Tips, Pokes, Peeks and Jokes

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- A problem commonly encountered is the flashing of sprites as they are moving across the screen. It is helpful to poke the y coordinate first and then the x coordiante when turning off the sprite. (Doug Waugh)
- There are two programs in the User Library that can be very helpful to learning advanced programming on the 64. Both of these programs are listed in the programmer's guide and copying them from the library will save you needless time typing them yourself. The real advantage of these programs is that there is a detailed explanation of each program line by line in the quide. This will help you to understand exactly what is going on in the program and how you can achieve similar results. The programs are called "3 Voices" and "The Dancing Mouse". 3 Voices gives a detailed breakdown of programming in 3 voices and the Dancing Mouse gives the steps involved in animating a sprite. Both of these programs are available and can be copied by members for free so take advantage.
- The User Library is growing but not as fast as it could. Please check the library and add anything that you may have to contribute. Also I have received very few tips from members and usually they all come from the same few people. Please bring your tips to the meetings or mail them to me or leave them at Micro-Pacific.
- You can add a reset button to the 64 by grounding pin 40 of the 6510 microprocessor. This can be done by using a small switch (normally open) to pin 40 and pin 21. On reset the 64 doesn't wipe out its memory so you can possiby save a crazed program by hitting reset and resetting a few pointers. Keep in mind that this kind of stuff will void your warrantee and should be done by someone familiar enough with the 6510 to tell what pins are what. You can drill a small hole in the case near the power-on light to mount the switch. (Jim Strasma - Midnight/Paper)
- The Midnight/Paper by the way is a great mag and will probably be one of the best in the future for the 64. It's available at Micro Pacific.
- The correct Pokes to change from upper/lower case with the 64 are: UPPER CASE - POKE 53272, (PEEK (53272) AND 241) lower case — POKE 53272, (PEEK (53272) AND 241) OR 2 (Fran Donovan)
- There are also two CBM PRINT statements that will perform the same function. They are:

UPPER CASE -- PRINT CHR\$(142)

lower case - PRINT CHR\$(14) (Ron Larson - Hardcopy)

Here are two other important PRINT statements that Ron mentions: PRINT CHR\$(8) disables the <SHIFT><COMMODORE> key PRINT CHR\$(9) enables the <SHIFT><COMMODORE> key