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Subject: Use of CALL LINK in XBASIC  
Posted by [nessus](#) on Mon, 03 Jun 2013 03:14:23 GMT  
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[Computers say the darndest things]

Does anyone out there know how CALL LINK is used in XBASIC? The info I got when I called TI appears useful, if somewhat cryptic. According to them, this is how it is done:

0. CALL INIT

1. Enter the program into the Low Expansion RAM with successive CALL LOAD statements. This example is to direct-load a program, as opposed to using CALL LOAD with a file-name.

2. Enter the following:

```
CALL LOAD(-31878,0,"",8196,63,248,"",16376,80,76,79,84,32,32,39,20)
```

In hex: CALL LOAD(8314,0,"",2004,3F,F8,"",3FF8,50,4C,4F,54,20,20,27,14)

3. In the program, this is accessed by CALL LINK("PLOT",96,I,S,C), I,S,C are the parameters passed to the "PLOT" routine.

The stuff entered into 3FF8-3FFF is the program name(in this case PLOT with two trailing spaces to fill out the name), followed by the starting address of the program[The 27,14 or h'2714(dec 9992)].

Can anyone tell me what is in location h'8314? My E/A manual just says "system usage" or some such.