CASSETTE INPUT/OUTPUT/VERIFY INSTUCTION

Format   CALL IO(type,length,vdp-address[,...])

 The three different cassette I/O instructions use the same
format. The write and read instructions physically perform
Input/Output to the cassette. The verify instruction will
read a tape and compare it, byte by byte, against what is in
the specified VDP area. All will report an I/O error if one
is detected. No prompts are present with these three formats.
These three types control the cassette directly so no prompt
will tell the user to turn on or off the cassette record/play
buttons. The programmer must inform the user with own prompt.

Programs
(Presently I have no cassette to write programs with.)

AUDIO GATE

CRU bit 24 is the audio gate which allows data being read to
be heard. If the bit is set to 1, the data being read is
heard, and if the bit is set to 0, the data is not heard.
Setting the bit to a 0 or 1 is done with an IO instruction, or
a Assembly instruction.

MOTOR CONTROL

There are two CRU bits (22 and 23) used to control cassettes
1 and 2, respectively. When there is no Cassette IO being
done, both motors remain on. When Cassette IO is specified,
the DSR (Device Service Routine) will control the data being
read. If there are two motor units connected, the data will be
read simultaneously, or you may have the option of reading
data from one motor unit and playing the recorded voice from
another motor unit through the TV (Monitor) speaker.

*NOTE:
Compatibility with or without 32K or other devices is not a
concern as IO needs no RAM to work with. Therefore from just
a console all IO commands will work fine. If you only have a
Cassette and RXB you can quickly load/save/verify without
menus, or just make up your own.