SmartBASIC V1.0 Revision 79
Memory Map
(Zero Page, SmartBASIC v1.0, E.O.S)

ZERO PAGE:

00000-00255 - Zero page, interrupt routines
00159 - Flash repeat rate (default: 12)

SmartBASIC v1.0 REV. 79:

00256-27406 - THE BASIC INTERPRETER

00256-00258 - Start vector (cold start)
00260 - Version number
00262-00271 - Numbers (10000, 1000, 100,10,1 in floating point)
00272-00817 - Primary word table
00818-00937 - Secondary word table
00938-01055 - Parse vector table
01056-01144 - Hi Cathy and (C) statement **(RAM AVAILABLE TO REUSE)**
01145-01151 -], :, CR (the Basic prompt, poke 1145 to change)
01152-01463 - Error message table of errors that can occur during RUN
01464-01483 - Offset table for Error Messages
01484-01498 - Numbers (1 to F) this is an unused area
01500-01518 - Load HL with number from crunch code (calls 5939)
01519-01552 - Load BC with number from crunch code (used by GOTO)
01553-01568 - Print FPA1 in decimal (calls 3260)
01569-01574 - Add FPA1 with (HL)
01575-01582 - Subtract FPA2 from FPA1, put result in FPA1
01583-01831 - Add FPA1 and FPA2, put result in FPA1
01832-01850 - Load FPA2 to FPA1. HL lost
01851-01874 - Find sign (used by multiply and divide routines)
01875-01884 - Multiply FPA1*2 routine
01885-01887 - Multiply (HL)*FPA1 routine
01888-02017 - Multiply FPA1*FPA2 routine
02018-02275 - Divide FPA1 by FPA2 routine
02276-02284 - ABS routine (resets top bit of FPA1 to 0)
02285-02325 - SGN routine
02326-02353 - Toggle FPA1 or FPA2
02354-02406 - Load FPA1 to HL in integer format routine
02407-02487 - Load HL to FPA1 or FPA2 (integer to floating point conv)
02488-02575 - Compare FPA1 with FPA2 (carry flag set if FPA1>FPA2)
02576-02874 - Convert number from ASCII to FPA1 routine
02875-03259 - Table of powers of ten in floating point format
03260-03579 - Convert FPA1 to decimal ASCII
03580-03603 - Scale FPA1 (if FPA1>10, multiply by 0.1)
03604-03677 - LOG routine (calculates natural LOG (ln) of FPA1)
03678-03695 - SQR routine (calculates square root of FPA1)
03696-03815 - Raise to power (^) routine
03816-03911 - EXP routine
03912-03945 - TAN routine
03946-03953 - COS routine
03954-04155 - SIN routine
04156-04179 - Power Series Calculator #1
04180-04269 - ATN (arctangent)
04270-04277 - Power series calculator #2
04278-04355 - Power series calculator #3
04356-04374 - Load FPA1 to FPA2 routine
04375-04383 - Load (HL) to FPA2 routine
04384-04395 - Load FPA1 with 1 routine
04396-04410 - Push FPA1 to Stack
04411-04425 - Pop FPA1 from Stack
04426-04440 - Push FPA2 to Stack
04441-04455 - Pop FPA2 from Stack

04456-04478 - Reset Carry flag (if -127<FPA1<127) otherwise set it
04479-04497 - Temporary ABS (makes FPA1 positive)
04498-04547 - Table of floating point constants
04548-04555 - Four integer constants
04556-04586 - ATN coefficients
04587-04627 - EXP coefficients
04628-04648 - SIN (routine #1) coefficients
04649-04674 - SIN (routine #2) coefficients
04675-04695 - LOG coefficients
04696-04788 - RND (puts random number in FPA1)
04789-04834 - Push FPA1 to Stack with string check
04835-04868 - Pop FPA1 from Stack with string check
04869-04898 - Load FPA1 to FPA2 with string check
04899-04928 - Load FPA2 to FPA1 with string check
04929-04962 - Get number from crunch code, part 2
04963-04981 - Offset table for number type (used by routine above)
04982-04994 - Get 0 - 9 integer routine
04995-05007 - Get $0A - FF integer routine
05008-05022 - Get $100 - FFFF integer routine
05023-05030 - Load variable to FPA1 routine
05031-05040 - Table of variable routine vectors
05041-05046 - Load variable to FPA2 routine
05047-05058 - Table of get routine addresses
05059-05077 - Load FP variable from (BC) to (HL) routine
05078-05094 - Load Int variable from (BC) to (HL) routine
05095-05134 - Load String from (BC) to (HL) routine
05135-05140 - Execute Variable Command, put result in FPA1 routine
05141-05166 - Execute Variable Command, put result in FPA2 routine
05167-05321 - Variable Command Interpreter
05322-05373 - Move string from crunch code to (FPA1) routine
05374-05406 - Load FP number from (DE) to FPA1 routine
05407-05416 - Move string from (HL) to (DE) routine
05417-05467 - Add (+) routine
05468-05474 - Subtract (-) routine
05475-05481 - Multuply routine (calls 1888)
05482-05488 - Divide routine (calls 2018)
05489-05495 - EXP routine (calls 3696)
05496-05635 - <,>, AND, OR, =, <>, <=, >=
05636-05653 - Compare strings (FPA1) and (FPA2) (2 flag is set if =)
05654-05704 - Executes (, -, NOT, for FPA1
05705-05759 - Executes (, -, NOT, for FPA2
05760-05796 - Check for math symbol in crunch code routine
05797-05836 - Table of math symbol routines
05837-05861 - Load FPA1 from crunch code, part 1
05862-05884 - Load FPA2 from crunch code, part 1
05885-05938 - Equation Evaluation (puts operations in proper order)
05939-05974 - Get Equation from crunch code routine (gets, calls 5885)
05975-05993 - Stack setup routine
05994-06015 - Find first line number address routine
06016-06046 - Find next line number address routine
06047-06068 - END routine
06069-06111 - TRACE routine (sets bit 7 of B' to 1)
06112-06156 - Execute command routine (resets bit 7 of B' to 0)
06157-06158 -
06159-06189 - RUN routine (resets bit 4 of B' to 0)
06190-06246 - Execute loop routine (sets bit 4 of B' to 1)
06247-06335 - LET routine
06336-06340 - TRACE routine (sets bit 7 of B')
06341-06345 - NOTRACE routine (resets bit 7 of B')
06346-06350 - BREAK routine (resets bit 4 of B')
06351-06355 - NOBREAK routine (sets bit 4 of B')
06356-06377 - NEW routine
06378-06386 - STOP routine
06387-06422 - CONT routine
06423-06554 - Command vector table (list of commands in order by token)
06555-06941 - Get variable type routine

06942-07172 - DIM routine
07066-07096 - Multiply HL x DE (part of DIM routine)
07173-07263 - Check DATA length routine
07264-07298 - Make string definition routine
07299-07310 - Check stack routine (check for stack overflow)
07311-07356 - Check String space (checks for 'out of memory')
07357-07386 - Print program (used by list)
07387-07554 - LIST routine
07555-07704 - DEL routine
07705-07739 - IF routine
07740-07899 - PRINT routine
07900-08109 - Print command errors routine
08110-08113 - CLRERR routine (resets bit 0 of B' to 0)
08114-08140 - ONERR routine (sets bit 0 of B',puts line # to GOTO @ $3EFE)
08141-08243 - CLEAR routine (resets all variables to 0 or nulls)
08244-08312 - DEF routine
08313-08341 - RESUME routine
08342-08380 - GOTO routine
08381-08418 - ON routine
08419-08426 - REM, DATA routine
08427-08476 - GOSUB routine
08477-08492 - RETURN routine
08493-08515 - POP routine
08516-08556 - ON GOSUB routine (continuation of ON routine)
08557-08752 - FOR routine
08753-08956 - NEXT routine
08957-09377 - INPUT routine
09378-09481 - GET routine (calls INPUT to get one character)
09482-09498 - RESTORE routine (resets all data pointers to 0)
09499-09986 - READ routine
09987-10041 - Get memory address
10042-10072 - CALL routine
10073-10090 - USR routine (similar to CALL)
10091-10103 - PEEK routine
10104-10125 - POKE routine
10126-10163 - WAIT routine
10164-10191 - & (similar to USR)
10192-10308 - FRE routine (erases all strings not being used by a variable)
10309-10350 - VAL routine (checks for correct variable type)
10351-10370 - ASC routine (checks for string variable type)
10371-10410 - CHR routine (checks for numeric variable type)
10411-10453 - STR routine (checks for numeric varable type)
10454-10463 - LEN routine
10464-10507 - Check string length routine (used by LEFT, RIGHT, MID)
10508-10528 - LEFT routine
10529-10552 - RIGHT routine
10553-10615 - MID routine
10616-10671 - Cut string routine
10672-10813 - INT routine
10814-10831 - ERRNUM routine
10832-10843 - SPEED routine
10844-10856 - POS routine
10857-10869 - VPOS routine
10870-11009 - LOMEM routine
11010-11049 - HIMEM routine
11050-11098 - Screen commands
11099-11118 - COLOR routine
11119-11138 - HCOLOR routine
11139-11169 - PLOT routine
11170-11218 - HLIN routine
11219-11267 - VLIN routine
11268-11319 - SCRN routine
11320-11329 - HTAB routine
11330-11350 - VTAB routine
11351-11404 - DRAW routine
11405-11458 - XDRAW routine

11459-11472 - ROT routine
11473-11486 - SCALE routine
11487-11618 - HPLOT routine
11619-11649 - PDL routine
11650-11773 - STORE, RECALL routine
11774-11785 - Read buffer routine
11786-11790 - Set word scan routine
11791-11837 - Word scan routine
11838-11850 - Save registers and Set word scan routine
11851-11863 - Save registers and Word scan
11864-11883 - Letter check routine
11884-11891 - Number check routine
11892-11919 - Reset program pointers routine
11920-11993 - Print parse errors routine
11994-12009 - Print character with PR routine
12010-12042 - Print to printer routine
12043-12059 - Print to screen routine
12060-12083 - PR routine
12084-12109 - IN routine
12110-12127 - Print table routine
12128-12136 - Print a return routine
12137-12149 - Input using IN routine
12150-12158 - Print prompt routine
12159-12368 - Input line routine
12185 - Line size limit (max line size)
12369-12386 - Control character table
12387-12419 - Control address table
12420-12434 - Vectored screen print routine
12435-12450 - Print return on screen routine
12451-12499 - Check number size routine
12500-12527 - Get length of line routine
12528-12617 - Look for line number routine
12618-12778 - Insert line number into table routine
12779-12958 - Delete line number routine
12959-13037 - Print (HL) with PR routine
13038-13074 - Print primary word routine
13075-13163 - Print number routine
13164-13263 - Print variable name routine
13264-13272 - Print "FN"
13273-13284 - Print data routine
13285-13311 - Print string routine
13312-13360 - Print secondary word routine
13361-13378 - Check type of secondary word routine
13379-13412 - Find primary word routine
13413-13435 - Print command routine
13436-13458 - Print line routine
13459-13476 - Print line number and line routine
13477-13512 - Print floating point number routine
13513-13591 - Move first string routine
13592-13658 - Make first string routine
13659-13765 - Check type of character routine
13766-13832 - Compare word to tables routine
13833-13945 - Parse line routine
13946-13968 - Parse command and finish buffer routine
13969-13991 - Check for end of line routine
13992-14081 - Parse command routine
14082-14180 - Look for variable routine
14181-14416 - Make variable routine
14417-14482 - Hold new variables routine
14483-14529 - Make new variables routine
14530-14548 - Fill crunch code buffer routine
14549-14554 - Add C to DE routine
14555-14604 - Check for symbol routine
14605-14627 - Check for NOT, +, - routine
14628-14650 - Check for + or - routine
14651-14674 - Check and Parse data routine

14675-14715 - Parse data routine
14716-14741 - Parse secondary words routine
14742-14754 - Table of math priorities
14755-14776 - Print "Illegal Equation" routine
14777-14870 - Equation evaluation in parsing routine
14871-14968 - Parse equation routine
14969-14975 - Parse WAIT routine
14976-14990 - Parse DRAW routine
14991-15019 - Parse FOR routine
15020-15034 - Parse LET routine
15035-15092 - Parse IF routine
15093-15101 - Parse FOR routine
15102-15124 - Parse HPLOT routine
15125-15187 - Parse DEF routine
15188-15231 - Parse ON routine
15232-15242 - Parse RUN routine
15243-15306 - Parse LIST, DEL routine
15307-15338 - Parse variable type routine
15339-15515 - Parse variable routine
15516-15542 - Parse dimensioned variables routine
15543-15579 - Parse INPUT routine
15580-15634 - Parse PRINT routine
15635-15755 - Parse number routine
15756-15813 - Parse line number routine
15814-15901 - Parse DATA, REM or quotes routine
15902-15910 - Parse = routine (prints "Illegal Command")
15911-15925 - Parse : routine
15926-15938 - Parse = routine (prints "'=' expected")
15939-15949 - Parse , routine
15950-15962 - Parse # routine
15963-15976 - Parse TO routine
15977-15990 - Parse AT routine
15991-16006 - Parse GOTO routine
16007-16028 - Print errors routine ("Line Number" or ":"+"Expected")
16029-16034 - Boot routine (calls routine at 16481 to look for HELLO)
16035-16088 - CENTRAL LOOP
16089,16090 - Pointer to start of Line number table
16091 - Number of line numbers
16093 - Length of Line number table
16095,16096 - LOMEM pointer- Pointer to start of Variable table
16097,16098 - Pointer to end of Variable table
16099,16100 - Pointer to end of Variable command name table
16101,16102 - Pointer to start of Crunch Code table
16103,16104 - Pointer to end of Crunch Code buffer
16105,16106 - Pointer to the string of new variables
16107 - Number of variables
16109,16110 - Pointer to start of Variable value table
16111,16112 - Pointer to end of String space
16113,16114 - Temporary pointer to end of String space
16115,16116 - Pointer to start of string space
16117,16118 - Pointer to current DATA line number
16119,16120 - Pointer to current DATA Crunch Code
16121 - Number of remaining bytes in DATA Crunch Code
16122,16123 - Storage of DE for CONT
16124,16125 - Storage of HL' for CONT
16126,16127 - Line number where ONERR will go
16128 - Command error number(offset used to print nonparse,tape error)
16129 - Speed setting (default: 255)
16130,16131 - Vector to USR function
16132,16133 - Vector to & (ampersand) routine
16134 - ASCII code for Break (cntl-c)
16135 - ASCII code for Pause (cntl-s)
16136 - Indicator of pause
16137-16147 - Temporary storage area
16148 - ASCII code for indenting line numbers (default: 32)
16149,16150 - Pointer to POKE limit

16151 - Sign for the result of operations
16152-16157 - Temporary FPA data and pointers
16158 - FPA1 data used in division
16161 - FPA1 status byte (0=floating point number, else a string)
16162 - FPA1 mantissa and exponent
16167 - FPA2 data used in division
16170 - FPA2 status byte (0=floating point number, else a string)
16171 - FPA2 mantissa and exponent
16176 - Maximum width of printer line
16177 - Position of head on printer
16178-16182 - Temporary FPA for SIN, COS, etc
16183-16191 - Temporary FPA for calculations
16192,16193 - Random seed number
16194 - Sign of floating point numbers
16195,16196 - IN vector used by READ
16197,16198 - Vector to receive data from device (IN)
16199,16200 - Storage of PR vector for writing to tape
16201,16202 - Vector to transmit data to device (PR)
16203,16204 - Vector to printing on screen
16205,16206 - Length of Crunch Code buffer
16207,16208 - Line number to GOTO, GOSUB, etc
16209 - Temporary ASCII code for line indenting
16210-16212 - Null string
16213-16228 - PR vector table (the 8 addresses for PR routine)
16229 - IN vector table
16245 - Maximum length of screen input buffer (128)
16246 - Length of Input buffer
16247-16291 - Input buffer
16292-16453 - Basic words, math.
16454-16501 -
16502 - Length of Crunch Code buffer
16503-16762 - Crunch Code buffer
16763,16764 - Coordinates of last HI-RES point plotted
16765 - Current SCALE
16766 - Pointer to shape table
16768-16775 - Used for DRAWing and ROTating
16776 - Current COLOR
16777 - HCOLOR value
16778-16787 - PDL buffer
16788-16790 - Binary file header data (1,0,2)
16791,16792 - Address of binary file in RAM
16793 - Length of file
16796-16808 - Temporary name of file in first file buffer
16809-16820 - Temporary name of file in second file buffer
16821 - Device number for drive
16822 - Temporary storage for files
16829,16830 - Vector to NO/MON I
16831,16832 - Vector to NO/MON C
16833,16834 - Vector to NO/MON L
16835,16836 - Vector to NO/MON O
16837-16846 - Header for first file buffer
16847-16856 - Header for second file buffer
16857-16870 - Name and length of first file buffer
16871-16884 - Name and length of second file buffer
16885-16911 - Complete file entry in directory
16912-16950 - Temporary name holder
16951 - Temporary storage by APPEND
16953 - ASCII code for cursor
16954 - ASCII code for blank space
16955 - ASCII code for current character (under cursor)
16956 - Left margin of screen
16957 - Right margin of screen
16958 - Top margin for screen
16959 - Bottom margin for screen
16960-16991 - Buffer for screen routines
16992 - Unused RAM

16993 - Number of lines on screen (y) for HOME
16994 - Number of columns on screen (x) for HOME
16995 - Starting column number for HOME
16996 - Starting line number for HOME
16997 - Address in VRAM of Name table
16999 - Adress in VRAM of Pattern table
17001 - Current line (y) position of cursor, same as VPOS
17002 - Current column (x) position of cursor, same as POS
17003 - Current input byte(last ASCII byte read from keyboard or tape)
17004 - ASCII base
17005 - Blinking cursor indicator (0=blinking, else not)
17006 - ASCII base for cursor
17007 - Current Name table (VRAM)
17008 - Current screen or graphic mode (0=TEXT,1=GR,2=HGR,3=HGR2)
17009 - Print character indicator ($FF=print to screen,0=they are not)
17010 - Flash character indicator ($FF=some flashing,0=they are not)
17011 - Frequency of Flashing
17012,17013 - VRAM address of Name table for Flashing
17014 - Control-d indicator (0=no control-d, 4=control-d pressed)
17015 - Temporary storage of output
17016 - Length of Control-d buffer
17017-17039 - Control-d buffer
17040,17041 - Pointer to Control-d buffer
17042,17043 - Temporary pointer to file names
17044,17045 - Pointer to default file name
17046-17225 - Set TEXT routine
17059 - Border color
17115 - Text and background colors in Text mode
17126 - Color of INVERSE text and background
17198 - Number of lines
17199 - Number of columns
17201 - Top margin
17202 - Left margin
17226-17233 - Pattern of a character routine
17234-17274 - Print character routine
17275-17333 - Read keyboard routine
17291 - Speed of cursor flash
17334-17388 - Init screen routine
17389-17395 - Reset ($4271) to 0 routine
17396-17415 - Print cursor routine
17416-17447 - Print with control characters routine
17448-17610 - Print without control characters routine
17611-17977 - Control printing routines
17978-17998 - Clear buffer routine
17999-18046 - Clear screen routine
18047-18084 - Clear rest of line routine
18085-18111 - Read rest of line routine
18112-18196 - Scroll screen routine
18197-18245 - Update cursor routine
18246-18265 - Read character from screen routine
18266-18287 - Calculate Name table position routine
18288-18303 - Calculate pattern position routine
18304-18320 - Table of control ASCII
18321-18354 - Table of control addresses
18355-18378 - Calculate relative position routine
18379-18452 - Print control-p routine
18453-18491 - TEXT routine
18492-18563 - GR routine
18564-18587 - Lo-res block routine
18588-18608 - GR video addresses
18609-18727 - Set GR routine
18711 - Color of text and background in GR mode
18712-18727 -
18728-18734 - Put HCOLOR routine
18735-18741 - Put COLOR routine
18742-18754 - Get color routine

18755-18764 - Translate color routine (translates TI color to Coleco)
18765-18780 - HCOLOR table
18781-18796 - COLOR table
18797-18931 - Plot HLIN routine
18932-19093 - Plot VLIN routine
19094-19186 - PLOT point routine
19187-19263 - Do SCRN routine
19264-19286 - Read foreground color routine
19287-19303 - Read background color routine
19304-19314 - HOME screen routine
19315-19333 - Load video registers with address routine
19334-19347 - Load video registers routine
19348-19375 - Calculate GR offsets routine
19376-19422 - Plot top block routine
19423-19470 - Plot bottom block routine
19471-19692 - Print with tape check routine
19693-19883 - Control-d tape routines
19884-19970 - Immediate mode tape command checker
19971-20123 - Immediate tape routines
20124-20137 - First letters of commands
20138-20302 - Table of tape command ASCII
20303-20338 - Vectors of Immediate commands
20339-20388 - Vectors of Control-d commands
20389-20415 - Tape error ASCII for "Illegal form of OS command"
20416-20425 - FP or INT routine
20426-20468 - DELETE routine
20469-20531 - RENAME routine
20532-20639 - RECOVER routine
20640-20729 - LOCK, UNLOCK routine
20730-20848 - Get address or length routine
20849-20992 - BSAVE routine
20993-21139 - BLOAD routine
21140-21143 - BRUN routine
21144-21330 - CATALOG routine
21331-21351 - Print tape or disk name routine
21352-21399 - Print file data routine
21400-21412 - Print lock status routine
21413-21443 - Read file name routine
21444-21476 - Words for directory
21477-21714 - APPEND routine
21715-21838 - POSITION routine
21839-21842 - Write to tape routine
21843-21846 - Read from tape routine
21847-21855 - MON I routine
21856-21980 - NOMON or MON O routine
21981-22048 - NOMON I routine
22049-22454 - READ routine
22455-22922 - WRITE routine
22923-23041 - Check for record number or length routine
23042-23230 - NOMON or MON routine
23231-23248 - Legal file character ASCII
23249-23262 - Default file names ($$$$1, $$$$2)
23263-23278 - Drive to device table (table of drive/device numbers)
23279-23303 - Check ASCII of file name routine
23304-23323 - Get second file name routine
23324-23363 - Get first file name routine
23364-23476 - Get drive number routine
23477-23488 - Skip over file name routine
23489-23503 - Change file type routine
23504-23520 - Look for default file name routine
23521-23634 - Skip over header on tape routine
23635-23768 - Update file backups routine
23769-23795 - Read one byte from tape routine
23796-23812 - Write one byte to tape routine
23813-23934 - SAVE routine
23935-23975 - Input routine for LOAD

23976-24053 - LOAD or RUN routines
24054-24098 - Input routine for RUN
24099-24125 - Write program to tape
24126-24296 - Tape error table (list of error ASCII for tape errors)
24297-24418 - Print file errors routine
24419-24496 - Close files routine
24497-24611 - OPEN routine
24612-24933 - CLOSE routine
24934-24942 - PR routine
24943-25951 - IN routine
24952-24979 - Read DE for a number 0-7 routine
24980-25086 - Set up File data buffer routine
25087-25115 - Close File data buffer routine
25116-25150 - Buffer check routine
25151-25181 - Find File data buffer routine
25182-25194 - Fill end of File data buffer routine
25195-25206 - Get length of name routine
25207-25235 - Get length of program routine
25236-25256 - Increment block counter routine
25257-25266 - ASCII for BASIC file name on tape directory (used by INIT)
25267-25353 - INIT routine
25308 - Number of directory blocks to INIT (default: 1)
25354-25361 - Set date routine
25362-25369 - Init's data (ASCII for "BOOT" and the BOOT routine)
25370-25411 - HGR2 routine
25412-25432 - VRAM addresses for HGR
25433-25483 - Set HGR2 routine
25484-25600 - HGR routine
25568 - Color of text and background in HGR mode
25601-25685 - HPLOT x,y routine
25686-25922 - HPLOT x,y to x1,y1 routine
25923-26071 - Plot a point routine
26072-26094 - Calculate offset for patterns routine
26095-26122 - Write pattern and color routine
26123-26130 - Pattern buffer
26131-26140 - Color buffer
26141-26150 - INVERSE routine
26151-26162 - NORMAL routine
26163-26176 - FLASH routine
26177-26183 - Do POS routine
26184-26190 - Do VPOS routine
26191-26218 - Do HTAB routine
26219-26271 - Do VTAB routine
26272-26296 - Fill name table routine
26297-26316 - Do XDRAW with no x or y routine
26317-26332 - Do DRAW with no x or y routine
26333-26343 - Do SCALE routine
26344-26573 - Do ROT routine
26574-26587 - Default shape table
26588-26883 - Do DRAW routine
26884-26903 - Do XDRAW routine
26904-27406 - Do PDL routine
27407 - LOMEM (default)
27648 - Start of string space
52736-52992 - Numeric variables
52992-53759 - Tokenized program storage
53760-54271 - STACK
54272-55295 - Buffer from tape for Directory
55296-56319 - Buffer from tape-First file opened
56320-57343 - Buffer from tape-Second file opened
57344 - Start of operating system (EOS)
57344- - Write VRAM
57370- - Read VRAM
57396- - Write VDP register
57423- - Read VDP register
57433- - Fil VRAM (one character)

57446- - Init VRAM table
57545- - Put VRAM
57551- - Get VRAM
57610- - Calculate offset
57641- - Point to pattern position
57673- - Load ASCII to VDP
57683- - Put ASCII to VDP
57733- - Bank switch memory
57745- - Get In/Out ports
57797- - Write sprite attribute table
57939- - Read game controllers
58020- - Update spinner
58197- - Decrement low nibble
58207- - Decrement high nibble
58217- - High nibble to low nibble
58228- - Add A and (HL), 16 bits
58283- - Sound init
58321- - Sound off
58343- - Start song
58374- - Sound
58552- - Effect over
58904- - File query
58907- - Read directory for file
58961- - Set file in directory
59024- - Make file
59904- - Open file
60164- - Close file
60268- - Reset file
60439- - Read file
60815- - Write file
61125- - Set date
61140- - Get date
61162- - Initialize fole manager
61197- - Scan for file in directory
61577- - Check FCB
61657- - Mode check
61711- - Rename file
61774- - Delete file
61819- - Read block
61926- - Write block
62017- - Trim file
62243- - Initialize tape directory
62530- - Position file / EOS1 / EOS2 / EOS3 / CV A
62534- - Find DCB / Get DCB address
62579- - Request status
62600- - Read device dependant status
62650- - Read keyboard
62667- - Request keyboard status
62672- - Start read keyboard
62688- - End read keyboard
62716- - Print character
62741- - Print buffer
62829- - Start print character
62844- - End print character (check if printer is done)
62848- - Start print buffer
62904- - End print buffer (Check if printer is done)
62930- - Request printer status
62935- - Request tape status
62940- - Console initialization
62986- - Display character on screen
63015- - Console display
63538- - EOS start initialization
63734- - Hard initialization (cold start)
63778- - Soft initialization
63819- - Hard reset AdamNet
63839- - Delay after hard reset

63856-   - Synchronize Z80 and Master 6801 clocks
63947-   - Scan AdamNet
64047-   - Relocate PCB
64076-   - Get PCB address
64081-   - Soft reset keyboard
64085-   - Soft reset printer
64089-   - Soft reset tape
64093-   - Soft reset device
64123-   - Read keyboard, return code
64127-   - Read printer, return code
64131-   - Read tape, return code
64135-   - Read return code
64148-   - Go to word processor
64157-   - Read EOS
64158-   - Read one block
64178-   - Write one block
64198-   - Start read one block
64226-   - End read one block
64255-   - Start write one block
64283-   - End write one block
64373-   - Write to character device
64390-   - Start read character device
64421-   - End read character device (check DCB)
64450-   - Start write character device
64481-   - End write to character device
63599 - warm boot address
64511-   - Pointer to interrupt vector table
64512-64559 - EOS data tables
64560-64860 - EOS jump table
64861-65215 - EOS RAM
64864 - EOS revision number
64865 - VDP mode
64867 - VDP status byte
64868,64869 - Pointer to sprite attribute table
64870,64871 - Pointer to sprite generator table
64872,64873 - Pointer to pattern name table
64874,64875 - Pointer to pattern generator table
64876,64877 - Pointer to color table
64878 - Cursor bank
64879 - Current device (default: 8 (tape drive 1))
64880,64881 - Pointer to current PCB block
64882 - Device ID
64883 - File name address
64885 - Keyboard input buffer
64886-64901 - Printer buffer
64902 - Sectors to INIT
64903 - Sector number
64904 - DCB image
64940 - Query buffer
64594 - FCB buffer
64980 - File count
64981 - Mod file count
64982 - Retry count
64983 - File number
64984 - File name cmps
64985 - Directory block number
64987 - Found entry
64988 - Volume block size
64992 - Year
64993 - Month
64994 - Day
64995 - File manager dir ent
65025 - fmum
65026 - Bytes reg
65028 - Bytes to go
65030 - User buffer

65032 - Buffer start
65034 - Buffer end
65036 - Blocks reg
65040 - User name
65042 - Start block
65046 - New hole start
65050 - New hole size
65112 - And down, EOS stack
65112 - spin switch 0
65113 - Spin switch 1
65114 - Personal debounce
65134 - And down, temp stack
65134,65135 - Pointer to list of sounds
65136,65137 - Pointer to sound 1 data block
65138,65139 - Pointer to sound 2 data block
65140,65141 - Pointer to sound 3 data block
65142,65143 - Pointer to noise data block
65144 - Save control sound
65145 - Old chr
65146 - x min
65147 - x max
65148 - y min
65149 - y max
65150 - Line buffer
65183 - Number of lines
65184 - Number of columns
65185 - Upper left
65187,65188 - Pointer to name table
65189 - Cursor
65216-65219 - Pointer to processor control block
65220-65240 - Device control block for the keyboard
65220 - Status byte for keyboard
65221,65222 - Pointer to keyboard buffer (65885)
65223,65224 - Length of keyboard buffer (1)
65236 - Devicr number for keyboard (1)
65237,65238 - Maximum length of keyboard buffer (1)
65239 - Device type of keyboard
65240 - Node type of keyboard
65241-65261 - Device control block for printer
65241 - Status byte for printer
65242,65243 - Pointer to printer buffer (64886)
65244,65245 - Length of printer buffer (1)
65257 - Device number for printer (2)
65258,65259 - Maximum length of printer buffer (16)
65260 - Device type for printer
65261 - Node type for printer
65262-65282 - Device control block for tape drive
65262 - Status byte for tape drive
65263,65264 - Pointer to tape buffer (55296)
65265,65266 - Length of tape buffer (1024)
65278 - Device number for (current) tape drive
65279,65280 - Maximum length of tape buffer (1024)
65281 - Device type for tape drive
65282 - Node type for tape drive
65283-65535 = RAM unused by system, had been set aside for future Device Control Blocks