

```

10 REM Listing 1
20 REM CPC 464: Verbesserte Trace-Funktion
30 REM (Zeilennummern in Window #7)
40 )
100 MEMORY HIMEM-100:init=HIMEM+1
110 start=HIMEM+13:summe=0
120 FOR adr=init TO init+99
130 READ b$:byte=VAL("&" + b$)
140 POKE adr,byte:summe=summe+byte
150 NEXT adr
160 IF summe<>12819

                                THEN PRINT "
DATA-Fehler!":STOP
170 hi=INT(start/256):lo=start-256*hi
180 POKE init+1,lo:POKE init+2,hi
190 CALL init
1000 DATA 21,00,00,3E,C3,22,5B,BB,32,5A
1010 DATA BB,C9,F5,DD,E1,E3,3E,C3,BC,20
1020 DATA 03,3E,74,BD,E3,20,17,E5,D5,21
1030 DATA 00,00,39,11,10,00,19,7E,FE,A6
1040 DATA 20,04,23,7E,FE,DD,D1,2B,07,E1
1050 DATA DD,E5,F1,CF,00,94,3A,0C,B2,F5
1060 DATA 3E,07,CD,B4,BB,3E,5B,CD,56,C3
1070 DATA 2A,36,AE,7E,23,66,6F,CD,79,EE
1080 DATA 3E,5D,CD,56,C3,00,00,00,F1,CD
1090 DATA B4,BB,E1,F1,F1,F1,F1,F1,F1,C9

```

```
10 REM Listing 2
20 REM CPC 464: Verbesserte Trac
e-Funktion
30 REM (Basic-Zeilen in Window #
7)
40 REM
100 MEMORY HIMEM-99:init=HIMEM+1
110 start=HIMEM+13:summe=0
120 FOR adr=init TO init+98
130 READ b$:byte=VAL("&" + b$)
140 POKE adr,byte:summe=summe+by
te
150 NEXT adr
160 IF summe<>12817
```

THEN PRINT "

DATA-Fehler!":STOP

```
170 hi=INT(start/256):lo=start-2
56*hi
```

```
180 POKE init+1,lo:POKE init+2,h
i
```

```
190 CALL init
```

```
1000 DATA 21,00,00,3E,C3,22,5B,B
B,32,5A
```

```
1010 DATA BB,C9,F5,DD,E1,E3,3E,C
3,BC,20
```

```
1020 DATA 03,3E,74,BD,E3,20,17,E
5,D5,21
```

```
1030 DATA 00,00,39,11,10,00,19,7
E,FE,A6
```

```
1040 DATA 20,04,23,7E,FE,DD,D1,2
B,07,E1
```

```
1050 DATA DD,E5,F1,CF,00,94,3A,0
C,B2,F5
```

```
1060 DATA 3E,07,CD,B4,BB,CD,4E,C
3,2A,36
```

```
1070 DATA AE,2B,2B,CD,63,E1,CD,4
5,E1,23
```

```
1080 DATA 7E,B7,20,F8,00,00,00,F
1,CD,B4
```

```
1090 DATA BB,E1,F1,F1,F1,F1,F1,F
1,C9
```