

VERIFY Compare two blocks of memory \$FE36

VERIFY compares the contents of one range of memory to another. This subroutine is the same as the VERIFY command in the Monitor, except it takes its arguments from pairs of locations in memory, low-byte first. The destination address must be in A4 (\$42-\$43), the starting source address in A1 (\$3C-\$3D), and the ending source address in A2 (\$3E-\$3F) when your program calls VERIFY.

VLINE Draw a vertical line of blocks \$F828

VLINE draws a vertical line of blocks of the color set by SETCOL on the low-resolution display. You should call VLINE with the horizontal coordinate of the line in the Y register, the top vertical coordinate in the accumulator, and the bottom vertical coordinate in location \$2D. VLINE will return with the accumulator scrambled.

WAIT Delay \$FCA8

WAIT delays for a specific amount of time, then returns to the program that called it. The amount of delay is specified by the contents of the accumulator. The delay is $1/2(26+27A+5A^2)$ microseconds, where A is the contents of the accumulator. WAIT returns with the accumulator zeroed and the X and Y registers undisturbed.

WRITE Write a record on a cassette \$FECB

WRITE converts the data in a range of memory to a series of tones at the cassette output port. Before calling WRITE, the address of the first data byte must be in A1 (\$3C-\$3D) and the address of the last byte must be in A2 (\$3E-\$3F). The subroutine writes a ten-second continuous tone as a header, then writes the data followed by a one-byte checksum.