

```

10 ' *****
11 ' ***      MANEJA PANTALLAS      ***
12 ' ***-----***
13 ' *** A M S T R A D   U S E R ***
14 ' ***-----***
15 ' ***      J.J.VALVERDE - 1986      ***
16 ' *****
17 '
18 '
19 ' *****
20 ' **      TECLAS DE MANEJO      **
21 ' **-----**
22 ' ** CURSOR IZQ.Y DECH.: N.PLUMA **
23 ' ** CURSOR ARR.Y ABJ.: N.COLOR **
24 ' ** TECLA "0".....: MODO 0  **
25 ' ** TECLA "1".....: MODO 1  **
26 ' ** TECLA "2".....: MODO 2  **
27 ' ** TECLA "3".....: C.BORDE **
28 ' *****
29 '
30 '
40 ON BREAK GOSUB 280:ON ERROR GOTO 250:
MODE 2:BORDER 0:INK 0,0:INK 1,26
50 LOCATE 12,10:PRINT" INTRODUCZA EL NOM
BRE DE LA PANTALLA A CARGAR?"
60 LOCATE 25,12:INPUT">>>",$
70 MODE 2:LOCATE 12,10:INPUT" INTRODUCZA
EL MODO DE PANTALLA";M0
80 IF M0<0 OR M0>2 THEN 70 ELSE MODE M0
90 W%=&C000:N%=0:M%=0:DIM A%(16):FOR Y%=
0 TO 15:A%(Y%)=Y%:INK Y%,Y%,Y%:NEXT Y%
100 MEMORY &9000-1:D%=1:LOAD N%,&C000:GO
TO 230
110 A$=INKEY$:IF A$=""THEN 110
120 IF ASC(A$)=48 THEN CALL &BD1C
130 IF ASC(A$)=49 THEN CALL &BD1C,0
140 IF ASC(A$)=50 THEN CALL &BD1C,0,0
150 IF ASC(A$)=51 THEN M%=M%+D%:BORDER M
%
160 IF M%>25 THEN D%=-1 ELSE IF M%<1 THE
N D%=1
170 IF ASC(A$)=224 THEN 260
180 IF ASC(A$)=240 AND A%(N%)<26 THEN A%
(N%)=A%(N%)+1:INK N%,A%(N%)
190 IF ASC(A$)=241 AND A%(N%)>0 THEN A%(
N%)=A%(N%)-1:INK N%,A%(N%)
200 IF ASC(A$)=242 AND N%>0 THEN N%=N%-1
210 IF ASC(A$)=243 AND N%<15 THEN N%=N%+
1

```

```
220 LOCATE 1,1:PRINT USING "##";A%(N%);:P  
RINT" ";USING "##";N%;:GOTO 110  
230 FOR X%=1 TO 8:FOR Y%=0 TO 19:POKE &9  
000+Y%+20*(X%-1),PEEK(W%+Y%):NEXT:W%=W%+  
&800:NEXT  
240 W%=&C000:GOTO 220  
250 MODE 2:BORDER 0:INK 0,0:INK 1,26:PRI  
NT"ERROR";ERR;" EN LA LINEA ";ERL:END  
260 FOR X%=1 TO 8:FOR Y%=0 TO 19:POKE W%  
+Y%,PEEK(&9000+Y%+20*(X%-1)):NEXT:W%=W%+  
&800:NEXT  
270 WHILE INKEY$="":WEND:' *** AQUI SE P  
UEDE SALVAR O IMPRIMIR LA PANTALLA ***  
280 MODE 2:BORDER 0:INK 0,0:INK 1,26:END
```