## **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.

Configure MC-10 Memory				
RAM				
O Normal (as sold in stores) 4000-4FFF				
No RAM expander				
O + 16K RAM Expansion (As sold in stores) 5000-8FFF				
C + 40K RAM (homebrew) \$1000-\$3FFF, \$5000-9FFF, \$C000-DFFF				
Emulator Enhanced \$0020-007F, \$0100-BEFF, \$C000-DFFF				
Make ROM writeable \$E000-FFFF				
ROM (Emulator only)				
Use built-in 8K BASIC ROM				
Enable ROM hack fast I/O				
C Load 8K BASIC ROM from file				
Browse				
<ul> <li>Use built-in 768 byte Character ROM</li> </ul>				
C Load 768 byte Character ROM from file				
Browse				
No external character definition ROM				
C Load external 4K Character ROM from file				
Browse				
NOTE: Clicking "OK" will hard reset the emulator.				
OK Cancel				

## 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 <u>both</u> the Load and EXEC addresses.

Load a binary file to memory				
C:\MCX Basic 2.0 for VMC	.bin		Browse	
Addresses below are assumed decimal - precede hex entry with a \$				
Load to address:	20000			
▼ Set EXEC address to:	20000			
ОК		[	Cancel	

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.