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

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

85,86	\$0055,\$0056	<a href="#">COLCRS</a>		
87	\$0057	<a href="#">DINDEX</a>		
88,89	\$0058,\$0059	<a href="#">SAVMSC</a>		
90	\$005A	<a href="#">OLDROW</a>		
91,92	\$005B,\$005C	<a href="#">OLDCOL</a>		
93	\$005D	<a href="#">OLDCHR</a>		
94,95	\$005E,\$005F	<a href="#">OLDADR</a>		
96	\$0060	<a href="#">NEWROW</a>		A
96,97	\$0060,\$0061	<a href="#">FKDEF</a>		X
97,98	\$0061,\$0062	<a href="#">NEWCOL</a>		A
98	\$0062	<a href="#">PALNTS</a>		X
99	\$0063	<a href="#">LOGCOL</a>		
100,101	\$0064,\$0065	<a href="#">ADRESS</a>		
102,103	\$0066,\$0067	<a href="#">MLTTMP</a>		
104,105	\$0068,\$0069	<a href="#">SAVADR</a>		
106	\$006A	<a href="#">RAMTOP</a>		
107	\$006B	<a href="#">BUFCNT</a>		
108,109	\$006C,\$006D	<a href="#">BUFSTR</a>		
110	\$006E	<a href="#">BITMSK</a>		
111	\$006F	<a href="#">SHFAMT</a>		
112,113	\$0070,\$0071	<a href="#">ROWAC</a>		
114,115	\$0072,\$0073	<a href="#">COLAC</a>		
116,117	\$0074,\$0075	<a href="#">ENDPT</a>		
118	\$0076	<a href="#">DELTAR</a>		
119,120	\$0077,\$0078	<a href="#">DELTAC</a>		
121	\$0079	<a href="#">ROWINC</a>		A
122	\$007A	<a href="#">COLINC</a>		A
121,122	\$0079,\$007A	<a href="#">KEYDEF</a>		X
123	\$007B	<a href="#">SWPFLG</a>		
124	\$007C	<a href="#">HOLDCH</a>		
125	\$007D	<a href="#">INSDAT</a>		
126,127	\$007E,\$007F	<a href="#">COUNTR</a>		
128,129	\$0080,\$0081	<a href="#">LOMEM</a>		
130,131	\$0082,\$0083	<a href="#">VNTP</a>		
132,133	\$0084,\$0085	<a href="#">VNTD</a>		
134,135	\$0086,\$0087	<a href="#">VVTP</a>		
136,137	\$0088,\$0089	<a href="#">STMTAB</a>		
138,139	\$008A,\$008B	<a href="#">STMCUR</a>		
140,141	\$008C,\$008D	<a href="#">STARP</a>		
142,143	\$008E,\$008F	<a href="#">RUNSTK</a>		
144,145	\$0090,\$0091	<a href="#">MEMTOP</a>		
146-202	\$0092-\$00CA		reserved for BASIC ROM	
186,187	\$00BA,\$00BB	<a href="#">STOPLN</a>		
195	\$00C3	<a href="#">ERRSAVE</a>		
201	\$00C9	<a href="#">PTABW</a>		
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	<a href="#">FR0</a>	Floating point register zero; holds a six-byte internal form of the FP number
218-223	\$00D1-\$00DF	<a href="#">FRE</a>	FP extra register
224-229	\$00E0-\$00E5	<a href="#">FR1</a>	Floating point register one; holds a six-byte internal form of the FP number as does FR0
230-235	\$00E6-\$00EB	<a href="#">FR2</a>	FP register two
236	\$00EC	<a href="#">FRX</a>	FP spare register
237	\$00ED	<a href="#">EEXP</a>	The value of E (the exponent)
238	\$00EE	<a href="#">NSIGN</a>	The sign of the FP number
239	\$00EF	<a href="#">ESIGN</a>	The sign of the exponent
240	\$00F0	<a href="#">FCHRFLG</a>	The first character flag
241	\$00F1	<a href="#">DIGRT</a>	The number of digits to the right of the decimal
242	\$00F2	<a href="#">CIX</a>	Character (current input) index. Used as an offset to the input text buffer pointed to by INBUFF below.
243,244	\$00F3,\$00F4	<a href="#">INBUFF</a>	Input ASCII text buffer pointer
245,246	\$00F5,\$00F6	<a href="#">ZTEMP1</a>	Temporary register
247,248	\$00F7,\$00F8	<a href="#">ZTEMP4</a>	Temporary register
249,250	\$00F9,\$00FA	<a href="#">ZTEMP3</a>	Temporary register
251	\$00FB	<a href="#">RADFLG</a>	Also called DEGFLG. When 0 all functions are performed in radians; when set to 6, they are done in degrees
252,253	\$00FC,\$00FD	<a href="#">FLPTR</a>	Points to the user's FP number
254,255	\$00FE,\$00FF	<a href="#">FPTR2</a>	Pointer to the user's second FP operation.

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

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

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

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



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

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

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

[^](#)

**Page 4#**

address	hexaddress	NAME	description	OS
1021-1151	\$03FD-\$047F	<a href="#">CASBUF</a>		both
1152-1279	\$0480-\$04FF		128 free bytes	

[^](#)

**Page 5#**

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

[^](#)

**Page 6#**

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

[^](#)

**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	

[^](#)

## Left Cartridge (A) 8K#

address	hexaddress	NAME	description	OS
40960-49151	\$A000-\$BFFF			
43234	\$A8E2		<a href="#">shows revision of BASIC</a>	
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	<a href="#">HPOSP0,M0PF</a>		both
53249	\$D001	<a href="#">HPOSP1,M1PF</a>		both
53250	\$D002	<a href="#">HPOSP2,M2PF</a>		both
53251	\$D003	<a href="#">HPOSP3,M3PF</a>		both
53252	\$D004	<a href="#">HPOSM0,P0PF</a>		both
53253	\$D005	<a href="#">HPOSM1,P1PF</a>		both
53254	\$D006	<a href="#">HPOSM2,P2PF</a>		both
53255	\$D007	<a href="#">HPOSM3,P3PF</a>		both
53256	\$D008	<a href="#">SIZEP0,M0PL</a>		both
53257	\$D009	<a href="#">SIZEP1,M1PL</a>		both
53258	\$D00A	<a href="#">SIZEP2,M2PL</a>		both
53259	\$D00B	<a href="#">SIZEP3,M3PL</a>		both
53260	\$D00C	<a href="#">SIZEM,P0PL</a>		both
53261	\$D00D	<a href="#">GRAFP0,P1PL</a>		both
53262	\$D00E	<a href="#">GRAFP1,P2PL</a>		both
53263	\$D00F	<a href="#">GRAFP2,P3PL</a>		both
53264	\$D010	<a href="#">GRAFP3,TRIG0</a>		both
53265	\$D011	<a href="#">GRAFM,TRIG1</a>		both
53266	\$D012	<a href="#">COLPM0,TRIG2</a>		both
53267	\$D013	<a href="#">COLPM1,TRIG3</a>		both
53268	\$D014	<a href="#">COLPM2,PAL</a>		both
53269	\$D015	<a href="#">COLPM3</a>		both
53270	\$D016	<a href="#">COLPF0</a>		both
53271	\$D017	<a href="#">COLPF1</a>		both
53272	\$D018	<a href="#">COLPF2</a>		both
53273	\$D019	<a href="#">COLPF3</a>		both
53274	\$D01A	<a href="#">COLBK</a>		both
53275	\$D01B	<a href="#">PRIOR</a>		both
53276	\$D01C	<a href="#">VDELAY</a>		both
53277	\$D01D	<a href="#">GRCTL</a>		both
53278	\$D01E	<a href="#">HITCLR</a>		both
53279	\$D01F	<a href="#">CONSOL</a>		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	<a href="#">AUDF1,POT0</a>		
53761	\$D201	<a href="#">AUDC1,POT1</a>		
53762	\$D202	<a href="#">AUDF2,POT2</a>		
53763	\$D203	<a href="#">AUDC2,POT3</a>		
53764	\$D204	<a href="#">AUDF3,POT4</a>		
53765	\$D205	<a href="#">AUDC3,POT5</a>		
53766	\$D206	<a href="#">AUDF4,POT6</a>		
53767	\$D207	<a href="#">AUDC4,POT7</a>		
53768	\$D208	<a href="#">AUDCTL,ALLPOT</a>		
53769	\$D209	<a href="#">STIMER,KBCODE</a>		
53770	\$D20A	<a href="#">SKREST,RANDOM</a>		
53771	\$D20B	<a href="#">POTGO</a>		
53772	\$D20C		unused	
53773	\$D20D	<a href="#">SEROUT,SERIN</a>		
53774	\$D20E	<a href="#">IRQEN,IRQST</a>		
53775	\$D20F	<a href="#">SKCTL,SKSTAT</a>		
53776-54015	\$D210-\$D2FF		repeats 53760-53775, no special use	

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**PIA#**

address	hexaddress	NAME	description	OS
54016	\$D300	<a href="#">PORTA</a>		
54017	\$D301	<a href="#">PORTB</a>		
54018	\$D302	<a href="#">PACTL</a>		
54019	\$D303	<a href="#">PBCTL</a>		
54020-54271	\$D304-\$D3FF		repeats 54016-54019, no special use	

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**ANTIC#**

address	hexaddress	NAME	description	OS
54272	\$D400	<a href="#">DMACTL</a>		
54273	\$D401	<a href="#">CHACTL</a>		
54274,54275	\$D402,\$D403	<a href="#">DLISTL,DLISTH</a>		
54276	\$D404	<a href="#">HSCROL</a>		
54277	\$D405	<a href="#">VSCROL</a>		
54278	\$D406		unused	
54279	\$D407	<a href="#">PMBASE</a>		
54280	\$D408		unused	
54281	\$D409	<a href="#">CHBASE</a>		
54282	\$D40A	<a href="#">WSYNC</a>		
54283	\$D40B	<a href="#">VCOUNT</a>		
54284	\$D40C	<a href="#">PENH</a>		
54285	\$D40D	<a href="#">PENV</a>		
54286	\$D40E	<a href="#">NMIEN</a>		
54287	\$D40F	<a href="#">NMIST,NMIRE</a>		
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 <a href="#">CCNTL</a> 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	<a href="#">AFP</a>	ASCII to Floating Point (FP) conversion	
55526	\$D8E6	<a href="#">FASC</a>	FP value to ASCII conversion	
55722	\$D9AA	<a href="#">IFP</a>	Integer to FP conversion	
55762	\$D9D2	<a href="#">FPI</a>	FP to integer conversion	
55876	\$DA44	<a href="#">ZFR0</a>	Clear <a href="#">FR0</a> at 212 to 217 (\$d\$-\$DB) by setting all bytes to zero	
55878	\$DA46	<a href="#">ZF1</a>	Clear the FP number from <a href="#">FR1</a> , locations 224 to 229 (\$E0 to \$E5), by setting all bytes to zero.	
55904	\$DA60	<a href="#">FSUB</a>	FP subtract routine, the value in <a href="#">FR0</a> minus the value in <a href="#">FR1</a> .	
55910	\$DA66	<a href="#">FADD</a>	FP addition routine; <a href="#">FR0</a> plus <a href="#">FR1</a> .	
56027	\$DADB	<a href="#">FMUL</a>	FP multiplication routine; <a href="#">FR0</a> times <a href="#">FR1</a> .	
56104	\$DB28	<a href="#">FDIV</a>	FP division routine; <a href="#">FR0</a> divided by <a href="#">FR1</a> .	
56640	\$DD40	<a href="#">PLYEVL</a>	FP polynomial evaluation.	
56713	\$DD89	<a href="#">FLD0R</a>	Load the FP number into <a href="#">FR0</a> from the 6502 X,Y registers.	
56717	\$DD8D	<a href="#">FLD0P</a>	Load the FP number into <a href="#">FR0</a> from user routine, using <a href="#">FLPTR</a> at 252 (\$FC).	
56728	\$DD98	<a href="#">FLD1R</a>	Load the FP number into <a href="#">FR1</a> from the 6502 X,Y registers.	
56732	\$DD9C	<a href="#">FLD1P</a>	Load the FP number into <a href="#">FR1</a> from user program, using <a href="#">FLPTR</a> .	

56743	\$DDA7	<a href="#">FSTOR</a>	Store the FP number into the 6502 X,Y registers from <a href="#">FR0</a> .	
56747	\$DDAB	<a href="#">FSTOP</a>	Store the FP number from <a href="#">FR0</a> , using <a href="#">FLPTR</a> .	
56758	\$DDB6	<a href="#">FMOVE</a>	Move the FP number from <a href="#">FR0</a> to <a href="#">FR1</a> .	
56768	\$DDC0	<a href="#">EXP</a>	FP base e exponentiation.	
56780	\$DDCC	<a href="#">EXP10</a>	FP base 10 exponentiation.	
57037	\$DECD	<a href="#">LOG</a>	FP natural logarithm.	
57041	\$DED1	<a href="#">LOG10</a>	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	<a href="#">EDITRV</a>	Screen editor (E:) entry point table	
58348	\$E410	<a href="#">SCRENV</a>	Display handler (television screen) (S:)	
58400	\$E420	<a href="#">KEYBDV</a>	Jump Table for Keyboard driver "K:"	OSA/OSB/XL

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