
Format CALL PLOAD(memory-boundry,"access-name")

 CALL PLOAD(contant,string-variable)

Description

The PLOAD subprogram loads ONLY program image files created by PSAVE. PLOAD is the opposite of PSAVE. PLOAD is a faster version of CALL LOAD. PLOAD has the speed of a hidden loader and is much easier to use. PLOAD loads any 4K boundry in 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. Remember to turn on the interrupts if the program has them. Or the program support will not work. See ISROFF and ISRON.

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

Programs

<p>This line loads a previously saved programs image files.</p> <p>This line turns on the mouse (program would continue here)</p>	<pre>>100 CALL PLOAD(2,"DSK2.MOUSE ",3,"DSK2.MOUSE2") >110 CALL LINK("MSON")</pre>
<p>This line load a previously saved program image file.</p> <p>This line turns on interrupt within program.</p> <p>This line links to support address DUMPIT routine.</p>	<pre>>100 CALL PLOAD(B,"DSK1.DUMP") >110 CALL ISRON(16384) >120 CALL LINK("DUMPIT") ! link to Program Support</pre>