

## POKE/PEEK TABLE

00000-00101 = RAM unused by system, available for user applications  
 00159 = POKE (0-12) to change the FLASH rate (default=12)  
 00172-00255 = RAM unused by system, available for user applications  
 00260 = Contains the SmartBASIC version number (79 or greater is OK)  
 01056-01144 = RAM unused by system, available for user applications  
 01146 = POKE (ASCII #s) to change the BASIC prompt (default=93)  
 06356 = POKE,201 to disable the NEW routine, allows LOAD to function as a MERGE (POKE a 205 to restore NEW routine)  
 12043 = POKE,201 to disable screen echo while printing (default=245)  
 12185 = POKE,239 to change the line length limit (cannot set to 255 because of how the interpreter adds spaces for clarity)  
 12374 = POKE,148 to make the INSERT key work in Basic mode  
 12375 = POKE,151 to make the DELETE key work in BASIC mode  
 12380,150:18307,150:19311,150 = POKES to make the CLEAR key work as a HOME  
 13357,0:13349,0 = POKES to eliminate the extra spaces after ";" & "." in program listings and saves  
 15824,216:15830,8:15831,55:15832,19 = POKES to fix the 'Data Bump Bug', which inserts extra spaces in DATA and REM statements  
 16089,16090 = Contains the pointer to current HIMEM  
 16091,16092 = Contains the current number of program lines  
 16095,16096 = Contains the pointer to current LOMEM  
 16099,16100 = Contains the pointer to the start of the numeric variables  
 16101,16102 = Contains the address of the largest line number in the line number table  
 16107,16108 = Contains the pointer to the last used variable name  
 16109,16110 = Contains the pointer to the end of the numeric variables  
 16111,16112 = Contains the pointer to the start of string space  
 16115,16116 = Contains the pointer to the end of string space  
 16117,16118 = Contains the pointer to the next DATA address  
 16119,16120 = Contains the pointer to the current DATA value  
 16121 = Contains the # of bytes remaining in the current DATA value  
 16124,16125 = Contains the pointer to the next line number address  
 16126,16127 = Contains the line number for ONERR GOTO  
 16129 = Contains the SPEED value (default=255)  
 16134 = POKE (ASCII #s) to change the ASCII code for BREAK. POKE,255 to disable BREAK. POKE,27 to make the ESCAPE key work as a BREAK (default=3)  
 16135 = POKE (ASCII #s) to change the ASCII code for PAUSE. POKE,144 to make the WILD CARD key work as a PAUSE. (default=19)  
 16136 = POKE,0 to cause a wait for a keypress (from programs only)  
 16149,16150 = POKE to change the POKE limit, POKEing 255's removes limit  
 16162 = Beginning of the floating point accumulator  
 16171 = Location of the floating point operand  
 16176 = Contains the maximum width of a printer line (default=80)  
 16178 = POKE, (1-8) to change the number of significant digits on output (default=9)  
 16192,16193 = Contains the RANDOM seed number  
 16245 = Contains the maximum length of the screen input buffer (default=255)  
 16246 = Contains the length of the screen input buffer  
 16247 = Default location of the screen input buffer  
 16588-16645 = Contains the HELLO search routine  
 16601,35:16602,249:16604,73:16605,249:19460,249:19459,34:19558,73:19559,249:19563,73:19564,249:19576,73:19577,249:19585,35:19586,249:19596,249:21019,11:63817,35:63818,249 = POKE to fix the BRUN/BLOAD/BSAVE bug by increasing the binary file data buffer from 26 to 41 bytes to allow the saving of binary files from Basic programs  
 16641 = Contains the number of the start-up device (default=8)  
 16651 = Contains the last keyboard entry  
 16680-16687 = Contains the Turnkey file name (default=HELLO)  
 16763 = Contains the last plotted HPLOT x value  
 16764 = Contains the last plotted HPLOT y value  
 16765 = Contains the current SCALE value

16766,16767 = POKE the location of your shape table  
 16776 = Contains the current COLOR  
 16777 = Contains the current HCOLOR  
 16779 = Contains the PDL(6) indicator (left button) (0=off, 1=on)  
 16780 = Contains the PDL(8) indicator (right button) (0=off, 1=on)  
 16781 = Contains the PDL(12) keyboard number pressed (\*=10, #=11)  
 16783 = Contains the PDL(5) direction (1=up, 2=right, 4=down, 8=left)  
 16784 = Contains the PDL(7) indicator (left button) (0=off, 1=on)  
 16785 = Contains the PDL(9) indicator (right button) (0=off, 1=on)  
 16786 = Contains the PDL(13) keyboard number pressed (\*=10, #=11)  
 16788 = Contains the PDL(4) direction (1=up, 2=right, 4=down, 8=left)  
 16796-16807 = Contains the file name buffer  
 16821 = POKE to reset drives (D1=8, D2=24, D5=4, D6=5)  
 16953 = POKE (ASCII #s) to change the ASCII code for the cursor.  
 POKE,32 to make the cursor invisible (default=95)  
 16954 = POKE (ASCII #s) to change the ASCII code for a blank space  
 (default=32)  
 16955 = Contains the ASCII code of the character at the current  
 cursor position  
 16956 = POKE (0-30) to change the left margin of the screen (def=1)  
 16957 = POKE (1-31) to change the right margin of the screen  
 (default=31)  
 CAUTION! Do not cross the left and right margins!  
 16958 = POKE, (0-23) to change the top margin (default=0)  
 16958,16:16993,8:16995,16 = POKES to increase the GR and HGR text window  
 Changing modes will reset the window to 4 lines  
 16959 = POKE, (1-23) to change the bottom margin (default=23)  
 16992 = RAM unused by system, available for user applications  
 16993 = Contains the number of lines of the screen (y) for HOME  
 to CLEAR(default=24)  
 16994 = Contains the right margin of screen (x) for HOME (default=  
 31)  
 16995 = POKE, (1-23) to change the starting line number for HOME  
 (default=0)  
 16996 = POKE, (2-30) to change the left margin for HOME (default=1)  
 17000 = POKE,1 to stop the cursor from FLASHING. POKE,0 or a TEXT  
 command will restore blink  
 17001 = Contains the current line position (y) of the cursor, (same  
 as VPOS)  
 17002 = Contains the current line position (x) of the cursor, (same  
 as POS)  
 17003 = Contains the last ASCII byte read from keyboard or tape  
 17005 = Contains the blinking cursor indicator, 0=blinking, else not  
 17006 = Contains the indicator for FLASH (128=on, 0=off)  
 17009 = POKE,0 to open the Video Processor for input  
 17011 = POKE, (0-12) to change the frequency of FLASHING (default=12)  
 17059 = POKE, (0-15) to change the TEXT mode border color  
 17115 = POKE, (0-255) to change the character (high nibble) and  
 screen (low nibble) colors  
 17126 = POKE, (0-255) to change the INVERSE characters (high nibble)  
 and screen (low nibble) colors  
 17164 = POKE, (ASCII #s) to fill the primary TEXT screen with the  
 code you selected  
 17198 = POKE, (3-22) to change the number of lines of display  
 (default=23)  
 17199 = POKE, (3-30) to change the number of columns of display  
 (default=30)  
 17199,29:17202,2 = POKE to shorten display by one character and shift to  
 the right to keep a TV from chopping off characters  
 17201 = POKE, (1-23) to change the top margin of the screen (dflt=0)  
 17202 = POKE, (2-23) to change the left margin (default=1)  
 17215 = POKE, (100 or 200) to install multicolor text mode  
 17291 = POKE, (0-255) to change the cursor blinking speed,  
 0=steady, 255=slowest blink (default=4)

17302 = POKE,255 to disable the <CONTROL-P> function; POKE,16 to restore; POKE,17 to disable <CONTROL-P> & <CONTROL-O>  
17302,149:18320 = POKES to make the PRINT key work in Basic mode  
17529 = POKE,0 to make the cursor disappear; POKE,66 to restore it  
17950 = First byte of the CHR\$(7) bell tone  
17954 = POKE,(0-63) to change the pitch of the PRINT CHR\$(7) bell sound. The lower the number,the higher the pitch (dflt=17)  
17956 = CHR\$(7) bell sound octave (?) (120=lower, 122=higher)  
17958 = POKE,(0-255) to change the volume of the PRINT CHR\$(7) bell sound (default=144)  
17963 = POKE,(0-255 to change the duration of the PRINT CHR\$(7) bell sound (default=7)  
18536 = POKE to change the GR left border (default=1)  
18537 = POKE to change the GR line width (default=30)  
18539 = POKE to change the GR bottom border (default=20)  
18540 = POKE to change the GR top border (default=3)  
18607 = POKE,(0-15) to change the GR border color (default=0)  
18633 = POKE,(color #x16+color #) to change the GR text window color  
18705 = POKE,(1-5) to change the no. of graphics text window lines  
18711 = POKE,(color #x16+color #) to change the GR text window character color  
18728,121:18729,0:18730,0:18735,121:18736,0:18737,0 = POKE to make the color numbers the same for GR and HGR  
18765-18780 = POKE,0-15 to make this color table like the primary one  
18781-18796 = POKE,0-15 to make this color table like the primary one  
19479 = POKE.(1-255) to allow <CONTROL-D> hearts in column 1 (default=0)  
20183,3:20187,14:20188,2:20189,0:20190,0 = POKE to change the command CATALOG to the shorter command CAT  
20482,72:20487,65 = POKE then rename an 'H' file to make it an 'A' file  
20619 = POKE,72 to fix the bug that keeps you from recovering 'h' files in Basic  
21019 = POKE,11 to fix the bug that keeps BLOAD & BRUN from acquiring a new drive  
21298 = POKE,0 to get the correct number of Blocks Left (dflt=235)  
21370 = POKE,8 to cause CATALOG to reveal the actual blocks used, not assigned. POKE,2 will reveal the start blocks. (default=6)  
23231-23248 = Legal file name ASCII table. POKE new ASCII values to make them acceptable (POKE a 32 to allow spaces in file names)  
23249-23262 = POKE,(ASCII values) to change the default file names  
23328 = POKE,11 to change the allowable file name length (POKE back to 10 immediately after saving the file)  
23925 = POKE,2 then save a dummy file named BASICPGM to INIT protect a datapack (or disk); return to default of 65 when done To remove, POKE,2 then DELETE BASICPGM then POKE,65  
24010,163:24011,62 = POKE so that LOAD will not execute the NEW routine, allows LOAD to function as a MERGE (defaults=228, 24)  
24100,0:24101,0:24102,0 = POKE, then save program. Whwn program is read into the Word Processor, the spacing after the program line numbers will be correct  
25257 = Start of the INIT routine to check for file 'BASICPGM'  
25305 = POKE,(127,160,255) to change the volume size to INIT. POKE, 127 to INIT a 'flippy' datapack, 160 to INIT a disk (default=255)  
25308 = POKE,(2) to INIT a two block directory (default=1)  
25431 = POKE,(0-15) to change the HGR border color  
25471 = POKE,(color #x16+color #) to change the HGR text window screen color  
25568 = POKE,(color #x16+color #) to change the HGR text window character color  
25573 = POKE to change the top of the HGR screen (default=3)  
25574 = POKE to change the HGR screen width (default=30)  
25576 = POKE to change the bottom edge of the HGR (default=20) or HGR2 (default=23) screens  
25577 = POKE to change the left edge of HGR screen (default=1)

26574-26587 = Contains the default shape table  
27100 = Contains PDL(0)'s vertical position  
27101 = Contains PDL(2)'s horizontal  
27102 = Contains PDL(1)'s vertical position  
27103 = Contains PDL(3)'s horizontal position  
62426-62529 = Contains the OS Data Table (Volume, Name, Length, Dir size)  
64389 = POKE,201 to disable the ADAM  
64806 = Contains background color in HGR2 mode  
64864 = Contains the EOS revision number  
64868,64869 = Contains the pointer to VDP memory table for Sprite Attribu  
64870,64871 = Contains the pointer to VDP memory table for Sprite Pattern  
64872,64873 = Contains the pointer to VDP memory table for Screen (Name)  
64874,64875 = Contains the pointer to VDP memory table for Character  
Pattern  
64876,64877 = Contains the pointer to VDP memory table for Character Color  
64879 = Contains the current device number  
64885 = Location of the keyboard input buffer  
64992 = POKE to set the system YEAR value  
64993 = POKE to set the system MONTH value  
64994 = POKE to set the system DAY value  
65283-65535 = RAM unused by system, had been set aside for future Device  
Control Blocks