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10 ' *****
20 ' *   PROGRAMA DE TRANSFERENCIA DE   *
30 ' *   SCREEN$ DO SPECTRUM PARA      *
40 ' *           A M S T R A D          *
50 ' *=====*
60 ' * COPYRIGHT (C) AMSTRAD MAGAZINE *
70 ' *****
80 '
90 '
100 BORDER 0:MEMORY 18000:CALL &BBFF:CAL
L &BB4E:' INICIALIZAR SCREEN$
110 DC=39755:ATRIB=40003:SCOMP=&9CE3
120 COORDX=40000:COORDY=40002:' X & Y PA
RA AS ROTINAS EM CODIGO MAQUINA
130 GOSUB 500:' CARREGAR CODIGO MAQUINA
140 SAM=&C000:SSP=32768:' DIRECAO DO SCR
EEN$ AMSTRAD E DO SPECTRUM
150 INK 1,13:INK 0,1:PAPER 0:PEN 1:CLS:P
RINT"ENTRADA DO SCREEN$ DO SPECTRUM, PRI
MA   UMA TECLA."
160 IF INKEY$="" THEN 160
170 CALL DC,SSP

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180 ON ERROR GOTO 1110:MODE 0:WINDOW#1,1
,20,25,25:PEN#1,7:PAPER#1,0
190 RESTORE 200:FOR I%=0 TO 15:READ J%:I
NK I%,J%:NEXT:' INICIALIZAR OS ATRIBUTOS
DE 0 A 15
200 DATA 0,1,9,10,3,4,12,13,0,2,18,20,6,
8,24,28
210 PRINT#1,"C,V,T ou G";:' OPCOES A CON
SIDERAR
220 A$=INKEY$:IF A$="" THEN 220
230 A$=UPPER$(A$):IF A$="C" THEN 360
240 IF A$="V" THEN 380
250 IF A$="T" THEN 330
260 IF A$<>"G" THEN 220
270 ' *** SECCAO DE GRAVACAO DO SCREEN$
***
280 CLS#1:PRINT#1,"PRIMA UMA TECLA";
290 IF INKEY$<>"" THEN 290
300 IF INKEY$="" THEN 300
310 CLS#1:PRINT#1,"GRAVANDO...";
320 SAVE"!SPECT",B,SAM,16384:CLS#1:GOTO
210
330 ' *** SECCAO DE MUDANCA DE ATRIBUTOS
***
340 CLS#1:INPUT#1,"TINTA No. ";TINTA%:CL
S#1
350 INPUT#1,"COR No. ";COR%:CLS#1:INK TI
NTA%,COR%:GOTO 210
360 ' *** CONVERTER SPECTRUM EM AMSTRAD
***
370 CALL SCOMP:GOTO 220:' TUDO REALIZADO
EM CODIGO MAQUINA
380 ' *** ALTERACAO DO ECRA DO SPECTRUM
***
390 CLS#1:INPUT#1,"Desp. 0-96";DESP:BASE
S=SAM:DP=BASES:CLS#1
400 IF (DESP<0) OR (DESP>96) THEN 390
410 FOR Y%=191 TO 0 STEP -1:POKE COORDX,
DESP*POKE COORDY,Y%
420 FOR X%=DESP TO DESP+159 STEP 2
430 IF INKEY$="" THEN ERROR 17:' SE PRI
MIR ESPACO, CANCELA
440 PAPEL%=0:TINTA%=0:PIXEL%=0:CALL ATRI
B,@PIXEL%,@PAPEL%,@TINTA%:COR%=PAPEL%:IF
PIXEL%<>0 THEN COR%=TINTA%
450 CALL ATRIB,@PIXEL%,@PAPEL%,@TINTA%:C
OR2%=PAPEL%:IF PIXEL%<>0 THEN COR2%=TINT
A%
460 POKE DP,2*COR%+COR2%:DP=DP+1:NEXT
470 IF (Y% MOD 8)=0 THEN BASES=BASES+80:
DP=BASES:GOTO 490
480 DP=DP+2048-80
490 490 NEXT:CLS#1:GOTO 210
500 ' CARREGAR AS SECCOES EM CODIGO MAQU
INA
510 ' PRIMEIRO O CODIGO MAQUINA PARA LER
AS CASSETES DO SPECTRUM
520 ' PARA O FORMATO DE SCREEN$ AMSTRAD
530 ' FAZENDO
540 ' CALL 39755,DIRECCAO (SENDO A DIREC
CAO
550 ' A DO CARREGAMENTO PEDIDO)
560 ' OBSERVE POR EXEMPLO A LINHA 170 DO
BASIC

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570 ' QUE PODE LER QUALQUER DESENHO DO S
PECTRUM.
580 ' NAO SO DESENHOS DO TIPO SCREEN$
590 RESTORE 670:DIRECCAO=39750:GOSUB 620
600 ' AGORA A ROTINA DE CODIGO MAQUINA P
ARA DESCODIFICAR O SCREEN$ DO SPECTRUM
610 RESTORE 850:DIRECCAO=40000:GOSUB 620
:RETURN
620 ' CARREGAR O CODIGO MAQUINA COM VERI
FICACAO DE ERROS
630 CODIGO=0:COMPROV=0
640 WHILE CODIGO>=0:READ CODIGO:POKE DIR
ECCAO,ABS(CODIGO):DIRECCAO=DIRECCAO+1:CO
MPROV=COMPROV+CODIGO:WEND
650 IF CODIGO=-2 THEN READ PROV,LINHA:IF
PROV<>COMPROV THEN CLS:PRINT"ERRO NA LI
NHA ";LINHA:STOP:ELSE DIRECCAO=DIRECCAO-
1:GOTO 630
660 RETURN
670 DATA 0,0,0,0,0,-2,-2,670
680 DATA 205,110,188,243,221,126,0,50,70
,155,221,126,1,50,-2,1764,680
690 DATA 71,155,217,197,1,0,245,217,8,24
5,8,62,0,50,74,155,-2,1703,690
700 DATA 221,42,70,155,17,17,0,62,0,205,
154,155,48,28,221,42,-2,1435,700
710 DATA 70,155,221,94,11,221,86,12,62,2
55,205,154,155,48,11,8,241,-2,2007,710
720 DATA 8,217,193,217,205,113,188,251,2
01,62,1,50,74,155,24,238,20,8,21,-2,2244
,720
730 DATA 62,0,31,31,230,32,79,191,0,205,
33,156,48,250,33,21,-2,1400,730
740 DATA 4,16,254,43,124,181,32,249,205,
29,156,48,235,6,142,-2,1722,740
750 DATA 205,29,156,48,228,62,190,184,48
,224,36,32,241,6,194,-2,1881,750
760 DATA 205,33,156,48,213,120,254,206,4
8,244,205,33,156,208,-2,2127,760
770 DATA 121,230,255,79,38,0,6,165,24,31
,8,32,7,0,0,221,117,-2,1332,770
780 DATA 0,24,15,203,17,173,192,121,31,7
9,19,24,7,221,126,0,173,-2,1423,780
790 DATA 192,221,35,27,8,6,167,46,1,205,
29,156,208,62,196,184,-2,1741,790
800 DATA 203,21,6,165,210,4,156,124,173,
103,122,179,32,202,-2,1698,800
810 DATA 124,254,1,201,205,33,156,208,62
,25,61,32,253,167,-2,1780,810
820 DATA 4,200,217,237,120,217,31,31,169
,230,32,40,243,121,47,-2,1937,820
830 DATA 79,230,7,246,8,55,201,-2,824,83
0
840 DATA -1
850 ' ROTINA PARA TRANSFERENCIA DE SCREE
N$
860 DATA 0,0,0,58,66,156,71,62,191,144,2
30,248,-2,1224,860
870 DATA 111,38,0,84,41,41,58,64,156,60,
50,64,-2,765,870
880 DATA 156,61,31,31,31,230,31,95,25,17
,0,152,-2,858,880
890 DATA 25,126,230,7,79,126,31,31,31,23
0,7,71,-2,992,890

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900 DATA 203, 118, 40, 8, 62, 8, 129, 79, 62, 8, 1
28, 71, -2, 914, 900
910 DATA 121, 205, 203, 156, 120, 221, 35, 221,
35, 205, 203, 156, -2, 1879, 910
920 DATA 33, 66, 156, 62, 191, 150, 79, 230, 7, 8
7, 121, 31, -2, 1211, 920
930 DATA 31, 31, 230, 31, 71, 230, 24, 130, 87, 1
20, 230, 7, -2, 1220, 930
940 DATA 23, 23, 23, 23, 23, 95, 43, 43, 126, 61,
71, 31, -2, 583, 940
950 DATA 31, 31, 230, 31, 131, 95, 120, 230, 7, 6
0, 71, 33, -2, 1068, 950
960 DATA 0, 128, 25, 126, 23, 5, 32, 252, 62, 0, 1
43, 221, -2, 1015, 960
970 DATA 110, 2, 221, 102, 3, 119, 201, 14, 0, 30
, 4, 31, -2, 835, 970
980 DATA 203, 17, 167, 203, 17, 29, 32, 247, 167
, 203, 25, 221, -2, 1529, 980
990 DATA 110, 0, 221, 102, 1, 113, 201, 33, 0, 19
2, 93, 84, -2, 1148, 990
1000 DATA 62, 191, 50, 66, 156, 175, 50, 64, 156
, 221, 33, 58, -2, 1280, 1000
1010 DATA 157, 229, 213, 205, 67, 156, 205, 68,
157, 135, 221, 119, -2, 1930, 1010
1020 DATA 6, 205, 67, 156, 205, 68, 157, 221, 13
4, 6, 33, 64, -2, 1320, 1020
1030 DATA 156, 52, 209, 225, 18, 19, 58, 64, 156
, 254, 238, 56, -2, 1503, 1030
1040 DATA 216, 58, 66, 156, 230, 7, 40, 18, 235,
1, 176, 7, -2, 1208, 1040
1050 DATA 9, 235, 1, 66, 156, 10, 214, 1, 2, 210,
237, 156, -2, 1295, 1050
1060 DATA 251, 201, 1, 80, 0, 9, 93, 84, 24, 236,
65, 157, -2, 1199, 1060
1070 DATA 66, 157, 67, 157, 0, 0, 0, 0, 221, 33, 6
5, 157, -2, 921, 1070
1080 DATA 221, 78, 0, 221, 70, 1, 221, 126, 2, 16
7, 40, 1, -2, 1146, 1080
1090 DATA 65, 120, 221, 33, 58, 157, 201, -2, 85
3, 1090
1100 DATA -1, 0, 0
1110 RESUME 210