r/w	ADR	HEXADR	NAME	Description	OS
read	53769	$D209	KBCODE	internal key code	all
write	53769	$D209	STIMER	Start the POKEY Timers	all

Read#

Enthält den internen Tastaturcode der zuletzt gedrückten Taste.

Hexadecimal Values#

	$00	$01	$02	$03	$04	$05	$06	$07	$08	$09	$0A	$0B	$0C	$0D	$0E	$0F
$00	L	J	;	F1	F2	K	+	*	O		P	U	CR	I	-	=
$10	V	Help	C	F3	F4	B	X	Z	4		3	6	Esc	5	2	1
$20	,	Spc	.	N		M	/	Inv	R		E	Y	Tab	T	W	Q
$30	9		0	7	BS	8	<	>	F	H	D		Caps	G	S	A

together with Shift Key: add +$40

together with Control key: add +$80

Decimal Values#

	7	6	5	4	3	2	1	0
0	*	+	K	F2	F1	;	J	L
8	=	-	I	CR	U	P		O
16	Z	X	B	F4	F3	C	Help	V
24	1	2	5	Esc	6	3		4
32	inv	/	M		N	.	Spc	,
40	Q	W	T	Tab	Y	E		R
48	>	<	8	BS	7	0		9
56	A	S	G	Caps		D	H	F

Spc SPACE, CR RETURN, Tab TAB, Caps CAPS, Inv INVERS/ATARI-Taste, Esc Escape, BS BACKSPACE, Help HELP

together with Shift Key: add 64

together with Control key: add 128

Write#

Start the POKEY timers (the AUDF registers above). You POKE any non-zero value here to load and start the timers; the value isn't itself used in the calculations. This resets all of the audio frequency dividers to their AUDF values. If enabled by IRQEN below, these AUDF registers generate timer interrupts when they count down from the number you POKEd there to zero. The vectors for the AUDF1, AUDF2 and AUDF4 timer interrupts are located between 528 and 533 ($210 and $215) VTIMR1, VTIMR2, VTIMR4. POKEY timer four interrupt is only enabled in the new "B" OS ROMs.

---

see also: Keyboard topics Console Keys HELP

previous: AUDCTL,ALLPOT

next: SKREST,RANDOM