Format
CALL INIT

Cross Reference
LINK, LOAD

Description
The INIT subprogram reserves memory space to enable the computer to run assembly-language subprograms. It also removes the pointers in memory to any previously loaded assembly-language program.

The amount of memory set aside for assembly-language programs is 49,152 bytes.

The following is how the memory is allocated;

Total memory block	>2000->E000	49152
BASIC utilities table	>DF68->DFFF	152
BASIC utilities	>2000->24F4	1268
Available for Programs		47732

If you are loading multiple assembly-language programs and they are RORG "type" and the total bytes do not exceed the total bytes available then CALL INIT is only required before the first program is loaded.

Format
CALL INP(port,databyte[,databyte...])

Cross Reference
OUTP

You may use CALL INP either as a program statement or a command.
Use only ports 1 or 2 as the PIO or PIO/2 ports respectively.
Sends a databyte to a port.

The databyte may be any integer between 0 and 255.

Data is received and sent internally through various components within the computer, known as ports.

The INP statement is used to obtain direct control of a device such as the keyboard, sound, etc.

INP is the complement function to the OUTP command.