Pre-Flight PAWs CP/M Source Code to DAAD Source Code (via ANTUR) Checklist

Note: Many of these issues could be addressed in your ported DAAD code but I would strongly advise you fix them first in your PAWs code (either in your inPAWs file or generated .SCE) as that's a less complicated environment that you should, as a PAWs user, be more familiar with.

1. Get a working CP/M version of your game…

It is advisable to have a .SCE file that will generate a working CP/M version of your PAWs game, addressing all the issues documented in the Spectrum PAWs to CP/M guides here: http://8bitag.com/info/zx-cpm.html

2. Fix any potential conflicts with DAAD's default system messages…

In addition to moving and redirecting system messages 54 to 60, for your CP/M game, you need to move (and free up) **system messages 61** and **62**, fixing any links to those messages in the code. (Search for SYSMESS 61 and SYSMESS 62)

3. Address any potential issues with flags…

In particular, check that you haven't used flags **11 – 28**, and flags **60 – 63** which are now reserved for (and often used) as system flags in DAAD. Most authors are highly likely to need to change flags **60 – 63**, as they were deemed free to use in PAWs. Some authors may also have used flags **58** & **59**, despite PAWs reserving them for future expansions.

The DAAD's SYMBOLS.SCE file shows you how other flags are defined by default. In most cases they line up with their use in PAWs, and how you've used them will still work in DAAD. Flag 41 has a different use in DAAD than in PAWs.

4. Other fixes…

Most of the other issues in moving from Spectrum PAWs to DAAD will have been addressed when you create a working CP/M game. It may be easier for you to fix any screen formatting issues, such as switching to 42-column lines, at this stage, but this can also be done when you move to DAAD.