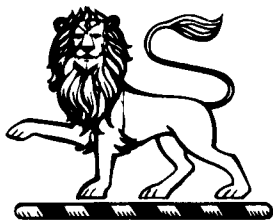


pride utilities

## **SYSTEM X**

For the  
AMSTRAD  
CPC 464/664



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## NOTES

The instructions for IFLUSH on page 5 are for IFRAME. The instructions for IFLUSH are as follows:

**IFLUSH**                      **No Parameters**

This is used to clear the input buffer to prevent a build up of characters.

```
1# CLS:PRINT "PRESS LOTS OF KEYS"  
2# FOR X=1 TO 5000:NEXT  
3# IFLUSH
```

Try this with and without line 3# and note the difference.

# S Y S T E M X

## INTRODUCTION

SYSTEM X is a resident system extension ( RSX ) program which adds over 30 extra commands to your AMSTRAD CPC 464 or CPC 664. Due to the compact nature of the code this will take only approximately 3k bytes of RAM still leaving a generous amount of program area.

## LOADING

Load the program from cassette with RUN" ( CTRL and small ENTER ) or from disc with RUN"SYSTEMX". When the program has loaded and installed the commands, the normal READY prompt will appear. All other functions of the computer will behave as normal plus you will now have an extra 30+ commands which you can use within your programs.

## GENERAL

SYSTEM X uses external commands which are identified by the | ( vertical bar ) which precedes the name. This is achieved by pressing SHIFT and the @ key. The name can be in lower or upper case and is converted to upper case within a BASIC listing. The syntax is slightly different to BASIC commands in as much as all parameters passed to the RSX must be preceded by a comma. Commands which return values into a variable or string should have the variable or string assigned to a value before using the command. The variable or string should be preceded by an @ character when used as a parameter.

## COMMANDS

|CAPOFF                      No Parameters

This will turn off the CAPS LOCK within a program. All character read from the keyboard will be in lower case.

|CAPON                        No Parameters

This will turn on the CAPS LOCK within a program. All characters read from the keyboard will be in upper case.

|CIRCLE                      One or two parameters

This will draw a circle with the centre of the circle at the current position of the graphics cursor. The command is followed by the radius of the circle and is drawn using the current graphics pen.

10 MOVE 320,200:|CIRCLE,100

This will draw a circle of radius 100 in the centre of the screen.

Ovals can also be drawn with this command by adding a second parameter. In this case the first parameter refers to the horizontal radius and the second parameter refers to the vertical radius.

10 MOVE 320,200:|CIRCLE,100,50

This will draw an oval of horizontal radius 100 and vertical radius 50 in the centre of the screen.

The maximum size for any parameter is 255.

**|CUIROFF**                      No Parameters

This will turn the text cursor off. See |CURON

**|CURON**                        No Parameters

This will allow the text cursor to be displayed on the screen.

```
10 K$="_"
20 PRINT "PRESS ANY KEY ";
30 |CURON:|GETKEY,@K$:|CUIROFF
40 PRINT K$
```

see |GETKEY

**|DEPRO**                        No Parameters

BASIC programs saved with the P option cannot be listed. With this command you can turn off the protection from within the program. Can be used at the start of your program as follows:

```
10 CLS:INPUT "ENTER PASSWORD ",PW$
20 IF PW$="<password>" THEN |DEPRO:LIST
30 REM Your program starts here
When this is saved using the P option then you will only be able to
list the program if you know the password. See also |PROTEC
```

**|DPEEK**                        Two Parameters

This is a double peek. It will return the result of the contents of two consecutive memory locations IN RAM, into an already assigned integer variable. The result will be in signed 16 bit format and follows normal Z80 convention ie low byte first.

```
10 A%=0
20 |DPOKE,&2000,&BB5A
30 |DPEEK,&2000,@A%:PRINT HEX$(A%)
```

See |DPOKE

Gives BB5A

**|DPOKE**                        Two Parameters

This is a double poke. It will put a signed 16 bit number into two consecutive memory locations in RAM in normal Z80 convention ie. low byte first. See |DPEEK for example.

**|DSCREEN**                      No Parameters

The whole screen will be moved down one line using this command. Lines moved off the screen are lost.



**!GPEN**                    One Parameter

This will change the graphics pen. See !FILL for example

**!GOVER**                   One Parameter

This will turn on or off the graphics XOR mode to enable you to rub out lines etc. A parameter of 1 will turn it on and a parameter of 0 will turn it off.

```
10 MOVE 320,200
20 !GOVER,0;!CIRCLE,50
30 !GOVER,1;!CIRCLE,50
40 GOTO 20
```

**!HELP**                    No Parameters

This will print all the new commands available from SYSTEM X.

**!INVIS**                   No Parameters

This will make the screen invisible. The !VIS command will make it visible again. This is used to give the impression of instant printing.

```
10 !INVIS
20 CLS:PEN 2;!HELP:PEN 1
30 !VIS
```

See !HELP

**!INVERSE**                No Parameters

Pen and paper colours are swapped with this command.

```
10 CLS
20 !INVERSE:PRINT "SYSTEM X":!INVERSE
```

**!LSCREEN**                No Parameters

This will move the whole screen left by 1 character in MODE 1, 2 characters in MODE 2 or half a character in MODE 0. Characters moved off the screen are lost.

**!MOTOR**                  One Parameter

This will operate or release the relay which controls the cassette motor. A parameter of 1 will turn it on and a parameter of 0 will turn it off. It is more useful on the CPC 664 to allow the use of rewind or fast forward. It could be used to control peripheral devices via the remote plug on the CPC 664.

**!PROFF**                  No Parameters

This will turn off the printer function. See !PRON



**IUSCREEN**                      No Parameters

The whole screen will be moved up one line using this command. Lines moved off the screen are lost.

**IVIS**                              No Parameters

This will make the screen visible after using the !INVIS command. See !INVIS.

**IZIP**                              One parameter

This is similar to SPEED WRITE except that it offers seven speeds instead of two. These are:

|        |           |        |           |
|--------|-----------|--------|-----------|
| IZIP,0 | 1000 baud | IZIP,1 | 1500 baud |
| IZIP,2 | 2000 baud | IZIP,3 | 2500 baud |
| IZIP,4 | 3000 baud | IZIP,5 | 3500 baud |
| IZIP,6 | 4000 baud |        |           |

The higher the baud rate the less reliable the recording.

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### ERROR REPORTS

SYSTEM X will only issue one error report, PARAMETER ERROR, this is issued if you have entered the wrong number of parameters or a parameter is out of range. Other error reports are issued from BASIC. The common ones are:

SYNTAX ERROR ... This is normally caused by omitting the first comma for a parameter after the command

UNKNOWN COMMAND ... This is caused by the wrong spelling of a command or using full stops instead of commas. It can also be caused by SYSTEM X being corrupted in some way.

IMPROPER AUGUMENT ... This is issued if you have not initiated a variable or string before preceding it by the @ character. See General