

CHAPTER 8

ROM RAM LOCATIONS

USEFUL ROM ROUTINES

RESTARTS

RST 88	Display routine
RST 810	Checks if the character at the address pointed to by DE is a " " ; if so, increments DE until it is not a space.
RST 818	Evaluates the reverse polish expression pointed to by DE as a binary integer in HL.
RST 820	Checks if the byte after RST is the same as A; if not, displays a syntax error.
RST 830	Jumps to monitor TRAP routine.
RST 838	Jumps to RAM RSTRAM (see RAM variables).
<u>ADDRESSES</u>	
80033	Has POP HL JP (HL)
80069	INBLUE Reads byte in RED/BLUE bank at HL into L and H=0
80070	INGREEN Reads byte in GREEN/Alt.GREEN bank at HL into L and H=0
800CE	FONT gives HL=address of bit map of character
809BD	KEYDVR keyboard driver. Returns code of key pressed in A. Without single key entries.
80865	RSYNC Reads sync from cassette.
80885	RBYTE Readbyte from cassette into A
80893	WSYNC Writes sync to cassette.
80CF2	MOTON Turns cassette motor on.
80CF8	MOTOFF Turns cassette motor off. NB - must follow MOTON.
8105E	PRTSTR Displays string pointed to by HL and terminated by a CR.
81898	RDN Reads number pointed to by DE into WRA1 as floating point.
81C9A	PHL Displays binary number in HL without leading zeros.

81D59	PN	Displays number in WRA1.
81ED0	FRNDS	Generates next random number in RNDNO.
81F05	ESC	Sets Z flag if ESC key is currently pressed.
8202F	KEY	Calls to keyboard driver in KEYB.
82132	ETEXT	Same as BASIC text command.
82234	PHEXHL	Prints binary number in HL.
82568	CHLDE	Compares HL,DE flags set as HL-DE.
825E2	RP	Reads ASCII pointed to by DE into reverse polish pointed to by HL.
8281F	FNDLN	Finds line with number in WRA1. IX points to line and Z flag set if found, else IX points to next highest line.
83497	FPINT	Floating point in WRA1 to integer in HL.
834CA	INTFP	Integer in hl to floating point in WRA1.
83500	ZWRA1	Clears WRA1 to 05.
83539	PLINE	Display line pointed to by HL and terminated by 0.
83542	SWAP	Swaps contents of WRA1 and WRA2.
83561	CMP	Compares WRA2,WRA1. Flags set as (WRA2)-(WRA1).
835AE	LZERO	Loads WRA1 with floating point 0.
835B1	LNUM1	Loads number pointed to by HL into WRA1.
835BA	LNUM2	Loads number pointed to by HL into WRA2.
835BF	LONE	Loads WRA1 with floating point 1.
8366A	SBT	Subtracts (WRA2) from (WRA1), stores result in WRA1.
8366D	AD	Adds (WRA1) and (WRA2), stores result in WRA1.
836C8	MLT	Multiplies (WRA1) and (WRA2), stores answer in WRA1.
837B0	DIV	WRA1=WRA1/WRA2.

RAM VARIABLES

ADDR.	TITLE	BYTES	DESCRIPTION	STBL	(2)
6000	AMPBUF		Buffer used for text input from keyboard.	STBL	(2)
#####	#####	#####	#####	FTBL	(2)
#####	#####	#####	#####	TTBL	(2)
#####	#####	#####	#####	XTTBL	(2)
#####	#####	#####	#####	XITBL	(2)
#####	#####	#####	#####	XETBL	(2)
#####	#####	#####	#####	TOV	(2)
#####	#####	#####	#####	TEXT	(3)
#####	#####	#####	#####	EEXT	(3)
#####	#####	#####	#####	IMPLSUB	(3)
#####	#####	#####	#####	EXECSUB	(3)
#####	#####	#####	#####	ZFLAG	(1)
#####	#####	#####	#####	AUTOFL	(1)
#####	#####	#####	#####	CRST	(2)
#####	#####	#####	#####	KSHS	(2)
61D6	BRKRAM	(3)	Jump vector from BREAK KEY routine.	RPTDLY	(2)
61D9	CLS RAM	(3)	Jump vector to CLEAR SCREEN routine.	LASTK	(1)
61DC	CEL RAM	(3)	Jump vector to SEREOL; clear to end of line.	STATUS	(1)
61DF	AGBNK	(2)	Pointer to Alternative GREEN.	RPT	(2)
61E1	MODST	(1)	Flag; high/low resolution modes, text modes.	SHLKT	(1)
61E2	CIRINC	(1)	Amount of CURSORX increment per character.	KTBL	(26)
61E3	INTFLG	(1)	Flag; whether EI is permitted or not, Z=YES.	CURSORX	(1)
61E4	PORT80	(1)	Port 80 status, video latch.	CURSORY	(1)
61E5	PORT82	(1)	Port 82 status, bank latch.	WINDST	(4)
#####	#####	#####	#####	CURSTAT	(1)
61EE	STACK	(2)	Stores address of BASIC stack pointer (STACK)+2=HIMEM.	INKST	(1)
61F0	RNDNO	(4)	31 bit random number seed.	PAPST	(1)
61F4	HLSTORE	(2)	Used to store HL after a call.	FLASH	(2)
61F6	CRRPL	(2)	Pointer to first byte of line, BASIC is currently executing.	IMPCLR	(2)
61F8	DATAP	(2)	Pointer used by READ DATA, points to end of last entry read.	TRACE	(1)
61FA	SOB	(2)	Points to start of BASIC.	SPEED	(1)
61FC	EOB	(2)	Points to end of BASIC.	CLINE	(3)
61FE	POLBUF	(2)	Pointer to buffer used for conversion to internal language.	GOLDX	(2)
6200	PRINTD	(2)	Address of display driver.	GOLDY	(1)
6202	LPRINTD	(2)	Address of printer driver.	GNEWX	(2)
6204	KEYB	(2)	Address of keyboard driver.	GNEWY	(1)
6206	OTYPE	(1)	Current output type and LINK status.	PROTST	(1)
6207	LASTDSP	(1)	Last character output to screen (used for VDU 1,n VDU 2,n).	OUTB	(3)
6208	VTYPE	(1)	Current variable type.	CHRTBL	(2)
6209	CONTLT	(2)	Pointer to CONTINUE 1; 0 if cannot continue.	CPHTBL	(2)
620B	RSTACK	(2)	Pointer to return stack.	BPERL	(2)
620D	RSP	(2)	Return stack pointer.	MASK	(1)
620F	VIBL	(2)	Pointer to variables A-Z, a-z.	FLIGHT	(3)
6211	ATBL	(2)	Pointer to array variables, A-Z, a-z.	FJOY	(3)
				FUSER0	(3)
				FUSER1	(3)

