



APPENDIX A

ASCII character set

0	1	2	3	4	5	6	7
0		Space	0	@	P	£	p
1	C	!	1	A	Q	a	q
2	o	"	2	B	R	b	r
3	n	#	3	C	S	c	s
4	t	\$	4	D	T	d	t
5	r	%	5	E	U	e	u
6	o	&	6	F	V	f	v
7	l	'	7	G	W	g	w
8		(8	H	X	h	x
9	c)	9	I	Y	i	y
A	o	*	:	J	Z	j	z
B	d	+	;	K	[k	{
C	e	,	<	L	\	l	
D	s	-	=	M]	m	}
E		.	>	N	^	n	~
F		/	?	O	_	o	DELETE

ASCII control codes

- 0 - Does nothing
- 1 - Send next character to printer only
- 2 - Enable printer
- 3 - Disable printer
- 4 - Write text at text cursor
- 5 - Write text at graphics cursor
- 6 - Enable VDU drivers
- 7 - Make a short beep
- 8 - Backspace cursor one character
- 9 - Forwardspace cursor one character
- A - Move cursor down a line
- B - Move cursor up a line
- C - Clear text area
- D - Move cursor to start of current line
- E - Page mode on
- F - Page mode off
- 10 - Clear graphics area
- 11 - Define text colour
- 12 - Define graphics colour
- 13 - Define palette
- 14 - Restore default logical colours
- 15 - Disable VDU drivers or delete current line
- 16 - Select screen mode
- 17 - Define soft character
- 18 - Define graphics window
- 19 - PLOT k,x,y
- 1A - Restore default windows
- 1B - Does nothing (Code sent by ESCAPE key)
- 1C - Define text window
- 1D - Define graphics origin
- 1E - Home cursor to top left of text area
- 1F - Move text cursor to x,y

INKEY negative numbers

Key	Number		Key		
	Decimal	Hex		Decimal	Hex
f0	-33	DF	1	-49	CF
f1	-144	8E	2	-50	CE
f2	-115	8D	3	-18	EE
f3	-116	8C	4	-19	ED
f4	-21	EB	5	-20	EC
f5	-117	8B	6	-53	CB
f6	-118	8A	7	-37	D8
f7	-23	E9	8	-22	EA
f8	-119	89	9	-39	D6
f9	-120	88	0	-40	D5
A	-66	BE	-	-24	E8
B	-101	9B	^	-25	E7
C	-83	AD	\	-121	87
D	-51	CD	@	-72	B8
E	-35	DD	[-57	C7
F	-68	BC	_	-41	D7
G	-84	AC	;	-72	A8
H	-85	AB	:	-57	B7
I	-38	DA]	-41	D7
J	-70	BA	'	-88	A8
K	-71	B9	.	-73	B7
L	-87	A9	/	-89	A7
M	-102	9A	ESCAPE	-113	8F
N	-86	AA	TAB	-97	9F
O	-55	C9	CAPSLOCK	-65	BF
P	-56	C8	CTRL	-2	FE
Q	-17	EF	SHIFTLOCK	-81	AF
R	-52	CC	SHIFT	-1	FF
S	-82	AE	SPACE BAR	-99	9D
T	-36	DC	DELETE	-90	A6
U	-54	CA	COPY	-106	96
V	-100	9C	RETURN	-74	B6
W	-34	DE		-58	C6
X	-67	BD		-42	D6
Y	-69	BB		-26	E6
Z	-98	9E		-122	86

Memory map (for machines with no tubes)

	Operating system ROM	&FFFF
	Memory mapped input/output	&FF00 &FC00
	Operating system ROM	
		&C000
	Paged ROM eg BASIC	
		&8000
	RAM used for high resolution graphics	
HIMEM		moveable boundary
	BASIC stack	
		&4000
	Dynamic variable storage	
LOMEM		moveable boundary
TOP	User's BASIC program area	
		&E00
PAGE	Reserved for operating system use	
		&0000

Memory map below &E00

	&E00
NMI routines; extended vectors; ROM info. tables	&D00
user defined character defs	&C00
function key defs	&B00
various buffers	&A00
various buffers	&900
VDU + cassette workspace	
language ROM workspace	&800
	&400
misc workspace	&300
Operating system workspace	&200
6502 stack	&100
zero page	&0000

APPENDIX A

Memory map assignments in zero page

FF	The top bit is set during an Escape condition
FD - FE	Address following detected BRK instruction
FC	User IRQ routine save slot for register A
D0 - FB	allocated to machine operating system
80 - CF	allocated to current filing system
90 - AF	allocated to machine operating system
70 - 8F	free for user routines
0 - 6F	BASIC language