
Format CALL PSAVE(memory-boundry,"access-name")
 CALL PSAVE(constand,string-variable)

Description

The PSAVE subprogram saves ONLY program image files to be used for PLOAD. PSAVE is the opposite of PLOAD. PSAVE has the speed of a hidden loader without the hassle.

PLOAD saves any 4K boundry from 32K.

Memory boundries are 2, 3, A, B, C, D, E, F (upper case).
 i.e. 2 is >2000 or 3 is >3000 or A is >A000 up to F is >F000
 Removing the zeros made more sense then adding 3 zeros.

Unlike CALL LOAD the PLOAD and PSAVE subprogram will work without CALL INIT being used first.

To save a program with hidden loaders just break program after loading is complete and type:

```
CALL PSAVE(2,"DSK#.NAME1",3,"DSK#.NAME2") ! 2 4K of lower 8K
Remember to check for interrupts or the program will not work
after loading with PLOAD. See ISRON and ISROFF.
```

NOTE: 4K of VDP memory MUST be free for PSAVE to function or a memory full error will result. Always place the PSAVE command at the top of the RXB program.

Programs

Initialize lower 8K.	>100 CALL INIT
Load the assembly support.	>110 CALL LOAD("DSK1.MSETUP0")
Load the assembly support.	>120 CALL LOAD("DSK1.HDSR")
Turn on the mouse setup.	>130 CALL LINK("MSETUP")
BSAVE 2 of 4K sections of lower 8K.	>140 CALL PSAVE(2,"DSK2.MOUSE1 ",3,"DSK2.MOUSE2")