

Important Note for 16K Disk Users

 If you have a 16K Computer with a 0 RAM Expansion Interface and one or more disk drives, you should be prepared to use the programs contained in this book only under Level II BASIC (BASIC2) rather than trying to convert them to Disk BASIC. This is due to the fact that when Disk BASIC, TRSDOS, and SP16 have been loaded into RAM, there is less than 1.5 kilobytes of memory left for user programs.

The section below replaces page 30.

Appendix B: SUMMARY OF IMPORTANT ADDRESSES AND USR CALLS

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	User Memory Size		
	16K	32K	48K

Answer	:		
memory	: 28671	45055	61439
Prompt	:		

Tape	: SP16	SP32	SP48

To clear,	: Level II	Level II	Level II
reset,	: POKE 16526,6	POKE 16526,6	POKE 16526,6
and init-	: POKE 16527,112	POKE 16527,176	POKE 16527,240
ialize	: X = USR(0)	X = USR(0)	X = USR(0)
Voxbox	: Disk Basic	Disk Basic	Disk Basic
	: DEFUSR=28678	DEFUSR=&HB006	DEFUSR=&HF006
	: X = USR(0)	X = USR(0)	X = USR(0)

To train	: Level II	Level II	Level II
Voxbox	: POKE 16526,0	POKE 16526,0	POKE 16526,0
	: POKE 16527,112	POKE 16527,176	POKE 16527,240
(TR =	: POKE 29690,TR	POKE -19462,TR	POKE -3078,TR
training	: X = USR(0)	X = USR(0)	X = USR(0)
index, a	: Disk Basic	Disk Basic	Disk Basic
number	: DEFUSR1=28672	DEFUSR1=&HB000	DEFUSR1=&HF000
0-31.)	: POKE 29690,TR	POKE -19462,TR	POKE -3078,TR
	: X = USR1(0)	X = USR1(0)	X = USR1(0)

To have	: Level II	Level II	Level II
Voxbox	: POKE 16526,3	POKE 16526,3	POKE 16526,3
listen	: POKE 16527,112	POKE 16527,176	POKE 16527,240
and rec-	: X = USR(0)	X = USR(0)	X = USR(0)
ognize	: W=PEEK(29690)	W=PEEK(-19462)	W=PEEK(-3078)
	: Disk Basic	Disk Basic	Disk Basic
(W is	: DEFUSR2=28675	DEFUSR2=&HB003	DEFUSR2=&HF003
index of	: X = USR2(0)	X = USR2(0)	X = USR2(0)
word)	: W=PEEK(29690)	W=PEEK(-19462)	W=PEEK(-3078)

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5 ' DISK BASIC VERSION OF PROGRAM P. 25-26
6 ' THIS IS AN EXAMPLE OF HOW TO CONVERT ONE OF THE
7 ' LEVEL II APPLICATIONS PROGRAMS TO DISK BASIC
8 ' THIS PARTICULAR VERSION REQUIRES 48K
15 ' SET UP CALLING PARAMETERS
60 AD = 240
75 DEFUSR = &HF006: DEFUSR1 = &HF000: DEFUSR2 = &HF003
95 AB = AD * 256
100 X=USR(0)
200 REM TR = INDEX; W$ = STRING ARRAY
220 DIM W$(32)
230 W$(0)="0"
240 W$(1)="1"
250 W$(2)="2"
260 W$(3)="3"
270 W$(4)="4"
280 W$(5)="5"
290 W$(6)="YES"
300 W$(7)="NO"
310 W$(8)="PERHAPS"
320 W$(9)="FASTER"
330 W$(10)="SLOWER"
340 FOR TR=0 TO 10
350 PRINT "SAY...";W$(TR)
360 GOSUB 1010: REM TRAIN
370 NEXT TR
400 REM GET VOICE INPUT
430 PRINT "SPEAK..."
440 X = USR2(0): REM CALL RECOGNITION
450 W = PEEK(-3078)
460 IF W > 31 THEN GOTO 500
470 PRINT "YOU SAID "; W$(W)
480 GOSUB 900: REM DELAY
490 GOTO 400: REM GET NEXT WORD
500 REM ERROR
510 PRINT "PLEASE REPEAT THAT"
520 GOSUB 900: REM DELAY
530 GOTO 400: REM GET WORD
900 REM DELAY FOR BETTER USER INTERACTION
910 FOR I=1 TO 300
920 NEXT I
930 RETURN
1000 REM CALL TRAINING SUBROUTINE
1010 TA=AB+1018: IF TA>32767 THEN TA=TA-65536
1050 POKE -3078, TR
1060 X=USR1(0)
1070 IF PEEK(TA) <> 0 THEN GOTO 1090
1080 RETURN
1090 PRINT "ERROR - PLEASE REPEAT"
1100 GOTO 1050
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