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Communications Interface Card: Initializing with POKEs (11/96)

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Security: Everyone

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TOPIC ----------

The following describes the use of POKEs instead of PR# or IN# commands to initialize the Communications Interface.

DISCUSSION ----------

Neither the PR# nor IN# commands in Applesoft and Integer Basic initialize the Communications Interface. This situation can cause problems if you need to modify the parameters of the interface for your application.

The ROM on the Communications Interface card, upon receiving the first character, sets all parameters to their default settings. So, after you've POKEd the parameter you want, the first character you send will cause the ROM to overwrite all the parameter locations just set up.

To correct this, send a character through the card and then change the parameter locations by means of the following POKEs. (Please refer to the Communications Interface Card manual for additional information about what each POKE does.)

Replace all occurrences of "s" in the BASIC program below with the number of the slot that the Communications Interface Card is plugged into.

```
10 POKE 1784+s,32       lower case, page 17
20 POKE 1912+s,0        video echo, page 17
30 POKE 2040+s,17       STAT, page 27
40 POKE -16242+s*16,3   reset ACIA, page 27
50 POKE -16242+s*16,17  status, page 27
```

The next list of POKEs will replace the PR# and IN# commands. You must use these POKEs in order to benefit from the previous POKEs. You should use the CALL 1002 if you will be doing DOS commands while the interface is enabled.

If speed is of the essence, don't use CALL 1002 until after the data transfer is complete, since DOS slows down I/O. These POKEs must all be on one command line separated by colons to work in command mode. They can have separate line numbers in a program.

```
60 POKE 54,5            PR#s
70 POKE 55,192+s
80 POKE 56,7            IN#s
90 POKE 57,192+s
100 CALL 1002
```

The normal way to reset the I/O to the Apple video and keyboard from within a program is:

```
900 D$ = CHR$ (4): REM CTRL-D
910 PRINT D$;"PR#0"
920 PRINT D$;"IN#0"
```

This will only work after a PRINT and will be ignored after a GET or PRINT terminated with a comma or semicolon. To avoid having to do an extra PRINT, use:

```
900 CALL -375 : REM THIS IS IN#0
910 CALL -365 : REM THIS IS PR#0
920 CALL 1002 : REM THIS RECONNECTS DOS
```

Video Echo

Do not allow video echoing while sending information to the interface. Your program or variables may be damaged if video echo is not disabled for lines more than 40 characters long.

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