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address	hexaddress	NAME	description	OS
0,1	\$0000,\$0001	LINZBS		A
0	\$0000	LINFLG		X
1	\$0001	NGFLAG		X
2,3	\$0002,\$0003	CASINI		
4,5	\$0004,\$0005	RAMLO		
6	\$0006	TRAMSZ		A
6	\$0006	TRNSMZ		X
7	\$0007	TSTDAT		A
7	\$0007	TSTDAT		X
8	\$0008	WARMST		
9	\$0009	BOOT?		
10,11	\$000A,\$000B	DOSVEC		
12,13	\$000C,\$000D	DOSINI		
14,15	\$000E,\$000F	APPMHI		
16	\$0010	POKMSK		
17	\$0011	BRKKEY		
18-20	\$0012-\$0014	RTCLOK		
21,22	\$0015,\$0016	BUFADR		
23	\$0017	ICCOMT		
24,25	\$0018,\$0019	DSKFMS		
26,27	\$001A,\$001B	DSKUTL		
28	\$001C	PTIMOT		A

29	\$001D	PBPNT		A
30	\$001E	PBUFSZ		A
31	\$001F	PTMP		A
28-31	\$001C-\$001F	ABUFPT		X
32	\$0020	ICHIDZ		
33	\$0021	ICDNOZ		
34	\$0022	ICCOMZ		
35	\$0023	ICSTAZ		
36,37	\$0024,\$0025	ICBALZ,ICBAHZ		
38,39	\$0026,\$0027	ICPTLZ,ICPTHZ		
40,41	\$0028,\$0029	ICBLLZ,ICBLHZ		
42	\$002A	ICAX1Z		
43	\$002B	ICAX2Z		
44,45	\$002C,\$002D	ICAX3Z,ICAX4Z		
46	\$002E	ICAX5Z		
47	\$002F	ICAX6Z		
48	\$0030	STATUS		
49	\$0031	CHKSUM		
50,51	\$0032,\$0033	BUFRLO,BUFRHI		
52,53	\$0034,\$0035	BFENLO,BFENHI		
54	\$0036	CRETRY		A
55	\$0037	DRETRY		A
54,55	\$0036,\$0037	LTEMP		X
56	\$0038	BUFRFL		
57	\$0039	RECVDN		
58	\$003A	XMTDON		
59	\$003B	CHKSNT		
60	\$003C	NOCKSM		
61	\$003D	BPTR		
62	\$003E	FTYPE		
63	\$003F	FEOF		
64	\$0040	FREQ		
65	\$0041	SOUNDR		
66	\$0042	CRITIC		
67-73	\$0043-\$0049	FMZSPG		
67,68	\$0043,\$0044	ZBUF		
69,70	\$0045,\$0046	ZDRVA		
71,72	\$0047,\$0048	ZSBA		
73	\$0049	ERRNO		
74	\$004A	CKEY		A
75	\$004B	CASSBT		A
74,75	\$004A,\$004B	ZCHAIN		X
76	\$004C	DSTAT		
77	\$004D	ATTRACT		
78	\$004E	DRKMSK		
79	\$004F	COLRSH		
80	\$0050	TEMP		
81	\$0051	HOLD1		
82	\$0052	LMARGN		
83	\$0053	RMARGN		
84	\$0054	ROWCRS		

85,86	\$0055,\$0056	COLCRS		
87	\$0057	DINDEX		
88,89	\$0058,\$0059	SAVMSC		
90	\$005A	OLDROW		
91,92	\$005B,\$005C	OLDCOL		
93	\$005D	OLDCHR		
94,95	\$005E,\$005F	OLDADR		
96	\$0060	NEWROW		A
96,97	\$0060,\$0061	FKDEF		X
97,98	\$0061,\$0062	NEWCOL		A
98	\$0062	PALNTS		X
99	\$0063	LOGCOL		
100,101	\$0064,\$0065	ADRESS		
102,103	\$0066,\$0067	MLTTMP		
104,105	\$0068,\$0069	SAVADR		
106	\$006A	RAMTOP		
107	\$006B	BUFCNT		
108,109	\$006C,\$006D	BUFSTR		
110	\$006E	BITMSK		
111	\$006F	SHFAMT		
112,113	\$0070,\$0071	ROWAC		
114,115	\$0072,\$0073	COLAC		
116,117	\$0074,\$0075	ENDPT		
118	\$0076	DELTAR		
119,120	\$0077,\$0078	DELTAC		
121	\$0079	ROWINC		A
122	\$007A	COLINC		A
121,122	\$0079,\$007A	KEYDEF		X
123	\$007B	SWPFLG		
124	\$007C	HOLDCH		
125	\$007D	INSDAT		
126,127	\$007E,\$007F	COUNTR		
128,129	\$0080,\$0081	LOMEM		
130,131	\$0082,\$0083	VNTP		
132,133	\$0084,\$0085	VNTD		
134,135	\$0086,\$0087	VVTP		
136,137	\$0088,\$0089	STMTAB		
138,139	\$008A,\$008B	STMCUR		
140,141	\$008C,\$008D	STARP		
142,143	\$008E,\$008F	RUNSTK		
144,145	\$0090,\$0091	MEMTOP		
146-202	\$0092-\$00CA		reserved for BASIC ROM	
186,187	\$00BA,\$00BB	STOPLN		
195	\$00C3	ERRSAVE		
201	\$00C9	PTABW		
203-207	\$00CB-\$00CF		unused by BASIC and ASSEMBLER	
208,209	\$00D0,\$00D1		unused by BASIC	
210,211	\$00D2,\$00D3		reserved for BASIC or cartridge use	

212-217	\$00D4-\$00D9	FR0	Floating point register zero; holds a six-byte internal form of the FP number
218-223	\$00D1-\$00DF	FRE	FP extra register
224-229	\$00E0-\$00E5	FR1	Floating point register one; holds a six-byte internal form of the FP number as does FR0
230-235	\$00E6-\$00EB	FR2	FP register two
236	\$00EC	FRX	FP spare register
237	\$00ED	EEXP	The value of E (the exponent)
238	\$00EE	NSIGN	The sign of the FP number
239	\$00EF	ESIGN	The sign of the exponent
240	\$00F0	FCHRFLG	The first character flag
241	\$00F1	DIGRT	The number of digits to the right of the decimal
242	\$00F2	CIX	Character (current input) index. Used as an offset to the input text buffer pointed to by INBUFF below.
243,244	\$00F3,\$00F4	INBUFF	Input ASCII text buffer pointer
245,246	\$00F5,\$00F6	ZTEMP1	Temporary register
247,248	\$00F7,\$00F8	ZTEMP4	Temporary register
249,250	\$00F9,\$00FA	ZTEMP3	Temporary register
251	\$00FB	RADFLG	Also called DEGFLG. When 0 all functions are performed in radians; when set to 6, they are done in degrees
252,253	\$00FC,\$00FD	FLPTR	Points to the user's FP number
254,255	\$00FE,\$00FF	FPTR2	Pointer to the user's second FP operation.

adress	hexaddress	NAME	description	OS
256-511	\$0100-\$01FF		The OS/DOS/ BASIC stack	

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address	hexaddress	NAME	description	OS
512,513	\$0200,\$0201	VDSLST	Vector to Display List Interrupt routine	
514,515	\$0202,\$0203	VPRCED		
516,517	\$0204,\$0205	VINTER		
518,519	\$0206,\$0207	VBREAK		
520,521	\$0208,\$0209	VKEYBD		
522,523	\$020A,\$020B	VSERIN		
524,525	\$020C,\$020D	VSEROR		
526,527	\$020E,\$020F	VSEROC		
528,529	\$0210,\$0211	VTIMR1		
530,531	\$0212,\$0213	VTIMR2		
532,533	\$0214,\$0215	VTIMR4		
534,535	\$0216,\$0217	VIMIRQ		
536,537	\$0218,\$0219	CDTMV1		
538,539	\$021A,\$021B	CDTMV2		
540,541	\$021C,\$021D	CDTMV3		
542,543	\$021E,\$021F	CDTMV4		
544,545	\$0220,\$0221	CDTMV5		
546,547	\$0222,\$0223	VVBLKI	Vector to Vertical Blank I_MMEDIATE Routine	
548,549	\$0224,\$0225	VVBLKD	Vector to Vertical Blank D_EFERRED Routine	
550,551	\$0226,\$0227	CDTMA1		
552,553	\$0228,\$0229	CDTMA2		
554	\$022A	CDTMF3		
555	\$022B	SRTIMR		
556	\$022C	CDTMF4		
557	\$022D	INTEMP		
558	\$022E	CDTMF5		
559	\$022F	SDMCTL	Shadow of DMACTL	
560,561	\$0230,\$0231	SDLSTL,SDLSTH	Shadow Pointer to Display List	
562	\$0232	SSKCTL		
563	\$0233	SPARE		A
563	\$0233	LCOUNT		X
564	\$0234	LPENH	Shadow Light Pen Horizontal Value	
565	\$0235	LPENV	Shadow Light Pen Vertical Value	
566,567	\$0236,\$0237	BRKKY	Break key Interrupt vector	OS B/X?

568,569	\$0238,\$0239		two spare bytes	A
568,569	\$0238,\$0239	VPIRQ		X
570	\$023A	CDEVIC		
571	\$023B	CCOMND		
572	\$023C	CAUX1		
573	\$023D	CAUX2		
574	\$023E	TEMP		
575	\$023F	ERRFLG		
576	\$0240	DFLAGS		
577	\$0241	DESECT		
578,579	\$0242,\$0243	BOOTAD		
580	\$0244	COLDST		
581	\$0245		spare	A
581	\$0245	RECLEN		X
582	\$0246	DSKTIM		
583-622	\$0247-\$026E	LINBUF		A
583	\$0247	PDVMSK		X
584	\$0248	SHPDVS		X
585	\$0249	PDIMSK		X
586,587	\$024A,\$024B	RELADR		X
588	\$024C	PPTMPA		X
589	\$024D	PPTMPX		X
590-618	\$024E-\$026A		reserved	X
619	\$026B	CHSALT		X
620	\$026C	VSFLAG		X
621	\$026D	KEYDIS		X
622	\$026E	FINE	Fine Scroll Flag	X

623	\$026F	GPRIOR	Shadow of PRIOR	
624	\$0270	PADDL0	Shadow Paddle 0	
625	\$0271	PADDL1	Shadow Paddle 1	
626	\$0272	PADDL2	Shadow Paddle 2	
627	\$0273	PADDL3	Shadow Paddle 3	
628	\$0274	PADDL4	Shadow Paddle 4 (nur 400/800)	
629	\$0275	PADDL5	Shadow Paddle 5 (nur 400/800)	
630	\$0276	PADDL6	Shadow Paddle 6 (nur 400/800)	
631	\$0277	PADDL7	Shadow Paddle 7 (nur 400/800)	
632	\$0278	STICK0	Shadow Stick 0	
633	\$0279	STICK1	Shadow Stick 1	
634	\$027A	STICK2	Shadow Stick 2 (nur 400/800)	
635	\$027B	STICK3	Shadow Stick 3 (nur 400/800)	
636	\$027C	PTRIG0	Shadow Paddle Trigger 0	
637	\$027D	PTRIG1	Shadow Paddle Trigger 1	
638	\$027E	PTRIG2	Shadow Paddle Trigger 2	
639	\$027F	PTRIG3	Shadow Paddle Trigger 3	
640	\$0280	PTRIG4	Shadow Paddle Trigger 4 (nur 400/800)	
641	\$0281	PTRIG5	Shadow Paddle Trigger 5 (nur 400/800)	
642	\$0282	PTRIG6	Shadow Paddle Trigger 6 (nur 400/800)	
643	\$0283	PTRIG7	Shadow Paddle Trigger 7 (nur 400/800)	
644	\$0284	STRIG0	Shadow Stick Trigger 0	
645	\$0285	STRIG1	Shadow Stick Trigger 1	
646	\$0286	STRIG2	Shadow Stick Trigger 2 (nur 400/800)	
647	\$0287	STRIG3	Shadow Stick Trigger 3 (nur 400/800)	
648	\$0288	CSTAT		A
648	\$0288	HIBZTE		A
649	\$0289	WMODE		

650	\$028A	BLIM		
651-655	\$028B-\$028F		unused	A
651	\$028B	IMASK		X
652,653	\$028C,\$028D	JVECK		X
654,655	\$028E,\$028F	NEWADR		X
656	\$0290	TXTROW		
657,658	\$0291,\$0292	TXTCOL		
659	\$0293	TINDEX		
660,661	\$0294,\$0295	TXTMSC		
662-667	\$0296-\$029B	TXTOLD		
668	\$029C	TMPX1		A
668	\$029C	CRETRY		X
669	\$029D	HOLD3		
670	\$029E	SUBTMP		
671	\$029F	HOLD2		
672	\$02A0	DMASK		
673	\$02A1	TMPLBT		
674	\$02A2	ESCFLG		
675-689	\$02A3-\$02B1	TABMAP		
690-693	\$02B2-\$02B5	LOGMAP		
694	\$02B6	INVFLG		
695	\$02B7	FILFLG		
696	\$02B8	TMPROW		
697,698	\$02B9,\$02BA	TMPCOL		
699	\$02BB	SCRFLG		
700	\$02BC	HOLD4		
701	\$02BD	HOLD5		A
701	\$02BD	DRETRY		X
702	\$02BE	SHFLOK		
703	\$02BF	BOTSCR		
704	\$02C0	PCOLR0	Color of Player 0 and Missile 0	both
705	\$02C1	PCOLR1	Color of Player 1 and Missile 1	both
706	\$02C2	PCOLR2	Color of Player 3 and Missile 2	both
707	\$02C3	PCOLR3	Color of Player 3 and Missile 3	both
708	\$02C4	COLOR0	Color Register 0	both
709	\$02C5	COLOR1	Color Register 1	both
710	\$02C6	COLOR2	Color Register 2	both
711	\$02C7	COLOR3	Color Register 3	both
712	\$02C8	COLOR4	Color Register 4	both

713,714	\$02C9,\$02CA	RUNADR		X
715,716	\$02CB,\$02CC	HIUSED		X
717,718	\$02CD,\$02CE	ZHIUSE		X
719,720	\$02CF,\$02D0	GBYTEA		X
721,722	\$02D1,\$02D2	LOADAD		X
723,724	\$02D3,\$02D4	ZLOADA		X
725,726	\$02D5,\$02D6	DSCTLN		X
727,728	\$02D7,\$02D8	ACMISR		X
729	\$2D9	KRPDEL		X
730	\$2DA	KEYREP		X
731	\$2DB	NOCLIK		X
732	\$02FC	HELPGF		X
733	\$02DD	DMASAV		X
734	\$02DE	PBPNT		X
735	\$02DF	PBUFSZ		X
736,737	\$02E0,\$02E1	RUNAD		both
738,739	\$02E2,\$02E3	INITAD		both
740	\$02E4	RAMSIZ		both
741,742	\$02E5,\$02E6	MEMTOP		both
743,744	\$02E7,\$02E8	MEMLO		both
745	\$02E9	HNDLOD		X
746-749	\$02EA-\$02ED	DVSTAT		both
750,751	\$02EE,\$02EF	CBAUDL,CBAUDH		both
752	\$02F0	CRSINH	Cursor visibility	both
753	\$02F1	KEYDEL		both
754	\$02F2	CH1		both
755	\$02F3	CHACT		both
756	\$02F4	CHBAS	Pointer to base address (high byte) of charset	both
757	\$02F5	NEWROW		X
758,759	\$02F6,\$02F7	NEWCOL		X
760	\$02F8	ROWINC		X
761	\$02F9	COLINC		X
762	\$02FA	CHAR		both
763	\$02FB	ATACHR		both
764	\$02FC	CH		both
765	\$02FD	FILDAT		both
766	\$02FE	DSPFLG		both
767	\$02FF	SSFLAG		both

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adress	hexaddress	NAME	description	OS
768	\$0300	DDEVIC		both
769	\$0301	DUNIT		both
770	\$0302	DCOMND		both
771	\$0303	DSTATS		both
772,773	\$0304,\$0305	DBUFLO,DBUFHI		both
774	\$0306	DTIMLO		both
775	\$0307	DUNUSE		both
776,777	\$0308,\$0309	DBYTLO,DBYTHI		both
778,779	\$030A,\$030B	DAUX1,DAUX2		both
780,781	\$030C,\$030D	TIMER1		both
782	\$030E	ADDCOR		A
782	\$030E	JMPERS		X
783	\$030F	CASFLG		both
784,785	\$0310,\$0311	TIMER2		both
786,787	\$0312,\$0313	TEMP1		both
788	\$0314	TEMP2		A
788	\$0314	PTIMOT		X
789	\$0315	TEMP3		both
790	\$0316	SAVIO		both
791	\$0317	TIMFLG		both
792	\$0318	STACKP		both
793	\$0319	TSTAT		both
794-831	\$031A-\$033F	HATABS	38 Bytes Handler Address Table	both
829	\$033D	PUPBT1		X
830	\$033E	PUPBT2		X
831	\$033F	PUPBT3		X
832-847	\$0340-\$034F	IOCB0		both
848-863	\$0350-\$035F	IOCB1		both
864-879	\$0360-\$036F	IOCB2		both
880-895	\$0370-\$037F	IOCB3		both
896-911	\$0380-\$038F	IOCB4		both
912-927	\$0390-\$039F	IOCB5		both
928-943	\$03A0-\$03AF	IOCB6		both
944-959	\$03B0-\$03BF	IOCB7		both
960-999	\$03C0-\$03E7	PRNBUF		both
1000-1020	\$03E8-\$03FC		reserved buffer	both
1000	\$03E8	SUPERF	Flag for function keys	1200XL
1001	\$03E9	CKEY		X
1002	\$03EA	CASSBT		X
1003	\$03EB	CARTCK		X
1004	\$03EC	DEERF		X
1005-1015	\$03ED-\$03F7	ACMVAR		X
1016	\$03F8	BASICF		X
1017	\$03F9	MINTLK		X
1018	\$03FA	GINTLK		X
1019,1020	\$3FB,\$3FC	CHLINK		X

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address	hexaddress	NAME	description	OS
1021-1151	\$03FD-\$047F	CASBUF		both
1152-1279	\$0480-\$04FF		128 free bytes	

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address	hexaddress	NAME	description	OS
1280-1405	\$0500-\$057D			
1406	\$057E	LBPR1	LBUFF prefix one	
1407	\$057F	LBPR2	LBUFF prefix two	
1408-1535	\$0580-\$05FF	LBUFF	BASIC line Buffer	
1504	\$05E0	PLYARG	Polynomial arguments	
1510-1515	\$05E6-\$05EB	FPSCR	Floating Point scratch pad use	
1516-1535	\$05EC-\$05FF	FPSCR1	Floating Point scratch pad use	

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address	hexaddress	NAME	description	OS
1536-1791	\$0600-\$06FF		"Page 6" free for user	both

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Right Cartridge (B) 8K#

address	hexaddress	NAME	description	OS
32768-40959	\$8000-\$9FFF			
40954	\$9FFA		Cartridge Start Address low	
40955	\$9FFB		Cartridge Start Address high	
40956	\$9FFC		Cartridge present?	
40957	\$9FFD		Option Byte	
40958	\$9FFE		Cartridge Initialization Address low	
40959	\$9FFF		Cartridge Initialization Address high	

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Left Cartridge (A) 8K#

address	hexaddress	NAME	description	OS
40960-49151	\$A000-\$BFFF			
43234	\$A8E2		shows revision of BASIC	
49146	\$BFFA		Cartridge Start Address low	
49147	\$BFFB		Cartridge Start Address high	
49148	\$BFFC		Cartridge present?	
49149	\$BFFD		Option Byte	
49150	\$BFFE		Cartridge Initialization Address low	
49151	\$BFFF		Cartridge Initialization Address high	

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GTIA (CTIA)#

adress	hexaddress	NAME	description	OS
53248	\$D000	HPOSP0,M0PF		both
53249	\$D001	HPOSP1,M1PF		both
53250	\$D002	HPOSP2,M2PF		both
53251	\$D003	HPOSP3,M3PF		both
53252	\$D004	HPOSM0,P0PF		both
53253	\$D005	HPOSM1,P1PF		both
53254	\$D006	HPOSM2,P2PF		both
53255	\$D007	HPOSM3,P3PF		both
53256	\$D008	SIZEP0,M0PL		both
53257	\$D009	SIZEP1,M1PL		both
53258	\$D00A	SIZEP2,M2PL		both
53259	\$D00B	SIZEP3,M3PL		both
53260	\$D00C	SIZEM,P0PL		both
53261	\$D00D	GRAFP0,P1PL		both
53262	\$D00E	GRAFP1,P2PL		both
53263	\$D00F	GRAFP2,P3PL		both
53264	\$D010	GRAFP3,TRIG0		both
53265	\$D011	GRAFM,TRIG1		both
53266	\$D012	COLPM0,TRIG2		both
53267	\$D013	COLPM1,TRIG3		both
53268	\$D014	COLPM2,PAL		both
53269	\$D015	COLPM3		both
53270	\$D016	COLPF0		both
53271	\$D017	COLPF1		both
53272	\$D018	COLPF2		both
53273	\$D019	COLPF3		both
53274	\$D01A	COLBK		both
53275	\$D01B	PRIOR		both
53276	\$D01C	VDELAY		both
53277	\$D01D	GRCTL		both
53278	\$D01E	HITCLR		both
53279	\$D01F	CONSOL		both
53280-53503	\$D020-\$D0FF		repeats 53248-53279, do not use	
53504-53759	\$D100-\$D1FF		reserved for future use	B

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POKEY#

address	hexaddress	NAME	description	OS
53760	\$D200	AUDF1,POT0		
53761	\$D201	AUDC1,POT1		
53762	\$D202	AUDF2,POT2		
53763	\$D203	AUDC2,POT3		
53764	\$D204	AUDF3,POT4		
53765	\$D205	AUDC3,POT5		
53766	\$D206	AUDF4,POT6		
53767	\$D207	AUDC4,POT7		
53768	\$D208	AUDCTL,ALLPOT		
53769	\$D209	STIMER,KBCODE		
53770	\$D20A	SKREST,RANDOM		
53771	\$D20B	POTGO		
53772	\$D20C		unused	
53773	\$D20D	SEROUT,SERIN		
53774	\$D20E	IRQEN,IRQST		
53775	\$D20F	SKCTL,SKSTAT		
53776-54015	\$D210-\$D2FF		repeats 53760-53775, no special use	

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PIA#

address	hexaddress	NAME	description	OS
54016	\$D300	PORTA		
54017	\$D301	PORTB		
54018	\$D302	PACTL		
54019	\$D303	PBCTL		
54020-54271	\$D304-\$D3FF		repeats 54016-54019, no special use	

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ANTIC#

address	hexaddress	NAME	description	OS
54272	\$D400	DMACTL		
54273	\$D401	CHACTL		
54274,54275	\$D402,\$D403	DLISTL,DLISTH		
54276	\$D404	HSCROL		
54277	\$D405	VSCROL		
54278	\$D406		unused	
54279	\$D407	PMBASE		
54280	\$D408		unused	
54281	\$D409	CHBASE		
54282	\$D40A	WSYNC		
54283	\$D40B	VCOUNT		
54284	\$D40C	PENH		
54285	\$D40D	PENV		
54286	\$D40E	NMIEN		
54287	\$D40F	NMIST,NMIRES		
54288-54303	\$D410-\$D41F		repeats 54272-54287	

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address	hexaddress	NAME	description	OS
	\$D500-\$D5FF		Any read or write to an address in this range enables the cartridge control line CCNTL on the cartridge interface (same as ATARI 400 and ATARI 800)	B

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address	hexaddress	NAME	description	OS
	\$D600-\$D6FF		reserved for future use	B

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address	hexaddress	NAME	description	OS
	\$D700-\$D7FF		reserved for future use	B

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OS ROM#

address	hexaddress	NAME	description	OS
55296	\$D800	AFP	ASCII to Floating Point (FP) conversion	
55526	\$D8E6	FASC	FP value to ASCII conversion	
55722	\$D9AA	IFP	Integer to FP conversion	
55762	\$D9D2	FPI	FP to integer conversion	
55876	\$DA44	ZFR0	Clear FR0 at 212 to 217 (\$d\$-\$DB) by setting all bytes to zero	
55878	\$DA46	ZF1	Clear the FP number from FR1 , locations 224 to 229 (\$E0 to \$E5), by setting all bytes to zero.	
55904	\$DA60	FSUB	FP subtract routine, the value in FR0 minus the value in FR1 .	
55910	\$DA66	FADD	FP addition routine; FR0 plus FR1 .	
56027	\$DADB	FMUL	FP multiplication routine; FR0 times FR1 .	
56104	\$DB28	FDIV	FP division routine; FR0 divided by FR1 .	
56640	\$DD40	PLYEVL	FP polynomial evaluation.	
56713	\$DD89	FLD0R	Load the FP number into FR0 from the 6502 X,Y registers.	
56717	\$DD8D	FLD0P	Load the FP number into FR0 from user routine, using FLPTR at 252 (\$FC).	
56728	\$DD98	FLD1R	Load the FP number into FR1 from the 6502 X,Y registers.	
56732	\$DD9C	FLD1P	Load the FP number into FR1 from user program, using FLPTR .	

56743	\$DDA7	FSTOR	Store the FP number into the 6502 X,Y registers from FR0 .	
56747	\$DDAB	FSTOP	Store the FP number from FR0 , using FLPTR .	
56758	\$DDB6	FMOVE	Move the FP number from FR0 to FR1 .	
56768	\$DDC0	EXP	FP base e exponentiation.	
56780	\$DDCC	EXP10	FP base 10 exponentiation.	
57037	\$DECD	LOG	FP natural logarithm.	
57041	\$DED1	LOG10	FP base 10 logarithm.	
57344	\$E000		Standard ATARI character set, beginning with punctuations and numbers	
57600	\$E100		capital letters	
57856	\$E200		special graphics	
58112	\$E300		lower case letters	
58367	\$E3FF		end of ATARI standard charset	
58368	\$E400	EDITRV	Screen editor (E:) entry point table	
58348	\$E410	SCRENV	Display handler (television screen) (S:)	
58400	\$E420	KEYBDV	Jump Table for Keyboard driver "K:"	OSA/OSB/XL

58416	\$E430	PRINTV	Printer handler (P:)	
58432	\$E440	CASSETV	Cassette handler (C:)	
58448	\$E450	DISKIV	Disk handler initialization vector, initialized to 60906 (\$EDEA)	
58451	\$E453	DSKINV	Disk handler (interface) entry; checks the disk status. Initialized to 60912 (\$EDF0).	
58454	\$E456	CIOV		
58457	\$E459	SIOV		
58460	\$E45C	SETVBV		
58463	\$E45F	SYSVBV		
58466	\$E462	XITVBV	Exit from the VBLANK routine	
58469	\$E465	SIOINV	SIO utility initialisation, OS use only	
58472	\$E468	SENDEV	Send enable routine, OS use only	
58475	\$E46B	INTINV	Interrupt handler initialisation, OS use only	
58478	\$E46E	CIOINV	CIO utility initialisation, OS Use only	
58481	\$E471	BLKBDV	Blackbaord Mode Entry	
58484	\$E474	WARMSV	Warm Start Vector	
58487	\$E477	COLDSV	Cold Start Vector	
58490	\$E47A	RBLOKV	reads block from C:	
58493	\$E47D	CSOPIV	opens channel for C:	
58496	\$E480	PUPDIV	Vector for Self Test	X
58499	\$E483	SLFTSV		X
58502	\$E486	PHENTV		X
58505	\$E489	PHULNV		X
58508	\$E48C	PHINIV		X
58511	\$E48F	GPDVV		X
				to be completed ...
59310	\$E7AE	SYSVBL	X	
59345	\$E7D1	SYSVBL	A	
65527	\$FFF7		can be used to identify OS version	
65528	\$FFF8	CHKSUN	can be used to identify OS version	
65530,65531	\$FFFA,\$FFFB	PVECT		