

MEMORY MAP

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The enclosed listing is a memory map of some of the memory locations used by BASIC in the 1P that has version 3.2 of BASIC installed. This list is by no means inclusive and can be very helpful in finding some of the other hidden routines in ROM and the significance of some of the other locations in page 0, 1, and 2.

The information provided in the list will be the memory location in hex and in decimal along with the significance of the location plus the normal contents (if any). If the normal contents of a memory location(s) is preceded by an * it means that the contents are dependant upon the user in one way or the other.

<u>HEX</u>	<u>DECIMAL</u>	<u>SIGNIFIGANCE</u>	<u>CONTENTS IN HEX</u>
0-2	0-2	Instructions to goto subroutine to end BASIC program.	4C,74,A2
B-C	11-12	Address to goto when using USR(X),L-H	88,AE*
D	13	# Nulls after a carriage return.	0,*
F	15	Printer line length.	48,*
10	16	Limit for scanning source collums. **Changes with printer line length.	38,**
11-12	17-18	User line number.	
79-7A	121-122	Starting address for start of BASIC work area. L-H order.	01,03
7B-7C	123-124	Pointer to start of variables.(End of BASIC work area.)L-H order.	**
7D-7E	125-126	Pointer to start of array.(End of variables work area.)L-H order.	**
7F-80	127-128	Pointer end of variables and start of available space pointer. L-H order.	**
81-82	129-130	Start of \$Strings pointer. L-H order.	**
		** After the program has been run the addresses will be in these locations.	
85-86	133-134	Highest available RAM address for BASIC. L-H order.	*
87-88	135-136	Current line being executed. 16 bit number in L-H order.	*

<u>HEX</u>	<u>DECIMAL</u>	<u>SIGNIFIGANCE</u>	<u>CONTENTS IN HEX</u>
89-8A	137-138	Line # to goto after a CONT command. A 16 bit number in L-H order.	*
8B-8C	139-140	Next statement to execute pointer. (prev. line no. for CONT) in L-H order.	*
8D-8E	141-142	Data, Line # for Error. L-H order.	*
8F-90	143-144	Data Statement pointer. L-H order.	*
A1	161	Hex constant for jump.	4C
203	515	Load Flag. 0=Off, 255(FF hex)=On	*
205	517	Save flag. 0=Off, 255(FF hex)=On	*
212	530	Control C Flag. 0=On, 1=Off	0,*
218-219	536-537	Address, Input Vector. L-H order.	BA,FF
21A-21B	538-539	Address, Output Vector. L-H order.	69,FF
21C-21D	540-541	Address, Control C Check Vector. L-H order.	9B,FF
21E-21F	542-543	Address, Load Vector. L-H order.	8B,FF
220-221	544-545	Address, Save Vector. L-H order.	96,FF
D000-D3FF	53248-54272	Video RAM. Top to bottom. 32x32 format.	*
DF00	57088	Address, Polled keyboard.	
FE00	65280	Subroutine, Restart location. Prompts D/C/W/M?.	
FE0C	65292	Same as above but bypasses ACIA & Stack-pointer initialization.	
FE43	65347	Subroutine, Entry to Adress mode.	
FE77	65399	Subroutine, Entry into Data mode.	
FE80	65408	Subroutine, Gets ASCII Character from ACIA Stored in Accumulator.	
FEED	65517	Subroutine, Gets ASCII Character From Kybd and stores in Accumulator.	

NOTES