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340 PRINT"BITTE 133 COMPUTER EMPFAENGT"
350 PRINT"BITTE 134 MORSEZEICHEN AUFLISTEN"
360 PRINT"BITTE 135 PROGRAMM BEENDEN"
370 INPUT"BITTE WAELHEN ";M:IFM<10R
M>STHEN300
380 ONMGOTO1000,2000,3000,4000,5000
990 REM *****
991 REM ** ZUFALLSTEXTGENERATION **
992 REM *****
1000 PRINT"BITTE GESCHWINDIGKEIT
WAEHLEN"
1010 INPUT"(IN WORTEN PRO MINUTE) ";G
1020 M$="":FORI=1TO40:M#=M#+ " ":FORJ=1TO
5
1030 A=INT(65*NRD(1))+34:IFM$(A)=" "THEN1
030
1040 M#=M#+CHR$(A):NEXTJ,I
1050 PRINT:PRINT:PRINT
1060 FORM=1TO252STEP36:PRINTMID$(M$,M,36
):NEXT
1070 GOTO2500
1997 REM *****
1998 REM ** EIGENER TEXT **
1999 REM *****
2000 PRINT"BITTE TEXT EINGEBEN !"
2020 PRINT"WENN FERTIG, 'F1' DRUECKE
N ."
2030 M$=""
2040 GETZ$:IFZ$=""THEN2040
2050 IFASC(Z$)=133THEN2100
2060 IFASC(Z$)=20THENM$=LEFT$(M$,LEN(M$
)-1):GOTO2080
2065 IFM$(ASC(Z$))=""THEN2040
2070 M#=M#+Z$:IFLEN(M$)>254THEN2100
2080 PRINT"SUMME" M$ " "
2090 GOTO2040
2100 PRINT"8":FORK=1TO8:PRINTCHR$(17):NE
XT:PRINT"TEXT UEBERNOMMEN ."
2110 PRINT"WELCHE GESCHWINDIGKEIT"
2120 INPUT"(IN WORTEN/MINUTE) ";G
2497 REM *****
2498 REM ** UEBERSETZEN **
2499 REM *****
2500 G=20/G*46
2510 FORI=1TOLEN(M$):A=ASC(MID$(M$,I,1))
2515 IFA=32THENGOTO2900
2520 FORJ=1TOLEN(M$(A)):B=ASC(MID$(M$(A)
,J,1))
2530 IFB=205THENGOSUB2700
2540 IFB=206THENGOSUB2800
2550 NEXTJ:FORK=1TO6:NEXTK
2560 NEXTI
2565 PRINT"BITTE TASTE DRUECKEN "
2570 POKE198,0:WAIT198,1:POKE198,0:GOTO3
00
2700 POKEW,33:FORK=1TO6:NEXT:POKEW,32:FO
RK=1TO6:NEXT:RETURN
2800 POKEW,33:FORK=1TO3*6:NEXT:POKEW,32:
FORK=1TO6:NEXT:RETURN
2900 FORK=1TO3*6:NEXT:GOTO2560
2997 REM *****
2998 REM * MORSEZEICHEN EMPFANGEN *
2999 REM *****

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3000 PRINT"GEBEN SIE JETZT IHRE MORSE-
ZEICHEN UEBERDIE TASTE 'F7' EIN !"
3005 PRINT"WENN FERTIG, CA. 5 SEC WARTE
N UND DANACH TASTE ERNEUT DRUECKEN"
3030 PRINT"ALLES ROGER ES KANN JET
ZT LOSGEHEN !"
3100 W=54276:I=49152
3110 POKE198,0:WAIT198,1:POKE198,0
3120 IFPEEK(203)<>64THEN3200
3160 POKEW,32:SYS65499
3170 IFPEEK(203)=64THEN3170
3180 GOTO3330
3200 POKEW,33:SYS65499
3210 IFPEEK(203)<>64THEN3210
3330 IFTI>255THEN3500
3340 POKEI,TI:I=I+1:GOTO3120
3497 REM *****
3498 REM * MORSE-AUSWERTUNG *
3499 REM *****
3500 PRINT"ES FOLGT DIE AUSWERTUNG":PR
INT" ":M=0:M$=""
3510 FORI=49152TOI-1:M=M+PEEK(I):NEXT
3520 M=M/(I-49152)
3530 FORI=49152TOI-1:N=PEEK(I)
3540 IFN>MAND(I/2<>INT(I/2))THENGOSUB3
600:M$=""
3550 IFN<MAND(I/2=INT(I/2))THENM$=M$+C
HR$(205)
3560 IFN>MAND(I/2=INT(I/2))THENM$=M$+C
HR$(206)
3570 NEXT:GOSUB3600
3580 PRINT:PRINT"BITTE TASTE DRUECKEN
"
3590 POKE198,0:WAIT198,1:POKE198,0:GOTO3
00
3600 FORJ=32TO90
3610 IFM$=M$(J)THENPRINTCHR$(J);
3620 NEXT
3630 IFN>M*3THENPRINTCHR$(32);
3640 RETURN
3997 REM *****
3998 REM * ZEICHENTABELLE *
3999 REM *****
4000 M=0:N=0:PRINT" ":FORI=1TO100:IFM$(I
)=" "THEN4100
4010 M#=M$(I):IFI=32THEN4100
4020 PRINTTAB(M*15)CHR$(I)" = "M$:N=N+1:
IFN=19THENPRINT"8":N=0:M=M+1
4100 NEXT
4200 PRINT"8":FORK=1TO11:PRINTCHR$(17)
:NEXT:PRINT"BITTE TASTE DRUECKEN"
4300 POKE198,0:WAIT198,1:POKE198,0:GOTO3
00
4997 REM *****
4998 REM * ABGANG *
4999 REM *****
5000 PRINT"SPC(11)" "LOOK, DAS WAR 'S"
5010 FORI=1TO2000:NEXT:SYS64738
9998 REM *****
10000 POKE214,22:PRINT:POKE211,II/100
10010 PRINT" BITTE WARTEN "
10015 II=II+100
10020 RETURN
19997 REM *****
19998 REM * TITELBILD *

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19999 REM *****
20000 POKE53280,0:POKE53281,0
20010 PRINT"  "SPC(7)"  "SPC(20)"  "
"
20020 PRINTSPC(8)"  "SPC(19)"  "
20030 PRINTSPC(9)"  "SPC(19)"  "
20040 PRINTSPC(8)"  "SPC(13)"  "
"
20050 PRINTSPC(7)"  "SPC(12)"  "
"
20060 PRINTSPC(12)"  "SPC(14)"  "
20070 PRINTSPC(13)"  "SPC(13)"  "
20080 PRINTSPC(14)"  "SPC(11)"  "
20090 PRINTSPC(10)"  "SPC(11)"  "
"
20100 PRINTSPC(27)"  "
20110 PRINTSPC(11)"MORSEZEICHEN"
20120 PRINTSPC(7)"MORSE" BY JENS MARTENS
UND":PRINTTAB(14)"STEFAN INGENHORST"
20130 PRINT"ROMAN D R O M A T - S
O F T W A R E"
20140 RETURN
29997 REM *****
29998 REM ** MORSE-ALPHABET **
29999 REM *****
30000 DATA32," "
30010 DATA34,"  ",39,"  "
30020 DATA40,"  ",41,"  "
30030 DATA43,"  ",45,"  "
30040 DATA46,"  ",47,"  "
30050 DATA48,"  ",49,"  "
30060 DATA50,"  ",51,"  "
30070 DATA52,"  ",53,"  "
30080 DATA54,"  ",55,"  "
30090 DATA56,"  ",57,"  "
    
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30100 DATA44,"  ",61,"  "
30110 DATA63,"  ",65,"  "
30120 DATA66,"  ",67,"  "
30130 DATA68,"  ",69,"  "
30140 DATA70,"  ",71,"  "
30150 DATA72,"  ",58,"  "
30160 DATA73,"  ",74,"  "
30170 DATA75,"  ",76,"  "
30180 DATA77,"  ",78,"  "
30190 DATA79,"  ",80,"  "
30200 DATA81,"  ",82,"  "
30210 DATA83,"  ",84,"  "
30220 DATA85,"  ",86,"  "
30230 DATA87,"  ",88,"  "
30240 DATA89,"  ",90,"  ",-1
35000 REM *****
35010 REM SYS 65499 <=> TI$="000000"
35020 REM SYS 64738 <=> SYSTEM RESET
35030 REM *****
35040 REM VARIABLENTABELLE
35050 REM *****
35060 REM M$(X) <=> MORSEZEICHEN ZU X
35070 REM G <=> MORSEGESCHWINDIGKEIT
35080 REM M$,Z$ <=> HILFS-STRING
35090 REM W <=>SI:VOICE I: WAVEFORM
35100 REM A,B,I,II,K <=> HILFSZAEHLER
35110 REM TI <=> TIMER IN SEC/60
35120 REM *****
35130 REM ABSPEICHERUNG DER TIMERWERTE
35140 REM ZUM ENTSCHEIDEN DER MORSE
35150 REM ZEICHEN AB 49152 (DEZ.)
35160 REM *****
35170 REM NEUER ZEICHENSATZ AB 12228
35180 REM *****
READY.
    
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Listing vom »Morsetrainer« (Schluß)

9	Sprung zum Titelbild
10	Begrenzung des Basicspeichers (sonst überlappen Zeichensatz und Variablen)
40-130	Morsezeichen werden kreiert (77-kurz, 78-lang)
140-180	Soundchip wird initialisiert
190-220	Variablenfeld wird mit Morsealphabet gefüllt
290-380	Menü
990-1070	Zufallsbuchstabenblocks à 5 Zeichen werden kombiniert
1997-2120	Eingegebener Text wird in Morsealphabet übersetzt
2497-2900	Morsezeichen werden hörbar gemacht
2997-3340	Gemorste Zeichen werden ab 49152 gespeichert
3497-3640	Gespeicherte Timerwerte werden ausgewertet
3997-4300	Morsezeichentabelle auf Bildschirm
4997-5010	Programmende mit Systemreset
10000-20140	Titelbildunterprogramme
29997-30240	Morsealphabet in Data-Zeilen
35000-35180	Remarks zur Erklärung

Erläuterung des Programms nach Zeilennummern aufgeschlüsselt