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10 MEMORY 32999:GOSUB 30000:a%=0
99 STOP
30000 REM MORE MC ROUTINES
30010 REM
30020 REM WAIT FOR & RETURN CHARACTER
30030 REM
30040 REM use with CALL WAITKEY,@A%
30050 REM After key press,character value now in
A%
30060 REM
30070 WAITKEY=33040:m=0
30080 READ d:IF d<999 THEN POKE m+waitkey,d:m=m+1:GOTO 30080
30090 DATA &d5,&cd,&18,&bb,&e1,&77,&c9,999
30100 REM
30110 REM SCROLL RECTANGULAR AREA OF
30120 REM THE SCREEN UP OR DOWN.
30130 REM poke COL with ENCODED COLOUR
30140 REM poke UPDN with 0=DOWN 1=UP
30150 REM poke TOP with TOP ROW of area
30160 REM poke BOT with BOTTOM ROW
30170 REM poke LFT with LEFT COLUMN
30180 REM poke RIT with RIGHT COLUMN
30190 REM
30200 SCROLL=33050:COL=SCROLL+1:UPDN=SCROLL+3:LFT=SCROLL+5:TOP=SC
ROLL+7:RIT=SCROLL+9:BOT=SCROLL+11:m=0
30210 READ d:IF d<999 THEN POKE m+SCROLL,d:m=m+1:GOTO 30210
30220 DATA &3e,&c8,&06,&00,&26,&05,&2e,&03,&16,&0c,&1e,&0f,&cd,&5
0,&bc,&c9,999
30230 REM
30240 REM SCROLL WHOLE SCREEN UP OR DOWN
30250 REM
30260 REM Poke UPDN2 with 0=down 1=up
30270 REM Poke COL2 with encoded colour
30280 REM
30290 SCROLL2=33070:COL2=SCROLL2+1:UPDN2=SCROLL2+3:m=0
30300 READ d:IF d<999 THEN POKE m+SCROLL2,d:m=m+1:GOTO 30300
30310 DATA &3e,&c8,&06,&00,&cd,&4d,&bc,&c9,999
30320 REM
30330 REM SET SCREEN OFFSET FROM &C000
30340 REM
30350 REM poke LOW , low byte of offset
30360 REM poke HIGH, high byte of offset
30370 OFFSET=33080:HIGH=OFFSET+1:LOW=OFFSET+3:m=0
30380 READ d:IF d<999 THEN POKE m+OFFSET,d:m=m+1:GOTO 30380
30390 DATA &26,&00,&2e,&00,&cd,&05,&bc,&c9,999
30400 RETURN

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