

MTX EXTENDED BASIC

This package was designed to aid the BASIC programmer by filling in the gaps in MTX basic which result in you diving into the assembler section of the operators guide. All the new commands are checked for syntax on entry, and will not be accepted until correct. All the usual MTX syntax rules apply, spaces must follow keywords e.t.c. In addition, the appalling error messages have been replaced by more meaningful ones; never again will you see SE.B! The other major criticism of the MTX is it's poor cassette facilities, so this package has additional commands to make saving and loading of screens and blocks of memory available from basic. The new commands are listed below. Note each one starts with a period (.) and ends with an underscore (_).

.SSNEW_

This command is used to clear out any program resident in memory without corrupting the code for the new commands. If by mistake you type NEW instead, immediately enter .SNEW_ and hopefully the code will be unaffected. There is no way of recovering the code after a hard reset and therefore it must be reloaded from tape.

.BSAVE_ "filename",start of block,length of block

This is a binary save which saves a block of code to tape under the name "filename". The filename can be up to fourteen characters long, any additional characters being ignored.
e.g. .BSAVE_ "ROMcode",0,8192

This will save the first 8k of ROM.

.BLOAD_ "filename",start of block

This is the load operation for the above code. Note it is not necessary to specify the length since this will be calculated for you.

e.g. .BLOAD_ "ROMcode",0

This will load back the block saved in the above binary save operation.

.BVERI_ "filename",start of block

This is identical to .BLOAD_ except the code is not loaded into memory but is checked with what is already there.

