
Subject: Apple IIgs firmware equates
Posted by [toinet](#) on Fri, 22 Aug 2014 21:49:06 GMT
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If one needs a reference table, there it is!
It describes all the softswitches and important memory locations of the Apple IIgs.

; This EdAsm/Asm816 source code file was converted to AsmIIIGS
; by EdAsmCvtIIIGS version 1.2d4 on 5/7/91 at 4:9:18 PM

TITLE 'Bank \$FF Variables'

```
*****  
*                                     *  
*      Bank $FF Variables             *  
*                                     *  
*      by                             *  
*      Fern Bachman 1985-1987        *  
*      Joe Bo      1987-1989         *  
*                                     *  
*      Copyright Apple Computer, Inc. 1985-1989 *  
*      All Rights Reserved.          *  
*                                     *  
*****
```

F8VERSION EQU \$06 ;F8 ROM //e ID byte

*
* ZERO PAGE EQUATES
*

LOC0 EQU \$00 ;vector for autostart from disk
LOC1 EQU \$01
PRINTTMP EQU \$06 ;\$06-\$08 saved and restore by print rtne
WNDLFT EQU \$20 ;left edge of text window
WWDWDTH EQU \$21 ;width of text window
WWDTOP EQU \$22 ;top of text window
WWDDBTM EQU \$23 ;bottom+1 of text window
CH EQU \$24 ;cursor horizontal position
CV EQU \$25 ;cursor vertical position
GBASL EQU \$26 ;lo-res graphics base addr.
GBASH EQU \$27
BASL EQU \$28 ;text base address
BASH EQU \$29
BAS2L EQU \$2A ;temp base for scrolling
BAS2H EQU \$2B

```

H2 EQU $2C ;temp for lo-res graphics
LMNEM EQU $2C ;temp for mnemonic decoding
V2 EQU $2D ;temp for lo-res graphics
RMNEM EQU $2D ;temp for mnemonic decoding
MASK EQU $2E ;color mask for lo-res gr.
FORMAT EQU $2E ;temp for opcode decode
LENGTH EQU $2F ;temp for opcode decode
COLOR EQU $30 ;color for lo-res graphics
MONMODE EQU $31 ;Monitor mode
INVFLG EQU $32 ;normal/inverse(/flash)
PROMPT EQU $33 ;prompt character
YSAV EQU $34 ;position in Monitor command
YSAV1 EQU $35 ;temp for Y register
CSWL EQU $36 ;character output hook
CSWH EQU $37
KSWL EQU $38 ;character input hook
KSWH EQU $39
PCL EQU $3A ;temp for program counter
PCH EQU $3B
A1L EQU $3C ;Monitor temp
A1H EQU $3D ;Monitor temp
A2L EQU $3E ;Monitor temp
A2H EQU $3F ;Monitor temp
A3L EQU $40 ;Monitor temp
A3H EQU $41 ;Monitor temp
A4L EQU $42 ;Monitor temp
A4H EQU $43 ;Monitor temp
*A5L EQU $44 ;Monitor temp
A5H EQU $45 ;Monitor temp
ACC EQU $45 ;Acc after break (destroys A5H)
XREG EQU $46 ;X reg after break
YREG EQU $47 ;Y reg after break
STATUS EQU $48 ;P reg after break
SPNT EQU $49 ;SP after break
RNDL EQU $4E ;random counter low
RNDH EQU $4F ;random counter high

*
* Value equates
*

GOODF8 EQU $06 ;//e ID byte
X8 EQU $10 ;Mask for interrupt code
M8 EQU $20 ;Mask for interrupt code
EXMEMCMD EQU $38 ;Mask for extnd mem designator/sctr # cmd
CHKSMCNST EQU $AAAA ;BATTERYRAM checksum EOR constant

*

```

* Bank 1 / Page 1 permanent storage

*

MNEMSTKPTR EQU \$010100 ;Main stack pointer
ALEMSTKPTR EQU \$010101 ;Alternate stack pointer

*

* Characters read by GETLN are placed in
* IN, terminated by a carriage return.

*

IN EQU \$0200 ;input buffer for GETLN

*

* Page 3 vectors

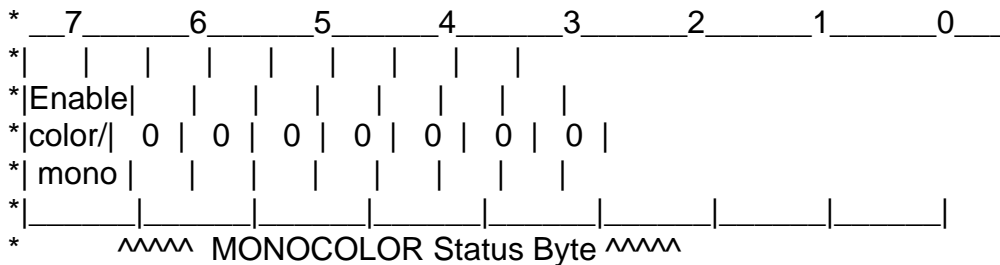
*

OSWMSTRT EQU \$3D0 ;QUITMON jumps here
BRKV EQU \$03F0 ;vectors here after break
SOFTEV EQU \$03F2 ;vector for warm start
PWREDUP EQU \$03F4 ;THIS MUST = EOR #A5 OF SOFTEV+1
AMPERV EQU \$03F5 ;APPLESOFT & EXIT VECTOR
USRADR EQU \$03F8 ;APPLESOFT USR function vector
NMI EQU \$03FB ;NMI vector
IRQLOC EQU \$03FE ;Maskable interrupt vector
LINE1 EQU \$0400 ;first line of text screen
PRO8MLI EQU \$00BF00 ;Address of PRODOS8 MLI entry point
EJECT

* HARDWARE EQUATES

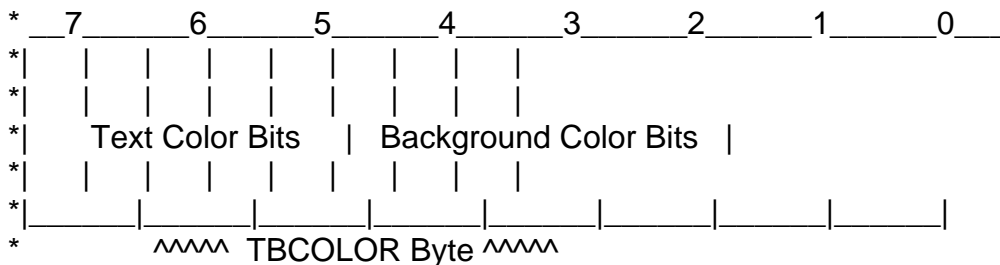
EQUSECT \$C000
IOADR EQU DS * ;All I/O is at \$Cxxx
KBD EQU DS * ;Bit 7=1 if keystroke
CLR80COL EQU DS.B 1 ;disable 80 column store
SET80COL EQU DS.B 1 ;enable 80 column store
RDMAINRAM EQU DS.B 1 ;read from main 48K RAM
RDCARDRAM EQU DS.B 1 ;read from alt. 48K RAM
WRMAINRAM EQU DS.B 1 ;write to main 48K RAM
WRCARDRAM EQU DS.B 1 ;write to alt. 48K RAM
SETSLOT3ROM EQU DS.B 1 ;use ROMS on cards
SETINT3ROM EQU DS.B 1 ;use internal ROM
SETSTDZP EQU DS.B 1 ;use main zero page/stack
SETALTZP EQU DS.B 1 ;use alt. zero page/stack
SETINTC3ROM EQU DS.B 1 ;Enable internal slot 3 ROM
SETSLOT3ROM EQU DS.B 1 ;Enable external slot 3 ROM
CLR80VID EQU DS.B 1 ;disable 80 column hardware
SET80VID EQU DS.B 1 ;enable 80 column hardware
CLRALTCHAR EQU DS.B 1 ;normal LC, flashing UC

SETALTCHAR EQUDS.B 1 ;normal inverse, LC; no flash
 KBDSTRB EQUDS.B 1 ;turn off key pressed flag
 RDLCBNK2 EQUDS.B 1 ;Bit 7=1 if LC bank 2 is in
 RDLCRAM EQUDS.B 1 ;Bit 7=1 if LC RAM read enabled
 RDRAMRD EQUDS.B 1 ;Bit 7=1 if reading alt 48K
 RDRAMWRT EQUDS.B 1 ;Bit 7=1 if writing alt 48K
 RDCXROM EQUDS.B 1 ;Bit 7=1 if using int rom
 RDALTZP EQUDS.B 1 ;Bit 7=1 if slot zp enabled
 RDC3ROM EQUDS.B 1 ;Bit 7=1 if slot c3 space enabled
 RD80COL EQUDS.B 1 ;Bit 7=1 if 80 column store
 RDVBLBAR EQUDS.B 1 ;Bit 7=1 if not VBL
 RDTEXT EQUDS.B 1 ;Bit 7=1 if text (not graphics)
 RDMIX EQUDS.B 1 ;Bit 7=1 if mixed mode on
 RDPAGE2 EQUDS.B 1 ;Bit 7=1 if TXTPAGE2 switched in
 RDHIRES EQUDS.B 1 ;Bit 7=1 if HIRES is on
 ALTCHARSET EQUDS.B 1 ;Bit 7=1 if alternate char set in use
 RD80VID EQUDS.B 1 ;Bit 7=1 if 80 column hardware in
 EQUDS.B 1 ;Reserved for future system expansion



- * MONOCOLOR bits defined as follows
- * bit 7= 0 enables color -- 1 disables color
- * bit 6,5,4,3,2,1,0 Must be 0

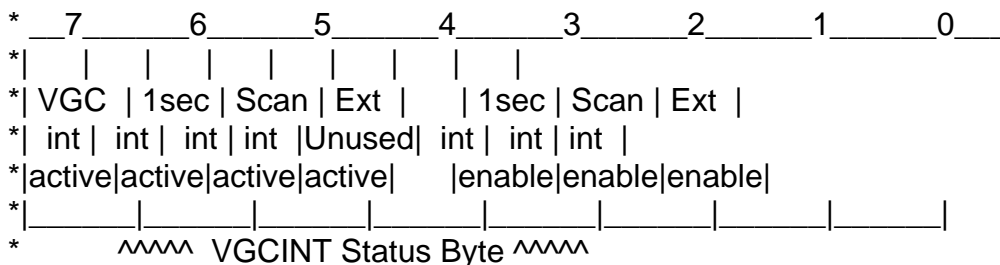
MONOCOLOR EQUDS.B 1 ;Monochrome/color select register



- * TBCOLOR bits defined as follows
- * bit 7,6,5,4 = Text color bits
- * bits 3,2,1,0 = Background color bits
- * Color bits =
- * \$0 = Black
- * \$1 = Deep Red

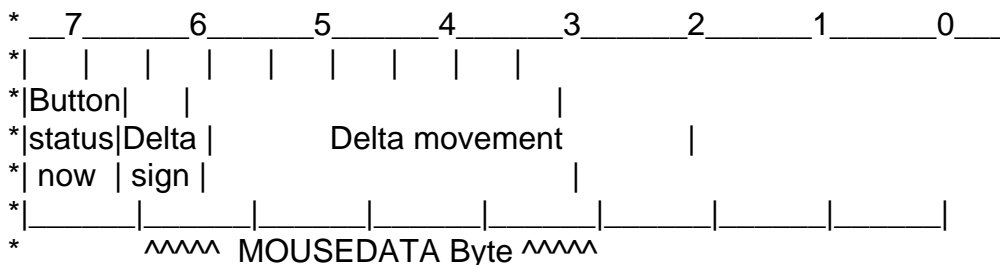
- * \$2 = Dark Blue
- * \$3 = Purple
- * \$4 = Dark green
- * \$5 = Dark Gray
- * \$6 = Medium Blue
- * \$7 = Light Blue
- * \$8 = Brown
- * \$9 = Orange
- * \$A = Light Gray
- * \$B = Pink
- * \$C = Green
- * \$D = Yellow
- * \$E = Aquamarine
- * \$F = White

TBCOLOR EQUDS.B 1 ;Text/background color select register



- * VGCINT bits defined as follows
- * bit 7= 1 if interrupt generated by VGC
- * bit 6= 1 if 1 second timer interrupt
- * bit 5= 1 if scan line interrupt
- * bit 4= 1 if external interrupt
- * bit 3= unused
- * bit 2= 1 second timer interrupt enable
- * bit 1= scan line interrupt enable
- * bit 0= external interrupt enable

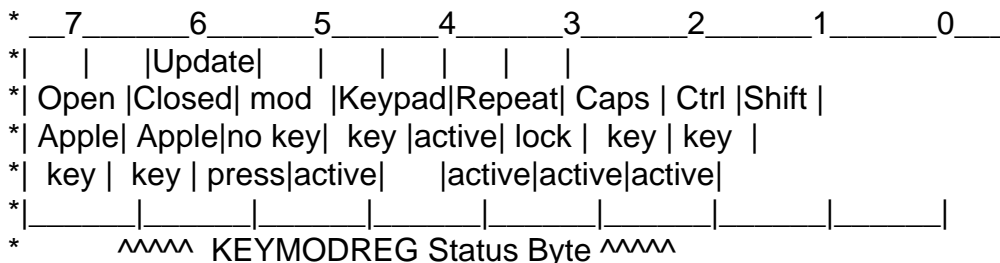
VGCINT EQUDS.B 1 ;VGC interrupt register



- * MOUSEDATA bits defined as follows
- * bit 7= if reading X data = button 1 status
- * if reading Y data = button 0 status

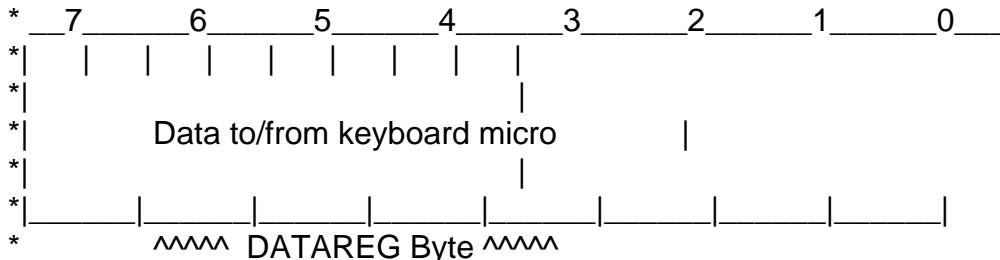
- * bit 6= sign of delta 0='+' -- 1='-'
- * bit 5,4,3,2,1,0 = delta movement

MOUSEDATA EQUDS.B 1 ;X or Y mouse data register



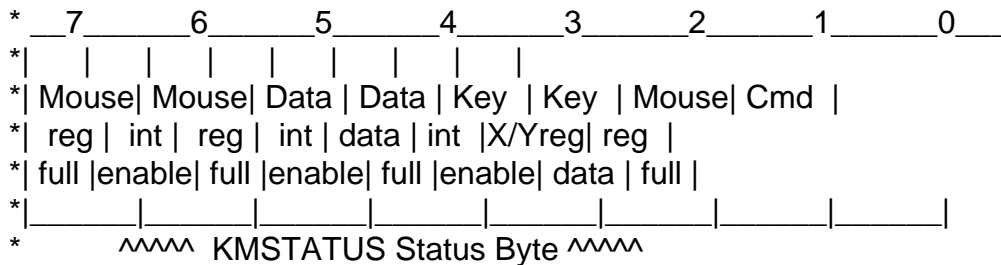
- * KEYMODREG bits defined as follows
- * bit 7= Open Apple key active
- * bit 6= Closed Apple key active
- * bit 5= Updated modifier latch without keypress
- * bit 4= Keypad key active
- * bit 3= Repeat active
- * bit 2= Caps lock active
- * bit 1= Control key active
- * bit 0= Shift key active

KEYMODREG EQUDS.B 1 ;Key modifier register



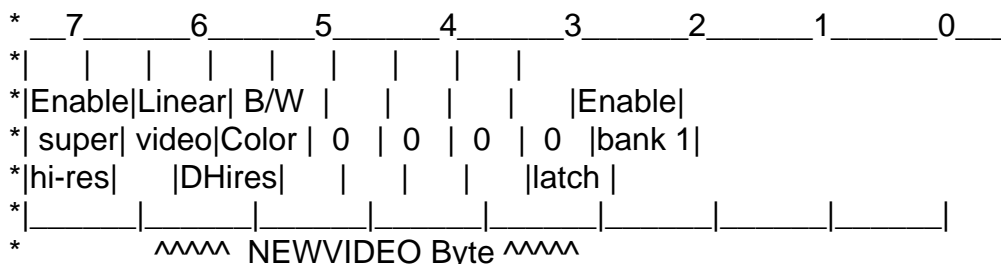
- * DATAREG bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = data to/from keyboard micro
- * Data at interrupt time in this register is defined as
- * bit 7= Response byte if set, otherwise status byte
- * bit 6= ABORT valid if set and all other bits reset
- * bit 5= Desktop manager key sequence pressed
- * bit 4= Flush buffer key sequence pressed
- * bit 3= SRQ valid if set
- * bit 2,1,0 If all bits clear then no FDB data valid,
- * else the bits indicate the number of valid
- * bytes received minus 1. (2-8 bytes total)

DATAREG EQUDS.B 1 ;Data register in KeyGlu chip



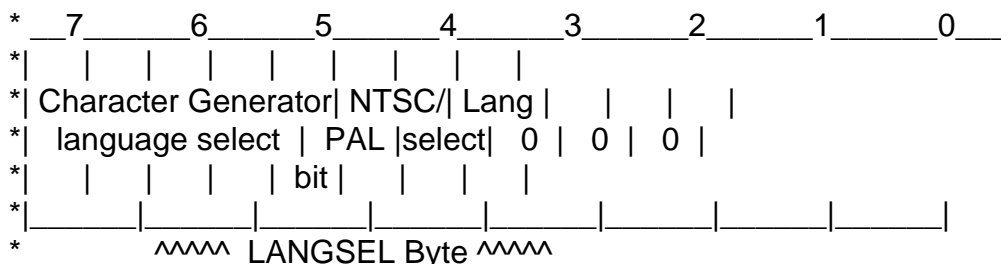
- * KMSTATUS bits defined as follows
- * bit 7= 1 if mouse register full
- * bit 6= mouse interrupt disable/enable
- * bit 5= 1 if data register full
- * bit 4= data interrupt enable
- * bit 3= 1 if key data full <<<<<-----NEVER USE, WON'T WORK
- * bit 2= key data interrupt enable <<<<<-----NEVER USE, WON'T WORK
- * bit 1= 0 = mouse 'X' register data available
- 1 = mouse 'Y' register data available
- * bit 0= Command register full

KMSTATUS EQU.DS.B 1 ;Keyboard/mouse status register
ROMBANK EQU.DS.B 1 ;ROM bank select toggle



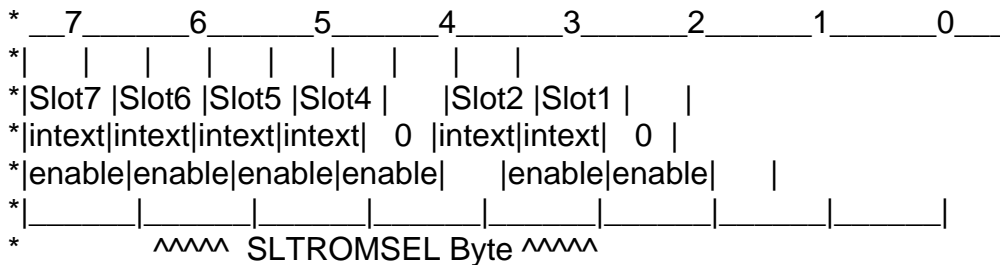
- * NEWVIDEO bits defined as follows
- * bit 7= 1 to disable Apple //e video (enables super hi-res)
- * bit 6= 1 to linearize for super hi-res
- * bit 5= 0 for color double hi-res -- 1 for B/W hi-res
- * bit 4,3,2,1= MUST be programmed as 0
- * bit 0= Enable bank 1 latch to allow long instructions
- to access bank 1 directly.

NEWVIDEO EQU.DS.B 1 ;Video/enable read alt mem with long instr
EQU.DS.B 1 ;Reserved for future system expansion



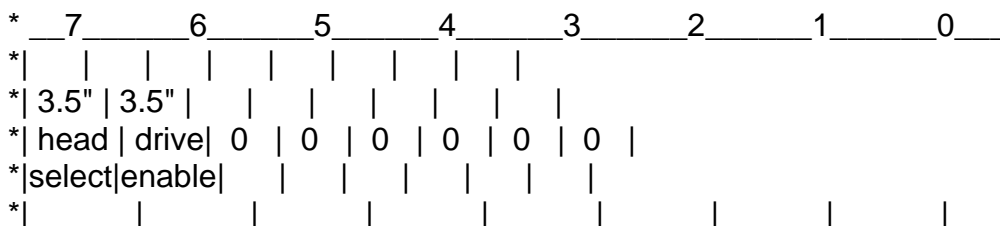
- * LANGSEL bits defined as follows
- * bit 7,6,5= Character generator language select
- * Primary language Secondary language
- * \$0 = USA Dvorak
- * \$1 = UK USA
- * \$2 = French USA
- * \$3 = Danish USA
- * \$4 = Spanish USA
- * \$5 = Italian USA
- * \$6 = German USA
- * \$7 = Swedish USA
- * bit 4= 0 if NTSC video mode -- 1 if PAL video mode
- * bit 3= LANGUAGE switch bit 0 if primary lang set selected
- * bit 2,1,0 ;MUST be programmed as 0's

LANGSEL EQUDS.B 1 ;Language/PAL/NTSC select register
 CHARROM EQUDS.B 1 ;Addr for tst mode read of character ROM



- * SLTROMSEL bits defined as follows
- * bit 7= 0 enables internal slot 7 -- 1 enables slot ROM
- * bit 6= 0 enables internal slot 6 -- 1 enables slot ROM
- * bit 5= 0 enables internal slot 5 -- 1 enables slot ROM
- * bit 4= 0 enables internal slot 4 -- 1 enables slot ROM
- * bit 3= MUST be 0
- * bit 2= 0 enables internal slot 2 -- 1 enables slot ROM
- * bit 1= 0 enables internal slot 1 -- 1 enables slot ROM
- * bit 0= Must be 0

SLTROMSEL EQUDS.B 1 ;Slot ROM select
 VERTCNT EQUDS.B 1 ;Addr for read of video cntr bits V5-VB
 HORIZCNT EQUDS.B 1 ;Addr for read of video cntr bits VA-H0
 SPKR EQUDS.B 1 ;clicks the speaker

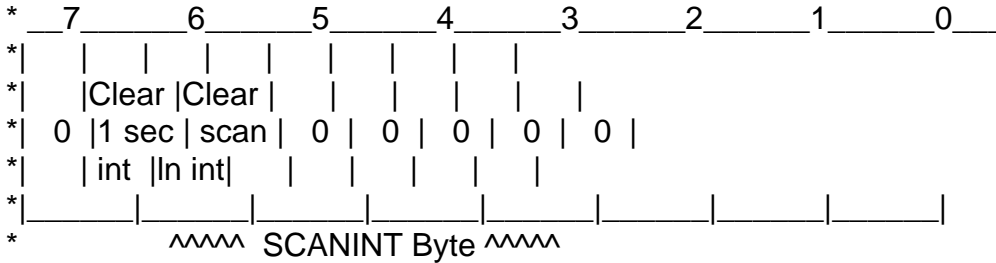


* ^^^^ DISKREG Status Byte ^^^^

* DISKREG bits defined as follows

- * bit 7= 1 to select head on 3.5" drive to use
- * bit 6= 1 to enable 3.5" drive
- * bit 5,4,3,2,1,0= unused

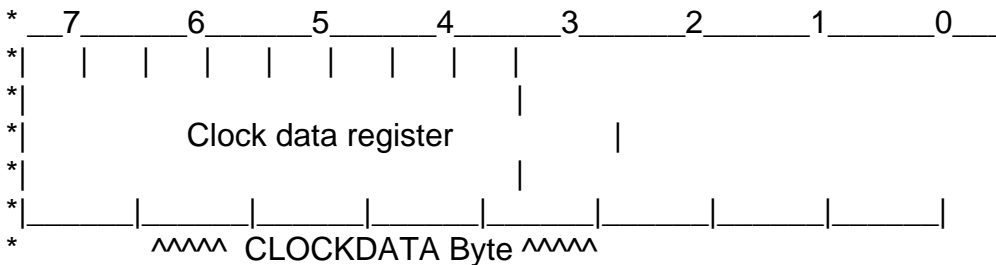
DISKREG EQU.DS.B 1 ;Used for 3.5" disk drives



* SCANINT bits defined as follows

- * bit 7= unused
- * bit 6= write a 0 here to reset 1 second interrupt
- * bit 5= write a 0 here to clear scan line interrupt
- * bit 4= unused
- * bit 3= unused
- * bit 2= unused
- * bit 1= unused
- * bit 0= unused

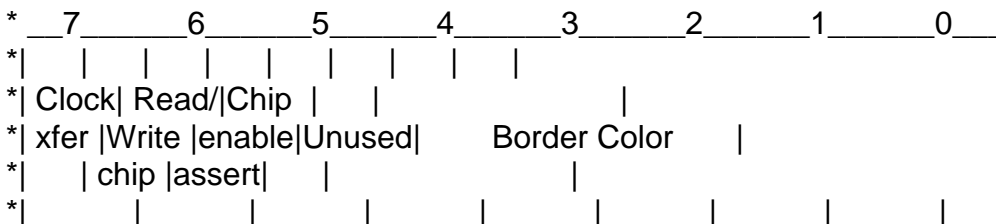
SCANINT EQU.DS.B 1 ;Scan line interrupt register



* CLOCKDATA bits defined as follows

- * bit 7,6,5,4,3,2,1,0 -- Data passed to/from clock chip

CLOCKDATA EQU.DS.B 1 ;Clock data register

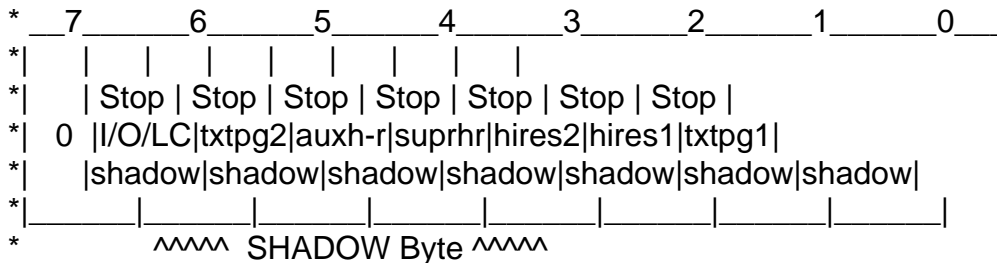


* `~~~~ CLOCKCTL Byte ~~~~`

* CLOCKCTL bits defined as follows

- * bit 7= Set =1 to start transfer to clock
- * Read =0 when transfer to clock is complete
- * bit 6= 0= write to clock chip -- 1= read from clock chip
- * bit 5= Clock chip enable asserted after transfer 0=no 1=yes
- * bit 4= unused
- * bit 3,2,1,0 = select border color (see TBCOLOR for values)

`CLOCKCTL EQU DS.B 1 ;Clock control register`

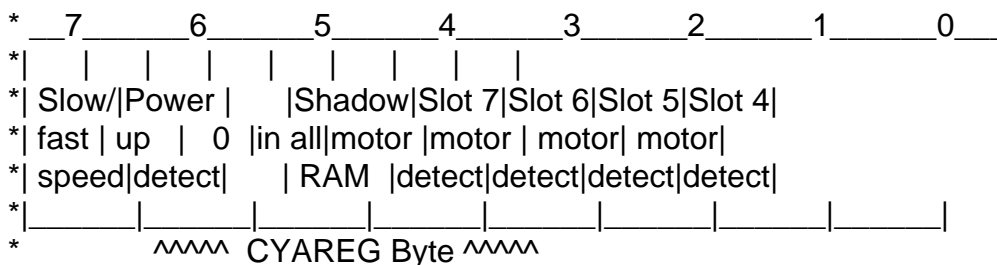


* SHADOW bits defined as follows

- * bit 7= Must write 0
- * bit 6= 1 to inhibit I/O and language card operation
- * bit 5= 1 to inhibit shadowing text page 2
- * bit 4= 1 to inhibit shadowing aux hi-res page
- * bit 3= 1 to inhibit shadowing 32k video buffer
- * bit 2= 1 to inhibit shadowing hires page 2
- * bit 1= 1 to inhibit shadowing hires page 1
- * bit 0= 1 to inhibit shadowing text page 1

* Note: bit 5 only implemented in new CYA chip, if using
 * FPI chip then must write 0.

`SHADOW EQU DS.B 1 ;Shadow register`

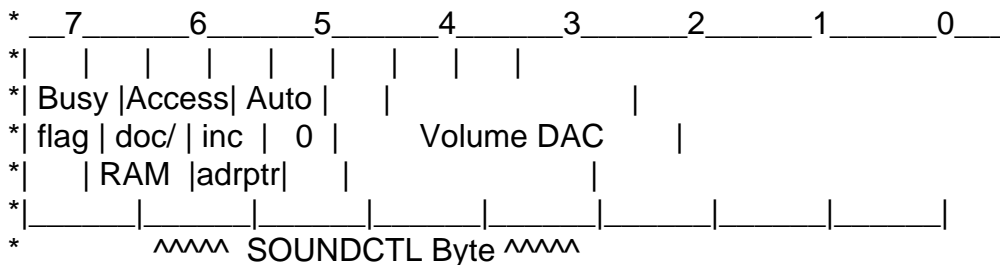


* CYAREG bits defined as follows

- * bit 7= 0=slow system speed -- 1=fast system speed
- * bit 6= 1=cold start -- 0=warm start
- * bit 5= Must write 0
- * bit 4= Shadow in all RAM banks

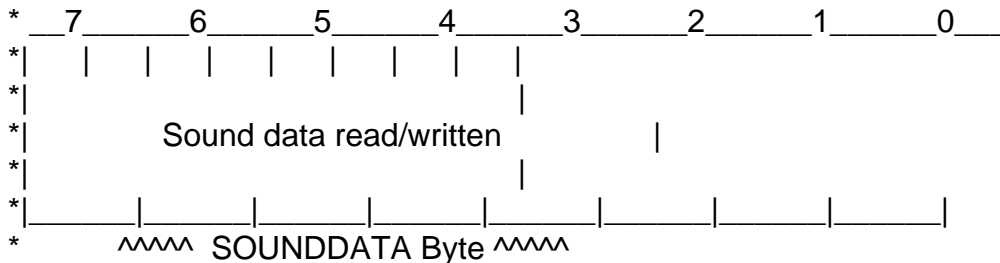
- * bit 3= Slot 7 disk motor on detect
- * bit 2= Slot 6 disk motor on detect
- * bit 1= Slot 5 disk motor on detect
- * bit 0= Slot 4 disk motor on detect
- *
- * Note: bit 6 only implemented in new CYA chip, if using
- * FPI chip then must always write 0.

CYAREG EQUDS.B 1 ;Speed and motor on detect
 DMAREG EQUDS.B 1 ;Used during DMA as bank address
 SCCBREG EQUDS.B 1 ;SCC channel B cmd register
 SCCAREG EQUDS.B 1 ;SCC channel A cmd register
 SCCBDATA EQUDS.B 1 ;SCC channel B data register
 SCCADATA EQUDS.B 1 ;SCC channel A data register



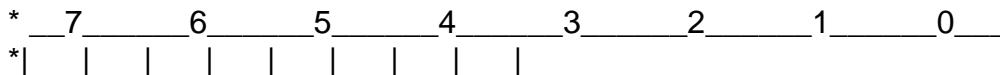
- * SOUNDCTL bits defined as follows
- * bit 7= 0 if not busy -- 1 if busy
- * bit 6= 0=access doc -- 1=access RAM
- * bit 5= 0=disable auto incrementing of address pointer
- * 1=enable auto incrementing of address pointer
- * bit 4= Must be 0
- * bit 3,2,1,0= volume DAC \$0=off \$F=full volume

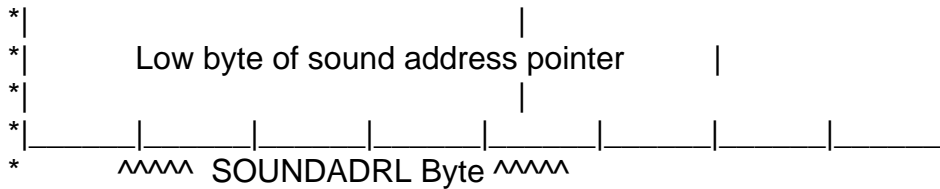
SOUNDCTL EQUDS.B 1 ;Sound control register



- * SOUNDDATA bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = Data read from/written to sound RAM

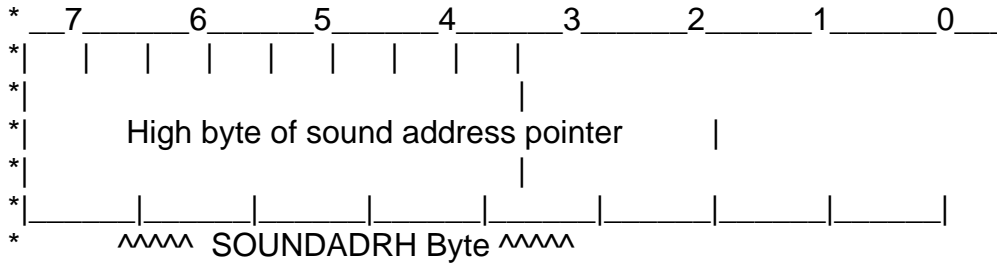
SOUNDDATA EQUDS.B 1 ;Sound data register





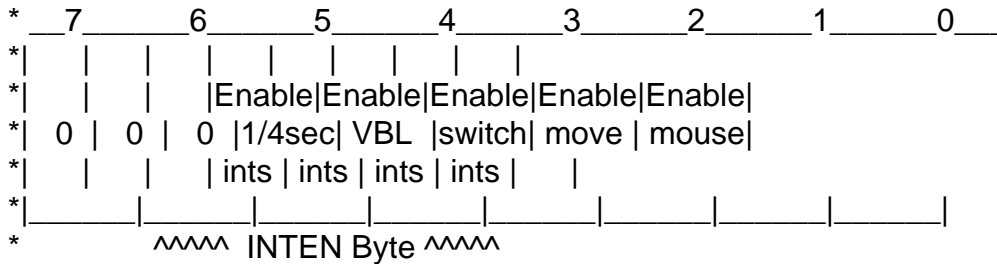
- * SOUNDADRL bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = Address into sound RAM low byte

SOUNDADRL EQUDS.B 1 ;Sound address pointer, low byte



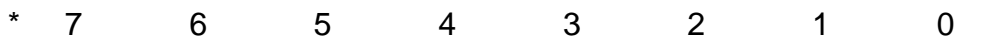
- * SOUNDADRH bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = Address into sound RAM high byte

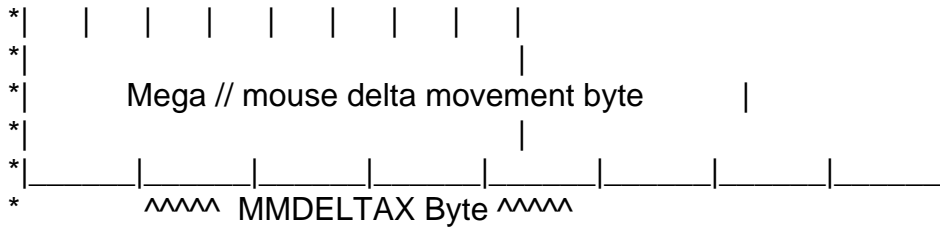
SOUNDADRH EQUDS.B 1 ;Sound address pointer, high byte
EQUDS.B 1 ;Reserved for future system expansion



- * INTEN bits defined as follows
- * bit 7= Must be 0
- * bit 6= Must be 0
- * bit 5= Must be 0
- * bit 4= 1 to enable 1/4 second interrupts
- * bit 3= 1 to enable VBL interrupts
- * bit 2= 1 to enable Mega // mouse switch interrupts
- * bit 1= 1 to enable Mega // mouse movement interrupts
- * bit 0= 1 to enable Mega // mouse operation

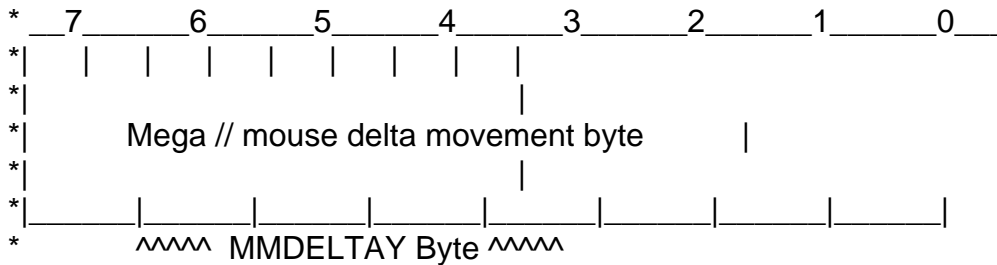
INTEN EQUDS.B 1 ;Interrupt enable register
EQUDS.B 1 ;Reserved for future system expansion
EQUDS.B 1 ;Reserved for future system expansion





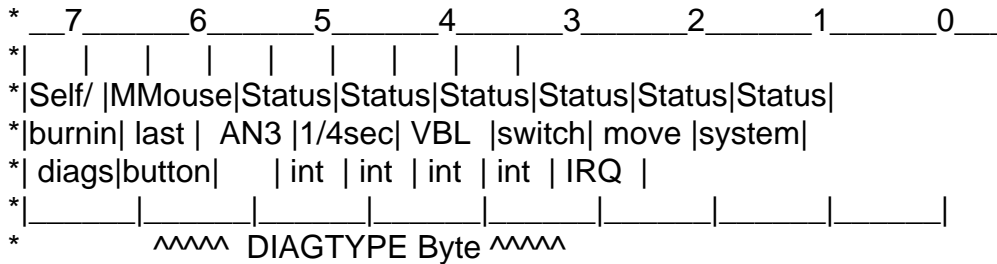
- * MMDELTA bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = delta movement in 2's complement notation

MMDELTA EQUDS.B 1 ;Mega // mouse delta X register

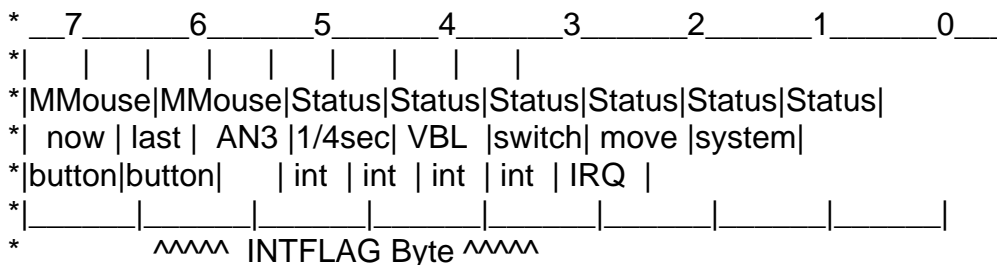


- * MMDELTA bits defined as follows
- * bit 7,6,5,4,3,2,1,0 = delta movement in 2's complement notation

MMDELTA EQUDS.B 1 ;Mega // mouse delta Y register



- * DIAGTYPE bits defined as follows
- * bit 7= 0 if self diagnostics get used if BUTN0=1 and BUTN1=1
- * bit 7= 1 if burn-in diagnostics get used if BUTN0=1 and BUTN1=1
- * bits 6-0 = same as INTFLAG



- * INTFLAG bits defined as follows
- * bit 7= 1 if mouse button currently down

- * bit 6= 1 if mouse button was down on last read
- * bit 5= status of AN3
- * bit 4= 1 if 1/4 second interrupted
- * bit 3= 1 if VBL interrupted
- * bit 2= 1 if Mega // mouse switch interrupted
- * bit 1= 1 if Mega // mouse movement interrupted
- * bit 0= 1 if system IRQ line is asserted

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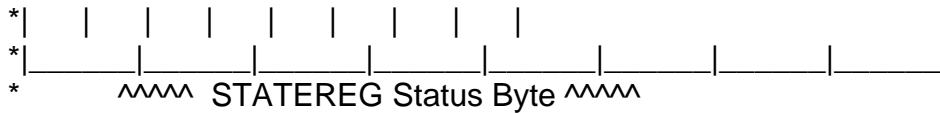
DIAGTYPE EQU DS.B 1 ;0/1 Self/burn-in diagnostics
INTFLAG EQU DS.B 1 ;Interrupt flag register
CLRVLINT EQU DS.B 1 ;Clear the VBL and 3.75Hz interrupt flags
CLRXYINT EQU DS.B 1 ;Clear Mega // mouse interrupt flags
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
EQU DS.B 1 ;Reserved for future system expansion
TXTCLR EQU DS.B 1 ;switch in graphics (not text)
TXTSET EQU DS.B 1 ;switch in text (not graphics)
MIXCLR EQU DS.B 1 ;clear mixed-mode
MIXSET EQU DS.B 1 ;set mixed-mode (4 lines text)
TXTPAGE1 EQU DS.B 1 ;switch in text page 1
TXTPAGE2 EQU DS.B 1 ;switch in text page 2
LORES EQU DS.B 1 ;low-resolution graphics
HIRES EQU DS.B 1 ;high-resolution graphics
SETAN0 EQU DS.B 1 ;Clear annunciator 0
CLРАН0 EQU DS.B 1 ;Set annunciator 0
SETAN1 EQU DS.B 1 ;Clear annunciator 1
CLРАН1 EQU DS.B 1 ;Set annunciator 1
SETAN2 EQU DS.B 1 ;Clear annunciator 2
CLРАН2 EQU DS.B 1 ;Set annunciator 2
SETAN3 EQU DS.B 1 ;Clear annunciator 3
CLРАН3 EQU DS.B 1 ;Set annunciator 3
BUTN3 EQU DS.B 1 ;Read switch 3
BUTN0 EQU DS.B 1 ;open apple key
BUTN1 EQU DS.B 1 ;closed apple key
BUTN2 EQU DS.B 1 ;Read switch 2
PADDL0 EQU DS.B 1 ;Read paddle 0
EQU DS.B 1 ;Read paddle 1
EQU DS.B 1 ;Read paddle 2
EQU DS.B 1 ;Read paddle 3

```

```

* 7 6 5 4 3 2 1 0
* | | | | | | | |
* | ALZP | PAGE2 | RAMRD | RAMWRT | RDRDM | LCBNK2 | ROMBNK | INTCX |
* | status | status | status | status | status | status | status | status |

```



- * STATEREG bits defined as follows
- * bit 7= ALZP status
- * bit 6= PAGE2 status
- * bit 5= RAMRD status
- * bit 4= RAMWRT status
- * bit 3= RDROM status (Read only RAM/ROM (0/1))

* IMPORTANT NOTE:
 * Do two reads to \$C083 then change STATEREG
 * to change LCRAM/ROM banks (0/1) and still
 * have the language card write enabled.

- * bit 2= LCBNK2 status 0=LC bank 0 - 1=LC bank 1
- * bit 1= ROMBANK status
- * bit 0= INTCXROM status

STATEREG EQUDS.B 1 ;State register

EQUDS.B 1 ;Reserved for future system expansion

EQUDS.B 1 ;Reserved for future system expansion

EQUDS.B 1 ;Reserved for future system expansion

EQUDS.B 1 ;Reserved for future system expansion

TESTREG EQUDS.B 1 ;Test mode bit register

CLRTM EQUDS.B 1 ;Clear test mode

ENTM EQUDS.B 1 ;Enable test mode

PTRIG EQUDS.B 1 ;trigger the paddles

EQUDS.B 15 ;ROM interrupt code jump table

EQUDS.B 1 ;Sel LC RAM bank2 rd, wrt protect LC RAM

ROMIN EQUDS.B 1 ;Enable ROM read, 2 reads write enb LC RAM

EQUDS.B 1 ;Enable ROM read, wrt protect LC RAM

LCBANK2 EQUDS.B 1 ;Sel LC RAM bank2, 2 rds wrt enb LC RAM

EQUDS.B 1 ;Sel LC RAM bank2 rd, wrt protect LC RAM

EQUDS.B 1 ;Enable ROM read, 2 reads wrt enb LC RAM

EQUDS.B 1 ;Enable ROM read, wrt protect LC RAM

EQUDS.B 1 ;Sel LC RAM bank2, 2 rds wrt enb LC RAM

EQUDS.B 1 ;Sel LC RAM bank1 rd, wrt protect LC RAM

EQUDS.B 1 ;Enable ROM read, 2 reads wrt enb LC RAM

EQUDS.B 1 ;Enable ROM read, wrt protect LC RAM

LCBANK1 EQUDS.B 1 ;Sel LC RAM bank1, 2 rds wrt enb LC RAM

EQUDS.B 1 ;Sel LC RAM bank1 rd, wrt protect LC RAM

EQUDS.B 1 ;Enable ROM read, 2 reads wrt enb LC RAM

EQUDS.B 1 ;Enable ROM read, wrt protect LC RAM
EQUDS.B 1 ;Sel LC RAM bank1, 2 rds wrt enb LC RAM

ENDSECT

CLRROM EQU \$CFFF ;switch out \$C8 ROMs

* Applesoft equates

FIRST EQU \$F0 ;Used by Applesoft plotting routines
CHKCOM EQU \$DEBE ;Parse for comma to continue
TOOBIG EQU \$F206 ;If argument is too big jump here
ATFNS2 EQU \$F20C ;Return point for HLIN fix
BASIC EQU \$E000 ;BASIC entry point
BASIC2 EQU \$E003 ;BASIC warm entry point
GETBYT EQU \$E6F8 ;Get next user entered byte

* Permanent data in screenholes

*

* Note: these screenholes are only used by
* the 80 column firmware if an 80 column card
* is detected or if the user explicitly activates
* the firmware. If the 80 column card is not
* present, only MODE is trashed on RESET.

*

* The success of these routines rely on the
* fact that if 80 column store is on (as it
* normally is during 80 column operation), that
* text page 1 is switched in. Do not call the
* video firmware if video page 2 is switched in!!

MSLOT EQU \$7F8 ;=\$Cn ;n=slot using \$C800

OLDCH EQU \$478+3 ;LAST CH used by video firmware
MODE EQU \$4F8+3 ;video firmware operating mode
OURCH EQU \$578+3 ;80 column CH
OURCV EQU \$5F8+3 ;80 column CV
CHAR EQU \$678+3 ;character to be printed/read
XCOORD EQU \$6F8+3 ;GOTOXY X-coord (pascal only)
TEMP1 EQU \$778+3 ;temp
OLDBASL EQU \$778+3 ;last BASL (pascal only)
OLDBASH EQU \$7F8+3 ;last BASH (pascal only)

*

*

* BASIC VMODE BITS


```

*
* 0..... - BASIC active
* 1..... - Pascal active
* .0..... - Print mouse chars
* .1..... - Don't print mouse characters
* ..0..... - Print control characters
* ..1..... - Don't print ctrl chars
* ...0.... -
* ...1.... -
* ....0... - Print control characters
* ....1... - Don't print ctrl chars.
* .....0.. -
* .....1.. -
* .....0. - Scroll normally
* .....1. - 1200 baud: home instead of scroll
* .....0 - Mouse text inactive
* .....1 - Mouse text active
*
M_6 EQU $40 ;
M_CTL2 EQU $20 ;Don't print controls
M_4 EQU $10 ;
M_CTL EQU $08 ;Don't print controls
M_2 EQU $04 ;
M_1 EQU $02 ;
M_MOUSE EQU $01 ;Don't print mouse chars
*
* Pascal Mode Bits
*
* 0..... - BASIC active
* 1..... - Pascal active
* .0..... - Print mouse chars
* .1..... - Don't print mouse characters
* ..0..... -
* ..1..... -
* ...0.... - Cursor always on
* ...1.... - Cursor always off
* ....0... - GOTOXY n/a
* ....1... - GOTOXY in progress
* .....0.. - Normal Video
* .....1.. - Inverse Video
* .....0. - Scroll normally
* .....1. - 1200 baud: home instead of scroll
* .....0 -
* .....1 -
*
M_PASCAL EQU $80 ;Pascal active
M_CURSOR EQU $10 ;Don't print cursor
M_GOXY EQU $08 ;GOTOXY IN PROGRESS

```

M_VMODE EQU \$04
M_PAS1_0 EQU \$02 ;Pascal 1.0 mode

EJECT
TITLE 'Bank \$FF Variables2'

```
*****  
*                                     *  
*      Bank $FF Variables2          *  
*                                     *  
*      by                            *  
*      Fern Bachman  1985-1987      *  
*      Joe Bo        1987-1989      *  
*                                     *  
*      Copyright Apple Computer, Inc. 1985-1989 *  
*      All Rights Reserved.          *  
*                                     *  
*****
```

* Tool set numbers and call numbers used
* either in the Control Panel or monitor
* subroutines.

MTN EQU \$03 ;Miscellaneous Tool Number
RTHFN EQU \$0D ;Read Time Hex Function Number
WTHFN EQU \$0E ;Write Time Hex Function Number
RATFN EQU \$0F ;Read Ascii Time Function Number

RDN EQU \$0D ;RAM Disk tool number
DPCN EQU \$0A ;Do Protocol Converter call number
SRDSZN EQU \$0B ;Set RAM Disk size function number
GRDSZN EQU \$0C ;Get RAM Disk size function number

MMN EQU \$02 ;Memory manager tool number
FMEMN EQU \$1B ;Free memory in system function number
TMEMN EQU \$1D ;Total memory in system function number

EMTN EQU \$06 ;Event manager tool number
ACTFN EQU \$06 ;Active function number
GNEFN EQU \$0A ;Get next event function number
EAFN EQU \$0B ;Event available function number

IMTN EQU \$0B ;Integer math routines tool number
LONGMUL EQU \$0C ;32 bit multiply function number

LONGDIV EQU \$0D ;32 bit divide function number
LONG2DEC EQU \$27 ;Convert hex to decimal ASCII string
DEC2LONG EQU \$29 ;Convert decimal ASCII string to hex

DSKTN EQU \$05 ;Desk accessory manager tool number
SVESCRNFN EQU \$09 ;Save 80 column screen function number
RSTSCRNFN EQU \$0A ;Restore 80 column screen function number

SETHEART EQU \$1203 ;Put task in heartbeat queue
DELHEART EQU \$1303 ;Remove task from heartbeat queue

INSTALLCDA EQU \$0F05 ;Tool # + Function # * 256

GOTOMON EQU \$F7 ;Defined below
RETURNFROM EQU GOTOMON+4 ;Return from monitor code
RETURNBANK EQU GOTOMON+8 ;Modify instruction

* GOTOMON contains the following code
* CLI ;Reenable interrupts
* JMP MONZ ;Enter the monitor
* SEI ;Disable interrupts to return to calling bank
* JMP =RETURNPOINT ;Return to calling bank

MICROPOWER EQU \$A5 ;Power up byte for keyboard micro
DECAY EQU \$0250 ;Decay rate for NEWBELL1 sounds
MICRORAMPWR EQU \$51 ;Keyboard micro power up byte location
DURBELL EQU \$2000 ;Duration of bell sound
TOGPATTERN EQU \$8888 ;Speaker toggle pattern
INITDISMGR EQU \$FE0000 ;Initialize DISPATCH handler
MEMORYPEEKER EQU \$FE0004 ;Install memory peeker desk acc
TODESKMGR EQU \$FE0008 ;Private CDA entry point
APTALKINIT EQU \$FE000C ;Coldstart vector for AppleTalk
APTALKRESET EQU \$FE0010 ;Warmstart vector for AppleTalk
ADBSENDTL EQU \$FE0014 ;Vctr to send COMMAND to Keyuc
BOOTAPTALK1 EQU \$C1E0 ;Boot AppleTalk from slot1
BOOTAPTALK2 EQU \$C2E0 ;Boot AppleTalk from slot2
DIAGS EQU \$FF6400 ;Diagnostics start here
PROCONINIT EQU \$FF5600 ;Initialize protocol converter
SERBASPATCH EQU \$FF0000 ;Serial code BASIC patch
SERPASPATCH EQU \$FF0003 ;Serial code PASCAL patch
SEREXTPATCH EQU \$FF0006 ;Serial code EXTERNAL patch

* The bank \$F8 expansion rom must have the following
* information located at the base of the rom.

*
* \$F80000-F80007 ... An ASCII string 'ROMTOOLS'
* \$F80008-F80009 ... Version Number
* \$F8000A-F8001F ... Pad Area
* \$F80020 Entry Point

*
* The entry point is called in 16 bit native mode.
* (e=0, m=0, x=0) The entry point will execute
* code to install any rom based extensions to the
* tool set and return with an 'RTL' instruction
* with the carry flag cleared. If the rom is found,
* the version number will be returned in the 16 bit
* C register after the 'RTL' is executed.

*
* Note that the string at \$F80000 must have the
* msb set to a '1'.
*

EXROMSTR EQU \$F80000 ; Expansion rom string 'ROMTOOLS'
EXROMVER EQU \$F80008 ; Expansion rom version
EXROMPAD EQU \$F8000A ; Pad to \$F8001F
EXROMENTRY EQU \$F80020 ; Expansion rom entry point

* Bank \$E1 equates

E1_VARS EQUSECT \$E102C0
BRAMBUFFER EQU DS * ;1 page image of BATTERYRAM

* Port 1 selections

USERPORT1 EQU DS.B 1 ;Device Connected: Printer
EQU DS.B 1 ;Line Length: Unlimited
EQU DS.B 1 ;Delete First LF after CR: No
EQU DS.B 1 ;Add LF after CR: Yes
EQU DS.B 1 ;Echo: No
EQU DS.B 1 ;Buffering: No
EQU DS.B 1 ;Baud: 9600
EQU DS.B 1 ;Data/Stop Bits: 8/1
EQU DS.B 1 ;Parity: None
EQU DS.B 1 ;DCD Handshake: Yes
EQU DS.B 1 ;DSR Handshake: Yes
EQU DS.B 1 ;XON/XOFF Handshake: No

* Port 2 selections

USERPORT2 EQU DS.B 1 ;Device Connected: Modem

EQUDS.B 1 ;Line Length: Unlimited
EQUDS.B 1 ;Delete First LF after CR: No
EQUDS.B 1 ;Add LF after CR: No
EQUDS.B 1 ;Echo: No
EQUDS.B 1 ;Buffering: No
EQUDS.B 1 ;Baud: 1200
EQUDS.B 1 ;Data/Stop Bits: 8/1
EQUDS.B 1 ;Parity: None
EQUDS.B 1 ;DCD Handshake: Yes
EQUDS.B 1 ;DSR Handshake: Yes
EQUDS.B 1 ;XON/XOFF Handshake: No

* Display selections

USERCOLOR EQUDS.B 1 ;Type: Color
USERCOL EQUDS.B 1 ;Columns: 40
USERTEXT EQUDS.B 1 ;Text: (white)
USERBACK EQUDS.B 1 ;Background: (medium blue)
USERBORDER EQUDS.B 1 ;Border: (medium blue)
USERHERTZ EQUDS.B 1 ;Hertz: 60

* Sound selections

USERVOL EQUDS.B 1 ;Volume: |-----*-----|
USERBELL EQUDS.B 1 ; Pitch: |-----*-----|

* Speed selections

USERSPEED EQUDS.B 1 ;Speed: Fast

* Slots' selections

USERSLT1 EQUDS.B 1 ;Slot 1: Port 1
USERSLT2 EQUDS.B 1 ;Slot 2: Port 2
USERSLT3 EQUDS.B 1 ;Slot 3: Text Display
USERSLT4 EQUDS.B 1 ;Slot 4: Mouse
USERSLT5 EQUDS.B 1 ;Slot 5: Smart Port
USERSLT6 EQUDS.B 1 ;Slot 6: Disk Port
USERSLT7 EQUDS.B 1 ;Slot 7: Your Card
USERSLTST EQUDS.B 1 ;Startup Slot: Scan

* Language selections

USERDISP EQUDS.B 1 ;Text Display: English (U.S.)
USERLANG EQUDS.B 1 ;Keyboard: English (U.S.)
USERKBUFF EQUDS.B 1 ;Keyboard Buffering: No
USERRSPD EQUDS.B 1 ;Repeat Speed: |-----*-----|
USERRDLY EQUDS.B 1 ;Repeat Delay: |-----*-----|

;DFB \$02 ;Double Click: |-----*-----|
USERFLASH EQUDS.B 1 ;Cursor Flash: |-----*-----|
USERCAPS EQUDS.B 1 ;Shift Caps/Lower Case: No
USERFSPDE EQUDS.B 1 ;Fast Space/Delete Keys: No
USERDUAL EQUDS.B 1 ;Dual Speed Keys: Normal
USERD1EJ EQUDS.B 1 ;Disk1 ejection option, 0->1, 1->2,
USERD2EJ EQUDS.B 1 ;Disk2 ejection option, 0->1, 1->2,

* Clock selections

USERDATE EQUDS.B 1 ;Format: MM/DD/YY
USERAMPM EQUDS.B 1 ;Format: AM-PM

* Ramdisk selections

USERMRAM EQUDS.B 1 ;Minimum RAM for Ramdisk option number
USERXRAM EQUDS.B 1 ;Maximum RAM for Ramdisk option number
USERRSTRAM EQUDS.B 1 ;Reset Ram Disk size during next reset
;USERXRAM DFB \$00

* Mouse Selections

USERHMR EQUDS.B 1 ;Mouse Tracking: |*-----|
USERDBCK EQUDS.B 1 ;Double Click: |-----*-----|
USERMDLY EQUDS.B 1 ;Start Delay: |-----*-----|
USERSPRT EQUDS.B 1 ;Acceleration: |-----*-----|
USERMAXSP EQUDS.B 1 ;Maximum Speed: |-----*-----|

LANGS EQUDS.B 9 ;Count/Number of languages

LAYOUTS EQUDS.B 17 ;Count/Numbers of layouts

SPCLSLT1 EQUDS.B 1 ;Keep track of real slt1 setup
BRAMDACT EQUDS.B 1 ;\$00/<>0 = NOT install/install monitor/memory peeker

EQUORG E1_VARS+\$78 ;Pad to Cntl Panel password

PASSWDBUFF EQUDS *
USRPASSWD0 EQUDS.B 1 ;
EQUDS.B 1
EQUDS.B 1
EQUDS.B 1
EQUDS.B 1
EQUDS.B 1
EQUDS.B 1

USRPASSWD7 EQUDS.B 1 ;=0 then default password

EQUORG E1_VARS+\$80 ;Pad to AppleTalk node number

APTALKNODE EQUDS.B 1 ;AppleTalk node number

OSVARIABLES EQUDS.B 32 ;Operating system variables

EQUORG E1_VARS+\$FC ;Pad to check sums

BRAMCHKSUM1 EQUDS.W 1 ;Main BATTERYRAM checksum

BRAMCHKSUM2 EQUDS.W 1 ;= BRAMCHKSUM1 EOR BRAMCNST

ENDSECT

EJECT

EQUSECT \$E10000 ;Monitor \$E1 permanent storage area

E1_VECTORS EQUDS *

* Important vectors the user may change

* RAM space from locations \$0000->\$02B7 are allocated for

* monitor and RAM vectors use.

DISPATCH1 EQUDS.L 1 ;Jmp vector to Tool Locator1

DISPATCH2 EQUDS.L 1 ;Jmp vector to Tool Locator2

UDISPATCH1 EQUDS.L 1 ;Jmp vector to User's tool locator1

UDISPATCH2 EQUDS.L 1 ;Jmp vector to User's tool locator2

INTMGRV EQUDS.L 1 ;Jmp vector to Interrupt manager

COPMGRV EQUDS.L 1 ;Jmp vector to COP manager

ABORTMGRV EQUDS.L 1 ;Jmp vector to ABORT manager

SYSDMGRV EQUDS.L 1 ;Jmp vector to system death manager

* Tool/internal interrupt vectors

IRQ_APTLK EQUDS.L 1 ;Jmp vector to APTLK interrupt handler

IRQ_SERIAL EQUDS.L 1 ;Jmp vector to serial port int handler

IRQ_SCAN EQUDS.L 1 ;Jmp vector to scan line interrupt handler

IRQ_SOUND EQUDS.L 1 ;Jmp vector to sound interrupt handler

IRQ_VBL EQUDS.L 1 ;Jmp vector to VBL interrupt handler

IRQ_MOUSE EQUDS.L 1 ;Jmp vector to mouse interrupt handler

IRQ_QTR EQUDS.L 1 ;Jmp vector to 1/4 sec interrupt handler

IRQ_KBD EQUDS.L 1 ;Jmp vector to keyboard interrupt handler

IRQ_RESPONSE EQUDS.L 1 ;Jmp vctr to FDB response byte int hndlr

IRQ_SRQ EQUDS.L 1 ;Jmp vector to SRQ int handler

IRQ_DSKACC EQUDS.L 1 ;Jmp vector to desk accessory int handler

IRQ_FLUSH EQUDS.L 1 ;Jmp vector to flush buffer int handler

IRQ_MICRO EQUDS.L 1 ;Jmp vector to key micro int handler

IRQ_1SEC EQUDS.L 1 ;Jmp vector to 1 second interrupt handler

IRQ_EXT EQUDS.L 1 ;Jmp vector to EXT VGC interrupt handler

IRQ_OTHER EQUDS.L 1 ;Jmp vector to other interrupt handler

CUPDATE EQUDS.L 1 ;Jmp vector to cursor update handler

```

INCBUSYFLG EQU DS.L 1 ;Jump vector to increment BUSYFLAG routine
DECBUSYFLG EQU DS.L 1 ;Jump vector to decrement BUSYFLAG routine

BELLVECTOR EQU DS.L 1 ;Jump vector to BELL routine in use

BREAKVECTOR EQU DS.L 1 ;Breaks go through here for debuggers

TRACEVECTOR EQU DS.L 1 ;Jump vector to trace code
STEPVECTOR EQU DS.L 1 ;Jump vector to step code

ROMTOOLHOOK EQU DS.L 1 ;Jump vector to ROM expansion tools

    EQU ORG E1_VECTORS+$80 ;Pad for more vectors
IRQ_HERE01 EQU DS *

IRQ_LEN EQU IRQ_HERE01-IRQ_APTLK

* End of user changable interrupt vectors.

TOWRITEBR EQU DS.L 1 ;Jump vector to write BATTERYRAM routine
TOREADBR EQU DS.L 1 ;Jump vector to read BATTERYRAM routine
TOWRITETIME EQU DS.L 1 ;Jump vector to write time routine
TOREADTIME EQU DS.L 1 ;Jump vector to read time routine
TOCTRL_PANEL EQU DS.L 1 ;Jump vctr to Control Panel desk accessory
TOBRAMSETUP EQU DS.L 1 ;Jump vector for ext Menu to setup stuff
TOPRINTMSG8 EQU DS.L 1 ;Jump vector to print a msg- 8 bit entry
TOPRINTMSG16 EQU DS.L 1 ;Jump vector to print a msg- 16 bit entry

CTRLVECTOR EQU DS.L 1 ;Jump vector for CTRL-Y (native mode)
TOTEXTPG2DA EQU DS.L 1 ;Text page 2 desk acc routine

    EQU ORG E1_VECTORS+$A8 ;Pad for more vectors

OSVECTORS EQU DS * ;Operating system 4 byte jump vectors
PRO16MLI EQU DS.L 1 ;1st OS vector is PRODOS16 MLI entry point
CHAINVECTOR EQU DS.L 1 ;Called before application launch
    EQU DS.B 10 ;10 reserved bytes
    EQU DS.W 1 ;Guaranteed 2 zeros
OS_KIND EQU DS.B 1 ;0/1-P8/P16 current OS running
OS_BOOT EQU DS.B 1 ;0/1-P8/P16 booted OS
OS_FLAGS EQU DS.W 1 ;Prodos 16 flags

```


MSGPOINTER EQU DS.B 3 ;Pointer to messages table

- * IRQ.SECFLAG, IRQ.INTFLAG, IRQ.DATAREG are setup
- * during interrupt time. They are defined as follows
- *
- * IRQ.INTFLAG = value of INTFLAG read during interrupt
- * processing.
- * IRQ.DATAREG = value of DATAREG read during interrupt
- * processing.
- * IRQ.KMSTATUS value of KMSTATUS read during interrupt
- * processing.
- * IRQ.SECFLAG =0 if all interrupts processed by handlers
- * =<>0 if any interrupt not processed by handlers
- * IRQ.SERIAL1 is set up by serial interrupt manager
- * for the user to read.
- * IRQ.SERIAL2 is set up by serial interrupt manager
- * for the user to read.
- * IRQ.APTLKHI is set up by AppleTalk interrupt manager
- * for the user to read.
- *
- * IRQ.SECFLAG, IRQ.INTFLAG, IRQ.DATAREG, IRQ.KMSTATUS are set
- * to zero in irq.done2.

IRQ_INTFLAG EQU DS.B 1 ;Status of INTFLAG at interrupt time
IRQ_DATAREG EQU DS.B 1 ;Status of DATAREG at interrupt time
IRQ_KMSTATUS EQU DS.B 1 ;Status of KMSTATUS at interrupt time
IRQ_SECFLAG EQU DS.B 1 ;0/<>0 = int not processed/processed
IRQ_SERIAL1 EQU DS.B 1 ;Interrupt info for users
IRQ_SERIAL2 EQU DS.B 1 ;Interrupt info for users
IRQ_APTLKHI EQU DS.B 1 ;Interrupt info for users
IRQ_VOLUME EQU DS.B 1 ;Volume used during interrupt time
IRQ_ACTIVE EQU DS.B 1 ;<>0 if called during irq
IRQ_SOUNDATA EQU DS.B 1 ;Sound data register at int time

EQUORG E1_VECTORS+\$CF ;Pad for more irq bytes

SIOFLAG EQU DS.B 1 ;Slts enabled via init call to Misc TI Loc
INMASK EQU DS.B 3 ;AND mask / OR mask / slot #
OUTMASK EQU DS.B 3 ;AND mask / OR mask / slot #

ENSONIQFLG EQU DS.B 1 ;0=chip installed / 1=no chip installed
IRQ_MOUSVBL EQU DS.B 1 ;0 if mouse not using VBL

HBPTR EQUDS.L 1 ;Heart beat pointer to 1st item in list
TICKCNT EQUDS.L 1 ;Tick count updated by heart beat
MOUSESLOT EQUDS.B 1 ;Mouse slot in use

EVMGRDATA EQUDS.B 30 ;Event manager permanent information

BUSYFLAG EQUDS.W 1 ;System busy flag

SCCSTAT EQUDS.B 1 ;=0 then not SCC int- <>0 then SCC int
EQUDS.B 1 ;Reserved
SCCFLAG2 EQUDS.B 1 ;Aptalk int mask -\$07=chanB-\$38=chanA
SERFLAG EQUDS.B 1 ;Ser int msk-\$07=chanB-\$38=chanA-\$3F=both
SCC1 EQUDS.B 1 ;1st data byte read in by int handler
SCC2 EQUDS.B 1 ;2nd data byte read in by int handler
EQUDS.B 1 ;Reserved

- * Interrupt uses all variables with 'irq.'
- *
- * Interrupt buffer is used by monitor to save
- * ASCIITIME in during '=T' calls. Interrupts
- * are disabled during this time so it is safe
- * to use the same buffer.

ASCIITIME EQUDS * ;Time in ASCII 'mm/dd/yy hh:mm:ss am/pm'
IRQ_A EQUDS.B 2
IRQ_X EQUDS.B 2
IRQ_Y EQUDS.B 2
IRQ_S EQUDS.B 2
IRQ_D EQUDS.B 2
IRQ_P EQUDS.B 1
IRQ_DB EQUDS.B 1 ;irq.DB and irq.e canNOT be separated

IRQ_HERE02 EQUDS *
IRQLen EQU IRQ_HERE02-IRQ_A

IRQ_E EQUDS.B 1
IRQ_K EQUDS.B 1
IRQ_PC EQUDS.B 2
IRQ_STATE EQUDS.B 1
IRQ_SHADOW EQUDS.B 2
IRQ_MSLot EQUDS.B 1
IRQ_EMULSTKPTR EQUDS.B 1 ;emulation stack pointer, \$010100

EQUORG E1_VECTORS+\$120 ;Pad for more interrupt info

AVAL EQUDS.W 1 ;A register value
 XVAL EQUDS.W 1 ;X register value
 YVAL EQUDS.W 1 ;Y register value
 SVAL EQUDS.W 1 ;S (stack pointer) value
 DVAL EQUDS.W 1 ;D (direct (zero page) register) value
 PVAL EQUDS.B 1 ;P (processor status) value
 BVAL EQUDS.B 1 ;B (data bank register) value
 KVAL EQUDS.B 1 ;K (program bank register) value
 MVAL EQUDS.B 1 ;M (memory status) value
 QVAL EQUDS.B 1 ;Q (bit7=speed - bits6-0 match shadow reg)
 LVAL EQUDS.B 1 ;L (language card bank 0/1 selected) value
 MPVAL EQUDS.B 1 ;m memory access mode bit value
 XPVAL EQUDS.B 1 ;x index mode bit value
 EPVAL EQUDS.B 1 ;e (emulation mode status) value
 DDVAL EQUDS.B 1 ;d (disassembly option) value
 ASCFILTER EQUDS.B 1 ;F (filter mask for ASCII input in mon)

CURSOR EQUDS.B 1 ;Cursor
 NXTCUR EQUDS.B 1 ;Cursor
 CHGCURFLG EQUDS.B 1 ;<>0=change cursor/ 0=no change cursor

SYSTEMSPD EQUDS.B 1 ;\$00=slow speed -- \$80=high speed mask
 SLOTSFLG EQUDS.B 1 ;SLTROMSEL value for reset
 ;ORGMEMORY DFB 0 ;Used in executed BRK/COP disassembly

E1PCLH EQUDS.W 1 ;Program counter for 'G'o routine
 GOS EQUDS.W 1 ;'S' value to return to after a 'G'o cmd

BANKS EQUDS.B 1 ;Source bank
 BANKD EQUDS.B 1 ;Destination bank

EXTENDBNK EQUDS.W 1 ;Extend+bank bytes that user entered
 DIGITCNT EQUDS.B 1 ;Used by GETNUM - how many digits entered

C1FLAG EQUDS.B 1 ;Serial code uses as indicator
 C2FLAG EQUDS.B 1 ;Serial code uses as indicator
 CURSHIFTER EQUDS.B 1 ;Shifts to 0 which causes cursor to flash

EXTENDBNKS EQUDS.W 1 ;Saved extend+bank bytes entered

IRQ_3031SOUND EQUDS.L 1 ;Jmp vector to Apple sound irq

EQUORG E1_VECTORS+\$14C ;Pad to KEYTASKHDR

KEYTASKHDR0 EQUDS.B 12 ;Key press task handler buffer

EVMKEYBUFF EQU DS.B 16 ;16 bytes required
WHATEVENT EQU EVMKEYBUFF ;1st byte is event number
EVMKEY EQU EVMKEYBUFF+2 ;ASCII key pressed is here

RDMEMDATA EQU DS.B 1 ;Powerup byte read from keyboard micro

TOGGLEPAT EQU DS.W 1 ;Speaker toggle ptrn for NEWBELL1 sounds
DURATION EQU DS.W 1 ;Hold time counter for NEWBELL1
PITCH EQU DS.W 1 ;User chosen pitch value for NEWBELL1
VOLUME EQU DS.B 1 ;Volume counter for NEWBELL1

TP2THDR EQU DS.L 1 ;Task header for text page 2 copier
TP2TCNT EQU DS.W 1 ;VBL count
TP2TSIG EQU DS.W 1 ;Signature byte
TP2TJMP EQU DS.L 1 ;Jmp vector
TP2MODE EQU DS.B 1 ;0/1 text page 2 copier off/on

- * ROMDACT is a flag which is reset on to
- * \$00 on power up only. It is set <>0 if
- * and only if the user types in the '#'
- * command in the monitor. The '#' command
- * installs the monitor desk accessory and
- * the memory peeker desk accessory.
- *
- * If ROMDACT is <>0 the monitor on coldstart
- * only will reinstall the monitor/memory peeker
- * desk accessories.

ROMDACT EQU DS.B 1 ;0=Do not activate <>0=activate

EQUORG E1_VECTORS+\$180 ;Fill to TOBUSYSTRIP

TOBUSYSTRIP EQU DS.L 1 ;JSL to dec busy flag
TOSTRIP EQU DS.L 1 ;JMP vector to oErrOut routine

NOIDEA EQU DS.L 1 ;Ask Steve ?????
STEPSP EQU DS.W 1 ;Step/Trace return address after each inst
KEYUCVER EQU DS.B 1 ;KEYUC VERSION #
ORGMEMORY EQU DS.B 1 ;Used in executed BRK/COP disassembly
LOWABSX EQU DS.B 1 ;Mouse x/y absolute position
LOWABSY EQU DS.B 1
HIGHABSX EQU DS.B 1

HIGHABSY EQUDS.B 1
 MSEINFO EQUDS.B 1 ;Bit 6, 7 for Y clamps
 MESPARE EQUDS.B 1 ;Reserved as temp for mouse routine
 MESTAT EQUDS.B 1 ;Button 0/1 interrupt status byte
 MEMODE EQUDS.B 1 ;Mode byte
 MDISPATCH EQUDS.L 1 ;Jmp vector to monitor dispatch
 MAINSIDEPATCH EQUDS.L 1 ;Jmp vector to main side dispatch
 GUS EQUDS.L 1 ;????
 DEBUGB EQUDS.B 1 ;Rom debugger uses for bank saving
 GSC EQUDS.B 1 ;Bit7=1, GSc; Bit6=1, not install cntlpanl
 CLRHOLES EQUDS.B 1 ;0=CLEAR, <>0 NOT CLEAR
 HIGHBANK EQUDS.B 1 ;Used to handle bank crossing
 FLIPSCRN EQUDS.B 1 ;Bit7, flip between txtpage1 and 'brk scrn
 DEFAULTSLT EQUDS.L 1 ;Jmp vctr to restor default slt assignment
 RESTORSLT EQUDS.L 1 ;Jmp vctr to restor system slot assignment
 CYAVER EQUDS.B 1 ;\$00 = FPI, \$40 = CYA
 MIDIINPUTPOLL EQUDS.B 8 ;For MidiTool vector
 JSX EQUDS.B 1 ;Bit7:real time of jsx, bit6: regs display
 SCRNSTAT EQUDS.B 1 ;Store the display before brk, used in 'r'
 LLTOOLBOXVCTR EQUDS.L 1 ;Vctr to patch low level toolbox routines
 APTALKPORT EQUDS.B 1 ;0=NONE, 1=PORT1, 2=PORT2
 APTALKBOOT EQUDS.B 1 ;0=NONE, 1=\$C100, 2=\$C200, 3=\$C300
 APTALKRPMM EQUDS.B 1 ;0=NONE, 1=\$C100, 2=\$C200, 3=\$C300

* The following bytes are mainly used in the step/trace
 * monitor commands

USEROPC EQUDS.B 1 ;User opcode
 USEROPRL EQUDS.B 1 ;User low operand
 USEROPRH EQUDS.B 1 ;User high operand
 USEROPRK EQUDS.B 1 ;User program bank
 JMPNOBRA EQUDS.B 1 ;JML, \$5c, to jmp to handle user nobranch opcode
 NOBRAPCL EQUDS.B 1 ;Nobranch address, pcl
 NOBRAPCH EQUDS.B 1 ;Nobranch address, pch
 NOBRAPCK EQUDS.B 1 ;Nobranch address, pck
 JMPBRACH EQUDS.B 1 ;JML, \$5c, to jmp to handle user branch opcode
 BRACHPCL EQUDS.B 1 ;Branch address, pcl
 BRACHPCH EQUDS.B 1 ;Branch address, pch
 BRACHPCK EQUDS.B 1 ;Branch address, pck
 KPMNEMSP EQUDS.B 1 ;{MSA 4/28/89} Stores Emul SP in Step/Trace Code

EQUORG E1_VECTORS+\$200 ;Fill to new Jmp vectors, publish out

TOMEMMOVER EQUDS.L 1 ;Jump vector to memory mover
 TOSETSPEED EQUDS.L 1 ;Jump vector to set system speed
 SLTARBITER EQUDS.L 1 ;Jump vector to do slot arbitration

```
SERBASIC EQUDS.L 1 ;Jump vector for serial BASIC
SERPASCAL EQUDS.L 1 ;Jump vector for serial PASCAL
SEREXTERL EQUDS.L 1 ;Jump vector for serial external patch
INDINTVCTR EQUDS.L 1 ;Hardware independent interrupt vctr
IRQ_MIDI EQUDS.L 1 ;Special vector for Midi Interrupt polling
```

```
EQUORG E1_VECTORS+$2B8 ;Fill to mouse clamps
```

```
LOWXCLAMP EQUDS.W 1 ;Low X clamp
LOWYCLAMP EQUDS.W 1 ;Low Y clamp
HIXCLAMP EQUDS.W 1 ;High X clamp
HIYCLAMP EQUDS.W 1 ;High Y clamp
```

```
;  
;  
; The battery RAM buffer starts right after the mouse clamps. It  
; is from $e102c0 - $e103bf with a total of 256 bytes.  
;  
;  
; Be careful, not allowed to fill anything between here !!!  
;
```

```
EQUORG E1_VECTORS+$03D0 ;Fill to ADB absolute device scaling
```

```
ADBSCALE EQUDS.B 12 ;Absolute device scale data area  
ADBCPLTVCTR EQUDS.L 1 ;Completion vector address
```

```
EQUORG E1_VECTORS+$03E0
```

```
TIMEOUT EQUDS.B 1 ;Timeout counter  
CLKRDATA EQUDS.L 1 ;Time read from clock in seconds  
CLKWDATA EQUDS.L 1 ;Time to write to clock in seconds  
TIMEBUFFER EQUDS.B 23 ;Working buffer to time tools
```

```
EQUORG E1_VECTORS+$0FB0 ;// gs uses these area instead of screen holes
```

```
SMARTPORT EQUDS.B 25 ;gs smartport variables, $e10fb0-$e10fc8
```

```
EQUORG E1_VECTORS+$0FD0 ;  
MTHANDLE EQUDS.L 1 ;Storage for ID tag handle  
KBDIRQFLAG EQUDS.B 1 ;Keyboard interrupt flag
```

```
EQUORG E1_VECTORS+$0FD6 ;Fill to ADB variables  
FLAGS EQUDS.B 1 ;Flags used in ADB tool, cmd pending...  
STATUSTMP EQUDS.B 1 ;Holds any uC pending status  
SRQNUM EQUDS.B 1 ;# of devices installed in SRQ chain
```

SRQCNT EQU DS.B 1 ;# of devices polled since last data
SRQPTR EQU DS.B 1 ;Pointer of next device in SRQ list
SRQMRU EQU DS.B 1 ;Most recently used device (top of list)

SERPWRUP EQU \$E10FFE ;+E10FFF = serial port pwr up bytes
RAMDSKPWRUP EQU \$E115FF ;<>0 if powered up before
SYSVOLLOC EQU \$E11DB0 ;Volume for sound tools is in hi byte

EQUORG E1_VECTORS+\$154A ;ADB devices completion vectors
ADBVCTRS EQU DS.B 64 ;MAX 16 devices * 4 = 64

EQUORG E1_VECTORS+\$1DD0 ;Fill to absolute clamp values
ABSCLAMPS EQU DS.B 8 ;Absolute device clamp values

ENDSECT

ERRCODE EQU \$0911 ;System can't synch with ADB keyuc error code
CMDREG EQU \$C026 ;Same as datareg
CMDFULL EQU \$01 ;Command reg full bit (in keygloo status)
DATAFULL EQU \$20 ;Data reg full bit (in keygloo status)

* Command word for the G_MOVE_INFO routine

MOVEBLKCMD EQU \$0800 ;Tell hardware to do block move option

* The MOVEVALIDITYMASK is a mask used to determine if a
* user's command word is using any invalid (reserved bits or not)
* This value changes as reserved bits become active !!!

MOVEVALIDITYMASK EQU \$F7F0 ;Invalid move if any of these bits = 1

* Most common command

MOVESINCDINC EQU \$05+MOVEBLKCMD ;Source incs - destination incs

* Less common commands

MOVESINCDDEC EQU \$09+MOVEBLKCMD ;Source incs - destination decs
MOVESDECDINC EQU \$06+MOVEBLKCMD ;Source decs - destination incs
MOVESDECDDEC EQU \$0A+MOVEBLKCMD ;Source decs - destination decs

MOVESCONDCON EQU \$00+MOVEBLKCMD ;Source constant - dest constant
MOVESINCDCON EQU \$01+MOVEBLKCMD ;Source incs - destination const

MOVESDECDCON EQU \$02+MOVEBLKCMD ;Source decs - destination const
MOVESCONDINC EQU \$04+MOVEBLKCMD ;Source constant - dest constant
MOVESCONDDEC EQU \$08+MOVEBLKCMD ;Source constant - destination decs

PARMRANGEERR EQU \$FFFF ;Command error code
