

TC : TAPE CONTROL COMMAND

SYNTAX: TC 0 ; . MOTOR CONTROL OFF
TC 1 ; . TAPE 1 ON
TC 2 ; . TAPE 2 ON
TC 3 ; . TAPE 1 AND 2 ON

NOTES: IT REALLY DOESN'T MATTER WHAT NUMBER COMES AFTER TC AS LONG AS IT'S A VIPERSOFT LEGAL NUMBER. ONLY THE TWO LEAST SIGNIFICANT BITS ARE USED ANY WAY.

AUDIO : AUDIO CONTROL COMMAND

SYNTAX: AUDIO 0 ; . AUDIO LEFT & RIGHT OFF
AUDIO 1 ; . AUDIO RIGHT ON
AUDIO 2 ; . AUDIO LEFT ON
AUDIO 3 ; . LEFT AND RIGHT ON

NOTES: AUDIO LIKEWISE DOESN'T CARE ABOUT ANYTHING BUT BIT 0 & BIT 1 OF THE NUMBER FOLLOWING 'AUDIO'

↓ : MUEZSTOP

SYNTAX: ↓ ; OR CR

NOTES: ZEROS OUT 5 BYTES OF MUEZCPU SCRATCHPAD AND RESETS NT TO 0. INTERRUPTS ARE BRIEFLY DISABLED.

VC :

SYNTAX: VC 1 ; . ALLOWS COPYING OF 8K ROM CASSETTE
VC 2 ; . MOVES SOFT COPY DOWN TO 24576.

NOTES: **VC 1** SCREEN CLEARS. A ONE (1) APPEARS IN SYSTEM FONT ON TOP LINE OF SCREEN. AT THIS POINT REMOVE VIPERSOFT AND INSERT GAME CARTRIDGE. PRESS 'GO' OR PULL TR(1); GAME IS MOVED TO PROGRAM TEXT AREA (6800H). WHEN TWO (2) APPEARS, REMOVE GAME AND REPLACE VIPERSOFT. 'GO' OR TR(1) CAUSES WARM BOOT. PUT % (! 6 8 0 0) , . GAME SIZE HERE. TO SAVE GAME.

VC 2 BEFORE EXECUTING VC2 INPUT GAME FROM TAPE USING: LOAD ; IF LC#63 VC2 (R)
SCREEN CLEARS. WHEN 1 APPEARS ON SCREEN PULL TR(1) OR PRESS GO. THIS WILL ALLOW MOVE FROM TEXT AREA TO 24576. WHEN 2 APPEARS SWITCH TO '8K' THEN PUSH GO OR TR(1) TO START.