICS

55-57 Belair Road, Kingswood, S.A. 5062
Telephone (08) 271 1216
Spectravideo

| | | |
|---|---|---|
| SV318 | includes cassette recorder & 30 programs | $199.00 |
| SV328 | "          "          "          " | $449.00 |
| SV728 | with cassette recorder | $590.00 |
| Complete business system as per newsletter March 85 | | $2390.00 |

| | |
|---|---|
| PX-120 NLQ 120cps (same as Logitek 5002) printer | $495.00 |
| Texas Instruments 810 160cps (tractor only) printer S/H | $299.00 |
| Perkin Elmer 80 by 24 (50 to 9600 baud) terminal S/H | $299.00 |
| DSDD 5.25" Disks  (10 up price) | $32.00 |
| DX85 Disk file boxes (with lockable lid) | $22.00 |
| ABC Swivel base for your monitor | $25.00 |

CLARKE PC-88  Fully IBM compatible 16 bit personal computer ideal
for hobbyist or business.

SPECIFICATIONS:
CPU Intel 8088 @ 4.77Mhz.  Colour Graphics Card with Light pen port
RGB or Composite video output and resolution up to 640 x 200 pixels.
Multifunction card which includes 1 x Serial port 1 x Parallel port
1 x Games adapter port, Battery backed clock and 384K of memory.
2 x Floppy drives with controller (capacity 360K each).
130 Watt power supply to support the 8 card slots available.
Mother board with 256K memory makes a total of 640K and will support
a hard disk as system emulates the PC XT.

PRICE which includes 3 months warranty  $2195 inc. TAX  P & P $20

# buy, trade & sell

```
FOR SALE
========

1 x SVI Disk Drive

PRICE  =  $399

CONTACT :

G. THOMPSON
101 STANLEY STREET
SUMMERHILL
LAUNCESTON  TAS.
                    7250
```

```
FOR SALE
========

SV-318  UPGRADED TO SV-328
SV-903  DATACASSETTE

OVER  $300  WORTH  OF  SOFTWARE
INCLUDING ALL AVAILABLE MACHINE-
LANGUAGE  GAMES  &  SV-318/SV-328
BASIC REFERENCE MANUAL.

SELL  $400

CALL  (03)  311-2187
```