Subject: Large XBASIC Data files on cassette?
Posted by nessus on Mon, 03 Jun 2013 03:14:19 GMT
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A short time ago, I posted a message asking how/if large XBASIC cassette-based programs can be. I was also wondering, how large can an XBASIC cassette DATA file be(how many K)? Does the 13K limit also apply to data files?

The reason is that I have written a schematic(graphic) editor and I was thinking of storing the user-defined character set along with the data file so that different character sets could be used for different applications. This would also make the program considerably shorter and save (much needed) space in console RAM. But I am concerned about getting the dreaded TAPE FILE TOO BIG message.

The reactions I have gotten to my projects have ranged from awe to interest to it's-more-worth-it-to-buy-a-disk-and-editor/assembler. I would like to respond to these reactions, especially the latter. Mind you, this is not a flame, but a simple statement of opinion. The pre-packaged (from TI) components in my system are the console,speech synth,joysticks, cassette interface, cartridges, and a TV set. I also have a used dot-matrix printer that was bought from a used computer store. Yes, I intend to obtain disks, expansion RAM, editor/assembler, etc. However, my computer budget is pretty small. I could be bitter about the situation(working with larger computers has spoiled me) but I have chosen to build and program the necessary peripherals and look upon the whole process as a learning exercise.

The assistance that various people on the net have given me is very much appreciated, and I hope that they/you will continue to do so in the future. Of course, proprietary/copyrighted info will not asked for at least intentionally and I would expect someone to tell me so.

Many people have asked me to send them info on homebrew 32K RAM expansions. I am typing the info in and will post it when it is complete.

Thank you,

Kchula-Rrit
!menlo70!nsc!nessus