Format   CALL PSAVE(memory-boundry,"access-name")

                CALL PSAVE(constant,string-variable)

Description

The PSAVE subprogram saves ONLY program image files to be
used for PLOAD. PSAVE is the opposite of PLOAD. PSAVE has
the speed of a hidden loader without the hassle.
PLOAD saves any 4K boundry from 32K.
 Memory boundries are 2, 3, A, B, C, D, E, F (upper case).
i.e. 2 is >2000 or 3 is >3000 or A is >A000 up to F is >F000
Removing the zeros made more sense then adding 3 zeros.
 Unlike CALL LOAD the PLOAD and PSAVE subprogram will work
without CALL INIT being used first.
 To save a program with hidden loaders just break program
after loading is complete and type:
CALL PSAVE(2,"DSK#.NAME1",3,"DSK#.NAME2") ! 2 4K of lower 8K
Remember to check for interrupts or the program will not work
after loading with PLOAD. See ISRON and ISROFF.
NOTE: 4K of VDP memory MUST be free for PSAVE to function or
      a memory full error will result. Always place the PSAVE
      command at the top of the RXB program.

Programs

Initialize lower 8K. | >100 CALL INIT
Load the assembly support. | >110 CALL LOAD("DSK1.MSETUPO")
Load the assembly support. | >120 CALL LOAD("DSK1.HDSR")
Turn on the mouse setup. | >130 CALL LINK("MSETUP")
BSAVE 2 of 4K sections of | >140 CALL PSAVE(2,"DSK2.MOUSE1
 lower 8K. | ",3,"DSK2.MOUSE2")
                            |