Applesoft Reference Manual: Errata (2 of 2)

```
Revised:        11/7/84
Security:       Everyone
```

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Page 135
Replace the top part with
260 POKE -16296,0
Clear game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.

270 POKE -16295,0
Set game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.

280 POKE -16294,0
Clear game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.

290 POKE -16293,0
Set game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.

300 POKE -16292,0
Clear game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.

310 POKE -16291,0
Set game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.

320 POKE -16290,0
Clear game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.

```
330 POKE -16289,0
```
Set game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.

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The table for string pointers is wrong.

```
                STRING POINTERS
 -+        +----------------------+
  |        | NAME  (pos)  1st byte |
  |        |       (neg)  2nd byte |
 -+        +----------------------+
  |        |length         1 byte |
  |        |address       low byte |
  |        |address      high byte |
  |        |         0            |
  |        |         0            |
 -+        +----------------------+


                STRING POINTERS
 -+        +----------------------+
  |        |NAME    (pos)  1st byte |
  |        |       (neg)  2nd byte |
 -+        +----------------------+
  |        |                      |
```

Apple Tech Notes

Tech Info Library Article Number:88