



# MZ-80K Graphics Kit

by Daniel Freeman

'Graphics Kit' is a collection of seven useful graphics routines for the Sharp MZ-80K.

The program below sets up the routines at the top of memory. After RUNNING, the Basic program is no longer required and may be deleted. Lines 410 onwards contain a demonstration of the way in which the routines are used. To call the routines, values must be POKEd into memory followed by a USR call.

The memory locations you need to know are:

- SAVE a screen — POKE 53089,0
- RECALL screen — POKE 53089,235 followed, in both cases, by USR (53075).
- EXPLOSION effect (works by rotating the characters on the screen through the character set — quite effective) — USR (53120).
- SCROLL left — POKE 53156,62
- ROTATE left — POKE 53156,26 followed, in both cases, by USR (53144).
- SCROLL right — POKE 53156,62
- ROTATE right — POKE 53182,26 followed, in both cases, by USR (53170).
- SCROLL down — POKE 53203,62
- ROTATE down — POKE 53203,126

followed, in both cases, by USR (53196).

SCROLL up — POKE 53229,62  
 ROTATE up — POKE 53229,126 followed, in both cases, by USR (53222).

To save a screen to tape, execute a LIMIT statement at the beginning of your program. This should take the form LIMIT (53074-1000\*n), where n is the number of screens you intend to save. To save a screen, use the statement LET A=53075-1000\*s where s is the screen you wish to save. Then execute the following:

- POKE 53081,A-INT(A/256)\*256
- POKE 53082,INT(A/256)
- POKE 53089,0
- USR (53075)

- To load picture s:
- LET A=53075-1000\*n
- POKE 53081,A-INT(A/256)\*256
- POKE 53082,INT(A/256)
- POKE 53089,235
- USR (53075)

To fill the screen with a specified character, clear the screen then:

- POKE 53108,0
- POKE 53112,<ASCII code of character>
- USR (53098)

```

10 PRINT"@"
20 REM
30 REM *****
40 REM SHARP TOOLKIT DEMONSTRATION
50 REM BY DANIEL FREEMAN
60 REM *****
70 REM
80 LIMIT 43074
90 FOR I=53075 TO 53247
100 READ A:POKE I,A
110 NEXT I
120 GO TO 400
130 REM ---- SAVE/RECALL SCREEN ----
140 DATA 62,0,50,163,232,17,107,203,33
150 DATA 0,208,1,232,3,0,237,176,62,1
160 DATA 50,163,232,201
  
```

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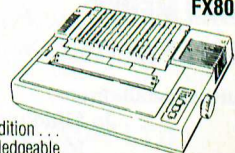
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