
Format

CALL INIT

Description

The INIT command is the same as the EXTENDED BASIC MANUAL page 101. Originally INIT loaded more data than actually existed, this has been fixed. The other correction is that you no longer have to use INIT before LINK, or LOAD. They will function if INIT has been called first or not. Unless loading a program that needs the INIT first.

* NOTE *

RXB only loads up to >24F4 first open byte. Reasons unknown XB loads useless junk from >24EA to >25FF that seems to be a programming error loading 277 useless bytes. Thus normal XB over writes these 277 bytes.

Programs

The program to the right will initialize the lower 8K by loading support routines for assembly.

| >100 CALL INIT
|
|
|