

ADAM's EOS Jump Table

EOS FUNCTION	JUMP TABLE ADDRESS	ABSOLUTE ADDRESS
1: reset system	64560 (48,252)	63538 (50,248)
2: display character (no execute)	64563 (51,252)	63015 (39,246)
3: initialize display character	64566 (54,252)	62940 (220,245)
4: display character (with execute)	64569 (57,252)	62986 (10,246)
5: programmed delay	64572 (60,252)	63839 (95,249)
6: check printer status	64575 (63,252)	62904 (184,245)
7: check printer status	64578 (66,252)	62844 (124,245)
8: check if read device block done	64581 (69,252)	64226 (226,250)
9: check if read keyboard done	64584 (72,252)	64421 (165,251)
10: get keyboard status	64587 (75,252)	62688 (224,244)
11: check status after write device	64590 (78,252)	64283 (27,251)
12: check write status of printer	64593 (81,252)	64481 (225,251)
13: find device control block	64596 (84,252)	62534 (70,244)
14: find device control block	64599 (87,252)	62534 (70,244)
15: find processor control block	64602 (90,252)	64076 (76,250)
16: reset all devices	64605 (93,252)	63734 (246,248)
17: reset ADAMNet	64608 (96,252)	63819 (75,249)
18: send string to printer	64611 (99,252)	62741 (21,245)
19: send character to printer	64614 (102,252)	62716 (252,244)
20: read block from device	64617 (105,252)	64158 (158,250)
21: read keyboard for character	64620 (108,252)	62650 (186,244)
22: read keyboard return code	64623 (111,252)	64123 (123,250)
23: read printer return code	64626 (114,252)	64127 (127,250)
24: read device return code	64629 (117,252)	64135 (135,250)
25: read tape return code	64632 (120,252)	64131 (131,250)
26: relocate processor control block	64635 (123,252)	64047 (47,250)
27: specified status request	64638 (126,252)	62579 (115,244)
28: keyboard status request	64641 (129,252)	62667 (203,244)
29: printer status request	64644 (132,252)	62930 (210,245)
30: tape status request	64647 (135,252)	62935 (215,245)
31: scan active devices	64650 (138,252)	63947 (203,249)
32: initialize input/output processor	64653 (141,252)	63778 (34,249)
33: reset specified device	64656 (144,252)	64093 (93,250)
34: reset keyboard	64659 (147,252)	64081 (81,250)
35: reset printer	64662 (150,252)	64085 (85,250)
36: reset tape	64665 (153,252)	64089 (89,250)
37: start print string	64668 (156,252)	62848 (128,245)
38: start print character	64671 (159,252)	62829 (109,245)
39: start read device block	64674 (162,252)	64198 (198,250)
40: start read device byte	64677 (165,252)	64390 (134,251)
41: start keyboard read	64680 (168,252)	62672 (208,244)
42: start write device block	64683 (171,252)	64255 (255,250)
43: start write device byte	64686 (174,252)	64450 (194,251)
44: synchronize clocks	64689 (177,252)	63856 (112,249)

45: write device block	64692 (180,252)	64178 (178,250)
46: write device byte	64695 (183,252)	64373 (117,251)
47: initialize file manager	64698 (186,252)	61162 (234,238)
48: initialize device directory	64701 (189,252)	62243 (35,243)
49: open file	64704 (192,252)	59904 (0,234)
50: close file	64707 (195,252)	60164 (4,235)
51: reset file	64710 (198,252)	60268 (108,235)
52: create directory entry	64713 (201,252)	59024 (144,230)
53: find directory entry	64716 (204,252)	58907 (27,230)
54: alter directory entry	64719 (207,252)	58961 (81,230)
55: read data from file	64722 (210,252)	60439 (23,236)
56: write data to file	64725 (213,252)	60815 (143,237)
57: set data	64728 (216,252)	61125 (197,238)
58: get date	64731 (219,252)	61140 (212,238)
59: rename file	64734 (222,252)	61711 (15,241)
60: delete file	64737 (225,252)	61774 (78,241)
61: read device dependent status	64740 (228,252)	62600 (136,244)
62: jump to word processor	64743 (231,252)	64148 (148,250)
63: execute Z80 return code	64746 (234,252)	64157 (157,250)
64: trim file size	64749 (237,252)	62017 (65,242)
65: check file control block	64752 (240,252)	61577 (137,240)
66: read device block	64755 (243,252)	61819 (123,241)
67: write device block	64758 (246,252)	61926 (230,241)
68: check open mode	64761 (249,252)	61657 (217,240)
69: search for directory entry	64764 (252,252)	61195 (11,239)
70: locate directory entry	64767 (255,252)	58904 (24,230)
71: not implemented	64770 (2,253)	62530 (66,244)
72: not implemented	64773 (5,253)	62530 (66,244)
73: not implemented	64776 (8,253)	62530 (66,244)
74: not implemented	64779 (11,253)	62530 (66,244)
75: not implemented	64782 (14,253)	62530 (66,244)
76: get in/out ports	64785 (17,253)	57745 (145,225)
77: bank switch memory	64788 (20,253)	57733 (133,225)
78: copy ASCII within VRAM	64791 (23,253)	57683 (83,225)
79: write table to VRAM	64794 (26,253)	57344 (0,224)
80: read table from VRAM	64797 (29,253)	57370 (26,224)
81: send value to VDP register	64800 (32,253)	57396 (52,224)
82: read value from VDP resister	64803 (35,253)	57423 (79,224)
83: fill VRAM (repeat character)	64806 (38,253)	57433 (89,224)
84: initialize VRAM table (auto calc)	64809 (41,253)	57446 (102,224)
85: write table to VRAM	64812 (44,253)	57545 (201,224)
86: read table from VRAM	64815 (47,253)	57551 (207,224)
87: calculate pattern offset	64818 (50,253)	57610 (10,225)
88: calculate pattern position	64821 (53,253)	57641 (41,225)
89: transfer ASCII from ROM to VRAM	64824 (56,253)	57673 (73,225)
90: write sprite attribute table	64827 (59,253)	57797 (197,225)
91: read game controllers	64830 (62,253)	57939 (83,226)
92: update spinner	64833 (65,253)	58020 (164,226)
93: decrement low nibble	64836 (68,253)	58197 (85,227)
94: decrement high nibble	64839 (71,253)	58207 (95,227)

95: transpose high and low nibble	64842 (74,253)	58217 (105,227)
96: add accumulator to HL pair	64845 (77,253)	58228 (116,227)
97: initialize sound table	64848 (80,253)	58283 (171,227)
98: turn all sound off	64851 (83,253)	58321 (209,227)
99: start tune by number	64854 (86,253)	58343 (231,227)
100: send note to sound chip	64857 (89,253)	58374 (6,228)
101: end tune	64860 (92,253)	58552 (184,228)