

Apple BASIC / ADAM SmartBASIC v1.0 Conversions

[Apple]	[ADAM]	[description]
text width = 40	text width = 32	
HGR width = 291	HGR width = 255	
program line length = 255	program line length = 128	
HAND CONTROLLER	PDL(x)	
CALL -198	PRINT CHR\$(7)	Bell sound
CALL -756	POKE 16136,0	Wait for keypress
CALL -868	HTAB 1:?:VTAB VPOS(0)	Clears line
CALL -922	VTAB VPOS(0)+1	Move cursor down 1 line
CALL -958	PRINT CHR\$(24)	Clear text from cursor down
CALL -998	VTAB VPOS(0)-1	Move cursor up 1 line
CALL -3086	HGR or HGR2	Clear Hires (to black)
CALL -3288	RESUME	Resume
CALL -16368	POKE 64885,0	Clear keyboard buffer
CALL -16384	PEEK(64885)	Read keyboard buffer
PEEK(36)	POS(1) or PEEK(17002)	Horiz. cursor position
PEEK(37)	VPOS(1) or PEEK(17001)	Vertical cursor position
PEEK(105):PEEK(106)	PEEK(16095):PEEK(16096)	LOMEM pointer
PEEK(111):PEEK(112)	PEEK(16111):PEEK(16112)	Start of string space p.
PEEK(113):PEEK(114)	PEEK(16115):PEEK(16116)	End of string space p.
PEEK(115):PEEK(116)	PEEK(16089):PEEK(16090)	HIMEM pointer
PEEK(125):PEEK(126)	PEEK(16117):PEEK(16118)	Next data address point.
PEEK(216)	Not used by ADAM	
PEEK(219)#256+PEEK(218)	PEEK(16127)#256:& PEEK(16126)	ONERR line number
PEEK(222)	ERRNUM(1)	ONERR error code
PEEK(225)	PEEK(16763)	x of last HPLOT
PEEK(226)	PEEK(16764)	y of last HPLOT
PEEK(228)	PEEK(16777)	Current HCOLOR
PEEK(231)	PEEK(16765)	Current SCALE
PEEK(241)	PEEK(16129)	Current SPEED
PEEK(243)	PEEEK(159)	Speed of FLASH
PEEK(-16336),PEEK(-16352)	Cassette & speaker ignore	
PEEK(-16384)	PEEK(64885)	Keyboard input buffer
POKE 32,x	POKE 17202,x	Change left margin
POKE 33,x	POKE 17199,x	Change line width
POKE 34,x	POKE 17201,x	Change top margin
POKE 35,x	POKE 17198,x	Change bottom margin
POKE 36,x	POKE 17002,x or POS	Change cursor horiz position
POKE 37,x	POKE 17001,x or VPOS	Change cursor vert position
POKE 48,x	POKE 18633,x	GR text window color
POKE 51,x	POKE 1146,x	Change prompt character
POKE 216,0	CLRERR	Clear error
POKE 232,LS:POKE 233,HS	POKE 16766,LS:POKE 16767,HS	Loc. of shape table
POKE -16363,x	POKE 16150,255:POKE 64885,x	Load keyboard buffer