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10 REM Background Printing Basic Loader
20 MEMORY 41399
30 FOR i=41400 TO 41734
40 READ a$:v=VAL("0"+a$)
50 cs=cs+v:POKE i,v
60 NEXT i
70 IF cs<>35068 THEN PRINT CHR$(7):"DATA
  ERROR - Check listing!":STOP
80 CLS:PRINT"Background Printing Facilit
  y Initiated":CALL 41400
90 END
100 DATA 3A,5A,BB,32,47,A2,2A,5B,BB,22,4
  8,A2,3E,C3,32,5A,BB,21,29,A2,22,5B
110 DATA BB,3E,C9,32,BB,A1,3E,0A,32,0E,A
  3,3E,00,32,0D,A3,01,00,00,ED,43,07
120 DATA A3,ED,43,09,A3,ED,43,0B,A3,01,0
  4,A2,21,1E,A3,CD,D1,BC,21,15,A3,0A
130 DATA 81,0E,00,11,9E,A2,CD,E0,8C,C7,1
  2,A2,C3,E2,A2,C3,E8,A2,C3,FA,A2,C3
140 DATA 00,A3,4B,4F,4C,C4,4B,49,4C,CC,5
  2,45,4C,45,41,53,C5,4C,46,43,4B,41
150 DATA D2,00,00,22,0F,A3,ED,43,11,A3,F
  5,E1,22,13,A3,32,22,AB,CD,57,A2,2A
160 DATA 13,A3,E5,F1,ED,4B,11,A3,2A,0F,A
  3,C9,00,00,2A,13,A3,E5,F1,ED,4B,11
170 DATA A3,2A,0F,A3,C9,3E,00,CD,B4,BB,4
  7,CD,B4,BB,7B,FE,07,2B,01,C9,E1,3E
180 DATA 00,32,0D,A3,3A,0B,A3,FE,0B,2B,F
  9,F3,ED,4B,07,A3,21,01,00,09,22,07
190 DATA A3,21,22,A3,ED,4B,09,A3,09,3A,2
  2,AB,77,ED,4B,09,A3,21,01,00,09,7C
200 DATA E6,07,67,22,09,A3,FB,C3,4A,A2,3
  A,0D,A3,B7,C0,ED,4B,07,A3,79,B0,20
210 DATA 01,C9,CD,2E,BD,38,30,ED,4B,0B,A
  3,21,22,A3,09,7E,FE,0A,20,03,3A,0E
220 DATA A3,CD,2B,BD,30,F3,ED,4B,0B,A3,2
  1,01,00,09,7C,E6,07,67,22,0B,A3,2A
230 DATA 07,A3,01,01,00,B7,ED,42,22,07,A
  3,C9,3E,FF,32,0D,A3,C9,F3,01,00,00
240 DATA ED,43,07,A3,ED,43,09,A3,ED,43,0
  B,A3,FB,C9,3E,00,32,0D,A3,C9,DD,7E
250 DATA 00,32,0E,A3,C9

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10				800	CP	0	12K buffer
20	Background Printing on CPC464 using channel #7			810	JR	Z,BUFFUL	If not then wait
30				820	DI		
40	ORG 41400			830	LD	BC,<COUNT>	
50	ENT #			840	LD	HL,1	
60	SETUP: LD A,<#BB5A>	Save Print vector		850	ADD	HL,BC	Increment counter
70	LD <OSPRT>,A			860	LD	<COUNT>,HL	
80	LD HL,<#BB5B>			870	LD	HL,BUFFER	
90	LD <OSPRT+1>,HL			880	LD	BC,<INPNT>	
100	LD A,<#C3>	Set up new vector		890	ADD	HL,BC	Get next buffer adrs
110	LD <#BB5A>,A			900	LD	A,<CHAR>	Get character to print
120	LD HL,USRPRT			910	LD	<HL>,A	Store it in buffer
130	LD <#BB5B>,HL			920	LD	BC,<INPNT>	
140	LD A,<#C9>	Don't allow this setup		930	LD	HL,1	
150	LD <SETUP>,A	to be re-executed		940	ADD	HL,BC	Increment Input Pointer
160	LD A,10			950	LD	A,H	
170	LD <LFCH>,A	Default LF character		960	AND	7	Modulo 2048
180	LD A,0			970	LD	H,A	
190	LD <HOLD>,A			980	LD	<INPNT>,HL	
200	LD BC,0			990	EI		
210	LD <COUNT>,BC			1000	JP	REST	Restore regs and return
220	LD <INPNT>,BC			1010			
230	LD <OUTPNT>,BC			1020	TIKRT: LD	A,<HOLD>	Check if HOLD is on
240	LD BC,DESPAT	Set up RSX commands		1030	OR	A	
250	LD HL,OSBUF			1040	RET	NZ	If yes, then return
260	CALL #BCD1	Log RSX onto OS		1050	LD	BC,<COUNT>	Check if there is
270	LD HL,FTBLK	adrs of fast ticker blk		1060	LD	A,C	anything in the
280	LD B,129	Event class (Async)		1070	OR	B	buffer to be printed
290	LD C,0			1080	JR	NZ,TRYPRT	
300	LD DE,TIKRT	Event address		1090	RET		
310	CALL #BCD0	Initialize fast ticker		1100	TRYPRT: CALL	#BD2E	Check is Printer is busy
320	RET			1110	JR	C,BUSY	Jump if it is
330	DESPAT: DEFB CMDS	RSX command table		1120	LD	BC,<OUTPNT>	
340	JP PAUSE			1130	LD	HL,BUFFER	
350	JP KILL			1140	ADD	HL,BC	Get adrs of next char to pnt
360	JP RELS			1150	SEND: LD	A,<HL>	Get the character from buffer
370	JP SETLF			1160	CP	10	Is it a LF character?
380	CMDS: DEFB "HOL"			1170	JR	NZ,NOTLF	If not then jump
390	DEFB "O"+120			1180	LD	A,<LFCH>	Substitute new LF char
400	DEFB "KIL"			1190	NOTLF: CALL	#BD2B	Try and Print the char
410	DEFB "L"+120			1200	JR	NC,SEND	Try again if failed
420	DEFB "RELS"			1210	LD	BC,<OUTPNT>	
430	DEFB "E"+120			1220	LD	HL,1	
440	DEFB "LFCHA"			1230	ADD	HL,BC	Increment out Pointer
450	DEFB "R"+120			1240	LD	A,H	
460	DEFB 0,0			1250	AND	7	Modulo 2048
470				1260	LD	H,A	
480	USRPRT: LD <REG>,HL	Store register values		1270	LD	<OUTPNT>,HL	
490	LD <REG+2>,BC			1280	LD	HL,<COUNT>	
500	PUSH AF			1290	LD	BC,1	
510	POP HL			1300	OR	A	
520	LD <REG+4>,HL			1310	SBC	HL,BC	Decrement counter
530	LD <CHAR>,A	Store chr# to Print		1320	LD	<COUNT>,HL	
540	CALL PRINT	goto checking routine		1330	BUSY: RET		
550	LD HL,<REG+4>	If returns here then		1340	PAUSE: LD	A,255	HOLD command
560	PUSH HL	channel 7 isn't in		1350	LD	<HOLD>,A	Set the hold flag
570	POP AF	use, so restore		1360	RET		
580	LD BC,<REG+2>	registers and jump to		1370	KILL: DI		
590	LD HL,<REG>	ROM Print routine.		1380	LD	BC,0	KILL command
600	OSPRT: DEFB <#C3>,0,0			1390	LD	<COUNT>,BC	Reset all pointers
610	REST: LD HL,<REG+4>	Restore the values		1400	LD	<INPNT>,BC	and counters
620	PUSH HL	of the registers and		1410	LD	<OUTPNT>,BC	
630	POP AF	return to OS.		1420	EI		
640	LD BC,<REG+2>			1430	RET		
650	LD HL,<REG>			1440	RELS: LD	A,0	RELEASE command
660	RET			1450	LD	<HOLD>,A	Clear hold flag
670				1460	RET		
680	PRINT: LD A,0			1470	SETLF: LD	A,<IX+0>	LFCHAR command
690	CALL #BBB4	Get channel number		1480	LD	<LFCH>,A	Store new LF char
700	LD B,A	save it in B		1490	RET		
710	CALL #BBB4	Restore Previous channel		1500	COUNT: DEFW	0	
720	LD A,B	Get channel in A		1510	INPNT: DEFW	0	
730	CP 7	Is it #7?		1520	OUTPNT: DEFW	0	
740	JR Z,CHAN7	Yes, then jump		1530	HOLD: DEFB	0	
750	RET			1540	LFCH: DEFB	0	
760	CHAN7: POP HL	Remove return adrs from stack		1550	REG: DEFS	6	
770	LD A,0			1560	FTBLK: DEFS	9	
780	LD <HOLD>,A	Release any hold status		1570	OSBUF: DEFS	4	
790	BUFFUL: LD A,<COUNT+1>	Check if there is room in the		1580	BUFFER: DEFS	2048	
				1590	CHAR: DEFB	0	