

This ReadMe is in regard to using cassette BASIC with a high speed reader/punch through the console serial port instead of a cassette interface board. Operation assumes that both a console terminal and reader/punch are connected to the 680b console port through an A/B switch of some sort.

Create the required paper tapes first: Punch a tape with BINLOAD.S19 and punch a second tape with CASBAS.TAP.

To load BASIC, use the monitor "L" command to load the BINLOAD tape (type "L" command, switch A/B to the reader, activate the reader, let the tape finish reading, then switch A/B back to the terminal). Now press return once or twice to verify you are back in the monitor as expected.

Next, install the Cassette BASIC paper tape in the reader, type "J 3F00" to execute BINLOAD, switch A/B to the reader, and activate the reader. When the tape finishes loading, switch A/B back to the console within 3 seconds, after which time BINLOAD jumps to the entry address of BASIC.

The CSAVE command works basically the same as with cassette. Type CSAVE "X" where "X" is a letter to help you identify the program. Once you press return for the CSAVE command, you have three seconds to switch A/B to the punch. You may want to advance some blank leader on the punch before issuing the CSAVE command. Output of the CSAVE command is limited to about 49 cps to not overrun a 50 cps punch.

The CLOAD command also works basically the same as with the cassette. Type CLOAD "X" where "X" is the identifying letter saved with the program. Switch A/B to the reader and then activate the reader. Once the tape has loaded, switch A/B back to the console. LIST the program to verify it loaded.

The file "BPATCH (BASIC).ASM" contains the patches made to BASIC to make cassette BASIC operate as outlined above.