

This procedure frees space on the heap for use of dynamic variables. The state of the heap is restored to its state when MARK(V) was executed - thus effectively destroying all dynamic variables created since the execution of the MARK procedure. As such it should be used with great care.

See above and Appendix 4 for more details.

2.3.5.4 INLINE(C1,C2,C3,.....)

This procedure allows Z80 machine code to be inserted within the Pascal program; the values (C1 MOD 256, C2 MOD 256, C3 MOD 256,) are inserted in the object program at the current location (counter address held by the compiler. C1, C2, C3 etc. are integer constants of which there can be any number. Refer to Appendix 4 for an example of the use of INLINE.

2.3.5.5 USER(V)

USER is a procedure with one integer argument V. The procedure causes a call to be made to the memory address given by V. Since HiSoft Pascal 4 holds integers in two's complement form (see Appendix 3) then in order to refer to addresses greater than 27FFF (32767) negative values of V must be used. For example 2C000 is -16384 and so USER(-16384) would invoke a call to the memory address 2C000. However, when using a constant to refer to a memory address, it is more convenient to use hexadecimal.

The routine called should finish with a Z80 RET instruction (2C9) and must preserve the IX register.

2.3.5.6 HALT

This procedure causes program execution to stop with the message 'Halt at PC=XXXX' where XXXX is the hexadecimal memory address of the location where the HALT was issued. Together with a compilation listing, HALT may be used to determine which of two or more paths through a program are taken. This will normally be used during de-bugging.

2.3.5.7 POKE(X,V)

POKE stores the expression V in the computer's memory starting from the memory address X. X is of type integer and V can be of any type except SET. See Section 2.3.5.5 above for a discussion of the use of integers to represent memory addresses. Examples:

POKE(26000,'A') places 241 at location 26000.
POKE(-16384,3.6E3) places 00 03 80 70 (in hexadecimal) at location 2C000.