

## C64 Tricks And Tips

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- #1. This cures "..out of memory.." and "... formula to complex.." errors

```
v1=peek45
v2=peek46
v3=peek2050
sys58260
poke45,v1
poke46,v2
poke2050,v3
```

- #2. To make a BASIC variable appear as a keyword, place a shifted space (160/\$a0) between any letter or letters of that variable. The space will NOT show up in the listing, but will not confuse BASIC into thinking it is a keyword.

ex. keyword = load You would type l,o,a,d

variable = load You type l,o,[shifted space],a,d

(shifted space can appear anywhere and more than once)

This works because BASIC will store the variable WITH the shifted space, but ignores this space when listing because it's value is 160/\$a0, not a true space character, 32/\$20.

- #3. When working on a BASIC program, save a line 1 as follows...

```
1 rem save"@0:filename",8,1
```

When you are done with your programming session, just list line 1, remove the ... 1 rem ... and hit return and your disk save will be updated.

If you choose not to trust the BASIC save with replace command, you could also use..

```
1 rem open15,dr#,15,"s0:filename",8,1:rem close15:save"filename",8,1
```

Removing the rems here, is a two step process. Do the first, and wait for the scratch to complete, then remove the second and do the save.

Be aware that both of these techniques will delete the previous version of your work.

- #4. To load and run a BASIC program in one move, type ...

```
load "filename",8,1
```

and press shift and run/stop. This will work with an M/L program that loads to 2048/\$0801 and starts with sys[address].

- #5. A little used technique to list out a partial directory is to use a combination of wild cards and multiple parameters.

ex. 1 Load"\$0:ab\*,cd\*",8

This will show all files that start with ..AB.. (not a or b !!) AND ..cd.. (not c or d !!!)

ex. 2 load"\$0:\*.sfx,\*.zip,\*.arc",8

This will show you all files that have the exention SFX, ZIP, or ARC on the current disk.

#6. To round off a value....

```
r=int(n*10^d+.5)/10^d
```

r - result

n - number to round off

d - decimal places in r

#7. poke 650,128 to make all keys repeat.  
poke 19,65 to turn off the question mark during "input".  
poke 19,0 to turn it back on.

#8. sys62913 will print the last filename used.  
sys65126 will do a warm restart.

#9. To load a program from BASIC without re-run problems or tricky variable/ongoto statements....

```
poke47,0  
sys57812 "filename",8,1  
sys62631
```

#10. Colorful REMS

```
Type : [linenumber] rem [""] [""]  
Press : delete  
      : [control][9]  
      : [shift][M]
```

You should see an inverse [\\]

Press any key with value of desired color token

#11. Tricky disk directory filenames...

```
save"filename",8,1[shifted space](anything here)
```

This will put any characters in the disk directory filename output, but everything AFTER the shifted space will be OUTSIDE the quotes, in the directory listing.

You could use this to put a .. ,8,1 .. directly in the dir list. Then all you will need to do is cursor up to the file you want to load, type "load" and press [return]. Please note.. you are still restricted to 16 characters, including the shifted space.

#12. Have you ever wondered how to make those DEL file types ??? Piece of cake... Using a sector editor and stating at track 18, sector 1, find

the file you want to change, and type over it's current file type token with [80] (that's HEX \$80). A neat trick is to make a bunch of del files types and enter any info you choose in place of the filename data. Leave the track and sector info and block count zero. One draw back is the disk validate routine will choke on DEl files.

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