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VRCP WINDOWS 1.0 is the graphical user interface (addition, pseudo-OS)
for TR-DOS version on any PC ZX Spectrum 48k, 128k, and others. memory capacity!

Main tasks - convenient display for the user in the form of files
graphic icons, not just the text, as well as fast execution
built-in TR-DOS and its own internal and external teams,
and some other small features.
There are two ways to start - loading from the disk or the ROM / ROM.

There are two assembly options:
Lite - lightweight version for 48k, with a simplified control shell;
Full - Full for 128k, with additional controls and features.

With the drive running through the address:
# 3D13 (15635), # 3D03 (15619), # 3D00 (15616)
Just use some procedures SOS BASIC-48k.
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Key files:

VRCPWINS <B> - loader with VRCP Windows code (Lite-version);
vrcpwins <C> - code VRCP Windows (Lite-version without installation);
VRCPWS <B> - Loader (for Lite), glued to the file vrcpwins <C>
                  (Vrcpwins <C> can be packed with anything but
                  This must have autorun at 32768!
                  (File VRCPWS <B> at offset 078 must be
                  value of the number of sectors that occupies
                  file is pasted to it!);

WinSetUp <B> - loader VRCP Windows (Full-version);
WinSetUp <©> - code VRCP Windows (for Full-version);
WinSetUp <0> - 0 dump memory bank (for Full-version);
WinSetUp <1> - dump memory bank 1 (for Full-version);
WinSetUp <2> - dump memory bank 2 (for Full-version);
WinSetUp <3> - dump memory bank 3 (for Full-version);
WinSetUp <4> - dump of the memory bank 4 (for Full-version);
WinSetUp <5> - dump memory bank 5 (for Full-version);
WinSetUp <6> - dump memory 6 of the bank (for Full-version);
WinSetUp <7> - 7 dump memory bank (for Full-version);

???????? <©> - External batch files;
???????? <> - Icons for <B> -files;
vrcpwins <W> - Brief description VRCP Windows;
file_id <> - information file;

CACHER2 <B> - The installer VRCP Windows in ProfROM;
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vrcpwins <r> - Firmware VRCP Windows instead EOS BASIC-128k;
vrcpwr30 <C> - Firmware VRCP Windows instead:
vrcpwr31 <C> - MENU (additional bank ROM PROFI.) and EOS BASIC-128k.


VRCPWIN1 <H> - The source VRCP Windows (ALASM, part 1)
VRCPWIN2 <H> - The source VRCP Windows (ALASM, part 2)
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Description of the main shell keys:

- Right Arrow: P, 8, CS + 8
- Left Arrow: O, 5, CS + 5
- Up Arrow: Q, 7, CS + 7
- Down arrow: A, 6, CS + 6
- Cursor right: CS + L
- Cursor left: CS + K
- Cursor up: CS + W
- Cursor down: CS + S
- Cursor speed: ENTER, CS + ENTER
- Select File / Team: B, N, M, 0,1, SS, SPACE, EDIT, DELETE, EXTEND, BREAK
- A line-up of files: W
- File line down: S
- Page files forward: L
- Page file back: K
- Type of icon / text files: Y
- Drive choice: D
- Re-read the directory: C
- Run the file: R
- Start a file as MAGIC: X
- File preview: V
- Information about a file / disk: I
- Create a file: F
- Deleting a file: G
- Execute the command: J
- Extended commands: E
- On / Off background. Image: T
- View the background. Pictures: 9
- Change the background image: 1
- The launch of the screensaver: CS + 2, CAPS LOCK
- Out of the graph. shell: CS + U
- Work with interrupts: CS + Z, 3,4


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Control Panel:

- At the top of the panel 4, arrows indicate control by page and line by line
  a list of files;
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- Below is the level of the speed of the cursor;
- This is followed by an arrow indicating the exit from VRCP Windows back from where
  you start it;
- The following 2nd arrow - is the choice of an internal team that
  Located below;
- After the teams should be a window that displays system messages;
- Finally, at the bottom are buttons to access the different media
  OS: BASIC-48k, TR-DOS, BASIC-128k, HALT.
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Description of the main built-in functions (control panel)

 -A- - Selecting the drive "A";
 -B- - Selecting the drive "B";
 -C- - Selecting the "C" drive;
 -D- - Selecting the "D" drive;
 CAT - Display disk directory with a choice of 2 modes (Icon / Text);
 RUN - Running programs with the extension "B" and "C";
MAGIC - Running programs with the extension "C" as the <MAGIC> -file;
COMM - Executing an external command, the file extension "(C)";
 NEW - Create a new file with the "#" in length 4K;
DELET - Deleting a file (only the label in the boot-sector);
DINFO - Information about the current disc;
FDATA - Information about the selected file;
TVIEW - View the file as a text (up to 65,280);
SWIEV - View the file as a Sprite (up to 6144);
PVIEW - View the file as a Screen (up to 6912);
 ... - Advanced (external) function.
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List of the main visual messages (in the Control Panel)

0 - Ok (Action Completed)
1 - Error (Error)
2 - Attention (Caution)
3 - Warning (Prohibition)
4 - Panel (Panel VRCP Windows)
5 - Files (File Panel)
6 - Stop (Stop)
7 - Start (Launch)
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System specifications: (a page of memory address, length)

0 - (49,152) - Commands <16384/09472 - to 128 / 48k!>
1 - (49,152) - (?) None <16384>
2 - (32,768) - VRCP Windows <16384>
3 - (49,152) - (?) None <16384>
4 - (49152) - System Resourses <09472>

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     (58624) - Screen Save! <06912>
5 - (16,384) - Screen + SP <+ 06 912 9472>
6 - (49,152) - (?) None <16384>
7 - (49,152) - (?) None <16384>


ATTENTION!!! It is unacceptable in 48k executing commands over a length
9472 bytes, as in this case, performed at 58624
save the current screen VRCP Windows!
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Addresses management (for external commands and other programs):


48896 - Internal STACK (256 bytes);
32768 (33025) - Running VRCP Windows;
                (At the address 32768 256 bytes for the installation);
33071 - Number of the selected file;
33070 - The speed of the cursor;
33068 - Info / Catalog (# FF / # 00);
33067 - Number of the selected drive;
33066 - No disc / In Text's / In Icon's;
                (# 00 / # AA / # FF)
33044 - A pointer to a routine control keys;
                (2 bytes) <S, U, D, R, L>
33035 - Provision for internal variables (8 bytes);
33030 - 3 bytes for the expansion of internal teams;
                (A CALL ...)
28670 - Storage disk directory (4096 + 2 bytes);
24320 - Clearance (4300 bytes);
23734 - System variables TR-DOS;
23296 - System variables BASIC-48k;
16384 - Screen (CGA);
00000 - ROM (ROM).
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Routines VRCP Windows: (do not change the contents of the registers!)


40560 - Print Icon (B = number, C = coord)
40440 - Print Symbol 4x8 (B = y, C = x, A = symbol)
40395 - Print Text 4x8 (DE = addr_mem, B = y, C = x)
40280 - Print Panel
40170 - CLS (A = attr)
40045 - CLS without Panel (A = attr)
39945 - Clear 1 Icon + Text (A = attr, C = coord)
39865 - Print Message (A = number)
39815 - Clear Message
39500 - Load Catalog Disk (HL = addr_mem)
39460 - Screen Save to Mem.
39420 - Screen Load from Mem.
39345 - Print Attrs for File (A = number, HL = addr_mem)
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39305 - Print Text 8x8 (DE = addr_mem)
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Addresses internal data (resources) VRCP Windows:

48776 - Attrs for Panel (5x24)
47816 - Sprite of Panel (5x192)
47424 - Attrs of Icons (98x2x2)
44,288 - Sprites of Icons (98x2x16)
42240 - Font ZX-WORD (256x4x8)
41472 - Font CHARS (96x8x8)
41152 - Cursor Sprites (2x8x16x10)
40768 - Tabl Y-coords Screen (192x2)
39525 - Sprites of Messages (8x2x16)
39220 - ScreenSaver Sprites (10x1x8)
33025 - Code VRCP Windows (15872)
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Note:

- In order for the file type <B> displayed its own icon, you must
  create color 16x16 pixels icon file with the <>,
  the same name and put a number on the disc;
- To create an external command, you can use the file:
  WIN_OSC <H> (source caps on ALASM)
- To create an internal team can use the file:
  WIN_EISC <H> (source caps on ALASM)
- To create an overlay (like a screensaver) you can use the files:
  WINOVL <H> and PRGOVL <H> (source code examples on ALASM)
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