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10 REM (C) MOCHLXXXV BY Erik Pfeiffer
   Spreenweg 5
   2000 Norderstedt 1
20 REM MIT DIESEM BASIC-LOADER WIRD DER
   TEIL "DMON.BIN" ERZEUGT
30 FOR I=&7000 TO &7007:READ A:POKE I,A:
   NEXT:SAVE"DMON.BIN".B,&7000,&D7
40 DATA &21,&06,&01,&CD,&75,&00,&DD,&6E,
   &00,&DD,&66,&01,&E5,&FD,&E1,&11,&00,&01,
   &DD,&6E,&02,&DD,&66,&03,&CD,&00,&09,&E5,
   &FD,&E5,&E1,&3E,&95,&CD,&5A,&00,&CD,&03,
   &70,&06,&10,&E1,&E5,&7E,&C5,&CD,&6D,&70,
   &C1,&3E,&20,&CD,&5A,&00,&23,&10,&F2
50 DATA &06,&10,&E1,&C5,&06,&05,&3E,&20,
   &CD,&5A,&00,&10,&FD,&C1,&7E,&E6,&7F,&FE,
   &20,&30,&02,&3E,&2E,&CD,&5A,&00,&23,&FD,
   &23,&10,&EF,&01,&10,&00,&EB,&ED,&42,&C0,
   &F0,&EB,&3E,&0A,&CD,&5A,&00,&3E,&0D,&CD,
   &5A,&00,&10,&AE,&32,&A3,&70,&06,&04
60 DATA &07,&10,&FD,&E6,&0F,&CD,&95,&70,
   &3A,&A3,&70,&E6,&0F,&CD,&95,&70,&C9,&7C,
   &CD,&6D,&70,&7D,&CD,&6D,&70,&3E,&20,&06,
   &05,&CD,&5A,&00,&10,&FB,&C9,&DD,&21,&A4,
   &70,&32,&9E,&70,&DD,&7E,&00,&CD,&5A,&00,
   &C9,&00,&30,&31,&32,&33,&34,&35,&36
70 DATA &37,&38,&39,&41,&42,&43,&44,&45,
   &46,&6C,&C5,&07,&04,&00,&DF,&04,&70,&C9,
   &21,&67,&70,&CD,&04,&BC,&22,&D7,&70,&79,
   &32,&D9,&70,&1E,&00,&16,&00,&0E,&C1,&21,
   &00,&00,&DF,&D7,&70,&C9,&00

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**Listing 1.** Mit dieser Routine werden  
die Maschinencode-Teile erzeugt

```

1000 REM *****
   *****
1010 REM (C) MOCHLXXXV BY ERIK PFEIFFER

1020 REM *****
   *****
1030 REM ***** INITIALISIERUNG *****
   *****
1040 I=&FFFF:IF HIMEM<>I THEN :TAPE:OPEN
   OUT"":MEMORY I:CLOSEOUT:::DISC:LOAD"DMON.
   BIN
1050 CALL &0040:KEY DEF 66,0,1,1,1
1060 KEY DEF 72,1,240,244:KEY DEF 73,1,2
   41,245:KEY DEF 74,1,242,246:KEY DEF 75,1
   ,243,247:KEY DEF 76,1,13,224
1070 DEF FNINV=PEEK(@INV#+1)+PEEK(@INV#+
   2)*256
1080 DEF FNDISP$(XL,YL,CH)=CHR$(31)+CHR$
   (XL)+CHR$(YL)+CHR$(CH)
1090 MON=&7000:LOGIN=&7000:TALK=&700D:CO
   H=&7007:TRACK=&70CD:SECTOR=&70CF:PF=&000
   0
1100 HX#="0123456789ABCDEF"
1110 MENU#="          LESEN          SCHREIBE
   N      EDITIEREN      CATALOG      END
   E      "
1120 FOR I=1 TO 12:READ A:INV#<=INV#+CHR$
   (A):NEXT:SEC=1
1130 DATA &CD,&0A,&00,&3E,&9,&CD,&5A,&00

```

**Listing 2.** »Disk-Monitor« ist eine wertvolle Hilfe  
bei der Arbeit mit Disketten

,&CD,&BA,&BB,&C9

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1140 REM ***** BILDSCHIRM INSTALLIEREN
*****
1150 MODE 2:PRINT FNDISP$(1,1,150)FNDISP
$(80,1,156)FNDISP$(1,25,147)FNDISP$(80,2
5,153):
1160 FOR I=2 TO 24:PRINT FNDISP$(1,I,149
)FNDISP$(80,1,149):NEXT
1170 PRINT FNDISP$(1,5,151)FNDISP$(80,5,
157)FNDISP$(1,22,151)FNDISP$(80,22,157):
1180 Q$=STRING$(78,CHR$(154)):FOR I=1 TO
4:READ A$:LOCATE 2,A$:PRINT Q$:NEXT
1190 DATA 1,5,22,25
1200 LOCATE 2,3:PRINT MENU$:
1210 LOCATE 3,24:PRINT"BLOCK:      TRACK
      SECTOR:      FORMAT-OFFSET:      JOB
      PAGE:
```

```
1220 REM ***** MENUE *****
*****
1230 JOB$="MENUE":GOSUB 2160:LOCATE 9,4:
PRINT SPACE$(71):
1240 XM$=MID$(MENU$,5+XM*14,14):XM1=5+XM
*14:LOCATE XM1,3:PRINT CHR$(24)XM$CHR$(2
4):
1250 Q$=INKEY$:IF Q$=""THEN 1250 ELSE Q=
ASC(Q$)
1260 IF Q<>242 THEN 1280 ELSE XM=XM-1:IF
XM<0 THEN XM=4
1270 GOSUB 1330:GOTO 1240
1280 IF Q<>243 THEN 1300 ELSE XM=XM+1:IF
XM>4 THEN XM=0
1290 GOTO 1270
1300 IF Q=1 THEN 1800
1310 IF Q<>13 AND Q<>224 THEN 1250
1320 GOSUB 1330:ON XM+1 GOSUB 1350,1380,
1400,1760,1800:GOTO 1230
1330 LOCATE XM1,3:PRINT XM$:RETURN
```

```
1340 REM ***** SECTOR LESEN *****
*****
1350 JOB$="LESEN":GOSUB 2160:GOSUB 1820:
GOSUB 2130:GOSUB 1940
1360 PAGE=0:GOSUB 2190:LST=1:RETURN
```

```
1370 REM ***** SECTOR SCHREIBEN *****
*****
1380 JOB$="SCHREIBEN":GOSUB 2160:GOSUB 1
820:GOSUB 2130:GOSUB 1940:RETURN
1390 REM ***** SECTOR EDITIEREN *****
*****
1400 IF LST=0 THEN PAGE=0:LST=1:GOSUB 21
90
1410 X=11:Y=6:JOB$="EDITIEREN":GOSUB 216
0
1420 LOCATE X,Y:CALL FNINV
1430 K$=UPPER$(INKEY$):IF K$=""THEN 1430
ELSE K=ASC(K$):LOCATE X,Y:CALL FNINV
1440 IF K<>242 THEN 1460 ELSE X=X-3:IF X
<11 THEN X=56:K=240:GOTO 1480
1450 GOTO 1420
1460 IF K<>243 THEN 1480 ELSE X=X+3:IF X
>56 THEN X=11:K=241:GOTO 1500
1470 GOTO 1420
1480 IF K<>240 THEN 1500 ELSE Y=Y-1:IF Y
<6 THEN Y=21
1490 GOTO 1420
1500 IF K<>241 THEN 1520 ELSE Y=Y+1:IF Y
>21 THEN Y=6
```

```
1510 GOTO 1420
1520 IF K=224 THEN PAGE=1-PAGE:GOSUB 219
0:GOTO 1420
1530 IF K<>244 THEN 1550 ELSE TR=TR+1:IF
TR>39 THEN TR=0
1540 GOTO 1730
1550 IF K<>245 THEN 1570 ELSE TR=TR-1:IF
TR<0 THEN TR=39
1560 GOTO 1730
1570 IF K<>246 THEN 1590 ELSE SEC=SEC-1:
IF SEC=0 THEN SEC=9:K=245:GOTO 1550
1580 GOTO 1730
1590 IF K<>247 THEN 1610 ELSE SEC=SEC+1:
IF SEC=10 THEN SEC=1:K=244:GOTO 1530
1600 GOTO 1730
1610 IF K<>13 THEN 1650
1620 I=PAGE*100+(Y-6)*16+(X-11)/3
1630 PR$="TEXT: ":GOSUB 2100
1640 FOR Q=1 TO LEN(IN$):POKE &7FFF+I+Q,
ASC(MID$(IN$,Q,1)):NEXT:GOSUB 2190:GOTO
1400
1650 IF K=1 THEN RETURN
1660 P=INSTR(1,HX$,K$):IF P=0 THEN 1420
ELSE I=(P-1)*16
1670 LOCATE X,Y:PRINT MID$(HX$,P,1):CAL
L &BB01
1680 K$=UPPER$(INKEY$):IF K$=""THEN 1680
ELSE P=INSTR(1,HX$,K$):IF P=0 THEN 1680
ELSE CALL &BB04
1690 I=I+P-1:LOCATE X,Y:PRINT HEX$(I,2):
1700 Q=&B000+PAGE*100+(Y-6)*16+(X-11)/3
:XI=60+X/3
1710 POKE Q,I:I=I AND &7F:IF I<32 THEN I
=46
1720 LOCATE XI,Y:PRINT CHR$(I):K=243:GO
TO 1460
1730 GOSUB 1940:GOSUB 2050:GOSUB 2130:LS
T=0:GOTO 1400
1740 REM ***** CATALOG *****
*****
1760 JOB$="CATALOG":GOSUB 2160:LST=0:PR$
="USER (0-255)? ":GOSUB 2100
1765 POKE &A701,VAL(IN$)AND &FF
1770 WINDOW 2,79,6,21:CLS:CAT:WINDOW 1,0
0,1,25
1780 CALL &BB18:RETURN
```

```
1790 REM ***** ENDE *****
*****
1800 MODE 2:CALL &BB00:END
```

```
1810 REM ***** DATENEINGABE FUER LESEN
& SCHREIBEN *****
1820 GOSUB 1990:LOCATE 9,4:PRINT"EINGABE
VON BLOCK ODER TRACK/SECTOR (1/2)? ":C
ALL &BB01
1830 Q$=INKEY$:IF Q$=""THEN 1830 ELSE CA
LL &BB04:LOCATE 52,4
1840 IF Q$=CHR$(1)THEN RETURN ELSE IF Q$
<>"1"THEN Q$="2"
1850 PRINT Q$:IF Q$="2"GOTO 1900
1860 PR$="BLOCK ? &":GOSUB 2100:IF IN$=""
THEN 1870 ELSE BL=VAL("&"+IN$)
1870 IF BL<0 OR BL>100 THEN 1860
1880 GOSUB 2010:IF SEC=0 THEN 1860
1890 RETURN
1900 PR$="TRACK ? ":GOSUB 2100:IF IN$=""
THEN 1910 ELSE TR=INT(VAL(IN$)):IF TR<0
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OR TR>39 THEN 1900
1910 PR#="SECTOR ? ":GOSUB 2100:IF IN#=""
  THEN 1920 ELSE SEC=INT(VAL(IN#)):IF SEC
<1 OR SEC>9 THEN 1910
1920 GOSUB 2050:RETURN

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1930 REM ***** READ SECTOR *****
*****
1940 COMMAND=&B4:GOTO 1970

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1950 REM ***** WRITE SECTOR *****
*****
1960 COMMAND=&B5

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1970 POKE COM,COMMAND:POKE TRACK,TR:POKE
  SECTOR,OFF+SEC:CALL TALK:RETURN

```

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1980 REM ***** LOG-IN DER EINGELEGTEN D
  ISC *****

```

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1990 CALL LOGIN:OFF=PEEK(&A0FF)-1:LOCATE
  52,24:PRINT"&"HEX$(OFF,2):RETURN

```

```

2000 REM ***** BLOCK IN TRACK UND SECTO
  R UMRECHNEN *****

```

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2010 BL1=BL*2:IF OFF=&40 THEN TR=BL1\9+2
:SEC=BL1 MOD 9+1:RETURN

```

```

2020 IF OFF=&C0 THEN TR=BL1\9 :SEC=BL1
MOD 9+1 ELSE SEC=0

```

```

2030 RETURN

```

```

2040 REM ***** TRACK UND SECTOR IN BLOC
  K UMRECHNEN *****

```

```

2050 IF OFF<>&40 THEN 2070 ELSE IF TR<2

```

```

  THEN BL=-1 ELSE BL=INT(((TR-2)*9+SEC)/2-
  0.5)

```

```

2060 RETURN

```

```

2070 IF OFF=&C0 THEN BL=INT((TR*9+SEC)/2
  -0.5) ELSE BL=-1

```

```

2080 RETURN

```

```

2090 REM ***** WARTEN AUF TASTATUR-EING
  ABE *****

```

```

2100 LOCATE 9,4:PRINT SPACE$(71):LOCATE
  9,4:PRINT PR#::INPUT "",IN#

```

```

2110 RETURN

```

```

2120 REM ***** BLOCK, TRACK UND SECTOR
  PRINTEN *****

```

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2130 LOCATE 10,24:IF BL=-1 THEN PRINT"
  ": ELSE PRINT"&"HEX$(BL,2):

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2140 LOCATE 22,24:PRINT USING"##":TR:LO
  CATE 34,24:PRINT USING"##":SEC::RETURN

```

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2150 REM ***** JOB PRINTEN *****
*****

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2160 LOCATE 62,24:PRINT JOB$SPACE$(9-LEN
  (JOB$)):RETURN

```

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2180 REM ***** MONITOR *****
*****

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2190 LOCATE 70,24:PRINT USING"##":PAGE::C
  ALL MON,&B880+PAGE*&100,PAGE*&100:RETURN

```

Listing 2. «Disk-Monitor» (Schluß)