

MCX Basic for the VMC-10 Emulator

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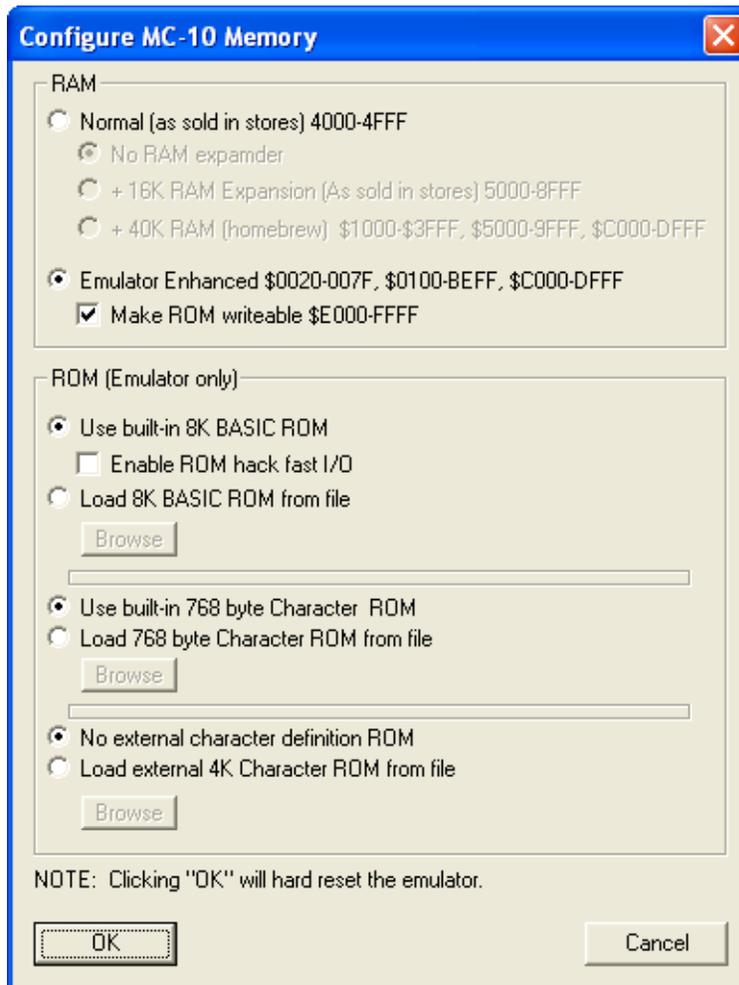
OVERVIEW

MCX Basic for VMC-10 allows you to run the standard configuration of MCX Basic in the Virtual MC-10 emulator.

All of the features found in MCX Basic for the MCX128 hardware are functional in the emulator with the exception of those commands which communicate with the Emcee File Server. Invoking any of those commands will result in an ?IO ERROR.

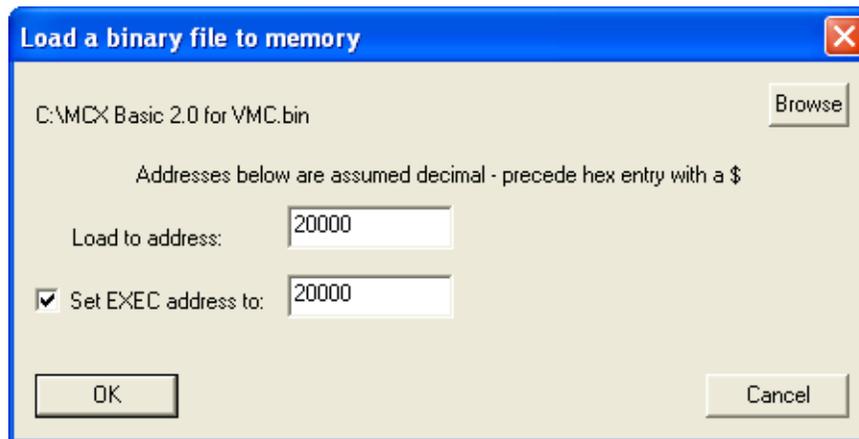
CONFIGURATION

To use MCX Basic for VMC-10 you first need to set the emulator's Memory configuration to the "Emulator Enhanced" mode as shown the figure below. The "Make ROM writable" option must also be enabled.



LOADING

MCX Basic is a 16K ROM image. As of version 0.73c, the VMC-10 emulator does not have any provision for automatic loading of a 16K ROM. Instead, you need to use the *Load Binary File* command in the *Util* menu to load the image into RAM. You can specify any value from 18000 to 32000 for both the Load and EXEC addresses.



After clicking the OK button in this window, type EXEC and press Enter. This will execute a small loader routine which has been prepended to the ROM image. The loader copies the ROM image from RAM to the ROM address space (C000-FFFF) and then starts MCX Basic by jumping to the address in the Reset vector.