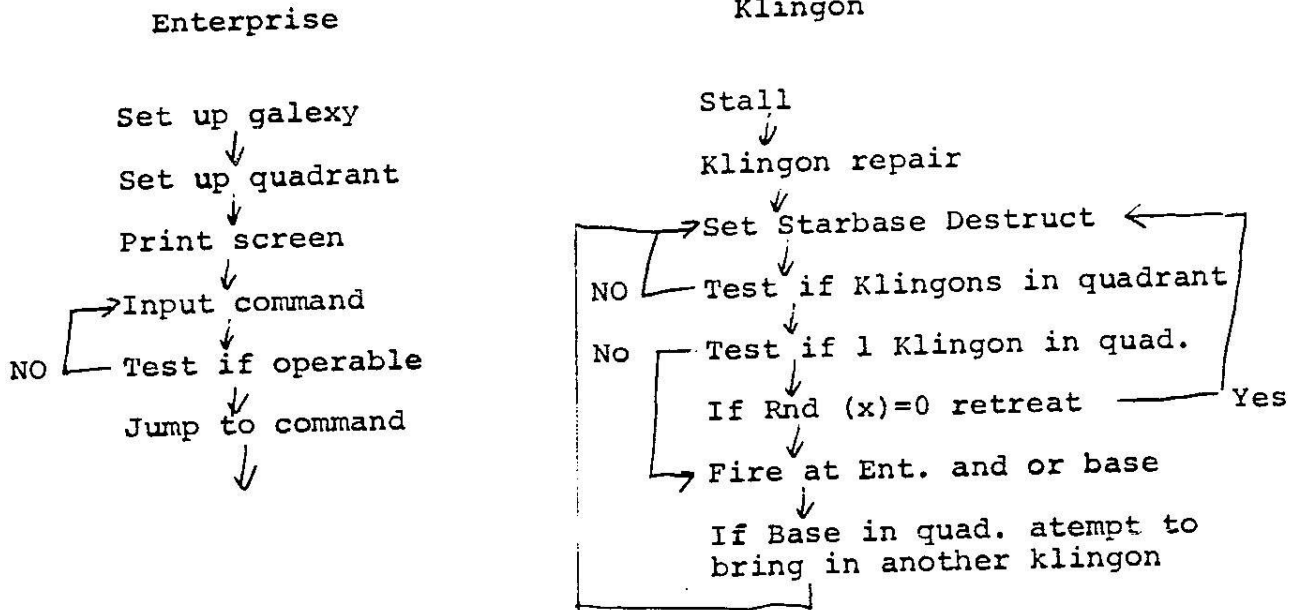


Time Trek

Time Trek is actually two programs. An Enterprise program and a Klingon program. Control is switched back and forth by the SWITCH subroutine which also advances time. This allows totally independent action of the two.

Flowcharts



Memory allocations

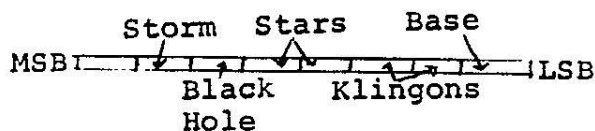
4000H	Variables
4069H	Ent Tape-Setup routines, Main Enterprise program and ending routines
4504H	Com Tape-Enterprise commands and Fire subroutines
4996H	Kling Tape-All Klingon routines
4B46H	Subrou Tape-Subroutines

Register Variables

IX=4000H
 IY=Alternate stack location
 DE=current Quadrant address

Quadrant Variables

Each of the 64 Quadrant bytes are divided as follows



Memory Variables

4000H	64 quadrant variables
4040H	Rnd 1
	Rnd 2
	Level
	Quadrant Enterprise is in
	Time (stardates)
	Time counter
	Time counter
	No. Klingons
	No. Klingons Left
	No. Bases
	No. Bases Left
	Klingon Damage 1
	Klingon Damage 2
	Klingon Damage 3
	Enterprise position
	Starbase "
4050H	Star position (5 variables)
4055H	Klingons position 1
	" " 2
	" " 3
	Black Hole position
	Enterprise Damage-Impulse
	Warp
	Scanners
	Shields
	Phasers
	Ships Energy
	Shield Energy
4060H	Photons
	Starbase damage
	Phaser Energy
	Fire counter
	Starbase to be destroyed
	Time till starbase destroyed

Command addresses

Status and Damage	4504H
Shield	45A0H
Warp	45C0H
L.R. Scan	4617H
Self Destruct	46B7H
Phaser	46E7H
Photon	473B H

Subroutines

(Subrou)

Switch	4B46	
Scan	4E3A	inputs 1 charecter (contains impulse routines)
Print \$	4F4B	HL=area to be printed BC=curser
Print Var.	4F53	Prints variable in A at BC
CLS	4F89	
Multiply	4FEF	H*L=A
Divide	4FDA	L/H=A
Toggle	4FCA	B=X C=Y
RND	4F96	A=RND(A)
Input	4E16	Inputs a string of numbers to HL
Cond	4D9C	Prints 2 lines below viewing screen
Move	4CC6	Moves charecter to new position

(Ent)

Screen	42F8	Prints Screen and Symbols
--------	------	---------------------------

(Com)

Shoot	48C8	Prints fire line and stops when something is hit
Dam	47A6	Adds proper damage to hit object

Subroutines (cont)

Adjust curser	4F7C	ADCUR -moves curser to ships position
Clear Line	4E0C	
Convert	4FA8	Converts X,Y to address and mask
Check Togle	4CA1	Checks if bit set is valid
Convert back	4CB2	Converts address to ships position
Test	4CDC	Checks for intersection
Check Hit	4C70	CHIT checks for fire hit

Entry Points

(Com)

WPDAM	457A
IMP	456A
SHMES	45B8
SBDAM	4838
KLDAM	485A
CAPH	4787

(ENT)

END	43D7	
WIN	43A3	
ASK	4293	Input command
KL	4456	symbol
ENT	444E	Symbol
SECTOR	4258	Set up quadrant
SYMBOL	4324	***THIS Is a subroutine
LOBAS	4379	Last base destroyed
LOSENT	4389	Enterprise destroyed (no message)
INOP	4404	Inoperable message
SBDDES	4429	Starbase destroyed message
CSCR	4290	call screen
LOSDES	4444	Dest Message

KLSTACK 40B7 Top of Klingon stack

SPACE WAR (entry points)

ENT

SECTOR 4251
CSCR 4289
ASK 428C
SCREEN 42F1
SYMBOL 431D
LOSBAS 4372
LOSENT 4382
WIN 439C
END 43D1
INOP 43FE
SBDES 4420
LOSDES 4437
ENT 4441
KL 4449

KLING

KLING 4992

SUBROU

CHIT 4C69
CHTOG 4C9A
RCONV 4CAB
MOVE 4CBF

SETUP 415D

COM

IMP 4569
WPDAM 4575
SHIELD 459b
LRSCAN 4615
SDEST 46B5
PHASER 46E7
PHOTON 4732
DAM 47A5
SBDAM 4831
KLDAM 4854
SHOOT 48C3
SHMES 45B3
CAPH 4705

Time Trek Coper

Load the coper with the system command and the filename "COPY". It will automaticly load the four Time Trek files (they are in order on the tape after the copy tape so it requires no adjusting tapes. as the files load ,the first letter of their filename apears in the lower right of the screen. A "C" in the uper right means an error has occured. When the computer is ready to make its first tape (level II) a white block apears in the lower right of the screen. Press any key to begin recording. When it is finished an "F" will apear. Press any key and it will record a level 1 tape. When this is done the white block will reappear and you can start again with a level 11 tape.