



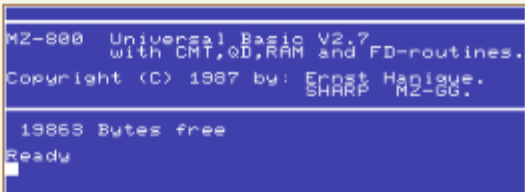
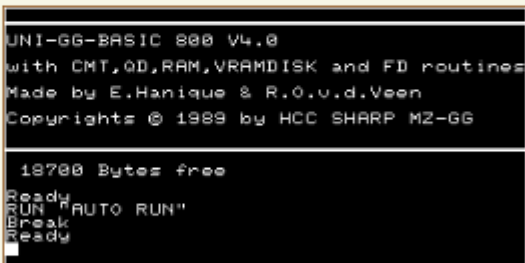
## MZ-800 / MZ-1500 Download - Operating Systems

All the downloadable files are ZIP-files and they contain MZF-formatted files. Additional TXT-files may be included. The file size shown includes the header size of 128 bytes. That means, the memory size used in the MZ will be the file size reduced by the header size.

You can use [MZ-700 OS programs](#) too if you use the MZ-700-mode.

**BASIC versions**

<http://www.sharpmz.org/mz-800/dldos.htm>

| Version & download size                      | File size in bytes         | Description   |                                   |                    |        |          |      |                      |                      |        |        |     |                                   |                    |        |          |      |                      |                      |        |        |     |
|--|----------------------------|---|-----------------------------------|--------------------|--------|----------|------|----------------------|----------------------|--------|--------|-----|-----------------------------------|--------------------|--------|----------|------|----------------------|----------------------|--------|--------|-----|
| <a href="#">Universal BASIC</a><br>( 62 kb ) | V2.7 46,164<br>V4.0 46,164 | <p>The Universal Basic V2.7 is a full tape / disk / QD disk BASIC version for the MZ-800 and has its own RAM monitor. The version 4.0 additional supports VRAM and BASICODE 2 / 3. It was written in 1987 ( version 4.0 in 1989 ) by Ernst Hanique from the old SHARP MZ-GG / Netherlands.</p> <p>Precision: 8 significant decimal figures ( e.g. <math>1 / 255 = 3.9215686\text{E-}03</math>; <math>1 / 256 = .00390625</math> ).</p> <div></div> <table><tr><th>Load from<br/>( shift to address )</th><th>To<br/>( real end )</th><th>Length</th><th>Start at</th><th>Type</th></tr><tr><td>\$1200<br/>( \$0000 )</td><td>\$C5D3<br/>( \$B2A8 )</td><td>\$B3D4</td><td>\$0000</td><td>OBJ</td></tr></table> <div></div> <table><tr><th>Load from<br/>( shift to address )</th><th>To<br/>( real end )</th><th>Length</th><th>Start at</th><th>Type</th></tr><tr><td>\$1200<br/>( \$0000 )</td><td>\$C5D3<br/>( \$B2A8 )</td><td>\$B3D4</td><td>\$0000</td><td>OBJ</td></tr></table> | Load from<br>( shift to address ) | To<br>( real end ) | Length | Start at | Type | \$1200<br>( \$0000 ) | \$C5D3<br>( \$B2A8 ) | \$B3D4 | \$0000 | OBJ | Load from<br>( shift to address ) | To<br>( real end ) | Length | Start at | Type | \$1200<br>( \$0000 ) | \$C5D3<br>( \$B2A8 ) | \$B3D4 | \$0000 | OBJ |
| Load from<br>( shift to address )            | To<br>( real end )         | Length  | Start at                          | Type               |        |          |      |                      |                      |        |        |     |                                   |                    |        |          |      |                      |                      |        |        |     |
| \$1200<br>( \$0000 )                         | \$C5D3<br>( \$B2A8 )       | \$B3D4  | \$0000                            | OBJ                |        |          |      |                      |                      |        |        |     |                                   |                    |        |          |      |                      |                      |        |        |     |
| Load from<br>( shift to address )            | To<br>( real end )         | Length  | Start at                          | Type               |        |          |      |                      |                      |        |        |     |                                   |                    |        |          |      |                      |                      |        |        |     |
| \$1200<br>( \$0000 )                         | \$C5D3<br>( \$B2A8 )       | \$B3D4  | \$0000                            | OBJ                |        |          |      |                      |                      |        |        |     |                                   |                    |        |          |      |                      |                      |        |        |     |