

DBHB 1. . . Mode . 2 . Amstrad . to . PC . screen . convert
er . by . R . Wildey . 1994 .

HAFK 5 . MODE . 2 : LOAD . | SCREEN . SCR| , &C000

ABHG 10 . POKE . &1000 , &42 : POKE . &1001 , &4D : POKE . &1
002 , &3E : POKE . &1003 , &7D : POKE . &100E , &28

DADJ 20 . POKE . &100A , &3E

CBBO 30 . POKE . &1012 , &80 : POKE . &1013 , &2 : POKE . &10
16 , &90 : POKE . &1017 , &1 : POKE . &101A , &1 : POKE
 . &101C , &1

KADH 40 . POKE . &103A , &FF : POKE . &103B , &FF : POKE . &1
03C , &FF

CAHL 50 . add = &F00

CAHE 60 . READ . a\$

FADH 70 . IF . a\$ = | end| . THEN . 100

KAIJ 80 . POKE . add , VAL (_&| + a\$) : add = add + 1 : GOTO . 6
0

CAJL 100 . CALL . &F00

HANN 120 . SAVE . | SCREEN . BMP| , b , &1000 , 32062

BALI 130 . END

GAGN 140 . DATA . 21 , CF , FF , 11 , 3d , 10 , 06 , C8

GABL 150 . DATA . 0E , 50 , E5 , C5 , 06 , 00 , ED , B0

GACM 160 . DATA . C1 , E1 , E5 , C5 , 06 , 00 , ED , B0

GALO 170 . DATA . C1 , E1 , CD , 29 , BC , 10 , EB , C9

DAKC 180 . DATA . end