

RAM may be moved but not into ROM, and that you may move memory into GRAM but not GROM. You can copy or move memory from ROM or GROM. Also note that any devices that use phony GRAM will not work with MOVES as these devices don't use the

Programs

Line 100 has the type\$ string.	>100 X\$="VV"
Line 110 thus uses type\$ 0 VDP to VDP. 767 bytes are moved. A VDP from-address of 1 and a VDP to-address of 0. Will use a ripple effect of moving all screen bytes over one address.	>110 CALL MOVES(X\$,767,1,0)
Line 100 copies entire screen into lower 8K.	>100 CALL MOVES("VR",768,0,8192)
Line 110 clears the screen.	>110 CALL CLEAR
Line 120 copies entire screen into lower 8K.	>120 CALL MOVES("VR",768,0,9000)
Line 130 copies from lower 8K to screen, then again. GOTO makes it an endless loop.	>130 CALL MOVES("RV",768,8192,0,"RV",768,9000,0) :: GOTO 130
Line 100 sets up loop. Counts from -32768 to 0 to 32767 or (HEX >8000 to >0000 to >7FFF)	>100 FOR G=-32768 TO 32767
Line 110 move GRAM/GROM to VDP. 8 bytes to be moved. GA is counter. 1024 is decimal address of space character in VDP pattern table.	>110 CALL MOVES("GV",8,G,1024)
Line 120 completes loop.	>120 NEXT G
Loop address VDP	>100 FOR V=0 TO 16384
Load that 8 bytes into space	>110 CALL MOVES("VV",8,V,1024)
Loop back	>120 NEXT V