
Programs

Line 100 clears screen.	>100 CALL CLEAR
Line 110 explains program.	>110 CALL HPUT(4,7,"This is a demo of the",6,7,"CALL IO(3 ,8,2176,B)",8,7,"3 = TYPE(CR U output)",10,7,"8 = NUMBER OF BITS",12,7,"2176=address/ 2")
Line 120 turn off card, show the present byte value being sent.	>120 CALL IO(3,8,2176,0):: FO R B=0 TO 255 :: CALL HPUT(14 ,7,"B=byte (value "&STR\$(B)& ")")
Line 130 display block to get attention.	>130 CALL HPUT(18,5,"***** *****",19,5,"WA TCH THE DRIVE LIGHTS",20,5," *****")
Line 140 send byte to card and when done with loop, clear for starting over program.	>140 CALL IO(3,8,2176,B):: NE XT B :: CALL HCHAR(14,24,32, 7):: GOTO 110
Line 100 explains program.	>100 ! TURNS OFF/ON/OFF EACH CARD FROM >1000 TO >1F00 BUT WILL LOCKUP WITH CERTAIN CARDS.
Line 110 cru address from >1000 to >1F00, turn off card, turn on card, delay for 2 seconds, turn off card, turn off card. Loop end.	>110 FOR CRU=2048 TO 3968 STE P 128::CALL IO(3,8,CRU,0,3,8 >,CRU,255)::FOR A=1 TO 200::N EXT A::CALL IO(3,8,CRU,0)::N EXT CRU

Options

Some CRU address are used by the Operating System or XB and any attempt to redefine them will create problems. Also some of the address areas will return incorrect values as they have changed since IO has accessed them, so take care. Additionally some cards have the same problem, if the card has a program that has a interrupt or CRU links turned on as you access it, a complete lock up will result as a fight for control ensues. So with that happy thought, a alternate way is to use EXECUTE or LINK instead.