
Format CALL PEEKV(address,numeric-variable-list[,...])

Description

The PEEKV command reads data from VDP into the variable(s) specified. It functions identical to the regular EXTENDED BASIC PEEK command page 143. Except it reads from VDP. The VDP address should not exceed 16384 in a TI with a 9918 VDP chip, 9938 or 9958 VDP chips can go the full 32767.

VDP addresses above 32767 must be converted to a negative number by subtracting 65536 from the desired address. Also whenever a value is peeked or poked to the screen a screen offset is present. 96 must be subtracted from or added to the value to correct it.

Programs

<p>The program to the right will read a byte from VDP and put it into variable B. This line will print it.</p>	<pre>>100 CALL PEEKV(767,B) >110 PRINT B-96</pre>
<p>Address loop counter PEEK Grom address value. Convert to HEX Show address and value.</p>	<pre>>100 FOR D=0 TO 16383 >110 CALL PEEV(D,X) >120 CALL HEX(A,H\$,X,B\$) >130 PRINT "Address:";H\$, D:"VALUE:";B\$,X</pre>
<p>Loop.</p>	<pre>>140 NEXT D</pre>