

Memory

COLLABORATORS

	<i>TITLE :</i> Memory		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Memory	1
1.1	Memory V1.40	1
1.2	npoke	1
1.3	npeek	2

Chapter 1

Memory

1.1 Memory V1.40

Memory V1.40 General Information:

```
* Blitz Basic II library number      : #165
* Library size when linked to executable: 144 bytes
* Number of commands                 : 7
* Ressources automatically freed at end : Yes
```

Commands summary:

```
NPokeB, NPokeW, NPokeL
Statement
```

```
NPeekB, NPeekW, NPeekL, NPeekS
Function
```

1.2 npoke

NAME

```
NPokeB, NPokeW, NPokeL
```

SYNTAX

```
NPokeX(Address, Data)
```

FUNCTION

Write the specified data to the specified address.

NPokeB will poke 1 byte (NPokeByte)

NPokeW will poke 2 bytes (NPokeWord)

NPokeL will poke 4 bytes (NPokeLong)

1.3 npeek

NAME

NPeekB, NPeekW, NPeekL; NPeekS

SYNTAX

value = NPeekX(Address)

FUNCTION

Read the data to the specified address.

NPeekB will peek 1 byte (NPeekByte)

NPeekW will peek 2 bytes (NPeekWord)

NPeekL will peek 4 bytes (NPeekLong)

NPeekS will read a string at the specified address (until '0' byte)