

P/N 119001-33A

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@ ;* DEMO INSTRUCTIONS *
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@ ;
@ ; MEMORY CHECK PROGRAM
@ ; 1. SYSTEM MUST BE AN 8032
@ ; 2. INSTALL DISKETTE IN DRIVE 0
@ ; 3. TYPE: LOAD"8032.MEM.PRG",08<RETURN>
@ ;      3A. SHIFT RUN/STOP WILL ALSO WORK
@ ; 4. IF LOAD USED TYPE: RUN <RETURN>
@ ; 5. GRAPHIC DISPLAY SHOULD APPEAR IMMEDIATELY
@ ;      AFTER PROGRAM HAS LOADED AND EXECUTED
@ ;
@ ; ALL DISPLAYS ARE FORMATTED THE SAME :
@ ; 000000000: R/W 1 IS READ/WRITE BLOCK ONE, ETC.
@ ; CYCLES IS THE NUMBER OF PASSES FOR THAT 32K. SECTION
@ ; FAILS ARE THE CUMULATIVE FAILS FOR THAT 32K. SECTION
@ ;
@ ; THE SCREEN SHOULD REVERSE APPROXIMATELY EVERY
@ ; 8 SECONDS. ON A BRIGHT SCREEN THE LOWER 32K. IS RUNNING
@ ; ON A DARK SCREEN THE UPPER 32K. IS RUNNING
@ ; THE NOTCH IN THE UPPER LEFT CORNER IS FOR SCREEN PEEK
@ ;
@ ; AS THIS PROGRAM EXECUTES ALMOST ENTIRELY FROM THE
@ ; 64K. ADD-ON ANY FAILURES IN MEMORY ABOVE F800(HEX)
@ ; WILL CAUSE THE PROGRAM TO CRASH. THE MEMORY CHECK
@ ; IS A 00 TO FF AND AN AA TO 55 TRANSITION CHECK,
@ ; I.E. WRITE 00 CHECK 00, WRITE FF EVERY 4TH. BYTE, CHECK FF
@ ; SWAP FF WITH NEXT LOWEST BYTE, CHECK ETC. THE PROGRAM THEN
@ ; DOES THE SAME THING WITH AA AND 55 FOR A FAIRLY
@ ; COMPREHENSIVE ZERO TO ONE TRANSITION CHECK.
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@ ; DEMO PROGRAM :
@ ; 1. TYPE: LOAD"EXPANDED-DEMO",08 <RETURN>
@ ; 2. WHEN READY APPEARS, TYPE: RUN <RETURN>
@ ;      PROGRAM EXECUTES THREE PROGRAMS FROM THE ADD-ON
@ ;      WITH COMMENTS
@ ; 3. TYPE: LOAD"ADD-ON-LOAD",08 <RETURN>
@ ; 4. TYPE: RUN <RETURN>
@ ; 5. PET SHOULD RESPOND WITH SYSTEM NAME ?
@ ; 6. RESPOND WITH THE TYPE OF BASIC YOU REQUIRE
@ ;      I.E. BASIC4.0/80 <RETURN>
@ ; 7. PET SHOULD RESPOND BY LOADING FROM DRIVE ZERO
@ ;      AND GIVING THE STANDARD BOOT DISPLAY. HOWEVER,
@ ;      THE PET IS NOW EXECUTING FROM THE ADD-ON RAM.
@ .END

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