



# Tech Info Library

## Applesoft: Internals--Page Zero Memory Map (2 of 2)

Revised: 11/7/84  
Security: Everyone

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A3	SNGFLG	Sign of FAC. Set up by FIN.
A4	BITS	
A5-AA	ARG	Floating point argument (EXP,HO,MOH,MO,LO,SGN)
AB,AC	STRNG1	Pointer to a string or descriptor
AD,AE	FBUFPT	Pointer into FBUFFER for FOUT
AF,B0	PRGEND	Pointer to the end of the program text
B1-C8	CHRGET	Character fetcher
C9-CD	RNDX	Random number seed
D0,D1	DX	High-Res delta-X for shape and HLIN
D2	DY	High-Res delta-Y for shape and HLIN
D3	QDRNT	High-Res rotation quadrant
D4,D5	E	High-Res error for HLIN
D6	RNONLY	Run only flag
D8	ERRFLG	Flag set by ONERR GOTO
DA,DB	ERRLIN	The line number where the error occurred
DC,DD	ERRPOS	Where in memory did the error occur
DE	ERRNUM	Which error occurred
DF	ERRSTK	6502 stack pointer from REMSTK after an error
E0,E1	XO	High-Res prior X coordinate save
E2	YO	High-Res prior Y coordinate save
E4	HCOLOR	High-Res color byte for HPLOT, HPOSN
E5	HNDX	High-Res horizontal offset save
E6	HPAG	High-Res page (\$20 = HGR1, \$40 = HGR2)
E7	SCALE	High-Res scale for SHAPE
E8,E9	SHAPX	High-Res start of shape table
EA	COLLSN	High-Res collision counter
F0	FIRST	
F1	SPDBYT	Controls delay between printed characters
F2	TRFLAG	Controls TRACE mode.
F3	ORMASK	Controls masking for INVERSE on video output.
F4-F7	ERRTO	Points to the GOTO part of ONERR statement
F8	REMSTK	6502 Stack pointer save area.
F9	ROTBYT	High-Res rotation factor for SHAPE
100-10F	FBUFFR	Buffer for FOUT
200-2F0	BUF	Input buffer

Apple Tech Notes

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