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10 REM *****
20 REM *                               ST Secrets series                               *
30 REM *                               by                                             *
40 REM *                               COLM COX                                       *
50 REM * -----
60 REM *                               GRAPHICS part one - ARTICLE TWO - LISTING ONE *
70 REM *                               ST Basic                                       *
80 REM *                               PAGE 6 MAGAZINE - ENGLAND                       *
90 REM *****
100 REM
110 REM Demo of page flipping routine. Two pages are used, addresses:
120 REM $50000 and $7B000. Text is written in both and then the two screens
130 REM can be flipped around at the press of a key.
140 REM
150 REM +-----+
160 REM | GET SCREEN RESOLUTION |
170 REM +-----+
180 REM
190 RESOLUTION=PEEK(&H44C)
200 IF RESOLUTION=&H000 THEN CX=160:CY=100:MR=60
210 IF RESOLUTION=&H100 THEN CX=320:CY=100:MR=60
220 IF RESOLUTION=&H200 THEN CX=320:CY=200:MR=120
230 NORMAL=PEEK(&H44E)+65536+PEEK(&H450):REM **** SCREEN BASE ADDRESS ****
240 REM +-----+
250 REM | CLEAR BOTH SCREENS |
260 REM +-----+
270 SCREEN=1:GOSUB SHOWSCREEN:REM *** PHYSICAL SCREEN = 1 ***
280 POKE CONTRL,3:VDISYS(1):REM ***** LOGICAL SCREEN = 2 *****
290 SCREEN=2:GOSUB SHOWSCREEN:REM *** PHYSICAL SCREEN = 2 ***
300 POKE CONTRL,3:VDISYS(1):REM ***** LOGICAL SCREEN = 1 *****
310 REM +-----+
320 REM | INITIALISE BOTH SCREENS |
330 REM +-----+
340 SCREEN=1:GOSUB SHOWSCREEN:FULLW 2:CLEARW 2:GOTOXY 0,0
350 PRINT "This is one of the two screens"
360 PRINT "It contains both text and graphics"
370 PRINT "And is displayed in an instant."
380 PRINT "Press 'A' to exit":PRINT"Anything else flips screen"
390 COLOR 1,1,1,4,2:PCIRCLE CX,CY,MR
400 REM
410 SCREEN=2:GOSUB SHOWSCREEN:FULLW 2:CLEARW 2:GOTOXY 0,0
420 PRINT "This is the other screen, and"
430 PRINT "Like the first, also contains text"
440 PRINT "And graphics.":INDEX=0
450 PRINT "Press 'A' to exit":PRINT"Anything else flips screen"
460 FOR R=MR TO 0 STEP -(MR/8)
470 COLOR 1,1,1,INDEX,2:PCIRCLE CX,CY,R:INDEX=INDEX+1:NEXT R
480 REM +-----+
490 REM | NOW SHOW THE SCREENS ONE AFTER THE OTHER |
500 REM +-----+
510 SCREEN=1:GOSUB SHOWSCREEN:I=INP(2):IF I=65 OR I=97 THEN GOTO 530
520 SCREEN=2:GOSUB SHOWSCREEN:I=INP(2):IF I=65 OR I=97 THEN GOTO 530
530 GOTO 500
540 REM +-----+
550 REM | "A" PRESSED - RESTORE EVERYTHING TO NORMAL |
560 REM +-----+
570 P=NORMAL:L=NORMAL:GOSUB 30110:END
30093 REM *****
30094 REM * THIS ROUTINE'S FUNCTION IS TO FLIP BETWEEN THE TWO SCREENS. THE *
30095 REM * LOGICAL SCREEN BASE IS SET TO ONE SCREEN, WHILE THE PHYSICAL *
30096 REM * SCREEN BASE IS SET TO POINT TO THE OTHER SCREEN. IN THIS WAY IT *
30097 REM * IS POSSIBLE TO DRAW ON ONE SCREEN, WHILE DISPLAYING THE OTHER *
30098 REM * AND THEN REVERSE THE SITUATION, DISPLAYING THE OTHER SCREEN. *
30099 REM *****
30100 SHOWSCREEN: IF SCREEN=1 THEN P=NORMAL:L=&H50000 ELSE P=&H50000:L=NORMAL
30110 PH=INT(P/65536):LH=INT(L/65536):PI=P-65536*PH:LI=L-65536*LH
30120 PM=INT(PI/256):DEF SEG=0:POKE &H44E,LH:POKE &H450,LI
30130 DEF SEG=&HFFB200:POKE 1,PH:POKE 3,PM:DEF SEG=0:RETURN

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