Tape Input / Output

This program is used to input a tape data file and then record copies of it where required. To run the program; Type GOSUB 200 @c and enter the start and end @ index values, then type ";INPUT ;RUN@c" and start the tape playing, you can now halt the program and inspect and change the data but don't change the program, if you halted type "GoTo 80@c" Now in output mode, input start and end @ numbers for the NT (must be slow for some applications), start the tape recording and type @c to enter N

PROGRAM NAME TAPE INPUT/OUTPUT

Line #	Statement(s)	Comments
1	: "TAPE INPUT / OUTPUT	
2	: "TAPE INPUT / OUTPUT	
3	: MSK 1980	
10	B=29250;C=-12843;GOSU B 30,;C=8218;GOSUB 30,;C=2825,;GOSUB 10,;GOSUB 30;C=-11954;GOSUB 30,;C=2201;GOSUB 30	Poke Machine Lang. Input Routine to Memory
20	GOTO 40	
30	Z(B)=C;B=B+2;RETURN	Poke Routine
40	PRINT "INPUT MODE	Input Mode
60	FOR I=X TO Y;CALL(2025 A);TV=A;@(I)=A;NEXT I	Input Loop
70	:RETURN	"
80	PRINT "WRITE MODE	Turn off input
90	GOSUB 200	Write Mode
100	INPUT "NT SPEED-START RECORDING,"NT	Input Counts
110	:PRINT	NT Speed
120	FOR I=X TO Y,;TV=@(I),;NEXT I	Start Pause
130	:RETURN	Turn on Output
140	NT=1;STOP	Output Data
200	INPUT "START COUNT?"X	Turn off Output
210	INPUT "END COUNT?"Y	Stop
220	RETURN	Count Input Routine