

# COMMODORE 128

## PROGRAMMER'S REFERENCE GUIDE

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COMMODORE BUSINESS MACHINES, INC.



BANTAM BOOKS

COMMODORE 128 PROGRAMMER'S REFERENCE GUIDE

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Written by Larry Greenley  
and  
Fred Bowen  
Bil Herd  
Dave Haynie  
Terry Ryan  
Von Ertwine  
Kim Eckert  
Mario Eisenbacher  
Norman McVey

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# **INTRODUCTION**

The Commodore 128 Personal Computer is a versatile, multimode computer. The Commodore 128 is the successor to the commercially successful Commodore 64 computer. The principal features of the Commodore 128 are:

- 128K bytes of RAM, optionally expandable to 256K or 640K
- 80-column horizontal screen display
- Hardware and software compatibility with Commodore 64
- CP/M 3.0 operation
- Enhanced BASIC language

As this Guide shows, the Commodore 128 has many other new or expanded capabilities and features. Those listed above, however, are the most significant when assessing the Commodore 128's capabilities against those of the Commodore 64 and other microcomputers.

The Commodore 128 is actually three computers in one, with the following three primary operating modes:

- C128 Mode
- C64 Mode
- CP/M Mode

Two of these primary modes (C128 and CP/M) can operate using either a 40- or 80-column screen display. Following is a summary of the major features of each of the three primary operating modes.

## **C128 MODE**

In C128 Mode, the Commodore 128 Personal Computer provides the capabilities and memory needed to run sophisticated applications, such as word processing, spreadsheets, and database programs.

C128 Mode features include:

- 8502 processor running at 1.02 or 2.04 MHz
- New, enhanced C128 Kernal
- Built-in machine language monitor
- Commodore BASIC 7.0 language, with over 140 commands and functions
- Special new BASIC 7.0 commands that provide better, quicker and easier ways to create complex graphics, animation, sound and music programs
- 40-column text and bit map screen output using VIC II chip
- 80-column text screen output using 8563 chip

## INTRODUCTION

NOTE: The 40- and 80-column screen displays can be used either singly or simultaneously with two monitors.

Sound (three voices) using SID chip

A 92-key keyboard that includes a full numeric keypad and ESCAPE, TAB, ALT, CAPS LOCK, HELP, LINE FEED, 40/80 DISPLAY, and NO SCROLL keys

Access to the full capabilities of the new peripheral devices from Commodore (1571 fast disk drive, 1902 dual 40/80-column RGBI monitor, etc.)

Access to all standard Commodore serial peripherals

RAM expansion to 256 or 640K with optional RAM expansion modules

## C64 MODE

In C64 Mode, the Commodore 128 retains all the capabilities of the Commodore 64, thus allowing you to use the wide range of available Commodore 64 software.

C64 Mode features include:

8502 processor running at 1.02 MHz

Standard C64 Kernal

BASIC 2.0 language

64K of RAM

40-column output using VIC II chip

Sound (three voices) using SID chip

Standard Commodore 64 keyboard layout except for function keys

All standard Commodore 64 keyboard functions

Access to all Commodore 64 graphics, color and sound capabilities, used as on a Commodore 64

Compatibility with standard Commodore 64 peripherals, including user port and serial devices, Datassette, joysticks, composite video monitors, and RF (TV) output devices

NOTE: The 1571 disk drive will function in C64 Mode, but only at standard 1541 speed. C64 compatibility requirements make it impossible for the 1571 to operate in C64 Mode at fast speed.

## CP/M MODE

In CP/M Mode, an onboard Z80 microprocessor gives you access to the capabilities of Digital Research's CP/M Version 3.0, plus a number of new capabilities added by Commodore.

CP/M Mode features include:

- Integral Z80 processor running at 2.04 MHz
- Disk-based CP/M 3.0 System
- 128K bytes of RAM (in 64K banks)
- 40-column screen output using VIC II chip
- 80-column screen output using 8563 chip
- Access to the full keyboard, including the numeric keypad and special keys
- Access to the new fast serial disk drive (1571) and the standard serial peripherals
- Ability to redefine almost any key
- Ability to emulate several terminals (Lear-Siegler ADM31, ADM3A)
- Support for various MFM disk formats (IBM, Kaypro, Epson, Osborne)
- RAM expansion to 256 or 640K RAM with optional RAM expansion modules

The incorporation of CP/M 3.0 (also called CP/M Plus) into the Commodore 128 makes thousands of popular commercial and public domain software programs available to the user.

## HARDWARE COMPONENTS

The Commodore 128 Personal Computer incorporates the following major hardware components:

### PROCESSORS

**8502:** Main processor in C128, C64 Modes; I/O support for CP/M; 6502 software-compatible; runs at 1.02 or 2.04 MHz

**Z80:** CP/M Mode only; runs at 2.04 MHz

### MEMORY

**ROM:** 64K standard (C64 Kernal plus BASIC; C128 Kernal plus BASIC, character ROMs and CP/M BIOS); one 32K slot available for software

**RAM:** 128K in two 64K banks; 16K display RAM for 8563 video chip; 2K x 4 Color RAM

### VIDEO

**8564:** 40-column video (separate versions for NTSC and PAL TV standards)

**8563:** 80-column video

### SOUND

**6581:** SID Chip

### INPUT/OUTPUT

**6526:** Joystick ports/keyboard scan/cassette

**6526:** User and serial ports

### MEMORY MANAGEMENT

**892/:** PLA (C64 plus C128 mapping modes)

**8922:** MMU (Custom gate array)

For details on these and other hardware components see Chapter 16, Commodore 128 Hardware Specifications.

## COMPATIBILITY WITH COMMODORE 64

The Commodore 128 system is designed as an upgrade to the Commodore 64. Accordingly, one of the major features of the Commodore 128 design is hardware and software compatibility with the Commodore 64 when operating in C64 Mode. This means that in C64 Mode the Commodore 128 is capable of running Commodore 64 application software. Also, the Commodore 128 in C64 Mode supports Commodore 64 peripherals except the CP/M 2.2 cartridge. (NOTE: The Commodore 128's built-in CP/M 3.0 capability supersedes that provided by the external cartridge. This cartridge should not be used with the Commodore 128 in any mode.)

The C128 Mode is designed as a compatible superset to the C64. Specifically, all Kernal functions provided by the Commodore 64 are provided in the C128 Kernal. These functions are also provided at the same locations in the jump table of the C128 Kernal to provide compatibility with existing programs. Zero page and other system variables are maintained at the same addresses they occupy in C64 Mode. This simplifies interfacing for many programs.

Providing Commodore 64 compatibility means that the new features of the Commodore 128 cannot be accessed in C64 Mode. For example, compatibility and memory constraints preclude modifying the C64 Mode Kernal to support the 1571 fast serial disk drive. As noted previously, C64 Mode sees this drive as a standard serial disk drive. For the same reason, C64 Mode does not have an 80-column screen editor, and C64 Mode BASIC 2.0 cannot use the second 64K bank of memory.

# SWITCHING FROM MODE TO MODE

As mentioned before, in the C128 and CP/M Modes the Commodore 128 can provide both 40-column and 80-column screen displays. This means that the Commodore 128 actually has five operating modes, as follows:

- C128 Mode with 80-column display
- C128 Mode with 40-column display
- C64 Mode (40-column display only)
- CP/M Mode with 80-column display
- CP/M Mode with 40-column display

Figure 1-1 summarizes the methods used to switch from mode to mode.

TO	FROM					
	OFF	C128 40 COL	C128 80 COL	C64	CP/M 40 COL	CP/M 80 COL
<b>C128 40 COL</b>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is UP.</li> <li>2. Make sure that:               <ol style="list-style-type: none"> <li>a)NoCP/M system disk is in drive</li> <li>b)No C64 cartridge is in expansion port</li> </ol> </li> <li>3. Turn computer ON.</li> </ol>		<ol style="list-style-type: none"> <li>1. Press ESC key;</li> <li>2. Press X key.</li> <li>OR</li> <li>1. Check that 40/80 key is UP.</li> <li>2. Press RESET button.</li> </ol>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is UP.</li> <li>2. Turn computer OFF, then ON.</li> <li>3. Remove cartridge if present</li> </ol>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is UP.</li> <li>2. Turn computer OFF, then ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is UP.</li> <li>2. Turn computer OFF, then ON.</li> </ol>
<b>C128 80 COL</b>	<ol style="list-style-type: none"> <li>1. Press 40/80 key DOWN.</li> <li>2. Turn computer ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Press ESC key;</li> <li>2. Press X key.</li> <li>OR</li> <li>1. Press 40/80 key DOWN.</li> <li>2. Press RESET button.</li> </ol>		<ol style="list-style-type: none"> <li>1. Press 40/80 key DOWN.</li> <li>2. Turn computer OFF, then ON.</li> <li>3. Remove cartridge if present.</li> </ol>	<ol style="list-style-type: none"> <li>1. Press 40/80 key DOWN.</li> <li>2. Remove CP/M system disk from drive, if necessary.</li> <li>3. Turn computer OFF, then ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is DOWN.</li> <li>2. Remove CP/M system disk from drive, if necessary.</li> <li>3. Turn computer OFF, then ON.</li> </ol>

Figure 1-1. Commodore 128 Mode Switching Chart

INTRODUCTION

		FROM				
TO						
	OFF	C128 40 COL	C128 80 COL	C64	CP/M 40 COL	CP/M 80 COL
<b>C64</b>	<ol style="list-style-type: none"> <li>1. Hold " G " key DOWN.</li> <li>2. Turn computer ON. OR</li> <li>1. Insert C64 cartridge.</li> <li>2. Turn computer ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Type GO 64; press RETURN.</li> <li>2. The computer responds: ARE YOU SURE? Type Y; press RETURN.</li> </ol>	<ol style="list-style-type: none"> <li>1. Type GO 64; press RETURN.</li> <li>2. The computer responds: ARE YOU SURE? Type Y; press RETURN.</li> </ol>		<ol style="list-style-type: none"> <li>1. Turn computer OFF. Check that 40/80 key is UP.</li> <li>3. Hold DOWN C<sup>1</sup> key-while turning computer ON. OR</li> <li>1. Turn computer OFF.</li> <li>2. Insert C64 cartridge.</li> <li>3. Turn power ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn computer OFF.</li> <li>2. Check that 40/80 key is UP.</li> <li>3. Hold DOWN G key while turning computer ON. OR</li> <li>1. Turn computer OFF.</li> <li>2. Insert C64 cartridge.</li> <li>3. Turn power ON.</li> </ol>
<b>CP/M 40 COL</b>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Check that 40/80 key is UP.</li> <li>4. Turn computer ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Check that 40/80 key is UP.</li> <li>4. Type: BOOT</li> <li>5. Press RETURN.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Check that 40/80 key is UP.</li> <li>4. Type: BOOT</li> <li>5. Press RETURN.</li> </ol>	<ol style="list-style-type: none"> <li>1. Check that 40/80 key is UP.</li> <li>2. Turn disk drive ON.</li> <li>3. Insert CP/M system disk in drive.</li> <li>4. Turn computer OFF.</li> </ol>		<ol style="list-style-type: none"> <li>1. Insert CP/M utilities disk in drive.</li> <li>2. At screen prompt, A&gt; type: DEVICE CONOUT: = 40 COL</li> <li>3. Press RETURN.</li> </ol>
<b>CP/M 80 COL</b>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Press 40/80 key DOWN.</li> <li>4. Turn computer ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Press 40/80 key DOWN.</li> <li>4. Type: BOOT</li> <li>5. Press RETURN.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn disk drive ON.</li> <li>2. Insert CP/M system disk in drive.</li> <li>3. Check that 40/80 key is DOWN.</li> <li>4. Type: BOOT.</li> <li>5. Press RETURN.</li> </ol>	<ol style="list-style-type: none"> <li>1. Press 40/80 key DOWN.</li> <li>2. Turn disk drive ON.</li> <li>3. Insert CP/M system disk in drive.</li> <li>4. Turn computer OFF.</li> </ol>	<ol style="list-style-type: none"> <li>1. Insert CP/M utilities disk in drive.</li> <li>2. At screen prompt, A&gt; type: DEVICE CONOUT = 80 COL</li> <li>3. Press RETURN.</li> </ol>	

Figure I-1. Commodore 128 Mode Switching Chart (continued)

NOTE: If you are using a Commodore 1902 dual monitor, remember to move the video switch on the monitor from COMPOSITE or SEPARATED to RGBI when switching from 40-column to 80-column display; reverse this step when switching from 80 to 40 columns. Also, when switching between modes remove any cartridges from the expansion port. You may also have to remove any disk (e.g., CP/M) from the disk drive.

## **CP/M 3.0 SYSTEM RELEASES**

When you send in your C128 warranty card, your name will be added to a list which makes you eligible for CP/M system release dates.

## **HOW TO USE THIS GUIDE**

This guide is designed to be a reference tool that you can consult whenever you need detailed technical information on the structure and operation of the Commodore 128 Personal Computer. Since many of the design features of the Commodore 128 can be viewed from various aspects, it may be necessary to consult several different chapters to find the information you want. Note that certain groups of chapters form logical sequences that cover in detail an extended topic like BASIC, graphics, or machine language.

The following chapter summaries should help you pinpoint what chapter or chapters are most likely to provide the answer to a specific question or problem.

### **CHAPTER 2. BASIC BUILDING BLOCKS AND BASIC 7.0 ENCYCLOPEDIA—**

Defines and describes the structural and operational components of the BASIC language, including constants, variables and arrays, and numeric and string expressions and operations.

### **CHAPTER 3. ONE STEP BEYOND SIMPLE BASIC—**Provides routines (menu, keyboard buffer, loading, programming function keys) and techniques ("crunching" or saving memory; debugging and merging programs; relocating BASIC) that can be incorporated in your own programs. Provides modem-related information (how to generate TouchTone® frequencies, how to detect telephone ringing, etc.) plus technical specifications for Commodore Modem/1200 and Modem/300.

### **CHAPTER 4. COMMODORE 128 GRAPHICS PROGRAMMING—**Describes the general BASIC 7.0 graphics commands (COLOR, GRAPHIC, DRAW, LOCATE, BOX, CIRCLE, PAINT) and gives annotated examples of use, including programs. Describes the structure and general function of the color modes and character and bit map graphics modes that are fundamental to Commodore 128 graphics.



## INTRODUCTION

- CHAPTER 5. MACHINE LANGUAGE ON THE COMMODORE 128**—Defines, with examples, machine language (ML) and associated topics, including the Kernal; the 8502 registers, binary and hexadecimal numbers, and addressing modes. Defines, with examples, types of ML instructions (op codes, etc.). Includes 8502 instruction and addressing table.
- CHAPTER 6. HOW TO ENTER MACHINE LANGUAGE PROGRAMS INTO THE COMMODORE 128**—Describes, with examples, how to enter ML programs by using the built-in Machine Language Monitor or by POKEing decimal op-code values with a BASIC program. Defines, with examples, the ML Monitor commands.
- CHAPTER 7. MIXING MACHINE LANGUAGE AND BASIC**—Describes, with examples, how to combine BASIC and ML instructions in the same program by using BASIC READ, DATA, POKE and SYS commands. Shows where to place ML programs in memory.
- CHAPTER 8. THE POWER BEHIND COMMODORE 128 GRAPHICS**—Describes the C128 Mode memory banking concept and tells how to manage banked memory. Defines the use of shadow registers. Describes how screen, color and character memory are handled in BASIC and machine language, for both character and bit map modes. Shows how to redefine the character set. Describes use of split-screen modes. Includes a tabular graphics programming summary.
- CHAPTER 9. SPRITES**—Describes programming of sprites or MOBs (movable object blocks). Defines and shows how to use the BASIC 7.0 sprite-related commands (SPRITE, SPRDEF, MOVSPR, SSHAPE, GSHAPE, SPRSAV). Provides annotated examples of use, including programs.
- CHAPTER 10. PROGRAMMING THE 80-COLUMN (8563) CHIP**—Defines the 8563 registers and describes, with machine language examples, how to program the 80-column screen in character and bit map modes.
- CHAPTER II. SOUND AND MUSIC ON THE COMMODORE 128**—Defines the BASIC 7.0 sound and music commands (SOUND, ENVELOPE, VOL, TEMPO, PLAY, FILTER). Describes how to code a song in C128 Mode. Defines in detail the Sound Interface Device (SID) and how to program it in machine language.
- CHAPTER 12. INPUT/OUTPUT GUIDE**—Describes software control of peripheral devices connected through I/O ports, including disk drives, printers, other User Port and Serial Port devices, the Datassette, and Controller Port devices. Provides pin-out diagrams and pin descriptions for all ports.
- CHAPTER 13. THE COMMODORE 128 OPERATING SYSTEM**—Describes, with examples, the operating system (Kernal), which controls the functioning of the Commodore 128; includes the Kernal Jump Table, which lists the ROM entry points used to call the Kernal routines; defines each Kernal routine; defines the C128 Screen Editor. Describes the Memory Management Unit (MMU), defines the MMU registers, tells how to select and switch banks in BASIC and ML, and tells how to predefine memory configurations.
- CHAPTER 14. CP/M 3.0 ON THE COMMODORE 128**—Summarizes the Commodore version of CP/M 3.0. Defines the general system layout and the operating system components (CCP, BIOS and BDOS). Describes the Commodore enhancements to CP/M 3.0. (Additional details on CP/M 3.0 are given in Appendix K.)

**CHAPTER IS. COMMODORE 128 AND COMMODORE 64 MEMORY MAPS—**

Provides detailed memory maps for C128 and C64 modes. (The Z80 memory map is shown in Appendix K.)

**CHAPTER 16. HARDWARE SPECIFICATIONS—**Includes technical specifications for Commodore 128 hardware components (8563, 8564, etc.).

**APPENDIXES A through L—**Provide additional technical information and/or a more convenient grouping of information supplied elsewhere in the Guide (e.g., pinout diagrams).

**GLOSSARY—**Provides standard definitions of technical terms.

# 2

**BASIC  
BUILDING  
BLOCKS AND  
BASIC 7.0  
ENCYCLOPEDIA**

The **BASIC** language is composed of commands, operators, constants, variables, arrays and strings. Commands are instructions that the computer follows to perform an operation. The other elements of BASIC perform a variety of functions, such as assigning values to a quantity, passing values to the computer, or directing the computer to perform a mathematical operation. This section describes the structure and functions of the elements of the BASIC language.

## COMMANDS AND STATEMENTS

By definition, commands and statements have the following distinctions. A command is a BASIC verb which is used in immediate mode. It is not preceded by a program line number and it executes immediately after the RETURN key is pressed. A statement is a BASIC verb which is contained within a program and is preceded by a line number. Program statements are executed with the RUN command followed by the RETURN key.

Most commands can be used within a program. In this case the command is preceded by a line number and is said to be used in program mode. Many commands also can be used outside a program in what is called direct mode. For example, **LOAD** is an often-used direct mode command, but you can also include LOAD in a program. **GET** and **INPUT** are commands that only can be used in a program; otherwise, an **ILLEGAL DIRECT ERROR** occurs. While **PRINT** is usually included within a program, you can also use PRINT in direct mode to output a message or numeric value to the screen, as in the following example:

```
PRINT "The Commodore 128" RETURN
```

Notice that the message is displayed on the screen as soon as you press the return key. The following two lines display the same message on the screen. The first line is a program mode statement; the second line is a direct mode command.

```
10 PRINT "The Commodore 128" RETURN
```

```
RUN RETURN
```

It is important to know about the concepts behind memory storage before examining the Commodore BASIC language in detail. Specifically, you need to understand constants, variables and arrays.

## NUMERIC MEMORY STORAGE: CONSTANTS, VARIABLES AND ARRAYS

There are three ways to store numeric information in Commodore BASIC. The first way is to use a *constant*. A constant is a form of memory storage in which the contents remain the same throughout the course of a program. The second type of memory storage unit is a *variable*. As the name indicates, a variable is a memory storage cell in

which the contents vary or change throughout the course of a program. The last way to store information is to use an *array*, a series of related memory locations consisting of variables.

Each of these three units of memory storage can have three different types of information or data assigned. The three data types are INTEGER, FLOATING-POINT or STRING. *Integer* data is numeric, whole number data—that is, numbers without decimal points. *Floating-point* is numeric data including fractional parts indicated with a decimal point. *String* data is a sequential series of alphanumeric letters, numbers and symbols referred to as character strings. The following paragraphs describe these three data types and the way each memory storage unit is assigned different data type values.

## CONSTANTS: INTEGER, FLOATING-POINT AND STRING

### INTEGER CONSTANTS

The value assigned to a constant remains unchanged or constant throughout a program. Integer constants can contain a positive or negative value ranging from -32768 through +32767. If the plus sign is omitted, the C128 assumes that the integer is positive. Integer constants do not contain commas or decimal points between digits. Leading zeros are ignored. Integers are stored in memory as two-byte binary numbers, which means a constant requires 16 bits or two bytes of memory to store the integer as a base two number. The following are examples of integer constants:

```
I
1000
-32
0
-32767
```

### FLOATING-POINT CONSTANTS

Floating-point constants contain fractional parts that are indicated by a decimal point. They do not contain commas to separate digits. Floating-point constants may be positive or negative. If the plus sign is omitted, it is assumed that the number is positive. Again, leading zeros are unnecessary and ignored. Floating-point constants are represented in two ways depending on their value:

1. Simple Number Notation
2. Scientific Notation

In simple number notation, the floating-point number is calculated to ten digits of precision and stored using five bytes, but only nine digits are displayed on the screen or printer. If the floating-point number is greater than nine digits, it is rounded according to the tenth digit. If the tenth digit is greater than five, the ninth digit is rounded to the next higher digit. If the tenth digit is less than five, the ninth digit is rounded to the next lower digit. The rounding of floating-point numbers may become a factor when calculat-

ing values based upon floating-point numbers greater than nine digits. Your program should test floating-point results and take them into consideration when basing these values on future calculations.

As mentioned, floating-point numbers are displayed as nine digits. If the value of a floating-point constant is less than .01 or greater than 999999999, the number is displayed on the screen or printer in scientific notation. For example, the number 12345678901 is displayed as 1.23456789E+ 10. Otherwise, the simple number notation is displayed. A floating-point constant in scientific notation appears in three parts:

1. The mantissa is the leftmost number separated by a decimal point.
2. The letter E indicates that the number is displayed in exponential (scientific) notation.
3. The exponent specifies the power of ten to which the number is raised and the number of places the decimal point is moved in order to represent the number in simple number notation.

The mantissa and exponent can be positive or negative. The exponent can be within the range -39 to +38. If the exponent is negative, the decimal point moves to the left representing it as a simple number. If the exponent is positive, the decimal point moves to the right representing it in simple number notation.

The Commodore 128 limits the size of floating-point numbers. The highest number you can represent in scientific notation is 1.70141183E+38. If you try to represent a number larger than that, an **OVERFLOW ERROR** occurs. The smallest number you can represent in scientific notation is 2.93873588E-39. If you try to represent a number smaller than that, no error occurs but a zero is returned as the value. You should therefore test floating-point values in your programs if your calculations are based on very small numbers and the results depend on future calculations. Here are examples of floating-point constants in simple number notation and others in scientific notation:

---

SIMPLE NUMBER	SCIENTIFIC
<b>9.99</b>	<b>22.33E + 20</b>
<b>.0234</b>	<b>99999.234E-23</b>
<b>+10.01</b>	<b>-45.89E-11</b>
<b>-90.23</b>	<b>-3.14E+17</b>

---

**NOTE:** The values in either column are not equivalent.

## STRING CONSTANTS

A string constant, as mentioned, is a sequential series of alphanumeric characters (numbers, letters and symbols). A string constant can be as long as a 160-character input

line, minus the line number and any other information appearing on that program line. By concatenating strings together, you may form a string as long as 255 characters. The string may contain numbers, letters, and even decimal points and commas. However, the string *cannot* contain the double quote (") character, since this character delimits or marks the beginning or ending of the string. You can represent a double quote character within a string using CHR\$(34). You can omit the closing double quote character of a string if it is the last statement in a line of a program.

A string can even be assigned a null value, meaning no characters are actually assigned to it. Assign a string a null value by omitting characters between the double quotes and follow the opening double quote directly with a closing double quote. Here are some examples of string constants:

```
"Commodore 128"
"qwerl234!#$%()**.:",
" " (null string)
"John and Joan"
```

## VARIABLES: INTEGER, FLOATING-POINT AND STRING

Variables are units of memory storage that represent varying data values within a program. Unlike constants, variables may change in value throughout the course of a program. The value assigned to a variable can be an integer, a floating-point number, or a string. You can assign a value to a variable as the result of a mathematical calculation. Variables are assigned values using an equals sign. The variable name appears to the left of the equals sign and the constant or calculation appears to the right. When you refer to a variable in a program before you assign it a value, the variable value becomes zero if it is an integer or floating-point number. It becomes a null string if the variable is a string.

Variable names can be any length, but for efficiency you should limit the size of the variable to a few characters. Only the first two characters of a variable name are significant. Therefore, do not begin the names of two different variables with the same two characters. If you do, the C128 will interpret them as the same variable name.

The first character of a variable name must be a letter. The rest of the variable name can be any letter or number from zero to nine. A variable name must not contain any BASIC keyword. If you include a BASIC keyword in a variable name, a SYNTAX ERROR occurs. BASIC keywords include all BASIC statements, commands, function names, logical operator names and reserved variables.

You can specify the data type of a variable by following the variable name with a percent sign (%) if the variable is an integer value, or a dollar sign if the variable is a string. If no character is specified, the C128 assumes that the variable value is a floating-point number. Here are some examples of variables and how they are assigned:

A = 3.679 (floating-point)  
Z% = 714 (integer)  
F\$ = "CELEBRATE THE COMMODORE 128" (string)  
T = A + Z% (floating-point)  
Count % = Count % + 1 (integer)  
G\$ = "SEEK A HIGHER LEVEL OF CONSCIOUSNESS" (string)  
H\$ = F\$ + G\$ (string)

## ARRAYS: INTEGER, FLOATING-POINT AND STRING

Although arrays were defined earlier in this chapter as series of related variables or constants, you refer to them with a single integer, floating point or string variable name. All elements have the same data type as the array name. To access successive elements within the array, BASIC uses subscripts (indexed variables) to refer to each unique storage compartment in the array. For example, the alphabet has twenty-six letters. Assume an array called "ALPHA" is constructed and includes all the letters of the alphabet. To access the first element of the array, which is also the first letter of the alphabet (A), label Alpha with a subscript of zero:

ALPHA\$(0)    A

To access the letter B, label Alpha with a subscript of one:

ALPHA\$(1)    B

Continue in the same manner to access all of the elements of the array ALPHA, as in the following:

ALPHA\$(2)    C  
ALPHA\$(3)    D  
ALPHA\$(4)    E  
ALPHA\$(5)    Z

Subscripts are a convenient way to access elements within an array. If subscripts did not exist, you would have to assign separate variables for all the data that would normally be accessed with a subscript. The first subscript within an array is zero.

Although arrays are actually stored sequentially in memory, they can be multi-dimensional. Tables and matrices are easily manipulated with two-dimensional arrays. For example, assume you have a matrix with ten rows and ten columns. You need 100 storage locations or array elements in order to store the whole matrix. Even though your matrix is ten by ten, the elements in the array are stored in memory one after the other for 100 hundred locations.

You specify the number of dimensions in the arrays with the **DIM** statement. For example:



10 DIM A(99)

dimensions a one-dimensional floating-point array with 100 elements. The following are examples of two-, three- and four-dimensional integer arrays:

```
20 DIM B(9, 9)      (100 elements)
30 DIM C(20,20,20) (9261 elements)
40 DIM D(10,15,15,10) (30976 elements)
```

In theory the maximum number of dimensions in an array is 255, but you cannot fit a DIMENSION statement that long on a 160-character line. The maximum number of DIMENSION statements you can fit on a 160-character line is approximately fifty. The maximum number of elements allowed in each dimension is 32767'. In practice, the size of an array is limited to the amount of available memory. Most arrays are one-, two- or three-dimensional. If an array contains fewer than ten elements, there is no need for a DIM statement since the C128 automatically dimensions variable names to ten elements. The first time you refer to the name of the undimensioned array (variable) name, the C128 assigns zero to the value if it is a numeric array, or a null string if it is a string array.

You must separate the subscript for each dimension in your DIMENSION statement with a comma. Subscripts can be integer constants, variables, or the integer result of an arithmetic operation. Legal subscript values can be between zero and the highest dimension assigned in the DIMENSION statement. If the subscript is referred to outside of this range, a **BAD SUBSCRIPT ERROR** results.

The type of array determines how much memory is used to store the integer, floating-point or string data.

Floating-point string arrays take up the most memory; integer arrays require the least amount of memory. Here's how much memory each type of array requires:

```
      5 bytes for the array name
+    2 bytes for each dimension
+    2 bytes for each integer array element
OR + 5 bytes for each floating-point element
OR + 3 bytes for each string element
AND + 1 byte per character in each string element
```

Keep in mind the amount of storage required for each type of array. If you only need an integer array, specify that the array be the integer type, since floating-point arrays require much more memory than does the integer type.

Here are some example arrays:

```
A$(0) = "GROSS SALES"      (string array)
MTH$(K%) = "JAN"          (string array)
G2%(X) = 5                 (integer array)
CNT%(G2%(X)) = CNT%(1)-2  (integer array)
FP(12*K%) = 24.8          (floating-point array)
```

SUM(CNT%( 1)) = FP*K%	(floating-point array)
A(5) = 0	Sets the 5th element in the 1 dimensional array called "A" equal to 0
B(5,6) = 26	Sets the element in row position 5 and column position 6 in the 2 dimensional array called "B" equal to 26
C(1,2,3)=100	Sets the element in row position 1, column position 2, and depth position 3 in the 3 dimensional array called "C" equal to 100

## EXPRESSIONS AND OPERATORS

Expressions are formed using constants, variables and/or arrays. An expression can be a single constant, simple variable, or an array variable of any type. It also can be a combination of constants and variables with arithmetic, relational or logical operators designed to produce a single value. How operators work is explained below. Expressions can be separated into two classes:

1. ARITHMETIC
2. STRING

Expressions have two or more data items called *operands*. Each operand is separated by a single *operator* to produce the desired result. This is usually done by assigning the value of the expression to a variable name.

An operator is a special symbol the BASIC Interpreter in your Commodore 128 recognizes as representing an operation to be performed on the variables or constant data. One or more operators, combined with one or more variables and/or constants form an expression. Arithmetic, relational and logical operators are recognized by Commodore 128 BASIC.

### ARITHMETIC EXPRESSIONS

Arithmetic expressions yield an integer or floating-point value. The arithmetic operators (+, -, \*, /, |) are used to perform addition, subtraction, multiplication, division and exponentiation operations, respectively.

### ARITHMETIC OPERATIONS

An arithmetic operator defines an arithmetic operation which is performed on the two operands on either side of the operator. Arithmetic operations are performed using floating-point numbers. Integers are converted to floating-point numbers before an arithmetic operation is performed. The result is converted back to an integer if it is assigned to an integer variable name.

**ADDITION (+)**

The plus sign (+) specifies that the operand on the right is added to the operand on the left.

**EXAMPLES:**

2 + 2  
 A + B + C  
**X% + 1**  
 BR + 10E-2

**SUBTRACTION (-)**

The minus sign (-) specifies that the operand on the right is subtracted from the operand on the left.

**EXAMPLES:**

4 - 1  
**100^64**  
 A - B  
 55 - 142

The minus also can be used as a unary minus which is the minus sign in front of a negative number. This is equal to subtracting the number from zero (0).

**EXAMPLES:**

-5  
 -9E4  
 ^B  
 4 - (-2) (same as 4 + 2)

**MULTIPLICATION (\*)**

An asterisk (\*) specifies that the operand on the left is multiplied by the operand on the right.

**EXAMPLES:**

100 \* 2  
 50 \* 0  
 A \* X1  
 R% \* 14

**DIVISION (/)**

The slash (/) specifies that the operand on the left is divided by the operand on the right.

## EXAMPLES:

10/2  
6400/4  
A/B  
4E2/XR

## EXPONENTIATION ( f )

The up arrow ( f ) specifies that the operand on the left is raised to the power specified by the operand on the right (the exponent). If the operand on the right is a 2, the number on the left is squared; if the exponent is a 3, the number on the left is cubed, etc. The exponent can be any number as long as the result of the operation gives a valid floating-point number.

## EXAMPLES:

2 f 2    Equivalent to 2\*2  
3 f 3    Equivalent to 3\*3\*3  
4 | 4    Equivalent to 4\*4\*4\*4  
AB | CD  
3 f -2   Equivalent to <sup>1</sup>A<sup>\*/A</sup>

## RELATIONAL OPERATORS

The relational operators (<, =, >, <=, >=, <>) are primarily used to compare the values of two operands, but they also produce an arithmetic result. The relational operators and the logical operators (AND, OR, and **NOT**), when used in comparisons, produce an arithmetic true/false evaluation of an expression. If the relationship stated in the expression is true, the result is assigned an integer value of -1. If it's false a value of 0 is assigned. Following are the relational operators:

<    LESS THAN  
     EQUAL TO  
>    GREATER THAN  
<=   LESS THAN OR EQUAL TO  
>=   GREATER THAN OR EQUAL TO  
<>   NOT EQUAL TO

## EXAMPLES:

5-4=1    result true (-1)  
14>66    result false (0)  
15>=15   result true (-1)

Relational operators may be used to compare strings. For comparison purposes, the letters of the alphabet have the order A<B<C<D, etc. Strings are compared by

evaluating the relationship between corresponding characters from left to right (see string operations).

### EXAMPLES:

```
"A" < "B"  result true (-1)
"X" = "YY" result false (0)
BB$ <> CC$ result false (0) if they are the same
```

Numeric data items can only be compared (or assigned) with other numeric items. The same is true when comparing strings; otherwise, the BASIC error message ?TYPE **MISMATCH** occurs. Numeric operands are compared by first converting the values of either or both operands from integer to floating-point form, as necessary. Then the relationship between the floating-point values is evaluated to give a true/false result.

At the end of all comparisons, you get an integer regardless of the data type of the operand (even if both are strings). Because of this, a comparison of two operands can be used as an operand in performing calculations. The result will be -1 or 0 and can be used as anything but a divisor, since division by zero is illegal.

## LOGICAL OPERATORS

The logical operators (AND, OR, NOT) can be used to modify the meaning of the relational operators or to produce an arithmetic result. Logical operators can produce results other than -1 and 0, although any nonzero result is considered true when testing for a true/false condition.

The logical operators (sometimes called *Boolean* operators) also can be used to perform logical operations on individual binary digits (bits) in two operands. But when you're using the NOT operator, the operation is performed only on the single operand to the right. The operands must be in the integer range of values (-32768 to +32767) (floating-point numbers are converted to integers) and logical operations give an integer result.

Logical operations are performed bit-by-corresponding-bit on the two operands. The logical AND produces a bit result of 1 only if both operand bits are 1. The logical OR produces a bit result of 1 if either operand bit is 1. The logical NOT is the opposite value of each bit as a single operand. In other words, "If it's NOT 1 then it is 0. If it's NOT 0 then it is 1."

The exclusive OR IF (**XOR**) doesn't have a logical operator but it is performed as part of the **WAIT** statement or as the XOR function. Exclusive-OR means that if the bits of two operands are set and equal, then the result is 0; otherwise the result is 1.

Logical operations are defined by groups of statements which, when taken together, constitute a Boolean "truth table" as shown in Table 2-1.

**The AND operation results in a 1 only if both bits are 1:**

**1 AND 1 = 1**  
**0 AND 1 = 0**  
**1 AND 0 = 0**  
**0 AND 0 = 0**

**The OR operation results in a 1 if either bit is 1:**

**1 OR 1 = 1**  
**0 OR 1 = 1**  
**1 OR 0 = 1**  
**0 OR 0 = 0**

**The NOT operation logically complements each bit:**

**NOT 1 = 0**  
**NOT 0 = 1**

**The exclusive OR (XOR) is a function (not a logical operator):**

**1 XOR 1 = 0**  
**1 XOR 0 = 1**  
**0 XOR 1 = 1**  
**0 XOR 0 = 0**

Table 2-1 Boolean Truth Table

The logical operators AND, OR and NOT specify a Boolean arithmetic operation to be performed on the two operand expressions on either side of the operator. In the case of NOT, *only* the operand on the *right* is considered. Logical operations (or Boolean arithmetic) aren't performed until all arithmetic and relational operations in an expression have been evaluated.

### **EXAMPLES:**

IF A = 100 AND B = 100 THEN 10 (if both A and B have a value of 100 then the result is true)

A = 96 AND 32: PRINT A (A = 32)

IF A = 100 OR B = 100 THEN 20 (if A or B is 100 then the result is true)

A = 64 OR 32: PRINT A (A = 96)

X = NOT 96 (result is -97 (two's complement))

## **HIERARCHY OF OPERATIONS**

All expressions perform the different types of operations according to a fixed hierarchy. Certain operations have a higher priority and are performed before other operations. The normal order of operations can be modified by enclosing two or more operands within

parentheses f ), creating a "subexpression." The parts of an expression enclosed in parentheses will be reduced to a single value before evaluating parts outside the parentheses.

When you use parentheses in expressions, pair them so that you always have an equal number of left and right parentheses. If you don't, the BASIC error message **?SYNTAX ERROR** will occur.

Expressions that have operands inside parentheses may themselves be enclosed in parentheses, forming complex expressions of multiple levels. This is called *nesting*. Parentheses can be nested in expressions to a maximum depth of ten levels—ten matching sets of parentheses. The innermost expression has its operations performed first. Some examples of expressions are:

```
A + B
Cf(D E)/2
((X-C^ (D + E)/2)*10)+1
GG$>HH$
JJ$ + "MORE"
K% = 1 AND M O X
K% = 2 OR (A = B AND M < X)
NOT(D = E)
```

The BASIC Interpreter performs operations on expressions by performing arithmetic operations first, then relational operations, and logical operations last. Both arithmetic and logical operators have an order of precedence (or hierarchy of operations) within themselves. Relational operators do not have an order of precedence and will be performed as the expression is evaluated from left to right.

If all remaining operators in an expression have the same level of precedence, then operations are performed from left to right. When performing operations on expressions within parentheses, the normal order of precedence is maintained. The hierarchy of arithmetic and logical operations is shown in Table 2-2 from first to last in order of precedence. Note that scientific notation is resolved first.

OPERATOR	DESCRIPTION	EXAMPLE
<b>↑</b>	<b>Exponentiation</b>	BASE ↑ EXP
<b>-</b>	<b>Negation (Unary Minus)</b>	-A
<b>*/</b>	<b>Multiplication</b> <b>Division</b>	AB * CD EF/GH
<b>+</b>	<b>Addition</b> <b>Subtraction</b>	CNT + 2 JK - PQ
<b>&gt; = &lt;</b>	<b>Relational Operations</b>	A <= B
<b>NOT</b>	<b>Logical NOT</b> <b>(Integer Two's Complement)</b>	NOT K%
<b>AND</b>	<b>Logical AND</b>	JK AND 128
<b>OR</b>	<b>Logical OR</b>	PQ OR 15

Table 2-2 Hierarchy of Operations Performed on Expressions

## STRING OPERATIONS

Strings are compared using the same relational operators (=, <>, <=, >=, <, >) that are used for comparing numbers. String comparisons are made by taking one character at a time (left-to-right) from each string and evaluating each character code position from the character set. If the character codes are the same, the characters are equal. If the character codes differ, the character with the lower CBM ASCII code number is lower in the character set. The comparison stops when the end of either string is reached. All other factors being equal, the shorter string is considered less than the longer string. *Leading* or *trailing blanks* are significant in string evaluations.

Regardless of the data types, all comparisons yield an integer result. This is true even if both operands are strings. Because of this, a comparison of two string operands can be used as an operand in performing calculations. The result will be -1 or 0 (true or false) and can be used in any mathematical operation but division since division by zero is illegal.

## STRING EXPRESSIONS

Expressions are treated as if an implied "<>0" follows them. This means that if an expression is true, the next BASIC statement on the same program line is executed. If the expression is false, the rest of the line is ignored and the next line in the program is executed.

Just as with numbers, you can perform operations on string variables. The only arithmetic string operator recognized by BASIC 7.0 is the plus sign (+) which is used to perform concatenation of strings. When strings are concatenated, the string on the right of the plus sign is appended to the string on the left, forming a third string. The result can be printed immediately, used in a comparison, or assigned to a variable name. If a string data item is compared with (or set equal to) a numeric item, or vice-versa, the BASIC error message **?TYPE MISMATCH** occurs. Some examples of string expressions and concatenation are:

```
10 A$="FILE": B$="NAME"
20 NAM$ = A$ + B$           (yields the string "FILENAME")
30 RES$ = "NEW" + A$ + B$  (yields the string "NEWFILENAME")
```

## ORGANIZATION OF THE BASIC 7.0 ENCYCLOPEDIA

This section of Chapter 2 lists BASIC 7.0 language elements in an encyclopedia format. It provides an abbreviated list of the rules (syntax) of Commodore 128 BASIC 7.0, along with a concise description of each. Consult the *Commodore 128 System Guide BASIC 7.0 Encyclopedia* (Chapter 5) included with your computer for a



more detailed description of each command. BASIC 7.0 includes all the elements of BASIC 2.0

The different types of BASIC operations are listed in individual sections, as follows:

1. **Commands and Statements:** the commands used to edit, store and erase programs, and the BASIC program statements used in the numbered lines of a program.
2. **Functions:** the string, numeric and print functions.
3. **Reserved Words and Symbols:** the words and symbols reserved for use by the BASIC 7.0 language, which cannot be used for any other purpose.

## COMMAND AND STATEMENT FORMAT

The command and statement definitions in this encyclopedia are arranged in the following format:

Command name—	<b>AUTO</b>
Brief definition—	Enable/disable automatic line numbering
Command format—	AUTO [line#]
Discussion of format and use—	This command turns on the automatic line-numbering feature. This eases the job of entering programs, by automatically typing the line numbers for the user. As each program line is entered by pressing RETURN, the next line number is printed on the screen, and the cursor is positioned two spaces to the right of the line number. The line number argument refers to the desired increment between line numbers. AUTO without an argument turns off the auto line numbering, as does RUN. This statement can be used only in direct mode (outside of a program).

### EXAMPLES:

Example(s)—	AUTO 10 Automatically numbers program lines in increments of 10.
	AUTO 50 Automatically numbers lines in increments of 50.
	AUTO Turns off automatic line numbering.

The boldface line that defines the format consists of the following elements:

```
DLOAD "program name" [,D0,U8]
  t           t
keyword      argument  additional arguments
                    (possibly optional)
```

The parts of the command or statement that must be typed exactly as shown are in capital letters. Words the user supplies, such as the name of a program, are not capitalized.

When quote marks (" ") appear (usually around a program name or filename), the user should include them in the appropriate place, according to the format example.

**Keywords** are words that are part of the BASIC language. They are the central part of a command or statement, and they tell the computer what kind of action to take. These words cannot be used as variable names. A complete list of reserved words and symbols is given at the end of this chapter.

Keywords, also called reserved words, appear in upper-case letters. Keywords may be typed using the full word or the approved abbreviation. (A full list of abbreviations is given in Appendix I). The keyword or abbreviation must be entered correctly or an error will result. The BASIC and DOS error messages are defined in Appendices A and B, respectively.

**Arguments**, also called parameters, appear in lower-case letters. Arguments complement keywords by providing specific information to the command or statement. For example, the keyword LOAD tells the computer to load a program while the argument "program name" tells the computer which specific program to load. A second argument specifies from which drive to load the program. Arguments include filenames, variables, line numbers, etc.

**Square Brackets [ ]** show optional arguments. The user selects any or none of the arguments listed, depending on requirements.

**Angle Brackets <>** indicate the user MUST choose one of the arguments listed.

**A Vertical Bar |** separates items in a list of arguments when the choices are limited to those arguments listed. When the vertical bar appears in a list enclosed in SQUARE BRACKETS, the choices are limited to the items in the list, but the user still has the option not to use any arguments. If a vertical bar appears within angle brackets, the user MUST choose one of the listed arguments.

**Ellipsis . . .** (a sequence of three dots) means an option or argument can be repeated more than once.

**Quotation Marks " "** enclose character strings, filenames and other expressions. When arguments are enclosed in quotation marks, the quotation marks must be included in the command or statement. In this encyclopedia, quotation marks are not conventions used to describe formats; they are required parts of a command or statement.

**Parentheses ()** When arguments are enclosed in parentheses, they must be included in the command or statement. Parentheses are not conventions used to describe formats; they are required parts of a command or statement.

**Variable** refers to any valid BASIC variable names, such as X, A\$, T%, etc.

**Expression** refers to any valid BASIC expressions, such as  $A + B + 2.5 * (X + 3)$ , etc.

**NOTE:** For all DOS commands, variables and expressions used as arguments must be endorsed in parentheses.

## **BASIC COMMANDS AND STATEMENTS**

### **APPEND**

Append data to the end of a sequential file

**APPEND #logical file number,"filename"[,Ddrive number][<ON|,>Udevice]**

#### **EXAMPLES:**

Append # 8, "MYFILE" OPEN logical file 8 called "MYFILE", and prepare to append with subsequent PRINT # statements.

Append #7,(A\$),D0,U9 OPEN logical file named by the variable in A\$ on drive 0, device number 9, and prepare to APPEND.

### **AUTO**

Enable/disable automatic line numbering

**AUTO [line#]**

#### **EXAMPLES:**

AUTO 10 Automatically numbers program lines in increments of 10.

AUTO 50 Automatically numbers lines in increments of 50.

AUTO Turns off automatic line numbering.

### **BACKUP**

Copy the entire contents from one disk to another on a dual disk drive

**BACKUP source Ddrive number TO destination Ddrive number [<ON|,>Udevice]**

**NOTE:** This command can be used only with a dual-disk drive.

## EXAMPLES:

BACKUP DO TO DI Copies all files from the disk in drive 0 to the disk in drive 1, in dual disk drive unit 8.

BACKUP DO TO DI ON U9 Copies all files from drive 0 to drive 1, in disk drive unit 9.

## BANK

Select one of the 16 BASIC banks (default memory configurations), numbered 0-15 to be used during PEEK, POKE, SYS, and WAIT commands.

### **BANK bank number**

Here is a table of available BANK configurations in the Commodore 128 memory:

BANK	CONFIGURATION
0	RAM(O) only
1	RAM(1) only
2	RAM(2) only (same as 0)
3	RAM(3) only (same as 1)
4	Internal ROM , RAM(O), I/O
5	Internal ROM , RAM(1), I/O
6	Internal ROM , RAM(2), I/O (same as 4)
7	Internal ROM , RAM(3), I/O (same as 5)
8	External ROM , RAM(O), I/O
9	External ROM , RAM(1), I/O
10	External ROM , RAM(2), I/O (same as 8)
11	External ROM , RAM(3), I/O (same as 9)
12	Kernal and Internal ROM (LOW), RAM(O), I/O
13	Kernal and External ROM (LOW), RAM(O), I/O
14	Kernal and BASIC ROM, RAM(O), Character ROM
15	Kernal and BASIC ROM, RAM(O), I/O

Banks are described in detail in Chapter 8, The Power Behind Commodore 128 Graphics and Chapter 13, The Commodore 128 Operating System.

## BEGIN / BEND

A conditional statement like IF . . . THEN: ELSE, structured so that you can include several program lines between the start (BEGIN) and end (BEND) of the structure. Here's the format:

```

IF condition THEN BEGIN : statement
  statement
statement BEND : ELSE BEGIN
  statement
statement BEND

```

**EXAMPLE**

```

10 IF X = 1 THEN BEGIN: PRINT "X = 1 is True"
20 PRINT "So this part of the statement is performed"
30 PRINT "When X equals 1"
40 BEND: PRINT "End of BEGIN/BEND structure":GO to 60
50 PRINT "X does not equal 1":PRINT "The statements between BEGIN/
BEND are skipped"
60 PRINT "Rest of Program"

```

**BLOAD**

Load a binary file starting at the specified memory location

```

BLOAD "filename" [,Ddrive number][<ON!,U>device number] [,Bbank
number] [,Pstart address]

```

where:

- filename is the name of your file
- bank number selects one of the 16 BASIC banks (default memory configurations)
- start address is the memory location where loading begins

**EXAMPLES:**

```

BLOAD "SPRITES", B0, P3584 LOADS the binary file "SPRITES"
starting in location 3584 (in BANK 0).

```

```

BLOAD "DATA1", DO, U8, B1, P4096 LOADS the binary file "DATA 1"
into location 4096 (BANK 1) from
Drive 0, unit 8.

```

**BOOT**

Load and execute a program which was saved as a binary file

```

BOOT "filename" [,Ddrive number][<ON!,>Udevice][,PaIt LOAD ADD]

```

**EXAMPLE:**

```

BOOT BOOT a bootable disk (CP/M Plus for ex-
ample).

```

BOOT "GRAPHICS 1", DO, U9 LOADS the binary program "GRAPHICS 1"  
from unit 9, drive 0, and executes it.

## BOX

Draw box at specified position on screen

**BOX** [**color source**], **XI**, **YI** [, **X2**, **Y2**] [, **angle**] [, **paint**]

where:

<b>color source</b>	0 = Background color 1 = Foreground color (DEFAULT) 2 = Multi-color 1 3 = Multi-color 2
<b>XI</b> , <b>YI</b>	Corner coordinate (scaled)
<b>X2</b> , <b>Y2</b>	Corner diagonally opposite <b>XI</b> , <b>YI</b> , (scaled); default is the PC location.
<b>angle</b>	Rotation in clockwise degrees; default is 0 degrees
<b>paint</b>	Paint shape with color 0 = Do not paint 1 = Paint (default = 0)

### EXAMPLES:

BOX 1, + 10, + 10 Draw a box 10 pixels to the right and 10 down from the current pixel cursor location.

BOX 1, 10, 10, 60, 60 Draws the outline of a rectangle.

BOX , 10, 10, 60, 60, 45, 1 Draws a painted, rotated box (a diamond).

BOX , 30, 90, , 45, 1 Draws a filled, rotated polygon.

Any parameter can be omitted but you must include a comma in its place, as in the last two examples.

NOTE: Wrapping occurs if the degree is greater than 360.

## BSAVE

Save a binary file from the specified memory locations

**BSAVE "filename"[,Ddrive number] [< ON I, U> device number] [,Bbank number],Pstart address TO Pend address**

where:

- start address is the starting address where the program is SAVED from
- end address is the last address + 1 in memory which is SAVED

This is similar to the SAVE command in the Machine Language MONITOR,

### EXAMPLES:

BSAVE "SPRITE DATA",B0, P3584 TO P4096 Saves the binary file named "SPRITE DATA", starting at location 3584 through 4095 (BANK 0).

BSAVE "PROGRAM.SCR",D0, U9,B0,P3182 TO P7999 Saves the binary file named "PROGRAM.SCR" in the memory address range 3182 through 7999 (BANK 0) on drive 0, unit 9.

## CATALOG

Display the disk directory

**CATALOG [Ddrive number][<ON|,>Udevice number][,wildcard string]**

### EXAMPLE:

CATALOG Displays the disk directory on drive 0.

## CHAR

Display characters at the specified position on the screen

**CHAR [color source],X,Y[,string][,RVS]**

This is primarily designed to display characters on a bit mapped screen, but it can also be used on a text screen. Here's what the parameters mean:

<b>color source</b>	0 = Background 1 = Foreground
<b>X</b>	Character column (0-39) (VIC screen) (0-79) (8563) screen

**Y** Character row (0-24)  
**string** String to print  
**reverse** Reverse field flag (0 = off, 1 = on)

**EXAMPLE:**

```

10 COLOR 2,3: REM MULTI-COLOR 1 RED
20 COLOR 3,7: REM MULTI-COLOR 2 BLUE
30 GRAPHIC 3,1
30 CHAR 0,10,10, "TEXT",0
  
```

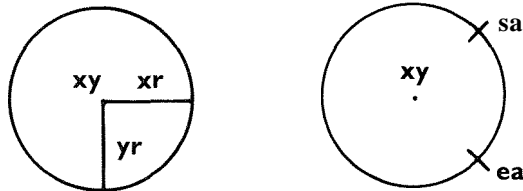
**CIRCLE**

Draw circles, ellipses, arcs, etc., at specified positions on the screen

**CIRCLE** [**color source**],**X**,**Y**[,**Xr**][,**Yr**] [,**sa**][,**ea**][,**angle**][,**inc**]

where:

**color source** 0 = background color  
 1 = foreground color  
 2 = multi-color 1  
 3 = multi-color 2  
  
**X,Y** Center coordinate of the CIRCLE  
**Xr** X radius (scaled); (default = 0)  
**Yr** Y radius (sealed default is Xr)  
**sa** Starting arc angle (default 0 degrees)  
**ea** Ending arc angle (default 360 degrees)  
**angle** Rotation is clockwise degrees (default is 0 degrees)  
**inc** Degrees between segments (default is 2 degrees)



**EXAMPLES:**

```

CIRCLE 1. 160,100,65,10  Draws an ellipse.
CIRCLE 1, 160,100,65,50  Draws a circle.
  
```



CIRCLE1, 60,40,20,18,,,45 Draws an octagon.

CIRCLE1, 260,40,20,,,,,90 Draws a diamond.

CIRCLE1, 60,140,20,18,,, 120 Draws a triangle.

CIRCLE 1, + 2, + 2,50,50 Draws a circle (two pixels down and two to the right) relative to the original coordinates of the pixel cursor.

CIRCLE 1, 30;90 Draws a circle 30 pixels and 90 degrees to the right of the current pixel cursor coordinate position.

You may omit a parameter, but you must still place a comma in the appropriate position. Omitted parameters take on the default values.

## CLOSE

Close logical file

**CLOSE file number**

### EXAMPLE:

CLOSE 2 Logical file 2 is closed.

## CLR

Clear program variables

**CLR**

## CMD

Redirect screen output to a logical disk or print file.

**CMD logical file number [,write list]**

### EXAMPLE:

OPEN 1,4 Opens device 4 (printer).

CMD 1 All normal output now goes to the printer.

LIST The LISTing goes to the printer, not the screen—even the word READY.

PRINT#1 Sends output back to the screen.

CLOSE 1 Closes the file.

## COLLECT

Free inaccessible disk space

**COLLECT** [**Ddrive number**][<ON|,>**Udevice**]

### EXAMPLE:

**COLLECT DO** Free all available space which has been incorrectly allocated to improperly closed files. Such files are indicated with an asterisk on the disk directory.

## COLLISION

Define handling for sprite collision interrupt

**COLLISION type** [**statement**]

**type** Type of interrupt, as follows:  
1 = Sprite-to-sprite collision  
2 = Sprite-to-display data collision  
3 = Light pen (VIC screen only)

**statement** BASIC line number of a subroutine

### EXAMPLE:

**Collision 1, 5000** Enables a sprite-to-sprite collision and program control sent to subroutine at line 5000.

**Collision 1** Stops interrupt action which was initiated in above example.

**Collision 2, 1000** Enables a sprite-to-data collision and program control directed to subroutine in line 1000.

## COLOR

Define colors for each screen area

**COLOR source number, color number**

This statement assigns a color to one of the seven color areas:

AREA	SOURCE
<b>0</b>	<b>40-column (VIC) background</b>
<b>1</b>	<b>40-column (VIC) foreground</b>
<b>2</b>	<b>multicolor 1</b>
<b>3</b>	<b>multicolor 2</b>
<b>4</b>	<b>40-column (VIC) border</b>
<b>5</b>	<b>character color (40- or 80-column screen)</b>
<b>6</b>	<b>80-column background color</b>

Colors that are usable are in the range 1-16.

---

COLOR CODE	COLOR	COLOR CODE	COLOR
1	Black	9	Orange
2	White	10	Brown
3	Red	11	Light Red
4	Cyan	12	Dark Gray
5	Purple	13	Medium Gray
6	<b>Green</b>	14	Light Green
7	<b>Blue</b>	15	Light Blue
	Yellow	<b>16</b>	Light Gray

**Color Numbers in 40-Column Output**

1	Black	9	Dark Purple
2	White	10	Dark Yellow
3	Dark Red	11	Light Red
4	Light Cyan	12	Dark Cyan
5	Light Purple	13	Medium Gray
6	Dark Green	14	Light Green
7	Dark Blue	15	Light Blue
8	Light Yellow	16	Light Gray

---

**Color Numbers in 80-Column Output**

**EXAMPLES:**

COLOR 0,1: Changes background color of 40-column screen to black.

COLOR 5,8: Changes character color to yellow.

**CONCAT**

Concatenate two data files

**CONCAT "file 2" [Ddrive number] TO "file 1"  
t,Ddrive number][<ON|,>Udevice]**

**EXAMPLE:**

Concat "FileB" to "File A" FILE B is attached to FILE A, and the combined file is designated FILE A.

Concat (A\$) to (B\$), D1, U9 The file named by B\$ becomes a new file with the same name with the file named by A\$ attached to the end of B\$. This is performed on Unit 9, drive 1 (a dual disk drive).

Whenever a variable is used as a filename, as in the last example, the filename variable must be within parentheses.

## CONT

Continue program execution

**CONT**

## COPY

Copy a file from one drive to another within a dual disk drive. Copy one file to another with a different name within a single drive

**COPY [Ddrive number,]"source filename"TO[Ddrive number,]"destination filename"[<ON|,>Udevice]**

**NOTE:** Copying between two single or double disk drive units cannot be done. This command does not support unit-to-unit copying.

### EXAMPLES:

COPY DO, "TEST" TO D1, "TEST PROG"	Copies "test" from drive 0 to drive 1, renaming it "test prog" on drive 1.
COPY DO, "STUFF" TO D1, "STUFF"	Copies "STUFF" from drive 0 to drive 1.
COPY DO TO D1	Copies all files from drive 0 to drive 1.
COPY "WORK.PROG" TO "BACKUP"	Copies "WORK.PROG" as a file called "BACKUP" on the same disk (drive 0).

## DATA

Define data to be used by a program

**DATA list of constants**

### EXAMPLE:

DATA 100, 200, FRED, "HELLO, MOM",, 3, 14, ABC123

## DCLEAR

Clear all open channels on disk drive

**DCLEAR** [**Ddrive number**][<**ON**,>**Udevice**]

### EXAMPLES:

DCLEAR DO Clears all open files on drive 0, device number 8.

DCLEAR D1,U9 Clears all open files (channels) on drive 1, device number 9.

## DCLOSE

Close disk file

**DCLOSE** [#**logical file number**][<**ON**,>**Udevice**]

### EXAMPLES:

DCLOSE Closes all channels currently open on unit 8.

DCLOSE #2 Closes the channel associated with the logical file number 2 on unit 8.

DCLOSE ON U9 Closes all channels currently open on unit 9.

## DEF FN

Define a user function

**DEF FN** **name (variable)** = **expression**

### EXAMPLE:

```
10DEF FNA(X) = 12*(34.75-X/3) + X
20 PRINT FNA(7)
```

The number 7 is inserted each place X is located in the formula given in the DEF statement. In the example above, the answer returned is 144.

**NOTE:** If you plan to define a function in a program that will use BASIC 7.0 graphics commands, invoke the GRAPHIC command before defining your function. The portion of memory where functions are defined and where the graphics screen is located is shared. Once you allocate your graphics area, the function definitions are safely placed somewhere else in memory. If you don't take this precaution and you invoke the GRAPHIC command **after** you define a function, the function definition (between \$IC00 and \$4000) is destroyed.

## DELETE

Delete lines of a BASIC program in the specified range

**DELETE** [first line] [-last line]

### EXAMPLES:

DELETE 75 Deletes line 75.

DELETE 10-50 Deletes lines 10 through 50, inclusive.

DELETE-50 Deletes all lines from the beginning of the program up to and including line 50.

DELETE 75- Deletes all lines from 75 to the end of the program, inclusive.

## DIM

Declare number of elements in an array

**DIM** variable (subscripts) [,variable(subscripts)] . . .

### EXAMPLE:

10 DIM A\$(40),B7(15),CC%(4,4,4)

Dimension three arrays where arrays A\$, B7 and CC% have 41 elements, 16 elements and 125 elements respectively.

## DIRECTORY

Display the contents of the disk directory on the screen

**DIRECTORY** [Ddrive number][<ON|,>Udevice][,wildcard]

### EXAMPLES:

DIRECTORY Lists all files on the disk in unit 8.

DIRECTORY D1, U9, "WORK" Lists the file named "WORK," on drive 1 of unit 9.

DIRECTORY "AB\*" Lists all files starting with the letters "AB" like ABOVE, ABOARD, etc. on unit 8. The asterisk specifies a wild card, where all files starting with "AB" are displayed.

DIRECTORY DO, "? .BAK" The ? is a wild card that matches any single character in that position. For example: FILE 1.BAK, FILE 2.BAK, FILE 3.BAK all match the string.

DIRECTORY D1,U9,(A\$) LISTS the filename stored in the variable A\$ on device number 9, drive 1. Remember, whenever a variable is used as a filename, put the variable in parentheses.

**NOTE:** To print the DIRECTORY of the disk in drive 0, unit 8, use the following example:

```
LOAD"$0",8
OPEN4,4:CMD4:LIST
PRINT#4:CLOSE4
```

## DLOAD

Load a BASIC program from the disk drive, device 8.

**DLOAD "filename" [Ddrive number][<ON|,>Udevice number]**

### EXAMPLES:

DLOAD "BANKRECS" Searches the disk for the program "BANKRECS" and LOADS it.

DLOAD (AS) LOADS a program from disk in which the name is stored in the variable A\$. An error message is given if A\$ is null. Remember, when a variable is used as a filename, it must be enclosed in parentheses.

## DO / LOOP / WHILE / UNTIL / EXIT

Define and control a program loop

**DO [UNTIL condition | WHILE condition]**

**statements [EXIT]**

**LOOP [UNTIL condition | WHILE condition]**

This loop structure performs the statements between the DO statement and the LOOP statement. If no UNTIL or WHILE modifies either the DO or the LOOP statement, execution of the statements in between continues indefinitely. If an EXIT statement is encountered in the body of a DO loop, execution is transferred to the first statement following the LOOP statement. DO loops may be nested, following the rules defined by the FOR-NEXT structure. If the UNTIL parameter is specified, the program continues looping until the condition is satisfied (becomes true). The WHILE parameter is the opposite of the UNTIL parameter: the program continues looping as long as the condition is TRUE. As soon as the condition is no longer true, program control resumes with the statement immediately following the LOOP statement. An example of a condition (boolean argument) is  $A = 1$ , or  $G > 65$ .

## EXAMPLES:

```
10 X = 25
20 DO UNTIL X = 0
30 X = X-1
40 PRINT "X=";X
50 LOOP
60 PRINT "End of Loop"
```

This example performs the statements  $X = X-1$  and `PRINT "X=";X` until  $X = 0$ . When  $X = 0$  the program resumes with the `PRINT "End of Loop"` statement immediately following `LOOP`.

```
10 DO WHILE A$<> CHR$(13):GETKEY A$:PRINT A$:LOOP
20 PRINT "THE RETURN KEY HAS BEEN PRESSED"
```

This `DO` loop waits for a key to be pressed, receives input from the keyboard one character at a time and prints the letter of the key which is pressed. If the `RETURN` key is pressed, control is transferred out of the loop and line 20 is executed.

```
10 DOPEN#8, "SEQFILE"
20 DO
30 GET #8,A$
40 PRINT A$;
50 LOOP UNTIL ST
60 DCLOSE #8
```

This program opens file "SEQFILE" and gets data until the `ST` system variable indicates all data is input.

## DOPEN

Open a disk file for a read and/or write operation

```
DOPEN # logical file number,"filename[,<type>"][,Lrecord length]
[ ,Ddrive number][,<ON|,>Udevice number][,W]
```

where **type** is:

**S** = Sequential File Type  
**P** = Program File Type  
**U** = User File Type  
**R** = Relative File Type  
**L** = Record Length = the length of records in a relative file only  
**W** = Write Operation (if not specified a read operation occurs)

## EXAMPLES:

```
DOPEN#1, "ADDRESS",W
```

Create the sequential file number 1 (ADDRESS) for a write operation

```
DOPEN#2 "RECIPES",D1,U9
```

Open the sequential file number 2 (RECIPES) for a read operation on device number 9, drive 1



## DRAW

Draw dots, lines and shapes at specified positions on the screen

**DRAW** [**color source**] [,X1, Y1][**TO** X2, Y2] . . .

where:

**Color source** 0 = Bit map background  
 1 = Bit map foreground  
 2 = Multi-color 1  
 3 = Multi-color 2  
**X1, Y1** Starting coordinate (0,0 through 319,199)  
**X2, Y2** Ending coordinate (0,0 through 319,199)

### EXAMPLES:

DRAW 1, 100, 50 Draw a dot.

DRAW , 10,10 TO 100,60 Draw a line.

DRAW , 10,10 TO 10,60 TO 100,60 TO 10,10 Draw a triangle.

DRAW 1, 120;45 Draw a dot 45° relative and 120 pixels away from the current pixel cursor position.

DRAW Draw a dot at the present pixel cursor position. Use LOCATE to position the pixel cursor.

You may omit a parameter but you still must include the comma that would have followed the unspecified parameter. Omitted parameters take on the default values.

## DSAVE

Save a BASIC program file to disk

**DSAVE** "**filename**" [,**Ddrive number**][<**ON**|>**Udevice number**]

### EXAMPLES:

DSAVE "BANKRECS" Saves the program "BANKRECS" to disk.

DSAVE (A\$) Saves the disk program named in the variable A\$.

DSAVE "PROG 3",D1,U9 Saves the program "PROG3" to disk on unit number 9, drive 1.

## DVERIFY

Verify the program in memory against the one on disk

**DVERIFY** "filename"[,Ddrive number][<ON|,>Udevice number]

To verify **Binary** data, see VERIFY "filename",8,1 format, under VERIFY command description.

### EXAMPLES:

DVERIFY "C128" Verifies program "C128" on drive 0, unit 8.

DVERIFY "SPRITES",D0,U9 Verifies program "SPRITES" on drive 0, device 9.

## END

Define the end of program execution

**END**

## ENVELOPE

Define a musical instrument envelope

**ENVELOPE** n[,atk] [,dec] [,sus] [,rel][,wf] [,pw]

where:

**n** Envelope number (0-9)  
**atk** Attack rate (0-15)  
**dec** Decay rate (0-15)  
**sus** Sustain (0-15)  
**rel** Release rate (0-15)  
**wf** Waveform: 0 = triangle  
1 = sawtooth  
2 = variable pulse (square)  
3 = noise  
4 = ring modulation  
**pw** Pulse width (0-4095)

See the "T" option in the PLAY command to select an envelope in a PLAY string.

### EXAMPLE:

ENVELOPE 1, 10, 5, 10, 0, 2, 2048 This .command sets envelope 1 to Attack = 10, Dcca\ 5, Sustain = 10, Release = 0. \\a\cfurni = variable pulse (2), and the pulse width = 2048

## FAST

Sets the 8502 microprocessor at a speed of 2MHz.

### FAST

This command initiates 2MHz mode, causing the VIC 40-column screen to be turned off. All operations are speeded up considerably, Graphics may be used, but will not be visible until a SLOW command is issued. The Commodore 128 powers up in 1MHz mode. The DMA operations (FETCH, SWAP, STASH) must be performed at 1MHz (slow) speed.

## FETCH

Get data from expansion (RAM module) memory

### FETCH #bytes, intsa, expsa, expb

where **bytes** = Number of bytes to get from expansion memory (0-65535) where 0 = 64K (65535 bytes)

**intsa** = Starting address of host RAM (0-65535)

**expb** = 64K expansion RAM bank number (0-7) where expb = 0-1 for 128K and expb = 0-7 for up to 512K.

**expsa** = Starting address of expansion RAM (0-65535)

The host BANK for the ROM and I/O configuration is selected with the BANK command. The DMA(VIC) RAM bank is selected by bits 6 and 7 of the RAM configuration register within the MMU(\$D506).

## FILTER

Define sound (SID chip) filter parameters

### FILTER [freq][,lp] [,bp] [,hp] [,res]

where:

**freq** Filter cut-off frequency (0-2047)

**lp** Low-pass filter on (1), off (0)

**bp** Band-pass filter on (1), off (0)

**hp** High-pass filter on (1), off (0)

**res** Resonance (0-15)

Unspecified parameters result in no change to the current value.

### EXAMPLES:

FILTER 1024.0.1.0.2 Set the cutoff frequency at 1024, select the band pass filter and a resonance level of 2.

FILTER 2000,1,0,1,10 Set the cutoff frequency at 2000, select both the low pass and high pass filters (to form a notch reject) and set the resonance level at 10.

## FOR / TO / STEP / NEXT

Define a repetitive program loop structure.

**FOR variable = start value TO end value [STEP increment] NEXT variable**

The logic of the FOR/NEXT statement is as follows. First, the loop variable is set to the start value. When the program reaches a program line containing the NEXT statement, it adds the STEP increment (default = 1) to the value of the loop variable and checks to see if it is higher than the end value of the loop. If the loop variable is less than or equal to the end value, the loop is executed again, starting with the statement immediately following the FOR statement. If the loop variable is greater than the end value, the loop terminates and the program resumes immediately following the NEXT statement. The opposite is true if the step size is negative. See also the NEXT statement.

### EXAMPLE:

```
10 FOR L = 1 TO 10
20 PRINT L
30 NEXT L
40 PRINT "I'M DONE! L = "L
```

This program prints the numbers from one to 10 followed by the message I'M DONE!  
L = 11.

### EXAMPLE:

```
10 FOR L = 1 TO 100
20 FOR A = 5 TO 11 STEP .5
30 NEXT A
40 NEXT L
```

The FOR . . . NEXT loop in lines 20 and 30 are nested inside the one in line 10 and 40. Using a STEP increment of .5 is used to illustrate the fact that floating point indices are valid. The inner nested loop must lie completely within the outer nested loop (lines 10 and 40).

## GET

Receive input data from the keyboard, one character at a time, without waiting for a key to be pressed.

**GET variable list**

### EXAMPLE:

```
10 DO:GETA$:LOOP UNTIL A$ = "A" This line waits for the A key to be
pressed to continue.
```

20 GET B, C, D GET numeric variables B,C and D from the keyboard without waiting for a key to be pressed.

## GETKEY

Receive input data from the keyboard, one character at a time and wait for a key to be pressed.

**GETKEY variable list**

### EXAMPLE:

10 GETKEY A\$

This line waits for a key to be pressed. Typing any key continues the program.

10 GETKEY AS,B\$,C\$

This line waits for three alphanumeric characters to be entered from the keyboard.

## GET#

Receive input data from a tape, disk or RS232

**GET# logical file number, variable list**

### EXAMPLE:

10 GET#1,A\$ This example receives one character, which is stored in the variable AS, from logical file number 1. This example assumes that file 1 was previously opened. See the OPEN statement.

## GO64

Switch to C64 mode

**GO64**

To return to C128 mode, press the reset button, or turn off the computer power and turn it on again.

## GOSUB

Call a subroutine from the specified line number

**GOSUB line number**

### EXAMPLE:

20 GOSUB 800 This example calls the subroutine beginning at line 800 and executes it. All subroutines must terminate with a RETURN statement.

800 PRINT "THE C128 WAS WORTH THE WAIT!": RETURN

## GOTO / GO TO

Transfer program execution to the specified line number

**GOTO line number**

### EXAMPLES:

10 PRINT"COMMODORE"    The GOTO in line 20 makes line 10 repeat continuously until RUN/STOP is pressed.  
20 GOTO 10

GOTO 100                Starts (RUNs) the program starting at line 100, without clearing the variable storage area.

## GRAPHIC

Select a graphic mode

- 1) **GRAPHIC mode** [,clear][,s]
- 2) **GRAPHIC CLR**

This statement puts the Commodore 128 in one of the six graphic modes:

MODE	DESCRIPTION
<b>0</b>	<b>40-column text (default)</b>
<b>1</b>	<b>standard bit-map graphics</b>
<b>2</b>	<b>standard bit-map graphics (split screen)</b>
<b>3</b>	<b>multi-color bit-map graphics</b>
<b>4</b>	<b>multi-color bit-map graphics (split screen)</b>
<b>5</b>	<b>80-column text</b>

### EXAMPLES:

GRAPHIC 1,1    Select standard bit map mode and clear the bit map.

GRAPHIC 4,0,10    Select split screen multi-color bit map mode, do not clear the bit map and start the split screen at line 10.

GRAPHIC 0    Select 40-column text.

GRAPHIC 5    Select 80-column text.

GRAPHIC CLR    Clear and deallocate the bit map screen.

## GSHAPE

See SSHAPE.

## HEADER

Format a diskette

```
HEADER "diskname" [I i.d.] [Ddrive number]
                [<ON|,>Udevice number]
```

Before a new disk can be used for the first time, it must be formatted with the HEADER command. The HEADER command can also be used to erase a previously formatted disk, which can then be reused.

When you enter a HEADER command in direct mode, the prompt **ARE YOU SURE?** appears. In program mode, the prompt does not appear.

The HEADER command is analogous to the BASIC 2.0 command;

```
OPEN 1,8,15,"N0:diskname,i.d."
```

### EXAMPLES:

```
HEADER "MYDISK",I23, DO This headers "MYDISK" using i.d. 23
                        on drive 0, (default) device number 8.

HEADER "RECS", 145, DI ON U9 This headers "RECS" using i.d. 45, on
                        drive 1, device number 9.

HEADER "C128 PROGRAMS", DO This is a quick header on drive 0, device
                        number 8, assuming the disk in the drive
                        was already formatted. The old i.d. is
                        used.

HEADER (A$),I76,D0,U9 This example headers the diskette with
                        the name specified by the variable A$,
                        and the i.d. 76 on drive 0, device num-
                        ber 9.
```

## HELP

Highlight the line where the error occurred

### HELP

The HELP command is used after an error has been reported in a program. When HELP is typed in 40-column format, the line where the error occurs is listed, with the portion containing the error displayed in reverse field. In 80-column format, the portion of the line where the error occurs is underlined.

## IF / THEN / ELSE

Evaluate a conditional expression and execute portions of a program depending on the outcome of the expression

### **IF expression THEN statements [:ELSE else-clause]**

THE IF ... THEN statement evaluates a BASIC expression and takes one of two possible courses of action depending upon the outcome of the expression. If the expression is true, the statement(s) following THEN is executed. This can be any BASIC statement or a line number. If the expression is false, the program resumes with the program line immediately following the program line containing the IF statement, unless an ELSE clause is present. The entire IF ... THEN statement must be contained within 160 characters. Also see BEGIN/BEND.

The ELSE clause, if present, must be on the same line as the IF ... THEN portion of the statement, and separated from the THEN clause by a colon. When an ELSE clause is present, it is executed only when the expression is false. The expression being evaluated may be a variable or formula, in which case it is considered true if nonzero, and false if zero. In most cases, there is an expression involving relational operators ( =, <,>, <= ,>= , <>).

#### **EXAMPLE:**

```
50 IF X > 0 THEN PRINT "OK": ELSE END
```

This line checks the value of X. If X is greater than 0, the statement immediately following the keyword THEN (PRINT "OK") is executed and the ELSE clause is ignored. If X is less than or equal to 0, the ELSE clause is executed and the statement immediately following THEN is ignored.

```
10 IF X = 10 THEN 100
20 PRINT "X DOES NOT EQUAL 10"
:
99 STOP
100 PRINT "X EQUALS 10"
```

This example evaluates the value of X. IF X equals 10, the program control is transferred to line 100 and the message "X EQUALS 10" is printed. IF X does not equal 10, the program resumes with line 20, the C128 prints the prompt "X DOES NOT EQUAL 10" and the program stops.

## **INPUT**

Receive a data string or a number from the keyboard and wait for the user to press RETURN

```
INPUT ["prompt string";! variable list
```

#### **EXAMPLE:**

```
10 INPUT "PLEASE TYPE A NUMBER";A
20 INPUT "AND YOUR NAME";A$
30 PRINT A$ " YOU TYPED THE NUMBER";A
```



## INPUT #

Input data from an I/O channel into a string or numeric variable

**INPUT# file number, variable list**

### EXAMPLE:

```
10 OPEN 2,8,2
20 INPUT#2, A$, C, D$
```

This statement INPUTs the data stored in variables A\$, C and D\$ from the disk file number 2, which was OPENed in line 10.

## KEY

Define or list function key assignments

**KEY [key number, string]**

The maximum length for all the definitions together is 241 characters, (p. 3-41)

### EXAMPLE:

```
KEY 7, "GRAPHICO" + CHR$(13) + "LIST" + CHR$(13)
```

This tells the computer to select the (VIC) text screen and list the program whenever the F7 key is pressed (in direct mode). CHR\$(13) is the ASCII character for RETURN and performs the same action as pressing the RETURN key. Use CHR\$(27) for ESCape. Use CHR\$(34) to incorporate the double quote character into a KEY string. The keys may be redefined in a program. For example:

```
10 KEY 2,"PRINT DS$" + CHR$(13)
```

This tells the computer to check and display the disk drive error channel variables (PRINT DS\$) each time the F2 function key is pressed.

```
10 FOR 1=1 to 7 STEP 2
20 KEY I, CHR$(I + 132):NEXT
30 FOR 1=2 to 8 STEP 2
40 KEY I, CHR$(I + 132):NEXT
```

This defines the function keys as they are defined on the Commodore 64.

## LET

Assigns a value to a variable

**[LET] variable = expression**

### EXAMPLE:

```
10 LET A = 5      Assign the value 5 to numeric variable A.
```

- 20 B = 6            Assign the value 6 to numeric variable B.
- 30 C = A \* B + 3    Assign the numeric variable C, the value resulting from 5 times 6 plus 3.
- 40 D\$ = "HELLO"    Assign the string "HELLO" to string variable D\$.

## LIST

List the BASIC program currently in memory

**LIST [first line] [- last line]**

In C128 mode, LIST can be used within a program without terminating program execution.

### EXAMPLES:

- LIST    Shows entire program.
- LIST 100-    Shows from line 100 until the end of the program.
- LIST 10    Shows only line 10.
- LIST -100    Shows all lines from the beginning through line 100.
- LIST 10-200    Shows lines from 10 to 200, inclusive.

## LOAD

Load a program from a peripheral device such as the disk drive or Datassette

**LOAD "filename" [,device number] [,relocate flag]**

This is the command used to recall a program stored on disk or cassette tape. Here, the filename is a program name up to 16 characters long, in quotes. The name must be followed by a comma (outside the quotes) and a number which acts as a device number to determine where the program is stored (disk or tape). If no number is supplied, the Commodore 128 assumes device number 1 (the Datassette tape recorder).

### EXAMPLES:

- LOAD    Reads in the next program from tape.
- LOAD "HELLO"    Searches tape for a program called HELLO, and LOADs it if found.
- LOAD (A\$),8    LOADs the program from disk whose name is stored in the variable AS.
- LOAD"HELLO",8    Looks for the program called HELLO on disk drive number 8, drive 0. (This is equivalent to DLOAD "HELLO").
- LOAD"MACHLANG",8,1    LOADs the machine language program called "MACHLANG" into the location from which it was SAVED.

## LOCATE

Position the bit map pixel cursor on the screen

### LOCATE X,Y

The LOCATE statement places the pixel cursor (PC) at any specified pixel coordinate on the screen.

The pixel cursor (PC) is the coordinate on the bit map screen where drawing of circles, boxes, lines and points and where PAINTing begins.

### EXAMPLE:

LOCATE 160,100 Positions the PC in the center of the bit map screen. Nothing will be seen until something is drawn.

LOCATE +20,100 Move the pixel cursor 20 pixels to the right of the last PC position and place it at Y coordinate 100.

LOCATE -30,+ 20 Move the PC 30 pixels to the right and 20 down from the previous PC position.

The PC can be found by using the RDOT(0) function to get the X-coordinate and RDOT(1) to get the Y-coordinate. The color source of the pixel at the PC can be found by PRINTing RDOT(2).

## MONITOR

Enter the Commodore 128 machine language monitor

### MONITOR

See Chapter 6 for details on the Commodore 128 Machine Language Monitor.

## MOVSPR

Position or move sprite on the screen

- 1) **MOVSPR number,X,Y** Place the specified sprite at absolute sprite coordinate X,Y.
- 2) **MOVSPR number, +/-X, +/-Y** Move sprite relative to the position of the sprite's current position.
- 3) **MOVSPR number,X;Y** Move sprite distance X at angle Y relative to the sprite's current position.

- 4) **MOVSPR number, angle # speed** Move sprite at an angle relative to its current coordinate, in the clockwise direction and at the specified speed.

where:

**number** is sprite's number (1 through 8)  
X,Y is coordinate of the sprite location.

**angle** is the angle (0-360) of motion in the clockwise direction relative to the sprite's original coordinate.

**speed** is a speed (0-15) in which the sprite moves.

This statement moves a sprite to a specific location on the screen according to the SPRITE coordinate plane (not the bit map plane) or initiates sprite motion at a specified rate. See MOVSPR in Chapter 9 for a diagram of the sprite coordinate system.

#### EXAMPLES:

MOVSPR 1,150,150 Position sprite 1 near the center of the screen, x,y coordinate 150,150.

MOVSPR 1,-1-20,-30 Move sprite 1 to the right 20 coordinates and up 30 coordinates.

MOVSPR 4, -50, + 100 Move sprite 4 to the left 50 coordinates and down 100 coordinates.

MOVSPR 5, 45 #15 Move sprite 5 at a 45 degree angle in the clockwise direction, relative to its original x and y coordinates. The sprite moves at the fastest rate (15).

**NOTE:** Once you specify an angle and a speed as in the fourth example of the MOVSPR statement, the sprite continues on its path (even if the sprite display is disabled) after the program stops, until you set the speed to 0 or press RUN/STOP and RESTORE. Also, keep in mind that the SCALE command affects the MOVSPR coordinates. If you add SCALing to your programs, you also must adjust the sprites' new coordinates so they appear correctly on the screen.

## NEW

Clear (erase) BASIC program and variable storage

**NEW**

## ON

Conditionally branch to a specified program line number according to the results of the specified expression

**ON expression <GOTO/GOSUB> line #1 f, line #2, . . .]**

### EXAMPLE:

```
10 INPUT X:IF X<0 THEN 10
20 ON X GOTO 30, 40, 50, 60
25 STOP
30 PRINT "X = 1"
40 PRINT "X = 2"
50 PRINT "X = 3"
60 PRINT "X = 4"
```

When X = 1, ON sends control to the first line number in the list (30). When X = 2, ON sends control to the second line (40), etc.

## OPEN

Open files for input or output

**OPEN logical file number, device number [secondary address] [<,"filename [filetype[, [mode""]]|<cmd string>]**

### EXAMPLES:

10 OPEN 3,3	OPEN the screen as file number 3.
20 OPEN 1,0	OPEN the keyboard as file number 1.
30 OPEN 1,1,0,"DOT'	OPEN the cassette for reading, as file number 1, using "DOT" as the filename.
OPEN 4,4	OPEN the printer as file number 4.
OPEN 15,8,15	OPEN the command channel on the disk as file 15, with secondary address 15. Secondary address 15 is reserved for the disk drive error channel.
5 OPEN 8,8,12,"TESTFILE,S,W'	OPEN a sequential disk file for writing called TESTFILE as file number 8, with secondary address 12.

See also: CLOSE, CMD, GET#, INPUT#, and PRINT# statements and system variables ST, DS, and DS\$.

## PAINT

Fill area with color

**PAINT [color source],X,Y[,mode]**

where:

<b>color source</b>	0 = bit map foreground 1 = bit map background (default) 2 = multi-color 1 3 = multi-color 2
<b>X,Y</b>	starting coordinate, scaled (default at pixel cursor (PC))
<b>mode</b>	0 = paint an area defined by the color source selected 1 = paint an area defined by any nonbackground source

The PAINT command fills an area with color. It fills in the area around the specified point until a boundary of the same specified color source is encountered. For example, if you draw a circle in the foreground color source, start PAINTing the circle where the coordinate assumes the background source. The Commodore 128 will only PAINT where the specified source in the PAINT statement is different from the source of the x and y pixel coordinate. It cannot PAINT points where the sources are the same in the PAINT statement and the specified coordinate. The X and Y coordinate must lie completely within the boundary of the shape you intend to PAINT, and the source of the starting pixel coordinate and the specified color source must be different.

### EXAMPLE:

10 CIRCLE 1, 160,100,65,50	Draws an outline of a circle.
20 PAINT 1, 160,100	Fills in the circle with color from source 1 (VIC foreground), assuming point 160,100 is colored in the background color (source 0).
10 BOX 1, 10, 10, 20, 20	Draws an outline of a box.
20 PAINT 1, 15, 15	Fills the box with color from source 1, assuming point 15,15 is colored in the background source (0).
30 PAINT 1, + 10, + 10	PAINT the screen in the foreground color source at the coordinate relative to the pixel cursor's previous position plus 10 in both the vertical and horizontal positions.

100 PAINT 1, 100;90      Paint the screen area 90° relative to and 100 pixels away from the current pixel cursor coordinate.

## PLAY

Defines and plays musical notes and elements within a string or string variable.

**PLAY "Vn,On,Tn,Un,Xn,eIements, notes"**

where the string or string variable is composed of the following

**Vn** = Voice (n = 1-3)

**On** = Octave (n = 0-6)

**Tn** = Tune Envelope Defaults (n = 0-9)

0 = piano

1 = accordion

2 = calliope

3 = drum

4 = flute

5 = guitar

6 = harpsichord

7 = organ

8 = trumpet

9 = xylophone

**Un** = Volume (n = 0-8)

**Xn** = Filter on (n = 1), off(n = 0)

**notes:**      A,B,C,D,E,F,G

**elements:**      # . . . . . Sharp  
                   \$ . . . . . Flat  
                   W . . . . . Whole note  
                   H . . . . . Half note  
                   Q . . . . . Quarter note  
                   I . . . . . Eighth note  
                   S . . . . . Sixteenth note  
                   . . . . . Dotted  
                   R . . . . . Rest  
                   M . . . . . Wait for all voices currently playing to end the current "measure"

The PLAY statement gives you the power to select voice, octave and tune envelope (including ten predefined musical instrument envelopes), the volume, the filter, and the notes you want to PLAY. All these controls are enclosed in quotes. You may include spaces in a PLAY string for readability.

All elements except R and M precede the musical notes in a PLAY string.

## EXAMPLES:

PLAY "V1O4T0U5X0CDEFGAB" Play the notes C,D,E,F,G,A and B in voice 1, octave 4, tune envelope 0 (piano), at volume 5, with the filter off.

PLAY"V3O5T6U7X1#B\$AW.CHDQEIF" Play the notes B-sharp, A-flat, a whole dotted-C note, a half D-note, a quarter E-note and an eighth F-note.

A\$ = "V3O5T6U3ABCDE": PLAY A\$ PLAY the notes and elements within A\$.

PLAY "V1CV2EV3G" Plays a chord in the default setting.

## POKE

Change the contents of a RAM memory location

**POKE address, value**

### EXAMPLE:

10 POKE 53280,1 Changes VIC border color

## PRINT

Output to the text screen

**PRINT [print list]**

The word PRINT can be followed by any of the following:

<b>Characters inside quotes</b>	("text")
<b>Variable names</b>	(A, B, A\$, X\$)
<b>Functions</b>	(SIN(23), ABS(33))
<b>Expressions</b>	(2 + 2),A + 3,A = B)
<b>Punctuation marks</b>	(:,)

### EXAMPLES:

EXAMPLES:	RESULTS
10 PRINT "HELLO"	HELLO
20 A\$ = " THERE":PRINT "HELLO";A\$	HELLO THERE
30 A = 4:B = 2:?A + B	6
40 J = 4LPRINT J;:PRINT J - 1	41 40
50 PRINT A;B;:D = A + B:PRINT D;A-B	4 2 6 2

See also POS, SPC, TAB and CHAR functions.



## PRINT#

Output data to files

**PRINT# file number[, print list]**

PRINT# is followed by a number which refers to the data file previously OPENed.

### EXAMPLE:

10 OPEN 4,4	
20 PRINT#4,"HELLO THERE!",A\$,B\$	Outputs the data "HELLO THERE" and the variables A\$ and B\$ to the printer.
10 OPEN 2,8,2	
20 PRINT#2,A,B\$,C,D	Outputs the data variables A, B\$, C and D to the disk file number 2.

**NOTE:** The PRINT# command is used by itself to close the channel to the printer before closing the file, as follows:

```
10 OPEN 4,4
30 PRINT#4, "PRINT WORDS"
40 PRINT#4
50 CLOSE 4
```

## PRINT USING

Output using format

**PRINT [#file number,] USING"format list"; print list**

This statement defines the format of string and numeric items for printing to the text screen, printer or other device.

### EXAMPLE:

```
5 X = 32: Y = 100.23: A$ = "CAT"
10 PRINT USING "$##.### ";13.25,X,Y
20 PRINT USING "###>#";"CBM",A$
```

When this is RUN, line 10 prints:

\$13.25 \$32.00 \$\*\*\*\*\* Five asterisks (\*\*\*\*\*) are printed instead of a Y value because Y has five digits, and this condition does not conform to format list (as explained below).

Line 20 prints this:

CBM CAT Leaves two spaces before printing "CBM" as defined in format list.

The pound sign (#) reserves room for a single character in the output field. If the data item contains more characters than there are # signs in the format field, the entire field is filled with asterisks (\*): no characters are printed.

**EXAMPLE:**

10 PRINT USING "####";X

For these values of X, this format displays:

```
A = 12.34      12
A = 567.89    568
A = 123456    *****
```

For a STRING item, the string data is truncated at the bounds of the field. Only as many characters are printed as there are pound signs (#) in the format item. Truncation occurs on the right.

**EXAMPLES:**

FIELD	EXPRESSION	RESULT	COMMENT
	<b>-.1</b>	-0.1	<b>Leading zero added.</b>
	<b>1</b>	1.0	<b>Trailing zero added.</b>
<b>#####</b>	<b>-100.5</b>	<b>-101</b>	<b>Rounded to no decimal places.</b>
<b>#####</b>	<b>-1000</b>	<b>*****</b>	<b>Overflow because four digits and a minus sign cannot fit in field.</b>
	<b>10</b>	<b>10.</b>	<b>Decimal point added.</b>
	<b>1</b>	<b>\$1</b>	<b>Floating dollar sign.</b>

**PUDEF**

Redefine symbols in PRINT USING statement

**PUDEF "nnnn"**

Where "nnnn" is any combination of characters, up to four in all. PUDEF allows you to redefine any of the following four symbols in the PRINT USING statement: blanks, commas, decimal points and dollar signs. These four symbols can be changed into some other character by placing the new character in the correct position in the PUDEF control string.

Position 1 is the filler character. The default is a blank. Place a new character here for another character to appear in place of blanks.

Position 2 is the comma character. Default is a comma.

Position 3 is the decimal point. Default is a decimal point.

Position 4 is the dollar sign. Default is a dollar sign.

**EXAMPLES:**

```

10 PUDEF"*"      PRINT * in the place of blanks.
20 PUDEF"<"     PRINT < in the place of commas.

```

**READ**

Read data from DATA statements and input it into a numeric or string variable)

**READ variable list**

This statement inputs information from DATA statements and stores it in variables, where the data can be used by the RUNning program.

In a program, you can READ the data and then re-read it by issuing the RESTORE statement. The RESTORE sets the sequential data pointer back to the beginning, where the data can be read again. See the RESTORE and DATA statements.

**EXAMPLES:**

```

10 READ A, B, C      READ the first three numeric variables from
20 DATA 3, 4, 5     the closest data statement.

10 READ A$, B$, C$   READ the first three string variables from
20 DATA JOHN, PAUL, GEORGE the nearest data statement.

10 READ A, B$, C     READ (and input into the C128 memory) a
20 DATA 1200, NANCY, 345 numeric variable, a string variable and an-
                        other numeric variable.

```

**RECORD**

Position relative file pointers

**RECORD# logical file number, record number [,byte number]**

This statement positions a relative file pointer to select any byte (character) of any record in the relative file.

When the record number value is set higher than the last record number in the file, the following occurs:

For a write (PRINT#) operation, additional records are created to expand the file to the desired record number.

For a read (INPUT#) operation, a null record is returned and a "RECORD NOT PRESENT ERROR occurs". See your disk drive manual for details about relative files.

**EXAMPLES:**

```

10 DOPEN#2,"FILE"
20 RECORD#2,10,1
30 PRINT#2,A$
40 DCLOSE#2

```

This example opens an existing relative file called "FILE" as file number 2 in line 10. Line 20 positions the relative file pointer at the first byte in record number 10. Line 30 actually writes the data, A\$, to file number 2.

## REM

Comments or remarks about the operation of a program line

**REM message**

### EXAMPLE:

```
10 NEXT X:REM THIS LINE INCREMENTS X.
```

## RENAME

Change the name of a file on disk

**RENAME "old filename" TO "new filename" [,Ddrive number][<ON!,> Udevice number]**

### EXAMPLES:

```
RENAME "TEST" TO "FINALTEST",D0
```

Change the name of the file "TEST" to "FINAL TEST".

```
RENAME (A$) TO (B$),D0,U9
```

Change the filename specified in A\$ to the filename specified in B\$ on drive 0, device number 9. Remember, whenever a variable name is used as a filename, it must be enclosed in parentheses.

## RENUMBER

Renumber lines of a BASIC program

**RENUMBER [new starting line number][,increment]!,old starting line number]**

### EXAMPLES:

```
RENUMBER
```

Renumbers the program starting at 10, and increments each additional line by 10.

```
RENUMBER 20, 20, 1
```

Starting at line 1, renumbers the program. Line 1 becomes line 20, and other lines are numbered in increments of 20.

RENUMBER,, 65 Starting at line 65, renumbers in increments of 10. Line 65 becomes line 10. If you omit a parameter, you must still enter a comma in its place.

## RESTORE

Reset READ pointer so the DATA can be reREAD

### RESTORE [line#]

If a line number follows the RESTORE statement, the READ pointer is set to the first data item in the specified program line. Otherwise the pointer is reset to the beginning of the first DATA statement in the BASIC program.

### EXAMPLES:

<pre>10 FOR I = 1 TO 3 20 READ X 30 ALL = X + ALL 40 NEXT 50 RESTORE 60 GOTO 10 70 DATA 10,20,30</pre>	<p>This example READs the data in line 70 and stores it in numeric variable X. It adds the total of all the numeric data items. Once all the data has been READ, three cycles through the loop, the READ pointer is RESTORED to the beginning of the program and it returns to line 10 and performs repetitively.</p>
--	---

<pre>10 READ A,B,C 20 DATA 100,500,750 30 READ X,Y,Z 40 DATA 36,24,38 50 RESTORE 40 60 READ S,P,Q</pre>	<p>Line 50 of this example RESTORES the DATA pointer to the beginning data item in line 40. When line 60 is executed, it will READ the DATA 36,24,38 from line 40, and store it in numeric variables S, P, and Q, respectively.</p>
---	---

## RESUME

Define where the program will continue (RESUME) after an error has been trapped

### RESUME [line number | NEXT]

This statement is used to restart program execution after TRAPping an error. With no parameters, RESUME attempts to re-execute the statement in which the error occurred. RESUME NEXT resumes execution at the statement immediately following the one indicating the error. RESUME followed by a line number will GOTO the specific line and resume execution from that line number. RESUME can only be used in program mode.

### EXAMPLE:

```
10 TRAP 100
15 INPUT " ENTER A NUMBER";A
20 B = 100/A
40 PRINT"THE RESULT = ";B
```

```

50 INPUT "DO YOU WANT TO RUN IT AGAIN (Y/N)";Z$:IF Z$ = "Y"
THEN 10
60 STOP
100 INPUT"ENTER ANOTHER NUMBER (NOT ZERO)";A
110 RESUME 20

```

This example traps a "DIVISION BY ZERO ERROR" in line 20 if 0 is entered in line 15. If zero is entered, the program goes to line 100, where you are asked to input another number besides 0. Line 110 returns to line 20 to complete the calculation. Line 50 asks if you want to repeat the program again. If you do, press the Y key.

## RETURN

Return from subroutine

**RETURN**

### EXAMPLE:

```

10 PRINT "ENTER MAIN PROGRAM"
20 GOSUB 100
30 PRINT "END OF PROGRAM"

```

```

90 STOP
100 PRINT "SUBROUTINE 1"
110 RETURN

```

This example calls the subroutine at line 100 which prints the message "SUBROUTINE 1" and RETURNS to line 30, the rest of the program.

## RUN

Execute BASIC program

- 1) **RUN [line number]**
- 2) **RUN "filename" [,Ddrive number][<ON|,>Udevice number]**

### EXAMPLES:

- RUN Starts execution from the beginning of the program.
- RUN 100 Starts program execution at line 100.
- RUN"PRG1" DLOADs "PRG1" from disk drive 8, and runs it from the starting line number.
- RUN(A\$) DLOADs the program named in the variable A\$.

## SAVE

Store the program in memory to disk or tape

**SAVE** ["filename"][,device number][,EOT flag]

### EXAMPLES:

SAVE Stores program on tape, without a name.

SAVE "HELLO" Stores a program on tape, under the name HELLO.

SAVE A\$,8 Stores on disk, with the name stored in variable A\$.

SAVE "HELLO",8 Stores on disk, with name HELLO (equivalent to DSAVE "HELLO").

SAVE "HELLO", 1, 2 Stores on tape, with name HELLO, and places an END OF TAPE marker after the program.

## SCALE

Alter scaling in graphics mode

**SCALE n** [,Xmax,Ymax]

where:

**n** = 1 (on) or 0 (off)

Coordinates may be scaled from 0 to 32767 (default = 1023) in both X and Y (in either standard or multicolor bit map mode), rather than the normal scale values, which are:

<b>multi-color mode</b>	<b>X = 0</b> to 159	<b>Y = 0</b> to 199
<b>bit map mode</b>	<b>X = 0</b> to 319	<b>Y = 0</b> to 199

### EXAMPLES:

10 GRAPHIC 1,1 Enter standard bit map, turn scaling  
 20 SCALE LCIRCLE 1,180,100,100,100 on to default size (1023, 1023) and draw a circle.

10 GRAPHIC 1,3 Enter multi-color mode, turn scaling  
 20 SCALE 1,1000,5000 on to size (1000, 5000) and draw a  
 30 CIRCLE 1,180,100,100,100 circle.

The SCALE command affects the sprite coordinates in the MOVSPR command. If you add scaling to a program that contains sprites, adjust the MOVSPR coordinates accordingly.

## SCNCLR

Clear screen

**SCNCLR mode number**

The modes are as follows:

---

MODE NUMBER	MODE
<b>0</b>	<b>40 column (VIC) text</b>
<b>1</b>	<b>bit map</b>
<b>2</b>	<b>split screen bit map</b>
<b>3</b>	<b>multi-color bit map</b>
<b>4</b>	<b>split screen multi-color bit map</b>
<b>5</b>	<b>80 column (8563) text</b>

---

This statement with no argument clears the graphic screen, if it is present, otherwise the current text screen is cleared.

### EXAMPLES:

SCNCLR 5 Clears 80 column text screen.  
SCNCLR 1 Clears the (VIC) bit map screen.  
SCNCLR 4 Clears the (VIC) multicolor bit map and 40-column text split screen.

## SCRATCH

Delete file from the disk directory

**SCRATCH "filename" [,Ddrive number][<ON|,>Udevice number]**

### EXAMPLE:

SCRATCH "MY BACK", DO

This erases the file MY BACK from the disk in drive 0.

## SLEEP

Delay program for a specific period of time

**SLEEP N**

where N is seconds  $0 < N < = 65535$ .



## SLOW

Return the Commodore 128 to 1MHz operation

**SLOW**

## SOUND

Output sound effects and musical notes

**SOUND** *v,f,d[,dir][,m][,s][,w][,p]*

where: **v** = voice (1..3)  
**f** = frequency value (0..65535)  
**d** = duration (0..32767)  
**dir** = step direction (0(up), 1(down) or 2(oscillate)) default = 0  
**m** = minimum frequency (if sweep is used) (0..65535) default = 0  
**s** = step value for sweep (0..32767) default = 0  
**w** = waveform (0 = triangle, 1 = sawtooth, 2 = variable, 3 = noise)  
 default = 2  
**p** = pulse width (0..4095) default = 2048

### EXAMPLES:

**SOUND** 1,40960,60 Play a SOUND at frequency 40960 in voice 1 for 1 second.

**SOUND** 2,20000,50,0,2000,100 Output a sound by sweeping through frequencies starting at 2000 and incrementing upward in units of 100 up to 20,000. Each frequency is played for 50 *jiffies*.

**SOUND**3,5000,90,2,3000,500,1 This example outputs a range of sounds starting at a minimum frequency of 3000, through 5000, in increments of 500. The direction of the sweep is back and forth (oscillating). The selected waveform is sawtooth and the voice selected is 3.

## SPRCOLOR

Set multi-color 1 and/or multi-color 2 colors for all sprites

**SPRCOLOR** [*smcr-1*][*smcr-2*]

where:

**smcr-1** Sets multi-color 1 for all sprites.  
**smcr-2** Sets multi-color 2 for all sprites.

Either of these parameters may be any color from 1 through 16.

### EXAMPLES:

SPRCOLOR 3,7 Sets sprite multi-color 1 to red and multi-color 2 to blue.

SPRCOLOR 1,2 Sets sprite multi-color 1 to black and multi-color 2 to white.

## SPRDEF

Enter the SPRite DEFinition mode to create and **edit** sprite images.

### SPRDEF

The SPRDEF command defines sprites interactively

Entering the SPRDEF command displays a sprite work area on the screen which is 24 characters wide by 21 characters tall. Each character position in the grid corresponds to a sprite pixel in the sprite displayed to the right of the work area. Here is a summary of the SPRite DEFinition mode operations and the keys that perform them:

USER INPUT	DESCRIPTION
<b>1-8</b>	<b>Selects a sprite number at the SPRITE NUMBER? prompt only.</b>
<b>A</b>	<b>Turns on and off automatic cursor movement.</b>
<b>CRSR keys</b>	<b>Moves cursor in work/area.</b>
<b>RETURN KEY</b>	<b>Moves cursor to start of next line.</b>
<b>RETURN key</b>	<b>Exits sprite designer mode at the SPRITE NUMBER? prompt only.</b>
<b>HOME key</b>	<b>Moves cursor to top left corner of sprite work area.</b>
<b>CLR key</b>	<b>Erases entire grid.</b>
<b>1-4</b>	<b>Selects color source (enables/disables pixels).</b>
<b>CTRL key, 1-8</b>	<b>Selects sprite foreground color (1-8).</b>
<b>Commodore key, 1-</b>	<b>Selects sprite foreground color (9-16).</b>
<b>STOP key</b>	<b> Cancels changes and returns to prompt.</b>
<b>SHIFT RETURN</b>	<b>Saves sprite and returns to SPRITE NUMBER? prompt.</b>
<b>X</b>	<b>Expands sprite in X (horizontal) direction.</b>
<b>Y</b>	<b>Expands sprite in Y (vertical) direction.</b>
<b>M</b>	<b>Multi-color sprite mode.</b>
<b>C</b>	<b>Copies sprite data from one sprite to another.</b>

## SPRITE

Turn on and off, color, expand and set screen priorities for a sprite

**SPRITE <number> [,on/off][,fgnd][,priority][,x-exp] [,y-exp][,mode]**

The SPRITE statement controls most of the characteristics of a sprite.

PARAMETER	DESCRIPTION
<b>number</b>	<b>Sprite number (1-8)</b>
<b>on/off</b>	<b>Turn sprite on (1) or off (0)</b>
<b>foreground</b>	<b>Sprite foreground color (1-16) (default = sprite number)</b>
<b>priority</b>	<b>Priority is 0 if sprites appear in front of objects on the screen. Priority is 1 if sprites appear in back of objects on the screen,</b>
<b>x-exp</b>	<b>Horizontal EXPansion on (1) or off (0)</b>
<b>y-exp</b>	<b>Vertical EXPansion on (1) or off (0)</b>
<b>mode</b>	<b>Select standard sprite (0) or multi-color sprite (1)</b>

Unspecified parameters in subsequent sprite statements take on the characteristics of the previous SPRITE statement. You may check the characteristics of a SPRITE with the RSPRITE function.

#### EXAMPLES:

- SPRITE 1,1,3 Turn on sprite number 1 and color it red.
- SPRITE 2,1,7,1,1,1 Turn on sprite number 2, color it blue, make it pass behind objects on the screen and expand it in the vertical and horizontal directions.
- SPRITE 6,1,1,0,0,1,1 Turn on SPRITE number 6, color it black. The first 0 tells the computer to display the sprites in front of objects on the screen. The second 0 and the 1 following tell the C128 to expand the sprite vertically only. The last 1 specifies multi-color mode. Use the SPRCOLOR command to select the sprite's multi-colors.

## SPRSAV

Copy sprite data from a text string variable into a sprite or vice versa, or copy data from one sprite to another.

**SPRSAV <origin>,<destination>**

Either the origin or the destination can be a sprite number or a string variable but they both cannot be string variables. They can both be sprite numbers. If you are storing a string into a sprite, only the first 63 bytes of data are used. The rest are ignored since a sprite can only hold 63 data bytes.

#### EXAMPLES:

- SPRSAV 1,A\$ Transfers the image (data) from sprite 1 to the string named AS.
- SPRSAV B\$,2 Transfers the data from string variable B\$ into sprite 2.
- SPRSAV 2,3 Transfers the data from sprite 2 to sprite 3.

## SSHAPE/GSHAPE

Save/retrieve shapes to/from string variables

SSHAPE and GSHAPE are used to save and load rectangular areas of bit map screens to/from BASIC string variables. The command to save an area of the bit map screen into a string variable is:

**SSHAPE string variable, X1, Y1 [,X2,Y2]**

where:

**string variable** String name to save data in  
**X1,Y1** Corner coordinate (0,0 through 319,199) (scaled)  
**X2,Y2** Corner coordinate opposite (X1,Y1) (default is the PC)

The command to retrieve (load) the data from a string variable and display it on specified screen coordinates is:

**GSHAPE string variable [X,Y][,mode]**

where:

**string** Contains shape to be drawn  
**X,Y** Top left coordinate (0.0 through 319,199) telling where to draw the shape (scaled—the default is the pixel cursor)  
**mode** Replacement mode:  
0 = place shape as is (default)  
1 = invert shape  
2 = OR shape with area  
3 = AND shape with area  
4 = XOR shape with area

The replacement mode allows you to change the data in the string variable so you can invert it, perform a logical OR, exclusive OR (turn off bytes that are on) or AND operation on the image.

### EXAMPLES:

SSHAPE A\$,10,10 Saves a rectangular area from the coordinates 10,10 to the location of the pixel cursor, into string variable A\$.

SSHAPE B\$,20,30,43,50 Saves a rectangular area from top left coordinate (20,30) through bottom right coordinate (43,50) into string variable B\$.

SSHAPE D\$, + 10, + 10 Saves a rectangular area 10 pixels to the right and 10 pixels down from the current position of the pixel cursor.

- GSHAPE AS, 120,20 Retrieves shape contained in string variable A\$ and displays it at top left coordinate (120,20).
- GSHAPE B\$,30,30,1 Retrieves shape contained in string variable B\$ and displays it at top left coordinate 30,30. The shape is inverted due to the replacement mode being selected by the 1.
- GSHAPE C\$, + 20, + 30 Retrieves shape from string variable C\$ and displays it 20 pixels to the right and 30 pixels down from the current position of the pixel cursor.

**NOTE:** Beware using modes 1-4 with multi-color shapes. You may obtain unpredictable results.

## STASH

Move contents of host memory to expansion RAM

**STASH #bytes, intsa, expsa, expb**

Refer to FETCH command for description of parameters.

## STOP

Halt program execution

**STOP**

## SWAP

Swap contents of host RAM with contents of expansion RAM

**SWAP #bytes, intsa, expsa, expb**

Refer to FETCH command for description of parameters.

## SYS

Call and execute a machine language subroutine at the specified address

**SYS address [,a][,x][,y][,s]**

This statement calls a subroutine at a given address in a memory configuration previously set up according to the BANK command. Optionally, arguments a,x,y and s are loaded into the accumulator, x, y and status registers, respectively, before the subroutine is called.

The address range is 0 to 65535. The 8502 microprocessor begins executing the machine-language program starting at the specified memory location. Also see the BANK command.

## EXAMPLES:

SYS 32768 Calls and executes the machine-language routine at location 32768 (\$8000).

SYS 6144,0 Calls and executes the machine-language routine at location 6144 (\$1800) and loads zero into the accumulator.

## TEMPO

Define the speed of the song being played

### TEMPO n

where n is a relative duration between (1 and 255)

The default value is 8, and note duration increases with n.

## EXAMPLES:

TEMPO 16 Defines the Tempo at 16.

TEMPO 1 Defines the TEMPO at the slowest speed.

TEMPO 250 Defines the TEMPO at 250.

## TRAP

Detect and correct program errors while a BASIC program is RUNning

### TRAP [line number]

The RESUME statement can be used to resume program execution. TRAP with no line number turns off error trapping. An error in a TRAP routine cannot be trapped. Also see system variables ST, EL, DS and DS\$.

## EXAMPLES:

. 100 TRAP 1000 If an error occurs, GOTO line 1000.

. 1000?ERR\$(ER);EL Print the error message, and the error number.

.1010 RESUME Resume with program execution.

## TROFF

Turn off error tracing mode

### TROFF

## TRON

Turn on error tracing

### TRON

TRON is used in program debugging. This statement begins trace mode. When you RUN the program, the line numbers of the program appear in brackets before any action for that line occurs.

## VERIFY

Verify program in memory against one saved to disk or tape

**VERIFY "filename" [,device number][,relocate flag]**

Issue the VERIFY command immediately after you SAVE a program.

### EXAMPLES:

VERIFY Checks the next program on the tape.

VERIFY "HELLO" Searches for HELLO on tape, checks it against memory.

VERIFY "HELLO",8,1 Searches for HELLO on disk, then checks it against memory.

## VOL

Define output level of sound for SOUND and PLAY statements

**VOL volume level**

### EXAMPLES:

VOL 0 Sets volume to its lowest level.

VOL 15 Sets volume for SOUND and PLAY statements to its highest output.

## WAIT

Pause program execution until a data condition is satisfied

**WAIT <location>, <mask-1> [,mask-2>]**

where:

**location** = 0-65535

**masks** = 0-255

The WAIT statement causes program execution to be suspended until a given memory address recognizes a specified bit pattern or value.

The first example below WAITs until a key is pressed on the tape unit to continue with the program. The second example will WAIT until a sprite collides with the screen background.

## EXAMPLES:

WAIT i, 32, 32  
WAIT 53273, 2  
WAIT 36868, 144, 16

## WIDTH

Set the width of drawn lines

**WIDTH n**

## EXAMPLES:

WIDTH 1 Set single width for graphic commands  
WIDTH 2 Set double width for drawn lines

## WINDOW

Define a screen window

**WINDOW top left col,top left row,bot right col,bot right row[,clear]**

This command defines a logical window within the 40 or 80 column text screen. The coordinates must be in the range 0-39/79 for 40- and 80-column values respectively and 0-24 for row values. The clear flag, if provided (1), causes a screen-clear to be performed (but only within the limits of the newly described window).

## EXAMPLES:

WINDOW 5,5,35,20 Defines a window with top left corner coordinate as 5,5 and bottom right corner coordinate as 35,20.  
WINDOW 10,2,33,24,1 Defines a window with upper left corner coordinate 10,2 and lower right corner coordinate 33,24. Also clears the portion of the screen within the window as specified by the 1.

## BASIC FUNCTIONS

The format of the function description is:

**FUNCTION (argument)**

where the argument can be a numeric value, variable or string.

Each function description is followed by an EXAMPLE. The first line appearing below the word "EXAMPLE" is the function you type. The second line without bold is the computer's response.



## ABS

Return absolute value of argument X

**ABS** (X)

### EXAMPLE:

```
PRINT ABS (7*(-5))
```

35

## ASC

Return CBM ASCII code for the first character in X\$

**ASC**(X\$)

This function returns the CBM ASCII code of the first character of X\$.

### EXAMPLE:

```
X$ = "C128":PRINT ASC (X$)
```

67

## ATN

Return the arctangent of X in radians

**ATN** (X)

The value returned is in the range -  $\pi/2$  through  $\pi/2$ .

### EXAMPLE:

```
PRINT ATN (3)
```

1.24904577

## BUMP

Return sprite collision information

**BUMP** (N)

To determine which sprites have collided since the last check, use the BUMP function. BUMP(1) records which sprites have collided with each other, and BUMP(2) records which sprites have collided with other objects on the screen. COLLISION need not be active to use BUMP. The bit positions (0-7) in the BUMP value correspond to sprites 1 through 8 respectively. BUMP(n) is reset to zero after each call.

Here's how the sprite numbers and BUMP values that are returned correspond:

BUMP Value:	128	64	32	16	8	4	2	1
Sprite Number:	8	7	6	5	4	3	9	1

### EXAMPLES:

PRINT BUMP (1) 12 indicates that sprites 3 and 4 have collided.

PRINT BUMP (2) 32 indicates the sprite 6 has collided with an object on the screen.

## CHR\$

Return character for specified CBM ASCII code X

CHR\$(X)

The argument (X) must be in the range 0-255. This is the opposite of ASC and returns the string character whose CBM ASCII code is X. Refer to Appendix E for a table of CHR\$ codes.

### EXAMPLES:

PRINT CHR\$ (65) Prints the A character.

A

PRINT CHR\$ (147) Clears the text screen.

## COS

Return cosine for angle of X in radians

COS(X)

### EXAMPLE:

PRINT COS (TT/3)

.5

## FNxx

Return value from user defined function xx

FNxx(X)

This function returns the value from the user defined function xx created in a DEF FNxx statement

### EXAMPLE:

10 DEF FNAA(X) = (X-32)\*5/9

20 INPUT X

30 PRINT FNAA(X)

RUN

?40 (? is input prompt)

4.4444445

**NOTE:** If GRAPHIC is used in a program that defines a function, issue the GRAPHIC command before defining the function or the function definition is destroyed.

## FRE

Return number of available bytes in memory

**FRE (X)**

where X is the RAM bank number. X = 0 for BASIC program storage and X = 1 to check for available BASIC variable storage.

### EXAMPLES:

```
PRINT FRE (0)  Returns the number of free bytes for BASIC programs.
58109
```

```
PRINT FRE (1)  Returns the number of free bytes for BASIC variable storage.
64256
```

## HEX\$

Return hexadecimal string equivalent to decimal number X

**HEX\$(X)**

### EXAMPLE:

```
PRINT HEX$(53280)
D020
```

## INSTR

Return starting position of string 2 within string 1

**INSTR (string 1, string 2 [,starting position])**

### EXAMPLE:

```
PRINT INSTR ("COMMODORE 128","128")
11
```

## INT

Return integer form (truncated) of a floating point value

**INT(X)**

This function returns the integer value of the expression. If the expression is positive, the fractional part is left out. If the expression is negative, any fraction causes the next lower integer to be returned.

## EXAMPLES:

```
PRINT INT(3.14)
3

PRINT INT(-3.14)
-4
```

## JOY

Return position of joystick and the status of the fire button

### JOY(N)

when N equals:

- 1 JOY returns position of joystick 1.
- 2 JOY returns position of joystick 2.

Any value of 128 or more means that the fire button is also pressed. To find the joystick position if the fire button is pressed subtract 128 from the JOY value. The direction is indicated as follows.

		1		
	8		2	
7		0		3
	6		4	
		5		

## EXAMPLES:

```
PRINT JOY (2)           Joystick 2 fires to the left.
135

IF (JOY (1) > 127) THEN PRINT "FIRE"  Determines whether the fire button
                                         is pressed.

DIR = JOY(1) AND 15     Returns  direction  (only)  of  joystick  1.
```

## LEFT\$

Return the leftmost characters of string

### LEFTS (string, integer)

## EXAMPLE:

```
PRINT LEFT$("COMMODORE",5)
COMMO
```

## LEN

Return the length of a string

**LEN (string)**

The returned integer value is in the range 0-255.

EXAMPLE:

```
PRINT LEN ("COMMODORE 128")
12
```

## LOG

Return natural log of X

**LOG(X)**

The argument X must be greater than 0.

EXAMPLE:

```
PRINT LOG (37/5)
2.00148
```

## MID\$

Return a substring from a larger string

**MID\$ (string,starting position^length)**

This function extracts the number of characters specified by length (0-255), from string, starting with the character specified by starting position (1-255).

EXAMPLE:

```
PRINT MID$("COMMODORE 128",3,5)
MMODO
```

## PEEK

Return contents of a specified memory location

**PEEK(X)**

The data will be returned from the bank selected by the most recent BANK command. See the BANK command.

EXAMPLE:

```
10 BANK 15:VIC = DEC("D000")
20 FOR I = 1 TO 47
30 PRINT PEEK(VIC + I)
40 NEXT
```

This example displays the contents of the registers of the VIC chip (some of which are ever-changing).

## PEN

Return X and Y coordinates of the light pen

### PEN(n)

- where **n** = 0 PEN returns the X coordinate of light pen position on any VIC screen.
- n** = 1 PEN returns the Y coordinate of light pen position on any VIC screen.
- n** = 2 PEN returns the character column position of the 80 column display.
- n** = 3 PEN returns the character row position of the 80 column display.
- n** = 4 PEN returns the (80-column) light pen trigger value.

The VIC PEN values are not sealed and are taken from the same coordinate plane as sprites use. Unlike the 40 column (VIC) screen, the 80 column (8563) coordinates are character row and column positions and not pixel coordinates like the VIC screen. Both the 40 and 80 column screen coordinate values are approximate and vary, due to the nature of light pens. The 80-column read values are not valid until PEN(4) is true.

Light pens are always plugged in to control port 1.

### EXAMPLES:

```
10 PRINT PEN(0);PEN(1)    Displays the X and Y coordinates of the light
                          pen (for the 40 column screen).

10 DO UNTIL PEN(4):LOOP  Ensures that the read values are valid (for the
                          80 column screen).

20 X = PEN(2)
30 Y = PEN(3)
40 REM:REST OF PROGRAM
```

## IT

Return the value of pi (3.14159265)

### EXAMPLE:

```
PRINT    This returns the result 3.14159265.
```

## POINTER

Return the address of a variable

### POINTER (variable name)

This function returns a zero if the variable is not defined.

### EXAMPLE:

```
A = POINTER (Z)  This example returns the address of variable Z.
NOTE: Address returned is in RAM BANK 1.
```

## POS

Return the current cursor column position within the current screen window

### POS(X)

The POS function indicates where the cursor is within the defined screen window. X is a dummy argument, which must be specified, but the value is ignored. The values returned range from 0-39 on the VIC screen and 0-79 on the 80-column screen.

### EXAMPLE:

```
FOR I = 1 to 10 : ?SPC(I); POS(O); NEXT
```

This displays the current cursor position within the defined text window.

## POT

Returns the value of the game-paddle potentiometer

### POT (n)

when:

- n = 1, POT returns the position of paddle #1 (control port 1)
- n = 2, POT returns the position of paddle #2 (control port 1)
- n = 3, POT returns the position of paddle #3 (control port 2)
- n = 4, POT returns the position of paddle #4 (control port 2)

The values for POT range from 0 to 255. Any value of 256 or more means that the fire button is also depressed.

### EXAMPLE:

```
10 PRINT POT(1)
20 IF POT(1) > 256 THEN PRINT "FIRE"
```

This example displays the value of game paddle 1.

## RCLR

Return color of color source

### RCLR(N)

This function returns the color (1 through 16) assigned to the color source N ( $0 < N < 6$ ), where the following N values apply:

SOURCE	DESCRIPTION
0	40-column background
1	bit map foreground
2	multi-color 1
3	multi-color 2
4	40-column border
5	40- or 80-column character color
6	80-column background color

The counterpart to the RCLR function is the COLOR command.

**EXAMPLE:**

```
10 FOR I = 0 TO 6
20 PRINT "SOURCE";I;"IS COLOR CODE";RCLR(I)
30 NEXT
```

This example prints the color codes for all six color sources.

## RDOT

Return current position or color source of pixel cursor

**RDOT (N)**

where:

- N = 0 returns the X coordinate of the pixel cursor
- N = 1 returns the Y coordinate of the pixel cursor
- N = 2 returns the color source (0-3) of the pixel cursor

This function returns the location of the current position of the pixel cursor or the current color source of the pixel cursor.

**EXAMPLES:**

```
PRINT RDOT(0) Returns X position of pixel cursor
PRINT RDOT(1) Returns Y position of pixel cursor
PRINT RDOT(2) Returns color source of pixel cursor
```

## RGR

Return current graphic mode

**RGR(X)**

This function returns the current graphic mode. X is a dummy argument, which must be specified. The counterpart of the RGR function is the GRAPHIC command. The value returned by RGR(X) pertains to the following modes:



---

VALUE	GRAPHIC MODE
0	40 column (VIC) text
1	Standard bit map
2	Split screen bit map
3	Multi-color bit map
4	Split screen Multi-color bit map
5	80 column (8563) text

---

**EXAMPLE:**

PRINT RGR(O) Displays the current graphic mode; in this case, standard bit  
1 map mode.

PRINT RGR(O) Both multi-color bit map and 80-column text modes are enabled.  
8

**RiGHT\$**

Return sub-string from rightmost end of string

**RIGHT\$(string, numeric)**

**EXAMPLE:**

PRINT RIGHT\$("BASEBALL",5)  
EBALL

**RND**

Return a random number

**RND (X)**

If  $X = 0$  RND returns a random number based on the hardware clock.

If  $X > 0$  RND generates a reproducible random number based on the seed value below.

If  $X < 0$  produces a random number which is used as a base called a seed.

**EXAMPLES:**

PRINT RND(O) Displays a random number between 0 and 1.  
.507824123

PRINT INT(RND(1)\*100 + 1) Displays a random number between 1 and 100.  
89

# RSPCOLOR

Return sprite multicolor values

## **RSPCOLOR (X)**

When:

X = 1 RSPCOLOR returns the sprite multi-color 1.

X = 2 RSPCOLOR returns the sprite multi-color 2.

The returned color value is a value between 1 and 16. The counterpart of the RSPCOLOR function is the SPRCOLOR statement. Also see the SPRCOLOR statement.

## EXAMPLE:

```
10 SPRITE 1,1,2,0,1,1,1
20 SPRCOLOR 5,7
30 PRINT "SPRITE MULTI-COLOR 1 IS";RSPCOLOR(1)
40 PRINT "SPRITE MULTI-COLOR 2 IS";RSPCOLOR(2)
RUN

SPRITE MULTI-COLOR 1 IS 5
SPRITE MULTI-COLOR 2 IS 7
```

In this example line 10 turns on sprite 1, colors it white, expands it in both the X and Y directions and displays it in multi-color mode. Line 20 selects sprite multi-colors 1 and 2 (5 and 7 respectively). Lines 30 and 40 print the RSPCOLOR values for multi-color 1 and 2.

# RSPPOS

Return the speed and position values of a sprite

## **RSPPOS (sprite number,position|speed)**

where sprite number identifies which sprite is being checked, and position and speed specifies X and Y coordinates or the sprite's speed.

When position equals;

0 RSPPOS returns the current X position of the specified sprite.

1 RSPPOS returns the current Y position of the specified sprite.

When speed equals:

2 RSPPOS returns the speed (0-15) of the specified sprite.

## EXAMPLE:

```
10 SPRITE 1,1,2
20MOVSPR 1.45#13
30 PRINT RSPPOS (1,0);RSPPOS (1,1);RSPPOS (1,2)
```

This example returns the current X and Y sprite coordinates and the speed (13).

## RSPRITE

Return sprite characteristics

### RSPRITE (sprite number,characteristic)

RSPRITE returns sprite characteristics that were specified in the SPRITE command. Sprite number specifies the sprite (1-8) you are checking and the characteristic specifies the sprite's display qualities as follows:

---

CHARACTERISTIC	RSPRITE RETURNS THESE VALUES:
0	Enabled! 1) / disabled(O)
1	Sprite color (1-16)
2	Sprites are displayed in front of (0) or behind (1) objects on the screen
3	Expand in X direction                      yes = 1, no = 0
4	Expand in Y direction                     yes = 1, no = 0
5	Multi-color                                yes = 1, no = 0

---

### EXAMPLE:

```
10 FOR 1 = 0 TO 5      This example prints all 6 characteristics of sprite 1.
20 PRINT RSPRITE (1,1)
30 NEXT
```

## RWINDOW

Returns the size of the current window or the number of columns of the current screen

### RWINDOW (n)

When **n** equals:

- 0 RWINDOW returns the number of lines in the current window.
- 1 RWINDOW returns the number of rows in the current window.
- 2 RWINDOW returns either of the values 40 or 80, depending on the current screen output format you are using.

The counterpart of the RWINDOW function is the WINDOW command.

### EXAMPLE:

```
10 WINDOW 1,1,10,10
20 PRINT RWINDOW(0);RWINDOW(1);RWINDOW(2)
RUN
9 9 40
```

This example returns the lines (10) and columns (10) in the current window. This example assumes you are displaying the window in 40 column format.

## SGN

Return sign of argument X

**SGN(X)**

EXAMPLE:

```
PRINT SGN(4,5);SGN(0);SGN(-2.3)
1 0 - 1
```

## SIN

Return sine of argument

**SIN(X)**

EXAMPLE:

```
PRINT SIN (TT/3)
.866025404
```

## SPG

Skip spaces on printed output

**SPC (X)**

EXAMPLE:

```
PRINT "COMMODORE";SPC(3);" 128"
COMMODORE    128
```

## SQR

Return square root of argument

**SQR (X)**

EXAMPLE:

```
PRINT SQR(25)
5
```

## STH\$

Return string representation of number

**STR\$ (X)**

**EXAMPLE:**

```
PRINT STR$(123.45)
123.45

PRINT STR$(-89.03)
-89.03

PRINT STR$(1E20)
IE + 20
```

**TAB**

Moves cursor to tab position in present statement

**TAB (X)**

**EXAMPLE:**

```
10 PRINT"COMMODORE"TAB(25)"128"
COMMODORE          128
```

**TAN**

Return tangent of argument in radians

**TAN(X)**

This function returns the tangent of X, where X is an angle in radians

**EXAMPLE:**

```
PRINT TAN(.785398163)
1
```

**USR**

Call user-defined subprogram

**USR(X)**

When this function is used, the BASIC program jumps to a machine language program whose starting point is contained in memory locations 4633(11219) and 4634(\$121A), (or **785(\$0311)** and 786(\$0312) in C64 mode). The parameter X is passed to the machine-language program in the floating-point accumulator (\$63-\$68 in C128 mode). A value is returned to the BASIC program through the calling variable. You must direct the value into a variable in your program in order to receive the value back from the floating-point accumulator. An **ILLEGAL QUANTITY ERROR** results if you don't specify this variable. This allows the user to exchange a variable between machine code and BASIC.

#### EXAMPLE:

```
10 POKE 4633,0
20 POKE 4634,48
30 A = USR(X)
40 PRINT A
```

Place starting location (\$3000 = 12288:\$00 = 0:\$30) = 48 of machine language routine in location 4633 and 4634. Line 30 stores the returning value from the floating-point accumulator. The USER vector is assumed to be in BANK 15. Your machine language routine *MUST* be in RAM bank 0 below address \$4000.

## VAL

Return the numeric value of a number string

```
VAL(X$)
```

#### EXAMPLE:

```
10 A$ = "120"
20 B$ = "365"
30 PRINT VAL (A$ + B$)
RUN
485
```

## XOR

Return exclusive OR value

```
XOR (n1,n2)
```

This function returns the exclusive OR of the numeric argument values **n1** and **n2**.

```
X = XOR (n1,n2)
```

where n1, n2, are 2 unsigned values (0-65535)

#### EXAMPLE:

```
PRINT XOR(128,64)
192
```

## **RESERVED SYSTEM WORDS (KEYWORDS)**

---

This section lists the words used to make up the BASIC 7.0 language. These words cannot be used within a program as other than a component of the BASIC language. The only exception is that they may be used within quotes (in a PRINT statement, for example).

4BS	DELETE	HELP	POT	SPRCOLOR
AND	DIM	HEX\$	PRINT	SPRDEF
APPEND	DIRECTORY	IF	PRINT#	SPRITE
ASC	DLOAD	INPUT	PUDEF	SPRSAV
ATN	DO	INPUT#	(QUIT)	SQR
AUTO	DOPEN	INSTR	RCLR	SSHAPE
BACKUP	DRAW	INT	RDOT	ST
BANK	DS	JOY	READ	STASH
BEGIN	DS\$	KEY	RECORD	STEP
BEND	DSAVE	LEFTS	REM	STOP
BLOAD	DVERIFY	LEN	RENAME	STR\$
BOOT	EL	LET	RENUMBER	SWAP
BOX	ELSE	LIST	RESTORE	SYS
BSAVE	END	LOAD	RESUME	TAB
BUMP	ENVELOPE	LOCATE	RETURN	TAN
CATALOG	ER	LOG	RGR	TEMPO
CHAR	ERR\$	LOOP	RIGHTS	THEN
CHR\$	EXIT	MID\$	RND	TI
CIRCLE	EXP	MONITOR	RREG	TI\$
CLOSE	FAST	MOVSPR	RSPCOLOR	TO
CLR	FETCH	NEW	RSPPPOS	TRAP
CMD	FILTER	NEXT	RSPRITE	TROFF
COLLECT	FN	NOT	RUN	TRON
COLLISION	FOR	(OFF)	RWINDOW	UNTIL
COLOR	FRE	ON	SAVE	USING
CONCAT	GET	OPEN	SCALE	USR
CONT	GET#	OR	SCNCLR	VAL
COPY	G064	PAINT	SCRATCH	VERIFY
COS	GOSUB	PEEK	SGN	VOL
DATA	GOTO	PEN	SIN	WAIT
DCLEAR	GOTO	PLAY	SLEEP	WHILE
DCLOSE	GRAPHIC	POINTER	SLOW	WIDTH
DEC	GSHAPE	POKE	SOUND	WINDOW
DEFFN	HEADER	POS	SPC	XOR

**NOTE:** Keywords shown in parentheses are not implemented in C128 BASIC 7.0

Reserved variable names are names reserved for the variables DS, DS\$, ER, EL, ST, TI and TI\$, and the function ERRS. Keywords such as TO and IF or any other names that contain keywords, such as RUN, NEW or LOAD cannot be used.

ST is a status variable for input and output (except normal screen/keyboard operations). The value of ST depends on the results of the last I/O operation. In general, if the value of ST is 0, then the operation was successful.

TI and TI\$ are variables that relate to the real time clock built into the Commodore 128. The system clock is updated every 1/60th of a second. It starts at 0 when the Commodore 128 is turned on, and is reset only by changing the value of TI\$. The variable TI gives the current value of the clock in 1/60th of a second. TI\$ is a string that reads the value of the real time clock as a 24-hour clock. The first two characters of TI\$ contain the hour, the third and fourth characters are minutes and the fifth and sixth characters are seconds. This variable can be set to any value (so long as all characters are numbers) and will be updated automatically as a 24-hour clock.

#### EXAMPLE:

TI\$ = "101530" Sets the clock to 10:15 and 30 seconds (AM).

The value of the clock is lost when the Commodore 128 is turned off. It starts at zero when the Commodore 128 is turned on, and is reset to zero when the value of the clock exceeds 235959 (23 hours, 59 minutes and 59 seconds).

The variable DS reads the disk drive command channel and returns the current status of the drive. To get this information in words, PRINT DS\$. These status variables are used after a disk operation, like DLOAD or DSAVE, to find out why the error light on the disk drive is blinking.

ER, EL and the ERR\$ function are variables used in error trapping routines. They are usually only useful within a program. ER returns the last error number encountered since the program was RUN. EL is the line where the error occurred. ERR\$ is a function that allows the program to print one of the BASIC error messages. PRINT ERR\$(ER) prints out the proper error message.

## RESERVED SYSTEM SYMBOLS

The following characters are reserved system symbols.

SYMBOL	USE(S)
<b>Plus sign</b>	<b>Arithmetic addition; string concatenation; relative pixel cursor/sprite movement; declare decimal number in machine language monitor</b>
<b>Minus sign</b>	<b>Arithmetic subtraction; negative number; unary minus; relative pixel cursor/ sprite movement</b>
<b>Asterisk</b>	<b>Arithmetic multiplication</b>
<b>/</b>	<b>Arithmetic division</b>
<b>↑</b>	<b>Arithmetic exponentiation</b>
<b>Blank space</b>	<b>Separate keywords and variable names</b>
<b>=</b>	<b>Value assignment; relationship testing</b>
<b>&lt;</b>	<b>Relationship testing</b>
<b>&gt;</b>	<b>Relationship testing</b>
<b>Comma</b>	<b>Format output in variable lists; command/statement function parameters</b>



SYMBOL	USE(S)
Period	Decimal point in floating-point constants
Semicolon	Format output in variable lists; delimiter
Colon	Separate multiple BASIC statements on a program line
Quotation mark	Enclose string constants
Question mark	Abbreviation for the keyword PRINT
( Left parenthesis	Expression evaluation and functions
) Right parenthesis	Expression evaluation and functions
% Percent	Declare a variable name as integer; declare binary number in machine language monitor
# Number	Precede the logical file number in input/output statements
\$ Dollar sign	Declare a variable name as a string and declare hexadecimal number in machine language monitor
& And sign	Declare octal number in machine language monitor
Pi	Declare the numeric constant 3.141592654



**3**

**ONE STEP  
BEYOND  
SIMPLE BASIC**

This chapter takes you one step beyond simple BASIC and presents a collection of useful routines. You can incorporate these routines into your own programs as needed. In most cases the routines will require only line number changes to be fitted into your programs.

## CREATING A MENU

A *menu* is a list of choices you select to perform a specific operation within an application program. A menu directs the computer to a particular part of a program. Here is a general example of a menu program:

```
5 REM MENU SKELETON
10 SCNCLR 0
20 PRINT"1. FIRST ITEM"
30 PRINT"2. SECOND ITEM"
40 PRINT"3. THIRD ITEM"
50 PRINT"4. FOURTH ITEM"
100 PRINT:PRINT"SELECT AN ITEM FROM ABOVE"
110 GETKEY AS
120 A=VAL (ASS: IF A>4 THEN 10
130 ON A GOSUB 1000,2000,3000,4000
140 GOTO 10:REM RETURN TO MENU
999 STOP
1000 REM START FIRST ROUTINE FOR ITEM ONE HERE
1999 RETURN
2000 REM START SECOND ROUTINE HERE
2999 RETURN
3000 REM START THIRD ROUTINE HERE
3999 RETURN
4000 REM START FOURTH ROUTINE HERE
4999 RETURN
```

### Program 3-1. Menu Skeleton

The SCNCLR 0 command in line 10 clears the 40-column screen. (Use SCNCLR 5 if you are using the 80-column screen. The easiest selection is by a number. You may use as many selections as can fit on the screen. Line 100 displays a message to the user. The GETKEY command in line 110 forces the computer to wait for a key to be pressed. Since a key represents a character symbol, A\$ is a string variable. So that it can be interpreted as a numeric value in an ON GOTO statement, the string variable is converted to a number with the VAL function in line 120. The IF . . . THEN statement in line 120 screens user errors by preventing the user from selecting a number that is not in the range of numbers used for choices (4). Line 130 directs control to the appropriate section (i.e., line number) in your program. Since four selections are offered in this example, you must include at least four line numbers. Line 1999 returns to the menu at the end of each subroutine that you add at lines 1000, 2000, 3000 and 4000 in the menu skeleton.

## BUFFER ROUTINE

The C128 keyboard buffer can hold and dispense up to ten characters from the keyboard. This is useful in a word processing program where it is possible at certain moments to type faster than the software can actually process. The characters that haven't been displayed yet are temporarily stored in the keyboard buffer. The computer can hold the next instruction in the buffer for use when the program is ready. This buffer allows a maximum of ten characters in queue. To see the buffer in action, enter the command SLEEP 5 and immediately press ten different letter keys. After five seconds, all ten characters are displayed on the screen.

Here is a buffer routine that allows you to put items in the keyboard buffer from within a program so they are dispensed automatically as the computer is able to act upon them.

In line 10, memory location 208 (198 in C64 mode) is filled with a number between 0 and 10—the number of keyboard characters in the keyboard buffer. In line 20, memory locations 842 through 851 (631-640 in C64 mode) are filled with any ten characters you want placed there. In this example, seven characters are in the buffer, each a carriage RETURN character. CHR\$(13) is the character string code for the carriage return character.

Line 40 places the text "?CHR\$(156)" on the screen, but does not execute the instruction. Line 50 displays the word "LIST" on the screen. Neither command is executed until the program ends. In the C128, the keyboard buffer automatically empties when a program ends. In this case, the characters in the buffer (carriage return) are emptied and act as though you are pressing the RETURN key manually. When this occurs on a line where the commands from lines 40 and 50 are displayed, they are executed as though you typed them in direct mode and pressed the RETURN key yourself. When this program ends, the character color is changed to purple and the program is LISTED to the screen. This technique is handy in restarting programs (with RUN or GOTO).

The next section gives a practical example of using the buffer routine.

```

10 POKE 208,7:REM SPECIFY # OF CHARS IN BUFFER
20 FOR I=842 TO 849:POKE I,13:NEXT:REM PLACE CHARS IN BUFFER
3 0 SLEEP 2 :REM DELAY
4 0 SCNCLR:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT"? CHR?(156) "
50 PRINT:PRINT:PRINT:PRINT"LIST":REM PLACE LIST ON SCREEN
60 PRINT CHR$(19):PRINT:PRINT:REM GO HOME AND CURSOR DOWN TWICE
70 REM WHEN PROGRAM ENDS, BUFFER EMPTIES AND EXECUTES 7 RETURNS.
80 REM THIS CHANGES CHAR COLOR TO PURPLE AND LISTS THE PROGRAM AUTOMATICALLY
90 REM AS IF YOU PRESSED THE RETURN KEY MANUALLY

```

Program 3-2. Buffer Return

## LOADING ROUTINE

The buffer can be used in automatic loader routines. Many programs often involve the loading of several machine code routines as well as a BASIC program. The results of the following loader are similar to many found on commercial software packages.

```

2 COLOR 4,1:COLOR 0,1:COLOR 5,1
5 A$="PICTURE"
10 SCNCLR:PRINT:PRINT:PRINT:PRINT:PRINT"LOAD"CHR$(34)A$CHR$(34)",8,1'
15 PRINT:PRINT:PRINT"NEW"
25 B$="FILE3.BIN"
30 PRINT:PRINT:PRINT"LOAD"CHR$(34)B$CHR$(34)",8,1"
45 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT"SYS12*256"
90 PRINT CHR$(5):PRINT"          GREETINGS FROM COMMODORE"
100 PRINT"    PLEASE STAND BY - LOADING":PRINT CHR$(144)
200 PRINT CHR$(19)
300 POKE208,7:FORI=842T0851:POKEI,13:NEXT

```

### Program 3-3. Loading Routine

Line 2 colors the border, screen and characters black. Line 5 assigns A\$ the filename "PICTURE", which in this example assumes that it is an 8K binary file of a bit-mapped screen. Line 10 places the LOAD instruction for the picture file on the screen, but does not execute it. A carriage return from the keyboard buffer executes the load instruction once the program ends and the keyboard buffer empties. Line 15 prints the word "NEW" on the screen. Again, this operation is not carried out until a carriage return is executed on the same line once the keyboard buffer empties. After loading a machine language program, a NEW is performed to set pointers to their original positions and clear the variable storage area. Line 30 displays the second load instruction for the machine language program "FILE3.BIN". This hypothetical program enables the bit mapped PICTURE, and anything else you want to supply in the program. Line 45 initiates (SYS12\*256), the "FILE3.BIN" program starting at 3072 (\$0C00) once the keyboard buffer empties. This is only a template sample for you to follow. "PICTURE" and "FILE3.BIN" are programs you supply and are only used to illustrate one technique of automatic loading. Since the previous character color was black, all the loading instructions are displayed in black on a black background, so they can't be seen. The CHR\$(5) in line 90 changes the character color to white, so the only visible messages are the ones in white in lines 90 and 100, while the disk drive is loading "PICTURE" and "FILE3.BIN". Line 300 is the buffer routine.

If you were to do each step manually it would require seven "RETURNS". This program places seven carriage return characters in the keyboard buffer, and they are dispensed automatically when the program ends. As each RETURN is accepted, the corresponding screen instruction is enacted automatically as if you had pressed the RETURN key manually.

## PROGRAMMING THE CI28 FUNCTION KEYS

As each of the function keys (F1 through F8) is pressed, the computer displays a BASIC command on the screen and in some cases acts immediately. These are known as the default values of the function keys. Enter a KEY command to get a list of function key values at any time.

## CHANGING FUNCTION KEYS

You can change the value assigned to any function key by entering the **KEY** command followed by the number (1 through 8) of the key you want changed, a comma, and the new key instruction in a string format. For example:

```
KEY1, "DLOAD"+CHR$(34)+ "PROGRAM NAME"
+ CHR$(34) + CHR$(13)+'LIST' + CHR$(13)
```

This tells the computer to automatically load the BASIC program called "program name" and list it immediately (whenever F1 is pressed). The character string code value for the quote character is 34. It is necessary for **LOAD** and **SAVE** operations. The character string code value for **RETURN** is 13 and provides immediate execution. Otherwise, the instruction is only displayed on the screen and requires you to supply the additional response and press the **RETURN** key.

The following example uses the ASCII value for the **ESCape** key to assign the F3 key to cause a downward scroll:

```
KEY 3,CHR$(27) + "W"
```

NOTE: All eight **KEY** definitions in total must not exceed 246 characters.

## USING C64 FUNCTION KEY VALUES IN C128 MODE

Programs previously written for the C64 which incorporate the function keys may still be used in C128 mode by first assigning the C64 ASCII values to them with this instruction:

```
10J= 132:FORA= 1TO2:FORK = ATO8STEP2:J = J+ 1:KEYK,CHR$(J):NEXT:
NEXT
```

## HOW TO CRUNCH BASIC PROGRAMS

Several techniques known collectively as *memory crunching* allow you to get the most out of your computer's memory. These techniques include eliminating spaces, using multiple instructions, having syntax relief, removing remark statements, using variables, and in general using BASIC intelligently.

### ELIMINATING SPACES

In most BASIC commands, spacing is unnecessary, except inside quotes when you want the spaces to appear on the screen. Although spaces improve readability, the extra space consumes additional memory. Here is an instructional line presented both ways:

```
10INPUT"FIRST NAME";N$:FOR T = A TO M.PRINT "OK":
10INPUT"FIRSTNAME";N$:FORT = ATOM:PRINT"OK":
```

## USING MULTIPLE INSTRUCTIONS

Colons allow you to place several instructions within a single program line. Each program line consumes additional memory. Be careful, however, crunching IF statements. Any instruction after the IF statement with the same line number can be bypassed along with the IF ... THEN condition. The following line is the equivalent of five lines:

(A)  
10 PRINTX:INPUTY:PRINTY:SCNCLRO:?J

(B)  
10 PRINTX  
20 INPUTY  
30 PRINTY  
40 SCNCLRO  
50 PRINTJ

Example A requires less space in memory and on disk. Example B requires 16 additional bytes; 2 bytes for each additional line number and 2 bytes for the link to the next line number.

## SYNTAX RELIEF

Some BASIC syntax is very flexible and this flexibility can be used to your advantage. The LET statement, for example, can be written without LET. LET Y= 2 is the same as Y = 2. Although it is good practice to initialize all variables to zero, it is not necessary since the computer automatically sets all variables to zero, including subscripted variables. DIMension all arrays (subscripted variables) to have twelve or more elements. The C128 automatically dimensions each variable to have eleven subscripted elements if no dimension is specified following DIM and the variable names. Often semicolons are not required in PRINT statements. Both of these perform the same results:

```
10 PRINT"A";Z$;"WORD";CHR$(65);"NOW $"
20 PRINT"A"Z$"WORD"CHR$(65)"NOW $"
```

## REMOVING REM STATEMENTS

Although REM statements are useful to the programmer, removing them makes a considerable amount of memory available again. It might be a good idea to create a separate listing with REM statements.

## USING VARIABLES

Replace repeated numbers with a variable. This is especially important with large numbers such as memory addresses. POKEing several numbers in sequence conserves memory if a variable is used, such as POKE 54273 + V, etc. Of course, single-letter variable names require the least memory. Reuse old variables such as those used in FOR . . . NEXT loops. Whenever possible, make use of integer variables since they consume far less memory than floating-point variables.



## USING BASIC INTELLIGENTLY

If information is used repeatedly, store the data in integer arrays, if possible. Use DATA statements where feasible. Where a similar line is used repeatedly, create a single line with variables and access it with GOSUBs. Use TAB and SPC functions in place of extensive cursor controls.

## MASKING BITS

Any of the bits within a byte can be controlled individually, using the Boolean operators AND and OR. Calculations with AND and OR are based on a truth table (Table 3-1) showing the results given all possible true and false combinations of the arguments X and Y.

X	Y	X AND Y	X OR Y
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	1

Table 3-1. AND and OR Truth Table

With "0" representing False and "1" Truth, Table 3-1 shows how the operators AND and OR work. The result of an AND operation between two bits is only true if both bits are true (1). Otherwise the combination is false. Any bit combination with a zero yields a zero in an AND operation. The result of an AND operation is only true (equal to 1) if both bits are true (equal to 1).

The result of an OR operation is only false if each bit is false. Otherwise the result is true. Any bit combination with a one yields a one in an OR operation. ONLY two zeros result in a zero.

Observe the following example with the numbers 5 and 6 in binary form. When you type the command PRINT 5 AND 6, the result is 4. Here's why:

```

5=  0000 0101
6=  0000 0110

ANDed 4= 0000 0100

```

Instead of adding, ANDing performs a bit-by-bit comparison in accordance with the rules of the AND truth table. Compare column-for-column from the right: 1 AND 0=0, 0 AND 1=0, 1 AND 1 = 1, 0 AND 0=0. The result "0100" converted to decimal is the number 4.

What is the effect of ORing 5 and 6? Again comparing bit-by-bit, using the rules from the OR truth table:

5= 0000 0101  
6= 0000 0110  
ORing 7= 0000 0111

The result 0111 is decimal 7. Notice from the right that 1 OR 0 = 1, 0 OR 1 = 1, 1 OR 1 = 1 and 0 OR 0 = 0.

Understanding how these OR and AND combinations work gives you the power to control individual bits within your computer's memory. Many of the 8-bit bytes utilize each bit for separate control parameters.

## USING OR AND AND TO MODIFY THE BIT VALUES IN A BYTE

A byte is a group of eight binary digits labeled, from right to left, 0 to 7. Each binary digit position represents a decimal value equal to two raised to the power of the position number. For example, the decimal value of position 6 is  $2^{**}6$  or 64. From left to right the positions are:

7 6 5 4 3 2 1 0

and the corresponding values in decimal are:

128 64 32 16 8 4 2 1

To turn on a bit, place a "1" in its position. To turn it off, enter a "0". Hence the binary 10010000 has bits 4 and 7 on. Their values are 128 and 16. So if a particular byte is POKED with 144 (128+16), these two bits are turned on. To turn bits on, store (POKE) a new value to that byte—a value equal to the sum of all the decimal equivalents of all the bits that are enabled (on). Of course, you do not always know which bits are already on. You may only want to turn on specific bits without affecting the others. That's the purpose of the logical operations AND and OR.

First, obtain the decimal value of the byte by PEEKing. Then add the decimal value of the bit you wish to turn on. The following command turns on bit 2 of memory address "V":

```
POKEV, PEEK(V) + 4
```

This assumes bit 2 (third bit from the right) had a value of 0. Had it already been "on," it would have no effect. To prevent such confusion, the C128 uses the power of Boolean Logic.

Ideally you want to read (PEEK) each bit. The proper approach is to OR the byte with an operand byte which will yield the desired binary value. Suppose we want to turn on bit 5; the operand byte becomes 00100000. By ORing this with any byte it will affect *only* bit 5, because any combination involving 1 in an OR operation results in 1. Thus no bit already ON can be inadvertently turned off.

```
POKEV, PEEK(V) OR 32
```

Just as OR turns a switch on, AND can turn a switch off—with a slight difference. AND results in a "1" *only* if both bits compared are "1." The trick is to compare the

byte in question with an operand byte of all ON bits except the bit you want turned off. Bits to remain on will not be affected. To turn off bit 5, AND the byte in question with the mirror image of 00100000 or the operand byte 11011111. In decimal this value is always 255 minus the value of the bit(s) you want to turn off. Thus:

```
POKEV,PEEK(V) AND (255-32)
```

turns off bit 5.

Use OR to turn bits ON

Use AND to turn bits OFF

### EXAMPLES:

```
POKEW,PEEK(W) OR 129  Turns ON bits 0 and 7 of memory address W.
```

```
POKES,PEEK(S) AND 126  Turns OFF bits 0 and 7 of memory register S
                        (Remember 255-129 = 126)
```

```
POKEC,PEEK(C)AND254  Turns OFF bit 0
```

```
POKEC,PEEK(V)OR63  Turns ON all bits except 6 and 7
```

## DEBUGGING PROGRAMS

No program when first written is free of "bugs" or errors. The process of finding errors and removing them, *debugging*, combines editing with problem solving.

### SYNTAX ERRORS

Syntax errors result from misspelling or misusing the guidelines and formats of BASIC commands. An error message is displayed on the screen defining the line where the error occurs. Typing HELP <RETURN> or pressing the HELP key also highlights the line with the error. Common syntax errors include misspelled BASIC terms, misplaced punctuation, unpaired parentheses, reserved variable names such as TIS, use of line numbers that do not exist, etc.

### LOGIC ERRORS

Sometimes errors exist in the program logic, with the result that the program doesn't do exactly what you think it is supposed to do. Some logic errors are caused by the order of instructions. One common fault occurs when you forget that anything on a line after an IF statement is affected by the IF condition.

Some errors in logic require a trial-and-error investigation. This is best initiated by asking the computer for help in BASIC.

### USING A DELAY

Where the computer responds rapidly, it often helps to see a response by inserting a SLEEP command for a temporary time delay. This gives you a chance to see exactly what is happening in the program.

## USING PRINT AND STOP

Insert STOP statements within your program prior to the suspect instruction line. Good locations are at the end of specific tasks. Run the program. After the STOP statement puts you into direct mode, use the PRINT command to identify clues to the problem by determining the values of the various variables, especially those within loops. Check these with what you expect. Continue the program with CONT to the next STOP statement until you modify your program.

## TRAPPING AN ERROR

Debugging is the art of detecting the source of problem. The following program is perfectly valid; however, it produces an error when B equals zero.

```
10 INPUT A,B
20 PRINT A/B
30 GOTO 10
```

Although in this case the computer defines the error as a DIVISION BY ZERO error, it is not always obvious how the variable B became a zero. It could have been derived from a complex formula embedded in your program, or directly inputting the value zero into a variable.

The BASIC TRAP command has a technique of trapping such an error in a program without crashing. Since you can't always foresee all the possible values of the variable B, you can screen the probable error of division of zero by including a TRAP at the beginning of the program.

```
5 TRAP 50
10 INPUT A,B
20 PRINTA/B
30 GOTO 10
50 PRINT"DIVISION BY ZERO IS NOT POSSIBLE"
60 PRINT"ENTER ANOTHER NUMBER FOR B BESIDES ZERO"
70 RESUME
```

RESUME is required after the TRAP response in order to reactivate the TRAP. If you include the option to enter a replacement for B, RESUME without a line number returns to the cause of the error—line 20—and executes it as follows:

```
65 INPUT B
```

The use of RESUME NEXT proceeds with the next line after the TRAP command, i.e., line 10.

TRAP tells the computer to go to a specific line number whenever an error occurs. Do NOT use TRAP until you have removed all syntax errors first. TRAP can only catch the error condition it is looking for. An error in the syntax or the logic of your TRAP routine may cause an error, or may not catch the error that you are looking for. In other words, TRAP routines are sensitive to errors, too.

## ERROR FUNCTIONS

Several reserved variables inherent in the system store information about program errors. ER stores the error number. EL stores the relevant program line number. ERR\$(N) returns the string representing ER or EL. In the example of division by zero, ERR\$(ER) returns "DIVISION BY ZERO" and **ERR\$(EL)** returns "BREAK". Add this to the program in the previous section. See Appendix A for a complete listing of errors.

## DOS ERRORS

Information on disk errors is determined from the variables DS and DS\$ where DS is the error number (See Appendix B) and DS\$ provides the error number, error message, and track and sector of the error. DS\$ reads the disk error channel and is used during a disk operation to determine why the disk drive error light is blinking.

Trying to read a directory without a disk in place results in the following error when the PRINT DS\$ command is issued:

```
74, DRIVE NOT READY, 00, 00
```

Appendix B highlights specific causes of errors. To convert a function key to read the disk-drive error channel automatically, use:

```
KEY 1, "PRINT DS$ + CHR$(13)
```

## TRACING AN ERROR

Some programs have many complex loops that are tedious to follow. A methodical step-by-step trace is useful. The BASIC TRON and **TROFF** commands can be used within a program as a debugging tool to trace specific routines.

Some errors can only be found by acting like the computer and methodically following each instruction step-by-step, and then doing all the calculations until you discover something wrong. Fortunately the Commodore 128 can trace errors for you. Enter the direct command TRON prior to running a program. The program displays each line number as they occur in brackets, followed by each result. (To slow down the display, hold the Commodore (C=) key down.)

Try it with this double loop:

```
10 FORA=1T05
20 FOR B = 2T06
30 C = B*A:K = K + C:PRINTK
40 NEXTB:NEXTA
50 PRINTK
```

The results will start off like this:

```
[10] [20] [30] [30] [30]2
[40] [30] [30] [30]5
```

meaning the first printed result is the number 2 after operations in lines 10, 20, 30 are performed. Then lines 40 and 30 result in 5, etc. Notice three activities were performed in line 30. The Trace function is turned off with the direct command TROFF.

# WINDOWING

The standard screen display size is 40- or 80-columns by 25 lines. It is often convenient to have a portion of the screen available for other work. The process of producing and isolating small segments of your screen is called "windowing."

## DEFINING A WINDOW

There are two ways to create a window—either directly or within a program using the WINDOW command. Using the ESCape key followed by a T or B is all that is necessary to describe and set a window.

Here's how to define a window in direct mode:

1. Move the cursor to the upper-left corner position of the proposed window. Press the (ESC) escape key, then press the letter T key.
2. Move the cursor to the bottom right corner and press the escape key (ESC) then press the letter B key.

Now that your window is in effect, all commands and listings remain in the window until you exit by pressing the HOME key twice. This is useful if you have a listing on the main screen and wish to keep it while you display something else in a window. See Chapter 13, the Commodore 128 Operating System, under the screen editor for special ESCape controls within a window.

Although it is possible to define several windows simultaneously on the screen, only one window can be used at a time. The other windows remain on the display, but they are inactive. To re-enter a window you have exited, define the top and bottom corners of the window with the ESC T and ESC B commands, respectively, as you did originally.

The second way to define a window is with the BASIC window command. The command:

```
WINDOW 20,12,39,24,1
```

establishes a window with the top-left corner at column 20, row 12, and the bottom-right corner at column 39, row 24. The 1 signifies the area to be cleared. Once this command is specified, all activities are restricted to this window.

Use the window command within a program whenever you want to perform an activity in an isolated area on the screen.

## ADVANCED BASIC PROGRAMMING TECHNIQUES FOR COMMODORE MODEMS

The following information tells you how to:

1. Generate Touch Tone™ frequencies
2. Detect telephone ringing
3. Program the telephone to be on or off the hook
4. Detect carrier

The programming procedures operate in C128 or C64 modes with the Modem/300. In C128 mode, select a bank configuration which contains BASIC, I/O, and the Kernal.

### GENERATING TOUCH TONE (DTMF) FREQUENCIES

Each button on the face of a Touch Tone telephone generates a different pair of tones (frequencies). You can simulate these tones with your Commodore 128 computer. Each button has a row and column value in which you must store the appropriate memory location in order to output the correct frequency. Here are the row and column frequency values that apply to each button on the face of your Touch Tone telephone:

	TOUCH TONE FREQUENCY TABLE		
	COLUMN 1 (1029 HZ)	COLUMN 2 (1336 HZ)	COLUMN 3 (1477 HZ)
<b>Row 1 (697 Hz)</b>	1	2	3
<b>Row 2 (770 Hz)</b>	4	5	6
<b>Row 3 (852 Hz)</b>	7	8	9
<b>Row 4 (941 Hz)</b>	*	0	#

To generate these tones in BASIC with your Commodore 128, follow this procedure:

1. Initialize the sound (SID) chip with the following BASIC statements:

```
SID = 54272
POKE SID + 24,15:POKE SID + 4,16
POKE SID + 11,16:POKE SID + 5,0:POKE SID + 12,0
POKE SID + 6,15*16:POKE SID + 13,15*16:POKE SID + 23,0
```

2. Next, select one row and one column value for each digit in the telephone number. The POKE statement for each row and column are as follows:

Column 1: POKE SID, 117:POKE SID + 1,77  
Column 2: POKE SID,152:POKE SID + 1,85  
Column 3: POKE SID, 161, POKE SID + 1,94  
Row 1: POKE SID + 7,168:POKE SID + 8,44  
Row 2: POKE SID + 7,85,:POKE SID + 8,49  
Row 3: POKE SID + 7,150:POKE SID + 8,54  
Row 4: POKE SID + 7,74 :POKE SID + 8,60

For example, to generate a tone for the number 1, POKE the values for row 1, column 1 as follows

```
POKE SID + 7,168:POKE SID + 8,44:REM ROW 1
POKE SID,117:POKE SID + 1,77:REM COLUMN 1
```

3. Turn on the tones and add a time delay with these statements:

```
POKE SID + 4,17:POKESID + 11,17:REM ENABLE TONES
FOR I= 1 TO 50:NEXT:REM TIME DELAY
```

4. Turn off the tones and add a time delay with the following statements:

```
POKE SID + 4,16:POKE SID + 11,16:REM DISABLE TONES
FOR I= 1 TO 50:NEXT:REM TIME DELAY
```

5. Now repeat steps 2 through 4 for each digit in the telephone number you are dialing.

6. Finally, disable the sound chip with this statement:

```
POKE SID + 24,0
```

## DETECTING TELEPHONE RINGING

To detect whether your telephone is ringing using a Commodore 128, use the following statement:

```
IF (PEEK(56577) AND 8) = 0 THEN PRINT "RINGING"
```

If bit 3 of location 56577 contains a value other than 0, the phone is not ringing.

## PROGRAMMING THE TELEPHONE TO BE ON OR OFF THE HOOK

To program the phone to be off the hook using a Commodore 128, enter the following statements in a program:

```
OH = 56577:HI = 32:LO = 255 - 32
POKE (OH + 2),(PEEK(OH + 2) OR HI)
POKE OH,(PEEK(OH) AND LO)
```

To hang up the phone with a Commodore 128, enter this statement in a program:

```
POKE OH.(PEEK(OH) OR HI)
```



Here is the procedure to dial and originate a communication link:

1. Set the modem's answer/originate switch to the "O" for originate.
2. Program the telephone to be OFF the hook.
3. Wait 2 seconds (FOR I = 1 TO 500:NEXT:REM 2-SECOND DELAY)
4. Dial each digit and follow it with a delay (FOR I = 1 TO 50:NEXT)
5. When a carrier (high pitched tone) is detected, the Modem/300 automatically goes on-line with the computer you are connecting with.
6. Program the phone to hang up when you are finished.

Here is the procedure to answer a call:

1. Set the modem's answer/originate switch to "A" for answer.
2. To manually answer, program the telephone to be OFF the hook.
3. To automatically answer, detect if the phone is ringing then program the phone to be OFF the hook.
4. The Modem/300 automatically answers the call.
5. Program the phone to hang up when you are finished.

## DETECTING CARRIER

Your Commodore Modem/1200 and Modem/300 are shipped from the factory with the ability to detect a carrier on the Commodore 128.

That ability is useful in an unattended auto-answer mode. By monitoring the carrier detect line, the computer can be programmed to hang up after loss of carrier. Since a caller may forget to hang up, your program should monitor the transmit and receive data lines. If there is no activity for five minutes or so, the modem itself should hang up.

To detect carrier on the Commodore 128, the following statement can be used in a BASIC program:

```
OH = 56577:
IF ((PEEK (OH) AND 16) = 0) THEN PRINT "CARRIER DETECTED"
```

If bit 4 of location 56577 contains a value other than 0, then no carrier is detected.

## ROTARY (PULSE) DIALING

In order to dial a number with a modem, the software in the computer must generate pulses at a prescribed rate. In the United States and Canada, the rate is between 8 and 10 pulses per second with a 58% to 64% break duty cycle. Most people, however, use 10 pulses per second with a 60% break duty cycle.

So to make a call, your software must first take the phone "off-hook" (the equivalent of you picking up the receiver). Then to dial the first digit, a 3 for instance,

the software must put the phone on-hook for 60 milliseconds and off-hook for 40 milliseconds. Repeat this process three times to dial a 3.

The same method is used to dial other digits, except 0, which is pulsed ten times. Pause at least 600 milliseconds between each digit.

## USING ESCAPECODES

To perform any of the escape capabilities within a program, use a line such as:

```
10150 PRINT CHR$(27) + "U"
```

to create an underline cursor (in 80-column only). For example, to clear from the cursor to the end of a window:

```
10160 PRINT CHR$(27) + "@ "
```

(See the Screen Editor section of Chapter 13 for all the escape and control codes available on the Commodore 128.)

## RELOCATING BASIC

To relocate the beginning or ending of BASIC (in C128 mode) for additional memory or to protect machine-language programs from being overwritten by BASIC text, it is necessary to redefine the starting and ending pointers in required memory addresses.

The Start of BASIC pointer is located at address 45(\$2D) and 46(\$2E). The Top of BASIC pointer is at addresses 4626(\$1212) and 4627(\$1213). The following instruction displays the default locations of the beginning and end of BASIC text, respectively (when a VIC bit-mapped screen is not allocated):

```
PRINT PEEK(45),PEEK(46),PEEK(4626),PEEK(4627)
1 28 0 255
```

Since the second number in each case is the high byte value, the default start of basic is  $28*256 + 1$  or 7169 while the top is  $255*256 + 1$  or 65280.

The following command reduces the size of BASIC text (program) area by 4K by lowering the top of BASIC to address 61184 ( $239*256$ ):

```
POKE4626,239:POKE4627,0:NEW
```

To move the beginning of BASIC up in memory by 1K, from 7168 to 8192, use this command line:

```
POKE 46,32:POKE45,1:NEW
```

This is the case only when a bit-mapped graphics screen is not allocated. Remember, the beginning of BASIC starts at 16384(\$4000) when a bit-mapped screen is allocated, and other parts of memory are shifted around.

## MERGING PROGRAM AND FILES

Files can be merged (combined) by opening an existing file and locating the pointer to the end of the file so subsequent data can be written to the disk file. C128 BASIC has included the APPEND command to accomplish this:

```
APPEND#5, "FILENAME"
```

opens channel 5 to a previously stored file named "FILE NAME." Subsequent write (PRINT#5) statements will add further information to the file. APPEND is primarily used for data files.

The command CONCAT allows the concatenation (combine in sequence) of two files or programs while maintaining the name of the first.

```
CONCAT"PART2B" TO "PART2"
```

creates a new file called Part 2, consisting of the old Part 2, plus the new Part 2b in sequence. Concatenated BASIC program files must be renumbered before they can work. Other corrections may also be necessary.

The BASIC routines described in this chapter can greatly enhance the capabilities of your programs. So far, BASIC has been discussed in detail. The machine language programming introduced in Chapter 5 can extend program capabilities even further. And, as shown in Chapter 7, for still greater flexibility and power, you can combine BASIC and machine language in your programs.



# 4

## COMMODORE 128 GRAPHICS PROGRAMMING

HOW TO USE  
THE GRAPHICS SYSTEM

# COMMODORE 128 VIDEO FEATURES

In C128 Mode, Commodore BASIC 7.0 offers fourteen high-level graphics commands that make difficult programming jobs easy. You can now draw circles, boxes, lines, points and other geometric shapes, with ten high level commands such as DRAW, BOX and CIRCLE, and with four sprite commands. (The sprite commands are described in Chapter 9.) You no longer have to be a machine language programmer, or purchase additional graphics software packages to display intricate and visually pleasing graphics displays—the Commodore 128 BASIC graphics capabilities take care of this for you. Of course, if you *are* a machine language programmer or a software developer, the exceptional C128 video hardware features offer high price/performance value for any microcomputer application.

The C128 graphics features include:

- Specialized graphics and sprite commands
- 16 colors
- 6 display modes, including:
  - Standard character mode
  - Multi-color character mode
  - Extended background color mode
  - Standard bit map mode
  - Multi-color bit map mode
  - Combined bit map and character modes (split-screen)
- 8 programmable, movable graphic objects called SPRITES which make animation possible
- Custom programmable characters
- Vertical and horizontal scrolling

The Commodore 128 is capable of producing two types of video signals: 40-column composite video, and 80-column RGBI video. The composite video signal, channeled through a VIC II (Video Interface Controller) chip (8564)—similar to that used in the Commodore 64—mixes all of the colors of the spectrum in a single signal to the video monitor. The 8563 separates the colors red, green and blue to drive separate cathode ray guns within the video monitor for a cleaner, crisper and sharper image than composite video.

The VIC II chip supports all of the Commodore BASIC 7.0 graphics commands, SPRITES, sixteen colors, and the graphic display modes mentioned before. The 80-column chip, primarily designed for business applications, also supports sixteen colors (a few of which are different from those of the VIC chip), standard text mode, and bit map mode. Sprites are not available in 80-column output. Bit map mode is not supported by the Commodore BASIC 7.0 language in 80-column output. The 80-column screen can be bit mapped through programming the 8563 video chip with machine language programs. See Chapter 10, Programming the 80-Column (8563) Chip, for information on bit mapping the 80-column screen.

This chapter discusses how to use the Commodore 128 graphics features through BASIC using the VIC (40-column) screen. Except for the sprite commands, each graphic command is listed in alphabetical order. The sprite commands are covered in Chapter 9. Following the format of each command are example programs that illustrate the features of that command. Wherever possible, machine language routines are included to show how the machine language equivalent of a BASIC graphics command operates.

Chapter 8, The Power Behind Commodore 128 Graphics, is a description of the inner workings of the Commodore 128 graphics capabilities. It explains how screen, color and character memory are used and how these memory components store and address data in each display mode. Chapter 9 then explains how to use sprites with the new BASIC commands. Chapter 9 also discusses the inner workings of sprites, their storage and addressing requirements, color assignments, and describes how to control sprites through machine language.

## TYPES OF SCREEN DISPLAY

Your C128 displays information several different ways on the screen; the parameter "source" in the command pertains to three different modes of screen display.

### TEXT DISPLAY

Text display shows only text or characters, such as letters, numbers, special symbols and the graphics characters on the front faces of most C128 keys. The C128 can display text in both 40-column and 80-column screen formats. Text display includes standard character mode, multi-color character mode and extended background color mode.

The Commodore 128 normally operates in standard character mode. When you first turn on the Commodore 128, you are automatically in standard character mode. In addition, when you write programs, the C128 is in standard character mode. Standard character mode displays characters in one of sixteen colors on a background of one of sixteen colors.

Multi-color character mode gives you more control over color than the standard graphics modes. Each screen dot, a pixel, within an 8-by-8 character grid can have one of four colors, compared with the standard mode which has only one of two colors. Multi-color mode uses two additional background color registers. The three background color registers and the character color register together give you a choice of four colors for each dot within an 8-by-8 dot character grid.

Each pixel in multi-color mode is twice as wide as a pixel in standard character mode and standard bit map mode. As a result, multi-color mode has only half the horizontal resolution (160 x 200) of the standard graphics modes. However, the increased control of color more than compensates for the reduced horizontal resolution.

Extended background color mode allows you to control the background color and foreground color of each character. Extended background color mode uses all four background color registers. In extended color mode, however, you can only use the first sixty-four characters of the screen code character set. The second set of sixty-four characters is the same as the first, but they are displayed in the color assigned to

background color register two. The same holds true for the third set of sixty-four characters and background color register three, and the fourth set of sixty-four characters and background color register four. The character color is controlled by color memory. For example, in extended color mode, you can display a purple character with a yellow background on a black screen.

Each of the character display modes receives character information from one of two places in the Commodore 128 memory. Normally, character information is taken from character memory stored in a separate chip called ROM (Read Only Memory). However, the Commodore 128 gives you the option of designing your own characters and replacing the original characters with your own. Your own programmable characters are stored in RAM.

## BIT MAP DISPLAY

Bit map mode allows you to display highly detailed graphics, pictures and intricate drawings. This type of display mode includes standard bit map mode and multi-color bit map mode. Bit map modes allow you to control each individual screen dot or pixel (picture element) which provides for considerable detail in drawing pictures and other computer art. These graphic displays are only supported in BASIC by the VIC chip.

The 80-column chip is designed primarily for character display, but you can bit map it through your own programs. See Chapter 10, Programming the 80-Column (8563) Chip, for detailed information.

The difference between text and bit map modes lies in the way in which each screen addresses and stores information. The text screen can only manipulate entire characters, each of which covers an area of 8 by 8 pixels on the screen. The more powerful bit map mode exercises control over each pixel on your screen.

Standard bit map mode allows you to assign each screen dot one of two colors. Bit mapping is a technique that stores a bit in memory for each dot on the screen. In standard bit map mode, if the bit in memory is turned off, the corresponding dot on the screen becomes the color of the background. If the bit in memory is turned on, the corresponding dot on the screen becomes the color of the foreground image. The series of 64,000 dots on the screen and 64,000 corresponding bits in memory control the image you see on the screen. Most of the finely detailed computer graphics you see in demonstrations and video games are bit mapped high-resolution graphics.

Multi-color bit map mode is a combination of standard bit map mode and multi-color character mode. You can display each screen dot in one of four colors within an 8 x 8 character grid. Again, as in multi-color character mode, there is a tradeoff between the horizontal resolution and color control.

## SPLIT SCREEN DISPLAY

The third type of screen display, split screen, is a combination of the first two types. The split-screen display outputs part of the screen as text and part in bit map mode (either standard or multi-color). The C128 is capable of this since it depends on two parts of its memory to store the two screens: one part for text, and the other for graphics.



## COMMAND SUMMARY

Following is a brief explanation of each graphics command available in BASIC 7.0:

- BOX:** Draws rectangles on the bit-map screen
- CHAR:** Displays characters on the bit-map screen
- CIRCLE:** Draws circles, ellipses and other geometric shapes
- COLOR:** Selects colors for screen border, foreground, background and characters
- DRAW:** Displays lines and points on the bit-map screen
- GRAPHIC:** Selects a screen display (text, bit map or split-screen bit map)
- GSHAPE:** Gets data from a string variable and places it at a specified position on the bit-map screen
- LOCATE:** Positions the bit-map pixel cursor on the screen
- PAINT:** Fills area on the bit-map screen with color
- SCALE:** Sets the relative size of the images on the bit-map screen
- SSHAPE:** Stores the image of a portion of the bit-map screen into a text-string variable
- WIDTH:** Sets the width of lines drawn

The following paragraphs give the format and examples for each of the non-sprite BASIC 7.0 graphic commands. For a full explanation of each of these commands, see the BASIC 7.0 Encyclopedia in Chapter 2.

### BOX

Draw a box at a specified position on the screen.

BOX [color source], XI, Y1[,X2,Y2][,angle][,paint]

where:

- |              |  |
|--------------|--|
| color source | 0 = Background color<br>1 = Foreground color<br>2 = Multi-color 1<br>3 = Multi-color 2 |
| XI, Y1       | Top left corner coordinate (scaled)  |
| X2, Y2       | Bottom right corner opposite XI, Y1, is the pixel cursor location (scaled)             |
| angle        | Rotation in clockwise degrees; default is 0 degrees                                    |
| paint        | Paint shape with color<br>0 = Do not paint<br>1 = Paint                                |

## EXAMPLES:

```
10 COLOR 0,1:COLOR 1,6:COLOR 4,1
20 GRAPHIC 1,1:REM SELECT BMM
30 BOX 1,10,10,70,70,90,1:REM DRAW FILLED GREEN BOX
40 FOR I=20 TO 140 STEP 3
50 BOX 1,1,1,1+60,1+60,I+80:REM DRAW AND ROTATE BOXES
60 NEXT
70 BOX 1,140,140,200,200,220,1:REM DRAW 2ND FILLED GREEN BOX
80 COLOR 1,3:REM SWITCH TO RED
90 BOX 1,150,20,210,80,90,1:REM DRAW FILLED RED BOX
100 FOR I=20 TO 140 STEP 3
110 BOX 1,1+130,I,1+190,1+60,I+70:REM DRAW AND ROTATE RED BOXES
120 NEXT
130 BOX 1,270,140,330,200,210,1:REM DRAW 2ND FILLED RED BOX
140 SLEEP 5 :REM DELAY
150 GRAPHIC 0,1:REM SWITCH TO TEXT MODE
```

```
10 COLOR 0,1:COLOR 4,1:COLOR 1,6
20 GRAPHIC 1,1
30 BOX 1,0,0,319,199
40 FOR X=10 TO 160 STEP 10
50 C=X/10
60 COLOR 1,C
70 BOX 1,X,X,320-X,320-X
80 NEXT
90 SLEEP 5
100 GRAPHIC 0,1
```

```
10 COLOR 0,1:COLOR 4,1:COLOR 1,6
20 GRAPHIC 1,1
30 BOX 1,50,50,150,120
40 BOX 1,70,70,170,140
50 DRAW 1,50,50 TO 70,70
60 DRAW 1,150,120 TO 170,140
70 DRAW 1,50,120 TO 70,140
80 DRAW 1,150,50 TO 170,70
90 CHAR 1,20,20,"CUBE EXAMPLE"
100 SLEEP 5
110 GRAPHIC 0,1
```

```
10 COLOR 1,6:COLOR 4,1:COLOR 0,1
20 GRAPHIC 1,1:REM SELECT BIT MAP MODE
30 DO :REM CALCULATE RANDOM POINTS
40 X1=INT(RND(1)*319+1)
50 X2=INT(RND(1)*319+1)
60 X3=INT(RND(1)*319+1)
70 X4=INT(RND(1)*319+1)
80 Y1=INT(RND(1)*199+1)
90 Y2=INT(RND(1)*199+1)
100 Y3=INT(RND(1)*199+1)
110 Y4=INT(RND(1)*199+1)
120 BOX 1,X1,Y1,X2,Y2:REM DRAW THE RANDOM BOXES
130 BOX 1,X3,Y3,X4,Y4
140 DRAW 1,X1,Y1 TO X3,Y3:REM CONNECT THE POINTS
150 DRAW 1,X2,Y2 TO X4,Y4
160 DRAW 1,X1,Y2 TO X3,Y4
170 DRAW 1,X2,Y1 TO X4,Y3
180 SLEEP 2:REM DELAY
190 SCNCLR
200 LOOP:REM LOOP CONTINUOUSLY
```

## CHAR

Display characters at the specified position on the screen,

**CHAR** [color source],X,Y[,string][,RVS]

This is primarily designed to display characters on a bit mapped screen, but it can also be used on a text screen. Here's what the parameters mean:

color source	0 = Background 1 = Foreground
X	Character column (0-79) (wraps around to the next line in 40-column mode)
Y	Character row (0-24)
string	String to print
RVS	Reverse field flag (0 = off, 1 = on)

### EXAMPLE:

```
10 COLOR 2,3: REM multi-color 1 =Red
20 COLOR 3,7: REM multi-color 2 = Blue
30 GRAPHIC 3,1
40 CHAR 0,10,10, "TEXT",0
```

## CIRCLE

Draw circles, ellipses, arcs, etc. at specified positions on the screen.

**CIRCLE** [color source],X,Y[,Xr][,Yr]  
[,sa][,ea][,angle][,inc]

where:

color source	0 = background color 1 = foreground color 2 = multi-color 1 3 = multi-color 2
X,Y	Center coordinate of the CIRCLE
Xr	X radius (scaled)
Yr	Y radius (default is xr)
sa	Starting arc angle (default 0 degrees)
ea	Ending arc angle (default 360 degrees)
angle	Rotation in clockwise degrees (default is 0 degrees)
inc	Degrees between segments (default is 2 degrees)

### EXAMPLES:

```
CIRCLE 1, 160,100,65,10    Draws an ellipse.
CIRCLE1, 160,100,65,50    Draws a circle.
CIRCLE1, 60,40,20,18,,,45  Draws an octagon.
```

CIRCLE1, 260,40,20,,,,,90      Draws a diamond.  
 CIRCLE1, 60,140,20,18,,,,, 120      Draws a triangle.  
 CIRCLE1,+ 2,+ 2,50,50      Draws a circle (two pixels down and two to the right) relative to the original coordinates of the pixel cursor.

### SAMPLE PROGRAMS:

```
10 REM SUBMARINE TRACKING SYSTEM
20 COLOR 0,1:COLOR 4,1:COLOR 1,2:REM SELECT BKGRND, BRDR,SCREEN COLORS
30 GRAPHIC 1,1:REM ENTER BIT MAP MODE
40 BOX 1,0,0,319,199
50 CHAR 1,7,24,"SUBMARINE TRACKING SYSTEM" :REM DISPLAY CHARS ON BIT MAP
60 COLOR 1,3:REM SELECT RED
70 XR=0:YR=0:REM INIT X AND Y RADIUS
80 DO
90 CIRCLE 1,160,100,XR,YR,0,360,0,2:REM DRAW CIRCLES
100 XR=XR+10:YR=YR+10:REM UPDATE RADIUS
110 LOOP UNTIL XR=90
120 DO
130 XR= 0:YR= 0
140 DO
150 CIRCLE 0,160,100,XR,YR,0,360,0,2 :REM ERASE CIRCLE
160 COLOR 1,2 :REM SWITCH TO WHITE
170 DRAW 1,160,100+XR:DRAW 0,160,100+XR:REM DRAW SUBMARINE BLIP
180 COLOR 1,3:REM SWITCH BACK TO RED
190 SOUND 1,16000,15:REM BEEP
200 CIRCLE 1,160,100,XR,YR,0,360,0,2 :REM DRAW CIRCLE
210 XR=XR+10:YR=YR+10 :REM UPDATE RADIUS
220 LOOP UNTIL XR=90 :REM LOOP
230 LOOP
```

```
10 COLOR 0,1:COLOR 4,1:COLOR 1,7
20 GRAPHIC 1,1:REM SELECT BMM
30 X=150:Y= 150:XR=150:YR=150
40 DO
50 CIRCLE 1,X,Y,XR,YR
60 X=X+7 :Y=Y-5:REM INCREMENT X AND Y COORDINATES
70 XR=XR-5 :YR=YR-5:REM DECREMENT X AND Y RADII
80 LOOP UNTIL XR=0
90 GRAPHIC 0,1:REM SELECT TEXT MODE
```

## COLOR

Define colors for each screen area.

### COLOR source number, color number

This statement assigns a color to one of the seven color areas:

AREA	SOURCE
<b>0</b>	<b>40-column (VIC) background</b>
<b>1</b>	<b>40-column (VIC) foreground</b>
<b>2</b>	<b>multi-color 1</b>
<b>3</b>	<b>multi-color 2</b>
<b>4</b>	<b>40-column (VIC) border</b>
<b>5</b>	<b>character color (40- or 80-column screen)</b>
<b>6</b>	<b>80-column background color</b>

Colors codes are in the range 1-16.

---

COLOR CODE	COLOR	COLOR CODE	COLOR
1	Black	9	Orange
2	White	10	Brown
3	Red	11	Light Red
4	Cyan	12	Dark Gray
5	Purple	13	Medium Gray
6	Green	14	Light Green
7	Blue	15	Light Blue
8	Yellow	16	Light Gray

---

Color Codes in 40-Column (VIC) Output

**EXAMPLE:**

COLOR 0, 1: Changes background color of 40-column screen to black.  
 COLOR 5,8: Changes character color to yellow.

**SAMPLE PROGRAM:**

```

10 REM CHANGE FOREGROUND BIT MAP COLOR
20 GRAPHIC 1,1
30 I = 1
40 DO
50 COLOR 1,1
60 BOX 1,100,100,219,159
70 I=I+1:SLEEP 1
80 LOOP UNTIL I=17
90 GRAPHIC 0,1
100 REM CHANGE BORDER COLOR
110 I=1
120 DO
130 COLOR 4,1
140 I=I+1:SLEEP 1
150 LOOP UNTIL I=17
160 REM CHANGE CHARACTER COLOR
170 I=1
180 DO
190 COLOR 5,1
200 PRINT"COLOR CODE";I
210 I=I+1:SLEEP 1
220 LOOP UNTIL I=17
230 REM CHANGE BACKGROUND COLOR
240 I=1
250 DO
260 COLOR 0,1
270 I=I+1:SLEEP 1
280 LOOP UNTIL I=17
290 COLOR 0,1:COLOR 4,1:COLOR 5,2
    
```

**DRAW**

Draw dots, lines and shapes at specified positions on screen.

**DRAW [color source], [XI, Y1][TO X2, Y2] . . .**

Here are the parameter values:

where:

<b>color source</b>	0 Bit map background
	1 Bit map foreground
	2 Multi-color 1
	3 Multi-color 2
<b>X1,Y1</b>	Starting coordinate (0,0 through 319,199) (scaled)
<b>X2,Y2</b>	Ending coordinate (0,0 through 319,199) (scaled)

### EXAMPLES:

DRAW 1, 100, 50	Draw a dot.
DRAW , 10, 10 TO 100,60	Draw a line.
DRAW , 10, 10 TO 10,60 TO 100,60 TO 10,10	Draw a triangle.

### SAMPLE PROGRAMS:

```
10 REM DRAW EXAMPLES
20 COLOR 0,1:COLOR 4,1:COLOR 1,6
30 GRAPHIC 1,1
40 CHAR 1,10,1,"THE DRAW COMMAND"
50 X=10
60 DO
70 DRAW 1,X,50:REM DRAW POINTS
80 X=X+10
90 LOOP UNTIL X=320
100 CHAR 1,12,7,"DRAWS POINTS"
110 Y=70
120 DO
130 Y=Y+5
140 DRAW 1,1,Y TO Y,Y :REM DRAW LINES
150 LOOP UNTIL Y=130
160 CHAR 1,18,11,"LINES"
170 DRAW 1,10,140 TO 10,199 TO 90,165 TO 40,160 TO 10,140:REM DRAW SHAPE 1
180 DRAW 1,120,145 TO 140,195 TO 195,195 TO 225,145 TO 120,145:REM DRAW SHAPE
190 DRAW 1,250,199 TO 319,199 TO 319,60 TO 250,199:REM DRAW SHAPE 3
200 CHAR 1,22,15,"AND SHAPES"
210 SLEEP 5:GRAPHIC 0,1

10 COLOR 0,1:COLOR 4,1:COLOR 1,7
20 GRAPHIC 1,1:REM SELECT BMM
30 Y=1
40 DO
50 DRAW 1,1,Y TO 320,Y:REM DRAW HORIZONTAL LINES
60 Y=Y+10
70 LOOP WHILE Y<200
75 X=1
80 DO
90 DRAW 1,X,1 TO X,200:REM DRAW VERTICAL LINES
95 X=X+10
97 LOOP WHILE X<320
100 COLOR 1,3:REM SWITCH TO RED
110 DRAW 1,160,0 TO 160,200:REM DRAW X AXIS IN RED
120 DRAW 1,0,100 TO 320,100:REM DRAW Y AXIS IN RED
130 COLOR 1,6:REM SWITCH TO GREEN
140 DRAW 1,0,199 TO 50,100 TO 90,50 TO 110,30 TO 150,20 TO 180,30
150 DRAW 1,180,30 TO 220,10 TO 260,80 TO 320,0:REM DRAW GROWTH CURVE
160 CHAR 1,7,23,"PROJECTED SALES THROUGH 1990"
170 CHAR 1,1,21,"1970 1975 1980 1985 1990"
180 SLEEP 10:GRAPHIC 0,1:REM DELAY AND SWITCH TO TEXT MODE
```

## GRAPHIC

Select a graphic mode.

- 1) **GRAPHIC mode** [,clear][,s]
- 2) **GRAPHIC CLR**

This statement puts the Commodore 128 in one of the six graphic modes:

MODE	DESCRIPTION
<b>0</b>	<b>40-column text</b>
<b>1</b>	<b>standard bit map graphics</b>
<b>2</b>	<b>standard bit map graphics (split screen)</b>
<b>3</b>	<b>multi-color bit map graphics</b>
<b>4</b>	<b>multi-color bit map graphics (split screen)</b>
<b>5</b>	<b>80-column text</b>

### EXAMPLES:

GRAPHIC 1,1	Select standard bit map mode and clear the bit map.
GRAPHIC 4,0,10	Select split screen multi-color bit map mode, do not clear the bit map and start the split screen at line 10.
GRAPHIC 0	Select 40-column text.
GRAPHIC 5	Select 80-column text.
GRAPHIC CLR	Clear and deallocate the bit map screen.

### SAMPLE PROGRAM:

```

10 REM GRAPHIC MODES EXAMPLE
20 COLOR 0,1:COLOR 4,1:COLOR 1,7
30 GRAPHIC 1,1:REM ENTER STND BIT MAP
40 CIRCLE 1,160,100,60,60
50 CIRCLE 1,160,100,30,30
60 CHAR 1,9,24,"STANDARD BIT MAP MODE"
70 SLEEP 4
80 GRAPHIC 0,1:REM ENTER STND CHAR MODE
90 COLOR 1,6:REM SWITCH TO GREEN
100 FOR I=1 TO 25
110 PRINT"STANDARD CHARACTER MODE"
120 NEXT
130 SLEEP 4
140 GRAPHIC 2,1:REM SELECT SPLIT SCREEN
150 CIRCLE 1,160,70,50,50
160 CHAR 1,14,1,"SPLIT SCREEN"
170 CHAR 1,8,16,"STANDARD BIT MAP MODE ON TOP"
180 FOR I=1 TO 25
190 PRINT" STANDARD CHARACTER MODE ON THE BOTTOM"
200 NEXT
210 SLEEP 3:REM DELAY
220 SCNCLR:REM CLEAR SCREEN
230 GRAPHIC CLR:REM DE-ALLOCATE BIT MAP

```

## GSHAPE

Retrieve (load) the data from a string variable and display it on a specified coordinate.

**GSHAPE** string variable [X,Y][,mode]

where:

string	Contains shape to be drawn
X,Y	Top left coordinate (0,0 through 319,199) telling where to draw the shape (scaled—the default is the pixel cursor)
mode	Replacement mode: 0 = place shape as is (default) 1 = invert shape 2 = OR shape with area 3 = AND shape with area 4 = XOR shape with area

### SAMPLE PROGRAM:

```
10 REM DRAW, SAVE AND GET THE COMMODORE SYMBOL
20 COLOR 0,1:COLOR 4,1:COLOR 1,7
30 GRAPHIC 1,1:REM SELECT BMM
40 CIRCLE 1,160,100,20,15:REM OUTER CIRCLE
50 CIRCLE 1,160,100,10,9:REM INNER CIRCLE
60 BOX 1,165,85,185,115:REM ISOLATE AREA TO BE ERASED
70 SSHAPE A$,166,85,185,115:REM SAVE THE AREA INTO A$
80 GSHAPE A$,166,85,4:REM EXCLUSIVE OR THE AREA-THIS (ERASES) TURNS OFF PIXELS
90 DRAW 0,165,94 TO 165,106:REM TURN OFF (DRAW IN BKGRND COLOR) PIXELS IN "C="
100 DRAW 1,166,94 TO 166,99 TO 180,99 TO 185,94 TO 166,94:REM UPPER FLAG
110 DRAW 1,166,106 TO 166,101 TO 180,101 TO 185,106 TO 166,106:REM LOWER FLAG
120 PAINT 1,160,110:REM PAINT "C"
130 PAINT 1,168,98 :REM UPPER FLAG
140 SLEEP 5:REM DELAY
150 SSHAPE B$,137,84,187,116:REM SAVE SHAPE INTO B$
160 DO
170 SCNCLR
180 Y=10
190 DO
200 X=10
210 DO
220 GSHAPE B$,X,Y:REM GET AND DISPLAY SHAPE
230 X=X+50:REM UPDATE X
240 LOOP WHILE X<280
250 Y=Y+40:REM UPDATE Y
260 LOOP WHILE Y<160
270 SLEEP 3
280 LOOP
```

### LOCATE

Position the bit map pixel cursor (PC) on the screen.

LOCATE X, Y

### EXAMPLE:

LOCATE 160,100	Position the PC in the center of the bit map screen. Nothing will be seen until something is drawn.
LOCATE +20,100	Move the PC 20 pixels to the right of the last PC position and place it at Y coordinate 100.
LOCATE+30,+20	Move the PC 30 pixels to the right and 20 down from the previous PC position.

### PAINT

Fill area with color.

PAINT [color source],X,Y[,mode]



where:

<b>color source</b>	0 Bit map background 1 Bit map foreground (default) 2 Multi-color 1 3 Multi-color 2
<b>X,Y</b>	starting coordinate, scaled (default at pixel cursor (PC))
<b>mode</b>	0 = paint an area defined by the color source selected 1 = paint an area defined by any non-background source

**EXAMPLE:**

10 CIRCLE 1, 160,100,65,50	Draws an outline of a circle.
20 PAINT 1, 160,100	Fills in the circle with color from source 1 (VIC foreground), assuming point 160,100 is colored in the background color (source 0).
10 BOX 1, 10, 10, 20, 20	Draws an outline of a box.
20 PAINT 1, 15, 15	Fills the box with color from source 1, assuming point 15,15 is colored in the background source (0).
30 PAINT 1, +10, +10	PAINT the screen in the foreground color source at the coordinate relative to the pixel cursor's previous position plus 10 in both the vertical and horizontal positions.

**SCALE**

Alter scaling in graphics mode.

**SCALE n [,Xmax,Ymax]**

where:

n = 1 (on) or 0 (off)  
**X max** = 320-32767  
 (default = 1023)  
**Y max** = 200-32767  
 (default = 1023)

The default scale values are:

Multi-color mode	X = 0 to 159 Y = 0 to 199
Bit map mode	X = 0 to 319 Y = 0 to 199

**EXAMPLES:**

10 GRAPHIC 1,1	Enter standard bit map, turn scaling
20 SCALE 1:CIRCLE 1,180,100,100,100	on to default size (1023, 1023) and draw a circle.

10 GRAPHIC 1,3  
20 SCALE 1,1000,5000  
30 CIRCLE 1,180,100,100,100

Enter multi-color mode, turn scaling on to size (1000,5000) and draw a circle.

## SSHape

Save shapes to string variables.

**SSHape** and **GSHape** are used to save and load rectangular areas of multi-color or bit mapped screens to/from BASIC string variables. The command to save an area of the screen into a string variable is:

**SSHape string variable, X1, Y1 [,X2,Y2]**

where:

<b>string variable</b>	String name to save data in
<b>X1,Y1</b>	Corner coordinate (0,0 through 319,199) (scaled)
<b>X2,Y2</b>	Corner coordinate opposite (X1,Y1) (default is the PC)

### EXAMPLES:

SSHape A\$, 10,10	Saves a rectangular area from the coordinate 10,10 to the location of the pixel cursor, into string variable A\$.
SSHape B\$, 20,30,47,51	Saves a rectangular area from top left coordinate (20,30) through bottom right coordinate (47,51) into string variable B\$.
SSHape D\$,+ 10,+ 10	Saves a rectangular area 10 pixels to the right and 10 pixels down from the current position of the pixel cursor.

Also, see the example program under GSHape for another example.

## WIDTH

Set the width of drawn lines.

**WIDTH n**

This command sets the width of lines drawn using BASIC'S graphic commands to either single or double width. Giving n a value of 1 defines a single width line; a value of 2 defines a double width line.

### EXAMPLES:

WIDTH 1	Set Single width for graphic commands
WIDTH 2	Set double width for drawn lines

# 5

## MACHINE LANGUAGE ON THE COMMODORE 128

This chapter introduces you to 6502-based *machine language programming*. Read this section if you are a beginner or novice machine language programmer. This section explains the elementary principles behind programming your Commodore 128 in machine language. It also introduces you to the 8502 machine language instruction set and how to use each instruction. If you are already an experienced machine language programmer, skip this section and continue to the 8502 Instruction and Addressing Table at the end of the chapter for reference material on machine language instructions. *The 8502 instruction set is exactly the same as the 6502 microprocessor instruction set.*

## **WHAT IS MACHINE LANGUAGE?**

Every computer has its own machine language. The type of machine language depends on which processor is built into the computer. Your Commodore 128 understands 8502 machine language, which is based on 6502 machine language, to carry out its operations. Think of the microprocessor as the brain of the computer and the instructions as the thoughts of the brain.

Machine language is the most elementary level of code that the computer actually interprets. True machine language is composed of binary strings of zeroes and ones. These zeroes and ones act as switches to the hardware, and tell the circuit where to apply voltage levels.

The machine language discussed in this chapter is symbolic 6502 Assembly language as it appears in the C128 Machine Language Monitor. This is not the full-blown symbolic assembly language as it appears in an Assembler package, since symbolic addresses or other higher level utilities that an Assembler software package would provide are not implemented.

Machine language is the lowest level language in which you can instruct your computer. BASIC is considered a high-level language. Although your Commodore 128 has BASIC built in, the computer must first interpret and translate it to a lower level that it can understand, before the computer can act upon BASIC instructions.

With each microinstruction, you give the computer a specific detail to perform. The computer takes nothing for granted in machine language, unlike BASIC, where many unnoticed machine-level functions are performed by one statement. One BASIC statement requires several machine language instructions to perform the same operation. Actually, when you issue a BASIC command, you are really calling a machine language subroutine that performs a computer operation.

## **WHY USE MACHINE LANGUAGE?**

If machine language is more intricate and complicated than BASIC, why use it? Certain applications, such as graphics and telecommunications, require machine language because of its speed. Since the computer does not have to translate from a higher-level language, it runs many times faster than BASIC.

Programs such as those used in arcade games cannot operate in the relatively slow speed of BASIC, so they are written in machine language. Other instances dictate the use of machine language simply because those programming operations are handled better than in a high-level language like BASIC. But some programming functions such as string operations are easier in BASIC than in machine language. In these cases, BASIC and machine language can be used together. You can find information on how to mix machine language with BASIC in Chapter 7.

Inside your computer is a perpetually running program called the operating system. The operating system program controls every function of your computer. It performs functions at lightning speeds you are not even aware of.

The operating system program is written entirely in machine language and is stored in a portion of the computer called the Kernel ROM. (Chapter 13 describes how to take advantage of the machine language programs within the Kernel, and how to use parts of the operating system in your own machine-language programs.)

Though machine language programming may seem more complicated and difficult than BASIC at first, think back to when you didn't know BASIC or your first programming language. That seemed difficult at first, too. If you learned BASIC or another programming language, you can learn machine language. Although it's a good idea to learn a higher-level language such as BASIC before you start machine language, it's not absolutely necessary.

## WHAT DOES MACHINE LANGUAGE LOOK LIKE?

Chapter 2 describes the C128 BASIC 7.0 language. Most statements in BASIC start with a BASIC verb or keyword, followed by an operand. The BASIC *keywords* resemble English verbs. The *operands* are variables, or constants, that are part of an expression. For example,  $A + B = 2$ , is an expression where A, B, and 2 are operands in the expression. Machine-language instructions are similar, though they have a uniform format. Here's the format for an 8502 symbolic machine language instruction as it appears in the C128 Machine Language Monitor:

OP-CODE FIELD      OPERAND FIELD

### OPERATION CODE (OP-CODE) FIELD

The first part of a machine-language instruction is called the *operation code* or op-code. The op-code is comparable to a BASIC verb, in that it is the part of the instruction that performs an action. A machine language op-code is also referred to in an assembly language as a mnemonic. All 8502 (6502) machine language assembler mnemonics are three-letter abbreviations for the functions they perform. For example, the first and most common instruction you will learn is LDA, which stands for Load the Accumulator. This chapter defines all of the mnemonics.

## OPERAND FIELD

The second portion of a machine-language instruction is the OPERAND field. In the C128 Machine Language Monitor, the operand is separated from the op-code with at least one space and preceded by a (\$) dollar sign, (+) plus sign (decimal), (&) ampersand (octal), or a (%) percent (binary) sign to signify that the operand is a hexadecimal, decimal, octal or binary number. An ADDRESS is the name of or reference to a specific memory location within the computer.

The number of a memory location is its address, just like houses on your street are numbered. Addresses in your computer are necessary so they can receive, store and send (LOAD) data back and forth to the microprocessor.

When you use the Commodore 128's built-in machine-language monitor, all numbers and addresses default to hexadecimal numbers, but they can be represented in decimal, octal or binary. The address is the hexadecimal number of the specified memory location. When you use an ASSEMBLER, the addresses are referred to as symbolic addresses. Symbolic addresses allow you to use variable names, instead of absolute addresses that specify the actual memory location. You declare the symbolic address to be the numeric address in the beginning of your machine language program or allow the assembler to assign the address.

When you refer to that address later in the program, you can refer to the symbolic address rather than to the absolute address as does the Machine Language Monitor. Using an assembler and symbolic addresses make programming in machine language easier than using the machine-language monitor and absolute addresses. You will learn about the eleven addressing modes later in this chapter.

As you know, the second part of a machine-language instruction is the OPERAND. A machine language operand can be a constant; it does not necessarily have to be an address reference. When a constant in machine language appears in place of an address as the second part of an instruction, an operation is performed on a data value rather than a memory location.

A pound sign (#) in front of the operand signifies immediate addressing, which you will learn more about later in the chapter. The pound sign is only used as an aid for the symbolic language programmer. The pound sign tells the computer to perform machine-language instruction on a constant, and not an address. In the case of the Machine Language Monitor, variable names are not allowed. To represent variables in the monitor, you must reference a memory location where your variable data value is stored.

## EXAMPLES OF MACHINE-LANGUAGE INSTRUCTIONS

```
LDA $100      ; Absolute addressing
LDA $10       ; Zero page absolute addressing
LDA ($FA),Y   ; Indirect indexed addressing
LDA $2000,X   ; Indexed addressing (absolute)
LDA #$10      ; Immediate addressing (constants)
```

## THE SIMILARITIES AND DIFFERENCES BETWEEN AN ASSEMBLER AND A MACHINE LANGUAGE MONITOR

An *assembler* and *machine-language monitor* both provide for symbolic op-codes. Assemblers typically allow symbolic operands as well, whereas the C128 machine-language monitor refers to addresses and operands literally (*absolutely*).

An assembler typically has two forms of a file: source code and object code. Source code is the file you create when you are writing the program including symbolic start addresses and comments.

The source code file is not executable. It must be assembled (in an intermediate process) into object code, which is executable code.

The machine language monitor start address is determined by where you place the actual instructions in memory. The monitor does not provide for comments. The resulting program, once it is input, is executed immediately as a binary file. No intermediate assembly step is needed.

## THE 8502 MICROPROCESSOR REGISTERS

You have learned that an address is a reference to a specific memory location among the 2 banks of RAM within the Commodore 128. Separate and independent of those RAM locations are special purpose work and storage areas within the microprocessor chip itself, called registers. These registers are where the values are manipulated. The manipulation of the microprocessor registers and their communication with the computer's memory (RAM and ROM) accomplishes all the functions of machine language and your computer's operating system.

Figure 5-1 shows a block diagram of the 8502 microprocessor. As shown in the figure, the 8502 microprocessor registers are:

- Accumulator
- X index register
- Y index register
- Status register
- Program counter
- Stack pointer

Following are descriptions of these registers.

### THE ACCUMULATOR

The accumulator is one of the most important registers within the 8502 microprocessor. As the name implies, it accumulates the results of specific operations. Think of the accumulator as the doorway to your microprocessor. All information that enters your computer must first pass through the accumulator (or the X or Y register).

For example, if you want to store a value within one of the RAM locations, you must first load the value into the accumulator (or the X or Y register) and then store it into the specified RAM location. You cannot store a value directly into RAM, without placing it into the accumulator or the index registers first. (The index registers are described in the following section.)

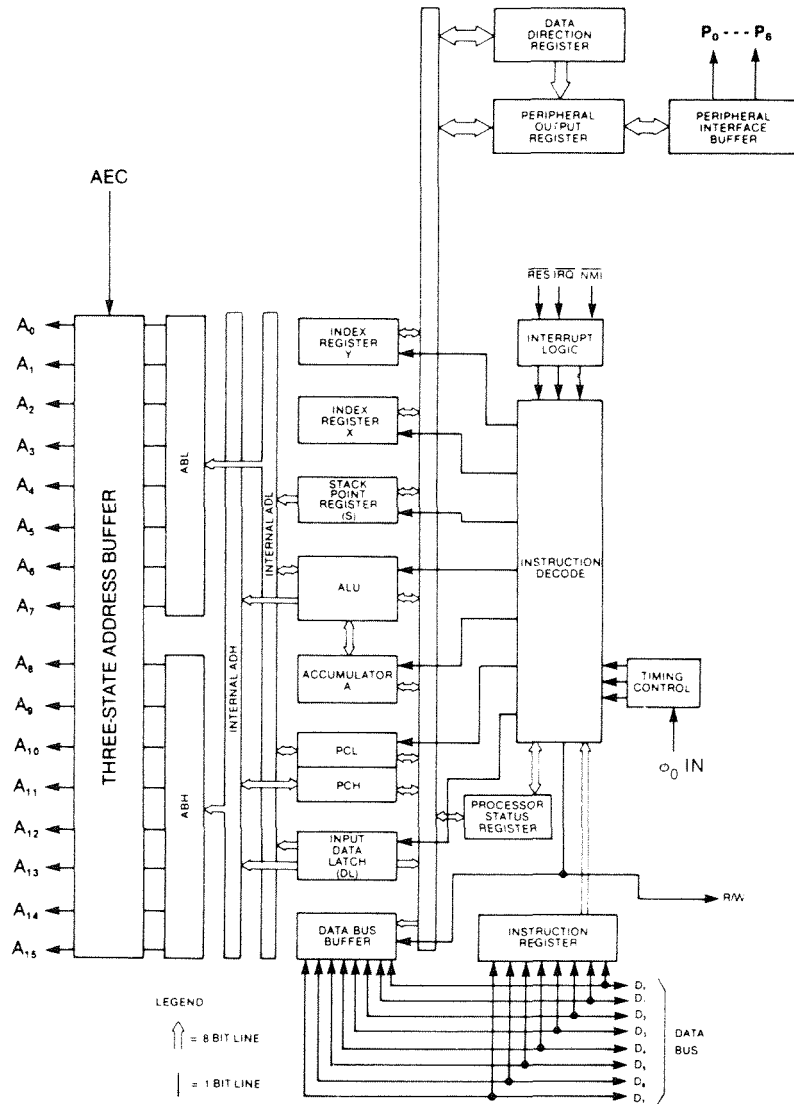


Figure 5-1. 8502 Block Diagram



All mathematical operations are performed within the arithmetic logic unit (ALU) and stored in the accumulator. It is considered a temporary mathematical work area. For example, you want to add two numbers,  $2 + 3$ . First, load the accumulator with the 2. Next add 3 with the ADC mnemonic. Now, you want to perform another operation. You must store the answer from the accumulator into a RAM location before you perform the next math operation. If you don't, your original answer is erased.

The accumulator is so important that it has an addressing mode of its own. All the instructions using this mode pertain specifically to the accumulator. The following three sample instructions pertain solely to the accumulator in its own addressing mode:

```
LDA - LOAD accumulator with memory
STA - STORE the accumulator in memory
ADC - ADD contents of memory to the accumulator
```

Details on all of the accumulator addressing commands are given later in this chapter.

## THE X AND Y INDEX REGISTERS

The second most used registers are the *X* and *Y index registers*. These index registers are used primarily to modify an address by adding an index within a machine-language instruction. They also can be used as temporary storage locations or to load values and store them in RAM like the accumulator.

When modifying an address, the contents of the index registers are added to an original address, called the base address, to find an address relative to the base address. The resulting address yields the effective address—i.e., the location where a data value is stored or retrieved. The effective address is acted upon by machine-language instructions. For example, you want to place the value 0 in locations 1024 through 1034. In BASIC, here's how you do it:

```
10 FOR I = 1024 to 1034
20 POKE I,0
30 NEXT
```

Here's how you do it in symbolic machine language by using the *X* or *Y* index register. NOTE: Don't worry if you don't understand all of the following instructions. They are discussed fully in the TYPES OF INSTRUCTIONS section, later in this chapter.

	LDA #\$00	Load the Accumulator with 0
	TAX	Transfer the contents of Accumulator (0) to X Register.
START	STA \$0400,X	Store contents of Accumulator in address \$0400 + X
	INX	Increment the X register
	CPX #\$0B	Compare the X register with \$0B (11 decimal)
	BNE START	If X register does not equal 11 branch to START.
	BRK	Stop

\* = In the machine-language monitor the symbolic label START is not allowed, so it would appear as an absolute address reference (eg; \$183B).

The BASIC example above places a 0 in locations (addresses) 1024 through 1034. Line 10 sets up a loop from memory locations 1024 to 1034. Line 20 POKEs the value 0 into the location specified by I. The first time through the loop, I equals 1024. The second time through the loop, I equals 1025 and so on. Line 30 increments the index variable I by 1 each time it is encountered.

The previous machine-language example accomplishes the same task as the BASIC example. LDA #\$00 loads a 0 into the accumulator. TAX transfers the contents of the accumulator into the X-index register. The following machine-language instructions form a loop:

```
START   STA $0400,X
        INX
        CPX #$0B
        BNE START
```

Here's what happens within the loop. STA \$0400,X stores a 0 in location \$0400 (hex) the first time through the loop. Location \$0400 is location 1024 decimal. INX increments the X register by 1, each cycle through the loop. CPX #\$0B compares the contents of the X register with the constant 11 (SOB). If the contents of the X register do not equal 11, the program branches back to START STA \$0400,X and the loop is repeated.

The second time through the loop, 0 is stored in address \$0401 (1025 decimal) and the X register is incremented again. The program continues to branch until the contents of the X register equal 11.

The effective address for the first cycle through the loop is \$0400 which is 1024 decimal. For the second cycle through the loop the effective address is \$0400 + 1, and so on. Now you can see how the index registers modify the address within machine-language instruction.

## THE STATUS REGISTER

The microprocessor's *status register* indicates the status of certain conditions within the 8502. The status register is controlled by seven programming states of the microprocessor, and indicates the conditions with flags. The status register is one byte, so each flag is represented by a single bit. Bit 5 is not implemented.

Branching instructions check (4 of the 7 bits in) the status register to determine whether a condition has occurred. The conditions for branching pertain to the value of the bits in the status register. If a condition is true, meaning the FLAG bit corresponding to one of the four conditions is high (equal to a 1), the computer branches. If the condition you are testing is not true, the computer does not branch and the program resumes with the instruction immediately following the branch.

Figure 5-2 shows the layout of the 8502 status register and lists the conditions the status register flags.

## N V BO I 2 C PROCESSOR STATUS REG "P"

```

_» . CARRY      1 = TRUE
-* - ZERO      1 = RESULT ZERO
-*)» IRQ DISABLE  1 = DISABLE
-* - DECIMAL MODE 1 = TRUE
-* " BRK COMMAND

-•• OVERFLOW    1 = TRUE
•• NEGATIVE     1 x NEG

```

Figure 5-2. 8502 Status Register

The Carry bit (0) is set if an addition operation carries a bit into the next position to the left of the leftmost bit. The Carry bit is set by other conditions, of which this is one. The SEC instruction sets the Carry bit. Clear the Carry bit with the CLC instruction.

The Zero bit (1) is set if the result of an operation equals zero. The command BEQ stands for Branch on result Equal to Zero. The command BNE stands for Branch on Result Not Equal to zero. If the zero bit in the status register is set, the program branches to the address relative to the current program counter value (for a BEQ instruction). Otherwise, the BEQ command is skipped and the program resumes with the instruction immediately following the BEQ statement.

The IRQ Disabled bit (2) is set if your program requests interrupts to be disabled with the SEI command (Set Interrupt Disable Status). The Disable Interrupt Status bit is cleared with the CLI command (Clear Interrupt Disable bit) to permit interrupts to occur. You will learn more about programming interrupts in the section entitled TYPES OF INSTRUCTIONS and in the Raster Interrupt program explanation in Chapter 8.

The microprocessor sets the Decimal Mode bit (3) if you instruct the microprocessor to SET Decimal Mode with the SED instruction. Clear the Decimal Mode bit with the CLD instruction, Clear Decimal Mode.

The BRK flag (bit 4) operates similar to the IRQ disable flag. If a BRK instruction occurs, it is set to 1. Like an IRQ interrupt, the BRK causes the contents of the program counter to be pushed onto the stack. The contents of the status register is pushed on top of the stack and evaluated. If the BRK flag is set, the operating system or your application program must evaluate whether or not a BRK or interrupt has occurred.

If the BRK flag is cleared once the status register is pushed onto the stack, the processor handles this as an interrupt and services it. Unlike an interrupt, the BRK flag causes the address of the program counter plus two to be saved. The microprocessor expects this to be the address of the next instruction to be executed. You may have to

adjust this address since it may not be the actual address of the next instruction within your program.

The Overflow flag (bit 6) is set by a signed operation overflowing into the sign bit (bit 7) of the status register. You can clear the Overflow bit in the status register with the CLV instruction (Clear Overflow flag). You can conditionally branch if the Overflow bit is set with the BVS (Branch Overflow Set) instruction. Similarly, you can conditionally branch if the overflow bit is clear with the BVC (Branch Overflow Clear) instruction. The BIT instruction can be used to intentionally set the overflow flag.

The microprocessor sets the negative flag (bit 7) if the result of an arithmetic operation is less than 0. You can conditionally branch if the result of an arithmetic operation is negative, using the BMI instruction, (Branch on result Minus) or positive using the BPL instruction, (Branch on Result Positive).

The status register indicates seven important conditions within the microprocessor while your machine language program is executing. Your program can test for certain conditions, and act upon the results. It gives you a way to conditionally control certain machine level functions depending on the value of the status flags.

## THE PROGRAM COUNTER

So far all of the registers within the 8502 are 8 bits, or one byte. The *program counter* is twice as wide (16 bits) as the accumulator, X or Y registers or the status register. The program counter is a 16-bit register because it holds the current address of the next instruction to be executed. The addresses used in an 8502-based microprocessor are all 16 bits wide. They have to be in order to address all locations within each 64K RAM bank.

The program counter holds the address of the next instruction to be executed. It fetches the addresses of the instructions sequentially (usually) and places them on the 16-bit address bus. The processor obtains the data or instructions at the specified 16-bit address from the data bus. Then they are decoded and executed.

## THE STACK POINTER

Within the RAM of the Commodore 128 is a temporary work area called the *stack*. It starts at location decimal 256 and ends at location 511 (hex \$100 to \$1FF). This area of computer RAM is referred to as page 1. Paging is explained in the next section.

The stack is used for three purposes in your computer: temporary storage, control of subroutines, and interrupts. The stack is a LIFO (Last In, First Out) structure which means the last value placed on the stack is the first one taken off. When you place a value on the stack, it is referred to as pushing. When you take a value off the stack, it is considered pulling or popping.

Think of the structure as a stack of lunch trays in a cafeteria. The first tray used is the one that is pulled off the top. The last one used is the one on the bottom, and it is used only if all the others are pulled off before it.

The stack pointer is the address of the top stack value (plus 1). When a value is pulled from the stack, the stack pointer then indicates the new address of the next item on the stack. When a subroutine is called or an interrupt occurs, the

address where the interrupt or subroutine occurs is pushed on top of the stack. Once the interrupt or subroutine is serviced, the address where it occurred is popped off the stack and the computer continues where it left off when the interrupt or subroutine occurred.

## 16-BIT ADDRESSING: THE CONCEPT OF PAGING

The Commodore 128 contains 128K of Random Access Memory (RAM). This means you have two banks of 65536 (64K) RAM memory locations (minus two for locations 0 and 1, which are always present in a RAM bank). Since the 8502 is an 8-bit microprocessor, it needs two 8-bit bytes to represent any number between 0 and 65535. One eight-bit byte can only represent numbers between 0 and 255. Your computer needs a way to represent numbers as large as 65535 in order to address all the memory locations.

Here's how your computer represents the largest number in one 8-bit byte. The computer stores it as a binary number. You usually represent it as a hexadecimal number in your machine-language programs. Figure 5-3 shows the relationship between binary, hexadecimal and decimal numbers.

BINARY	HEXADECIMAL	DECIMAL
1 eight-bit Byte = 1 1 1 1 1 1 1 1	\$FF	255

Figure 5-3. Comparison of Number Systems

A byte contains eight binary digits (bits). Each bit can have a value of 0 or 1. The largest number your computer can represent in eight binary digits is 1 1 1 1 1 1 1 1, which equals 255 in decimal. This means all eight bits are set, or equal to 1. A bit is considered off if it is equal to 0. In converting binary to decimal, all the binary digits that are set are equal to 2 raised to the power of the bit position. The bit positions are labeled 0 through 7 from right to left. Figure 5-4 provides a visual representation of converting binary to decimal.

$$\begin{array}{cccccccc}
 & & & & & & & 2^7 \\
 \text{One binary byte} & = & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\
 \text{The byte in decimal} & = & 128 & + & 64 & + & 32 & + & 16 & + & 8 & + & 4 & + & 2 & + & 1 & = & 255
 \end{array}$$

Figure 5-4. Binary/Decimal Conversion

The top of each column represents the value of 2 raised to the power of the bit position. Since each bit is turned on when you represent the largest number in one byte, add all the values at the bottom of each to obtain the decimal equivalent. Figure 5-5 shows another example that converts the binary number 1 1 0 0 1 0 1 0 to decimal.

	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	
One binary byte	=	1	1	0	0	1	0	1	0
The byte in decimal	=	128	+ 64	+ 0	+ 0	+ 8	+ 0	+ 2	+ 0 = 202

Figure 5-5. Binary/Decimal Conversion

Remember, only add the values of two raised to the bit position if the bit is set. If a bit is off, it equals zero.

Now that you can convert one byte from binary to decimal, you are probably wondering what this has to do with 16-bit addressing. We mentioned before that the program counter—the register responsible for storing the address of the next instruction to be executed—is 16 bits wide. This means it uses two bytes side-by-side to calculate the address.

You just learned about the low byte, the lower half of the 16 bits used to represent an address. The upper half of the 16-bit address is called the high byte. The high byte calculates the upper half of the address the same way as the low byte, except the bit position numbers are labeled from 8 on the right to 15 on the left. When you raise 2 to the power of these bit positions, and add the resulting values to the low byte of the address, you arrive at addresses that go up to 65535. This allows your computer to represent any number between 0 and 65535, and address any memory location within each 64K RAM bank. Figure 5-6 is an illustration of a 16-bit address in decimal:

<b>High Byte</b>	$2^{15}$	$2^{14}$	$2^{13}$	$2^{12}$	$2^{11}$	$2^{10}$	$2^9$	$2^8$	
<b>One binary byte =</b>	1	1	1	1	1	1	1	1	
<b>The byte in decimal</b>	= 32768 + 16384 + 8192 + 4096 + 2048 + 1024 + 512 + 256 = 65280								
<b>Low Byte</b>	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	
<b>One binary byte =</b>	1	1	1	1	1	1	1	1	
<b>The byte in decimal</b>	= 128 + 64 + 32 + 16 + 8 + 4 + 2 + 1 =								<b>255-255 65535</b>

Figure 5-6. Example of 16-Bit Address in Decimal

You can see that the highest number of the high byte of the 16-bit address is 65280. And you know that the highest number of the low byte of the 16-bit address equals 255. Add the highest high-byte and the highest low-byte number ( $65280 + 255$ ), to arrive at 65535, the highest address within each of the two 64K RAM banks.

When the microprocessor calculates the address of the next instruction, it looks at the high byte of the 16-bit program counter. Try to think of the high byte of the address as just another 8-bit byte. If this was the case, the bit positions would be labeled from 0 on the right through 7 on the left, just like the low byte of the address. Therefore, the largest number this 8-bit byte can represent again is 255 decimal.

The value in the high byte determines which 256-byte block is accessed. These 256-byte blocks are referred to as pages. The high byte determines the page boundary of the address, so the high byte is calculated in increments of 256 bytes. The high byte of the program counter determines which of the possible 256 pages is being addressed. If you multiply the number of possible pages, 255 by 256 bytes, you realize the highest page starts at location 65280, decimal, the same number as in the high byte in Figure 5-6. Location 65280 is the highest page boundary addressable.

What if you want to address a memory location that does not lie on a page boundary? That's where the low byte of the 16-bit address comes in.

The high byte of the program counter represents the 256-byte page boundary. All addresses between boundaries are represented by the low byte. For example, to address location 65380 decimal represent the high byte as 255, since 255 times 256 equals 65280. You still have to move 100 addresses higher in memory to location 65380.

The low byte contains the value 100 decimal. The low byte value is added to the high byte to find the actual, or effective address.

When you look at the memory map of your Commodore 128, you will see references to the low byte and high byte pointers or vectors to certain machine-language routines within the operating system or to important system memory locations, like the start of BASIC.

You can find out the contents of these addresses and where the routines reside in your Commodore 128's memory by using the PEEK command in BASIC, or the Memory command in the Machine Language Monitor. To find the effective address using BASIC, look in the memory map for the reference to a specific routine or system function, sometimes called a vector. PEEK the high byte, the page number of the routine. Multiply by 256 to find the page boundary. Then PEEK the low byte and add it to the page boundary to arrive at the effective decimal address.

Keep in mind that all the address calculations are performed in binary. They are explained in decimal so they're easier to understand. In your machine language programs, you will usually reference memory in hexadecimal notation, explained in the next section.

# **HEXADECIMAL NOTATION**

Your 8502 microprocessor only understands the binary digits 0 and 1. Although machine language usually requires hexadecimal notation and BASIC processes decimal numbers, those numbers are translated and processed as binary numbers. Your computer uses three different number systems, binary (base 2), hexadecimal (base 16) and decimal (base 10). The machine-language monitor also uses the octal number base. A number base is also referred to as a radix; therefore, the C128 uses four radices, but the microprocessor only understands binary at machine level.

BASIC understands decimal numbers because they are easiest for people to use. Although BASIC doesn't process as fast as machine language, the ease of use makes up for the loss of speed.

Machine language uses hexadecimal notation because it is closer to the binary number system and easier to translate than decimal. Hexadecimal representation is also used usually by machine-level programmers because it is easier for people to think of a group of eight binary digits (a whole byte) than it is to think of them as separate digits by themselves. How do you find it easier to represent this value:

3A (hexadecimal), or as 00111010 (binary)?

Once values are translated from the higher level language into a form that the microprocessor can understand (binary digits or bits), they are interpreted as electronic switches by the internal circuitry. The switches determine if an electronic impulse will be transmitted by the integrated circuit (I.C.) to perform a specific function, such as addressing a memory location. If the bit equals 1, the switch is interpreted as on, which sends a voltage level (approximately 3 to 5 volts) through the I.C. If the binary digit is equal to 0, no voltage is transmitted. Though this is a simplified illustration, you get an idea of how the microcomputer system can translate, process and perform the instructions you give to your computer. The hardware and software merge here, at machine level.

## **UNDERSTANDING HEXADECIMAL (HEX) NOTATION**

The key behind understanding hexadecimal (base 16) numbers is to forget about decimal (base 10). Hexadecimal digits are labeled from 0 through 9 and continuing with A through F, where F equals 15 in decimal. By convention, hexadecimal numbers are written with a dollar sign preceding the value so that they can be distinguished from decimal values. Figure 5-7 provides a table of the hexadecimal digits and their decimal and binary equivalents:



HEXADECIMAL	DECIMAL	BINARY
\$0	0	0000
\$1	1	0001
\$2	2	0010
\$3	3	0011
\$4	4	0100
\$5	5	0101
\$6	6	0110
\$7	7	0111
\$8	8	1000
\$9	9	1001
\$A	10	1010
\$B	11	1011
\$C	12	1100
\$D	13	1101
\$E	14	1110
\$F	15	m i

**Figure 5—7. Hexadecimal Decimal Binary Conversion**

Each hex digit represents four bits. The highest number you can represent with four bits is 15 decimal. In machine language, you usually represent operands and addresses as two or four hex digits. Since each hex digit of a four-digit hexadecimal address takes up four bits, four of them represent 16 bits for addressing.

At first you'll find yourself converting decimal addresses and operands into hexadecimal. Then you'll want to convert the other way. See the HEX\$ and DEC functions for quick and easy decimal to HEX conversions. In the machine language monitor, use the (+) plus sign to represent decimal numbers. Use the conversions for now, but eventually you should find yourself thinking hexadecimal notation instead of always converting from decimal to hexadecimal.

## ADDRESSING MODES IN THE COMMODORE 128

*Addressing* is the process by which the microprocessor references memory. The 8502 microprocessor has many ways to address the internal locations in memory. The different addressing modes require either one, two or three bytes of storage depending on the instruction. Each instruction has a different version and op-code. For example, LDA (LoaD the Accumulator) has eight versions, each with a different op-code to specify the various addressing modes. See the 8502 Instruction and Addressing Table section for the different versions of all the 8502 machine-language instructions.

## ACCUMULATOR ADDRESSING

*Accumulator addressing* implies that the specified operation code operates on the accumulator. The operand field is omitted since the instruction can only perform the operation on the accumulator. Accumulator instructions require only one byte of storage. Here are some examples of accumulator addressing instructions:

INSTRUCTION	HEX OPCODE	MEANING
<b>ASL</b>	<b>\$0A</b>	<b>Shift one bit left</b>
<b>LSR</b>	<b>\$4A</b>	<b>Shift one bit right</b>
<b>ROR</b>	<b>\$6A</b>	<b>Rotate one bit right</b>

## IMMEDIATE ADDRESSING

*Immediate addressing* specifies that the operand be a constant value rather than the contents of a particular address. The operand is the data, not a pointer to the data. At machine level, the microprocessor actually interprets an operand field constant and an address in the operand field as two different op-codes, so the pound sign gives the programmer a way to distinguish between the data and a pointer to the data. Immediate addressing instructions require two bytes of storage. Here are some immediate addressing instruction examples:

INSTRUCTION	HEX OPCODE	MEANING
<b>LDA #\$0F</b>	<b>\$A9</b>	<b>Load the accumulator with 15 (\$0F)</b>
<b>CMP #\$FF</b>	<b>\$C9</b>	<b>Compare the accumulator with 255 (\$FF)</b>
<b>SBC #\$E0</b>	<b>\$E9</b>	<b>Subtract 224 (\$E0) from accumulator</b>

## ABSOLUTE ADDRESSING

*Absolute addressing* allows you to access any of the memory locations within either 64K RAM bank. Absolute addressing requires three bytes of storage; the first byte for the op-code, the second for the low byte of the address and the third for the high byte. Here are some examples of absolute addressing instructions:

INSTRUCTION	HEX OPCODE	MEANING
<b>INC \$4FFC</b>	<b>\$EE</b>	<b>Increment the contents of address \$4FFC by 1</b>
<b>LDX \$200C</b>	<b>\$AE</b>	<b>Load the X register with the contents of address \$200C</b>
<b>JSR \$FFC3</b>	<b>\$20</b>	<b>Jump to location \$FFC3 and save the return address</b>

## ZERO-PAGE ADDRESSING

*Zero-page addressing* requires two bytes of storage; the first byte is used for the opcode and the second for the zero-page address. Since zero page ranges from addresses 0 through 255, the computer only needs the low byte to represent the actual address. The high byte is assumed to be 0; therefore, it is not specified. When addressing a zero-page location, you can still use absolute addressing; however, the execution time is not as fast as zero-page addressing. Here are some examples:

INSTRUCTION	HEX OPCODE	MEANING
<b>LDA \$FF</b>	<b>\$A5</b>	<b>Load the accumulator with the contents of zero-page location \$FF (255)</b>
<b>ORA \$E4</b>	<b>\$05</b>	<b>OR the accumulator with the contents of location \$E4</b>
<b>ROR \$0F</b>	<b>\$66</b>	<b>Rotate the contents of location \$0F one bit to the right</b>

## IMPLIED ADDRESSING

In *implied addressing mode*, no operand is specified because the op-code suggests the action to be taken. Since no address or operand is specified, an implied instruction requires only one byte for the op-code. Some examples are:

INSTRUCTION	HEX OPCODE	MEANING
<b>DEX</b>	<b>\$CA</b>	<b>Decrement the contents of the X register</b>
<b>INY</b>	<b>\$C8</b>	<b>Increment the contents of the Y register</b>
<b>RTS</b>	<b>\$60</b>	<b>Return from Subroutine</b>

## RELATIVE ADDRESSING

*Relative addressing* is used exclusively with branch instructions. The branch instructions (BEQ, BNE, BCC, etc.) allow you to alter the execution path depending on a particular condition. Branch instructions are similar to IF . . . THEN statements in BASIC since they both conditionally perform a specified set of instructions.

The operand in the branch instruction determines the destination of the conditional branch. For example, the op-code BEQ stands for Branch on result Equal to zero. If the zero flag in the status register is equal to 1 add the operand to the program counter and continue execution at this new address. Figure 5-8 provides an example in symbolic assembly language.

	<b>LDA #\$01</b>	<b>.01800 A9 01</b>	<b>LDA #\$01</b>
	<b>STA TEMP</b>	<b>.01802 85 FA</b>	<b>STA \$FA</b>
	<b>DEC TEMP</b>	<b>.01804 C6 FA</b>	<b>DEC \$FA</b>
<b>START</b>	<b>BEQ START</b>	<b>.01806 F0 FC</b>	<b>BEQ \$1804</b>
	<b>LDX #\$01</b>	<b>.01808 A2 01</b>	<b>LDX #\$01</b>
	<b>STA COUNT</b>	<b>.0180A 85 FB</b>	<b>STA \$FB</b>
	<b>(A)</b>	<b>(B)</b>	<b>(C)</b>

\*NOTE: The machine language monitor does not provide for symbolic addresses and labels like TEMP and START.

Figure 5-8. Relative Addressing

Figure 5-8 lists the (A) code on the left as it appears in symbolic assembly language. The code (B) in the middle is the actual machine-level machine code as it appears in the machine language monitor. The (C) code to the right is the symbolic machine language as it appears in the monitor as executable code.

In this program segment, the first instruction Loads the Accumulator with 1. STA is the op-code for STore the contents of the Accumulator in the variable TEMP. The third instruction, DEC, decrements the contents of the variable TEMP. In the third instruction, START is a label which marks the beginning of the conditional loop. The branch instruction (BEQ) checks to see if the value stored in TEMP equals 0 as a result of the DECrement instruction. The instruction marks the end of the loop.

The first time through this loop, the result in TEMP equals 0 so program control branches back to the instruction specified by the label START.

The second time through the loop, TEMP is less than zero; therefore, the zero flag in the status register is cleared, the program does not branch to START and continues with the statement directly following the branch instruction (LDX #\$01).

Because of the way this program segment is written, a branch can occur only once, the first time through the loop.

Under relative addressing, the first byte of the instruction is the op-code and the second is the operand, representing an offset of a number of memory locations. The location to branch back to is not interpreted as an absolute address but an offset relative to the location of the branch instruction in memory.

The offset ranges from -128 through 127. If the condition of the branch is met, the offset is added to the program counter and the program branches to the address in memory.

In the example in Figure 5-8, notice that the operand in the branch instruction is only one instruction past the label START. The operand START is interpreted by the computer as an offset of three bytes backward in memory since the DEC instruction use 2 bytes and the BEQ op-code uses one byte. The 8502 can only branch forward 127 bytes and branch backward by 128 bytes.

If you enter the machine-language monitor and disassemble the machine-language code, you'll see how the computer represents a branch instruction operand as in part (B) of Figure 5-8. The symbolic code in part (C) operand field represents the operands as absolute addresses but the assembled hexadecimal code to the left in part (B) of the op code stores the operand using one byte, a number plus or minus the address of the branch instruction. The largest number for a forward branch is \$7F. A backward branch is represented by hex numbers greater than \$80. When you are within the machine-language monitor, subtract the operand offset from 255 (\$FF) to find the actual value of the negative offset. In this case \$FF minus 3 equals \$FC, which is the operand in the branch instruction in part (B) of Figure 5-8.

Here are some examples of relative addressing branch instructions:

INSTRUCTION	HEX OP-CODE	MEANING
BEQ	\$F0	Branch on result Equal to 0
BNE	\$D0	Branch on result Not Equal to 0
BCC	\$90	Branch on Carry Clear

## INDEXED ADDRESSING MODES

The Commodore 128 has two special-purpose registers: the X and Y index registers. In indexing addressing modes, index registers modify an address by adding their contents to a base address to arrive at the actual or effective address. For example, here's a program segment that illustrates the importance of address modification, using the X and Y index registers:

```

LDA #$0F
LDX #$00
LOOP STA $2000,X
      INX
      BNE LOOP

```

The first instruction in this program loads the accumulator with \$0F(15 decimal). The second instruction loads the X register with 0. The third instruction stores the contents of the accumulator into the address \$2000 added to the contents of the X index register. The first time the loop cycles, \$0F is stored in address \$2000 (\$2000 + 0 = \$2000). The next instruction (INX) increments the contents of the X register. The last instruction in the loop branches to the statement specified by the label LOOP, which is the STA \$2000, X instruction. The second time through the loop, \$0F is stored in location \$2001 (\$2000 + 1). The third cycle of the loop stores \$0F in location \$2002, etc.

The loop continues to cycle and stores \$0F in consecutive locations until the X register equals 0. In other words, the loop circulates 256 times until the X register equals 0, since 255 plus 1 is represented as 0. This is because the extra bit is carried over to the ninth bit position, which doesn't exist in an eight-bit number, so the register is reset to zero. This is similar to when your car odometer is set at 99,999 miles. When you travel another mile the dial resets to 00,000.

This example shows just one way to modify addresses with the index registers. The Commodore 128 has four indexed addressing modes: (1) indexed absolute addressing (illustrated in the example just shown), (2) indexed zero-page addressing, (3) indexed indirect addressing, and (4) indirect indexed addressing.

## INDEXED ZERO-PAGE ADDRESSING

This type of addressing is similar to zero-page addressing except that the index registers (X or Y) are used to modify addresses within page zero (\$00 to \$FF) of memory. Since zero-page addressing requires no high byte to represent the page number, this type of instruction requires only two bytes of memory. The effective (actual) address is calculated by adding the contents of the index register to the low byte of the address in the program counter. This addressing mode is faster and more efficient than using indexed absolute addressing in zero page.

Here are some examples of indexed zero-page addressing instructions:

INSTRUCTION	HEX OP-CODE	MEANING
<b>INC operand, X</b>	<b>\$F6</b>	<b>Increment the contents of memory by 1. The base address (the operand) is added to the contents of the index register (X).</b>
<b>CMP operand,X</b>	<b>\$D5</b>	<b>Compare the contents of the accumulator with memory. The memory base address (the operand) is added to the contents of the index register (X).</b>

## INDEXED ABSOLUTE ADDRESSING

Indexed absolute addressing allows you to access and modify any of the memory locations in each of the two 64K banks. The effective address is calculated by adding the contents of the index register (X or Y) to the high and low byte base address determined by the operand. Since absolute addressing can access any of the available memory locations, high and low bytes are required to form the 16-bit address. Therefore, this type of addressing requires three bytes.

Here are some examples of indexed absolute addressing instructions:

INSTRUCTION	HEX OP-CODE	MEANING
<b>AND operand,Y</b>	<b>\$39</b>	<b>Perform the logical AND operation on the accumulator and the contents of memory base address plus the contents of the register (Y).</b>
<b>ASL operand,X</b>	<b>\$1E</b>	<b>Shift the contents of the memory (the memory is the base address (the operand) added to the contents of the index register (X)) one bit to the left.</b>

## THE INDIRECT ADDRESSING CONCEPT

So far you've learned that the computer calculates the effective address as the base address (in the program counter) plus the offset from the contents of the index registers if indexed addressing is used. Indirect addressing calculates the effective address differently.

Think of indirect addressing as the address of an address. Here's an illustration using absolute indirect addressing:

```
JMP ($0326)
```

The above JuMP instruction is an example of absolute indirect addressing. This type of instruction requires three bytes: one for the op-code, one for the low byte and one byte for the high byte of the 16-bit address. The parentheses indicate that indirect addressing is used. The second and third bytes of the JMP instruction specify the low and high byte of the address. The address in the operand field is only the low byte of the effective address. The contents of the byte immediately following the address specified in the JMP instruction is automatically placed into the program counter as the high byte of the effective address. In this example, the contents of location \$0326 and \$0327 represent the address of the actual instructions to be executed. For example, location \$0326, the low byte of the effective address, contains the value \$65 and location \$0327, the high byte of the effective address, contains the value \$F2. The high- and low-byte values are placed in

the program counter as the address SF265, the actual address of the next instruction the computer executes then is SF265.

If the parentheses were not present, the assembler interprets the instruction as an absolute addressing instruction. The computer would understand the low byte to be \$26 and the high byte to be \$03 and would JuMP to the instruction located at \$0326 instead of the intended address of \$F265. Since this is not the case, the high byte is automatically presumed to be the low byte address plus 1 (the contents of \$0327).

The last two addressing modes, indirect indexed and indexed indirect, use the same principle as absolute indirect addressing. Here's an explanation of each.

## **INDEXED INDIRECT ADDRESSING**

Indexed indirect addressing is similar to absolute indirect, although it uses index registers to modify an address. This type of addressing, sometimes called indirect X addressing, requires two bytes of storage: the first byte is for the op-code and the second is for the operand which is used in the effective address calculation. The address specified in the second byte is added to the contents of the X register and the carry, if any, is ignored. The results point to an address in page zero in which its contents contain the low byte of the effective address. The zero page address plus 1 indicates the high byte of the effective address. Both locations in which the low and high bytes of the effective address are contained must be located in page zero, locations \$00 through \$FF. Here's an example:

```
LDX #$04
LDA #$00
STA ($DF,X)
```

The first line loads the X register with \$04. Next, the accumulator is loaded with 0. The third instruction stores zero in the effective address. Calculate the effective address by taking the base address \$DF (not the contents of it) and add the contents of the X register (\$04) to it, which equals \$E3. The contents of location \$E3 is the low byte of the effective address and the contents of \$E4 is the high byte of the effective address. For example, the contents of address \$E3 contain \$56 and the contents of address \$E4 contain \$F3. Since the contents of \$E3 is the low byte and the contents of \$E4 is the high byte, the effective address is \$F356. Indexed indirect addressing is referred to as pre-indexing because the indexing occurs before the effective address is actually obtained. Indirect X addressing is useful in addressing a series of pointers such as the zero-page memory of the Commodore 128.

## **INDIRECT INDEXED ADDRESSING**

This mode, also called indirect Y addressing, is post-indexed, which means the adding of the index itself obtains the effective address. This mode operates on the principle of a base address and a displacement. Here's how it works.

The first of two bytes is the op-code, the second is the operand, a pointer to a



zero-page memory address. The contents of the pointer and the contents of the Y register are added to arrive at the low byte of the effective address. The contents of the pointer act as the base address and the contents of the Y register act as the displacement. The carry, if any, is added to the memory location directly following the low-byte address which becomes the high byte of the effective address. This is true indexing, designed specifically for manipulating tables of data. In order to access different table values, just change the contents of the Y register since the base address is already established. Here's an example:

```
LDY #$08
LDA #$00
STA (SEA),Y
```

The first instruction loads the Y register with \$08. The second instruction loads the accumulator with 0. The third instruction stores the contents of the accumulator in the effective address.

To find the effective address, add the contents of the zero page memory location (base address) specified in the instruction to the contents of the Y register (displacement). In this example, the contents of the address SEA equals \$F0. Add \$F0 to the contents of the Y register (\$08) to arrive at \$F8, the low byte of the effective address of the next instruction. The high byte of the effective address is obtained by adding the carry (none in this case) to the zero-page memory location immediately following the low-byte address. For example, location \$F9 contains the value \$3F. Since the low byte is \$F8 and the high byte equals \$3F, the effective address is \$3FF8.

Notice the difference between indirect indexed and indexed indirect addressing modes as they can be confusing. Remember, the most important difference between the two addressing modes is the way the effective address is calculated. Indexed indirect is X indexing, which is indexed prior to the arrival of the effective address. Indirect indexed is post-indexed with the Y register.

You have just covered all the addressing modes in the Commodore 128. Each calls for different circumstances and you should use the correct mode whenever circumstances dictate it to obtain optimal performance from the microprocessor. For example, use indexed zero-page addressing when you are manipulating zero-page locations instead of using indexed absolute.

## **TYPES OF INSTRUCTIONS**

This section explains all the types of machine-language instructions available in the Commodore 128. They are first covered by type of instruction, such as REGISTER TO MEMORY and COMPARE instructions; then they are listed alphabetically by op-code mnemonic with all the different addressing options. This section provides important information on programming in machine language on the Commodore 128 (or any 6502-based microcomputer).

Use this information as a reference for background on each instruction. Figure 5-9 provides an alphabetized list of the 8502 microprocessor op-code mnemonics. For detailed, quick-reference information, see the following section for an alphabetic list of instructions, their hexadecimal op-codes, the different versions of the instructions for each addressing mode and the way they affect the flags in the status register.

---

8502 MICROPROCESSOR INSTRUCTION SET -  
ALPHABETIC SEQUENCE

---

<b>ADC</b>	<b>Add Memory to Accumulator with Carry</b>
<b>AND</b>	<b>"AND" Memory with Accumulator</b>
<b>ASL</b>	<b>Shift Left One Bit (Memory or Accumulator)</b>
<b>BCC</b>	<b>Branch on Carry Clear</b>
<b>BCS</b>	<b>Branch on Carry Set</b>
<b>BEQ</b>	<b>Branch on Result Zero</b>
<b>BIT</b>	<b>Test Bits in Memory with Accumulator</b>
<b>BMI</b>	<b>Branch on Result Minus</b>
<b>BNE</b>	<b>Branch on Result not Zero</b>
<b>BPL</b>	<b>Branch on Result Plus</b>
<b>BRK</b>	<b>Force Break</b>
<b>BVC</b>	<b>Branch on Overflow Clear</b>
<b>BVS</b>	<b>Branch on Overflow Set</b>
<b>CLC</b>	<b>Clear Carry Flag</b>
<b>CLD</b>	<b>Clear Decimal Mode</b>
<b>CLI</b>	<b>Clear Interrupt Disable Bit</b>
<b>CLV</b>	<b>Clear Overflow Flag</b>
<b>CMP</b>	<b>Compare Memory and Accumulator</b>
<b>CPX</b>	<b>Compare Memory and Index X</b>
<b>CPY</b>	<b>Compare Memory and Index Y</b>
<b>DEC</b>	<b>Decrement Memory by One</b>
<b>DEX</b>	<b>Decrement Index X by One</b>
<b>DEY</b>	<b>Decrement Index Y by One</b>
<b>EOR</b>	<b>"Exclusive-Or" Memory with Accumulator</b>
<b>INC</b>	<b>Increment Memory by One</b>
<b>INX</b>	<b>Increment Index X by One</b>
<b>INY</b>	<b>Increment Index Y by One</b>
<b>JMP</b>	<b>Jump to New Location</b>
<b>JSR</b>	<b>Jump to New Location Saving Return Address</b>
<b>LDA</b>	<b>Load Accumulator with Memory</b>
<b>LDX</b>	<b>Load Index X with Memory</b>
<b>LDY</b>	<b>Load Index Y with Memory</b>
<b>LSR</b>	<b>Shift Right One Bit (Memory or Accumulator)</b>
<b>NOP</b>	<b>No Operation</b>

---

8502 MICROPROCESSOR INSTRUCTION SET -  
ALPHABETIC SEQUENCE (cont'd)

---

<b>ORA</b>	<b>"OR" Memory with Accumulator</b>
<b>PHA</b>	<b>Push Accumulator on Stack</b>
<b>PHP</b>	<b>Push Processor Status on Stack</b>
<b>PLA</b>	<b>Pull Accumulator from Stack</b>
<b>PLP</b>	<b>Pull Processor Status from Stack</b>
<b>ROL</b>	<b>Rotate One Bit Left (Memory or Accumulator)</b>
<b>ROR</b>	<b>Rotate One Bit Right (Memory or Accumulator)</b>
<b>RTI</b>	<b>Return from Interrupt</b>
<b>RTS</b>	<b>Return from Subroutine</b>
<b>SBC</b>	<b>Subtract Memory from Accumulator with Borrow</b>
<b>SEC</b>	<b>Set Carry Flag</b>
<b>SED</b>	<b>Set Decimal Mode</b>
<b>SEI</b>	<b>Set Interrupt Disable Status</b>
<b>STA</b>	<b>Store Accumulator in Memory-</b>
<b>STX</b>	<b>Store Index X in Memory</b>
<b>STY</b>	<b>Store Index Y in Memory</b>
<b>TAX</b>	<b>Transfer Accumulator to Index X</b>
<b>TAY</b>	<b>Transfer Accumulator to Index Y</b>
<b>TSX</b>	<b>Transfer Stack Pointer to Index X</b>
<b>TXA</b>	<b>Transfer Index X to Accumulator</b>
<b>TXS</b>	<b>Transfer Index X to Stack Pointer</b>
<b>TYA</b>	<b>Transfer Index Y to Accumulator</b>

---

Figure 5-9. 8502 Op-Code Mnemonics

## REGISTER TO MEMORY INSTRUCTIONS

The REGISTER TO MEMORY instructions are:

LDA	STA
LDX	STX
LDY	STY

The register to memory instructions either place a value into the accumulator, X register or Y register from memory, or store a value from a register (A, X, or Y) into a memory address.

## LOADING THE ACCUMULATOR

The first and most common instruction is LDA, Load the Accumulator. This places a value into the accumulator, the most powerful and active register in the microprocessor. The value is derived from the contents of a memory location or a constant. Here's an example:

LDA \$2000

This instruction loads the contents of the memory location \$2000 (8192 decimal) into the accumulator. The value in the memory location \$2000 remains the same. The value also remains in the accumulator until another value is placed there or another operation acts upon it.

The previous example is just one of the addressing modes for loading the accumulator. Another form the LDA instruction can take is to load a constant. To load a constant into the accumulator, you must precede the dollar sign (\$) with a pound sign (#). For readability, it's a good idea to place at least one space between the op-code and the operand but it is not necessary. Here's an example of loading a constant into the accumulator:

LDA #\$0A

This loads the constant \$0A (10 decimal) into the accumulator. Remember, precede a constant with a pound sign, or else the assembler interprets the instruction as the contents of a memory address.

The LDX and LDY instructions work the same way as the LDA instruction. Again, you can load a constant or the contents of a memory address into the X and Y registers. Examples:

LDX #\$0A  
LDX \$2000  
LDX #\$FB

## STORE: THE OPPOSITE OF LOAD

You know how to place a value into a register, but how do you do the opposite? The STORE instruction performs the opposite of a load. It places a value from the A (accumulator), X, or Y registers into a specified memory address. As you learned in the addressing section, the load, store and most other machine-language instructions have several versions, depending on the type of addressing used. Here's an example:

STA \$FC3E

This stores the contents of the accumulator into memory location \$FC3E. The contents of the accumulator remain the same until another instruction modifies it. The STX and STY instructions work the same way; they store the contents of the register into a specified memory address. There is no immediate version or pound sign version of the store command.

## COUNTER INSTRUCTIONS

The COUNTER instructions are

INC    DEC  
INX    DEX  
INY    DEY

*Counter instructions* can be used to keep track of or count the number of times an event occurs. These instructions are used for mathematical manipulations or indexing a

series of addresses. The counter instruction, INC, increments the contents of a memory address by a value of 1 each time it is encountered. These instructions are used primarily within a program loop and in conjunction with a branch instruction. Here's an example of a loop and how INC keeps track of a number of occurrences of an event:

```

        LDX #$00
        TXA
START   STA $2000,X
        INX
        BNE START

```

The first instruction loads a 0 into the X register. The second instruction transfers the contents of the X register into the accumulator (without erasing the X register). Instruction three stores the contents of the accumulator (0) into location \$2000 the first time through the loop. The fourth instruction increments the contents of the X register. The last instruction branches to the instruction specified by the label START, until the value of the X register equals 0.

This program segment stores 0's in an entire page (256 locations) starting at \$2000 and ending at \$20FF. When the contents of the X register equals 255 and it is incremented again, it is reset to 0, since it can only hold an eight-bit number. When this occurs, the branch is skipped and the program continues with the instruction directly following the branch instruction.

The INY instruction operates in the same way as INX, since it also only uses implied addressing. The INC instruction, on the other hand, uses several different addressing modes including absolute, which uses 16-bit addresses. With the INC instruction, you can count past the capacity of an 8-bit number, though you must separate the counter into a high byte and a low byte. For example, the low byte counts the increments of less than a page and the high byte keeps track of the number of pages. When low-byte counter is at 255 and is incremented, it is set back to 0. When this occurs, increment the high-byte counter. To count up to 260 (decimal), the high-byte value equals 1 and the low byte equals 4. Here's an equation to illustrate the point:

$$(1 * 256) + 4 = 260$$

Here's the machine-language code that does this:

```

        LDA #$00
        STA HIGH
        STA LOW
LOOP    INC LOW
        BNE LOOP
        INC HIGH
LOOP 2  INC LOW
        LDA LOW
        CMP #$04
        BNE LOOP2

```

The DECrement instructions operate the same way as the increment instructions. They are the negative number counterparts of the increment counters.

## COMPARE INSTRUCTIONS

The Commodore 128 has three compare instructions that check the contents of a register with the contents of memory. A compare operation can be used to determine which instructions to execute as a result of a conditioned value. The compare instructions are:

```
CMP
CPX
CPY
```

The CMP instruction compares the contents of the accumulator with the contents of the specified address in the instruction. Compare instructions essentially *subtract* memory from a register value but change neither—they just set status flags. CPX compares the contents of the X register with the specified address. CPY compares the contents of the Y register with the specified memory location.

All three instructions have versions that will operate in immediate, zero-page and absolute addressing modes. This means you can compare the contents of a register (A,X, or Y) with the contents of a zero-page location, any other address above zero page, or against a constant. Here's an example:

```
LDX #$00
LDA #$00
ONE STA $DF,X
INX
CPX #$0A
BNE ONE
```

The preceding program segment stores 0's in 10 consecutive memory addresses starting at \$DF. The first instruction loads the X register with 0, the second loads 0 into the accumulator. The third instruction stores 0 in location \$DF plus the contents of the X register. The fourth instruction increments the X register. The fifth instruction compares the contents of the X index register with the constant \$0A (10 decimal). If the contents of the X register does not equal \$0A, the program segment branches back to the store instruction specified by the label ONE. After the loop cycles ten times, the X register and the constant \$0A are equal. Therefore the processor does not take the branch and the program continues with the instruction immediately following BNE.

You can compare the value of a register with the contents of an absolute memory address. Here's the same example as above using the contents of a memory address instead of a constant:

```
LDA #$0A
STA $FB
LDX #$00
LDA #$00
ONE STA $DF,X
INX
CPX $FB
BNE ONE
```

Remember, if you want to compare numbers larger than eight bits can represent (greater than 255 decimal), you must separate the number into a low byte and a high byte.

The BIT instruction can also be used for comparisons. See the logical instructions next.

## ARITHMETIC AND LOGICAL INSTRUCTIONS

The accumulator is responsible for all mathematical and logical operations performed in your computer. The mathematical and logical instructions available in machine language are:

```
ADC   EOR
AND   ORA
BIT   SBC
```

Here's what each instruction means:

**ADC**—Add the contents of the specified memory address to the contents of the accumulator with a carry. It is considered a good programming practice to clear the carry bit with the CLC instruction before performing any addition. This avoids adding the carry into the result.

**AND**—Perform the logical AND operation with the contents of the accumulator and the contents of the specified memory address.

**BIT**—Compare the bits in the specified memory address with those in the accumulator. Bits 6 and 7 are transferred to the status register flags. Bit 7 is transferred to the negative status flag bit and bit 6 is sent to the overflow status flag bit.

**EOR**—Perform the exclusive OR operation with the contents of the specified memory address and the contents of the accumulator.

**ORA**—Perform the logical OR operation with the contents of the specified memory address and the contents of the accumulator.

**SBC**—Subtract the contents of the specified memory address from the contents of the accumulator with a borrow. (It is a good practice to set the carry flag before performing subtraction. This avoids subtracting the borrowed bit from the result.)

### ARITHMETIC INSTRUCTIONS (ADC, SBC)

The addition and subtraction instructions are easy to understand. Here's an example:

```
CLC
LDA #$0A
STA $FB
ADC #$04
SEC
SBC #$06
ADC $FB
STA $FD
```

This program segment essentially performs the following mathematical operation:  
 $(10 + 4) - 6 + 10 = 18$ .

The first instruction clears the carry bit. The second instruction loads the accumulator with \$0A (10 decimal). The third instruction stores the value in address \$FB for later use. The fourth instruction adds the constant \$04 to the value already in the accumulator. The SBC instruction subtracts the constant \$06 from the contents of the accumulator. The next instruction, ADC \$FB, adds the contents of memory location \$FB to the contents of the accumulator. The resulting value (18(\$12)) of all the mathematical operations is stored in address \$FD.

## LOGICAL INSTRUCTIONS (AND, EOR, AND ORA)

These instructions operate on the contents of a memory address and a register. The AND operation is a binary (Boolean) algebra operation having two operands that can result in one of two values, 0 or 1. The only way an AND operation can result in a 1 is if both the operands equal 1; otherwise the result is 0. For example, the two operands are the contents of a specified memory address and the contents of the accumulator. Here's an illustration of this concept:

**Memory address = 10001010**  
**Accumulator = 11110010**  
**Result of AND = 10000010**

As noted, the result of an AND operation is (true) 1, only if the two operands are equal to 1; otherwise the result is 0. Notice bit 7 (high-order bit) equals 1 because both bit 7's in the operands are 1. The only other resulting bit equal to 1 is bit 1, since both bit 1's are equal to 1. The rest of the bits are equal to zero since no other bit positions in both operands are equal to 1. A 1 and a 0 equals 0, as does a 0 and a 0.

The Boolean OR works differently. The general rule is:

If one of the operands equals 1, the resulting Boolean value equals 1.

For example, the two operands are the contents of a specified memory address and the contents of the accumulator. Each individual bit can be treated as an operand. Here's an illustration.

**Contents of Memory Address = 10101001**  
**Contents of Accumulator = 10000011**  
**Result of the OR operation = 10101011**

For all the bit positions that equal one in either operand, the resulting value of that bit position equals 1. The result is 1 if either operand or both operands are equal to 1.

The exclusive OR works similarly to the OR operation, except if both operands equal 1, the result is zero. This suggests the following general rule:



If either of the operands equals 1, the resulting Boolean value is 1. except if both operands are 1, then the result equals 0.

Here's an example using this rule:

**Contents of Memory Address = 10101001**  
**Contents of Accumulator = 10000011**  
  
**Result of the exclusive OR = 00101010**

In this example, the operands are the same as in the previous OR example. Notice bits 0 and 7 are now equal to 0 since both operands are equal to 1. All other bit values remain the same.

### BIT

The BIT instruction performs a logical AND operation on the contents of the specified memory address and the contents of the accumulator, but the resulting value is not stored in the accumulator. Instead, the zero flag in the status register is set by the result of the operation. The BIT instruction compares the contents of the accumulator and the contents of the memory address, bit-for-bit. If the result of the operation of the accumulator being ANDed by a memory location is 0, then the zero flag (in the status register) is set to a 1. Otherwise the zero flag is 0.

Your machine language program can then act conditionally depending on the result of the zero flag in the status register. In addition, bits 7 and 6 from the specified memory address are moved into the negative-flag and overflow-flag bit positions in the status register, respectively. These flags can also be used to perform conditional instructions depending on the value of the flag. For example, the BIT instruction performs the following:

	7		0
<b>Contents of Memory Address = 10101001</b>	N V	B D	17,r
<b>Contents of Accumulator = 11001101</b>	-> 1 0		0
<b>Result of BIT instruction</b>	<b>10001001</b>	<b>Status Register</b>	
<b>(Not stored in accumulator)</b>			

Since the resulting bit pattern is not 0, the zero flag in the status register is 0. In addition, bits 7 and 6 are placed in the bit positions of the negative and overflow flags, respectively, in the status register. Notice the result of the BIT instruction's AND operation is not stored in the accumulator. The original contents of the accumulator remain intact. See the following example of 2-bit pattern operands that result in 0 when ANDed:

	7		0
	N	V	B D I Z C

**Contents of Memory Address** = 01111010  
**Contents of Accumulator** = 10001000 -> 01 1

**Result of BIT instruction** = 00001000      **Status Register**

This time the bit patterns result in 0. Therefore, the zero flag in the status register is set to 1. Bits 7 and 6 are also placed into their respective negative and overflow status register bit positions from their positions in the memory location.

Now you know how each of the arithmetic and logical instructions operate. The next section discusses branching instructions. Branching instructions are designed so you can conditionally execute a certain set of instructions, depending on the result of a condition. Many times the conditions are contingent on the results of an arithmetic or logical operation, which affects the flags in the status register. The branching instructions then act according to the flags in the status register.

## BRANCHING INSTRUCTIONS

The 8502 microprocessor has many conditional *branching instructions*. By definition, a branch temporarily redirects the otherwise sequential execution of program instructions. It transfers control to a location of a machine-language instruction other than the one immediately following the branch instruction in memory.

The conditional branch instructions cause the microprocessor to examine a particular flag in the status register. The processor, depending on the value of the tested flag, either takes the branch and transfers control of the program to another location or skips the branch and resumes with the instruction immediately following the branch.

Think of a conditional branch as a test. For example, if the condition passes the test, the program branches or shifts control to an instruction that is not the next sequential instruction in the computer's memory. If it fails the test, the branch is skipped and program control resumes with the instruction immediately following the branch instruction in memory. Remember that program control can also be shifted to an instruction that is out of sequential order if it fails a test. This means you can transfer control of the execution of your program depending on the conditions you create. You may set a condition that branches if the value of a certain flag (operand) is zero. In another instance, you may set a condition to branch if a specific flag is set to 1.

The conditional branch instructions available in the 8502 microprocessor are:

BCC	BNE
BCS	BPL
BEQ	BVC
BMI	BVS

Here's what the conditional branch instructions mean. The phrases in parentheses are the literal translations of the op-code mnemonics. The remainder explains the meaning behind the op-codes.

**BCC**—(Branch on Carry Clear) Branch if the Carry flag in the status register equals 0.  
**BCS**—(Branch on Carry Set) Branch if the Carry flag in the status register equals 1.  
**BEQ**—(Branch on result EQual zero) Branch if the zero flag in the status register equals 1.  
**BMI**—(Branch on result Minus) Branch if the negative flag in the status register equals 1,  
**BNE**—(Branch on result Not Equal to zero) Branch if the zero flag in the status register equals 0.  
**BPL**—(Branch on result PLus) Branch if the negative flag in the status register equals 0.  
**BVC**—(Branch on oVerflow Clear) Branch if the overflow flag in the status register equals 0.  
**BVS**—(Branch on oVerflow Set) Branch if the overflow flag in the status register equals 1.

As you can see, all branching instructions depend on the value of a flag in the status register.

Here are some branching examples.

```
READY.
MONITOR
  PC  SR AC XR YR SP
; FB000 00 00 00 00 F8

01828 E6 FA INC $FA
0182A A5 FA LDA $FA
0182C DO 02 BNE $1830
0182E E6 FB INC $FB
01830 C8 INY
```

This program segment keeps track of the low and high pointers in \$FA and \$FB respectively. The first instruction (INC \$FA) increments the low byte address pointer. Next, the contents of \$FA is loaded into the accumulator. The branch instruction (BNE \$1830) evaluates the value of the accumulator. If the value is not equal to zero, the branch is taken to the instruction located at address \$1830 (INY). In this case the high byte pointer is not yet ready to be incremented, so the INC \$FB instruction is skipped. If the value in the accumulator is equal to zero, the branch is skipped and the high byte address pointer is incremented.

This is an example of the BPL (Branch on Result Plus) instruction.

```
READY.
MONITOR
  PC  SR AC XR YR SP      *
; FB000 00 00 00 00 F8

. 01858 8E 00 D6 STX $D600
. 0185B 2C 00 D6 BIT $D600
. 0185E 10 FB BPL $185B
. 01860 8D 01 D6 STA $D601
```

This example is a routine that checks the update ready status bit for the 8563 address register, and ensures that data is valid before writing a value to an 8563 register. The first instruction stores the contents of the X register, which was previously loaded

with an 8563 register number, into the 8563 address register. The BIT instruction places bit 7 of location SD600 into the negative flag in the 8502 status register. The BPL instruction branches to the BIT instruction in location S185B as long as the value of the negative flag is equal to 0. To the 8563 chip, this means the data is not yet valid and cannot be written to or read from until bit 7 is set. This loop continues until the value of bit 7 is 1, then it is transferred to the negative flag. The result now becomes negative so the branch is skipped and control is passed to the next instruction in memory, which stores the data into the 8563 data register. Refer to Chapter 10, Writing to an 8563 Register for an expanded version of this program.

## REGISTER TRANSFER INSTRUCTIONS

*Register transfer instructions* move a value from one register (A, X, or Y) to another. This instruction is useful since it only requires one byte of memory and saves the programmer the trouble of loading the value from one register and storing it in another. The 8502 microprocessor has the following six register transfer instructions:

**TAX**—Transfer contents of accumulator to X index register  
**TAY**—Transfer contents of accumulator to Y index register  
**TSX**—Transfer the contents of the stack pointer to X index register  
**TXA**—Transfer the contents of X index register to the accumulator  
**TYA**—Transfer the contents of the Y index register to the accumulator  
**TXS**—Transfer the contents of the X register to the stack pointer

The TXS and TSX instructions transfer values from the X index register to the stack pointer and vice versa. This is useful if you need to take a value off the stack temporarily, in a mathematical operation (for example, to operate on it and then replace it on the stack). Another use is to take a value off the stack, place it in the X register for temporary storage, add a new value on the stack, and then place the old value back on top. This could be the case when you need to sort values in ascending order.

## SHIFT AND ROTATE INSTRUCTIONS

The *shift* and *rotate* instructions manipulate the bits of the accumulator or memory. Following are the shift and rotate instructions used by the 8502 family of microprocessors:

**ASL**—Shift the whole byte one bit to the left  
**LSR**—Shift the whole byte one bit to the right  
**ROL**—Rotate the whole byte one bit to the left  
**ROR**—Rotate the whole byte one bit to the right

## SHIFT INSTRUCTIONS

The shift instructions are useful when evaluating the value of a single bit at a time in a series of bits that control your program. For example, a joystick read routine is an example that calls for the shift instruction. Locations SDC00 and SDC01 control the joystick direction (bits 0-3), and the joystick fire button (bit 4). One way to evaluate these values is to shift them to the right. This causes the value to be passed to the carry

flag. If the carry flag is enabled (1), then the joystick is being pushed in the direction corresponding to that bit. Here is a joystick read routine that uses the LSR instruction to evaluate the direction of the joystick:

```

READY.

MONITOR
  PC  SR AC XR YR SP
; FB000 00 00 00 00 F8

. 01800 AD 00 DC LDA $DC00
. 01803 A0 00 LDY #$00
. 01805 A2 00 LDX #$00
. 01807 4A      LSR
. 01808 B0 01 BCS $180B
. 0180A 88      DEY
. 0180B 4A      LSR
. 0180C B0 01 BCS $180F
. 0180E C8      INY
. 0180F 4A      LSR
. 01810 B0 01 BCS $1813
. 01812 CA      DEX
. 01813 4A      LSR
. 01814 B0 01 BCS $1817
. 01816 E8      INX
. 01817 4A      LSR
. 01818 86 FA STX $FA
. 0181A 84 FB STY $FB
. 0181C 60      RTS

```

## ROTATE INSTRUCTIONS

The rotate instructions operate a little differently. Instead of the shifted bit falling into the carry flag, the bit "falling off the edge" is placed in the carry bit, then the carry bit is placed at the opposite end of the byte. For example, if the ROR (rotate right) instruction is specified, each bit is moved one position to the right. Now bit 7 is placed in the carry bit and the carry bit is rotated around to the left and placed in the bit 7 bit position. The ROL instruction operates in the same manner, except the rotation is leftward rather than to the right. See Figure 5-10 to visualize the rotation concept of the ROR (rotate right) instruction:

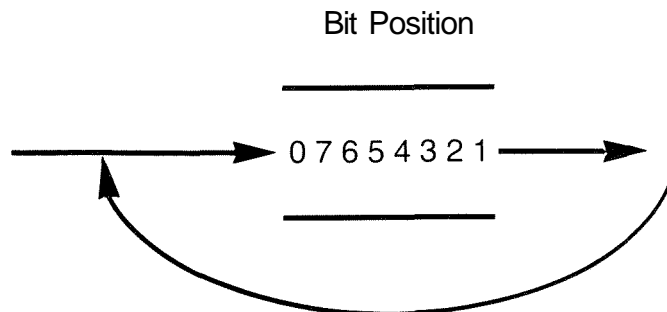


Figure 5-10. Concept of ROR (Rotate Right) Instruction

## SET AND CLEAR INSTRUCTIONS

The set and clear instructions are designed to manipulate the bits (flags) within the status register and control certain conditions within the microprocessor. These are the set and clear instructions available in 8502 machine language:

- SEC** Set the Carry Flag
- SED** Set Decimal Mode
- SEI** Set the Interrupt Disable Bit
  
- CLC** Clear the Carry Flag
- CLD** Clear Decimal Mode
- CLI** Clear the Interrupt Disable Bit
- CLV** Clear the Overflow Flag

Each of these instructions applies to a flag in the status register that controls a particular microprocessor condition. Notice that each clear instruction has a counterpart which sets the condition, except for CLV (Clear Overflow Flag). The overflow flag can be set by the BIT instruction or from the result of a signed mathematical operation overflowing into the sign bit.

Figure 5-11 shows the 8502 status register:

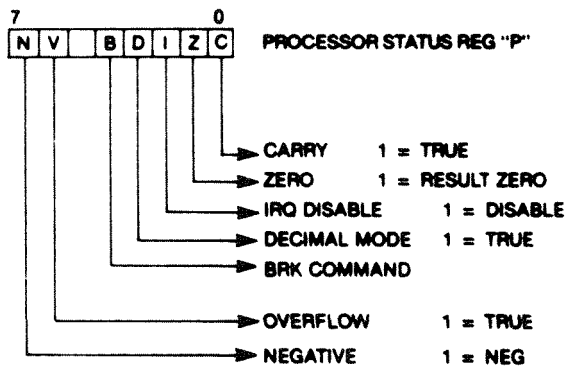


Figure 5—11. 8502 Status Register

The flags of the status register are set for various reasons. For example, set decimal mode when you want to perform calculations in binary coded decimal (BCD) notation rather than hexadecimal. Set the carry flag when you are performing subtraction. Set the interrupt disable bit when you want to prevent interrupts from occurring. An example of a split screen, smooth scrolling raster interrupt routine is given at the end of Chapter 8.

The clear instructions operate in the reverse of the set instructions. To make sure that a carry does not occur during an addition operation, clear the carry flag before

adding two numbers in the accumulator. To perform mathematical operations in hexadecimal or binary numbers, clear the decimal mode flag so that your calculations are not mistakenly performed in binary coded decimal. Whenever the result of a signed mathematical operation overflows into the sign bit an overflow error occurs. To correct this, clear the overflow flag with the CLV op-code.

When a program requires interrupts, first set the interrupt disable bit (SEI) to prevent interrupts from occurring. At the end of the interrupt initialization routine, issue the CLI (Clear Interrupt Disable bit) instruction to enable (allow) interrupts to occur.

## JUMP AND RETURN INSTRUCTIONS

### JUMP INSTRUCTIONS

The 8502 processor makes use of two jump instructions:

**JMP**—Jump to new location

**JSR**—Jump to new location Saving the Return address

These instructions both redirect control of the microprocessor to a location other than the one immediately following it in memory. The first instruction, **JMP**, is a one-way trip to the location specified in the operand field, or the contents of it (indirect). For example:

```
JMP $1800
```

jumps to location \$1800 and executes the instruction contained in that location. This is a direct jump.

You can also jump indirectly. For example:

```
JMP ($1800)
```

jumps to the address specified in the contents of location \$1800. For instance, location \$1800 contains the value \$FE and location \$1801 contains the value \$C0. Therefore, the above instruction jumps to location \$C0FE, and not location \$1800. Jumping indirectly is always denoted by parentheses around the address in the operand field, and it means to jump to the location specified by the CONTENTS OF the address in the operand field.

The **JSR** instruction calls subroutines and saves the return address to the stack, so when an **RTS** instruction is encountered at the end of the subroutine, the microprocessor knows where to resume processing in the main (calling) program. Program control resumes with the instruction in memory immediately following the **JSR** instruction. In short, **JSR** is a round trip, while **JMP** is one way. For example:

```
01804 20 58 18 JSR $1858
01807 A2 0C    LDX #$0C
```

jumps to the subroutine starting at location \$1858. The return address is saved on the stack, so when the **RTS** instruction is encountered in this subroutine:

```
01858 8E 00 D6 STX $D600
0185B 2C 00 D6 BIT $D600
0185E 10 FB BPL $185B
01860 8D 01 D6 STA $D601
01863 60 RTS
```

the processor resumes with the main program instruction (LDX #\$0C) in location \$1807.

## RETURN INSTRUCTIONS

The 8502 instruction set has two return instructions:

**RTI**—Return from Interrupt

**RTS**—Return from Subroutine

The first instruction returns from your interrupt service routine after the interrupt disable bit is cleared (CLI) and the interrupt occurs. The RTI is the last instruction in the interrupt service routine. The interrupt service routine is the series of instructions which are performed on the occurrence of an interrupt. Refer to Chapter 8, Raster Interrupt Split Screen Program with Horizontal Scrolling for a working example of an interrupt service routine.

The RTS instruction is the last instruction in a machine language subroutine called from BASIC or by the machine language JSR instruction. See the Jump instructions above for an example.

## STACK INSTRUCTIONS

Four stack instructions are included in the 8502 instruction set to manipulate the values on the stack. These instructions are as follows:

**PHA**—Push accumulator on the stack

**PHP**—Push processor status on the stack

**PLA**—Pull accumulator from the stack

**PLP**—Pull processor status from the stack

The term push means to place a value on the stack, while pull means to remove a value from the stack. The only values pushed or pulled on to or off the stack are the contents of the status register or the accumulator. The manipulation of the stack values is important to the programmer when processing interrupts. The Raster Interrupt Split Screen Program with Horizontal Scrolling section in Chapter 8 illustrates the manipulation of the stack values prior to returning from the interrupt.

## THE NOP INSTRUCTION

The NOP instruction stands for no operation. It is often used to add space between program segments for readability. This instruction is not executable.



## 8502 INSTRUCTION AND ADDRESSING TABLE

The next 16 pages contain the 8502 Instruction and Addressing Table. These are the conventions used in the table:

1. OP-CODE
2. Brief definition
3. Operation notation
4. Status flags
5. Flags affected
6. Addressing Modes
7. Assembly language form
8. OP-CODE (in hex)
9. Number of bytes
10. Number of instruction cycles

The following notation applies to this summary:

<b>A</b>	Accumulator
<b>X,Y</b>	Index Registers
<b>M</b>	Memory
<b>P</b>	Processor Status Register
<b>S</b>	Stack Pointer
$\sqrt{\quad}$	Change
-	No Change
+	Add
A	Logical AND
-	Subtract
-V-	Logical Exclusive Or
<b>t</b>	Transfer from Stack
<b>1</b>	Transfer to Stack
	Transfer to
	Transfer from
<b>V</b>	Logical OR
<b>PC</b>	Program Counter
<b>PCH</b>	Program Counter High
<b>PCL</b>	Program Counter Low
<b>OPER</b>	OPERAND
#	IMMEDIATE ADDRESSING MODE

**ADC***Add memory to accumulator with carry*

Operation: A + M + C-&gt;A, C

N E C I

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	ADC # Oper	69	2	2
Zero Page	ADC Oper	65	2	3
Zero Page, X	ADC Oper, X	75	2	4
Absolute	ADC Oper	6D	3	4
Absolute, X	ADC Oper, X	7D	3	4*
Absolute, Y	ADC Oper, Y	79	3	4*
(Indirect, X)	ADC (Oper, X)	61	2	6
(Indirect), Y	ADC (Oper), Y	71	2	5*

Add 1 if page boundary is crossed.

**AND***"AND" memory with accumulator***AND**

Logical AND to the accumulator

Operation: A AND —\* A

N E C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	AND # Oper	29	2	2
Zero Page	AND Oper	25	2	3
Zero Page, X	AND Oper, X	35	2	4
Absolute	AND Oper	2D	3	4
Absolute, X	AND Oper, X	3D	3	4*
Absolute, Y	AND Oper, Y	39	3	4*
(Indirect, X)	AND (Oper, X)	21	2	6
(Indirect), Y	AND (Oper), Y	31	2	5

\* Add 1 if page boundary is crossed.

**ASL** *ASL Shift Left One Bit (Memory or Accumulator)* **ASL**

Operation: C 7|6|5|4|3|2|1|0<-0 N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Accumulator	ASL A	0A	1	2
Zero Page	ASL Oper	06	2	5
Zero Page, X	ASL Oper, X	16	2	6
Absolute	ASL Oper	0E	3	6
Absolute, X	ASL Oper, X	IE	3	7

**BCC** *BCC Branch on Carry Clear* **BCC**

Operation: Branch on C = 0 N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Relative	BCC Oper	90		2*

Add 1 if branch occurs to same page.  
Add 2 if branch occurs to different page.

**BCS** *BCS Branch on carry set* **BCS**

Operation: Branch on C = 1 N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Relative	BCS Oper	BO	2	2*

Add 1 if branch occurs to same page.  
Add 2 if branch occurs to next page.

BEQ *BEQ Branch on result zero* BEQ

Operation: Branch on Z = 1 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
Relative	<b>BEQ</b> Oper	<b>FO</b>	<b>2</b>	<b>2*</b>

\* Add 1 if branch occurs to same page.

\* Add 2 if branch occurs to next page.

BIT *BIT Test bits in memory with accumulator* BIT

Operation: AAM, M<sub>7</sub> -> N, M<sub>6</sub> - \* V

Bit 6 and 7 are transferred to the status register.

If the result of AAM is zero then Z = 1, otherwise

Z = 0

N Z C I D V  
M<sub>7</sub> v - - - M<sub>6</sub>

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
Zero Page	<b>BIT</b> Oper	<b>24</b>	<b>2</b>	<b>3</b>
Absolute	<b>BIT</b> Oper	<b>2C</b>	<b>3</b>	<b>4</b>

BMI *BMI Branch on result minus* BMI

Operation: Branch on N = 1 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Relative</b>	<b>BMI</b> Oper	<b>30</b>	<b>2</b>	<b>2*</b>

\* Add 1 if branch occurs to same page.

\* Add 2 if branch occurs to different page.

BNE *BNE Branch on result not zero* BNE

Operation: Branch on Z = 0 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Relative</b>	<b>BNE</b> Oper	<b>DO</b>	<b>2</b>	<b>2*</b>

\* Add 1 if branch occurs to same page.

\* Add 2 if branch occurs to different page.

**BPL** *BPL Branch on result plus* **BPL**

Operation: Branch on N = 0 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Relative</b>	<b>BPL Oper</b>	10	2	2*

\* Add 1 if branch occurs to same page.  
 \* Add 2 if branch occurs to different page.

**BRK** *BRK Force Break* **BRK**

Operation: Forced Interrupt PC + 2 | P i N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Implied</b>	<b>BRK</b>	<b>00</b>	<b>1</b>	<b>7</b>

1. A BRK command cannot be masked by setting I.

**BVC** *BVC Branch on overflow clear* **BVC**

Operation: Branch on V = 0 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Relative</b>	<b>BVC Oper</b>	<b>50</b>	<b>2</b>	<b>2*</b>

\* Add 1 if branch occurs to same page.  
 \* Add 2 if branch occurs to different page.

**BVS** *BVS Branch on overflow set* **BVS**

Operation: Branch on V = 1 N Z C I D V

ADDRESSING	ASSEMBLY	OP	NO.	NO.
MODE	LANGUAGE FORM	CODE	BYTES	CYCLES
<b>Relative</b>	<b>BVS Oper</b>	<b>70</b>	<b>2</b>	<b>2*</b>

\* Add 1 if branch occurs to same page.  
 \* Add 2 if branch occurs to different page.

**CLC***CLC Clear carry flag***CLC**

Operation: 0

N	Z	C	I	D	V
-	-	0	-	-	-

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	CLC	18	1	2

**CLD***CLD Clear decimal mode***CLD**

Operation: 0 D

N	Z	C	I	D	V
-	-	-	-	0	-

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	CLD	D8		

**CLI***CLI Clear interrupt disable bit***CLI**

Operation: 0 → I

N	Z	C	I	D	V
-	-	-	0	-	-

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	CLI	58	1	2

**CLV***CLV Clear overflow flag***CLV**

Operation: 0 → \* V

N	Z	C	I	D	V
-	-	-	-	-	0

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	CLV	B8	1	2

CMP *CMP Compare memory and accumulator*

Operation: A - M N Z C I

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	CMP #Oper	C9	2	2
Zero Page	CMP Oper	C5	2	3
Zero Page, X	CMP Oper, X	D5	2	4
Absolute	CMP Oper	CD	3	4
Absolute, X	CMP Oper, X	DD	3	4*
Absolute, Y	CMP Oper, Y	D9	3	4*
(Indirect, X)	CMP (Oper, X)	C1	2	6
(Indirect, Y)	CMP (Oper), Y	D1	2	5*

Add 1 if page boundary is crossed.

CPX *CPX Compare Memory and Index X*

Operation: X - M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	CPX #Oper	E0	2	2
Zero Page	CPX Oper	E4	2	3
Absolute	CPX Oper	EC	3	4

CPY *CPY Compare memory and index Y* CPY

Operation: Y - M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	CPY #Oper	C0	2	
Zero Page	CPY Oper	C4	2	
Absolute	CPY Oper	CC	3	

## DEC

*DEC Decrement memory by one*

Operation: M - 1 M N Z C I

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Zero Page	DEC Oper	C6	2	5
Zero Page, X	DEC Oper, X	D6	2	6
Absolute	DEC Oper	CE	3	6
Absolute, X	DEC Oper, X	DE	3	7

## DEX

*DEX Decrement index X by one*

Operation: X - 1 → X N Z C

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	DEX	CA		

## DEY

*DEY Decrement index Y by one*

Operation: Y - 1 N Z

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	DEY	88		

## EOR

*EOR "Exclusive—Or" memory with accumulator*

Operation : A-&gt; M^A N Z C I

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	EOR #Oper	49	2	2
Zero Page	EOR Oper	45	2	3
Zero Page, X	EOR Oper, X	55	2	4
Absolute	EOR Oper	4D	3	4
Absolute, X	EOR Oper, X	5D	3	4*
Absolute, Y	EOR Oper, Y	59	3	4*
(Indirect, X)	EOR (Oper, X)	41	2	6
(Indirect), Y	EOR (Oper), Y	51	2	5*

\* Add 1 if page boundary is crossed.



**INC** *INC Increment memory by one* **INC**  
 Operation:  $M + 1 \rightarrow M$  N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Zero Page	INC Oper	E6	2	5
Zero Page, X	INC Oper, X	F6	2	6
Absolute	INC Oper	EE	3	6
Absolute, X	INC Oper, X	FE	3	7

**INX** *INX Increment Index X by one* **INX**  
 Operation: X N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	INX	E8		

**INY** *INY Increment Index Y by one* **INY**  
 Operation:  $Y + 1 \rightarrow Y$  N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	INY	C8		

**JMP** *JMP Jump to new location* **JMP**  
 Operation:  $(PC + 1) \rightsquigarrow PCL$  N Z C I D V  
 $(PC + 2) \wedge PCH$

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Absolute	JMP Oper	4C		3
Indirect	JMP (Oper)	6C	3	5

JSR

*JSR jump to new location saving return address*

JSR

Operation: PC + 2 | , (PC + 1) -> PCL  
 (PC + 2) -> PCH

N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Absolute	JSR Oper	20		

**LDA***LDA Load accumulator with memory*

LDA

Operation: M

N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	LDA #Oper	A9	2	2
Zero Page	LDA Oper	A5	2	3
Zero Page, X	LDA Oper, X	B5	2	4
Absolute	LDA Oper	AD	3	4
Absolute, X	LDA Oper, X	BD	3	4*
Absolute, Y	LDA Oper, Y	B9	3	4*
(Indirect, X)	LDA (Oper, X)	A1	2	6
(Indirect), Y	LDA (Oper), Y	B1	2	5*

Add 1 if page boundary is crossed.

**LDX***LDX Load index X with memory*

LDX

Operation: M

N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	LDX #Oper	A2	2	2
Zero Page	LDX Oper	A6	2	3
Zero Page, Y	LDX Oper, Y	B6	2	4
Absolute	LDX Oper	AE	3	4
Absolute, Y	LDX Oper, Y	BE	3	4*

Add 1 when page boundary is crossed.

LDY *LDY Load index Y with memory* LDY

Operation: M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	LDY #Oper	AO	2	2
Zero Page	LDY Oper	A4	2	3
Zero Page, X	LDY Oper, X	B4	2	4
Absolute	LDY Oper	AC	3	4
Absolute, X	LDY Oper, X	BC	3	4*

Add 1 when page boundary is crossed.

LSR *LSR Shift right one bit (memory or accumulator)* LSR

Operation: 0 7|6|5|4|3|2|1|0 -> C N Z C I D V  
0

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Accumulator	LSR A	4A	1	2
Zero Page	LSR Oper	46	2	5
Zero Page, X	LSR Oper, X	56	2	6
Absolute	LSR Oper	4E	3	6
Absolute, X	LSR Oper, X	5E	3	7

NOP *NOP No operation* NOP

Operation: No Operation (2 cycles) N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	NOP	EA	1	2

**ORA***ORA "OR" memory with accumulator***ORA**

Operation: A V M A N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	ORA #Oper	09	2	2
Zero Page	ORA Oper	05	2	3
Zero Page, X	ORA Oper, X	15	2	4
Absolute	ORA Oper	0D	3	4
Absolute, X	ORA Oper, X	ID	3	4*
Absolute, Y	ORA Oper, Y	19	3	4*
(Indirect, X)	ORA (Oper, X)	01	2	6
(Indirect), Y	ORA (Oper), Y	11	2	5

\* Add 1 on page crossing

**PHA***PHA Push accumulator on stack***PHA**

Operation : A 1 N Z C

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	PHA	48		

**PHP***PHP Push processor status on stack***PHP**

Operation: P, J, N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	PHP	08	1	3

**PLA***PLA Pull accumulator from stack***PLA**

Operation: A "f N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	PLA	68		

PLP *PLP Pull processor status from stack* PLP

Operation: P f N Z C I D V  
From Stack

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	PLP	28	1	4

ROL *ROL Rotate one bit left (memory or accumulator)* ROL

Operation: M or A N Z C I D V  
 $\overset{\wedge}{7}|6|5|4|3|2|1|Q|$

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Accumulator	ROL A	2A	1	2
Zero Page	ROL Oper	26	2	5
Zero Page, X	ROL Oper, X	36	2	6
Absolute	ROL Oper	2E	3	6
Absolute, X	ROL Oper, X	3E	3	7

ROR *ROR Rotate one bit right (memory or accumulator)* ROR

Operation: [C\_  $\boxed{7|6|5|4|3|2|1|0}$  0 N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Accumulator	ROR A	6A	1	2
Zero Page	ROR Oper	66	2	5
Zero Page, X	ROR Oper, X	76	2	6
Absolute	ROR Oper	6E	3	6
Absolute, X	ROR Oper, X	7E	3	7

**RTI***RTI Return from interrupt***RTI**

Operation: P f PC t

Z C I D  
From Stack

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	RTI	40	1	6

**RTS***RTS Return from subroutine***RTS**

Operation: PC f , PC + 1 -&gt; PC

N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	RTS	60		

**SBC***SBC Subtract memory from accumulator with borrow***SBC**

Operation: A - M - C A

N Z C I D V

Note: C = Borrow

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Immediate	SBC #Oper	E9	2	2
Zero Page	SBC Oper	E5	2	3
Zero Page, X	SBC Oper, X	F5	2	4
Absolute	SBC Oper	ED	3	4
Absolute, X	SBC Oper, X	FD	3	4*
Absolute, Y	SBC Oper, Y	F9	3	4*
(Indirect, X)	SBC (Oper, X)	E1	2	6
(Indirect), Y	SBC (Oper), Y	F1	2	5*

Add 1 when page boundary is crossed.

**SEC** *SEC Set carry flag* **SEC**

Operation: 1 → C N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	SEC	38		

**SED** *SED Set decimal mode* **SED**

Operation: 1 → D N X C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	SED	F8	1	

**SEI** *SEI Set interrupt disable status* **SEI**

Operation: 1 ^ 1 N Z C I D V  
- - - 1 - -

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	SEI	78		

**STA** *STA Store accumulator in memory* **STA**

Operation: A M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Zero Page	STA Oper	85	2	3
Zero Page, X	STA Oper, X	95	2	4
Absolute	STA Oper	8D	3	4
Absolute, X	STA Oper, X	9D	3	5
Absolute, Y	STA Oper, Y	99	3	5
(Indirect, X)	STA (Oper, X)	81	2	6
(Indirect), Y	STA (Oper), Y	91	2	6

**STX** *STX Store index X in memory* **STX**

Operation: X M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Zero Page	STX Oper	86	2	3
Zero Page, Y	STX Oper, Y	96	2	4
Absolute	STX Oper	8E	3	4

**STY** *STY Store index Y in memory* **STY**

Operation: Y—\* M N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Zero Page	STY Oper	84	2	3
Zero Page, X	STY Oper, X	94	2	4
Absolute	STY Oper	8C	3	4

**TAX** *TAX Transfer accumulator to index X* **TAX**

Operation: A—\* X N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TAX	AA	1	

**TAY** *TAY Transfer accumulator to index Y* **TAY**

Operation: A—\* Y N Z C I D V  
v v'

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TAY	A8	1	



**TSX** *TSX Transfer stack pointer to index X* **TSX**

Operation: S  $\rightarrow$  X N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TSX	BA	1	

**TXA** *TXA Transfer index X to accumulator* **TXA**

Operation: X  $\wedge$  A N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TXA	8A	1	

**TXS** *TXS Transfer index X to stack pointer* **TXS**

Operation: X  $\wedge$  S N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TXS	9A	1	

**TYA** *TYA Transfer index Y to accumulator* **TYA**

Operation: Y  $\rightarrow$  A N Z C I D V

ADDRESSING MODE	ASSEMBLY LANGUAGE FORM	OP CODE	NO. BYTES	NO. CYCLES
Implied	TYA	98	1	2

**INSTRUCTION ADDRESSING MODES AND  
RELATED EXECUTION TIMES (in clock cycles)**

	ACCUMULATOR	IMMEDIATE	ZERO PAGE	ZERO PAGE, X	ZERO PAGE, Y	ABSOLUTE	ABSOLUTE, X	ABSOLUTE, Y	IMPLIED	RELATIVE	(INDIRECT, X)	(INDIRECT), Y	ABSOLUTE INDIRECT
ADC	.	2	3	4	.	4	4*	4*	.	.	6	5	*
AND	.	2	3	4	.	4	4*	4*	.	.	6	5	*
ASL	.	2	.	5	6	.	6	7	.	.	.	.	.
BCC	.	.	.	.	.	.	.	.	.	2**	.	.	.
BCS	.	.	.	.	.	.	.	.	.	2**	.	.	.
BEQ	.	.	.	.	.	.	.	.	.	2**	.	.	.
BIT	.	.	3	.	.	4	.	.	.	.	.	.	.
BMI	.	.	.	.	.	.	.	.	.	2**	.	.	.
BNE	.	.	.	.	.	.	.	.	.	2**	.	.	.
BPL	.	.	.	.	.	.	.	.	.	2**	.	.	.
BRK	.	.	.	.	.	.	.	.	.	.	.	.	.
BVC	.	.	.	.	.	.	.	.	.	2**	.	.	.
BVS	.	.	.	.	.	.	.	.	.	2**	.	.	.
CLC	.	.	.	.	.	.	.	.	2	.	.	.	.
CLD	.	.	.	.	.	.	.	.	2	.	.	.	.
CLI	.	.	.	.	.	.	.	.	2	.	.	.	.
CLV	.	.	.	.	.	.	.	.	2	.	.	.	.
CMP	.	2	3	4	.	4	4*	4*	.	.	6	5	*
<b>CPX</b>	.	<b>2</b>	<b>3</b>	.	.	<b>4</b>	.	.	.	.	.	.	.
CPY	.	2	3	.	.	4	.	.	.	.	.	.	.
DEC	.	.	.	5	6	.	6	7	.	.	.	.	.
DEX	.	.	.	.	.	.	.	.	2	.	.	.	.
DEY	.	.	.	.	.	.	.	.	2	.	.	.	.
EOR	.	2	3	4	.	4	4*	4*	.	.	6	5	*
INC	.	.	.	5	6	.	6	7	.	.	.	.	.
INX	.	.	.	.	.	.	.	.	2	.	.	.	.
INY	.	.	.	.	.	.	.	.	2	.	.	.	.
JMP	.	.	.	.	.	3	.	.	.	.	.	.	5
JSR	.	.	.	.	.	6	.	.	.	.	.	.	.
LDA	.	2	3	4	.	4	4*	4*	.	.	6	5	*
LDX	.	2	3	.	4	4	.	4*	.	.	.	.	.
LDY	.	2	3	4	.	4	4*	.	.	.	.	.	.
LSR	.	2	.	5	6	.	6	7	.	.	.	.	.
NOP	.	.	.	.	.	.	.	.	2	.	.	.	.
ORA	.	2	3	4	.	4	4*	4*	.	.	6	5	*
PHA	.	.	.	.	.	.	.	.	3	.	.	.	.
PHP	.	.	.	.	.	.	.	.	3	.	.	.	.

	ACCUMULATOR	IMMEDIATE	ZERO PAGE	ZERO PAGE, X	ZERO PAGE, Y	ABSOLUTE	ABSOLUTE, X	ABSOLUTE, Y	IMPLIED RELATIVE	(INDIRECT, X)	(INDIRECT, Y)	ABSOLUTE INDIRECT
PLA	.	.	.	.	.	.	.	.	4	.	.	.
PLP	.	.	.	.	.	.	.	.	4	.	.	.
ROL	2	.	5	6	.	6	7	.	.	.	.	.
ROR	.	2	.	5	6	.	6	7	.	.	.	.
RTL	.	.	.	.	.	.	.	.	6	.	.	.
RTS	.	.	.	.	.	.	.	.	6	.	.	.
SBC	.	2	3	4	.	4	4*	4*	.	6	5	*
SEC	.	.	.	.	.	.	.	.	2	.	.	.
SED	.	.	.	.	.	.	.	.	2	.	.	.
SEI	.	.	.	.	.	.	.	.	2	.	.	.
STA	.	.	3	4	.	4	5	5	.	6	6	.
STX	.	.	3	4	4	.	.	.	.	.	.	.
STY	.	.	3	4	4	.	.	.	.	.	.	.
TAX	.	.	.	.	.	.	.	.	2	.	.	.
TAY	.	.	.	.	.	.	.	.	2	.	.	.
TSX	.	.	.	.	.	.	.	.	2	.	.	.
TXA	.	.	.	.	.	.	.	.	2	.	.	.
TXS	.	.	.	.	.	.	.	.	2	.	.	.
TYA	.	.	.	.	.	.	.	.	2	.	.	.

\* Add one cycle if indexing across page boundary

\*\* Add one cycle if branch is taken. Add one additional if branching operation crosses page boundary

A clock cycle is the speed at which the processor operates as determined by the number of bytes transferred from one internal logic component to another. The 8502 operates at a default speed of 1 MHz, which is equivalent to 1,000,000 cycles per second.



# 6

## HOW TO ENTER MACHINE LANGUAGE PROGRAMS INTO THE COMMODORE 128

Now that you know about addressing modes, types of instructions and opcodes, you need to know how to actually enter machine language instructions into the Commodore 128 memory. The C128 offers three methods of inputting instructions so that they may be operated on by the microprocessor. You can enter machine language instructions by:

1. Using the built-in machine language monitor (available in C128 mode only).
2. POKEing the translated decimal opcode values into memory with a BASIC program (C128 and C64 modes).
3. Using an additional software program called an *assembler*.

All three methods have advantages and disadvantages. For instance, the built-in machine language monitor is easy to use and allows you to program in machine language without any additional aids such as an assembler. It makes merging BASIC and machine language easy. In addition, you can save machine language programs as binary files with the monitor SAVE command. Since you are already working in an object code, there is no need to compile from source code into an object code, as is necessary with an assembler.

Though these are powerful features, the monitor does not allow the use of symbolic operand names or commented code. The monitor produces executable (object) code; hence, no source files are produced. The resulting coded program contains actual (absolute) address references, whereas an assembler source code file allows the use of symbolic addresses and arguments as well as comments. When you display a machine language program in the monitor, you do not have the luxury of comments or symbolic address variables, so you really have to know what you are looking for when reading other people's code. On the other hand, an assembler source file must be compiled into executable object code, then used often with an additional program called a *loader*. This requires three steps, whereas the monitor's machine language is ready to run as soon as you finish writing the program.

The second method, POKEing translated decimal opcode data into memory with a BASIC program, is an alternative usually implemented only when the first two options are not available. This is the case if you have no assembler and are writing a machine language routine in Commodore 64 mode, which does not make the built-in monitor available to you. However, it is sometimes handy to POKE small routines from BASIC if the application program you are writing is more suited for BASIC and you need the speed of machine language for only a small portion of the program (though for the most part, this method is tedious, bulky and time-consuming). Use it only if you have no alternative, since once it is POKED into memory, you cannot display a listing of the machine language routine as in the monitor or the assembler.

This chapter explains how to enter machine language programs in the first two methods described above. The third method, using an assembler, requires an additional software package similar to the Commodore 64 Assembler Development System. For specific details on how to enter machine language programs with the assembler, refer to the manual that is packed with the assembler software package you buy.

## ENTERING MACHINE LANGUAGE INSTRUCTIONS IN THE MONITOR

Begin entering machine language instructions by entering the monitor from BASIC with the following command:

**MONITOR RETURN**

The Commodore 128 responds with the following display:

**MONITOR**

```
PC      SR AC XR YR SP
; FB000 00 00 00 00 F8
```

These values indicate the contents of the microprocessor registers upon entering the monitor. The abbreviations and definitions of the register names are as follows:

<b>PC—Program Counter</b>	Marks the address of the current machine language instruction
<b>SR—Status Register</b>	Flags that alert the microprocessor of certain conditions
<b>AC—Accumulator</b>	Register for all mathematical operations
<b>XR—X Index Register</b>	Used for effective address modification
<b>YR—Y Index Register</b>	Same as X register
<b>SP—Stack Pointer</b>	Indicates the address of the first available memory location on the stack

Now you can begin to enter machine language instructions. The ASSEMBLE command within the monitor enters the instructions into the specified memory location. To enter instructions, follow the format of this example:

```
A 01800 LDA #$00
```

Make sure to leave at least one space between each of the fields. Here's what each part of the instruction means:

```
<Assemble> <Address in memory where opcode is stored> <Opcode> <Operand>
```

The A stands for **ASSEMBLE an opcode**. The second part (field) is the address where the opcode in the instruction is placed in the Commodore 128 memory. Notice the 5-digit hexadecimal number specifying the address. The leftmost digit (0-F) specifies the configuration of the Commodore 128 memory layout. This is the same as the BANK command in BASIC.

Once the entire machine language program is entered, reference the address that is contained in the first instruction you entered to start execution of the program. Execute the program with the GO command in the monitor, or exit the monitor with the **X (EXIT)** command and issue the **SYS** command from BASIC. If you SYS to the start of the program, you must use the decimal equivalent of the hexadecimal address, which

appears in the first instruction you entered. You must have an **RTS** instruction at the end of the routine if you want to return to BASIC. Often, the Kernal must be resident in the current configuration in context in order to obtain results.

The opcode is the 8502 instruction that is carried out by the microprocessor when your program is running. See the 8502 Instruction Set Table in Chapter 5 for allowable instructions.

The operand is the address or value that is acted upon by the opcode in the instruction. If the operand field is preceded by a pound sign (#), the opcode will act upon a constant value. If no pound sign is specified, the microprocessor assumes the opcode will act upon an address.

Remember to separate each field in the instruction with at least one space. If you don't, the computer indicates that an error has occurred by displaying a question mark at the end of the instruction.

Once a routine is displayed on the screen, the monitor allows shortcuts in entering instructions. To display a listing of a machine language program, issue the **DISASSEMBLE** command as follows:

```
D 04000 04010 RETURN
```

The "D" stands for disassemble. The first number (04000) specifies the starting memory location in which you want the contents displayed. The second number specifies the end address in which to display.

Now for the shortcut. Since the address where the opcodes are stored is already on the screen, you can simply move the cursor to the opcode field, type over the existing opcode and operand on the screen, erase any unwanted characters and press **RETURN**. The computer registers the instruction in memory by displaying the hexadecimal values for the opcode and operand directly to the left of the opcode mnemonic you just entered. This is a faster and easier way of entering machine-language routines, rather than typing the **ASSEMBLE** command and the address each time you enter an instruction.

## EXECUTING (RUNNING) YOUR MACHINE-LANGUAGE PROGRAM

Once you have finished entering your machine language routine, you may execute it in three different ways. Within the monitor, issue the **GO** or **JUMP to Subroutine** command as follows:

```
G F1800 (JMP)  
J F1800 (JSR)
```

The G stands for **GO**, or go to the start address of the machine language program in memory, and begin executing it at the specified address. The value following the letter G refers to the start address of your routine. The J stands for **Jump to Subroutine**, similar to the JSR mnemonic in machine language.

The third way to invoke a machine language routine is to exit the monitor by



pressing the X key and **RETURN** . This places you back within the control of the BASIC language. Next, issue the SYS command and reference the starting address in decimal as follows:

```
BANK 15
SYS 6144
```

This SYS command is the same as the GO command (G F1800) example above. The BANK 15 command and the leading F in the 5-digit hexadecimal number F1800 specify memory configuration 15. The Kernal, BASIC and other ROM code are resident in this configuration. The only difference is that it executes the machine language routine from BASIC, instead of within the monitor.

The machine language routine given below clears the text screen. Starting at location 1024 (\$0400), the value 32 (\$20) is stored in each screen location. The character string value 32 is the space character, which blanks out each character position on the screen. When finished, an RTS instruction returns control to BASIC. Here's the main BASIC program and the machine language screen-clear subroutine as it appears in the machine language monitor.

```
10 FOR I= 1 TO 25
20 PRINT" FILL THE SCREEN WITH CHARACTERS"
30 NEXT
40 PRINT:PRINT
50 PRINT"NOW CALL THE MACHINE LANGUAGE"
60 PRINT" ROUTINE TO CLEAR THE SCREEN"
70 SLEEP 5
80 SYS DEC("1800")
90 PRINT"THE SCREEN IS NOW CLEARED"
```

READY.

MONITOR

```
PC SR AC XR YR SP
; FB000 00 00 00 00 F8
```

```
01800 A2 00 LDX # $00
01802 A9 20 LDA # $20
01804 9D 00 04 STA $0400,X
01807 9D 00 05 STA $0500,X
0180A 9D 00 06 STA $0600,X
0180D 9D E7 06 STA $06E7,X
01810 E8 I NX
01811 DO F1 BNE $1804
01813 60 RTS
```

In this sample program, the SYS command executes the subroutine to clear the text screen. Once the text screen is cleared, control of the microprocessor is returned to BASIC by the RTS instruction, and the READY prompt is displayed.

# MACHINE LANGUAGE MONITOR COMMANDS

The C128's built-in machine language monitor has several additional commands that manipulate your machine language routines once they are entered into memory. Figure 6-1 is a summary of all the commands available to you in the machine language MONITOR.

KEYWORD	FUNCTION	FORMAT
ASSEMBLE	Assembles a line of 8502 code	<start address> <opcode> [operand]
COMPARE	Compares two sections of memory and reports differences	<start address> <end address> <new start address>
DISASSEMBLE	Disassembles a line or lines of 8502 code	D [ <start address> <end address> ]
FILL	Fills a range of memory with specified byte	<start address> <end address > <byte>
<b>GO</b>	Starts execution at the specified address	[address]
HUNT	Hunts through memory within a specified range for all occurrences of a set of bytes	H <start address> <end address> <byte1> [<byte n> . . . ] H <start address> <end address> <ascii string>
GOSUB	Jumps to the subroutine	J [address]
LOAD	Loads a file from tape or disk	L "<filename>"[,<device #> [,<load address>]]
MEMORY	Displays the hexadecimal values of memory locations	M [ <start address> [ <end address> ] ]
REGISTERS	Displays the 8502 registers	R
SAVE	Saves to tape or disk	S "<filename>",<device #>, <start address> <last address + 1>
TRANSFER	Transfers code from one section of memory to another	<start address> <end address> <new start address>
VERIFY	Compares memory with tape or disk	V "<filename>"[,<device #>[, <load address>]]
EXIT (period)	Exits Commodore 128 MONITOR	
(greater than)	Assembles a line of 8502 code	
(semicolon)	Modifies memory	> [address]
	Modifies 8502 register displays	

KEYWORD	FUNCTION	FORMAT
(at sign)	Displays disk status, sends disk command, displays directory	@
	disk status	©[device #]
	disk command	@[device #],<command string>]
	disk catalog	©[device #],,\$[[<drive>:<file spec>]]

NOTES <> enclose required parameters  
 [] enclose optional parameters

Figure 6-1. Summary of Commodore 128 Monitor Commands

**NOTE:** 5-Digit Addresses

The Commodore 128 displays 5-digit hexadecimal addresses within the machine language monitor. Normally, a hexadecimal number is only four digits, representing the allowable address range. The extra left-most (high order) digit specifies the BANK configuration (at the time the given command is executed) according to the following memory configuration table:

0—RAM 0 only	8—EXT ROM, RAM 0, I/O
1—RAM 1 only	9—EXT ROM, RAM 1, I/O
2—RAM 2 only	A—EXT ROM, RAM 2, I/O
3—RAM 3 only	B—EXT ROM, RAM 3, I/O
4—INT ROM, RAM 0, I/O	C—KERNAL + INT (Io), RAM 0, I/O
5—INT ROM, RAM 1, I/O	D—KERNAL + EXT (Io), RAM 1, I/O
6—INT ROM, RAM 2, I/O	E—KERNAL + BASIC, RAM 0, CHARROM
7—INT ROM, RAM 3, I/O	F—KERNAL + BASIC, RAM 0, I/O

## SUMMARY OF MONITOR FIELD DESCRIPTORS

The following designators precede monitor data fields (e.g., memory dumps). When encountered as a command, these designators instruct the monitor to alter memory or register contents using the given data.

- <period> precedes lines of disassembled code.
- > <right angle> precedes lines of a memory dump.
- ;<semicolon> precedes line of a register dump.

The following designators precede number fields (e.g., address) and specify the radix (number base) of the value. Entered as commands, these designators instruct the monitor simply to display the given value in each of the four radices.

- <null> (default) precedes hexadecimal values.
- \$ <dollar> precedes hexadecimal (base-16) values.
- + <plus> precedes decimal (base-10) values.
- & <ampersand> precedes octal (base-8) values.
- % <percent> precedes binary (base-2) values.

The following characters are used by the monitor as field delimiters or line terminators (unless encountered within an ASCII string).

- <space> delimiter—separates two fields.
- <comma> delimiter—separates two fields.
- : <colon> terminator—logical end of line.
- ? <question> terminator—logical end of line.

## MONITOR COMMAND DESCRIPTIONS

The following are descriptions of each of the C128 Machine Language Monitor commands.

COMMAND: A  
 PURPOSE: Enter a line of assembly code.  
 SYNTAX: A <address> <opcode mnemonic> <operand>

<address>	A number indicating the location in memory to place the opcode. (See 5-digit address note on previous page.)
<opcode>	A standard MOS technology assembly language mnemonic, e.g., LDA, STX, ROR.
<operand>	The operand, when required, can be any of the legal addresses or constants.

A **RETURN** is used to indicate the end of the assembly line. If there are any errors on the line, a question mark is displayed to indicate an error, and the cursor moves to the next line. The screen editor can be used to correct the error(s) on that line.

### EXAMPLE:

```
.A 01200 LDX #$00
.A 01202
```

NOTE: A period (.) is equal to the ASSEMBLE command.

### EXAMPLE:

```
.02000 LDA #$23
```

**COMMAND:****PURPOSE:** Compare two areas of memory.

**SYNTAX:** C <address 1> <address 2> <address 3>  
 <address 1> A number indicating the start address of the area of memory to compare against.  
 <address 2> A number indicating the end address of the area of memory to compare against.  
 < address 3> A number indicating the start address of the other area of memory to compare with. Addresses that do not agree are printed on the screen.

**COMMAND:** D**PURPOSE:** Disassemble machine code into assembly language mnemonics and operands.

**SYNTAX:** D [<address>] [<address 2>]  
 <address> A number setting the address to start the disassembly.  
 <address 2> An optional ending address of code to be disassembled.

The format of the disassembly differs slightly from the input format of an assembly. The difference is that the first character of a disassembly is a period rather than an A (for readability), and the hexadecimal value of the op-code is listed as well.

A disassembly listing can be modified using the screen editor. Make any changes to the mnemonic or operand on the screen, then hit the carriage return. This enters the line and calls the assembler for further modifications.

A disassembly can be paged. Typing aD **RETURN** causes the next page of disassembly to be displayed.

**EXAMPLE:**

```
D3000 3003
.03000 A9 00    LDA #$00
.03002 FF      ???
.03003 DO 2B    BNE $3030
```

**COMMAND:** F**PURPOSE:** Fill a range of locations with a specified byte.

**SYNTAX:** F <address 1> <address 2> <byte>  
 <address 1> The first location to fill with the <byte>.  
 <address 2> The last location to fill with the <byte>.  
 <byte value> A 1- or 2-digit hexadecimal number to be written.

This command is useful for initializing data structures or any other RAM area.

#### EXAMPLE:

F0400 0518 EA

Fill memory locations from \$0400 to \$0518 with \$EA (a NOP instruction).

COMMAND: G

PURPOSE: Begin execution of a program at a specified address.

SYNTAX: G [<address>]

<address> An address where execution is to start. When address is left out, execution begins at the current PC. (The current PC can be viewed using the R command.)

The GO command restores all registers (displayable by using the R command) and begins execution at the specified starting address. Caution is recommended in using the GO command. To return to the Commodore 128 MONITOR after executing a machine language program, use the BRK instruction at the end of the program.

#### EXAMPLE:

G 140C

Execution begins at location \$140C in configuration (BANK)O. Certain applications may require that Kernal and/or I/O be present when execution begins. Precede the four-digit hexadecimal number with the hex configuration number which contains those appropriate portions of memory.)

COMMAND: H

PURPOSE: Hunt through memory within a specified range for all occurrences of a set of bytes.

SYNTAX: H <address 1> <address 2> <data>

<address 1> Beginning address of hunt procedure.

<address 2> Ending address of hunt procedure.

<data> Data set to search for data may be hexadecimal for an ASCII string.

#### EXAMPLE:

H A000 A101 A9

Search for data \$A9 from A000 to A101.

H2000 9800 'CASH'

Search for the alpha string "CASH".

COMMAND: J

PURPOSE: Jump to a machine language subroutine.

SYNTAX: J <address>

The JUMP to SUBROUTINE command directs program control to the machine language

subroutine located at the specified address. This command saves the return address as does the 8502 instruction JSR (Jump to Subroutine). In other words, the JUMP command is a two-way instruction, where the application gains control of the computer. Only after the subroutine encounters an RTS instruction does the machine language monitor regain control.

**EXAMPLE:**

J2000

Jump to the subroutine starting at \$2000 in configuration 0.

**COMMAND:** L

**PURPOSE:** Load a file from cassette or disk.

**SYNTAX:** L <"file name">[,<device>[,alt load address]]  
 <"file name"> Any legal Commodore 128 file name.  
 <device> A number indicating the device to load from. 1 is cassette. 8 is disk (or 9, A, etc.).  
 [alt load address] Option to load a file to a specified address.

The LOAD command causes a file to be loaded into memory. The starting address is contained in the first two bytes of the disk file (a program file). In other words, the LOAD command always loads a file into the same place it was saved from. This is very important in machine language work, since few programs are completely relocatable. The file is loaded into memory until the end of file (**EOF**) is found.

**EXAMPLE:**

L "PROGRAM",8 Loads the file name PROGRAM from the disk.

**COMMAND:** M

**PURPOSE:** To display memory as a hexadecimal and ASCII dump within the specified address range.

**SYNTAX:** M [<address 1>] [<address 2>]  
 <address 1> First address of memory dump. Optional. If omitted, one page is displayed. The first digit is the bank number to be displayed, the next four digits are the first address to be displayed.  
 <address 2> Last address of memory dump. Optional. If omitted, one page is displayed. The first digit is the bank number to be displayed; the next four digits are the ending address to be displayed.

Memory is displayed in the following format:

>1A048 41 42 43 44 45 46 47 48:ABCDEFGH

Memory contents may be edited using the screen editor. Move the cursor to the data to be modified, type the desired correction and hit **RETURN**. If a syntax error or an attempt to modify ROM has occurred, an error flag (?) is displayed. An ASCII dump of the data is displayed in *reverse* (to contrast with other data displayed on the screen) to the right of the hex data. When a character is not printable, it is displayed as a reverse period. As with the disassembly command, paging down is accomplished by typing M and **RETURN**

**EXAMPLE:**

```
M 21C00
>21C00 41 4A 4B 4C 4D 4E 4F 50 :AJKLMNOP
```

**NOTE:** The above display is produced by the 40-column editor.

**COMMAND:** R

**PURPOSE:** Show important 8502 registers. The status register, the program counter, the accumulator, the X and Y index registers and the stack pointer are displayed. The data in these registers is copied into the microprocessor registers when a "G" or "J" command is issued.

**SYNTAX:** R

**EXAMPLE:**

```
R
PC SR AC XR YR SP
: 01002 01 02 03 04 F6
```

**NOTE:** ; (semicolon) can be used to modify register displays in the same fashion as > can be used to modify memory registers.

**COMMAND:** S

**PURPOSE:** Save the contents of memory onto tape or disk.

**SYNTAX:** S <"filename">,<device>,<address 1>, <address 2>  
<"filename"> Any legal Commodore 128 filename. To save the data, the file name must be enclosed in double quotes. Single quotes cannot be used.  
<device> A number indicating on which device the file is to be placed. Cassette is 01; disk is 08, 09, etc.  
<address 1> Starting address of memory to be saved.  
<address 2> Ending address of memory to be saved + 1. All data up to, but not including, the byte of data at this address is saved.



The file created by this command is a program file. The first two bytes contain the starting address <address 1> of the data. The file may be recalled, using the L command.

**EXAMPLE:**

S "GAME",8,0400,00)0

Saves memory from \$0400 to \$0BFF onto disk.

**COMMAND:** T

**PURPOSE:** Transfer segments of memory from one memory area to another.

**SYNTAX:** T <address 1> <address 2> <address 3>  
                   <address 1>     Starting address of data to be moved.  
                   <address 2>     Ending address of data to be moved.  
                   <address 3>     Starting address of new location where data will  
                                       be moved.

Data can be moved from low memory to high memory and vice versa. Additional memory segments of any length can be moved forward or backward. An automatic "compare" is performed as each byte is transferred, and any differences are listed by address.

**EXAMPLE:**

T1400 1600 1401

Shifts data from \$1400 up to and including \$1600 one byte higher in memory.

**COMMAND:** V

**PURPOSE:** Verify a file on cassette or disk with the memory contents.

**SYNTAX:** <"filename">[,<device>][,alt start address]  
                   <"filename">     Any legal Commodore 128 file name.  
                   <device>         A number indicating which device the file is on.  
                                       Cassette is 01; disk is 08, 09, etc.  
                   [alt start address] Option to start verification at this address.

The VERIFY command compares a file to memory contents. If an error is found, the words VERIFY ERROR are displayed; if the file is successfully verified, the cursor reappears without any message.

**EXAMPLE:**

V" WORKLOAD",08

COMMAND: X  
PURPOSE: Exit to BASIC.  
SYNTAX: X

COMMAND: > (greater than)  
PURPOSE: Can be used to assign values for one to eight memory locations at a time (in 40-column mode; up to 16 in 80-column mode).  
SYNTAX: > <address> <data byte 1> <data byte 2 . . . 8>  
          <address>          First memory address to set.  
          <data byte 1>      Data to be put at address.  
          <data byte 2 . . . 8>Data to be placed in the successive memory locations following the first address (optional) with a space preceding each data byte.

COMMAND: @ (at sign)  
PURPOSE: Can be used to send commands to the disk drive.  
SYNTAX: @ [<device number>], <disk cmd string>  
          <device number> Device unit number (optional).  
          <diskcmd string>String command to disk.

NOTE: (*ci* alone gives the status of the disk drive).

#### EXAMPLES:

          checks disk status  
          00, OK, 00, 00  
(2,1      initializes drive 8  
@,\$       displays disk directory on unit 8.  
(a,\$0:F\*  display all files on Drive 0, unit 8 starting with the letter F.

As a further aid to programmers, the Kernal error message facility has been automatically enabled, while in the Monitor. This means the Kernal will display 'I/O ERROR#' and the error code, should there be any failed I/O attempt from the MONITOR. The message facility is turned off when exiting the MONITOR.

## MANIPULATING TEXT WITHIN THE MACHINE LANGUAGE MONITOR

Certain machine language application programs require the manipulation of strings of characters. If you are using an assembler package, it contains provisions for handling strings of characters. However, within the monitor, strings of characters must be placed in memory, either (1) through modifying a memory dump using the screen editor, or (2)

by placing the ASCII values of the characters in memory locations within a program.

To modify a memory dump using the screen editor, issue the MEMORY command with the address range in which you want to place the character string information. For example, suppose you want to place the word "TEXT" in memory starting at location \$2000. First, enter the machine language monitor with the MONITOR command. Next, issue the memory command containing the address \$2000 as follows:

```
M 2000
```

The 128 responds with this display:

```
02000 FF 00 FF 00 FF 00 FF 00: pi.PI.PI..PI.
```

The entire screen is filled with the contents of the memory (dump) locations \$2000 through \$205F. For illustrative purposes, only one line of the memory dump is shown. This line pertains to the address range \$2000 through \$2007. At the right of the screen is an area that displays the corresponding ASCII character for each value within a memory location in that line of the memory dump. The left character in the display area corresponds to location \$2000, the second character position to the right pertains to address \$2001, and so on. To place the word "TEXT" in memory starting at location \$2000, move the cursor up to the first line of the memory dump, move the cursor right to the memory address that pertains to address \$2000, and place the ASCII character string code for the letter T in this position. To do this, type over the characters that are there and replace them with the hexadecimal equivalent of decimal 84 (\$54) and press **RETURN**. Notice that the letter T is now displayed at the right of the screen. Refer to Appendix E, ASCII and CHR\$ Codes, for a list of the Commodore ASCII codes for each character available in the Commodore 128.

Now do the same procedure for the letters E, X and T. When you are through, the word "TEXT" is displayed in the display area. The first line of the memory dump now looks like this:

```
02000 54 45 58 54 FF 00 FF 00: TEXT IT. IT.
```

Now the character string you wish to manipulate is in memory, starting at address \$2000. Your machine language routine can now act upon the characters of the word "TEXT" in order to display them on the screen. An efficient way of manipulating entire words is to use the start address in memory where the text begins, in this case \$2000. Determine the length of the string, and use an index register as an offset to the end of the word. See the section Raster Interrupt Split Screen Program with Horizontal Scrolling in Chapter 8, for a working example of manipulating text. This chapter has described the use of machine language. For additional information on machine language topics, see Chapter 5, 7, 8, 9, 10, 11, and 13.



# 7

## **MIXING MACHINE LANGUAGE AND BASIC**

## WHY MIX BASIC AND MACHINE LANGUAGE?

Certain application programs are better suited for a high-level language such as BASIC rather than low-level machine language. In other cases, however, certain portions of a program, such as displaying graphics, may require the speed of machine language while the rest of the program lends itself to the use of BASIC. This is the main reason for mixing BASIC programs with machine language subroutines. Another reason may be the lack of an alternative in programming machine language. For example, in C64 mode, a machine language monitor is not ordinarily available to the user. In addition, you may not have an assembler package, so the only alternative is to enter machine language programs through the BASIC language. This method has disadvantages; it can be tedious and time-consuming, and once the routine is entered into memory, you have no way of listing it to the screen for editing. This method is recommended only if no alternative is available.

## ENTERING MACHINE LANGUAGE SUBROUTINES THROUGH BASIC

In Chapter 6, you saw an example of how to use the SYS command to go from BASIC to a machine language routine that cleared the text screen. The SYS command invoked the subroutine, cleared the screen, and returned to BASIC with the RTS instruction. This example illustrated the SYS command within a program. You can also SYS to a machine language subroutine outside a BASIC program, as follows:

```
SYS 8192
```

This example assumes you entered the machine language subroutine through the monitor (and it is still in memory). What if you don't have the monitor available to you, as in C64 mode, and you want to mix a machine language subroutine with a BASIC program?

The answer to this is to POKE decimal data that represents the hexadecimal opcodes and operands into memory. To activate the subroutine, you SYS to it as you did before. This method of entering machine language programs requires these steps:

1. Write your machine language program on a piece of paper.
2. Translate the hexadecimal op-code values into decimal. Some instructions require 3 bytes of memory, while others only use 1 or 2 bytes of memory. For a list of hexadecimal opcodes for the 8502 machine language instruction set, see the 8502 Instruction and Addressing Table, in Chapter 5.
3. Enter the decimal equivalents of the opcodes into DATA statements in such a way that a 2-byte instruction, for example, is entered as follows:

```
1000 DATA 162,0: REM = LDX #$00 = $A2, $00
```

The hexadecimal number \$A2 represents the 8502 instruction for LDX, which equals 162 in decimal. The 0 (zero) represents the operand 0, which is loaded into the X register in the instruction. In hex, 0 is the same as in decimal, so the second byte of the instruction is the operand value 0. The hexadecimal opcodes are translated into strings of binary digits (bits), so the microprocessor can interpret and operate them. This is the true machine language of the computer at its lowest level.

4. Once you have translated all the opcodes and operands into decimal, you must place them in memory. Accomplish this by READING a DATA value in BASIC and POKEing it into memory in an appropriate address range. For example, to enter the LDX #\$00 instruction into memory, in C128 mode, perform the following routine:

```
10 ALPHA = 8192
20 I = 0
30 DO
40 READ A
45 IF A = -999 THEN EXIT
50 POKE ALPHA +1,A
60 I = I +1
70 LOOP
80 PRINT "ALL DATA IS NOW IN MEMORY"
```

```
1000 DATA 162,0,-999
```

For C64 mode use this routine:

```
10 ALPHA = 8192
20 FOR I = 0 TO 1
40 READ A
50 POKE ALPHA +1,A
60 NEXT I
80 PRINT "ALL DATA IS NOW IN MEMORY"
```

```
1000 DATA 162,0
```

The first example, in C128 mode, READs all DATA and POKEs it into memory, starting at location 8192 (\$2000), until a data item is equal to -999. When the data item equals -999, EXIT the loop and print a message saying all the data is read into memory at the specified locations. This **DO . . . LOOP** allows you to enter as many data items as you please without the need to know how many data items are in the data list, since it checks for the terminator value -999. This programming approach makes it easy to modify the number of data entries without having to change any of the code. This program assumes that the bit map screen is not being used (\$2000-\$3FFF).

The second example, in C64 mode, uses a **FOR** . . . **NEXT** loop to enter the data. This requires you to know how many data items are in the data list. You can add an **IF** . . . **THEN** statement to check for a terminator value like -999, as in the first example. However, this method illustrates a different way of accomplishing the same thing.

5. The final step in entering machine language subroutines through BASIC is executing the subroutine with the **SYS** command. Add line 90 to your BASIC routines above as follows:

```
90 SYS 8192
```

This command executes the machine language routine that you POKEd into memory starting at location 8192.

Although the **DATA** statement in the example in Step 4 does not show it, all machine language subroutines must end with an **RTS** instruction so you can return to **BASIC**. The decimal code for an **RTS** machine language instruction is 96. Your last decimal data item in the final data statement in your program must be 96, unless you use a terminator like -999; then -999 will be your last decimal data item.

Figure 7-1 shows a step-by-step translation from the machine language screen-clear routine as it appears in the monitor and a complete program that mixes the clear screen routine with the **BASIC** program that POKEs in the data and executes the machine language subroutine. It only operates in the 40-column (**VIC**) screen.



Address	Hex Opcode	Symbolic Instruction	Decimal Equivalent		
			1st Byte (Opcode)	2nd Byte (Operand)	3rd Byte
. 02000	A2 00	LDX #\$00	162	0	
. 02002	A9 20	LDA #\$20 =	169	32	
. 02004	9D 00 04	STA \$0400, X	157	0	4
. 02007	9D 00 05	STA \$0500, X	157	0	5
. 0200A	9D 00 06	STA \$0600, X	157	0	6
. 0200D	9D E7 06	STA \$06E7, X	157	231	6
. 02010	E8	INX =	232		
. 02011	DO F1	BNE \$2004 =	208	241	
. 02013	60	RTS —	96		

**Figure 7-1. Step-by-step Translation into Decimal**

To find the hexadecimal opcodes, refer to the 8502 Instruction and Addressing Table in Chapter 5. Notice in Figure 7-1 that the hexadecimal opcodes are displayed within the monitor, directly to the left of the symbolic instruction. These hexadecimal numbers are the codes that you translate into decimal data items in a BASIC program.

Notice that the second byte in the BNE instruction is the value 241. In a branch instruction, the operand is not an absolute address, but is instead an offset to the instruction to which it will branch. In this case, the BNE instruction branches backward to location \$2004; therefore, it branches backward 15 locations in memory to the first store (STA) instruction.

You're probably wondering how the code 241 tells the computer to branch backward by 15. The number 241 (decimal) is the 2's complement of the value 15. When bit 7 is enabled, the microprocessor branches backward. The number 241 signifies to branch backward by 15 memory locations and execute the instruction in that location. To find the root value of a 2's complement number, do this:

1. Translate the value into binary:  $241 = 11110001$
2. Subtract 1:  $= 1111\ 0000 = 240$
3. Convert each bit to its complement; in other words, change each bit to the opposite value:  $= 0000\ 1111 = 15$

To find the two's complement of a number, perform steps 1 and 3 above; then *add* 1 to the value instead of subtracting.

Here's the complete C128 mode program, including all the decimal DATA equivalents of the instructions in the machine language, clear-screen subroutine above:

```

10 ALPHA=8192
20 I = 0
30 DO
40 :   READ A
45 :   IF A=-999 THEN EXIT
50 :   POKE ALPHA+I,A
60 :   I=I+1
70 LOOP
80 PRINT"ALL DATA IS NOW IN MEMORY"
85 SLEEP 1
90 SYS 8192
1000 DATA 162,0,169,32,157,0,4,157,0,5,157,0,6,157,231,6
2000 DATA 232,208,241,96,-999

```

Here is the corresponding program in C64:

```
10 ALPHA=8192
20 FOR I=0 TO 19
40 :   READ A
50 :   POKE ALPHA+I,A
60 NEXT
80 PRINT"ALL DATA IS NOW IN MEMORY"
85 FOR I=1 TO 2500:NEXT
90 SYS 8192
1000 DATA 162,0,169,32,157,0,4,157,0,5,157,0,6,157,231,6
2000 DATA 232,208,241,96
```

When you run this program, the computer READs the DATA, POKEs it into memory, and executes the machine language, clear-screen subroutine with the SYS command. After you RUN the program, enter the machine language monitor (assuming you are currently in C128 mode) and disassemble the code in the range \$2000 through \$2015 with this command:

```
D 2000 2015
```

Notice that the subroutine you POKEd in through BASIC is the same as the subroutine that appears in Figure 7-1. The two different methods accomplish the same goal—programming in 8502 machine language.

## WHERE TO PLACE MACHINE LANGUAGE PROGRAMS IN MEMORY

The Commodore 128 has 128K of RAM memory, divided into two 64K RAM banks. Much of the 128K of RAM is overlaid by ROM, but not at the same time. The Commodore 128 memory is layered, so RAM is beneath the overlaid ROM. The designers of the Commodore 128 have managed to squeeze 28K of ROM and 128K of RAM into 128K of address space. Only one bank is available or mapped in at a time, since the highest address an 8-bit microprocessor can address is 65535 (\$FFFF). However, because the C128 is capable of banking RAM and ROM in and out so fast, it may seem as though 128K is always available.

In the portions of memory shared by RAM and ROM, a read operation returns a ROM data value and a write operation "bleeds through" to the RAM beneath the layered ROM. The data is stored in the RAM memory location. If the data in RAM beneath the ROM is a program, the ROM on top must be switched out before the program in RAM can be executed. The RAM and ROM layout in memory is all regulated and controlled through the **Configuration Register (CR)** of the **Memory-**

**Management Unit (MMU).** For detailed information, refer to the sections on the Registers of the Memory Management Unit (specifically, the discussion of the Configuration Register) in Chapter 13.

## WHERE TO PLACE MACHINE LANGUAGE ROUTINES IN CONJUNCTION WITH BASIC

Within BASIC, the operating system takes care of the mapping in and out of ROM and RAM. The C128 operating system provides sixteen (default) memory configurations. They each contain different values in the Configuration Register; therefore, each has a different configuration. This gives you sixteen different configurations of memory to choose from. Figure 7-2 lists the sixteen default memory configurations available under the control of the BASIC language.

---

BANK	CONFIGURATION
0	RAM(O) only
1	RAM(1) only
2	RAM(2) only
3	RAM(3) only
4	Internal ROM, RAM(O), I/O
5	Internal ROM, RAM(1), I/O
6	Internal ROM, RAM(2), I/O
7	Internal ROM, RAM(3), I/O
8	External ROM, RAM(O), I/O
9	External ROM, RAM(1), I/O
10	External ROM, RAM(2), I/O
11	External ROM, RAM(3), I/O
12	Kernal and Internal ROM (LOW), RAM(O), I/O
13	Kernal and External ROM (LOW), RAM(O), I/O
14	Kernal and BASIC ROM, RAM(O), Character ROM
15	Kernal and BASIC ROM, RAM(O), I/O

---

**Figure 7-2. Bank Configuration Table**

If you want to place a machine language subroutine in memory while the BASIC language is running, put the subroutine in a bank that contains RAM, preferably bank 0 since this bank is composed entirely of RAM. If you place the machine language subroutine in a bank other than 0, not all of the RAM is available for programs, since ROM overlays some of the RAM. You must check the value of the Configuration Register *within that bank* to see which addresses within these banks contain ROM. Check the value of the Configuration Register within each of the sixteen configurations and compare the value with the table in Figure 13-5 to see exactly where ROM maps in.

Follow this procedure when calling machine language subroutines from BASIC:

1. Place the subroutine, preferably in bank 0, either through the monitor or by POKEing in the code through BASIC. If the Kernal, BASIC, and I/O are required, execute your program from configuration (BASIC Bank) 15. If you enter the subroutine through the monitor, place the routine in bank 0 by placing the digit 0 before the 4-digit hexadecimal address where the instructions are stored. If you are POKEing the codes in through BASIC (not the preferred method), issue the **BANK 0** command within your program, assuming you are placing the routine into BANK 0; then POKE in the decimal data for the opcodes and operands. The recommended memory range to place machine language routines in conjunction with BASIC is between \$1300 and \$1BFF. The upper part of BASIC text is also available, provided your BASIC program is small and does not overwrite your routine.
2. Now, to process the rest of your BASIC program, return to bank 15 (the default bank) with this command:

```
BANK 15
```

3. Now call the subroutine with the SYS command. SYS to the start address where the first machine language instruction of your program is stored in memory. In this case, assume the subroutine starts at hex location \$2000 (assuming the VIC bit map screen is not used) and enter:

```
SYS 8192
```

The RAM in configuration 0 in Figure 7-2 is the same RAM that appears in configurations (BANKS) 4, 8, 12, 13, 14, and 15. For example, you can enter programs into BANK 15, but you must make sure that no ROM overlays your program area.

**NOTE:** If you plan to return to BASIC, make sure your subroutine ends with an RTS instruction.

## WHERE TO PLACE MACHINE LANGUAGE ROUTINES WHEN BASIC IS DISABLED

When you are programming in machine language and you don't require the services of the BASIC ROM, you can disable BASIC by mapping out the BASIC ROMs. Do this by placing certain values into the Configuration Register in your own machine language routines as follows:

```
LDA #$0E ;Set up the Configuration Register value
STA $D501 ;Write to Preconfiguration Register A
STA $FF01 ;Write to LCR A to change value of CR
```

You can use this sequence:

```
LDA #$0E
STA $FF00
```

When you switch out BASIC, the sixteen default configurations no longer exist

via the BASIC command, so it becomes your responsibility to manage the memory configurations by manipulating the Configuration Register in your application program. Figure 13-5, on page 462, defines the values to place in the configuration register to arrive at the different memory configurations.

When you switch out the BASIC ROMs, the address range where BASIC usually resides (\$4000 through \$7FFF for BASIC low and \$8000 through \$BFFF for BASIC high), is available for your machine language programs. Be careful when switching out the Kernal, since the Kernal controls the entire operation of the C128, including routines that seem transparent to the user (i.e., routines that you may take for granted).

At certain points within your machine language programs, you may need to disable the I/O operation of the C128 temporarily. For instance, if you want to copy portions of the character ROM into RAM when programming your own characters, you must switch out the I/O registers \$D000 through \$DFFF of the C128, transfer the character data into RAM, and then switch the I/O back in.

See the section discussing the Configuration Register, in Chapter 13, for a full explanation of how the C128 RAM and ROM memory is configured.

This chapter has described the use of BASIC and machine language together. For material on using BASIC alone, see Chapters 2, 3 and 4. For material on using machine language see Chapters 5, 6, 8, 9, 10, 11 and 13.



# 8

## THE POWER BEHIND COMMODORE 128 GRAPHICS

# THE RELATIONSHIP BETWEEN VIDEO BANKS, RAM BANKS AND MEMORY CONFIGURATIONS

Many of you are familiar with how the Commodore 64 manages memory. This section explains how the Commodore 128 manages video memory, and how the video banks relate to the currently selected memory configuration.

## MANAGING BANKED MEMORY

Banking is a process in which a section of memory is addressed by the microprocessor. The memory is said to be banked in when it is available to the microprocessor in the current memory configuration.

The Commodore 128 is programmable in its memory configuration. BASIC and the Machine Language Monitor give you 16 pre-programmed default configurations of memory (referred to in BASIC as *banks*). For the purposes of this discussion, BASIC banks are referred to simply as default memory configurations which are combinations of ROM and RAM in various ranges of memory. The current configuration, whether in BASIC or machine language, is determined by the value in the configuration register of the C128 Memory Management Unit (MMU) chip.

The sixteen different configurations in BASIC and the Machine Language Monitor require different values to be placed in the configuration register so that particular combinations of ROM and RAM can be banked into memory simultaneously. For example, the character ROM is only available in memory configuration 14 (Bank 14 in BASIC; the fifth digit hexadecimal prefix "E" in the Machine Language Monitor), since this configuration tells the C128 MMU to swap out the I/O registers between \$D000 and \$DFFF, and replace them with the character ROM. To swap the I/O capabilities back in, change to any configuration number that contains I/O. Figure 8-1 lists the sixteen default memory configurations available in BASIC and the Machine Language Monitor. Information on programming the MMU is contained in Chapter 13, The Commodore 128 Operating System.

## THE TWO 64K RAM BANKS

The Commodore 128 memory is composed of two RAM banks (labeled 0 and 1), each having 64K of RAM, giving a total of 128K. The 8502 microprocessor address bus is 16 bits wide, allowing it to address 65536 (64K) memory locations at a time. Figure 8-2 illustrates the two separate 64K RAM banks.

Although only 64K can be accessed at one time, the MMU has provisions for sharing up to 16K of common RAM between the two RAM banks. Common RAM is discussed in Chapter 13.

The 8502 microprocessor and the VIC chip can each access a different 64K RAM bank. The 8502 RAM bank is selected by the configuration register (bits 6 and 7) and



BANK	CONFIGURATION
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
<b>13</b>	
<b>14</b>	
15	

Figure 8-1. CI28 Default Memory Configurations

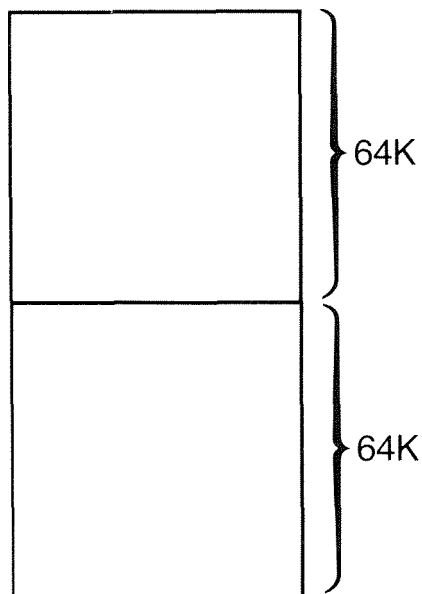
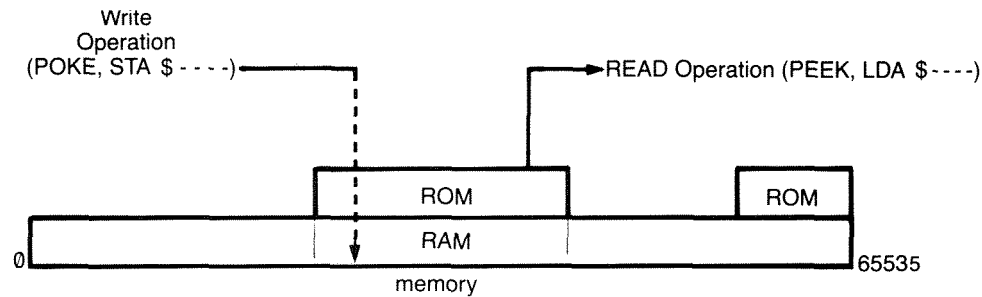


Figure 8-2. CI28 64K RAM Banks

the VIC RAM bank is selected by the RAM configuration register (bits 6 and 7). This also is covered in detail in Chapter 13.

The configuration determined by the configuration register can be composed of RAM and ROM, where the ROM portion overlays the RAM layer underneath, as illustrated in Figure 8-3.



**Figure 8-3. ROM Overlay**

A read (PEEK) operation returns a ROM value, and a write (POKE) operation bypasses the ROM and stores the value in the RAM underneath.

Many different combinations of memory can be constructed to comprise a 64K configuration of accessible memory. Bits six and seven of the configuration register specify which RAM bank lies beneath the ROM layers specified by bits zero through five. The underlying RAM bank can be switched independently of any ROM layers on top. For instance, you may switch from RAM Bank 0 to RAM Bank 1, while maintaining the Kernal, BASIC and I/O.

## 16K VIDEO BANKS

In C128 graphics programming, a video bank is a 16K block of memory that contains the essential portions of memory controlling the C128 graphics system: screen and character memory. These two types of memory, which are discussed in the following section, must lie within the 16K range of memory referred to as a (VIC) video bank. The VIC chip is capable of addressing 16K of memory at any one time, so all graphics memory must be present in that 16K. Since the Commodore 128 microprocessor addresses 64K at a time, there are four video banks in each 64K RAM bank, or a total of eight video banks. (See Figure 8-4.)

Where you place the VIC video bank depends on your application program. The Commodore 128 ROM operating system expects this bank in default video Bank 0, in the bottom of RAM Bank 0. Screen and character memory may be located at different positions within each 16K video bank, though in order to successfully program the VIC chip, the current 16K bank must contain screen and character memory in their entirety. You'll understand this after reading the next few pages.

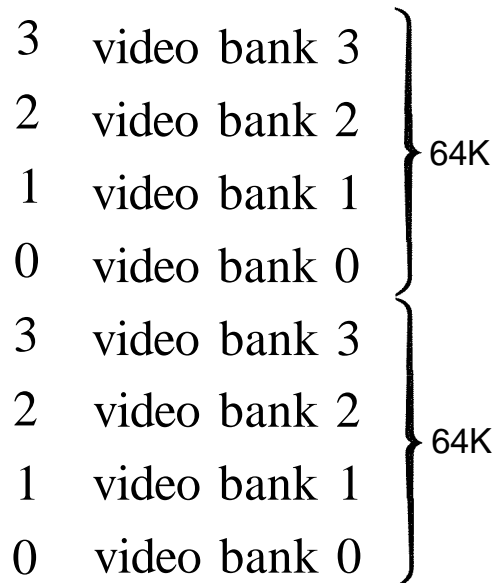


Figure 8-4. Video Banks within RAM Banks

The four video banks in each 64K RAM bank are set up in the memory ranges specified in Figure 8-5:

BANK	ADDRESS RANGE	VALUE OF BITS 1 & 0 IN \$DD00
		BINARY DECIMAL
<b>0</b>	<b>\$0-\$3FFF</b>	<b>11= 3 (DEFAULT)</b>
<b>1</b>	<b>\$4000-\$7FFF</b>	<b>10= 2</b>
<b>2</b>	<b>\$8000-\$BFFF</b>	<b>01= 1</b>
<b>3</b>	<b>\$C000-\$FFFF</b>	<b>00= 0</b>

Figure 8-5. Video Banks Memory Ranges

Each RAM bank (0 and 1) has this memory layout.

Bits 0 and 1 of location \$DD00 select the video bank. To select a video bank in BASIC, type this command:

**POKE 56576, (PEEK(56576) AND 252) OR X**

Where X is the decimal value of bits 1 and 0 in Figure 8-5.

In machine language, run the following program segment to select video banks:

```
LDA $DD00; load the accumulator with contents of $DD00
AND #$FC; preserve the upper 6 bits of $DD00
OR A #$X; where X is the hex value of bits 1 and 0 from Figure 8-5 above
STA $DD00; Place the value in $DD00
```

In the third instruction, replace X with the hexadecimal value of bits 1 and 0 in Figure 8-5. The default value is \$03, which selects video bank zero.

Whenever you change video banks, you must add \$4000 to the address of your starting screen memory (video matrix) and character memory (bit map in bit map mode) for each bank above 0. To change to video Bank 1, add \$4000 to your starting screen and character address; for Bank 2 add \$8000; for Bank 3 add \$C000. You must always add an offset of \$4000 to the start of your screen and character memory for each video bank that is greater than zero.

## SUMMARY OF BANKING CONCEPT

The major features of the banking concept can be summarized as follows:

1. BASIC and the Machine Language Monitor have sixteen 64K memory configurations that give you sixteen different combinations of memory layouts. The MMU chip, particularly the value in the configuration register, controls most of the memory management in the Commodore 128. In order to PEEK (read) from or POKE (write) to a particular portion of memory, you must choose a BASIC or monitor configuration that contains the desired section of memory. Figure 8-1 lists the sixteen default memory configurations available in BASIC and the Machine Language Monitor.
2. The 128K of memory is divided into two 64K RAM banks. Only one bank is addressable at a time by the microprocessor. RAM bank selection is controlled by the MMU configuration register (bits 6 and 7), which is part of the C128 I/O memory. The VIC chip and 8502 microprocessor can each access a different 64K RAM bank. Figure 8-2 illustrates the two separate and independent 64K RAM banks.
3. Each 64K RAM bank is divided into four 16K video segments. The screen and character memory must both lie within the selected 16K video segment in order to successfully display graphics and characters on the screen. For each 16K video bank higher than zero, remember to add \$4000 (16384 decimal) to the start address of screen and character memory. Figure 8<sup>A</sup> shows how four 16K video banks fit into each of the two 64K RAM banks.

Here's how the banks fit together and operate within the Commodore 128. One 64K RAM bank is always mapped into memory. Within BASIC or the Machine Language Monitor, sixteen different memory configurations are available in a 64K bank. To change the configuration, issue the BASIC BANK command, or precede the four digit hexadecimal address in the Machine Language Monitor with an additional hexadecimal digit 0 through F. Outside of BASIC or the monitor, you can select other configurations, by changing the value in the configuration register at location \$FF00 (or \$D500). See Chapter 13 for details.

Within the selected configuration, and part of the current 64K RAM bank, is a 16K range reserved for a video bank. The 16K video bank must encompass 1K of screen memory, and either 4K of character ROM or an 8K block of memory for the bit map data. All these components must be present in order for graphics to operate.

In essence, the bank concept can be thought of in this way: The C128 has a 16K (VIC) video bank within a selected memory configuration within a 64K RAM bank.

Figures 8-28 through 8-32 at the end of this chapter provides a graphics programming summary.

## SHADOW REGISTERS: INTERMEDIATE STORAGE LOCATIONS USED BY THE C128 SCREEN EDITOR

Users who are experienced in programming the Commodore 64 VIC chip will find that most of the graphics operations of the Commodore 128 are performed in the same way as the C64. The main difference between the Commodore 64 and the Commodore 128 graphics systems is the hardware implementation of split-screen modes.

C128 mode provides two types of split-screen displays:

1. Standard character mode and bit map mode
2. Standard character mode and multi-color bit map mode

Because the split-screens switch from one display mode to another at a given time, the screen editor must be interrupt-driven. The interrupt indicates at what point the mode is to be switched. At that point, the VIC chip is loaded with preset values already contained in RAM. These preset values are known as shadow registers. Each time an interrupt occurs, certain video-chip registers are cleared and refreshed with the values in the shadow registers. These shadow registers add a variation in programming the VIC chip compared to the way the Commodore 64 handles it.

The primary intermediate storage locations for VIC chip programming are:

NAME	INDIRFXT LOCATION	ACTUAL LOCATION	DESCRIPTION
GRAPHM	BIT 7 - 216 (\$00D8)	BIT 4 - 53270 (SD016)	Multicolor Mode Bit
GRAPHM	Bit 6 - 216 (\$00D8)		Split Screen Bit
GRAPHM	BIT 5 - 216 (\$00D8)	BITS -S3265 (SD011)	Bit Map Mode Bit
VM1*	BITS 7-4 - 2604 (\$0A2C)	BITS 7-4 - 53272 (SD018)	Video Matrix (screen memory) Pointer
VM1	BITS 3-0 - 2604 (\$0A2C)	BITS 3-0 - 53272 (SD018)	Character Base Pointer
VM2**	BITS 7-4 - 2605 (\$0A2D)	BITS 7-4 - 53272 (SD018)	Video Matrix (screen memory) Pointer
VM2	BITS 3-0 - 2605 (\$0A2D)	BITS 3-0 - 53272 (SD018)	Bit Map Pointer

\*VM1 applies only to standard and multi-color character (text) mode?

\*\*VM2 applies only to standard and multi-color bit map modes.

You must store to and load from the indirect locations when accessing the above features of the VIC (8564) chip. For example, in C64 mode, this is how you set up the video matrix and bit map mode:

**10 POKE 53272, 120:** REM Select bit map @ 8192, video matrix @ 7168  
**20 POKE 53265, PEEK(53265) OR 32:** REM Enter bit map mode

Line 10 sets the video matrix at 7168 (\$1C00) and the bit map at 8192 (\$2000).  
Line 20 enables bit map mode.

Normally, you would perform this operation with the high-level, 7.0 BASIC command:

### **GRAPHIC 1**

The comparable way to accomplish this with POKE commands in C128 mode is as follows:

**10 POKE 2605,120**  
**20 POKE 216,PEEK(216) OR 32**

In C128 machine language, use these instructions:

**LDA #\$78;** set bit map @ \$2000  
**STA \$0A2D;** set video matrix @ 7168  
**LDA \$00D8**  
**ORA #\$20**  
**STA \$00D8;** select bit map mode

Although these examples do more than just select bit map mode and set up the video matrix and bit map pointer (such as wait on a video retrace when the raster is off the visible coordinate plane), these examples give you an idea of how to perform these programming steps.

As you can see, C128 mode requires a slight variation in programming the VIC chip. You must keep this in mind when programming graphics in C128 mode. Usually, the high-level BASIC 7.0 commands take care of these variations. However, if you are programming in machine language, remember to address these indirect storage locations and not the actual ones. If you store values directly to the actual registers, the value will be cleared in a jiffy and no apparent action occurs.

## **DISABLING THE INTERRUPT DRIVEN SCREEN EDITOR**

You can disable the interrupt-driven C128 screen editor by storing the value 255 (\$FF) in location 216 (\$00D8). The actual VIC registers are not affected, and you can program the VIC chip the same way as the C64. This makes it unnecessary to address the indirect shadow registers. In BASIC, enter:

**POKE 216,255**

In machine language, you enter:

```
LDA #$FF
STA $00D8
```

Since disabling the interrupt allows you to program the VIC chip in the same way as the Commodore 64, you can store values directly to the actual registers. You do not have to address the indirect storage locations for VIC chip programming. However, if you don't disable the interrupt, it is still active and your values will be cleared upon the first occurrence of the raster interrupt.

Remember, you must either disable the interrupt or address the indirect storage locations. Failure to do one or the other can cause serious problems in your program.

The 80-column chip indirect memory locations are discussed in Chapter 10, Programming the 80-Column 8563 Chip. Certain other I/O functions require the use of indirect locations also. These are covered in Chapter 12, Input/Output Guide.

## THE COMMODORE 128 GRAPHICS SYSTEM

This section describes where the SCREEN, COLOR and CHARACTER memory components in the graphics system are located in character modes and bit map modes.

Screen and character memory are addressed and stored differently in the character modes than in the bit-map modes. The split-screen modes use a section of both the character screen storage and the bit map screen storage.

In graphics operations, the C128 can operate in either BASIC or machine language in both C128 and C64 modes.

This section tells you where the graphics locations and screen color character memory are stored under each graphic mode. The next section details the inner workings of each graphic display mode including how color and data are assigned and how screen, color and character memory are interpreted.

### SCREEN MEMORY (RAM)

The location in which screen RAM is stored in memory and the way the data are stored within it depends on the current graphics mode and operational mode of the C128.

#### C128 BASIC

In Commodore 128 BASIC, the character screen memory is located in the default address range 1024 (\$0400) through 2023 (\$07E7). The text screen memory can be moved. Remember, certain addresses use indirect memory locations to change the value of the actual address. The shadow register for the pointer to the text screen memory is location 2604 (\$0A2C). The actual location is 53272, but the screen editor uses a shadow since the VIC screen is interrupt-driven. A direct poke to 53272 (\$D018) is changed back to its original value every sixtieth of a second. Here's how to change the location of screen memory in C128 BASIC:

## POKE, 2604 (PEEK(2604) AND 15) OR X

where X is a value in Figure 8-6.

If you move the screen memory, make sure that the screen and character memory do not overlap. In addition, make sure to add an offset of \$4000 to the start address of screen and character memory for each bank above 0. Additional commands are required to make the program work. Details follow in the discussion of each graphic mode, as well as program examples.

LOCATION*			
X	BITS	DECIMAL	HEX
0	0000XXXX	0	\$0000
16	0001XXXX	1024	\$0400 (DEFAULT)
32	0010XXXX	2048	\$0800
48	0011XXXX	3072	\$0C00
64	0100XXXX	4096	\$1000
80	0101XXXX	5120	\$1400
96	0110XXXX	6144	\$1800
112	0111XXXX	7168	\$1C00
128	1000XXXX	8192	\$2000
144	1001XXXX	9216	\$2400
160	1010XXXX	10240	\$2800
176	1011XXXX	11264	\$2C00
192	1100XXXX	12288	\$3000
208	1101XXXX	13312	\$3400
224	1110XXXX	14336	\$3800
240	1111XXXX	15360	\$3C00

\*Remember that the BANK ADDRESS offset of \$4000 per video bank must be added if changing to a higher video bank above 0.

Figure 8-6. Screen Memory Locations

This register also controls where character memory is placed in memory. The upper four bits control the screen, the lower four control character memory. The "AND 15" in the POKE 2604 statement ensures that the lower nybble is not upset. (If it had been, you would not see the correct character data.)

In Commodore 128 bit map mode (standard or multi-color), the default bit map screen memory (video matrix) is located between 7168 (\$1C00) and 8167 (\$1FFF). Screen memory is interpreted differently in bit map mode than in text mode. The video matrix in bit map mode actually supplies color information to the bit map. This is explained in detail in the Standard Bit Map Mode section elsewhere in this chapter. To change the location of the bit map screen memory (video matrix), use this command:

## POKE 2605, (PEEK(2605) AND 15) OR X



where X is a value in Figure 8-6. Location 2605 is also a shadow register for 53272, but only for bit map mode. When you move the video matrix you must ensure that it does not overlap the bit map (data). In addition, be sure to add an offset of \$4000 to the start address of the video matrix and the bit map for each video bank above zero.

## C64 BASIC

In C64 mode, the text screen defaults to locations 1024 (\$0400) through 2023 (\$07E7). In bit map mode, the video matrix (screen memory) also defaults to this range though the screen memory is interpreted differently in either mode. Commodore 64 BASIC allows you to move the location of the video matrix to any one of the sixteen locations specified in Figure 8-6. The upper four bits of location 53272 (SD018) control the location of the screen memory. To change the location of screen memory, use the following command:

**POKE 53272, (PEEK(53272) AND 15) OR X**

where X is equal to one of the values in Figure 8-6

**NOTE:** The following paragraph pertains to both C128 and C64 modes.

Bits zero and one of location 56576 (SDD00) control which of the four video banks is selected. The default bank is 0. If you change to another video bank (from 0 to 1, for example), then for each bank higher than bank zero, you must add an offset of \$4000 to the starting video matrix (screen memory) address in Figure 8-6. This yields the actual address of the video matrix. For example, if you're changing from bank 0 to bank 1, add \$4000. If you are going to bank 2, add \$8000; if you are changing to bank 3, add \$C000. Remember, this is true for both C128 and C64 modes.

## MACHINE LANGUAGE

In machine language, use the commands listed under A in Figure 8-7 to move the C128 (VIC) text screen. Use the commands under B to move the C128 bit map screen memory (video matrix). Use the commands under C to move the C64 text or bit map screen memory (video matrix).

(A)	(B)	(C)
MOVEC128 TEXT SCREEN	MOVEC128 BIT MAP SCREEN	MOVE C64 TEXT OR BIT MAP SCREEN MEMORY
<b>LDA \$0A2C</b>	<b>LDA \$0A2D</b>	<b>LDA \$D018</b>
<b>AND #\$0F</b>	<b>AND #\$0F</b>	<b>AND #\$0F</b>
<b>ORA#\$X</b>	<b>ORA #\$X</b>	<b>ORA #\$X</b>
<b>STA \$0A2C</b>	<b>STA \$0A2D</b>	<b>STA \$D018</b>

Figure 8-7. Moving Screen Memory in Machine Language

In Figure 8-7, X is the hexadecimal equivalent of the decimal value X in the left column in Figure 8-6. The second and third instructions in each example in Figure 8-7 make sure not to upset the lower four bits of location 53272 or its shadow registers, 2604 (\$0A2C) and 2605 (\$0A2D), since they control the character data for text and bit map modes.

## COLOR RAM

### C128 BASIC

Color RAM within the Commodore 128 is always stationary in memory. It occupies the address range 55296 (\$D800) through 56295 (\$DBE7). In standard character mode, screen RAM and color RAM correspond to one another on a one-to-one basis. Location 1024 gets color data from 55296, 1025 gets color from 55297 and so on. Multi-color character mode utilizes color RAM also, but in a different manner. Additional explanations and examples are provided in the Standard Character Mode section of this chapter.

### COLOR RAM BANKING

In C128 mode, the LORAM and HIRAM signal lines allow the graphics system to make use of an additional Color RAM bank, which is not available in C64 mode. This allows fast and clean switching of colors for the character or multi-color bit map screen. The LORAM signal line allows the 8502 microprocessor to access one color RAM bank, while the HIRAM control line allows the VIC chip to access either Color RAM bank independently of the microprocessor. Bit 0 of location 1 controls the LORAM signal line. LORAM selects color RAM bank 0 or 1 as seen by the 8502 microprocessor depending on the value of the bit. If the bit value is low, the color RAM bank 0 is accessed by the 8502. If the value of the bit is high, the upper color RAM bank is accessed by the 8502 microprocessor.

Bit 1 of location 1 controls the HIRAM signal line. HIRAM selects color RAM bank 0 or 1 as seen by the VIC chip, depending on the value of the bit. If the bit value is low, the color RAM bank 0 is accessed by the VIC chip. If the value of the bit is high, the upper color RAM bank 1 is accessed by the VIC chip.

These control lines add flexibility to the already powerful C128 graphics system. This allows you to change colors of the multi-color bit map or character screen on the fly, without any time delay. It allows you to swap color RAM banks instantly.

In standard bit map mode, color information is obtained from the bit map screen memory (the video matrix, \$1C00 through \$1FFF). not color memory. Bit map mode interprets screen memory differently than character mode. Color RAM is used in standard character mode, multi-color bit map mode, multi-color character mode and the split-screen mode.

### C64 BASIC

In standard character mode, color RAM is located in the same place as in C128 mode: 55296 (\$D800) through 56295 (\$DBE7).

In bit map mode, C64 BASIC receives color information from screen memory (the

video matrix) as does C128 mode, though the default location for screen memory is 1024 (\$0400) through 2023 (\$07E7).

## MACHINE LANGUAGE

In machine language or in BASIC, standard character mode color data always comes from the same place. Color RAM is used for multi-color character mode. In standard bit map mode, however, color data originates from screen memory, so wherever you place screen memory, the color data for the bit map comes from the specified screen memory (video matrix) range. Multi-color bit map mode receives color from three places: color RAM, screen memory and background color register 0. This is explained in depth in the sections on the multi-color character and multi-color bit map modes.

## CHARACTER MEMORY (ROM)

### C128 BASIC-CHARACTER MODES

In standard character mode, character information is stored in the character ROM in the memory range 53248 (\$D000) through 57343 (SDFFF). In location 1 of the Commodore 128 memory map, the CHAREN (CHARacter EN able) signal determines whether the character set is available in any given video bank (0-3). Bit 2 of location 1 is the CHAREN bit. If the CHAREN bit is high (1), the Commodore character set is not available within the currently selected video bank in context. If the value of bit 2 in location 1 is low, equal to zero, then the C128 character set is available in the currently selected video bank. This is true in any of the four video banks in both 64K RAM banks. This feature allows the Commodore 128 character set to be available in any video bank at any time. To read the character ROM, enter BANK 14 either in BASIC or the MONITOR, and read the ROM, starting at location 53248. This configuration switches out I/O, and maps in character ROM in the range \$D000 through SDFFF. Figure 8-8 shows how the character sets are stored in the character ROM:

BLOCK	ADDRESS		VIC* IMAGE	CONTENTS
	DECIMAL	HEX		
<b>0</b>	<b>53248</b>	<b>D000-D1FF</b>	<b>1000-11FF</b>	<b>Upper case characters</b>
	<b>53760</b>	<b>D200-D3FF</b>	<b>1200-13FF</b>	<b>Graphics characters</b>
	<b>54272</b>	<b>D400-D5FF</b>	<b>1400-15FF</b>	<b>Reversed upper case characters</b>
	<b>54784</b>	<b>D600-D7FF</b>	<b>1600-17FF</b>	<b>Reversed graphics characters</b>
<b>1</b>	<b>55296</b>	<b>D800-D9FF</b>	<b>1800-19FF</b>	<b>Lower case characters</b>
	<b>55808</b>	<b>DA00-DBFF</b>	<b>1A00-1BFF</b>	<b>Upper case &amp; graphics characters</b>
	<b>56320</b>	<b>DC00-DDFF</b>	<b>1C00-1DFF</b>	<b>Reversed lower case characters</b>
	<b>56832</b>	<b>DE00-DFFF</b>	<b>1E00-1FFF</b>	<b>Reversed upper case &amp; graphics characters</b>

\* = in C64 mode only

Figure 8-8. Breakdown of Character Set Storage in Character ROM

The character memory is relocatable as is screen memory. To move standard character memory in C128 BASIC, alter the lower four bits (nybble) of location 2604 (\$0A2C). Location 2604 is a shadow register for 53272 for the text screen memory (upper four bits) and character memory (lower four bits). To move the standard character memory use the following command:

**POKE 2604, (PEEK(2604) AND 240) OR Z.**

where Z is a value in Figure 8-9.

LOCATION OF CHARACTER MEMORY				
VALUE				
OFZ	BITS	DECIMAL	HEX	
0	XXXX000X	0	\$0000-\$07FF	
2	XXXX001X	2048	\$0800-\$0FFF	
4	XXXX010X	4096	\$1000-\$17FF	ROM IMAGE in BANK 0 & 2 (default)*
6	XXXX011X	6144	\$1800-\$1FFF	ROM IMAGE in BANK 0 & 2*
8	XXXX100X	8192	\$2000-\$27FF	
10	XXXX101X	10240	\$2800-\$2FFF	
12	XXXX110X	12288	\$3000-\$37FF	
14	XXXX111X	14336	\$3800-\$3FFF	

\* = in C64 mode only.

Figure 8-9. Character Memory Locations

As with the other graphic system components, character data behaves differently in bit map mode than in text mode.

Remember, the upper nybble controls where the screen memory maps in, so make sure not to upset those bits. The AND 240 in the POKE statement above takes care of preserving the upper four bits.

In C128 mode the character sets are available in all video banks depending on the value of CHAR ENable

NOTE: Remember to add an offset of \$4000 to the start address of character memory, for each bank above 0; i.e., for bank 3 add 3\*\$4000 = \$C000

## C128 BASIC-BIT MAP MODES

In bit map mode, the character memory data, also referred to as the bit map, defaults to the range 8192 (\$2000) to 16191 (\$3F3F). The bit patterns of these 8000 bytes tell the computer which pixels to turn on. This block of memory "maps out" the picture on the screen, according to the data in this 8000-byte block. Since the standard bit map screen is 320 x 200, 64000 pixels make up the screen image. Divide 64000 by 8 to arrive at 8000 bytes of memory for the bit map.

Besides the upper four bits for the video matrix, bit 3 of location 2605 (\$0A2D) is the only significant bit in bit map mode. Location 2605 is the indirect memory location of 53272 for bit map mode only.

When you issue the **GRAPHIC** 1 command, bit 3 in 2605 is set. This specifies the bit map (data) to start at location 8192 (\$2000). Whenever you enter bit map mode with the **GRAPHIC** command, bit 3 is always set. Outside of BASIC, you can specify the bit map to start at location \$0000; therefore, the value of bit 3 is zero.

If the C128 is running under the control of C128 BASIC, the bit map always starts on a boundary of \$2000 (since bit 3 is set) within a given video bank. In video bank zero, the bit map starts at \$2000. For banks 1, 2 and 3, the bit map begins at \$6000, \$A000 and \$E000, respectively, since you must add an offset of \$4000 for each bank number above zero. In machine language, however, bit 3 may have a value of zero or one. Therefore the bit map may start at \$0000 if bit 3 is zero, or at \$2000 if bit 3 is one, in each video bank. This means that the bit map has eight possible starting locations (per 64K RAM bank) in machine language—two for each of the four video banks. In C128 BASIC, the bit map can only start at one of the four locations.

Don't forget to add the mandatory \$4000 offset for each video bank above 0. The eight possible starting locations of a bit map in a machine language program are shown in Figure 8-10.

This gives you the choice of eight starting locations in which to place your bit map data. Though only one bit map can fit in each video bank, you must leave room for the video matrix. Since the C128 has two RAM banks—each with four video banks per RAM bank—you may have a total of eight bit maps in memory, one for each video bank. Each video bank can fit only one bit map, because you need 1K for screen RAM, and 8K for the bit map since a video bank has a maximum of 16K. To access another bit map, you must switch video banks. To access a bit map in the upper RAM bank (1), you may have to switch RAM banks and video banks.

VIDEO BANK	VALUE OF BIT 3 =	
	0	1
0	\$0000	\$2000
1	\$4000	\$6000
2	\$8000	\$A000
3	\$C000	\$E000

**Figure 8-10. Starting Locations for Bit Map in Machine Language**

## C64 BASIC CHARACTER MODES

In standard character mode in C64 BASIC, the lower four bits of location 53272 control where character memory is placed. As in C128 mode, the character ROM is actually mapped into memory between 53248 (\$D000) and 57343 (\$DFFF). The ROM image appears in RAM in the range 4096-8191 (in video bank 0) and 36864-40959 in bank 2, since it must be accessible to the VIC chip in a 16K range in video banks 0 and 2. The character sets are not accessible in video banks 1 and 3. This ROM imaging in RAM applies only to character data as seen by the VIC chip. These memory ranges are still usable for data and programs and have no effect on the contents of RAM as far as your programs are concerned.

In C64 mode, the ROM image overlays the RAM underneath. A write operation "bleeds through" to the RAM underneath, while a read returns a ROM value depending on which memory configuration is currently in context. Since the VIC chip accesses 16K at a time, the character set images must appear in the 16K which the VIC chip is currently addressing in video banks 0 and 2. Remember, in C128 mode, the character sets are available in all video banks according to the value of the CHAREN bit in location 1.

You can change the location of character memory with the following command:

**POKE 53272, (PEEK(53272) AND 240) OR Z**

where Z is a decimal value in the table in Figure 8-9.

The breakdown of the character sets is the same as in the C128 for the character ROM (see Figure 8-8).

## C64 BASIC BIT MAP MODE

In bit map mode, bit 3 of location 53272 specifies the start of the bit map either at \$0000 or \$2000 depending whether the value of bit 3 is 0 or 1, respectively. Use the following command:

**POKE 53272 (PEEK (53272) AND 240) OR Z**

where Z is zero if you want the bit map to start at \$0000 in each bank, or Z = 8 if you want to place the bit map starting at 8192 (\$2000) in each video bank.

See Figure 8-10 for the arrangement of the bit map in each of the four 16K video banks within the two RAM banks. If you switch video banks, don't forget to add the \$4000 (hex) offset for each bank above 0. See the Character Memory section under C128 Bit Map Mode in the last section for more detail on the arrangement of bit maps in memory.

## MACHINE LANGUAGE

There are three ways to select the placement of character memory, as shown in Figure 8-11. Example A places character memory using the shadow register \$0A2C in place of the actual \$D018 register. Example B specifies the start of the bit map at \$2000 (using shadow register \$0A2D). Example C specifies the start of the C64 bit map or character memory.

A	B	C
LDA \$02AC	LDA \$02AD	LDA \$D018
AND #\$F0	AND #\$F0	AND #\$F0
ORA #\$Z	ORA #\$08	ORA #\$Z
STA \$02AC	STA \$02AD	STA \$D018

Figure 8-11. Selected Character Memory Location

In Figure 8-11, Z is a value in the table in Figure 8-9.

## STANDARD CHARACTER MODE

### HOW TO ENTER STANDARD CHARACTER MODE

The C128 powers up in standard character mode. This mode displays characters on the default screen. The character is displayed in a single color on a single color background. This is the mode in which you write (enter) programs. When you press RUN/STOP and RESTORE, the C128 defaults to the text screen.

Location 53265 (and its shadow register \$00D8) determine whether the C128 is operating in standard character mode. If bit 5 is 0, as it is on power-up, the C128 is in character mode; otherwise it is in bit map mode.

Location 53270 (and its shadow register \$00D8) determine whether the characters are standard (single color) or multi-color. Bit 4 of 53270, and the shadow bit, bit 7 of \$00D8, specify multi-color mode. If these bits are equal to zero, characters are standard; otherwise they are multi-color. See the Multi-color Character Mode section for more details on selecting multi-color character mode.

# SCREEN LOCATION

In standard character mode, the screen memory defaults to the range 1024 (\$0400) through 2023 (\$07E7). This is relocatable. See the Screen Memory section in the preceding pages.

Since the screen is 40 columns by 25 lines, the text screen requires 1,000 memory locations to store all of the screen information in memory. The final twenty-four memory locations in screen memory do not store displayed data; they are used for other purposes. Each column of every row you see on the screen has its own screen memory location. The top-left screen location, referred to as HOME, is stored at address 1024 (\$0400). The second screen location marked by the cursor is 1025 (\$0401), and so on. Although the screen you see is constructed in rows and columns, the screen memory within the computer is stored linearly, starting at 1024 (\$0400) and ending at location 2023 (\$07E7).

Figure 8-12 shows a screen memory map, so you can visualize how a screen memory location corresponds to the location on the physical screen of your video monitor.

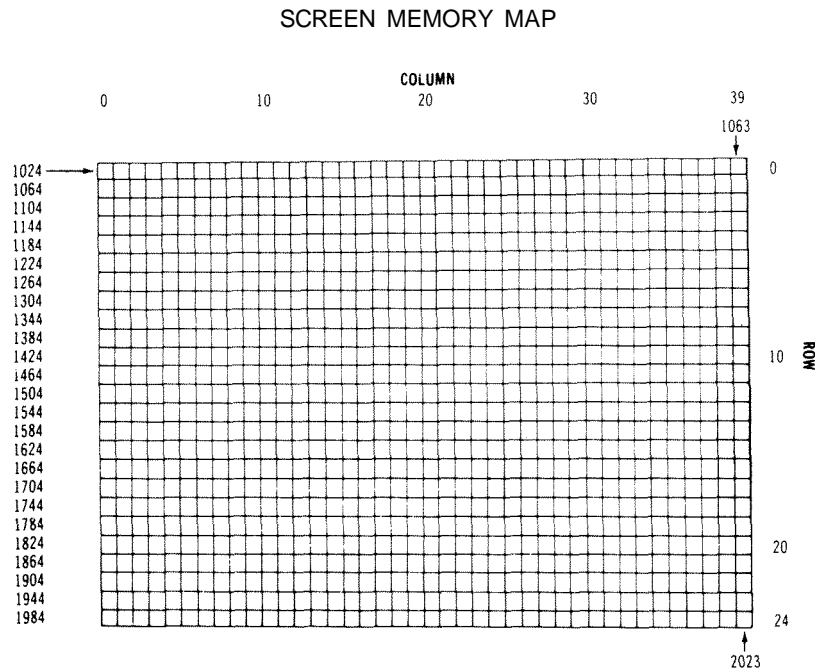


Figure 8-12. Screen Memory Map

## HOW THE SCREEN MEMORY DATA IS INTERPRETED

This screen memory range stores whole characters only. The characters are not represented as ASCII character string codes (CHR\$). Instead, they are stored in memory as screen codes as shown in Appendix D. The screen codes and character string codes are



different due to the way they are stored in the character ROM. Notice in Appendix D that the screen code for an at-sign (@) is 0. The (S> is numbered 0 because it is the first character to be stored in the character ROM. The letter "A" is the second character ROM; therefore its code is 1. The letter "B" is the third character in the character ROM, etc. The screen code is actually an index from the starting location of the character ROM, beginning with zero.

If you want to POKE a character directly into screen memory, use the screen code rather than the ASCII character string (CHR\$) code. The same holds true for the machine language monitor. For example:

**POKE 1024,1**

places the letter A in the HOME position on the VIC screen. From the monitor, placing the value 1 in location \$0400 (decimal 1024) also displays the letter A in the HOME position on the VIC screen.

## COLOR DATA

In standard character mode, color information comes from color RAM, in the address range 55296 (\$D800) through 56295 (\$DBE7). This memory determines the color of the characters in each of the 1,000 screen locations. The background color of the screen is determined by the background color register 0 which is location 53281.

The color RAM and the screen RAM locations correspond on a one-to-one basis. Screen location 1024 pertains to color RAM location 55296; screen location 1025 corresponds to color location 55297, etc. Figure 8-13 is the color RAM memory map. The map shows how color RAM corresponds to the locations in screen RAM and the placement on your video display.

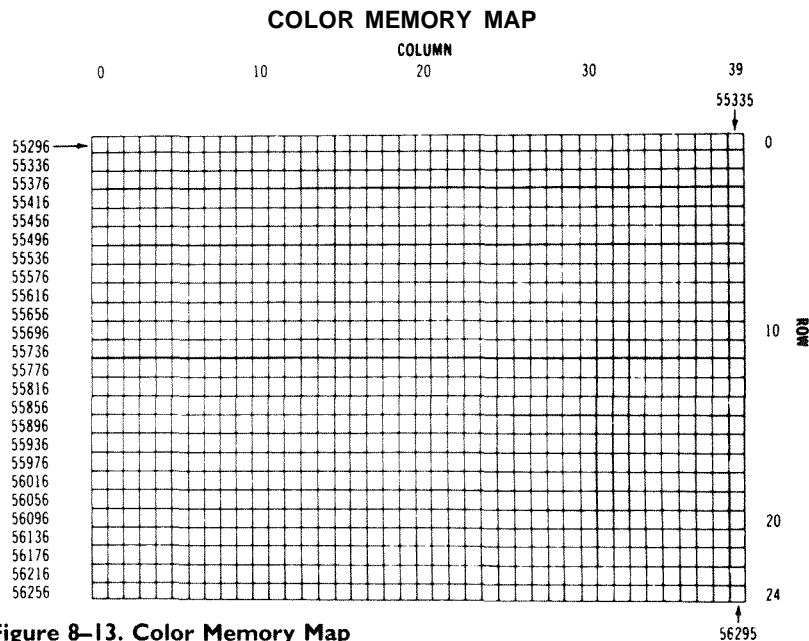


Figure 8-13. Color Memory Map

## HOW COLOR MEMORY IS INTERPRETED

The contents of the color RAM locations contains the color codes 0-15. Each color memory location may have a different color code. The lower four bits (nybble) of COLOR RAM are significant. Figure 8-14 shows the COLOR RAM color codes:

---

<b>0 Black</b>	<b>8 Orange</b>
<b>1 White</b>	<b>9 Brown</b>
<b>2 Red</b>	<b>10 Light Red</b>
<b>3 Cyan</b>	<b>11 Dark Gray</b>
<b>4 Purple</b>	<b>12 Medium Gray</b>
<b>5 Green</b>	<b>13 Light Green</b>
<b>6 Blue</b>	<b>14 Light Blue</b>
<b>7 Yellow</b>	<b>15 Light Gray</b>

---

Figure 8-14. Color Codes—40 Columns

Notice these color code values are one less than the color codes used by the keyboard and BASIC. If you want to store a value directly into **COLOR RAM**, store the values in the table above, not the color codes used by BASIC and the keyboard. For example:

**POKE 55296,1**

colors the character in the HOME position white. From the monitor, place the value 1 in location \$D800, and the same results occur.

Remember, these color codes only control the color of the foreground character. The background color is controlled by background color register 0 (53281). The pixels that make up the character image are enabled by bits in character memory. If the bit is enabled, the pixel in the foreground is turned on in the foreground color, and is therefore controlled by color RAM. If the bits making up the character are turned off, they default to the color in background color register 0. The combination of on and off bits makes up the image of the character. The value of these bits determines whether the color data comes from color RAM or background color register 0. You'll learn more about character patterns in the next few paragraphs.

## CHARACTER MEMORY

In standard character mode, the C128 receives character data from the CHARACTER ROM. The character ROM is stored in the range 53248 (\$D000) through 57343 (SDFFF). Since the VIC chip is capable of accessing 16K at a time, the C128 needs a way to have the character ROM available in the 16K VIC range. In C128 mode, the character ROM is available in any VIC bank in C128 mode, based on the value of

CHAREN. See the chapter set availability in the Character Memory section in the beginning of this chapter.

In C64 mode the character ROM is available only in banks 0 and 2. This is accomplished by having a ROM IMAGE of the character ROM (53248-57343) mapped into memory in place of RAM, in the range 4096-8191 (\$1000-\$1FFF) in video BANK 0, and 36864-40959 (\$9000-\$9FFF) in video BANK 2. In banks 1 and 3, the character ROM is not available to the VIC chip.

Notice that the range where the character ROM is actually stored (53248-57343) is also occupied by the I/O registers but not at the same time. When the VIC chip accesses the character ROM, the character ROM is switched into the currently selected video bank as a ROM image (in C64 mode only). When the character ROM is not needed, the I/O registers are available in the usual range. It is important to note the ROM image applies only to the character data as seen by the VIC chip. The RAM locations where the ROM image maps in are still usable for programs and data. The locations where the VIC chip looks for the character data are relocatable. See the Character Memory section elsewhere in this chapter for information on moving character memory.

## HOW TO INTERPRET CHARACTER MEMORY IN STANDARD CHARACTER MODE

Typically, a complete character set contains 256 characters. The C128 contains two sets of characters, for a total of 2 times 256 or 512 characters. In 40-column (VIC) output, only one character set is available at a time. Upon power-up, the uppercase/graphics character set is available through the keyboard. To access the second character set, press the Commodore key ( 0<sup>s</sup> ) and shift key at the same time. The second character set is composed of the upper- and lowercase/graphics characters.

In character ROM, each character requires eight bytes of storage to make up the character pattern. Since 256\*8 is equal to 2048 bytes or 2K, and since there are two character sets, the C128 has a total of 4K of character ROM. Figure 8-15 shows where each character set is stored in the character ROM.

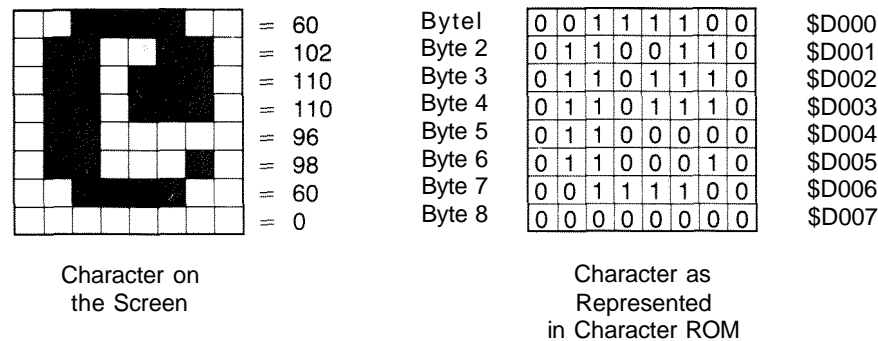
BLOCK	A D D R E S S		VIC-II IMAGE	CONTENTS
	DECIMAL	HEX		
0	53248	D000-D1FF	1000-11FF	Upper case characters
	53760	D200-D3FF	1200-13FF	Graphics characters
	54272	D400-D5FF	1400-15FF	Reversed upper case characters
	54784	D600-D7FF	1600-17FF	Reversed graphics characters
1	55296	D800-D9FF	1800-19FF	Lower case characters
	55808	DA00-DBFF	1A00-1BFF	Upper case & graphics characters
	56320	DC00-DDFF	1C00-1DFF	Reversed lower case characters
	56832	DE00-DFFF	1E00-1FFF	Reversed upper case & graphics characters

Figure 8—15. Location of Character Sets in Character ROM

Note that there is really 8K of character ROM—4K for C64 mode and 4K for C128 mode. The system automatically selects the appropriate character ROM for each mode of operation.

The bit patterns stored in the character ROM have a direct relationship to the pixels on the screen, where the character is displayed. In memory, each character requires eight bytes of storage. On the screen, a character is made up of an 8 by 8 pixel matrix. Think of a character as eight rows of eight pixels each. Each row of pixels requires one byte of memory, so each pixel requires one bit.

Since a character is an 8 by 8 pixel matrix, each character requires a total of 64 bits or eight bytes. Within each byte, if a bit is equal to 1, the corresponding pixel in that character position is turned on. If a bit in a character ROM byte is equal to 0, the corresponding pixel within the character on that screen position is turned off. The combination of on and off pixels creates the image of the characters on the screen. Figure 8-16 demonstrates the correspondence between a character on the screen and the way it is represented in the character ROM.



**Figure 8-16. Relationship of Screen Character to Character ROM.**

In Figure 8-16, the first eight bytes of character ROM, (\$D000-\$D007) are equal to 60,102,110,110,96,98,60 and 0. These decimal numbers are calculated from the binary value of the eight bytes that pertain to each row of pixels in the character. For each bit that is equal to one, raise two to the bit position (0-7). For example, the first byte of character ROM (\$D000) is equal to 60, which is calculated by raising two to the following bit positions:

$$2^2 + 2^3 + 2^4 + 2^5 = 4 + 8 + 16 + 32 = 60$$

The bits that are set (on) correspond to pixels that are enabled on the screen in the foreground color. Bits that are clear correspond to pixels that are disabled, which are displayed in the background color, according to background color register 0 at location 53281.

The second byte (row of pixels) of the at-sign (@) character is equal to 102 (decimal) and is obtained by the following:

$$2^1 + 2^2 + 2^5 + 2^6 = 102$$

The last byte of the at-sign character is equal to zero, since no bits are set. Therefore, each pixel on the screen is displayed in the background color. The values of the binary digits on the right in Figure 8-16 are directly related to the image of the character as it appears on the screen on the left in Figure 8-16.

## ACCESSING CHARACTER ROM

### C128 BASIC

To access character ROM in C128 BASIC, type and run the following program:

```
10 BANK 14
20 FOR I=53248 TO 53248+7:PRINTPEEK(I):NEXT I
30 BANK 15
```

Enter Bank 14, the only BASIC bank where the character ROM is accessible. Then print the PEEK value of the first eight bytes of the character ROM. When finished, return to Bank 15.

## MACHINE LANGUAGE

To access character ROM in C128 Machine Language, type and run the following program:

```
MONITOR
PC SR AC XR YR SP
; FB000 00 00 00 00 F6

. 01800 A9 01 LDA #$01
. 01802 8D 00 FF STA $FF00
. 01805 A2 00 LDX #$00
. 01807 BD 00 DO LDA $D000,X
. 0180A 9D 40 18 STA $1840,X
. 0180D E8 INX
. 0180E E0 07 CPX #$07
. 01810 D0 P5 BNE $1807
. 01812 A9 00 LDA #$00
. 01814 8D 00 FF STA $FF00
. 01817 60 RTS
```

```
10 SYS 6144
20 FOR I=6208 TO 6208 +7:PRINTPEEK(I):NEXT I
```

These machine language and BASIC routines accomplish the same task as the preceding four-line BASIC program. The first two machine language instructions switch in the character ROM, and switch out I/O. The next six instructions transfer the first eight

bytes of character ROM into locations 6208 (\$1840) through 6215 (\$1847). The last three instructions switch out the character ROM, replace it with the I/O registers and return from the machine language subroutine to BASIC.

The BASIC routine activates the machine language subroutine, then prints the values that were temporarily stored in 6208 through 6215. See Chapter 6, How to Enter Machine Language Programs, for details on how to input machine language instructions on the C128.

## C64 BASIC

To access character ROM in C64 BASIC, enter and run the following program:

```
40 POKE 56334,PEEK(56334)AND 254
50 POKE 1,PEEK(1) AND 251
80 FOR I=0 TO 7:POKE 6144+I, PEEK(53248+I):NEXT I
90 POKE 1,PEEK(1) OR 4
105 POKE 56334,PEEK(56334) OR 1
130 FOR I=6144 TO 6144+7:PRINTPEEK(I);:NEXT I
```

Line 40 turns off the interrupt timer. Line 50 switches out I/O and replaces it with character ROM. Line 80 transfers the first eight bytes of character ROM (53248-53255) to 6144—6151. Line 90 switches out character ROM, and replaces it with the I/O registers. Line 105 turns on the interrupt timer. Line 130 prints the first eight character ROM values that were temporarily stored in 6144 through 6151.

You may need to transfer parts of the character ROM data into RAM if you are creating your own character set, and you want the remainder to be from the C128 character set. This is covered in more detail later in the chapter. These methods of looking at the character ROM demonstrate how the character ROM is accessed, what the patterns of the characters look like and why you would want to access the character ROM.

The next section explains how to program your own custom characters in C128 mode.

## PROGRAMMABLE CHARACTERS

The Commodore 128 has a feature that allows you to redefine the character set into custom characters of your own. In most cases, you'll want to redefine only a few characters at most, while obtaining the rest of the character set from the Commodore 128 character ROM.

With programmable characters, you tell the C128 to get character information from RAM. Usually, characters are taken from the character ROM. If you only want certain characters, you can choose the ones you want, copy the character patterns into RAM and leave the rest in ROM. You cannot write to the character data in ROM; however, the character data placed in RAM can be redefined.

The first step in programming your own characters is to define the image. In the

Standard Character Mode section, you saw how a character on the screen is stored in the character ROM. Each character requires eight bytes of storage. Each byte corresponds to a row of pixels on the visible screen within the 8 by 8 character matrix; therefore, eight rows of pixels make up one character.

This section shows how to customize an uppercase cursive (script) character set for the letters A through H. Figure 8-17 shows the design for the uppercase cursive letter A. The grid in the figure demonstrates how the character appears on the screen within the 8 by 8 pixel matrix. Each row of the grid determines which bits are on within the character bit pattern, and, hence, which corresponding pixels are enabled on the screen. The eight-bit binary strings to the right of the grid are the bit patterns as stored in RAM. The numbers to the right of the binary strings are the decimal equivalents of the binary bit patterns. This decimal value is the data you POKE into RAM in order to display the character.

	/		5	4	3	2	1	0	
0					o	o	o		= 00001110 = 14
1				e				o	= 00010001 = 17
2			o						= 00100000 = 32
3		o					o		= 01000010 = 66
4	•						o		= 10000010 = 130
5	o					e			= 10000100 = 132
6	•				o		o		= 10001010 = 138
7		o	o	s				o	= 01110001 = 123

Figure 8-17. Design for Cursive letter "A"

The following program creates and displays the upper-case cursive characters A through H. Enter it into the computer and RUN it. You'll see the letters A through H change from uppercase block letters to uppercase cursive letters. When you press the newly defined lettered keys, they are displayed in cursive form.

Line 10 selects the uppercase character set, the set being redefined. Line 20 protects the character set from being overwritten by the BASIC program and prepares a location in RAM in which to place your character set. The end of user BASIC text and the top of string storage is moved from 65280 to 12288 (decimal), which substantially cuts down the size of BASIC programming space. The character set will be placed beginning at location 12288, but it does not have to be located there. The character set does have to be within the first 16K of memory unless another bank is selected. The VIC chip can only access 16K at a time so each video bank consists of 16K of memory.

```

10 PRINT CHR$(142) :REM SELECT UPPER CASE
20 POKE54,48:POKE58,48:CLR:REM PROTECT CHAR SET
30 BANK 14 :REM SWITCH TO BANK 14 FOR CHARACTER ROM
40 FORI=1 TO 511:POKEI+12288,PEEK(1+53248):NEXT:REM ROM TO RAM TRANSFER
50 BANK 15:REM SWITCH TO DEFAULT BANK
60 POKE 2604,(PEEK(2604) AND 240)+12:REM START CHAR BASE AT 12288
70 FORJ=12288TO12288+71 :REM PLACE CHARACTER DATA IN RAM
80 READ A
90 POKEJ,A
100 NEXT J
110 SCNCLR
120 DATA 0,0,0,0,0,0,0,0:REM ?
130 DATA 14,17,32,66,130,132,138,123:REM A
140 DATA 124,66,66,124,66,81,225,126:REM B
150 DATA 62,67,130,128,128,128,131,126:REM C
160 DATA 125,98,125,65,65,193,161,254:REM D
170 DATA 225,66,64,56,120,65,66,124:REM E
180 DATA 127,129,2,4,14,228,68,56:REM F
190 DATA 193,163,253,3,2,49,65,99,190:REM G
200 DATA 227,165,36,36,126,36,37,231:REM H

```

You can leave yourself more BASIC text area, but to do this you must enter a video bank higher than zero. This sample program operates in Bank 0. If you place your character set in a higher video bank, remember to add an offset of 16384 (\$4000) to the start of RAM character memory for each bank above video Bank 0.

The CLR in line 20 clears out memory starting at 12288 because, prior to the placement of the character set there, the memory locations are filled with random bytes. The random bytes must be cleared before new character information can be stored.

Line 30 selects BANK configuration 14. This configuration makes the character ROM visible with a PEEK command or within the machine language monitor, and temporarily switches out the I/O registers. Both the I/O functions and the 4K character ROM share the same locations (\$D000-\$DFFF). Depending on whether bit 0 in the configuration register (location \$FF00) is on or off, the C128 addresses the I/O registers or the character ROM. Normally the C128 powers up with bit 1 turned off; therefore, the I/O registers in locations \$D000-\$DFFF are addressed. The BANK command in line 30 sets bit 0 in location \$FF00; therefore, the character ROM in locations 53248-57343 (\$D000-\$DFFF) is addressed. The character ROM is accessed in order to make the transfer of characters to RAM.

Line 40 makes the actual transfer from ROM to RAM. Since the character ROM is accessed in line 30, it now begins at location 53248. The first 512 bytes (the uppercase character set) from the character ROM are POKEd into the 512 bytes of RAM beginning at location 12288 and ending at 12800. At this point the character set is ready to be redefined to custom characters.

Line 50 switches the I/O registers back in, meaning the character ROM is no longer available.

Line 60 specifies the start of the character set base at location 12288. The character set base can be stored in locations other than 12288. (See the Character Memory section earlier in this chapter for more information on moving character memory.) Location 2604 is the intermediate memory location that the interrupt-driven C128 screen editor uses to point to screen and character memory in character mode. You must use this indirect location to change the value of the actual register that points to the screen and character memory 53272. If you try to POKE directly to location 53272, the interrupt will



change the value back to the original one within a sixtieth of a second. (You can, however, disable the interrupt-driven screen editor. See the Shadow Register section for details.)

The value (AND 240) or 12 is placed in address 2604 to tell the C128 to point to character memory in RAM, starting at address 12288. If the value (AND 240) or 8 is placed into 2604, the character set will begin at 8192 and your BASIC program must be less than 6K, but the complete 4K of characters can be redefined. If the value (AND 240) or 14 is placed into that location, the character set starts at 14336. Your BASIC program then must be less than 2K, since the programmable character set must reside within a single 16K block, but the BASIC program that creates the characters can be almost 14K. If a number other than 12 is POKED into 2604, other program lines must be modified.

Lines 70 through 100 start a loop at the beginning of the character base (12288), read the values from the data statements which define the new characters (lines 120 and 200), and POKE them (line 90) into the locations allocated for the character set base, starting at location 12288. The value  $12288 + 71$  in line 70 sets aside seventy-two storage locations for the data values in lines 120 through 200 for storage in locations 12288 through 12359. When more data statements are added, the value  $(12288 + 71)$  must be increased to 12288 plus the number of data values in the data statements minus 1. For example, if more characters were defined and there were twenty data statements with eight values in each, then line 70 would read:

```
70 FOR J = 12288 TO 12288+ (160-1)
```

## MULTI-COLOR CHARACTER MODE

Standard character mode displays text in two colors: the foreground color of the character as determined by COLOR RAM, and the background color as determined by background color register 0 at location 53281 (\$D021).

Multi-color character mode gives you the ability to display characters in four colors within an 8 by 8 character matrix. This substantially increases the freedom of using color. However, the horizontal resolution is only half the resolution of standard character mode (160\*200), since multi-color mode bits and screen pixels are grouped in pairs. This means that the color definition and pixel density is twice as wide as standard character mode. The tradeoff in horizontal resolution is compensated for by the increased freedom of using color.

## HOW TO ENTER MULTI-COLOR MODE

Location 53270 and its shadow register (\$00D8) determine whether the C128 is outputting standard or multi-color characters on the screen. Bit 4 of 53270 and bit 7 of 216 (\$00D8) control multi-color mode for character and bit map modes. If bit 4 of 53270 (and bit 7 of 216) is equal to 1, multi-color mode is enabled. Otherwise, standard mode is enabled. Most of the new 7.0 BASIC graphics commands have provisions for multi-color mode. However, if you want to enter multi-color mode with a POKE command, type:

```
10 POKE 216,255: REM Disable IRQ Editor  
20 POKE 53270, PEEK (53270) or 16: REM Select MCM
```

This enters multi-color mode, either for character mode or bit map mode.

## SCREEN LOCATION

The screen location in multi-color character mode defaults to 1024 (\$0400) through 2023 (\$07E7), the same as standard character mode. The screen memory locations can be relocated. See the Screen Memory section for details.

## HOW SCREEN DATA IS INTERPRETED

In multi-color character mode, the screen data from screen memory is interpreted as screen codes the same way as in standard character mode. The screen codes are listed in Appendix D. See the screen data interpretation in the standard character memory section. The only difference between standard character mode and multi-color character mode is the way color is assigned to the characters on the screen.

## CHARACTER MEMORY LOCATION

The character memory in multi-color character mode, as in standard character mode, is taken from between 53248 (\$D000) and 57343 (\$DFF) when I/O is switched out. See standard character mode for more detailed information on character memory.

## HOW CHARACTER MEMORY IS INTERPRETED IN MULTI-COLOR CHARACTER MODE

Character memory is interpreted virtually the same way in multi-color and in standard character modes, except for one difference: In standard character mode, if a bit in the character definition image is on, the pixel corresponding to that bit is colored in the foreground color as specified by color RAM. If a bit in the character image in the character ROM is equal to zero, the corresponding pixel on the screen is colored in the background color, as specified by background color register 0 (location 53281).

In multi-color character mode, color assignments to the pixels that make up the character on the screen are not in a direct one-to-one relationship to the bits in the character ROM data patterns. Instead, the bits that make up a character are grouped in pairs, as shown in figures 8-18, 8-19 and 8-20.

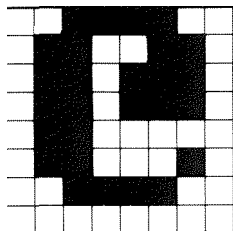


Figure 8-18. "A" Sign ((a) Character as It Appears on the Screen

0	0	1	1	1	1	0	0
0	1	1	0	0	1	1	0
0	1	1	0	1	1	1	0
0	1	1	0	1	1	1	0
0	1	1	0	0	0	0	0
0	1	1	0	0	0	1	0
0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0

Figure 8-19. Bit Patterns of the "At" Sign (@) Character as They Appear in Character ROM

00	11	11	00
01	10	01	10
01	10	11	10
01	10	11	10
01	10	00	00
01	10	00	10
00	11	11	00
00	00	00	00

Figure 8-20. Bit Patterns of the "At" Sign (@) Character as They Are Grouped in Pairs in Multi-Color Character Mode

The bits are grouped in pairs, since the horizontal resolution is only half as wide in multi-color mode. The bit pair determines the color assignments for the pixels within the character on the screen. The following section describes how the colors are assigned in multi-color character mode.

## COLOR DATA

The color of the pixels in a multi-color character originate from four sources, depending on the bit pairs. Since the bit pairs have four color possibilities, two bits are needed to represent four values: 00, 01, 10 and 11. In Figure 8-21, the value of the four bit pair combinations determines the color assignments for the pixels in a multi-color character.

BIT PAIR	COLOR REGISTER	LOCATION
<b>00</b>	<b>Background #0 color (screen color)</b>	<b>53281 (\$D021)</b>
<b>01</b>	<b>Background #1 color</b>	<b>53282 (\$D022)</b>
<b>10</b>	<b>Background #2 color</b>	<b>53283 (\$D023)</b>
<b>11</b>	<b>Color specified by the lower 3 bits in color memory</b>	<b>color RAM</b>

Figure 8-21. Truth Table for Color Data

If the bit pair equals 00 (binary), the color of those two pixels corresponding to the bit pair are colored by background color register 0 (location 53281 (\$D021)). If the bit pair equals 01 (binary), the pixels are colored by background color register 1 (location 53282 (\$D022)). If the bit pair equals 10 (binary), color for those two pixels within the character are colored from background color register 2 (location 53283 (\$D023)). Finally, if the bit pair from the character pattern equals 11 (binary), those two pixels are colored from the color specified in the lower three bits (2, 1, 0) of color RAM. Color RAM is located between 55296 (\$D800) and 56295 (\$DBE7).

When multi-color character mode is selected, you can still display standard characters on some screen locations, and display others in multi-color mode. Bit 3 of each color RAM location determines whether the character is displayed in standard or multi-color mode. If bit 3 in color RAM is set (1), characters are displayed in multi-color mode. If bit 3 is clear (0), characters are displayed in standard character mode. This means that in order to display characters in multi-color mode, you must fill color RAM with a color code greater than 7. The colors greater than 7 (the ones that are displayed in multi-color mode) are shown in Figure 8-22.

COLOR CODE	COLOR
<b>8</b>	<b>Orange</b>
<b>9</b>	<b>Brown</b>
<b>10</b>	<b>Light Red</b>
<b>11</b>	<b>Dark Gray</b>
<b>12</b>	<b>Medium Gray</b>
<b>13</b>	<b>Light Green</b>
<b>14</b>	<b>Light Blue</b>
<b>15</b>	<b>Light Gray</b>

Figure 8-22. Color Codes

Remember, the multi-color bit (bit 3) must be set to display multi-color characters.

The following program illustrates multi-color character mode.

```

10 COLOR 0,1      :REM BKGND = BLACK
20 COLOR 2,1      :REM MULTCLR 1 = WHITE
30 COLOR 3,2      :REM MULTCLR 2 = RED
31 FOR I=1TO25
32 PRINT "ABCDEFGHJKLMNOPQRSTUVWXYZ"
33 NEXT
35 FOR 1=55296+512 TO 55296+1023:POKE I,7:NEXT:REM PLACE YELLOW IN COLOR RAM
37 POKE 216, 255:REM DISABLE SCREEN EDITOR
40 POKE 53270,PEEK(53270) OR 16:REM SET MULTICOLOR BIT
50 FOR I=1TO25
60 PRINT "ABCDEFGHJKLMNOPQRSTUVWXYZ"
70 NEXT
85 FOR 1=55296 TO 55296+1023:POKE I,14:NEXT:REM FILL COLOR RAM WITH BLUE
90 GRAPHIC 0:REM RETURN TO STANDARD COLOR

```

Lines 10, 20 and 30 place the color codes for black, white and red into background color registers 0, 1 and 2, respectively. Lines 31 through 33 print the letters of the

alphabet on the screen twenty-five times. Line 35 fills the last 512 bytes of color RAM with yellow. Line 37 disables the IRQ VIC screen editor. Line 40 enables multi-color mode. At this point, all the screen locations corresponding to the color RAM locations which have a color code greater than or equal to 8 are displayed in multi-color mode. Since the yellow color code is 7, all the color RAM locations having this code are placed in standard character mode. The default color for color RAM is code 13 (light green) for C128 mode, and code 14 (light blue) for C64 mode. Line 85 fills color RAM with the light blue color code. The multi-color characters displayed on the screen are red, white and blue on a black background.

## EXTENDED BACKGROUND COLOR MODE

The third type of character display mode, extended background color mode, allows you to display three colors at a time on the text screen. For example, you have the character color, the background color of the screen, and an additional background color within each 8 by 8 character matrix. This means you can display a white character with a green background in the 8 by 8 character matrix, on a black screen background. This mode offers the use of an additional color in an 8 by 8 character matrix, without any loss in screen resolution.

There is one sacrifice, however. In extended background color mode, only the first sixty-four characters of the screen code character set are available. The reason for this is that bits 6 and 7 determine which color will be selected for the background within the 8 by 8 pixel character matrix. This only leaves five bits for the computer to interpret which character is currently on the screen. The highest number you can represent with five bits is 63. This means only the screen code values between 0 and 63 are available for display on the screen within extended background color mode.

## HOW TO ENTER EXTENDED BACKGROUND COLOR MODE

Enabling bit 6 of location 53265 selects extended background color mode. Use this POKE in BASIC:

```
POKE 53265, PEEK(53265) OR 64
```

To turn it off, use this POKE:

```
POKE 53265, PEEK(53265) AND 191
```

## SCREEN LOCATION

The screen location in extended background color mode is the same as the standard character and multi-color character modes, 1024 (\$0400) through 2023 (\$07E7). This screen range can be relocated. See the SCREEN MEMORY section for details.

# HOW TO INTERPRET SCREEN DATA

The data in screen memory is interpreted as screen codes, which are actually the indexes into the character ROM. Instead of representing the data as ASCII characters, the screen codes represent the index into the character ROM which provide the ASCII codes. The first character in character ROM is the at sign ((2); therefore the first screen code, 0, is the code for the at sign.

Remember, since extended background color mode only uses five bits to determine the screen code value, only the first 64 screen code characters (0-63) are available.

## COLOR DATA

The color assignments for the three colors on the screen stem from three sources. Just as in standard character mode, the foreground color is assigned by COLOR RAM, in the range 55296 (SD800) through 563295 (SDFE7). As described in the standard character mode section, each color RAM location has a direct one-to-one correspondence with the screen memory locations. See the Standard Character Mode section for screen and color memory maps and an explanation of how the two sections of memory correspond to one another.

The screen background color is assigned by background color register zero (location 53281 (\$D021)). This is the color of the entire screen, on which the foreground and an additional 8 by 8 character matrix background is placed.

The additional 8 by 8 character matrix background colors are determined by the value of bits 6 and 7 of the screen code character value. Depending on the value of these bits, the extended background color (the color within the 8 by 8 character matrix for each character), comes from one of the four background color registers. Since there are four choices for the extended background color, the computer needs two bits to represent the four color choices. Figure 8-23 shows the four-bit combinations and the corresponding background color registers associated with them.

CHARACTER CODE		BACKGROUND COLOR REGISTER		
RANGE	BIT 7	BIT 6	NUMBER	ADDRESS
<b>0-63</b>	0	0	0	<b>53281 (\$D021)</b>
<b>64-127</b>	0	1	1	<b>53282 (\$D022)</b>
<b>128-191</b>	1	0	2	<b>53283 (\$D023)</b>
<b>192-255</b>	1	1	3	<b>53284 (\$D024)</b>

Figure 8-23. Extended Background Color Registers

For example, POKE the screen code for the letter A (1) into screen location 1024. Now POKE the screen value 65 into screen location 1025. You might expect the character to be a reverse A, the second character of the second screen code character set.

However, in this mode, you can only represent the first sixty-four characters, since you only have five bits to represent screen characters. By trying to represent the screen code 65, bit 6 is enabled, which tells the computer to select the background color register 1 (location 53282 (SD022)), and display the same character, but with the extended background color specified by background color register 1.

Here's a program that illustrates how extended background color mode operates:

```
5 SCNCLR
10 COLOR 0,1 :REM BKGRD=BLACK
20 COLOR 2,1 :REM MULTICOLOR 1
30 COLOR 3,2 :REM MULTICOLOR 2
40 POKE 53284,3:REM BACKGRD COLOR 3
45 POKE 53265,PEEK(53265) OR 64:REM SET EXTENDED BKGRND BIT
50 FOR I=1024 TO 1256:POKE I,1-1023:NEXT
60 PRINT:PRINT:PRINT:PRINT
```

In the program, line 5 clears the screen. Lines 10 through 40 assign colors to the four background color registers: black, white, red and cyan, respectively. Line 45 enables extended background color mode. Line 50 POKES 232 characters into screen memory. Each time sixty-four characters are stored into the screen memory, the same set of sixty-four characters is POKEd into the next sixty-four screen locations. However, the next extended background color is displayed. First, the sixty-four characters are displayed with a black extended background, then a white extended background, then red, then cyan.

## CHARACTER DATA

Character data is interpreted the same way as in standard character mode, except only the first 64 characters of the screen character set are available. The character data is also located in the same range as in standard character mode. See standard character mode for more information on character data.

## STANDARD BIT MAP MODE

Standard Bit Map Mode, also referred to as high-resolution mode, offers the ability to display detailed graphic images in two colors. The resolution of bit map mode is 320 by 200 pixels. In this mode, the C128 no longer operates in terms of characters, which are 8 by 8 pixel images stored in those complete units at a time. Bit map mode allows you to address single pixels at a time, therefore exercising a substantial amount of control over the detail of images on your screen. The smallest unit addressed in the character display modes is an 8 by 8 pixel character. Standard bit map mode allows you to address every individual pixel of the possible 64000 pixels that make up an entire high-resolution screen image. Figure 8-24 shows how that bit-map coordinate plane is set up.

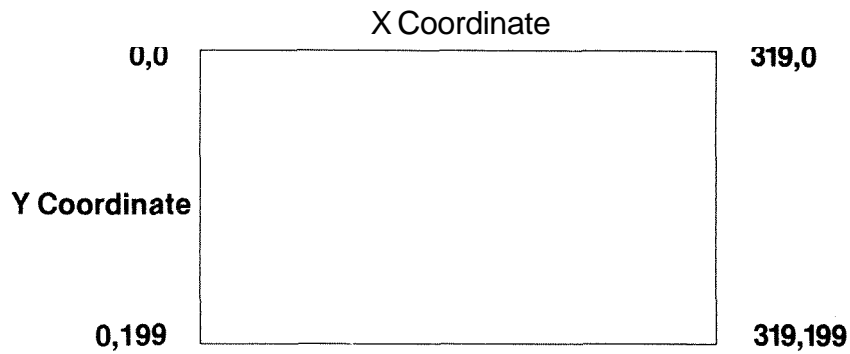


Figure 8-24. Bit Map Screen Coordinates

## HOW TO ENTER STANDARD BIT MAP MODE

To enter standard bit map mode, set bit 5 of location 216 (\$00D8) (the shadow register of location 53265 (SD011)). When you issue the GRAPHIC 1,1 command in C128 BASIC, bit map mode is enabled and the bit map screen is cleared.

You can also use a POKE command as follows, but you should use the highest-level commands wherever possible:

**POKE 216, PEEK (216) OR 32**

This command turns on bit 5 of the GRAPHM register, which is the interface between the VIC chip and the interrupt-driven C128 screen editor. This indirectly turns on bit 5 in location 53265 and enters bit map mode.

You can disable the interrupt-driven screen editor and select bit map mode directly with these commands:

**POKE 216, 255**

**POKE 53265, PEEK (53265) OR 32**

In C128 mode machine language, use this program sequence:

**LDA \$00D8**

**ORA # \$20**

**STA \$00D8**

In C64 mode machine language, try this:

**LDA \$D011**

**ORA # \$20**

**STA \$D011**

## THE VIDEO MATRIX (SCREEN MEMORY) LOCATION

The default location of the C128 video matrix (i.e., the bit map screen memory) is 7168 (\$1C00) through 8167 (\$1FE7).

The default location of the C64 video matrix is 1024 (\$0400) through 2023



(\$07E7). The video matrix can be moved, however. See the Screen Memory section elsewhere in this chapter for information on relocating the video matrix.

## HOW THE VIDEO MATRIX IS INTERPRETED

In bit map mode, the video matrix (bit map screen memory) is interpreted differently than it is in the character display modes. In the character display modes, the screen memory data is interpreted as screen codes corresponding to the characters in character ROM. However, in bit map mode, the video matrix data is interpreted as the supplier of color information for the bit map. The upper four bits (nybble) supply the color information for the bit map foreground, and the lower nybble supplies the color code for the bit map background.

The next section explains how pixels on the bit map screen are assigned to either the foreground color or the background color.

## BIT MAP DATA

In bit map mode, the character data, referred to as the bit map, is also interpreted differently than in the character display modes. The character data is not taken from character ROM at all. Instead, it is taken from an 8K section of RAM memory, known as the bit map.

The standard high-resolution screen is composed of 200 rows of 320 pixels, so that the entire screen is composed of 64,000 pixels. In bit map mode, one bit in memory is dedicated to an individual pixel on the screen. Therefore 64000 pixels require 64000 bits (or 8000 bytes) of memory to store the entire bit mapped image.

If a bit in memory in the 8000 byte bit map is set, the corresponding pixel on the screen is enabled, and becomes the color of the foreground as specified in the upper four bits of the video matrix. If a bit in the bit map is equal to zero, the corresponding pixel on the screen becomes the color of the background, as specified in the lower four bits of the video matrix. The combination of on and off bits in the bit map and the corresponding pixels on the screen define the highly detailed image on the video screen.

The bit map default location in memory ranges from 8192 (\$2000) through 16191 (\$3F3F). This requires 8000 bytes or just under 8K of memory. The spare bytes are used for other purposes. Location 53272 determines the location of the video matrix and bit map in memory. Since the screen editor is running on the IRQ, location 2605 (\$0A2D) is an indirect address you must use to place a value in location 53272 (\$D018). The upper four bits of 53272 determine where the video matrix begins and the lower four bits determine where the bit map begins. In bit map mode, only bit 3 is significant, so the bit map is either placed starting at location 0 or location 8192 (\$2000) in each video bank.

If you change to a higher bank number, remember to add an offset of \$4000 to the start of the bit map and the video matrix for each bank number above 0.

The video matrix is relocatable. See the Screen Memory section in the beginning of the chapter for details on how to move the video matrix.

The bit map tells the computer which pixels in the foreground to enable on the screen. Like a road map, it spells out exactly which pixels to turn on (in the foreground) and off (in the background color) in order to display a picture on the screen. For example, if the bit map started at location 8192 (the C128 BASIC default) the first byte of the bit map corresponds to the bit map pixel coordinates 0,0 through 0,7. The second byte of the bit map, location 8193, corresponds to coordinates 1,0 through 1,7 and so on. See Figure 8-25 to see how the bit map data in locations 8192-16191 correspond to the pixels on the visual screen:

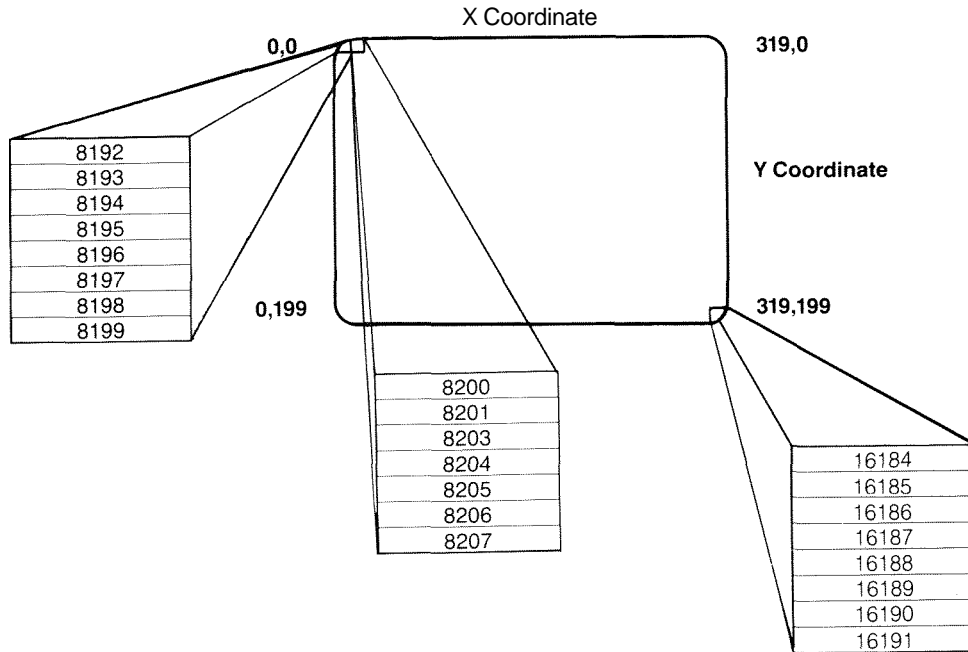


Figure 8-25. Relationship of Bit Map Data to Screen Pixels

Now you know how bit map mode operates internally within your C128. However, you need an easy way to turn on and off pixels in the bit map in order to display graphics on the screen. The new, high level BASIC 7.0 commands such as DRAW, CIRCLE, BOX and PAINT allow you to control the turning on and off of bits and their corresponding screen pixels. The use of the X and Y coordinates on the bit map coordinate plane easily orient you to displaying graphics. You can display high-resolution graphics in other ways, outside of the BASIC 7.0 graphics commands. This includes using commercial software packages that employ graphics tablets or joysticks to draw on the screen, writing your own draw routines using a joystick or paddle, or physically entering data into the bit map (which is painfully tedious and not recommended).

Another way to display graphics, which involves manipulating bits in the bit map, is through mathematical equations, using geometry. Several books are available which offer geometrical equations on how to draw three-dimensional objects and to move them. Refer to the Suggestions for Further Reading the back of the book for sources on graphics.

## COLOR RAM

In standard bit map mode, color RAM is not used since the color information for the bit map is taken from the upper and lower nybble of screen RAM. Color RAM is used, however, in multi-color bit map mode.

## MULTI-COLOR BIT MAP MODE

Multi-color bit map mode is a combination of standard bit map mode and multi-color character mode. Multi-color bit map mode allows the display of four colors within an 8 by 8 pixel bit map area. Like multi-color character mode, the horizontal resolution is only half of the standard bit map mode, though the tradeoff in resolution is compensated for by the use of two additional colors within an 8 by 8 pixel, bit mapped area.

## HOW TO ENTER MULTI-COLOR BIT MAP MODE

To enter multi-color bit map mode from C128 BASIC, issue the following command:

### **GRAPHIC 3**

You can enter this mode with a POKE command as well. But make use of the highest level commands available for the easiest programming:

### **POKE 216, PEEK (216) OR 160**

This POKES the value 160 and turns on the multi-color mode bit 7 (value 128) and the bit map mode bit 5 (value 32) in the GRAPHM register which interfaces to the C128 interrupt driven screen editor. This indirectly turns on, respectively, bit 4 (multi-color mode) of location 53270 (SD016), and bit 5 (bit map mode) of location 53265 (\$D011).

Bit 5 of location 53265 determines whether the C128 is in bit map mode or character mode. If bit 5 is equal to 1, bit map mode is enabled. Bit 4 of location 53270 determines whether the C128 is in standard or multi-color mode. If bit 4 is set, the C128 operates in multi-color mode, regardless of whether it is in character or bit map mode.

In C64 mode, you can store a value directly to these registers. But in C128 mode, the GRAPHM intermediate register must be used as a gateway to these actual registers. Again, this is because the C128 screen editor is interrupt driven, enabling the split-screen modes for text and simultaneous bit map displays. Since the screen editor is interrupt driven, an indirect register is used to restore the values that you need to use for

specific VIC registers. GRAPHM is one such register; therefore, every sixtieth of a second, the value in the GRAPHM register is loaded into the appropriate VIC registers.

## MACHINE LANGUAGE

To select multi-color bit map mode in C128 machine language, perform the following instructions:

```
LDA $A0; enables bits 4 and 5 of GRAPHM, the shadow location
STA $00D8
```

In C64 machine language, enter:

```
LDA $D011
ORA #$20; select Bit map mode
STA $D011
LDA $D016
ORA #$10; select multi-color mode
STA $D016
```

In both cases, you must clear the screen, color RAM and the bit map in your own program.

## VIDEO MATRIX LOCATIONS

The video matrix defaults to locations 7168 (\$1C00) through 8167 (\$1FE7) in C128 mode.

In C64 mode, the video matrix defaults to locations 1024 (\$0400) through 2023 (\$07E7). This is relocatable. See the Screen Memory section earlier in this chapter.

## HOW TO INTERPRET THE VIDEO MATRIX

The contents of the video matrix are interpreted the same way as in standard bit map mode. The upper nybble is the color code for the foreground color; the lower nybble is the color code for the background color of the bit map.

## ADDITIONAL COLOR DATA

The upper and lower nybbles of screen memory supply the multi-color bit map screen with two of the color sources. This mode offers two additional colors—background color register 0 (location 53281) and the lower nybble of color RAM.

As in multi-color character mode, the bit patterns of the bytes in the bit map determine the color assignments for the pixels on the screen. The bits are similarly grouped in pairs, within 8-bit bytes, so there are 4-bit pairs in each byte. Bits 0 and 1, 2 and 3, 4 and 5, and 6 and 7 are grouped in pairs respectively. Depending on the values of the bit pairs, the corresponding pixels in the bit map are assigned colors from the sources in Figure 8-26.

BITS	COLOR INFORMATION COMES FROM
<b>00</b>	<b>Background color #0 (screen color)</b>
<b>01</b>	<b>Upper four bits of video matrix</b>
<b>10</b>	<b>Lower four bits of video matrix</b>
<b>11</b>	<b>Color RAM</b>

**Figure 8-26. Multi-Color Bit Map Pixel Color Assignments**

## THE BIT MAP

Bit patterns determine how color is assigned to the multi-color bit map screen. If the bit pair is equal to 00 (binary), color is taken from background color register 0 (location 53281). If the bit pair is equal to 01 (binary), the color assigned to these two pixels comes from the upper nybble of video matrix. If the bit pair in the bit map is equal to 10 (binary), then the color assigned to those two pixels comes from the lower nybble of video matrix. Finally, if the bit pair in the bit map is equal to 11 (binary), the color is taken from the lower four bits of color RAM. Unlike multi-color character mode, the screen is either all standard bit map, or all multi-color bit map, unless you develop a sophisticated interrupt-driven application program that handles the two separate bit maps.

## COLOR RAM

In multi-color bit map mode, color RAM is used if the bit pair from the bit map equals 11 (binary). Each color RAM location may have one of sixteen color codes, which means that one 8 by 8 bit map area can have black, red, white and blue colors, respectively, for the background color register 0, the upper nybble, the lower nybble, and the color RAM. The 8 by 8 multi-color bit map area next to it can have black, red, white and green colors, since each color RAM location is independent of any other. The other three color sources usually remain constant throughout a bit map screen, though you can change the upper and lower nybbles of the video matrix. The background color register is almost always the same throughout a bit map screen.

The C128 has powerful and varied graphics display capabilities. Certain applications call for one type of display over another. Experiment with them all and see which one meets your needs best. Figures 8-28 through 8-32 provide a graphics programming summary that should be helpful in understanding graphics on the C128.

## SPLIT-SCREEN MODES

The Commodore 128 has a split-screen feature that allows you to display the top portion of the screen in bit map mode and the bottom portion in character mode. This allows you to enter a BASIC graphics program and RUN it while the BASIC program listing is

present and the bit map image is displayed, which saves time switching back and forth between bit map and character modes.

Before, you would have had to enter the graphics program (in machine language), RUN it and switch back to the text screen to make a change. Now you can display the graphic image *and* have your text screen available to you all at the same time. You can alter the program while your bit map image is still on the screen, RUN it and see the immediate results without losing the text screen.

Without the Commodore 128's split-screen capabilities, you would have to program a split screen yourself. This involves raster interrupts which utilize either two screen memories in two different video banks, or a fairly choppy single-screen memory, usually with a visible raster line. With the C128 split-screen mode, all you have to do to enter a split-screen mode is to issue the GRAPHIC command in BASIC. For example, the command:

### **GRAPHIC 2,1**

sets up a standard bit map screen on top and a text screen on the bottom. Similarly, the command:

### **GRAPHIC 4,1**

constructs a multi-color bit map screen on the top portion of the screen and a text screen on the bottom portion. The " 1 " in these commands clears the bit map screen. To leave the bit map screen intact, once you have already displayed an image, replace the " 1 " with a zero (0).

The GRAPHIC command has an additional parameter that allows you to define where the split occurs. The split-screen starting location is defined in terms of a character row, as if the C128 were in a character display mode. For example,

### **GRAPHIC 4,1,15**

selects a split screen with multi-color bit map mode on top of the screen and the text screen on the bottom, starting at character row 15. If the start of the split screen is not defined, the C128 defaults the start to line 19.

## **HOW SPLIT-SCREEN MODES ARE ORGANIZED IN MEMORY**

### **SCREEN LOCATIONS**

The split-screen modes, both multi-color and standard, use two independent screen memories. The bit map video matrix is taken from the address range 7168 (\$1C00) through 8191 (\$1FFF), just as in standard and multi-color bit map modes. The text portion of the screen takes its screen memory from default character mode screen locations 1024 (\$0400) through 2023 (\$07E7), just as in standard and multi-color character mode. The hidden portions of the screen, the bottom portion of the bit map screen and the upper portion of the text screen, still store data, but it is invisible since the other screen memory has overlaid it.

## INTERPRETING SCREEN DATA

The text portion of the split screen is interpreted according to the standard character mode section. The bit map portion, whether standard or multi-color, is interpreted according to the description in the bit map mode section. Consult the Standard Character Mode, Standard Bit Map Mode and Multi-color Bit Map Mode sections for information on how screen data is interpreted.

## CHARACTER MEMORY LOCATIONS

The split-screen modes also take character data from two independent parts of memory. The bit map data, referred to simply as the bit map, is taken from the default range 8192 (\$2000) through 16191 (\$3FE7) for both the multi-color and standard bit map mode portions of the screen.

The character memory for the text portion of the split screen is derived from the character ROM. The actual character ROM occupies the memory locations 53248 (\$D000) through 57343 (\$DFFF) overlaying the I/O registers. The I/O registers must be switched out to view the actual character ROM, in bank configuration 14, for example.

For information on how character data is interpreted in standard character, standard bit map and multi-color bit map modes, see the sections describing these modes. See also the Color RAM Banking section.

## COLOR DATA

Each of the standard bit map, multi-color bit map and standard character modes interpret color differently. See each section for detailed information on color assignments.

## MACHINE LANGUAGE

In machine language, you must program a split screen yourself. This is not the easiest of programming tasks, since it involves raster interrupt processing, which can be tricky. In C128 mode, bit 6 in the GRAPHM register is the split screen bit. If bit 6 of \$0008 (GRAPHM) is set, a split screen is displayed. Otherwise, bit 6 is clear (0) and a single screen is displayed.

The C64 mode has no corresponding split screen bit. C64 mode is programmed differently for split screens. See the Raster Interrupt Split-Screen Program at the end of the chapter to learn how to program a split screen in machine language.

**CAUTION:** A system crash may occur if the display mode is changed while the interrupt-driven screen editor is enabled. See the Shadow Register section for details.

## THE INTERRUPT-DRIVEN SCREEN EDITOR

The intermediate memory locations, sometimes referred to in this guide as shadow registers, are designed specifically for handling the split-screen modes. In order to provide split-screen modes, the C128 screen editor has to be wedged into the system's interrupt handling routines.

Unlike the Commodore 64, the C128 handles interrupts exclusively according to the raster beam. This has made it necessary to merge the C128 screen editor into the interrupt request routines (IRQ). The C64 uses interrupt timers which makes interrupt processing less predictable. By processing the interrupts from the raster beam, the operating system always knows where and when the interrupt will occur. Timer interrupts made catching a raster interrupt less reliable because the operating system never knew exactly where an interrupt would occur in relation to the raster beam.

The raster interrupt-driven screen editor made it necessary to use indirect storage locations for certain registers of the VIC chip and 80-column chip. This way, the intermediate memory locations refresh the actual video chip registers every sixtieth of a second, each time the raster beam begins a new scan at the top of the screen. The raster beam scans the entire screen sixty times a second, so on each pass of the raster beam the intermediate memory locations refresh the actual VIC chip and 8563 chip registers.

## RASTER INTERRUPT SPLIT SCREEN PROGRAM WITH HORIZONTAL SCROLLING

This section explains how and provides a program to perform split screen raster interrupts in machine language. The program is explained as it applies to Commodore 64 mode, but it can be modified to run in Commodore 128 mode.

You already have a way to split the screen in C128 mode with the BASIC GRAPHIC command. The program provided in this section splits the screen in machine language in C64 mode. See the figure in the shadow register section to see which addresses must be changed to make this program work in C128 Mode. A few differences will occur in the timing of the raster. In Commodore 128 mode, all interrupts occur according to the position of the raster beam as it scans the screen. This is why shadow registers are necessary for certain graphics locations, since the C128 screen editor is interrupt driven to allow the split screen modes in BASIC.

The program in this section also scrolls text on the bottom quarter of a standard character screen, while the top three quarters are displayed in multi-color bit map mode. The standard character screen resides in video bank 0 (\$0400-\$07E7) while the multi-color bit map video matrix is stored in video bank 1 starting at \$5C00 (\$1C00 + \$4000 = \$5C00). Every time an interrupt occurs, the program changes video banks, display modes, the character memory and video matrix pointers. This program supplies the data that scrolls at the bottom of the screen, but it assumes you have placed an 8000 byte bit map starting at address 8192 (\$2000) plus an offset of 16384 (\$4000) for the change of video banks. This makes the absolute start address of the bit map 24576 (\$6000).

An 8000 byte bit map is just too large to present in this book. However, the easy way to place a bit map in this area is as follows:



1. First start in C128 mode, and enter split screen (multi-color) bit map mode through BASIC with this command:

**GRAPHIC 4,1**

2. Now draw on the screen with the BOX, CIRCLE, DRAW and PAINT commands either in a program or in direct mode.
3. When you are finished drawing, enter the machine language monitor either by pressing the F8 function key or by typing the MONITOR command.
4. Now transfer the video matrix and bit map from the C128 default locations of \$1C00 through \$1FFF and \$2000 through \$3FFF respectively, to \$5C00 through \$5FFF and \$6000 through \$7FFF respectively. The new start addresses are the default locations plus an offset of \$4000 for both the video matrix and bit map pointers. The new start of the video matrix is at \$5C00 (\$1C00 + \$4000). The new bit map begins at address \$6000 (\$2000+ \$4000). This transfer can be accomplished with a single transfer command within the machine language monitor as follows:

**T 1C00 3FFF 5C00**

This command transfers the contents of memory locations \$1C00 through \$3FFF to \$5C00 through \$7FFF. Since the default locations of the video matrix and bit map are continuous in memory, the transfer can be done with a single command. If the default addresses of the video matrix and bit map had not been contiguous, two transfers would have been necessary. See Chapter 6 for details on using the Machine Language Monitor.

Now that you are still within the control of the Machine Language Monitor, begin entering the machine language instructions in the listing provided in the next few pages. Start entering the program at address \$0C00. The program, including the scrolled data occupies memory up to address \$0DF9, which means the program is a total of 505 bytes, or almost half a kilobyte (K).

Now save the program you just painstakingly entered with the Monitor Save (S) command as follows:

**S "filename", 08, 0C00, 0DF9**

If you have a C128 assembler, create a source file, assemble and load it. If your assembler allows it, save the program as a binary file.

**NOTE:** If you have the Commodore 64 Assembler Development System, create a source file (with start address \$0C00), assemble and load it in C64 mode. Then press the RESET button (not the ON/OFF switch) to enter C128 mode. Don't worry, your program will still be in memory, but this time it's in C128 memory. Next enter the Machine Language Monitor and use the Monitor Save (S) command to make a binary file as described above.

Now you are ready to enter C64 mode and run the program with the following command:

**GO 64**

Reply to the question "ARE YOU SURE?" by pressing the "Y" key and RETURN. You are now placed in C64 mode.

At this point, you may say to yourself, "After I just did all that work, why am I going to waste it by changing modes?"

Actually, you are not wasting any effort. When you GO 64 (or press the reset button), much of the RAM for machine language programs and data is preserved in RAM bank 0. BASIC programs are erased, however. Specifically, these are the ranges of RAM that are preserved when changing between C128 and C64 modes:

C128 MEMORY LAYOUT

<b>\$0C00 - \$0DFF</b>	<b>RS232 Input and Output Buffers</b>
<b>\$1300 - \$1BFF</b>	<b>Available Memory for Machine Language application programs</b>
<b>\$1C00 - \$1FFF</b>	<b>Bit Map Video Matrix</b>
<b>\$2000 - \$3FFF</b>	<b>Bit Map Data</b>
<b>\$4000 - \$FF00</b>	<b>BASIC Text Area</b>

**Figure 8-27. Preserved RAM Between C128 and C64 Modes**

The rest of the RAM memory is allocated for other purposes and the contents change from mode to mode. There are other particular bytes that are preserved from mode to mode, but these small chunks of memory are not worth mentioning here. The blocks of memory mentioned above provide enough of a clue to the RAM used by both modes. Remember, however, that the RAM is only preserved if you switch from C128 mode to C64 mode with the GO 64 command, or you switch from C64 to C128 mode with the reset button (warm start). If you perform a cold start, turn the computer power off, then on again, all RAM is cleared and none is preserved.

Notice that the address ranges where you placed your program, the video matrix and the bit map are in the portions of RAM that are preserved from mode to mode.

Now start (run) the program from C64 BASIC with this command:

**SYS 12\*256**

The top three quarters of the screen is the bit map screen you created with the C128 BASIC graphics commands, the lower quarter is horizontally scrolling text.

The following program is the listing that performs the split screen and scrolling.

1000  
1010  
1020  
1030  
1040  
1050  
1060  
1070  
1080  
1090  
1100  
1110  
1120  
1130  
1140  
1150  
1160  
1170  
1180  
1190  
1200  
1210  
1220  
1230  
1240  
1250  
1260  
1270  
1280  
1290  
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1460  
1470  
1480  
1490  
1500  
1510  
1520  
1530  
1540  
1550  
1560  
1570  
1580  
1590  
1600  
1610  
1620  
1630  
1640  
1650  
1660  
1670  
1680

```

1690 AND #$7F
1700 STA $D011 ;DISABLE INTRPT DIS BIT
1710 ;
1720 CLI
1730 ;
1740 ;
1750 ;
1760 ;
1770 CHECK LDA FLAG2
1780 BPL CHECK
1790 LDA #500
1800 STA FLAG2
1810 ;
1820 LDX #39
1830 LDY #39
1840 SHIFT LDA (TXTPTR),Y
1850 STA SO770,X
1860 DEX
1870 DEY
1880 BPL SHIFT
1890 INC TXTPTR
1900 BNE MVTIME ;TIME TO RESET POINTER
1910 INC TXTPTR+1
1920 MVTIME LDA TXTPTR ;ARE WE AT THE END OF THE TEXT YET
1930 CMP #<ENDTXT
1940 BNE CHECK
1950 LDA TXTPTR+1
1960 CMP #>ENDTXT
1970 BNE CHECK
1980 LDA #<FRANK ;SET POINTER BACK TO THE BEGINNING
1990 STA TXTPTR
2000 LDA #>FRANK
2010 STA TXTPTR+1
2020 JMP CHECK
2030 ;
2040 FRANK .BYT
2050 .BYT '
2060 .BYT 'THIS IS AN EXAMPLE OF SCROLLING
2070 .BYT 'IN THE HORIZONTAL (X) DIRECTION.
2080 .BYT 'ONCE THE DATA HAS BEEN DISPLAYED,
2090 .BYT 'SCROLLING STARTS AGAIN FROM THE
2100 .BYT 'BEGINNING.'
2110 ;
2120 ENDTXT .BYT
2130 .BYT
2140 ;
2150 ; INTERRUPT SERVICE ROUTINE
2160 ;
2170 MINE LDA $D019
2180 STA SD019
2190 ;
2200 LDA FLAG ;FLAG =0 .A=0
2210 EOR #1 ;FLAG =0 .A=1
2220 STA FLAG ;FLAG =1 .A=1
2230 TAX ;.X=1 .A=1
2240 LDA POINT,X ;.X=1 .A=200
2250 STA RASTRO ;.X=1 RASTRO=200
2260 CPX #1
2270 BNE BOTTOM
2280 ;
2290 LDA $D011 ;BIT MAP MODE
2300 ORA #$20
2310 STA 5D011 ;BMM
2320 LDA $D018
2330 ORA #$78 ;CHAR=$2000+$4000
2340 STA $D018 ;SCR=$1C00+54000
2350 LDA $D016
2360 ORA #$10
2370 STA $D016;SET MULTICOLOR

```

For readability, the program is listed as a source file, as though it was entered through an assembler editor. It is easier to understand as a source file rather than a listing from the Machine Language Monitor. To enter this program into the Machine Language Monitor, reference the actual address in place of the variable operand addresses. Most of the actual addresses are listed in the beginning of the program (lines 1010 through 1100). Keep in mind that these are only line numbers for an assembler

editor. You will enter the program into a memory location number (address) in the Machine Language Monitor. In this case, the program is stored in memory starting at address SOC00. Line 1120 specifies this start address with:

```
* = $OC00
```

Here's an instruction-by-instruction explanation of the scrolling split screen program.

Line 1010 assigns the variable IVEC to the address \$0314, the hardware interrupt request (IRQ) vector. The interrupt vector is the means by which the Commodore 128 displays split screens and scrolling. By wedging your own routine into the hardware interrupt vector (in this case scrolling and splitting the screen), it enables you to perform operations that usually take too long for the microprocessor to perform under an application program not using interrupts. The interrupt vector is checked for an interrupt routine every 60th of a second. In this program, the screen is split 60 times per second, so it appears you have two different screens displayed at the same time. You could not split the screen without requesting an interrupt; the microprocessor is not able to perform all the required operations fast enough to keep up with the raster scan of the video controller. The speed that the screen is continually updated, known as the raster scan, also occurs at the speed of 60 times per second. For a split screen to occur, you tell the computer the point on the screen where one type of display ends and the new one (bit map for example) begins. The way you tell the computer this is by placing the number of a pixel row, also called a raster row, in the raster compare register located at address SD012. Line 1030 assigns this address to the variable RASTRO.

You'll see later in the program that the value placed in the Raster Compare Register starts the text screen at raster row 201. The raster scan is again interrupted at raster row 50 at the top of the screen to display the bit map screen. This is repeated 60 times every second, so it appears to the human eye that two different display modes are active at the same time.

On with the program explanation. Line 1040 defines the BACOL variable for the background color register zero, located at address \$D021. Line 1050 assigns the variable POINT to location \$1802. POINT is used to store the raster row value where the text screen begins. Line 1060 assigns the variable FLAG to location \$FC. FLAG is used later in the program (lines 2200-2270) to determine where the interrupt occurred, either raster row 50 or raster row 200.

Lines 1070 and 1080 assign the variables FLAG2 to location \$FD and SCROLL to location \$FE respectively. Both FLAG2 and SCROLL store the value of the scrolling register. SREG is assigned to location \$D016, the scrolling register. Only bits 0 through 2 are used as the scrolling bits. The other bits in this address are used for other purposes. Three scrolling bits are necessary since characters that are scrolled are moved over seven pixels then shifted to the next character position to the left or right, then scrolled smoothly again seven more pixels.

Line 1100 assigns the variable TXTPTR to address \$FA. This variable marks the starting address in memory where the scrolled characters are stored.

As was mentioned earlier, line 1120 specifies where the program storage begins in memory. This is the address where the execution of the program begins in memory. You

will SYS to this address to start the program in BASIC, or GO to this address from the Machine Language Monitor.

The first sequence of program instructions starting at line 1140 places the contents of the address (named FRANK) of the beginning of the scrolling text into the memory locations (\$FA and \$FB) called TXTPTR and TXTPTR+ 1. FRANK is the label in line 2040 which marks the location where the first scrolled character is stored. In this program the first character is a space; in fact the first forty characters that are scrolled across the screen are spaces. The forty-first character marks the beginning of the data 'THIS IS AN EXAMPLE OF SCROLLING' in line 2060. The scrolled data in lines 2040 through 2130 is stored starting at location \$0C98, once this source file is assembled into object code. In this case, the low byte stored in \$FA is \$98 and the high stored in \$FB is \$0C. The full 16-bit address \$0C98 is important, since this is the base address which you increment as you scroll each letter across the VIC screen. When the text pointer (TXTPTR) reaches the end of the scrolling text, the base address \$0C98 is again stored in TXTPTR.

The second sequence of instructions starting at line 1190 sets the high value of the two scrolling variables SCROLL (\$FE) and FLAG2 (\$FD) to 7. These are used and will be explained later in the program.

Sequence three starting at line 1230 sets the data direction register to output.

The next module of instructions in lines 1280 through 1300 set the screen size to 38 columns, reducing the screen width by a column on each side. In order to scroll smoothly, you must set the screen size to 38 columns. Clearing bit 3 of location \$D016 sets 38 column size. Setting bit 3 restores the VIC screen to its normal 40 column size.

The extra column on each side of the screen border provides a place for the scrolled data to scroll smoothly to and from offscreen. This program scrolls left, so each newly scrolled character is placed in column 39 on the right, before it becomes visible in column 38. At the same time, the lead character on the left scrolls from column 2 to offscreen column 1. This occurs in lines 1770 through 2020 and is explained as the program progresses.

Lines 1330 through 1380 set the text screen color RAM to a white foreground. The lower four bits specify the foreground character color in standard character mode.

The screen memory is stored in video bank 0 where the scrolling text appears at the bottom fourth of the screen. The bit map and video matrix are stored in video bank 1, the 16K range between \$4000 and \$7FFF.

The reason only 200 color RAM locations are filled is because only the lower five rows are visible on the text screen. There is no point clearing the other 800 locations since they are not visible.

Lines 1410 through 1700 make up the interrupt initialization routine. Line 1430, labeled LOOP1, sets the interrupt disable bit in the status register. When this bit is set, interrupts are disabled and none can occur. Only when the interrupt disable bit is cleared

(0) can interrupts occur. The last line (1720) of the interrupt initialization routine clears the interrupt disable and allows interrupts to occur.

Lines 1440 through 1470 store the original contents of the Interrupt Request (IRQ) vector into temporary storage locations TEMP (low byte \$1806) and TEMP + 1 (high byte \$1807). This is necessary in order to store the original contents of the IRQ vector so you can jump back to this location once the interrupt is serviced as in line 2900.

Lines 1480 through 1510 store the starting location of the interrupt service routine into the IRQ vector. In this case, MINE is the source file label in line 2170 where the interrupt service routine begins. In the assembled object file, as in the Machine Language Monitor, the low byte is \$71 and the high byte is \$0D, to form the 16 bit address 50D71. Once the interrupt disable bit is cleared and an interrupt occurs, the 8502 microprocessor finishes executing its current instruction and sets the interrupt disable status bit, so no other interrupts can occur. The processor then places the contents of the high byte and low byte of the program counter and the status register on the stack respectively. Finally, the 8502 fetches the address contained in the IRQ vector and executes the routine starting at this address, in this case S0D71.

Lines 1530 and 1540 disable the CIA timer in location \$DC0E. In addition, line 1550 initializes the variable FLAG to zero. This variable is used later in the program to figure out where the raster interrupt has occurred, either at the top of the screen (raster row 49) for bit map mode or near the bottom fourth of the screen (raster row 201) for standard character mode.

The instructions in lines 1570 through 1590 define the variable POINT (\$1802) as the value of the raster row 49 (\$31) where the interrupt occurs to select bit map mode. In addition, this value is also stored in the Read/Write Raster Register (\$D012) for raster row comparisons later in the program.

The C128 VIC screen consists of 200 raster rows, each row one pixel tall, having 320 pixel columns. You know how BASIC addresses the bit map coordinates on a coordinate plane of 0,0 in the top left corner and 319,199 in the bottom right. However, the visible raster rows are not labeled in the same way. The visible raster rows start at 50 at the top of the screen and end at 250 at the bottom. These are the same row numbers as sprites use. Notice there are still 200 rows but that they offset the bit map coordinate row number by 50. The raster row numbers below 50 and above 250 are off the visible screen. These offscreen raster rows are referred to as the vertical retrace.

The instructions in lines 1610 and 1620 define the variable POINT + 1 (\$1803) as the value of the raster row 201 (\$C9) where the interrupt occurs to select standard character mode.

Lines 1650 and 1660 enable the raster IRQ Mask Register. Line 1670 sets the Raster Compare IRQ Flag. By setting bit one in these registers, the raster interrupt attached to the IRQ line is allowed to occur (once lines 1680 through 1720 are executed), depending upon whether the physical raster row compares and matches with either of the values in POINT or POINT+1. If either of these match, the interrupt occurs.

The instructions in lines 1680 through 1700 clear the raster compare high bit (bit 8). This is an extra bit from location \$D012 for raster compares.



The instruction in line 1720 clears the interrupt disable status bit, which enables interrupts to occur. This is the last operation to be performed by the interrupt initialization routine. Now interrupts are ready to occur and be serviced.

Lines 1770 through 1800 check the value of FLAG2. If FLAG2 is positive, the program branches to the label CHECK in line 1770 and checks the value of FLAG2 again. The value stored in FLAG2 represents the value of the lower three bits in the horizontal scrolling register at location \$D016. The variable SCROLL is also associated with the variable FLAG2. In the interrupt service routine (in lines 2760 through 2810), the value in SCROLL is decremented and stored in FLAG2. This value pertains to the value placed in the actual horizontal scrolling register at \$D016. The reason this is counted is as follows.

The direction of the scrolling is right to left; therefore, you must place the maximum value (7) in the lower three bits of SD016 and decrement that value by one. If the program had scrolled left to right, you would initialize the scrolling register to zero and increment the lower three bits. When the scrolling register value is decremented, the characters in the screen memory locations which are to be scrolled are moved to the left by one pixel. Each time the scrolling register is decremented, the characters move another pixel to the left. When the value (the lower three bits) of the scrolling register equals zero, you must move the scrolled characters up in screen memory by one location. This routine is contained in lines 1840 through 1880. After the shift, the lower three bits of the scrolling register are set back to 7, the characters are again shifted by the VIC chip 7 pixels to the left and your routine shifts the characters up in memory again by one. The additional details are covered in the explanation of lines 2760 through 2900.

The instructions in lines 1820 through 1880 shift the text to be scrolled up in memory by one location for each cycle of the loop. First the X and Y registers are loaded with the decimal value 39 (\$27). The instruction in line 1840 loads the value of the memory location where the scrolled text begins using indirect Y addressing. The address is calculated by taking the contents of zero page memory variable TXTPTR (\$98) and adding the offset 39 to its contents to arrive at \$BF. The effective address gives the low byte where the scrolled data begins. The first scrolled character is actually a space. Subsequent data elements are accessed by modifying the value of the Y register.

The store instruction in line 1850 stores the first character of the scrolling text in screen location 1943 ( $\$0770 + \$27$ ), which is the fortieth column of the twenty-third row. This column is not visible when the screen size is set to 38 columns for horizontal scrolling. Each newly scrolled character must be placed in this position in order to scroll smoothly from the offscreen location. Lines 1860 and 1870 decrement the X and Y registers respectively. Line 1880 branches to the label SHIFT if the Y register is positive (greater than zero).

The second time through the loop, the low byte of the scrolled character (at location  $\$98 + \$26 = \$BE$ ) is stored in screen location 1942 ( $\$0770 + \$26$ ). so the (space) character in \$OCBE is stored in screen location \$0796. The third time through the loop, \$OCBD is stored in \$0795 and so on. This process continues until the X and Y registers equal zero. So far, only the series of 39 space characters in lines 2040 and 2050 have been shifted across the screen.

Once the X and Y registers have been decremented to zero, the TXTPTR is incremented in line 1890 so that subsequent characters such as "THIS IS AN EXAMPLE . . ." can be scrolled. In the first 39 cycles through the loop fin lines 1840 through 1880) 39 spaces are shifted (scrolled) one character position on the twenty-third character row on the screen. The next 39 cycles shift 38 spaces and the letter "T" in "THIS" one character position across the screen. The next 39 cycles, 37 spaces and the letters "TH" in "THIS" are shifted in memory and scrolled one character position on the screen and so on. This process occurs until all characters in the data (in lines 2040 through 2130) are scrolled.

Line 1900 branches to the label MVTIME while TXTPTR (the low byte of the start of scrolled data) is greater than zero, otherwise TXTPTR + 1 incremented to update the high byte. Lines 1920 through 1970 check to see if the text pointers are at the end of the scrolled character data (\$0D70 in the assembled program). If the pointers are not at the end of the character data, the program branches to the label CHECK and the data is shifted by the VIC chip by seven pixels and the scrolling process repeats again. If the text pointers are at the end of the scrolled character data, lines 1980 through 2010 set the text pointers to the beginning of the scrolled data in memory and the process is repeated continuously as specified by the JMP CHECK instruction.

Lines 2040 through 2130 represent the data to be scrolled by the program. The data is stored in .BYTE statements as it appears in the Commodore Assembler 64 Development System. In your case, the Machine Language Monitor handles data by simply storing it in an absolute memory range. In the assembled object code program the data turns out to be stored in the range \$0C98 through \$0D70. You will refer to the data with these addresses and not with a label as in this explanation.

## **THE INTERRUPT SERVICE ROUTINE**

The program instructions in lines 2170 through the end of the program make up the interrupt service routine. Depending upon the value of the raster comparison, particular segments of the routine are executed upon the detection of an interrupt. For instance, if the result of the raster comparison detects an interrupt to occur at raster row 49, lines 2290 through 2560 are executed. This selects bit map mode and performs additional functions that are explained in a moment. If the raster comparison detects the interrupt to occur at raster row 201, lines 2590 through 2900 are executed. These instructions select standard character mode, among other things. Keep in mind that both segments of the interrupt service routine are executed within a single, complete raster scan of the screen sixty times per second. Instructions 2170 through 2270 are always executed when an interrupt occurs.

The instruction in line 2170 clears the raster compare IRQ flag after the interrupt has occurred. The address of the label MINE, which is loaded into the IRQ vector in lines 1480 through 1510, tells the 8502 where the interrupt service routine resides upon the occurrence of an interrupt. In the assembled object code, this is an absolute address (\$0D71).

Lines 2200 through 2270 determine the location (raster row) in which the raster interrupt has occurred. Line 2200 loads the value of FLAG, which was initialized to zero, into the accumulator. Line 2210 XOR's the accumulator with 1, which effectively places a one in the accumulator for the first pass through this routine. This value is then stored back into FLAG. In each subsequent occurrence of an interrupt, the value of both the accumulator and FLAG are toggled between zero and one. The accumulator is then transferred to the X register in line 2230. Line 2240 loads the value of POINT or POINT + 1 depending upon the value in the X register. If the X register equals 0, POINT is loaded into the accumulator, which specifies the interrupt to occur at raster row 49. If the X register equals 1, POINT +1 is loaded into the accumulator, which specifies the interrupt to occur at raster row 201. Line 2250 stores the accumulator value into the variable RASTRO. The X register is compared with 1 in line 2260. If the X register equals 1, the interrupt has occurred at raster row 201 and the program branches to the instructions in lines 2590. If the value of the X register equals 0, the branch in line 2270 falls through and the instructions in lines 2290 through 2650 are performed.

The instructions in lines 2290 through 2560 perform the operations associated with bit map mode. Lines 2290 through 2310 select bit map mode. Lines 2320 through 2340 set the video matrix at \$!C00 and the bit map at \$2000. Both of these start addresses are offset by the compulsory \$4000, since this screen appears in video bank 1 (\$4000-\$7FFF). Lines 2350 through 2370 set multi-color mode. Lines 2390 through 2410 select video bank 1. Lines 2430 through 2460 set the lower two bits of the scrolling register (to the value 3).

The instructions in 2510 through 2550 restore the original values of the X, Y and A (accumulator) registers. Line 2560 returns from the interrupt and exits the interrupt service routine.

Lines 2590 through 2900 perform all the associated text mode operations. Lines 2590 through 2610 select standard character mode. Lines 2630 through 2650 changes back to video bank 0, the default bank (\$0000-\$3FFF). Lines 2670 through 2690 disable multi-color mode, and return to the standard color mode. Lines 2710 and 2720 set the default screen location 1024 (\$0400) and the default start of character memory, with the decimal value 23 (\$17). All numbers which are not preceded by a dollar sign are assumed to be decimal in this particular assembler editor. Lines 2740 and 2750 set the background color for the text screen to black.

Lines 2760 through 2890 set the value of the scrolling register, which scrolls the characters across the screen by 7 pixels, before they are shifted in memory with the routine in lines 1840 through 1880.

Finally, line 2900 jumps to the default IRQ vector which was saved early in the program into the variable TEMP. This allows the 8502 to process the normal interrupt services as though this program's service routine had not occurred.

Although this program example is long and complex, it contains useful routines and explanations that have never appeared before in any Commodore text. Study these routines carefully and add them into your own programs. This section includes a wealth of information for the novice and experienced software developer alike. Figures 8-28 through 8-32 on the following four pages provide a summary of graphics programming.

	CHANGING VIDEO BANKS	MOVING SCREEN RAM
<b>C128 BASIC</b>	<p><b>POKE 56576, (PEEK (56576) AND 252) OR X</b></p> <p>WHERE X IS THE DECIMAL VALUE OF BITS 0 AND 1 IN TABLE 8-30 ON PAGE 262</p>	<p>TEXT</p> <p><b>POKE 2604, (PEEK(2604 AND 15) OR X</b></p> <p>WHERE X IS THE DECIMAL VALUE IN TABLE 8-29 ON P. 262</p> <p>BIT MAP</p> <p><b>POKE 2605, (PEEK(2605 AND 15) OR X</b></p> <p>WHERE X IS A VALUE IN TABLE 8-29 ON P. 262</p>
<b>C128 MACHINE LANGUAGE</b>	<p><b>LDA \$DD00 AND #\$FC ORA #\$X STA \$DD00</b></p> <p>WHERE X IS THE HEX VALUE OF THE BITS IN TABLE 8-30 ON P. 262</p>	<p>TEXT            BIT MAP</p> <p><b>LDA \$0A2C   LDA \$0A2D AND #\$0F    AND #\$0F ORA #\$X     ORA #\$X STA \$0A2C   STA \$0A2D</b></p> <p>WHERE X IS A HEX EQUIVALENT OF THE DECIMAL VALUE IN FIGURE 8-29 ON P. 262</p>
<b>C64 BASIC</b>	<p><b>POKE 56576, (PEEK (56576) AND 252) OR X</b></p> <p>WHERE X IS THE DECIMAL VALUE OF BITS 0 and 1 IN TABLE 8-30 on P. 262</p>	<p>TEXT OR BIT MAP</p> <p><b>POKE 53272, (PEEK(53272) AND 15) OR X</b></p> <p>WHERE X IS A DECIMAL VALUE IN FIGURE 8-29 ON P. 262</p>
<b>C64 MACHINE LANGUAGE</b>	<p><b>LDA \$DD00 AND #\$FC ORA #\$X STA \$DD00</b></p> <p>WHERE X IS THE HEX VALUE OF BITS 0 AND 1 IN TABLE 8-30 ON P. 262</p>	<p>TEXT OR BIT MAP</p> <p><b>LDA \$D018 AND #\$0F ORA #\$X STA \$D018</b></p> <p>WHERE X IS A HEX EQUIVALENT OF THE DECIMAL VALUE IN FIGURE 8-29 ON P. 262</p> <p>IN C64 MODE, YOU CAN SET UP TWO DIFFERENT SCREENS, ONE FOR TEXT AND THE OTHER FOR BIT MAP, AS THE C128 KERNAL DOES.</p>

Figure 8-28. Graphics Programming Summary—PART I

MOVING CHARACTER MEMORY	ACCESSING CHARACTER ROM
<p>TEXT</p> <p><b>POKE 2604, (PEEK(2604)AND 240) OR Z</b></p> <p>BIT MAP*</p> <p><b>POKE 2605, (PEEK (2605)AND 240) OR Z</b></p> <p>WHERE Z IS A DECIMAL VALUE IN FIGURE 8-31 ON P. 262</p> <p>* = ONLY BIT 3 IS SIGNIFICANT IN BIT MAP MODE</p>	<p><b>10 BANK 14: REM SWAP IN CHAR ROM</b></p> <p><b>20 FOR I = 0 TO 7</b></p> <p><b>30 ? PEEK (I)</b></p> <p><b>40 NEXT</b></p> <p><b>50 BANK 15</b></p>
<p>TEXT            BIT MAP*</p> <p><b>LDA \$0A2C    LDA \$0A2D</b></p> <p><b>AND #\$F0    AND #\$F0</b></p> <p><b>ORA #\$Z      ORA #\$Z</b></p> <p><b>STA \$0A2C    STA \$0A2D</b></p> <p>WHERE Z IS THE HEX EQUIVALENT OF A DECIMAL VALUE IN FIGURE 8-31 ON P. 262</p> <p>* = ONLY BIT 3 IS SIGNIFICANT IN BMM</p>	<p><b>LDA #\$01</b></p> <p><b>STA \$FF00</b></p> <p><b>LDX #\$00</b></p> <p><b>LDA #\$D000,X</b></p> <p><b>LOOP STA \$TEMP,X</b></p> <p><b>INX</b></p> <p><b>CPX #\$07</b></p> <p><b>BNE LOOP</b></p> <p><b>LDA #\$00</b></p> <p><b>STA \$FF00</b></p>
<p>TEXT OR BIT MAP*</p> <p><b>POKE 53272, (PEEK(53272)AND240) OR Z</b></p> <p>WHERE Z IS A DECIMAL VALUE IN FIGURE 8-31 ON P. 262</p> <p>* = ONLY BIT 3 IS SIGNIFICANT IN BIT MAP MODE</p>	<p><b>5 TEMP = 6144</b></p> <p><b>10 POKE 56334,PEEK (56334) AND 254</b></p> <p><b>20 POKE 1, PEEK (1) AND 251</b></p> <p><b>30 FOR 1 = 0 TO 7</b></p> <p><b>40 POKE (TEMP + I, PEEK (53248 + I)</b></p> <p><b>50 NEXT</b></p> <p><b>60 POKE 1, PEEK (1) OR 4</b></p> <p><b>70 POKE 56334, PEEK (56334) OR 1</b></p> <p><b>80 FOR I = TEMP TO TEMP + 7</b></p> <p><b>90 ? PEEK (I);</b></p> <p><b>100 NEXT</b></p>
<p>TEXT OR BIT MAP*</p> <p><b>LDA \$D018</b></p> <p><b>AND #\$F0</b></p> <p><b>ORA #\$Z</b></p> <p><b>STA \$D018</b></p> <p>WHERE Z IS THE HEX EQUIVALENT OF A DECIMAL VALUE IN FIGURE 8-31 ON P. 262</p> <p>* = ONLY BIT 3 IS SIGNIFICANT IN BIT MAP MODE</p>	<p><b>LDA \$DC0E</b></p> <p><b>AND #\$FE</b></p> <p><b>STA \$DC0E</b></p> <p><b>LDA \$01</b></p> <p><b>AND #\$FB</b></p> <p><b>STA \$01</b></p> <p><b>LDX #\$00</b></p> <p><b>LOOP LDA \$D000,X</b></p> <p><b>STA \$TEMP,X</b></p> <p><b>INX</b></p> <p><b>CPX #\$07</b></p> <p><b>BNE LOOP</b></p> <p><b>LDA \$01</b></p> <p><b>ORA #\$01</b></p> <p><b>STA \$01</b></p> <p><b>LDA \$DC0E</b></p> <p><b>ORA #\$01</b></p> <p><b>STA \$DC0E</b></p>

X	BITS	LOCATION*	
		DECIMAL	HEX
0	0000XXXX	0	\$0000
16	0001XXXX	1024	\$0400 (DEFAULT)
32	0010XXXX	2048	\$0800
48	0011XXXX	3072	\$0C00
64	0100XXXX	4096	\$1000
80	0101XXXX	5120	\$1400
96	0110XXXX	6144	\$1800
112	0111XXXX	7168	\$1C00
128	1000XXXX	8192	\$2000
144	1001XXXX	9216	\$2400
160	1010XXXX	10240	\$2800
176	1011XXXX	11264	\$2C00
192	1100XXXX	12288	\$3000
208	1101XXXX	13312	\$3400
224	1110XXXX	14336	\$3800
240	1111XXXX	15360	\$3C00

\*Remember that the BANK ADDRESS offset of \$4000 for each video bank above zero must be added to the screen memory address.

Figure 8-29. Screen Memory Locations

BANK	ADDRESS RANGE	VALUE OF BITS 1 & 0 IN \$DD00	
		BINARY	DECIMAL
0	\$0-\$3FFF	11 = 3	(DEFAULT)
1	\$4000-\$7FFF	10 = 2	
2	\$8000-\$BFFF	01 = 1	
3	\$C000-\$FFFF	00 = 0	

Figure 8-30. Video Bank Memory Ranges

LOCATION OF CHARACTER MEMORY*				
VALUE OFZ	BITS	DECIMAL	HEX	
0	XXXXOOOX	0	\$0000-\$07FF	
2	XXXX001X	2048	\$0800-\$0FFF	
4	XXXX010X	4096	\$1000-\$17FF	ROM IMAGE in BANK 0 & 2 (default)*
6	XXXX011X	6144	\$1800-\$1FFF	ROM IMAGE in BANK 0 & 2*
8	XXXX100X	8192	\$2000-\$27FF	
10	XXXX101X	10240	\$2800-\$2FFF	
12	XXXX110X	12288	\$3000-\$37FF	
14	XXXX111X	14336	\$3800-\$3FFF	

Remember to add an offset of \$4000 to the start address of character memory for each bank above 0; for bank 3 add 3\*\$4000 = \$C000

\* = in C64 mode only.

Figure 8-31. Character Memory Locations

	SCREEN DATA		COLOR DATA		CHARACTER DATA	
	TEXT	BIT MAP	TEXT	BIT MAP	TEXT	BIT MAP
C128 BASIC (DEFAULTS)	1024-2023 (\$040Q~\$07E7)	7168-8167 (\$1 COO-S1 FE7)	55296-56295 (SD800-SDBE7)	*TAKEN FROM BIT MAP VIDEO MATRIX	53248-57343 (SD000-SDFFF)	8192-16383 (S2000-S3FFF)
C128 MACHINE LANGUAGE	1024-2023 (\$0400-\$07E7)  THIS IS ALSO PRO- GRAMMABLE	7168-8167 (\$1COO-\$1FE7)  THIS IS ALSO PRO- GRAMMABLE SEE GRAPHICS SUMMARY	55296-56295 (SD800-SDBE7)	*TAKEN FROM BIT MAP VIDEO MATRIX	TEXT 53248-57343 (SD000-SDFFF)	8192-16383 (S2000-\$3FFF)  THIS IS ALSO PRO- GRAMMABLE SEE GRAPHICS SUMMARY
C64 BASIC (DEFAULTS)	1024-2023 (S0400-S07E7)  THIS TO 1 rilo lo ALSO PRO- GRAMMABLE	1024-2023 (S0400-\$07E7)	55296-56295 (SD800-SDBE7)	TAKEN FROM BIT MAP VIDEO MATRIX	ROM IMAGE IS AT 4096-8191* (\$1000-1SFFF)	NO DEFAULT MUST BE PRO- GRAMMED SEE GRAPHICS SUMMARY
C64 MACHINE LANGUAGE	1024-2023 (\$0400-\$07E7)  THIS IS ALSO PROGRAM- MABLE	1024-2023 (\$0400-\$07E7)	55296-56295 (SD800-SDBE7)	*TAKEN FROM BIT MAP VIDEO MATRIX UPPER NYBBLE= BACKGROUND LOWER NYBBLE= BACKGROUND	ROM IMAGE IS AT 4096-8191* (\$1000-S1FFF)  * - actual character ROM location = 53248-57343 (SD000-DFFF)	NO DEFAULT MT 'QT RP MT U G 1 DC PRO- GRAMMED SEE GRAPHICS SUMMARY

Figure 8-32. Default Graphics Memory Locations

NOTE: These locations pertain to video bank zero (0) only.





# 9

## SPRITES

## **SPRITES:**

### **MOVABLE OBJECT BLOCKS**

A *sprite* is a movable bit-mapped object that you can define into a particular shape for display on the screen. The sprite image can be as large as 24 pixels wide by 21 pixels tall. Each pixel corresponds to a bit in memory in the sprite storage range; therefore, each sprite requires 63 bytes of storage. The C128 has predefined storage locations for sprite data in the range 3584 (\$0E00) through 4095 (\$0FFF).

The C128 graphics system has 8 sprites. Each sprite moves on its own independent plane. A sprite may move in front of or behind objects or other sprites on the screen, depending on the specified priority. Standard bit-mapped sprites may be any one of the sixteen available colors. Multi-color sprites may have three colors. The colors that are assigned to the pixels within the sprite depend on the bit patterns of the image. In sprite storage memory, the on bits (1) *enable* the sprite pixels to display the color selected by the sprite color register; the off bits (0) *disable* the corresponding sprite pixels, making them transparent and thus allowing the background color to pass through and be displayed. Sprites also can be expanded to twice the normal size in both vertical and horizontal directions.

Most of the commercially available graphics software packages for the Commodore 128 and C64 rely on sprites. For graphics programming applications, sprites offer superior animation capabilities. Single sprites are useful for small moving objects. However, you can adjoin and overlay several sprites to give greater detail to animated graphic images. For example, suppose you are writing a program that animates a person running on the screen. You can make the image of the person as a single sprite, but the effect looks much more realistic if you allocate separate sprites for different parts of the person's body. The arms can be one sprite, the body another, and the legs a third. Then, you can define two additional sprites: one as a second set of legs in a different position, and the other as a second set of arms in a different position. Position the first set of arms, the body and the first set of legs on the screen so that they are joined into a full body. By continually turning on and off the two different sets of arms and legs, the image appears to be running. This process involves overlaying and adjoining sprites. The explanation given here is a simplified algorithm, and the actual programming can be tricky. Sprite programming has been made easy with the new BASIC 7.0 sprite commands.

The first part of this section explains the new BASIC sprite commands and illustrates the procedure for overlaying and adjoining sprites. The second part explains the internal operations of sprites, including storage information, color assignments, sprite expansion and addressing the sprite registers in machine language.

## **BASIC 7.0**

### **SPRITE COMMAND SUMMARY**

Here's a brief description of each BASIC 7.0 sprite command:

**COLLISION:** Defines the type of sprite collision on the screen, either sprite to sprite or sprite to data collision

**MOVSPR:** Positions or moves sprites from one screen location to another

**SPRCOLOR:** Defines colors for multi-color sprites

**SPRDEF:** Enters sprite definition mode to edit sprites

**SPRITE:** Enables, colors, sets sprite screen priorities, and expands a sprite

**SPRSAV:** Stores a text string variable into a sprite storage area and vice versa or copies data from one sprite to another

**SSHape:** Stores the image of a portion of the bit-map screen into a text-string variable

## **BASIC 7.0**

### **SPRITE COMMAND FORMATS**

#### **COLLISION**

Define sprite collision priorities

where:

**COLLISION type ^statement]**

<b>type</b>	Type of collision, as follows: 1 = Sprite-to-sprite collision 2 = Sprite-to-display data collision 3 = Light pen (40 columns only)
<b>statement</b>	BASIC line number of a subroutine

#### **EXAMPLE:**

COLLISION 1,5000 Detects a sprite-to-sprite collision and program control sent to subroutine at line 5000.

COLLISION 1 Stops interrupt action which was initiated in above example.

COLLISION 2,1000 Detects sprite-to-data collision and program control directed to subroutine in line 1000.

#### **MOVSPR**

Position or move sprite on the screen (using any of the following four formats):

1. **MOVSPR number ,X,Y** Place the specified sprite at absolute sprite coordinate X,Y.

2. **MOVSPR number, + X, + Y** Move sprite relative to its current position.
3. **MOVSPR number, X;Y** Move sprite distance x at angle y relative to its current position.
4. **MOVSPR number, angle # speed** Move sprite at an angle relative to its original coordinates, in the clockwise direction and at the specified speed.

where:

**number** is sprite's number (1 through 8)

X,Y> is coordinate of the sprite location.

ANGLE is the angle (0-360) of motion in the clockwise direction relative to the sprite's original coordinate.

SPEED is the speed (0-15) at which the sprite moves.

This statement positions a sprite at a specific location on the screen according to the SPRITE coordinate plane (not the bit map plane). MOVSPR also initiates sprite motion at a specified rate. This chapter contains a diagram of the sprite coordinate plane.

#### EXAMPLES:

- |                    |   |
|--------------------|---|
| MOVSPR 1, 150, 150 | Position sprite 1 at coordinate 150,150.  |
| MOVSPR 1, +20, +30 | Move sprite 1 to the right 20 (X) coordinates and down 30 (Y) coordinates.  |
| MOVSPR 4, 50; 100  | Move sprite 4 by 50 coordinates at a 100 degree angle.  |
| MOVSPR 5, 45 #15   | Move sprite 5 at a 45 degree angle in the clockwise direction, relative to its original x and y coordinates. The sprite moves at the fastest rate (15). |

NOTE: Once you specify an angle and a speed in the fourth form of the MOVSPR statement, the sprite continues on its path (even if the sprite is disabled) after the program stops, until you set the speed to zero (0) or press RUN/STOP and RESTORE.

## SPRCOLOR

Set multi-color 1 and/or multi-color 2 colors for all sprites

**SPRCOLOR [smcr-1] [,smer-2]**

where:

- smcr-1** Sets multi-color 1 for all sprites.  
**smcr-2** Sets multi-color 2 for all sprites.

Either of these parameters may be any color from 1 through 16.

### EXAMPLES:

SPRCOLOR 3,7 Sets sprite multi-color 1 to red and multi-color 2 to blue.

SPRCOLOR 1,2 Sets sprite multi-color 1 to black and multi-color 2 to white.

## SPRDEF

Enter the SPRite DEFinition mode to create and edit sprite images.

### SPRDEF

The SPRDEF command defines sprites interactively.

Entering the SPRDEF command displays a sprite work area on the screen which is 24 characters wide by 21 characters tall. Each character position in the grid corresponds to a sprite pixel in the displayed sprite to the right of the work area. Here is a summary of the SPRite DEFinition mode operations and the keys that perform them:

USER INPUT	DESCRIPTION
<b>1-8 keys</b>	<b>Selects a sprite number at the SPRITE NUMBER? prompt only.</b>
<b>A</b>	<b>Turns on and off automatic cursor movement.</b>
<b>CRSR keys</b>	<b>Moves cursor.</b>
<b>RETURN key</b>	<b>Moves cursor to start of next line.</b>
<b>RETURN key</b>	<b>Exits sprite designer mode at the SPRITE NUMBER? prompt only.</b>
<b>HOME key</b>	<b>Moves cursor to top left corner of sprite work area.</b>
<b>CLR key</b>	<b>Erases entire grid.</b>
<b>1-4 keys</b>	<b>Selects color source and enables sprite pixels.</b>
<b>CTRL key, 1-8</b>	<b>Selects sprite foreground color (1-8).</b>
<b>Commodore key, 1-8</b>	<b>Selects sprite foreground color (9-16).</b>
<b>STOP key</b>	<b>Cancel changes and returns to prompt.</b>
<b>SHIFT RETURN</b>	<b>Saves sprite and returns to SPRITE NUMBER? prompt.</b>
<b>X</b>	<b>Expands sprite in X (horizontal) direction.</b>
<b>Y</b>	<b>Expands sprite in Y (vertical) direction.</b>
<b>M</b>	<b>Multi-color sprite.</b>
<b>C</b>	<b>Copies sprite data from one sprite to another.</b>

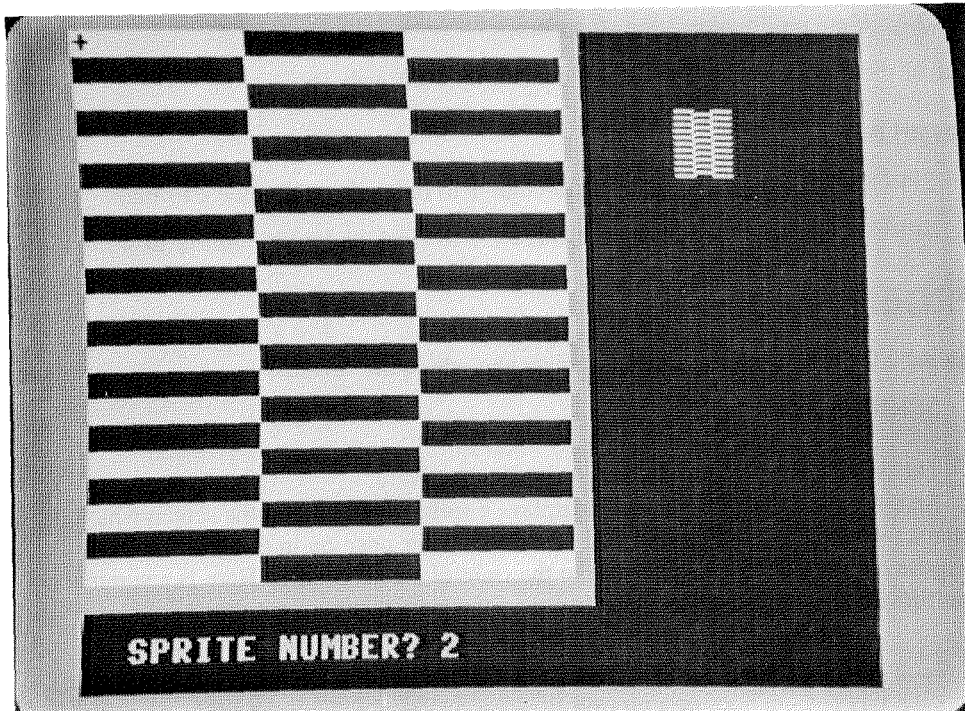


Figure 9-1. SPRite DEFinition Area

## SPRITE CREATION PROCEDURE IN SPRITE DEFINITION MODE

Here's the general procedure to create a sprite in SPRite DEFinition mode:

1. Clear the work area by pressing the shift and CLR/HOME keys at the same time.
2. If you want a multi-color sprite, press the M key and the cursor (+) appears twice as large as the original one. The double-width cursor appears since multi-color mode actually turns on two pixels for every one in standard sprite mode. Multi-color sprites have only half the horizontal resolution of standard sprites.
3. Select a sprite color. For colors between 1 and 8, hold down the CONTROL key and press a key between 1 and 8. To select color codes between 9 and 16\* hold down the Commodore (CO key and press a key between 1 and 8.
4. Now you are ready to create the shape of your sprite. The numbered keys 1 through 4 fill the sprite and give it shape. For a single-color sprite, use the 2 key to fill a character position within the work area. Press the 1 key to erase what you have drawn with the 2 key. If you want to fill one character

position at a time, press the A key. Now you have to move the cursor manually with the cursor keys. If you want the cursor to move automatically to the right while you hold it down, press the A key again. As you fill in a character position within the work area, you can see the corresponding pixel in the displayed sprite turn on. The sprite image changes as soon as you edit the work area.

In multi-color mode, the 2 key fills two character positions in the work area with the multi-color 1 color, the 3 key fills two character positions with the multi-color 2 color.

You can turn off (color the pixel in the background color) filled areas within the work area with the 1 key. In multi-color mode, the 1 key turns off two character positions at a time.

5. While constructing your sprite, you can move freely in the work area without turning on or off any pixels using the RETURN, HOME and cursor keys.
6. At any time, you may expand your sprite in both the vertical and horizontal directions. To expand vertically, press the Y key. To expand horizontally, press the X key. To return to the normal size sprite display, press the X or Y key again.

When a key turns on AND off the same control, it is referred to as toggling, so the X and Y keys toggle the vertical and horizontal expansion of the sprite.

7. When you are finished creating your sprite and are happy with the way it looks, save it in memory by holding down the SHIFT key and pressing the RETURN key. The Commodore 128 stores the sprites data in the appropriate sprite storage area. The displayed sprite in the upper right corner of the screen is turned off and control is returned to the SPRITE NUMBER prompt. If you want to create another sprite enter another sprite number and edit the new sprite just as you did with the first one. If you want to display the original sprite in the work area again, enter the original sprite number. If you want to exit SPRite DEFinition mode, simply press RETURN at the SPRITE NUMBER prompt.
8. You can copy one sprite into another with the C<sup>1</sup> key.
9. If you do not want to SAVE your sprite, press the STOP key. The Commodore 128 turns off the displayed sprite and any changes you made are cancelled. You are returned to the SPRITE NUMBER prompt.
10. To EXIT SPRite DEFinition mode, press the RETURN key while the SPRITE NUMBER prompt is displayed on the screen without a sprite number following it. You can exit under either of the following conditions:
  - Immediately after you SAVE your sprite in memory (shift RETURN)
  - Immediately after you press the STOP key

Once you have created a sprite and have exited SPRite DEFinition mode, your sprite data is stored in the appropriate sprite storage area in the Commodore 128's

memory. Since you are now back in the control of the BASIC language, you have to turn on your sprite in order to see it on the screen. To turn it on, use the **SPRITE** command you learned. For example, you created sprite 1 in **SPRDEF** mode. To turn it on in **BASIC**, color it blue and expand it in both the **X** and **Y** directions and enter this command:

```
SPRITE 1,1,7,0,1,1,0
```

Now use the **MOVSPR** command to move it at a 90-degree angle at a speed of 5, as follows:

```
MOVSPR 1, 90 # 5
```

Now you know all about **SPRDEF** mode. First, create the sprite, save the sprite data and exit from **SPRDEF** mode to **BASIC**. Next, turn on your sprite with the **SPRITE** command. Move it with the **MOVSPR** command. When you're finished programming, **SAVE** your sprite data in a binary file with the **BSAVE** command as follows:

```
BSAVE "filename", BO, P3584 TO P4096 (This saves all 8 sprites.)
```

## SPRITE

Turn on and off, color, expand and set screen priorities for a sprite

**SPRITE number**> [**on/off**][**fngd**][**priority**] [**x-exp**] [**y-exp**] [**mode**]

The **SPRITE** statement controls most of the characteristics of a sprite. The brackets signify optional parameters. If you omit a parameter, you still must include a comma in its place.

PARAMETER	DESCRIPTION
<b>number</b>	<b>Sprite number (1-8)</b>
<b>on/off</b>	<b>Turn sprite on (1) or off (0)</b>
<b>foreground</b>	<b>Sprite foreground color (1-16)</b>
<b>priority</b>	<b>Priority is 0 if sprites appear in front of objects on the screen. Priority is 1 if sprites appear in back of objects on the screen,</b>
<b>x-exp</b>	<b>Horizontal expansion on (1) or off (0)</b>
<b>y-exp</b>	<b>Vertical expansion on (1) or off (0)</b>
<b>mode</b>	<b>Select standard sprite (0) or multi-color sprite (1)</b>

Unspecified parameters in subsequent sprite statements take on the characteristics of the previous **SPRITE** statement. You may check the characteristics of a **SPRITE** with the **RSPRITE** function.

### EXAMPLES:

```
SPRITE 1,1,3          Turn on sprite number 1 and color it red.
```



- SPRITE 2,1,7,1,1,1 Turn on sprite number 2, color it blue, make it pass behind objects on the screen and expand it in the vertical and horizontal directions.
- SPRITE 6,1,1,0,0,1,1 Turn on SPRITE number 6, color it black. The first 0 tells the computer to display the sprites in front of objects on the screen. The second 0 and the 1 following it tell the C128 to expand the sprite vertically only. The last 1 specifies multi-color mode. Use the SPRCOLOR command to select the sprite's multi-colors.

## SPRSAV

Store sprite data from a text string variable into a sprite storage area or vice versa.

**SPRSAV origin >, destination >**

This command copies a sprite image from a string variable to a sprite storage area. It also copies the data from the sprite storage area into a string variable. Either the origin or the destination can be a sprite number or a string variable but both cannot be string variables. If you are copying a string into a sprite, only the first 63 bytes of data are used. The rest are ignored since a sprite can only hold 63 data bytes.

### EXAMPLES:

- SPRSAV 1,A\$ Copies the bit pattern from sprite 1 to the string variable A\$.
- SPRSAV B\$,2 Copies the data from string variable B\$ into sprite 2.
- SPRSAV 2,3 Copies the data from sprite 2 to sprite 3.

## SSHAPE

Save/retrieve shapes to/from string variables

SSHAPE and GSHAPE are used to save and load rectangular areas of multi-color or bit-mapped screens to/from BASIC string variables. The command to save an area of the screen into a string variable is:

**SSHAPE string variable, XI, Y1 [,X2,Y2]**

where:

- string variable** String name to save data in
- X1,Y1** Corner coordinate (0,0 through 319,199) (scaled)
- X2,Y2** Corner coordinate opposite (X1,Y1) (default is the PC)

Also see the LOCATE command described in Chapter 3 for information on the pixel cursor.

## EXAMPLES:

- SSHAPE A\$,10,10      Saves a rectangular area from the coordinates 10,10 to the location of the pixel cursor, into string variable A\$.
- SSHAPEB\$,20,30,47,51      Saves a rectangular area from top left coordinate (20,30) through bottom right coordinate (47,51) into string variable B\$.
- SSHAPE D\$,+ 10.+ 10      Saves a rectangular area 10 pixels to the right and 10 pixels down from the current position of the pixel cursor.

## ADJOINING SPRITES

The following program is an example of adjoining sprites. The program creates an outer space environment. It draws stars, a planet and a spacecraft similar to Apollo. The spacecraft is drawn, then stored into two data strings, A\$ and B\$. The front of the spaceship, the capsule, is stored in sprite 1. The back half of the spaceship, the retro rocket, is stored in sprite 2. The spacecraft flies slowly across the screen twice. Since it is traveling so slowly and is very far from Earth, it needs to be launched earthward with the retro rockets. After the second trip across the screen, the retro rockets fire and propel the capsule safely toward Earth.

Here's the program listing:

```
5 COLOR 4,1:COLOR 0,1:COLOR 1,2:REM SELECT BLACK BORDER & BKGRND, WHITE FRGRD
10 GRAPHIC 1,1:REM SET HI RES MODE
17 FOR I=1TO40
18 X=INT(RND(1)*320)+1:REM DRAW STARS
19 Y=INT(RND(1)*200)+1:REM DRAW STARS
21 DRAW 1,X,Y:NEXT :REM DRAW STARS
22 BOX 0,0,5,70,40,,1:REM CLEAR BOX
23 BOX 1,1,5,70,40:REM BOX-IN SPACESHIP
24 COLOR 1,8:CIRCLE 1,190,90,35,25:PAINT 1,190,95:REM DRAW & PAINT PLANET
25 CIRCLE 1,190,90,65,10:CIRCLE 1,190,93,65,10:CIRCLE 1,190,95,65,10:COLOR 0,1
26 DRAW 1,10,17 TO 16,17 TO 32,10 TO 33,20 TO 32,30 TO 16,23 TO 10,23 TO 10,17
28 DRAW 1,19,24 TO 20,21 TO 27,25 TO 26,28:REM BOTTOM WINDOW
35 DRAW 1,20,19 TO 20,17 TO 29,13 TO 30,18 TO 28,23 TO 20,19:REM TOP WINDOW
38 PAINT 1,13,20:REM PAINT SPACESHIP
40 DRAW 1,34,10 TO 36,20 TO 34,30 TO 45,30 TO 46,20 TO 45,10 TO 34,10:REM SP1
42 DRAW 1,45,10 TO 51,12 TO 57,10 TO 57,17 TO 51,15 TO 46,17:REM ENG1
43 DRAW 1,46,22 TO 51,24 TO 57,22 TO 57,29 TO 51,27 TO 45,29:REM ENG2
44 PAINT 1,40,15:PAINT 1,47,12:PAINT 1,47,26:DRAW 0,45,30 TO 46,20 TO 45,10
45 DRAW 0,34,14 TO 44,14 :DRAW 0,34,21 TO 44,21:DRAW 0,34,28 TO 44,28
47 SSHAPE A$,10,10,33,32:REM SAVE SPRITE IN A$
48 SSHAPE B$,34,10,57,32:REM SAVE SPRITE IN B$
50 SPRSAV A$,1:REM SPR1 DATA
55 SPRSAV B$,2:REM SPR2 DATA
60 SPRITE 1,1,3,0,0,0,0:REM SET SPR1 ATTRIBUTES
65 SPRITE 2,1,7,0,0,0,0:REM SET SPR2 ATTRIBUTES
82 MOVSPR 1,150,150:REM ORIGINAL POSITION OF SPR1
83 MOVSPR 2,172,150:REM ORIGINAL POSITION OF SPR2
85 MOVSPR 1,270 # :REM MOVE SPR1 ACROSS SCREEN
87 MOVSPR 2,270 # :REM MOVE SPR2 ACROSS SCREEN
90 FOR I=1TO 5950:NEXT:REM DELAY
92 MOVSPR 1,150,150:REM POSITION SPR1 FOR RETRO ROCKET LAUNCH
93 MOVSPR 2,174,150:REM POSITION SPR2 FOR RETRO ROCKET LAUNCH
95 MOVSPR 1,270 # 10 :REM SPLIT ROCKET
96 MOVSPR 2,90 # 5 :REM SPLIT ROCKET
97 FOR I = 1 TO 1200:NEXT:REM DELAY
98 SPRITE 2,0:REM TURN OFF RETRO ROCKET (SPR2)
99 FOR I=1TO 20500:NEXT:REM DELAY
100 GRAPHIC 0,1:REM RETURN TO TEXT MODE
```

Here's an explanation of the program:

Line 5 COLORs the background black and the foreground white.  
Line 10 selects standard bit map mode and clears the bit map screen.  
Lines 17 through 21 DRAW the stars.  
Line 23 BOXes in a display area for the picture of the spacecraft in the top-left corner of the screen.  
Line 24 DRAWs and PAINTs the planet.  
Line 25 DRAWs the CIRCLES around the planet.  
Line 26 DRAWs the outline of the capsule portion of the spacecraft.  
Line 28 DRAWs the bottom window of the space capsule.  
Line 35 DRAWs the top window of the space capsule.  
Line 38 PAINTs the space capsule white.  
Line 40 DRAWs the outline of the retro rocket portion of the spacecraft.  
Line 42 and 43 DRAW the retro rocket engines on the back of the spacecraft.  
Line 44 PAINTs the retro rocket engines and DRAWs an outline of the back of the retro rocket in the background color.  
Line 45 DRAWs lines on the retro rocket portion of the spacecraft in the background color. (At this point, you have displayed only pictures on the screen. You have not used any sprite statements, so your rocketship is not yet a sprite.)  
Line 47 positions the SSHAPE coordinates above the first half (24 by 21 pixels) of the capsule of the spacecraft and stores it in a data string, A\$.  
Line 48 positions the SSHAPE coordinates above the second half (24 by 21 pixels) of the spacecraft and stores it in a data string, B\$.  
Line 50 transfers the data from A\$ into sprite 1.  
Line 55 transfers the data from B\$ into sprite 2.  
Line 60 turns on sprite 1 and colors it red.  
Line 65 turns on sprite 2 and colors it blue.  
Line 82 positions sprite 1 at coordinate 150,150.  
Line 83 positions sprite 2, 23 pixels to the right of the starting coordinate of sprite 1.  
Lines 82 and 83 actually join the two sprites.  
Lines 85 and 87 move the joined sprites across the screen.  
Line 90 delays the program. This time, delay is necessary for the sprites to complete the two trips across the screen. If you leave out the delay, the sprites do not have enough time to move across the screen.  
Lines 92 and 93 position the sprites in the center of the screen, and prepare the spacecraft to fire the retro rockets.  
Line 95 propels sprite 1, the space capsule, forward. The number 10 in line 95 specifies the speed in which the sprite moves. The speed ranges from 0 (stop ) to 15 (fastest).  
Line 96 moves the expired retro rocket portion of the spacecraft backward and off the screen.

Line 97 is another time delay so the retro rocket, sprite 2, has time to move off the screen.

Line 98 turns off sprite 2, once it is off the screen.

Line 99 is another delay so the capsule can continue to move across the screen.

Line 100 returns you to text mode.

## SPRITE PROGRAM EXAMPLES

The best way to create sprites is with SPRDEF. The following examples assume you have created your sprites in SPRDEF mode.

The first example sprite program illustrates the use of the SPRITE and MOVSPR commands. It positions all eight sprites so they appear to converge on one screen location, then scatter in all eight directions. Here's the listing:

```
10 REM MOVE SPRITE EXAMPLE
20 FOR I=1 TO 8
30 MOVSPR I,100,100
40 NEXT
50 FOR I=1 TO 8
60 SPRITE I,1,1,1,1,1,0
70 MOVSPR I,I*30 # I
80 NEXT
```

Lines 20 through 40 place all eight sprites at sprite coordinate location 100,100. At this point, the sprites are not yet enabled, but when they are, all eight are on top of one another.

Lines 50 and 60 turn on each of the eight sprites in eight different colors. The first "I" is the sprite number parameter. The first "1" in line 60 signifies the enabling of each sprite. The second "I" specifies the color code for each sprite. The second "1" (the fourth parameter) sets the display priority for all the sprites. A display priority of one tells the C128 to display the sprites behind objects on the screen. A zero display priority enables sprites to pass in front of objects on the text or bit-map screen. The fifth and sixth parameters, both of which are ones (1), expand the sprites' size in both the vertical and horizontal directions to twice their original size. The final parameter in the SPRITE statement selects the graphics display mode for the sprites; either standard bit-map sprites (0) or multi-color bit-map sprites (1). In this example, the sprites are displayed as standard bit-map sprites.

Line 70 moves the sprites on the screen. The first parameter, I, represents the sprite number. The second parameter, "I\*30", defines the angle at which the sprites travel on the screen. The pound sign (#) notation signifies that the sprites move according to a particular angle and speed. The final parameter "I" specifies the speed at which the sprites travel on the screen. In this example, sprite 1 moves at the slowest rate of 1, sprite 2 moves at the next highest speed of 2, while sprite 8 moves the fastest of the eight sprites at speed 8. The highest speed a sprite can move is 15.

Finally, line 80 completes the FOR . . . NEXT structure of the loop.

Notice that the sprites move continuously even after the program has stopped RUNNING. The reason for this is that sprites are wedged into the interrupt processing of the C128. To turn off and stop the sprites on the screen, either issue a SPRITE command that turns them off, or press RUN/STOP and RESTORE,

The second sprite program example provides a simplified adjoining sprite algorithm. It moves two adjoining sprites across the screen at a ninety-degree angle, assuming that your sprites already reside in the sprite storage range between 3584 (\$0E00) and 4095 (\$0FFF). For simplicity, if you don't have any actual sprite images stored in the sprite data area, fill the sprite data area with 255 (\$FF) from within the Machine Language Monitor with this command:

```
F 0E00 OFFF FF
```

For now, this command turns on all pixels within each sprite. Now you can see how the adjoining algorithm places and moves sprites 7 and 8 side by side.

Here's the listing:

```
10 REM ADJOINING SPRITE ALGORITHM
20 REM THIS PROGRAM ASSUMES YOUR SPRITES ALREADY EXIST IN SPRITE STORAGE
30 I=1 :REM INITIALIZE DISTANCE I
35 SCNCLR
40 MOVSPR 8,50,100:REM SET ORIG POSITION OF SPRITE 8
50 MOVSPR 73,100:REM SET ORIG POSITION OF SPRITE 7 TO ADJOIN SPR
60 DO
70 SPRITE 1,3:REM ENABLE SPR 8
80 SPRITE 1,4:REM ENABLE SPR 7
90 MOVSPR I ;90:REM MOVE SPR 8 I UNITS AT A 90 DEGREE ANGLE
100 MOVSPR 7,I ;90:REM MOVE SPR 7 I UNITS AT A 90 DEGREE ANGLE
110 I=I+1 :REM INCREMENT LOOP
120 LOOP
```

Line 30 initializes the distance variable I to 1.

Line 40 positions sprite 8 at absolute coordinates 50,100. Since this program moves two adjoining sprites from the left to right at a ninety-degree angle, sprite 7, which is attached to sprite 8 must be positioned in such a way that it is touching the right edge of sprite 8. Line 50 places sprite 7 on the exact right edge of sprite 8. Since a sprite is 24 pixels wide (before expansion), to adjoin two sprites together, place the adjoining sprite exactly 24 pixels to the right of the top left corner coordinate position of sprite 8. The position of a sprite is placed on the sprite coordinate plane according to the upper leftmost pixel of the sprite. Since the original position of sprite 8 is 50,100, add 24 (inclusive) to the X (horizontal) coordinate to make them join exactly on the respective edges of both sprites. This is provided your sprites are exactly 24 pixels wide. If you don't fill the entire dimensions of a sprite, you may have to adjust the coordinates so that they meet correctly.

At this point, the sprite coordinates are perfectly adjoined. Line 60 initiates a loop, so that the distance can be updated to enable the sprites' movement across the screen. Lines 70 and 80 enable sprites 8 and 7 and color them red and cyan, respectively.

Lines 90 and 100 move sprite 8 and 7, respectively, at a 90-degree angle according to the distance specified by the variable I. Line 110 updates the distance of I each cycle through the loop. Line 120 circulates the loop until the distance variable I is equal to 320.

The third sprite example provides an algorithm to overlay two sprites and move them on the screen on a 45-degree angle. Again, this program assumes your sprite data resides in sprite storage. If your sprite images are not stored there, fill the sprites with data as you did in the last adjoining example.

Here's the listing:

```
10 REM OVERLAY EXAMPLE
20 REM THIS PROGRAM ASSUMES SPRITE DATA RESIDES IN SPRITE STORAGE
30 I=1 :REM INITIALIZE DISTANCE I
35 SCNCLR
40 MOVSPR 8,50,100:REM SET ORIG POSITION OF SPRITE 8
50 MOVSPR 7 50,100:REM SET ORIG POSITION OF SPRITE 7 TO OVERLAY SPR 8
60 DO
70 SPRITE 8 1,3 :REM ENABLE SPR 8
80 MOVSPR 8 I;45 :REM MOVE SPR 8 I UNITS AT A 45 DEGREE ANGLE
90 SPRITE 8 0,3 :REM TURN OFF SPR8
100 SPRITE 7,1,4 :REM ENABLE SPR 7
110 MOVSPR 7,I;45 :REM MOVE SPR 8 I UNITS AT A 45 DEGREE ANGLE
120 SPRITE 7,0,3 :REM TURN OFF SPR 7
140 LOOP
```

As in the last program, line 30 initializes the distance variable I to 1.

Lines 40 and 50 position sprites 8 and 7, respectively, at coordinate 50,100. At this point the sprites are not yet enabled, but when they are, sprite 7 will overlay sprite 8 since the lower sprite number has display priority over the higher sprite number.

Line 60 initiates a DO loop to move the sprites along the sprite coordinate plane.

Line 70 enables sprite 8 and colors it red. Line 80 moves sprite 8 a distance of one coordinate according to the current value of I. Line 90 disables sprite 8.

Lines 100 through 120 perform the same operations for sprite 7 as lines 70 through 90 did for sprite 8: enable, move a single distance coordinate according to I and disable. Line 140 repeats the process.

Since this process is repeated so quickly, it appears as though the two sprites alternate movements. When you create the actual images you will use in your overlay sprite program, the images between which you alternate will be ones that simulate the movement of two images and create one animated image.

Create two sprites that appear to form a single animated image. You may have to perfect the timing of the enabling and disabling of the images to make the animated image appear more smooth. Nonetheless, you have a basis for animating two objects into one single moving object.

Although these program examples are written in BASIC, the algorithms are the same whether you are programming in BASIC or machine language. The next section discusses sprite operations independent of the BASIC language. Since this section explained sprites according to BASIC, the next section elaborates on the inner workings of sprites from a machine level (language) perspective.

## THE INNER WORKINGS OF SPRITES

You have seen how to create, move, color and expand sprites with the BASIC 7.0 sprite commands. This section explains how to control sprites *outside* of the BASIC sprite commands (except SPRDEF). This tells you which VIC registers are affected and the specific bits that must be set or cleared to manipulate the sprite features.

Registers of the VIC chip control all aspects of sprites. The enabling of specific bits in certain VIC registers turns on the features of the eight available sprites. The order in which you turn on these features is critical to sprite animation. Following is a summary of the steps necessary to display, color, move and expand sprites. Next to each step is the VIC chip register or other memory location involved in each element of sprite programming.

SPRITE PROGRAMMING SEQUENCE	REGISTERS INVOLVED
1. Create the sprite image	<b>Sprite Data Storage: 3584-4095 (\$0E00-\$0FFF)</b> <b>This is also programmable. You must change the sprite pointer values.</b>
2. Point to the sprite data	<b>Sprite Data Pointers: 2040-2047 (\$07F8-\$07FF), or 8184-8191 (\$1FF8-\$1FFF) when the bit map screen has been cleared with GRAPHIC 1,1</b>
3. Enable (turn on) the sprite	<b>53269 (\$D015) (bits 7-0, depending on sprite number)</b>
4. Color the sprite	<b>Standard 53287-53294 (\$D027-\$D02E)</b> <b>Multi-color 53276 (\$D01C), 53285 (\$D025), 53286 (\$D026)</b>
5. Position the sprite	<b>53248-53264 (\$D000-\$D010)</b>
6. Expand the sprite	<b>53271 (\$D017) (Y direction), 53277 (\$D01D) (X direction)</b>
7. Define sprite display priorities	<b>53275 (\$D01B)</b>
8. Define sprite collision priorities	<b>53278 (\$D01E), 53279 (\$D01F)</b>

These registers control most sprite characteristics. Once you learn these programming steps, you will be able to exercise full control over the display and movement of sprites.

## CREATING THE SPRITE IMAGE

An easy way to create sprites on the C128 is through SPRite DEFinition mode (SPRDEF). For an explanation of SPRDEF see the SPRDEF entry in the beginning of this chapter. This section assumes your sprite image is already created, and it resides in the sprite data storage area. Before leaving SPRDEF, remember to press the SHIFT key and RETURN at the same time; this allows SPRDEF to store the sprite data in the sprite data storage area. Press RETURN a second time to exit SPRDEF.

The Commodore 128 has a dedicated portion of memory ranging from decimal address 3584 (\$0E00) through 4095 (\$0FFF), where sprite data is stored. This portion of

memory takes up 512 bytes. As you know, a sprite is 24 pixels wide by 21 pixels tall. In standard sprites, each pixel corresponds to one bit in memory. If the bit in a sprite is off (equal to 0), the corresponding pixel on the screen is transparent, which allows the background to pass through the sprite. If a bit within a sprite is on (equal to 1), the corresponding pixel on the screen is turned on in the foreground color as determined by the sprite color registers. The combination of zeroes and ones produces the image you see on the screen. Multi-color sprites assign colors differently. See the multi-color sprite section later in this chapter for details.

Since a sprite is 24 by 21 pixels and each pixel is represented by one bit of storage in memory, one sprite uses up 63 bytes of memory. See Figure 9-2 to understand the storage requirements for a sprite's data.

12345678	12345678	12345678
1	.....	.....
2	.....	.....
3	.....	.....
4	.....	.....
5	.....	.....
6	.....	.....
7	.....	.....
8	.....	.....
9	.....	.....
10	.....	.....
11	.....	.....
12	.....	.....
13	.....	.....
14	.....	.....
15	.....	.....
16	.....	.....
17	.....	.....
18	.....	.....
19	.....	.....
20	.....	.....
21	.....	.....
<b>Each Row = 24 bits = 3 bytes</b>		

Figure 9-2. Sprite Data Requirements

A sprite requires 63 bytes of data. Each sprite block is actually made up of 64 bytes; the extra byte is not used. Since the Commodore 128 has eight sprites and each one consists of a 64-byte sprite block, the computer needs 512 (8x64) bytes to represent the data of all eight sprite images.

The area where all eight sprite blocks reside starts at memory location 3584 (\$0E00) and ends at location 4095 (\$0FFF). Figure 9-3 lists the memory address ranges where each individual sprite stores its data.



<b>\$OFFF</b>	<b>(4095 Decimal)</b>
	] —Sprite 8
<b>\$0FC0</b>	
	] —Sprite 7
<b>\$0F80</b>	
	] —Sprite 6
<b>\$0F40</b>	
	] —Sprite 5
<b>\$0F00</b>	
	] —Sprite 4
<b>\$0EC0</b>	
	] —Sprite 3
<b>\$0E80</b>	
	] —Sprite 2
<b>\$0E40</b>	
	] —Sprite 1
<b>\$0E00</b>	<b>(3584 Decimal)</b>

Figure 9—3. Memory Address Ranges for Sprite Storage

Keep in mind that sprites are referred to as 1 through 8 in BASIC, but 0 through 7 in machine language.

## SPRITE POINTERS

The VIC chip needs to know where to look for the bit patterns (data) that make up the sprite image in memory. The sprite pointers are used explicitly for this purpose.

Unlike the Commodore 64, the C128 has automatically filled the sprite data pointers with values that direct the VIC chip to point to the data stored in the sprite data range 3584 (\$0E00) through 4095 (\$0FFF). These sprite data pointers are located at 2040 (\$07F8) through 2047 (\$07FF) for sprites 0 and 7 respectively. They are also located in the address range 8184 (\$1FF8) through 8191 (\$1FFF), once the bit map screen is cleared with the GRAPHIC 1,1 command. The default contents of these locations are:

Hexadecimal	38	39	3A	3B	3C	3D	3E	3F
Decimal	56	57	58	59	60	61	62	63

To find the actual location where the sprite data pointers are looking for data in memory, multiply the contents of the sprite data pointer by 64 (decimal). By multiplying these values, you'll see that the pointers look for data in the default sprite storage locations in Figure 9-3. See Figure 9-4 for an illustration.

The way the Commodore 128 automatically points to the correct sprite data is convenient for programming, since it eliminates a step (provided the original values of the sprite pointers have not been modified). If you want to store sprite data somewhere else in memory, however, you'll have to change the original value of the sprite pointer (from location 2040 through 2047, or 6184 through 8191) to a value that is equal to:

$$\text{Start of Sprite Data} / 64 = \text{new contents of sprite pointer}$$

DATA POINTER CONTENTS**		START OF SPRITE DATA
Sprite 0 Data Pointer = 56	*	64 = 3584 (\$0E00)
Sprite 1 Data Pointer = 57	*	64 = 3648 (\$0E40)
Sprite 2 Data Pointer = 58	*	64 = 3712 (\$0E80)
Sprite 3 Data Pointer = 59	*	64 = 3776 (\$0EC0)
Sprite 4 Data Pointer = 60	*	64 = 3840 (\$0F00)
Sprite 5 Data Pointer = 61	*	64 = 3904 (\$0F40)
Sprite 6 Data Pointer = 62	*	64 = 3968 (\$0F80)
Sprite 7 Data Pointer = 63	*	64 = 4032 (\$0FC0)

\*\* = This applies to video bank 0 only.

Figure 9-4. Sprite Data Locations

The start of sprite data is divided by 64 because the data area is allocated in 64-byte sections. For example, you want to place your sprite 0 data in the new location 6144 (\$1800). Divide 6144 by 64 to get 96. Place the value 96 (\$60) in address 2040 (\$078F).

## ENABLING A SPRITE

Once the sprite image has been defined, and the data pointer is pointing to the correct data, you can turn on the sprite. You do this by placing a value in the Sprite Enable Register, location 53269 (\$D015). The value placed in this register depends on which sprite(s) you want to turn on. Bits 0 through 7 correspond to sprites 0 through 7. To enable sprite 0, set bit 0. To enable sprite 1, set bit 1 and so on. The value you place in the sprite enable register is equal to two raised to the bit position in decimal.

If you are programming in machine language and want to enable more than one sprite at a time, add the values of two raised to the bit positions together and store the result in the sprite enable register. For example, to enable sprite 5, raise two to the fifth power (32 (\$20)) and store it as follows:

```
LDA #$20
STA $D015
```

To enable sprites 5 and 7, raise two to the fifth (32 (\$20)) and add it to two to the seventh (128(\$80)) to obtain the result 160 (SA0):

```
LDA $A0
STA $D015
```

An easier way of perceiving the idea is through binary notation in the Machine Language Monitor as follows:

```
LDA    # % 10100000
STA    $D015
```

To disable the sprite display, clear the bits in the sprite enable register.

## ASSIGNING COLOR TO SPRITES

Sprites have two kinds of color displays: standard bit-map and multi-color bit-map sprites. The color assignments to the pixels within the sprites work in a similar way to standard bit-map and multi-color bit-map modes for the screen.

### STANDARD BIT-MAP SPRITES

Standard bit-map sprites each have their own color register. The lower four bits of each sprite color register determine the sprite color as specified by the sixteen C128 color codes. Figure 9-5 shows the standard bit-map sprite color registers.

ADDRESS	DESCRIPTION
53287 (\$D027)	<b>SPRITE 0 COLOR REGISTER</b>
53288 (\$D028)	<b>SPRITE 1 COLOR REGISTER</b>
53289 (\$D029)	<b>SPRITE 2 COLOR REGISTER</b>
53290 (\$D02A)	<b>SPRITE 3 COLOR REGISTER</b>
53291 (\$D02B)	<b>SPRITE 4 COLOR REGISTER</b>
53292 (\$D02C)	<b>SPRITE 5 COLOR REGISTER</b>
53293 (\$D02D)	<b>SPRITE 6 COLOR REGISTER</b>
53294 (\$D02E)	<b>SPRITE 7 COLOR REGISTER</b>

**Figure 9-5. Standard Bit Map Sprite Color Registers**

Figure 9-6 lists the color codes that are placed in the standard bit-map sprite color registers:

---

<b>0 Black</b>	<b>8 Orange</b>
<b>1 White</b>	<b>9 Brown</b>
<b>2 Red</b>	<b>10 Light Red</b>
<b>3 Cyan</b>	<b>11 Dark Gray</b>
<b>4 Purple</b>	<b>12 Medium Gray</b>
<b>5 Green</b>	<b>13 Light Green</b>
<b>6 Blue</b>	<b>14 Light Blue</b>
<b>7 Yellow</b>	<b>15 Light Gray</b>

---

**Figure 9-6. Sprite Color Codes**

In standard bit-map sprites, the data in the sprite block determine how the colors are assigned to the pixels on the screen within the visible sprite. If the bit in the sprite storage block is equal to 1, the corresponding pixel on the screen is assigned the color from the standard sprite color register. If the bit in the sprite data block

is equal to zero, those pixels on the sprite are transparent and the background data from the screen passes through the sprite.

## MULTI-COLOR SPRITES

Multi-color sprites offer a degree of freedom in the use of color, but you trade the higher resolution of standard sprites for the added color. Multi-color sprites are displayed in three colors plus a background color. Multi-color bit-map sprites are assigned colors similar to the way the other multi-color modes work. Before you can assign a sprite multiple colors, you must first enable the multi-color sprite. The sprite multi-color register in location 53276 (\$D01C) operates in the same manner as the sprite enable register. Bits 0 through 7 pertain to sprites 0 through 7. To select a multi-color sprite, set the bit number that corresponds to the sprite number. This requires that you raise two to the bit position of the sprite that you want displayed in multi-color. For example, to select sprite 4 as a multi-color sprite, raise two to the fourth power (16) and place it in the multi-color sprite register. In machine language, perform the following instructions:

```
LDA #10  
STA $D01C
```

To select more than one multi-color sprite, add the values of two raised to the bit positions together and store the value in the multi-color sprite register.

The VIC chip provides two multi-color registers (0 and 1), in which to place color codes. These are the locations of the sprite multi-color registers;

	ADDRESS
<b>Sprite Multi-Color Register 0</b>	<b>53285 (\$D025)</b>
<b>Sprite Multi-Color Register 1</b>	<b>53286 (\$D026)</b>

The color codes are those listed in Figure 9-6.

Like multi-color character mode, the pixels in the multi-color sprites are assigned color according to the bit patterns in the sprite storage block. In this mode, the bits in the sprite block are grouped in pairs. The bit pair determines how the pixels are assigned their individual colors, as follows:

BIT PAIR	DESCRIPTION
<b>00</b>	<b>TRANSPARENT (SCREEN COLOR)</b>
<b>01</b>	<b>SPRITE MULTI-COLOR REGISTER #0 (53285) (\$D025)</b>
<b>10</b>	<b>SPRITE COLOR REGISTER</b>
<b>11</b>	<b>SPRITE MULTI-COLOR REGISTER #1 (53286) (\$D026)</b>

If the bit pair is equal to 00, the pixels are transparent and the background from the screen passes through the sprite. If the bit pattern equals 10 (binary), the color is taken from the sprite color register (locations 53287-53294) of the sprite being defined. Otherwise, the other two bit pair possibilities (01 and 11) are taken from sprite multi-color registers 0 and 1 respectively.

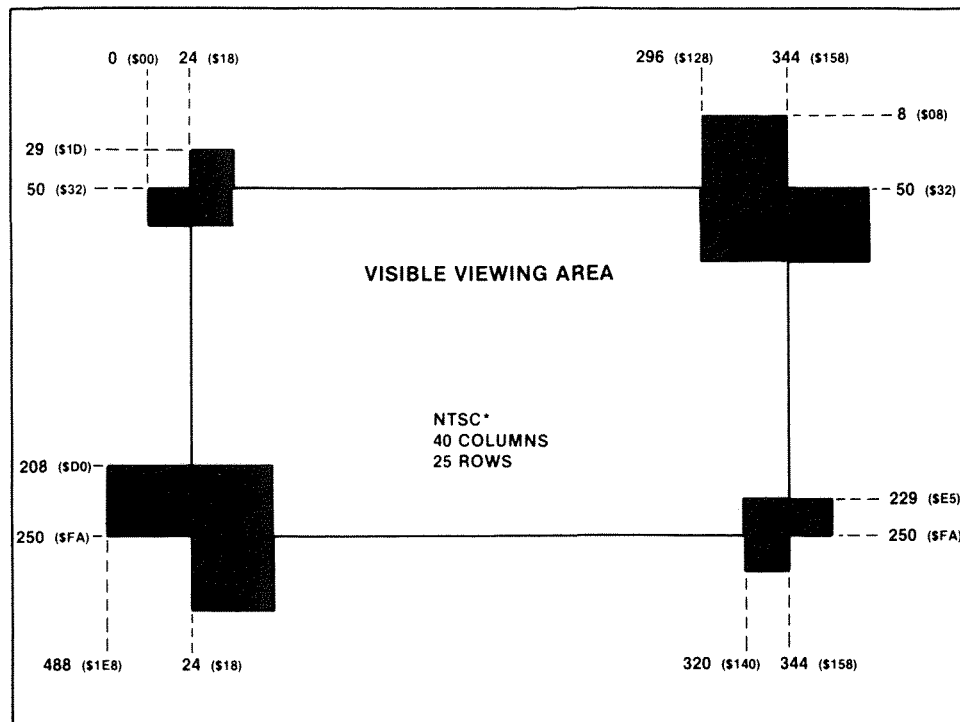
## POSITIONING SPRITES ON THE SCREEN

Each sprite has two position registers to control the sprite's position on the visible screen: horizontal (X coordinate) and vertical (Y coordinate) positions. Figure 9-7 gives the memory locations of the sprite position registers as they appear in the C128 memory.

LOCATION		DESCRIPTION
DECIMAL	HEX	
53248	(\$D000)	<b>SPRITE 0 X POSITION REGISTER</b>
53249	(\$D001)	<b>SPRITE 0 Y POSITION REGISTER</b>
53250	(\$D002)	<b>SPRITE 1 X POSITION REGISTER</b>
53251	(\$D003)	<b>SPRITE 1 Y POSITION REGISTER</b>
53252	(\$D004)	<b>SPRITE 2 X POSITION REGISTER</b>
53253	(\$D005)	<b>SPRITE 2 Y POSITION REGISTER</b>
53254	(\$D006)	<b>SPRITE 3 X POSITION REGISTER</b>
53255	(\$D007)	<b>SPRITE 3 Y POSITION REGISTER</b>
53256	(\$D008)	<b>SPRITE 4 X POSITION REGISTER</b>
53257	(\$D009)	<b>SPRITE 4 Y POSITION REGISTER</b>
53258	(\$D00A)	<b>SPRITE 5 X POSITION REGISTER</b>
53259	(\$D00B)	<b>SPRITE 5 Y POSITION REGISTER</b>
53260	(\$D00C)	<b>SPRITE 6 X POSITION REGISTER</b>
53261	(\$D00D)	<b>SPRITE 6 Y POSITION REGISTER</b>
53262	(\$D00E)	<b>SPRITE 7 X POSITION REGISTER</b>
53263	(\$D00F)	<b>SPRITE 7 Y POSITION REGISTER</b>
53264	(\$D010)	<b>SPRITE X MSB REGISTER</b>

Figure 9-7. Memory Location of Sprite Position Register

The sprite position registers together plot the sprite on a vertical and horizontal coordinate. The position of reference for the calculated vertical and horizontal coordinate is taken from the upper-left corner pixel within the sprite. Whenever you want to place the sprite on a particular screen position, calculate the position using the upper left corner pixel within the sprite. The sprite coordinate plane is not the same as the bit-map coordinate plane. The bit-map coordinate plane starts in the upper-left corner of the screen at coordinate 0,0. The lower right corner of the bit map coordinate plane is point 319,199. The sprite coordinate plane starts at point 24,50 in the top-left corner of the visible screen. The final visible point on the sprite coordinate plane at the bottom-right corner of the screen is 343,249. Figure 9-8 shows how the sprite coordinate plane relates to the visible screen.



\*North American television transmission standards for your home TV.

Figure 9-8. Visible Sprite Coordinates

After seeing the sprite coordinate plane, you may have noticed something unusual. The vertical coordinate positions have a range of 200. The horizontal coordinate positions have a range of 320 coordinates. Since the C128 is an 8-bit computer, the highest value any register can represent is 255.

How do you position a sprite past the 255th horizontal screen position? The answer is, you have to borrow a bit from another register in order to represent a value greater than 255.

An extra bit is already set aside in the Commodore 128 memory in case you want to move a sprite past the 255th horizontal coordinate. Location 53264 controls sprite movement past position 255. Each of the 8 bits in 53264 controls a sprite. Bit 0 controls sprite 0, bit 1 controls sprite 1 and so on. For example, if bit 7 is set, sprite 7 can move past the 255th horizontal position.

Each time you want a sprite to move across the entire screen, turn on the borrowed bit in location 53264 when the sprite reaches horizontal position 255. Once the sprite moves off the right edge of the screen, turn off the borrowed bit so the sprite can move back onto the left edge of the screen. The following commands allow sprite seven to move past the 255th horizontal position:

```

LDA $D010
ORA #$80
STA $D010

```

The number 128 is the resulting decimal value from setting bit 7. You arrive at this value by raising two to the seventh power. If you want to enable bit 5, raise two to the fifth power, which, of course, is 32. The general rule is to raise two to the power of the sprite number that you want to move past the 255th horizontal screen position. Now you can borrow the extra bit you need to move a sprite all the way across the screen. To allow the sprite to reappear on the left side of the screen, turn off bit seven again, as follows:

```

LDA $D010
AND #$7F
STA $D010

```

Not all of the horizontal (X) and vertical (Y) positions are visible on the screen. Only vertical positions 50 through 249 and horizontal positions 24 through 343 are visible. Location 0,0 is off the screen as is any horizontal location less than 24 and greater than 343. Any vertical location less than 50 and greater than 249 is also off the screen. The off-screen locations are set aside so that an animated image can move smoothly on and off the screen.

## EXPANDING THE SIZE OF SPRITES

The VIC chip offers a feature that allows sprites to be expanded in size, in both the horizontal and vertical directions. When the sprite is expanded, the sprite resolution does not increase, the pixels within the sprite just cover twice as much area; therefore, the sprite is twice as large. Here are the locations in memory for vertical and horizontal sprite expansion:

	ADDRESS
<b>Vertical (Y) Sprite Expansion Register</b>	<b>53271 (\$D017)</b>
<b>Horizontal (X) Sprite Expansion Register</b>	<b>53277 (\$D01D)</b>

These registers operate in the same manner as the sprite enable register. Bits 0 through 7 pertain to sprites 0 through 7. To expand the sprite size in either direction, raise two to the bit position and place it in the expansion register(s). For example, to expand sprite 7 in both directions, perform these machine language instructions:

```

LDA #$80 (% 10000000 = binary notation in the Monitor)
STA $D017
STA $D01D

```

To expand more than one sprite, add two raised to the bit position for the sprite numbers you want to expand, and store the result in the expansion registers.

To return the sprites to their original size, clear the bits in the expansion registers.

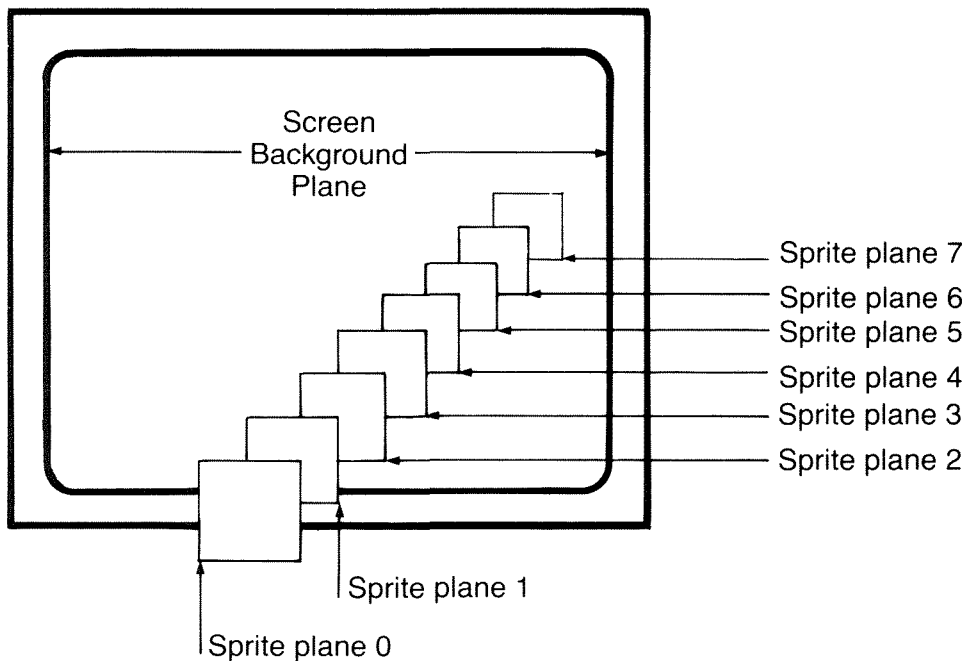
## SPRITE DISPLAY PRIORITIES

In your sprite programs, you have the option of displaying sprites in front of or behind other sprites or objects on the screen. This is known as defining the sprite's display priorities. The VIC chip defines two distinct sprite display priorities:

1. Sprite-to-sprite
2. Sprite-to-data

### SPRITE-TO-SPRITE DISPLAY PRIORITIES

Each of the eight sprites available on the Commodore 128 is assigned its own plane in which it moves independent of other sprites or of the pictures on the screen background. Visualize the sprite planes as in Figure 9-9.



The display priority of each sprite plane depends on the sprite number. The sprite-to-sprite display priorities are predefined according to the sprite number. This



feature is preset by the C128 hardware, and is not controlled through a software register. The lower the sprite number, the higher the priority. The higher priority sprite passes in front of the lower priority sprite. Sprite 0 has the highest priority; therefore, it passes in front of any other sprites that may be on the screen should they meet at a particular screen location. For example, sprites 1 and 5 are moving toward a common location on the screen. When the sprites reach the common location, sprite 1 passes in front of sprite 5, since the lower sprite number has the higher display priority. Keep this in mind when you want sprites to intersect paths and pass behind or in front of one another. This is important when overlaying sprites. Assign the sprite you want to pass in front of other sprites to the lower sprite number.

Portions of sprites (pixels) that are not assigned color (the bits in the sprite storage block corresponding to those pixels are equal to zero) are transparent. Holes in these sprites allow background data to pass through the transparent area and create a "window" effect. The same window effect occurs when a higher priority sprite with "holes" passes in front of a lower priority sprite. Even though one sprite has a higher priority, if portions of that higher priority sprite are transparent, the lower priority sprite or the background display data is allowed to pass through the higher priority sprite.

## SPRITE-TO-DATA DISPLAY PRIORITIES

The sprite to data (background screen) priority is selected through a software register within the VIC chip. The Sprite to Background Display Priority Register (location 53275 (\$D01B)) specifies whether a sprite passes in front of or behind the objects on the screen background plane. This feature makes sprites seem more realistic. The default value of this register is zero; therefore, all sprites pass in front of objects on the screen background unless you change the bit values in this register. In other words, upon power-up, all sprites have a higher priority than the screen background.

Bits 0 through 7 pertain to sprites 0 through 7. If a bit in this register is set, the sprite passes behind the objects on the screen background. The bit number correspondence to the sprite number works the same way as the sprite enable register and many of the other sprite registers. To set these bits, raise two to the power of the bit position for the sprite number that you want to pass behind the screen background objects. For instance, to cause sprite 6 to pass behind objects on the screen background, raise 2 to the sixth power and place the hexadecimal equivalent in location 53275 (\$D01B) in machine language as follows:

```
LDA #$40 (%01000000 = binary rotation in the Monitor)
STA $D01B
```

To set the sprite-to-data display priorities for more than one sprite, add the values together for two raised to the respective bit positions and store the result in location 53275 (\$D01B).

## SPRITE COLLISION PRIORITIES

The VIC chip has a feature that enables you to detect when a collision occurs between sprites, or between a sprite and screen objects.

## **SPRITE-TO-SPRITE COLLISIONS**

A sprite-to-sprite collision occurs when an enabled pixel in the foreground of one sprite overlaps an enabled pixel from the foreground of another sprite at any point on the sprite coordinate plane. The collision may also occur at an off-screen coordinate location. Location 53278 (\$D01E) flags whether a sprite-to-sprite collision has occurred. This register, like most of the sprite registers, has a bit which detects a collision for each sprite. Bits 0 through 7 pertain to sprites 0 through 7. If a sprite is involved in a sprite-to-sprite collision, the bit corresponding to the sprite involved in the collision is set; therefore, at least two bits are always set in a sprite-to-sprite collision. These bits remain set until they are read at which time the VIC clears the register. You should store the value of this register in a variable until the collision or conditional code depending on the collision is fully processed.

Once a sprite-to-sprite collision is detected, the sprite-to-sprite collision Interrupt Request (IRQ) flag, bit 2 of location 53273 (\$D019), is set and an interrupt occurs if enabled in the IRQ Mask Register at 53274 (\$D01A). When this occurs, you can incorporate an interrupt routine to be activated upon the collision of two sprites. Therefore, your sprite-to-sprite collision interrupt routine is only executed upon the condition that two sprites collide. This built-in feature gives you a way to conditionally wedge an interrupt (IRQ) routine into your application program, depending on the behavior of the sprites on the screen.

## **SPRITE-TO-DATA COLLISIONS**

A sprite-to-data collision occurs when an enabled pixel in the foreground of a sprite overlaps a pixel from the foreground of an object on the screen. Location 53279 (\$D01F) flags whether a sprite-to-data collision has occurred. This register has a bit which detects a collision for each sprite. Bits 0 through 7 pertain to sprites 0 through 7. If a sprite is involved in a sprite-to-data collision, the bit corresponding to the sprite involved in the collision is set. These bits remain set until they are read at which time the VIC chip clears the entire register. A recommended programming practice is to store the value of this register in a variable until the collision or conditional code depending on the collision is fully processed.

Once a sprite-to-data collision is detected, the sprite-to-data collision IRQ flag in bit 1 of location 53273 (\$D019) is set and an interrupt occurs if enabled in the IRQ Mask Register at 53274 (\$D01A). When this occurs, you can incorporate an interrupt routine to be activated upon the collision of two sprites. Therefore, your sprite-to-data collision interrupt routine is only executed upon the condition that a sprite has collided with an object on the screen foreground. Again, this gives you a way to conditionally wedge an IRQ routine into your application program depending on the behavior of your animated graphic objects on the screen.

Note that sprite-to-data collisions do not occur with multi-color bit pair 01 (binary). This permits those bits to be interpreted as background display data, without interfering with sprite-to-data collisions.

# 10

## PROGRAMMING THE 80-COLUMN (8563) CHIP

The Commodore 128 computer offers two types of video output: 40-column, composite video through the VIC chip and 80-column, RGBI through the 8563 chip. The 80-column display adds an important feature to the Commodore family of home and business computers: The C128 can be regarded as a business machine. The 8563 chip enables the C128 to display spreadsheets, wordprocessors, database managers and existing CP/M applications in 80 columns. Now, the latest in the family of inexpensive Commodore computers runs the *Perfect* series of business applications, and many other business applications in C128 mode. In CP/M mode, the C128 runs *Wordstar*, and many other popular business applications. In addition, the C128 supports all the hardware and software available for the Commodore 64. The Commodore 128 is truly the complete personal computer.

## THE 8563 VIDEO CHIP FEATURES

The primary purpose of the 8563 video chip is to display characters on the screen. The 8563 has two sets of characters, each with 256 elements. Unlike the VIC chip, however, the 8563 can display all 512 characters simultaneously. The VIC chip displays only one character set at a time.

The 8563 chip supports a limited bit map mode. Bit mapping can be achieved through your own programs, preferably machine language. The BASIC 7.0 graphics commands do not support the 80-column screen. Programming the bit-mapped screen in BASIC is not recommended, since the language is not geared to manipulating single display bits at a time. Later in this chapter, bit mapping the 80-column screen is illustrated in machine language.

Another feature of the 8563 is smooth scrolling in the vertical and horizontal directions. The 8563 chip is equipped with a set of scrolling registers that enable text to be scrolled up, down, left or right. This is discussed later in the chapter.

## PROGRAMMING THE 80-COLUMN (8563) CHIP

Programming the 8563 video chip is a quite different from programming the VIC chip. As you know, the registers of the VIC chip are located in the range 53248 (\$D000) through 53296 (\$D030) in bank 15. Unlike the VIC chip, the 8563 has only two memory locations in Commodore 128 I/O memory. \$D600 and \$D601. This means that only two memory locations in the Commodore 128 I/O memory pertain to the 8563 video chip. Internally, the 8563 has thirty-seven internal registers, though they are not addressable in C128 I/O memory. In addition, the 8563 has 16K of RAM of its own that

is independent of the Commodore 128 RAM, You must address locations \$D600 and \$D601 as the gateways through which you indirectly address the thirty-seven internal registers and 16K of 8563 RAM. You cannot directly access any of the thirty-seven internal registers or the 16K of 8563 RAM.

Location \$D600 is the **Address Register**, and \$D601 is the **Data Register**. Generally, you place an 8563 register number in the address register (\$D600) then either write to or read from the data register in location \$D601. This is a simplified explanation—the more-detailed information given in the following sections is needed to program the 8563 successfully.

#### 8563 NOTES:

1. You cannot use BASIC PEEK, POKE, or WAIT instructions to access the 8563, because these commands are implemented using indirect operations. Any indirect machine instructions (such as LDA ( ),Y or STA( ),Y) must be avoided because they result in 'false' bus states which are sensed by the 8563 and subsequently acted upon as though they were valid instructions.
2. You should not, directly or indirectly, access the 8563 during interrupts, because there is no way to save and restore the 8563 registers without disrupting any I/O that might have been in progress at the time of the interrupt.

## DETAILS BEHIND PROGRAMMING THE 80-COLUMN CHIP

So far, you have learned that the 8563 chip has:

1. Thirty-seven internal registers.
2. 16K of independent RAM (that is not addressable in the C128 memory map).
3. An address register (\$D600 and a data register \$D601) in C128 I/O memory.

Figure 10-1 is a summary of the 8563 registers, in the form of a register map:

REG	BITS								
	7	6	5	4	3	2	1	0	
0	HT7	HT6	HT5	HT4	HT3	HT2	HT1	HT0	Horizontal Total
1	HD7	HD6	HD5	HD4	HD3	HD2	HD1	HDO	Horizontal Displayed
2	HP7	HP6	HP5	HP4	HP3	HP2	HP1	HPO	Horizontal Sync Position
3	VW3	VW2	VW1	VWO	HW3	HW2	HW1	HWO	Vert/ Horiz Sync Width
4	VT7	VT6	VT5	VT4	VT3	VT2	VT1	VTO	Vertical Total
5				VA4	VA3	VA2	VA1	VA0	Vertical Total Adjust
6	VD7	VD6	VD5	VD4	VD3	VD2	VD1	VDO	Vertical Displayed
7	VP7	VP6	VP5	VP4	VP3	VP2	VP1	VPO	Vertical Sync Position
8							IM1	IMO	Interlace Mode
9				CTV4	CTV3	CTV2	CTV1	CTVO	Character Total Vertical
10		CM1	CM0	CS4	CS3	CS2	CS1	CS0	Cursor Mode, Start Scan
11	—	—		CE4	CE3	CE2	CE1	CEO	Cursor End Scan Line
12	DS15	DS14	DS13	DS12	DS11	DS10	DS9	DS8	Display Start Address hi
13	DS7	DS6	DS5	DS4	DS3	DS2	DS1	DS0	Display Start Address lo
14	CP15	CP14	CP13	CP12	CPU	CP10	CP9	CP8	Cursor Position hi
15	CP7	CP6	CP5	CP4	CP3	CP2	CP1	CPO	Cursor Position lo
16	LPV7	LPV6	LPV5	LPV4	LPV3	LPV2	LPV1	LPVO	Light Pen Vertical
17	LPH7	LPH6	LPH5	LPH4	LPH3	LPH2	LPH1	LPHO	Light Pen Horizontal
18	UA15	UA14	UA13	UA12	UAH	UA10	UA9	UA8	Update Address hi
19	UA7	UA6	UA5	UA4	UA3	UA2	UA1	UA0	Update Address lo
20	AA15	AA14	AA13	AA12	AA11	AA10	AA9	AA8	Attribute Start Adr hi
21	AA7	AA6	AA5	AA4	AA3	AA2	AA1	AA0	Attribute Start Adr lo
22	CTH3	CTH2	CTH1	CTHO	CDH3	CDH2	CDH1	CDHO	Character Tot(h), Dsp(V)
23	—	—		CDV4	CDV3	CDV2	CDV1	CDVO	Character Dsp(v)
24	COPY	RVS	CBRATE	VSS4	VSS3	VSS2	VSS1	VSS0	Vertical smooth scroll
25	TEXT	ATR	SEMI	DBL	HSS3	HSS2	HSS1	HSS0	Horizontal smooth scroll
26	FG3	FG2	FG1	FG0	BG3	BG2	BG1	BG0	Foregnd/Bgnd Color
27	AI7	AI6	AI5	AI4	AI3	AI2	AI1	AIO	Address Increment / Row
28	CB15	CB14	CB13	RAM	—	—	—	—	Character Base Address
29	—	—	—	UL4	UL3	UL2	UL1	ULO	Underline scan line
30	WC7	WC6	WC5	WC4	WC3	WC2	WC1	WCO	Word Count
31	DA7	DA6	DA5	DA4	DA3	DA2	DA1	DAO	Data
32	BA15	BA14	BA13	BA12	BAH	BA10	BA9	BA8	Block Start Address hi
33	BA7	BA6	BA5	BA4	BA3	BA2	BA1	BA0	Block Start Address lo
34	DEB7	DEB6	DEB5	DEB4	DEB3	DEB2	DEB1	DEBO	Display Enable Begin
35	DEE7	DEE6	DEE5	DEE4	DEE3	DEE2	DEE1	DEEO	Display Enable End
36	—	—	—	—	DRR3	DRR2	DRR1	DRRO	DRAM Refresh rate
37		HSyNCVSYNC	—	—	—	—	—	—	Horiz, Vert Sync Polarity

**Figure 10-1. 8563 VDC Register Map**

The numbers in the left column are the register numbers. When programming the 8563, the registers are referenced by number only, since they have no actual address in the C128 memory map. Within the register map, columns 7 through 0 apply to the bits within the registers. To the right are the register names, by function. Many of the registers control more than one operation of the chip, so the names only reference the primary purpose of the register. These registers are discussed individually at the end of this chapter. Certain key registers are discussed in the next section. For an explanation of each register, see the register-by-register description in the back of this chapter.

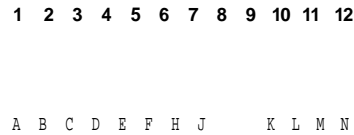


Figure 12-6. User Port Pinouts

PIN	DESCRIPTION	NOTES
TOP SIDE		
1	GROUND	
2	+ 5V	(100 mA MAX.)
3	RESET	By grounding this pin, the Commodore 128 will do a cold start, resetting completely. The pointers to a BASIC program will be reset, but memory will not be cleared. This is also a RESET output for the external devices.
4	CNT1	Serial port counter from CIA-1 (see CIA specs).
5	SP1	Serial port from CIA-1 (see 6526 CIA specs).
6	CNT2	Serial port counter from CIA-2 (see CIA specs).
7	SP2	Serial port from CIA-1 (see 6526 CIA specs).
8	PC2	Handshaking line from CIA-2 (see CIA specs).
9	SERIAL ATNIN	This pin is connected to the ATN line of the serial bus.
10	9 VAC + phase	Connected directly to the Commodore 128 transformer (100 mA Max.).
11	9 VAC-phase	
12	GROUND	
BOTTOM SIDE		
A	GROUND	The Commodore 128 gives you control over Port B on CIA chip 1. Eight lines for input or output are available, as well as two lines for handshaking with an outside device. The 10 lines for Port B are controlled by two locations. One is the Port itself, and is located at 56577 (\$DD01 HEX). Naturally you PEEK it to read an INPUT, or POKE it to set an OUTPUT. Each of the eight I/O lines can be set up as either an INPUT or an OUTPUT by setting the Data Direction Register properly.
B	FLAG2	
C	PBO	
D	PB1	
E	PB2	
F	PB3	
H	PB4	
J	PB5	
K	PB6	
L	PB7	
M	PA2	
N	GROUND	

Table 12-4. User Port Pin Descriptions

The **Data Direction Register** has its location at 56579 (\$DD03 hex). Each of the eight lines in the port has a bit in the 8-bit Data Direction Register (DDR) that controls whether that line will be an input or an output. If a bit in the DDR is a 1, the

corresponding line of the port will be an output. If a bit in the DDR is a 0, the corresponding line of the port will be an input. For example, if bit 3 of the DDR is set to 1, then line 3 of the port will be an output. If the DDR is set like this:

```
BIT #: 7 6 5 4 3 2 1 0
VALUE: 0 0 1 1 10 0 0
```

lines 5, 4 and 3 will be outputs since those bits are 1's. The rest of the lines will be inputs, since those lines are 0's.

To PEEK or POKE the User Port, it is necessary to use both the DDR and the port itself.

Remember that the PEEK and POKE statements need a number from 0 to 255. The numbers given in the example must be translated into decimal before they can be used. The value would be:

$$2^5 + 2^4 + 2^3 = 32 + 16 + 8 = 56$$

Notice that the bit number for the DDR is the same number that is equal to 2 raised to a power to turn the bit value on.

$$(16 = 2 | 4 = 2 \times 2 \times 2 \times 2, 8 = 2 | 3 = 2 \times 2 \times 2)$$

The two other lines, flag1 and PA2, are different from the rest of the User Port. These two lines are mainly for handshaking, and are programmed differently from port B.

Handshaking is needed when two devices communicate. Since one device may run at a different speed than another device, it is necessary to give each device some way of knowing what the other device is doing. Even when the devices are operating at the same speed, handshaking is necessary to communicate when data is to be sent, and if it has been received. The flag1 line has special characteristics that make it well suited for handshaking.

flag1 is a negative-edge-sensitive input that can be used as a general-purpose interrupt input. Any negative transition on the flag line will set the flag interrupt bit. If the flag interrupt is enabled, this will cause an **Interrupt Request**. If the flag bit is not enabled, it can be polled from the Interrupt Register under program control.

PA2 is bit 2 of port A of the CIA. It is controlled like any other bit in the port. The port is located at 56576 (\$DD00). The Data Direction Register is located at 56578 (\$DD02).

For more information on the 6526, see the hardware chapter.

## THE COMPOSITE VIDEO CONNECTOR

This DIN connector supplies direct audio and composite video signals. These can be connected to the Commodore monitor or used with separate components. This is the 40-column output connector. Figure 12-7 shows the pinouts for the composite video connector. Table 12-5 describes the pinouts.



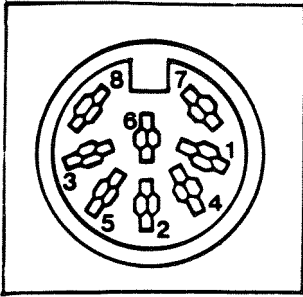


Figure 12-7. Composite Video Connector Pinouts

PIN	TYPE	NOTE
1	LUM/SYNC	Luminance/SYNC output
2	GND	
3	AUDIO OUT	
4	VIDEO OUT	Composite signal output
5	AUDIO IN	
6	COLOR OUT	Chroma signal output
7	NC	No connection
8	NC	No connection

Table 12-5. Composite Video Connector Pin Descriptions

## THE RGBI VIDEO CONNECTOR

The RGBI video connector is a 9-pin connector that supplies an RGBI (Red/Green/Blue/Intensity) signal. This is the 80-column output. Figure 12-8 shows the RGBI pinouts. Table 12-6 defines the **RGBI** pinouts.

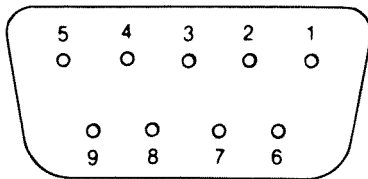


Figure 12-8. RGBI Connector Pinouts

PIN	SIGNAL
<b>1</b>	<b>Ground</b>
<b>2</b>	<b>Ground</b>
<b>3</b>	<b>Red</b>
<b>4</b>	<b>Green</b>
<b>5</b>	<b>Blue</b>
<b>6</b>	<b>Intensity</b>
<b>7</b>	<b>Monochrome</b>
<b>8</b>	<b>Horizontal Sync</b>
<b>9</b>	<b>Vertical Sync</b>

Table 12-6. RGB! Connector Pin Descriptions

## THE CASSETTE CONNECTOR

A 1530 Datassette recorder can be attached to the cassette port to store programs and information. Figure 12-9 shows the cassette port pinouts. Table 12-7 describes the pinouts.

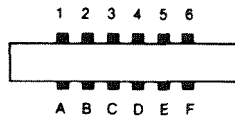


Figure 12-9. Cassette Port Pinouts

---

PIN	TYPE
<b>A-1</b>	<b>GND</b>
<b>B-2</b>	<b>+ 5V</b>
<b>C-3</b>	<b>CASSETTE MOTOR</b>
<b>D-4</b>	<b>CASSETTE READ</b>
<b>E-5</b>	<b>CASSETTE WRITE</b>
<b>F-6</b>	<b>CASSETTE SENSE</b>

---

Table 12-7. Cassette Port Pin Descriptions

## THE CONTROLLER PORTS

There are two controller ports, numbered 1 and 2. Each controller port can accept a joystick, mouse or game controller paddle. A light pen can be plugged only into Port 1, the port closest to the front of the computer. Use the ports as instructed with the software.

Figure 12-10 shows the Controller Port pinouts. Table 12-8 describes the pinouts.

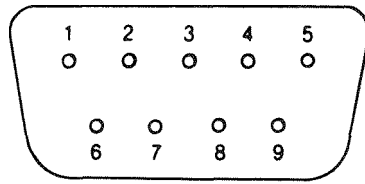


Figure 12-10. Controller Port Pinouts

CONTROL PORT 1			CONTROL PORT 2		
PIN	TYPE	NOTE	PIN	TYPE	NOTE
1	JOYA0		1	JOYB0	
2	JOYA1		2	JOYB1	
3	JOYA2		3	JOYB2	
4	JOYA3		4	JOYB3	
5	POT AY		5	POT BY	
6	BUTTON A/LP		6	BUTTON B	
7	+5V	MAX. 50mA	7	+5V	MAX. 50mA
8	GND		8	GND	
9	POT AX		9	POTBX	

Table 12-8. Controller Port Pin Descriptions

## THE EXPANSION PORT

The expansion port connector is a 44-pin female edge connector accessing the computer's address and data buses. It accepts Commodore's preprogrammed game and utility software cartridges. As a parallel port, it can accept Commodore's IEEE peripherals with an IEEE interface for controlling instrumentation and other devices. RAM expansion modules will also connect to this port and accept the BASIC commands of FETCH, STASH and SWAP.

Figure 12-11 shows the expansion port pinouts. Table 12-9 describes the pinouts.

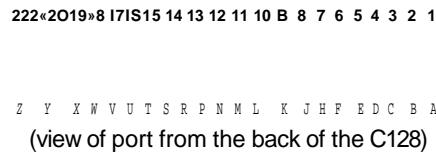


Figure 12-11. Expansion Port Pinouts

PIN	TYPE	PIN	TYPE
1	GND	A	GND
2	+5V	B	ROMH
3	+5V	C	RESET
4	IRQ	D	NMI
5	R/W	E	S02
6	Dot Clock	F	A15
7	I/O 1	H	A14
8	GAME	<b>J</b>	A13
9	EXROM	K	A12
10	I/O 2	L	A11
11	ROML	M	A10
12	BA	N	A9
13	DMA	P	A8
14	D7	R	A7
15	D6	S	A6
16	D5	T	A5
17	D4	U	A4
18	D3	V	A3
19	D2	<b>W</b>	A2
20	D1	X	A1
21	DO	Y	A0
22	GND	Z	GND

Table 12-9. Expansion Port Pin Descriptions

# 13

## THE COMMODORE 128 OPERATING SYSTEM

The Commodore 128 operating system controls, directly or indirectly, all functions of your computer. The Commodore 128 operating system is housed in a ROM chip called the **Kernal**, which contains about 16K of machine language instructions. These instructions make up the routines that control all the machine's functions—even the ones you take for granted. For instance, the Kernal controls all input and output functions, including receiving the characters from the keyboard when you type, sending text to a printer, and displaying graphics and text on the screen. Every task performed by the computer other than application program activities is controlled by the Kernal. The Kernal even manipulates and executes the application programs you load or type into your computer's memory.

## TAKING FULL ADVANTAGE OF THE COMMODORE 128 OPERATING SYSTEM

The 16K of operating system instructions contained in the Kernal are available for use with your own programs. Instead of "reinventing the wheel" and duplicating code, you can call (that is, use) these Kernal routines in your own programs. You do this through the Kernal Jump Table, which consists of a series of ROM entry points in which you can call machine language routines already available in the Commodore 128 Kernal. By calling these routines, which handle the most fundamental functions of the computer, you avoid duplicating code. This helps you utilize your computer to its fullest potential.

The Kernal Jump Table also facilitates compatibility. If the Commodore 128 operating system is modified or upgraded, which happens frequently in the microcomputer industry, the entry points in the jump table are revised to reflect address changes of Kernal subroutines. The key to keeping applications programs compatible from one version of the operating system to another is to enter the operating system through the Kernal Jump Table. Instead of jumping directly to a subroutine (JSR), use the Kernal Jump Table as the entry point, since it contains the correct address vector to the specified routine, regardless of the version of the Kernal being used. If you always enter the operating system routines from the Kernal Jump Table, the address of the desired routine will always be reached. On the other hand, if you bypass the Kernal Jump Table and jump directly to the address where you think the routine resides, you may cause an error, because the starting point of the desired routine may have changed from one version of the operating system to another.

## HOW TO USE (CALL) THE KERNAL ROUTINES IN YOUR OWN PROGRAMS

Most of the system subroutines require specific parameters, or values, which must be loaded into the accumulator, X or Y index registers. Some Kernal subroutines require additional preparatory routines to be called before invoking the specific target routine. Each Kernal subroutine terminates with an RTS instruction that tells the microprocessor to return from the subroutine. Many of the Kernal routines return values that are placed in the accumulator, X or Y registers. Some even return error codes in the status register, which can be acted on in your applications program.

Here is the procedure for calling a Kernal subroutine:

1. Place the necessary preparatory values in the required registers—either the A, X or Y registers.
2. Enable the appropriate system configuration. For example, if the routine requires the Kernal to be present, invoke either configuration 12, 13, 14 or 15, since these make the Kernal available. Bank 15 is the default configuration.
3. Call the subroutine with the JSR instruction, using the address of the jump vector as shown in the Kernal Jump Table in Figure 13-1.

For example, the starting address of the routine ACPTR is stored, starting in location \$FFA5. Actually, the operation code (opcode) for the JMP instruction is stored at location \$FFA5 and the address of the entry point of the routine is stored at locations \$FFA6 and \$FFA7. What really happens is that the JSR instruction in your application program transfers control to the jump table address (\$FFA5, for example); then the JMP instruction at \$FFA5 jumps to the subroutine at the address specified in locations \$FFA6 and \$FFA7. In other words, when you issue a JSR instruction to the Kernal Jump Table, you actually perform two jumps: one (JSR) to the jump table, and then a second jump (JMP) to the actual starting address of the routine.

The routine terminates with an RTS instruction that is already part of the Kernal subroutine. Your application program resumes with the instruction immediately following the JSR instruction.

4. Upon return from the subroutine, check the status register for any error conditions. If an error condition is present, take precautions in your application program to handle the error and act on the value of the status register.

Figure 13-1 is the C128 system vector and jump table that includes the name, address and function description of the operating system Kernal routines.

## CI28 SYSTEM VECTORS

1. \$FFFB SYSTEM           operating system vector (RAM1)
2. \$FFFA NMI             ;processor NMI vector
3. \$FFFC RESET          processor RESET vector
4. \$FFFE IRQ             ;processor IRQ/BRK vector

## CBM STANDARD KERNAL JUMP TABLE CALLS

---

1. \$FF81 JMP CINT         ;init screen editor and devices
  2. \$FF84 JMP IOINIT      ;init I/O devices
  3. \$FF87 JMP RAMTAS      ;init RAM and buffers

---

  4. \$FF8A JMP RESTOR     ;init indirect vectors (system)
  5. \$FF8D JMP VECTOR     ;init indirect vectors (user)
  6. \$FF90 JMP SETMSG     ;kernal messages on/off

---

  7. \$FF93 JMP SECND      ;serial: send SA after LISTN
  8. \$FF96 JMP TKSA       ;serial: send SA after TALK
  9. \$FF99 JMP MEMTOP     ;set/read top of system RAM

---

  10. \$FF9C JMP MEMBOT    ;set/read bottom of system RAM
  11. \$FF9F JMP KEY       ;scan keyboard
  12. \$FFA2 JMP SETTMO    (preserved)

---

  13. \$FFA5 JMP ACPTR     ;serial: byte input
  14. \$FFA8 JMP CIOUT     ;serial: byte output
  15. \$FFAB JMP UNTLK     ;serial: send untalk

---

  16. \$FFAE JMP UNLSN     ;serial: send unlisten
  17. \$FFB1 JMP LISTN     ;serial: send listen
  18. \$FFB4 JMP TALK      ;serial: send talk

---

  19. \$FFB7 JMP READSS    ;read I/O status byte
  20. \$FFBA JMP SETLFS    ;set channel LA, FA, SA
  21. \$FFBD JMP SETNAM    ;set filename pointers

---

  22. \$FFC0 JMP (IOPEN)   ;open logical file
  23. \$FFC3 JMP (ICLOSE)   ;close logical file
  24. \$FFC6 JMP (ICKIN)   ;set input channel

---

  25. \$FFC9 JMP (ICKOUT)   ;set output channel
  26. \$FFCC JMP (ICLRCH)   ; restore default channels
  27. \$FFCF JMP (IBASIN)   ;input from channel

---

  28. \$FFD2 JMP (IBSOUT)   ;output to channel
  29. \$FFD5 JMP LOAD      ;load from file
  30. \$FFD8 JMP SAVE      ;save to file

---

  31. \$FFDB JMP SETTIM     ;set internal clock
  32. \$FFDE JMP RDTIM     ;read internal clock
  33. \$FFE1 JMP (ISTOP)    ;scan STOP key
-



34.	\$FFE4	JMP (IGETIN)	;read buffered data
35.	\$FFE7	JMP (ICLALL)	;close all files and channels
36.	SFFEA	JMPUDTIM	;increment internal clock
37.	\$FFED	JMPSCRORG	;get current screen window size
38.	\$FFF0	JMP PLOT	;read/set cursor position
39.	\$FFF3	JMP IOBASE	;read base address of I/O block

## NEW C128 KERNAL JUMP TABLE CALLS

1.	\$FF47	JMP SPIN SPOUT	;setup fast serial ports for I/O
2.	\$FF4A	JMP CLOSE ALL	;close all files on a device
3.	\$FF4D	JMP C64MODE	Reconfigure system as a C64
4.	\$FF50	JMP DMA CALL	;send command to DMA device
5.	\$FF53	JMP BOOT CALL	;boot load program from disk
6.	\$FF56	JMP PHOENIX	;init function cartridges
7.	\$FF59	JMP LKUPLA	;search tables for given LA
8.	\$FF5C	JMP LKUPSA	;search tables for given SA
9.	\$FF5F	JMP SWAPPER	;switch between 40 and 80 columns
10.	\$FF62	JMP DLCHR	;init 80-col character RAM
11.	\$FF65	JMP PFKEY	; program a function key
12.	\$FF68	JMP SETBNK	;set bank for I/O operations
13.	\$FF6B	JMP GETCFG	;lookup MMU data for given bank
14.	\$FF6E	JMP JSRFAR	;gosub in another bank
15.	\$FF71	JMP JMPFAR	;goto another bank
16.	\$FF74	JMP INDFET	;LDA (fetvec),Y from any bank
17.	\$FF77	JMP INDSTA	;STA (stavec),Y to any bank
18.	\$FF7A	JMP INDCMP	;CMP (cmpvec),Y to any bank
19.	\$FF7D	JMP PRIMM	;print immediate utility

Figure 13-1. User-Callable Kernal Routines

Figure 13-2 lists the conventions used in the description of each Kernal subroutine. The figure is followed by descriptions of the C128 system vectors and Kernal subroutines. Included in each description are the subroutine name, call address, preparatory routines needed (if any), the registers affected, the error codes associated with each routine, how to use them and an example of each kernal subroutine call.

# USER CALLABLE KERNAL ROUTINE CONVENTIONS

**Call Address:** This is the call address of the Kernal routine, given in hexadecimal.

**Function Name:** Name of the Kernal routine.

**Register:** Registers, memory and flags listed under this heading are used to pass parameters to and from the Kernal routines.

**Preparatory Routines:** Certain Kernal routines require that data be set up by preparatory routines before the target routine can be called. The necessary routines are listed here.

**Error Returns:** A return from a Kernal routine with the carry set indicates an error was encountered in processing. The accumulator will contain the number of the error.

**Error Codes:** Below is a list of error messages that can occur when using the Kernal routines. If an error occurs during a Kernal routine, the carry bit of the accumulator is set, and the number of the error message is returned in the accumulator.

NOTE: Some Kernal I/O routines do not use these codes for error messages. Instead, errors are identified using the Kernal READST routine.

---

NUMBER	MEANING
<b>0</b>	<b>Routine terminated by the STOP key</b>
<b>1</b>	<b>Too many open files</b>
<b>2</b>	<b>File already open</b>
<b>3</b>	<b>File not open</b>
<b>4</b>	<b>File not found</b>
<b>5</b>	<b>Device not present</b>
<b>6</b>	<b>File is not an input file</b>
<b>7</b>	<b>File is not an output file</b>
<b>8</b>	<b>File name is missing</b>
<b>9</b>	<b>Illegal device number</b>
<b>41</b>	<b>File read error</b>

---

**Registers Affected:** All registers, memory and flags used by the Kernal routine are listed here.

**Examples:** An example of each Kernal routine is listed.

**Description:** A short explanation of the function of the Kernal routine is given here.

Figure 13-2. User-Callable Kernal Routine Conventions

## CI28 SYSTEM VECTORS

The vectors listed below, with the exception of the SYSTEM vector, are located not only in system ROM but in each RAM bank. The beginning and end of the system interrupt handlers are found in the top page (\$FFxx) of all memory configurations as well. The reason is simple: An interrupt can occur anytime, from any memory configuration. The registers and memory configuration must be preserved prior to bringing the operating system into context to process the interrupt. They must similarly be restored before control is finally returned to the interrupted code. Note that the system vectors are indirect jumps, and are not usually called by the user since they terminate with an RTI instruction, not an RTS instruction. In other words, they process interrupted events, not subroutine calls.

### 1. \$FFF8 SYSTEM ;operating system vector (RAM1)

The SYSTEM vector and accompanying **KEY** string provide applications software with a means of regaining system control after a hardware reset. With this vector, software may be protected from an otherwise unrecoverable situation. The KEY string provides the distinction between a "warm" reset and a "cold" power-up. If the system has just powered up, the KEY string is missing and thus the SYSTEM vector is invalid; the **CBM KEY** is installed and the SYSTEM vector is set to C128 mode. If the system was reset (i.e., KEY was found), the SYSTEM vector is moved to common RAM at \$02 and an indirect JMP is performed. In most cases, the user need only call IOINIT before resuming control. The layout in RAM-1 is:

```

$FFF5 'C      ($43)
$FFF6 'B      ($42)
$FFF7 'M      ($4D)
$FFF8 SYSTEM vector low
$FFF9 SYSTEM vector high

```

For example, suppose a programmer set out to do some heavy-duty "hacking" using the built-in Monitor. Fully realizing the likelihood of losing control in a crash, the programmer could redirect the SYSTEM vector to the Monitor itself and thus regain control with minimal RAM loss, simply by pressing the RESET button. To accomplish this, the programmer would enter:

```

a. >1FFF8 00 13 :aim SYSTEM to $1300
b. A 1300 JSR $FF84 xall IOINIT
    JMP $B000 xall Monitor

```

### 2. \$FFFA NMI ;processor NMI vector

The **Non-Maskable Interrupt (NMI)** vector is activated whenever the processor NMI pin detects a negative edge. There are two possible sources of NMI's under normal conditions: the **RESTORE** key and RS-232 I/O. In the event of an NMI, the operating system disables IRQ's, saves the registers and current memory

configuration on the stack, brings the system configuration (ROM's, I/O, RAMO) into context, and executes an indirect jump through the RAM vector located at \$318. The system NMI handler clears the ICR register of CIA-2, from which it determines the source of the interrupt. If it is from timer A, control passes to the RS-232 transceiver. If not, the **RESTORE** key is assumed, and for safety, the CBM convention of requiring the **STOP** key to be simultaneously depressed is checked. If the STOP key is depressed, all system indirect vectors are restored, IOINIT and CINT are called, and the SYSTEM\_VECTOR (do not confuse with the SYSTEM vector!) is taken. Control is returned upon restoration of the registers and memory configuration. NMI's may be disabled by causing an initial NMI from timer A, but never reading the ICR to clear it, thus keeping the NMI signal grounded.

Application software can intercept an NMI event by modifying either of the two RAM vectors mentioned above. The NMI indirect vector at \$318 in common RAM will pass control whenever an NMI occurs. The SYSTEM\_VECTOR, located at \$A00 in RAMO, will pass control after STOP/RESTORE is detected and handled.

For example, suppose a situation similar to the one illustrated previously for the SYSTEM vector occurs. To return control to the Monitor whenever STOP/RESTORE is detected, enter:

a. >A00 00 BO :aim SYSTEMLVECTOR to Monitor

Similarly, to perform an action anytime an NMI occurs (e.g., RESTORE alone), use the NMI indirect. For example, increment the VIC border color whenever you press **RESTORE** (or cause any other NMI). Enter:

a. >318 00 13 :aim indirect to \$1300  
b. A 1300 INC \$D020 xhange border color  
JMP \$FF33 :return from interrupt

### 3. \$FFFC RESET ;processor RESET vector

The processor RESET vector is activated whenever the system RESET signal is low. It is low at power-up, and is pulled low by pressing the RESET button. This signal effects not only the processor but most of the I/O devices found in the system. In fact, RESET is the one processor control signal that is shared between the two processors (8502 and Z80) of the C128. The Z80 gains initial (default) control of the system while the 8502 is held in a waiting state. When the 8502 finally starts after a reset, the Kernal initialization routine START always receives control and immediately performs the following actions:

1. Brings the system map into context.
2. Disables IRQ's.
3. Resets the processor stack pointer.
4. Clears decimal mode.
5. Initializes the MMU.
6. INSTALLS the Kernal RAM code.

Up to this point there is no provision for user code. The next two routines in the initialization path actually look for installed user code:

7. SECURE: Check and initialize the SYSTEM vector,
8. POLL: Check for a ROM cartridge.

**POLL** first scans for any installed C64 cartridges. They are recognized by either the **GAME** or **EXROM** signal being pulled low. If so, GO64 is executed (see the Kernal jump entry for details). Polling for C64 cartridges is actually redundant at this point since the Z80 processor, which powers up initially, did this already. POLL then scans for installed C128 cartridges and function ROM's. They are recognized by the existence of the C= key in any of the four function ROM slots (two internal, two external) and are polled in the order external low (16 or 32KB), external high (16KB), internal low (16 or 32KB), internal high (16KB). The entire format is:

```
$x000 -> cold start entry
$x003 —> warm start entry (unused)
$x006 -> ID. ($01-$FF)
$x007 -> "CBM" key string
where x = $8— or $C—.
```

The ID of any C128 cartridge found is entered into the Physical Address Table (PAT) located at SAC1-SAC4. ID's must be non-zero. Cartridges may recognize each other by examining the PAT for particular ID's. An ID of 1 indicates an auto-start cartridge, and its cold start entry will be called immediately. All others will be called later (see PHOENIX jump), as will any auto-starters that RTS is to POLL. A cartridge can determine where it is installed by examining CURBNK, located at \$ACO. Because it is possible for a cartridge to be called with interrupts enabled, the following diversion from the above format is recommended (the warm start entry is never called by the system):

```
$x000 SEI
$x001 JMP STARTUP
$x004 NOP
$x005 NOP
```

The balance of the C128 initialization is:

9. IOINIT: Initialize I/O devices.
10. Check for STOP AND C= keys.
11. RAMTAS: Initialize system RAM.
12. RESTOR: Initialize system indirects.
13. CINT: Initialize video displays.
14. Enable IRQ's (except foreign systems).
15. Dispatch.

**IOINIT** is perhaps the major function of the Reset handler. It initializes both CIA's (timers, keyboard, serial port, user port, cassette) and the 8502 port (keyboard,

cassette, VIC bank). It distinguishes a PAL system from an NTSC one and sets PALCNT (\$A03) if PAL. The VIC, SID and 8563 devices are initialized, including the downloading of character definitions to 8563 display RAM (if necessary). The system 60Hz IRQ source (the VIC raster) is started. IOINIT is callable by the user via the jump table.

During initialization, the user may press certain keys as a means of selecting an operating mode. One key checked is the Commodore key C=, indicating C64 mode is desired. While this key was scanned much earlier by the Z80 to speed the switchover to C64 mode, there is a redundant check for it here. The only other key scanned at this time is the **STOP** key, which signals a request by the user to power up into the Monitor utility. Note that control does not pass from the initialization process at this point; the Kernal needs to know if RAMTAS should be skipped. Only if the **STOP** key is depressed *and* this was a "warm" reset (vs. "cold" power-up) can RAMTAS be skipped.

RAMTAS clears all page-zero RAM, allocates the cassette and RS-232 buffers, sets pointers to the top and bottom of system RAM (RAM-0), and installs the SYSTEM\_VECTOR (discussed earlier under NMI) that points to BASIC cold start. Lastly it sets a flag, DEJAVU (\$A02), to indicate to other routines that system RAM has been initialized. This is the difference between a "cold" and a "warm" system. If DEJAVU contains \$A5, the system is "warm" and SYSTEM\_VECTOR is valid. Many programmers debugging code need to recover from a system hang or crash via **RESET** but do not want RAM cleared. This is why the **STOP** key is scanned, RAMTAS is skipped, and the Monitor (rather than BASIC) is selected. RAMTAS is callable by the user via the jump table.

RESTOR initializes the Kernal indirect vectors. This must be done before many system routines will function. Applications that complement the operating system via "wedges" must install them after they are initialized. RESTOR is user callable from the jump table (see also the VECTOR call).

CINT is the Editor's initialization routine. Both 40- and 80-column display modes are prepared, editor indirect vectors installed, programmable key definitions assigned, and the 40/80 key scanned for default display determination. CINT is also a jump table entry.

Finally, the IRQ's are enabled and control is passed to either BASIC initialization, GO64 code, or the ML Monitor. BASIC will call the Kernal PHOENIX routine upon the conclusion of its initialization, which will call any installed C128 cartridges (any ID) and attempt to auto-boot an application from disk.

An initialization status byte, INIT\_STATUS (\$A04), marks the progress of the initialization process. It is cleared automatically at the beginning of the Reset code, and as specific stages are completed, a particular bit is set. The layout is:

- B7 —» 8563 characters installed
- B6 -» CINT performed
- BO -> BASIC initialized

Any IOINIT calls, including Reset, will *not* result in 8563 character RAM initialization if B7 is set. Similarly, CINT will *not* initialize the keyboard matrix lookup tables and the programmable key definitions if B6 is set. This is how NMI's, for example, can call IOINIT and CINT without destroying users' setups. Finally, BASIC initialization must be complete before BO is set. This determines whether the IRQ handler, for example, should call the BASIC IRQ routines. Note that the following sequence of events should be performed for a BASIC programmer to recover from a crash via **RESET** :

1. Hold down **STOP** key to enter Monitor.
2. Press and release **RESET** button.
3. Release **STOP** key.
4. Enter: >A04 C1 :re-enable BASIC IRQ.
5. Enter: X :exit Monitor to BASIC.

This sequence is necessary because INIT\_STATUS was cleared by the reset, and the BASIC initialization was skipped, leaving BO reset. If BO had not been set, BASIC IRQ routines such as SOUND, PLAY, and SPRITE handlers would not have functioned, usually resulting in an apparent "hang."

#### 4. \$FFFE IRQ ;processor IRQ/BRK vector

This hardware vector is taken whenever the **IRQ** pin of the processor is pulled low, or the processor executes a **BRK** instruction. For proper operation an IRQ must occur sixty times every second [NTSC (60Hz) presents no problems, but adjustments have to be made for PAL (50Hz) systems]. The usual source of IRQ's in the C128 is the VIC raster, which is unleashed during system initialization by IOINIT. In the event of an IRQ or BRK, the operating system saves the registers and current memory configuration on the stack and brings the system bank (ROM's, I/O, RAMO) into context. The processor status at the time of interruption is then read from the system stack to determine if the interrupt was an IRQ or a BRK. The C128 uses the following code to accomplish this;

```
TSX      ;get stack pointer
LDA $105,X ;retrieve processor status
AND #$10 ;examine BRK flag
```

If the BRK flag is set, control passes to the ML Monitor through the BRK indirect vector at \$316, which usually points to the Monitor BREAK entry. Here the program counter (PC), processor status, registers, memory configuration and stack pointer are retrieved and displayed.

If the BRK flag is 0, an IRQ is assumed and control passes through the IRQ indirect vector at \$314, normally to the system IRQ handler. The following processes are then performed in the order shown:

1. IRQ's disabled.
2. Editor: split screen handler.
3. Editor: clear VIC raster IRQ.
4. IRQ's enabled.
5. Editor: keyboard scan.
6. Editor: VIC cursor blink.
7. Kernal: "jiffie" clock.
8. Kernal: cassette switches.
9. Kernal: clear CIA-1 ICR.
10. BASIC: sprites, sounds, etc.
11. Return from interrupt.

As indicated in the preceding description, the C128 operating system uses the IRQ heavily. In particular, the Editor split screen handler has rather strict requirements that programmers must recognize and accommodate. An all-text screen or a fully bit mapped screen presents no particular problem, but a split text and bit map screen requires twice the IRQ frequency (two every sixtieth of a second). Thus, the Editor (and consequently, IRQ-dependent applications) must distinguish between the "main" 60Hz IRQ and the "middle" IRQ. Only during the main IRQ will all the actions listed above be performed; the middle IRQ is only used by the Editor to split the screen. The Editor IRQ routine sets the carry flag to designate a main IRQ. Moreover, there is no margin in the timing requirements of a split screen. Programmers should note the way the Editor uses the VIC during IRQ's and avoid direct VIC I/O if the Editor screen operations are enabled. There is a flag byte called **GRAPHM**, located at \$D8, which can be set to \$FF to disable the Editor's use of the VIC.

The Editor is also responsible for scanning the C128 keyboard. Programmers should note that SCNKEY has two indirect jumps, **KEYLOG** and **KEYPUT**, it takes during its execution. The keyboard is controlled via CIA-1 PRA, PRB, VIC register #47 (extended key matrix), and the 8502 port (bit 6 = CAPS LOCK). The SCNKEY routine is callable from the jump table.

The balance of the IRQ routines up to calling BASIC are self-explanatory. The Kernal software clock is maintained by UDTIM, which is in the jump table. The IRQ processing makes one last call to BASIC-IRQ (\$4006), but only if INIT\_STATUS bit 0 is set indicating BASIC is ready to handle IRQs (this was discussed earlier in the RESET section). BASIC\_IRQ is a heavy user of the VIC and SID, and the same precautions should be taken regarding direct VIC and SID I/O as with the Editor. BASIC-IRQ also utilizes a hold-off byte called IRQ-WRAP—FLAG. It is normally used by the system to block IRQ-ed IRQ calls, but can be set by the user with the effect of disabling the BASIC-IRQ handler. Alternatively you could clear bit 0 of the INIT\_STATUS byte as mentioned above and achieve the same result.

The use of the IRQ indirect (\$314) by an application usually requires more care than most other wedges for several reasons. The likelihood of an IRQ occurring while the wedge is being installed is greater, there exists the possibility that the user or some other software has already wedged the vector, and usually it is



desirable for the system IRQ functions to continue normally (e.g., keyscan) as opposed to replacing them totally with our own (as we did with the NMI examples). The following examples accomplish these objectives as well as masking out all but the main IRQ. First we must install our IRQ handler. This example converts the 4 0 / 8 0 key into a SLOW/FAST key:

```

A 1302 BIT  $D011      ;test VIC reg 17
      BPL  $1324      ;branch if wrong IRQ
      LDA  $D505      preparation
      ORA  #$80       ;b7 of MMU MCR
      STA  $D505      ;set for input
      LDA  $D011      ;assume FAST setup
      AND  #$6F       ;blank VIC(RC8 = 0)
      LDX  #$01       ;2MHz
      BIT  $D505      ;test 4 0 / 8 0 key
      BPL  $131E      ;branch if down (FAST)
      ORA  #$10       ;unblank VIC
      DEX              ;1MHz
131E STX  $D030      ;set speed
      STA  $D011      ;set blank bit
1324 JMP  ($1300)    ;continue system IRQ

```

Now we need a small routine to actually wedge our code into the system IRQ. The following code saves the current IRQ vector for our handler above to exit through and substitutes a pointer to our code:

```

A 1400 SEI              ;prevent interruptions
      LDA  $314        ;get current IRQ lsb
      STA  $1300       ;and save it
      LDA  $315        ;get current IRQ msb
      STA  $1301       ;and save it
      LDA  #$02        ;get our IRQ lsb
      STA  $314        ;and substitute it
      LDA  #$13        ;get our IRQ msb
      STA  $315        ;and substitute it
      CLI              ;re-enable IRQ processing
      RTS

```

Enable the wedge by typing J 1400, that's all there is to it. Depressing the Locking 4 0 / 8 0 key now puts you in FAST mode; releasing it SLOWS you down, and the keyscan, etc., continues to function. Note, however, that on this

split screen our code throws off the timing, making for an unattractive display. There are really only three things to watch out for when toying with the C128 system IRQ: First, be sure to keep the raster compare value on-screen to keep the IRQ's happening (the best way is to keep RC8 zero as in example above); second, never attempt to access the 8563 during an IRQ if there is any chance that it is in use; finally, be sure the source of the IRQ is being cleared.

## **CBM STANDARD KERNAL CALLS**

The following system calls make up the set of standard CBM system calls for the Commodore 128 Personal Computer. Several of the calls, however, function somewhat differently or may require slightly different setups than C64 mode. This was necessary to accommodate specific features of the system, notably the 40/80 column windowing Editor and banked memory facilities. As with all Kernal calls, the system configuration (high ROM, RAM-0 and I/O) must be in context at the time of the call.

### 1. \$FF81 CINT initialize screen editor and devices

#### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	none

#### RESULTS:

Registers:	.A used ,X used .Y used
Memory:	init Editor RAM init Editor I/O
Flags:	none

#### EXAMPLE:

```
SEI
JSR $FF81    initialize screen
CLI
```

CINT is the Editor's initialization routine. Both 40- and 80-column display modes are prepared, editor indirect vectors installed, programmable key definitions assigned, and the 40 / 80 key scanned for default display determination. CINT sets the VIC bank and VIC nybble bank, enables the character ROM, resets SID volume, places both 40- and 80-column screens and clears them. The only thing it

does not do that pertains to the Editor is I/O initialization, which is needed for IRQ's (keyscan, VIC cursor blink, split screen modes), key lines, screen background colors, etc. (see IOINIT). Because CINT updates Editor indirect vectors that are used during IRQ processing, you should disable IRQ's prior to calling it. CINT utilizes the status byte INIT\_STATUS (\$A04) as follows:

- \$A04 bit 6 = 0 ->\* Full initialization.  
(set INIT\_STATUS bit 6)
- 1 —\* Partial initialization.  
(not key matrix pointers)  
(not program key definitions)

CINT is also an Editor jump table entry (\$C000),

## 2, \$FF84 IOINIT ;init I/O devices

### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	none

### RESULTS:

Registers:	.A used .X used .Y used
Memory:	initialize I/O
Flags:	none

### EXAMPLE:

```
SEI
JSR $FF84      ;initialize syi
CLI
```

IOINIT is perhaps the major function of the Reset handler. It initializes both CIA's (timers, keyboard, serial port, user port, cassette) and the 8502 port (keyboard, cassette, VIC bank). It distinguishes a PAL system from an NTSC one and sets PALCNT (\$A03) if PAL. The VIC, SID and 8563 devices are initialized, including the downloading of character definitions to 8563 display RAM (if necessary). The system 60Hz IRQ source, the VIC raster, is started (pending IRQs are cleared). IOINIT utilizes the status byte INIT\_STATUS (\$A04) as follows:

- \$A04 bit 7 = 0 —\* Full initialization.  
(set INIT\_STATUS bit 7)
- = 1 —> Partial initialization.  
(not 8563 character definitions)

You should be sure IRQ's are disabled before calling IOINIT to avoid interrupts while the various I/O devices are being initialized.

### 3. \$FF87 RAMTAS ;init RAM and buffers

#### PREPARATION:

Registers: none  
Memory: system map  
Flags: none  
Calls: none

#### RESULTS:

Registers: .A used  
.X used  
.Y used  
Memory: initializes RAM  
Flags: none

#### EXAMPLE:

```
JSR $FF87      initialize svster
```

RAMTAS clears all page-zero RAM, allocates the cassette and RS-232 buffers, sets pointers to the top and bottom of system RAM (RAM 0) and points the SYSTEM\_VECTOR (\$A00) to BASIC cold start (\$4000). Finally, it sets a flag, DEJAVU (\$A02), to indicate to other routines that system RAM has been initialized and that the SYSTEMVECTOR is valid. It should be noted that the C128 RAMTAS routine does *not* in any way test RAM.

### 4. \$FF8A RESTOR ;init Kernal indirects

#### PREPARATION:

Registers: none  
Memory: system map  
Flags: none  
Calls: none

#### RESULTS:

Registers: .A used  
.X used  
.Y used  
Memory: Kernal indirects restored  
Flaes: none

**EXAMPLE:**

```
SEI
JSR $FF8A      ;restore Kernal indirects
CLI
```

**RESTOR** restores the default values of all the Kernal indirect vectors from the Kernal ROM list. It does *not* affect any other vectors, such as those used by the Editor (see CINT) and BASIC. Because it is possible for an interrupt (IRQ or NMI) to occur during the updating of the interrupt indirect vectors, you should disable interrupts prior to calling RESTOR. See also the VECTOR call.

## 5. \$FF8D VECTOR ;init or copy indirects

**PREPARATION:**

```
Registers:      .X = adr (low) of user list
                .Y = adr (high) of user list
Memory:        system map
Flags:         .C = 0 —> load Kernal vectors
                .C = 1 —> copy Kernal vectors
Calls:         none
```

**RESULTS:**

```
Registers:     .A used
                .Y used
Memory:       as per call
Flags:        none
```

**EXAMPLE:**

```
LDX #save_lo
LDY #save_hi
SEC
JSR $FF87      ;copv indirects to "save"
```

**VECTOR** reads or writes the Kernal RAM indirect vectors. Calling VECTOR with the carry status set stores the current contents of the indirect vectors to the RAM address passed in the .X and .Y registers (to the current RAM bank). Calling VECTOR with the carry status clear updates the Kernal indirect vectors from the user list passed in the .X and .Y registers (from the current RAM bank). Interrupts (IRQ and NMI) should be disabled when updating the indirects. See also the RESTOR call.

6. \$FF90 SETMSG ;Kernal messages on/off

PREPARATION:

Registers: .A = message control  
Memory: system map  
Flags: none  
Calls: none

RESULTS:

Registers: none  
Memory: MSGFLG (\$9D) updated  
Flags: none

EXAMPLE:

```
LDA#0  
JSR $FF90      ;turn OFF all Kernal mes
```

**SETMSG** updates the Kernal message flag byte MSGFLG (\$9D) that determines whether system error and/or control messages will be displayed. BASIC normally disables error messages always and disables control messages in Run mode. Note that the Kernal error messages are not the verbose ones printed by BASIC, but simply the **I/O ERROR #** message that you see when in the Monitor, for example. Examples of Kernal control messages are **LOADING**, **FOUND**, and **PRESS PLAY ON TAPE**. The MSGFLG control bits are:

MSGFLG bit 7 = 1 -> enable CONTROL messages  
bit 6 = 1 -> enable ERROR messages

7. \$FF93 SECND ;serial: send SA after LISTN

PREPARATION:

Registers: .A = SA (secondary address)  
Memory: system map  
Flags: none  
Calls: LISTN

RESULTS:

Registers: .A used  
Memory: STATUS (\$90)  
Flags: none

EXAMPLE:

```
LDA#8  
JSR $FF81      ;LISTN device 8  
LDA #15  
JSR $FF93      ;pass it SA #15
```

SECND is a low-level serial routine used to send a secondary address (SA) to a LISTNing device (see LISTN Kernal call). An SA is usually used to provide setup information to a device before the actual data I/O operation begins. Attention is released after a call to SECND. SECND is not used to send an SA to a TALKing device (see TKSA). (Most applications should use the higher level I/O routines: see OPEN and CKOUT).

#### 8. \$FF96 TKSA ;serial: send SA after TALK

##### PREPARATION:

Registers: .A = SA (secondary address)  
 Memory: system map  
 Flags: none  
 Calls: TALK

##### RESULTS:

Registers: .A used  
 Memory: STATUS (\$90)  
 Flags: none

##### EXAMPLE:

```
LDA #8
JSR $FFB4 ;TALK device 8
LDA #15
JSR $FF93 ;pass it SA #15
```

TKSA is a low-level serial routine used to send a secondary address (SA) to a device commanded to TALK (see TALK Kernal call). An SA is usually used to provide setup information to a device before the actual data I/O operation begins. (Most applications should use the higher-level I/O routines; see OPEN and CHKIN).

#### 9. \$FF99 MEMTOP ;set/read top of system RAM

##### PREPARATION:

Registers: .X = lsb of MEMSIZ  
 .Y = msb of MEMSIZ  
 Memory: system map  
 Flags: .C = 0 —\* set top of memory  
 .C = 1 —\* read top of memory  
 Calls: none

RESULTS:  
 Registers:       .X = lsb of MEMSIZ  
                   .Y = msb of MEMSIZ  
 Memory:         MEMSIZ (\$A07)  
 Flags:           none

**EXAMPLE:**

```

SEC
JSR $FF99         ;get top of user RAMO
DEY
CLC
JSR $FF99         ;lower it 1 block
  
```

MEMTOP is used to read or set the top of system RAM, pointed to by MEMSIZ (\$A07). This call is included in the C128 for completeness, but neither the Kernal nor BASIC utilizes MEMTOP since it has little meaning in the banked memory environment of the C128 (even the RS-232 buffers are permanently allocated). Nonetheless, set the carry status to load MEMSIZ into .X and .Y, and clear it to update the pointer from .X and .Y. Note that MEMSIZ references only system RAM (RAMO). The Kernal initially sets MEMSIZ to \$FF00 (MMU and Kernal RAM code start here).

10. \$FF9C MEMBOT ;set/read bottom of system RAM

PREPARATION:  
 Registers:       .X = lsb of MEMSTR  
                   .Y = msb of MEMSTR  
 Memory:         system map  
 Flags:           .C = 0 —\* set bot of memory  
                   .C = 1 -\* read bot of memory  
 Calls:           none

RESULTS:  
 Registers:       .X = lsb of MEMSTR  
                   .Y = msb of MEMSTR  
 Memory:         MEMSTR (\$A05)  
 Flags:           none

**EXAMPLE:**

```

SEC
JSR $FF9C         ;get bottom of user RAMO
INY
CLC
JSR $FF9C         ;raise it 1 block
  
```



**MEMBOT** is used to read or set the bottom of system RAM, pointed to by MEMSTR (\$A05). This call is included in the C128 for completeness, but neither the Kernal nor BASIC utilizes MEMBOT since it has little meaning in the banked memory environment of the C128. Nonetheless, set the carry status to load MEMSTR into .X and .Y, and clear it to update the pointer from .X and .Y. Note that MEMSTR references only system RAM (RAMO). The Kernal initially sets MEMSTR to \$1000 (BASIC text starts here).

#### 11. \$FF9F KEY ;scan keyboard

##### PREPARATION:

Registers: none  
 Memory: system map  
 Flags: none  
 Calls: none

##### RESULTS:

Registers: none  
 Memory: keyboard buffer  
           keyboard flags  
 Flags: none

##### EXAMPLE:

```
JSR $FF9F      ;scan the keyboard
```

**KEY** is an Editor routine that scans the entire C128 keyboard (except the **40/80** key). It distinguishes between ASCII keys, control keys, and programmable keys, setting keyboard status bytes and managing the keyboard buffer. After decoding the key, **KEY** will manage such features as toggling cases, pauses or delays, and key repeats. It is normally called by the operating system during the 60Hz IRQ processing. Upon conclusion, **KEY** leaves the keyboard hardware driving the keyline on which the **STOP** key is located.

There are two indirect RAM jumps encountered during a keyscan: **KEYVEC** (**\$33A**) and **KEYCHK** (**\$33C**). **KEYVEC** (alias **KEYLOG**) is taken whenever a key depression is discovered, before the key in .A has been decoded. **KEYCHK** is taken after the key has been decoded, just before putting it into the key buffer. **KEYCHK** carries the ASCII character in .A, the keycode in .Y, and the shiftkey status in .X.

The keyboard decode matrices are addressed via indirect RAM vectors as well, located at **DECODE** (**\$33E**). The following table describes them:

```
$33E Mode 1 -> normal keys
$340 Mode 2 -> SHIFT keys
$342 Mode 3 -> O keys
$344 Mode 4 -> CONTROL keys
$346 Mode 5 -* CAPS LOG K keys
$348 Mode 6 -> ALT keys
```

The following list briefly describes some of the more vital variables utilized or maintained by KEY:

ROWS	\$DC01	>	I/O port outputting keys
COLM	\$DC00	*	I/O port driving C64 keys
VIC #47	\$D02F	*	I/O port driving new keys
8502 P6	\$0001	»	I/O port sensing CAPS key
NDX	\$D0	*	keyboard buffer index
KEYD	\$34A	>	keyboard buffer
XMAX	\$A20	*	keyboard buffer size
SHFLAG	\$D3	*	shift key status
RPTFLG	\$A22	>	repeat key enables
LOCKS	\$F7	>	pause, mode disables

KEY is also found in the Editor jump table as SCNKEY at \$C012.

## 12. \$FFA2 SETTMO preserved)

### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	none

### RESULTS:

Registers:	none
Memory:	TIMOUT (\$A0E)
Flags:	none

### EXAMPLE:

```
LDA #value
JSR $FFA2      :update TIMOUT
```

SETTMO is not used in the C128 but is included for compatibility and completeness. It is used in the C64 by the IEEE communication cartridge to disable I/O timeouts.

## 13. \$FFA5 ACPTR ;serial:byte input

### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	TALK TKSA (if necessary)

**RESULTS:**

Registers: .A = data byte  
 Memory: STATUS (\$90)  
 Flags: none

**EXAMPLE:**

```
JSR $FFA5 ;input a byte from serial bus
STA data
```

**ACPTR** is a low-level serial I/O utility to accept a single byte from the current serial bus TALKer using full handshaking. To prepare for this routine, a device must first have been established as a TALKer (see TALK) and passed a secondary address if necessary (see TKSA). The byte is returned in .A. (Most applications should use the higher-level I/O routines; see BASIN and GETIN).

## 14. \$FFA8 CIOUT ;serial: byte output

**PREPARATION:**

Registers: .A = data byte  
 Memory: system map  
 Flags: none  
 Calls: LISTN  
 SECND (if necessary)

**RESULTS:**

Registers: .A used  
 Memory: STATUS (\$90)  
 Flags: none

**EXAMPLE:**

```
LDA data
JSR $FFA8 ;send a byte via serial
```

**CIOUT** is a low-level serial I/O utility to transmit a single byte to the current serial bus LISTNer using full handshaking. To prepare for this routine, a device must first have been established as a LISTNer (see LISTN) and passed a secondary address if necessary (see SECND). The byte is passed in .A. Serial output data is buffered by one character, with the last character being transmitted with EOI after a call to UNLSN. (Most applications should use the higher level I/O routines; see BSOUT.)

15. \$FFAB UNTLK ;serial: send untalk

**PREPARATION:**

Registers: none  
Memory: system map  
Flags: none  
Calls: none

**RESULTS:**

Registers: .A used  
Memory: STATUS (\$90)  
Flags: none

**EXAMPLE:**

JSR \$FFAB ;UNTALK seri

UNTLK is a low-level Kernal serial bus routine that sends an UNTALK command to all serial bus devices. It commands all TALKing devices to stop sending data. (Most applications should use the higher-level I/O routines; see CLRCH.)

16. \$FFAE UNLSN ;serial: send unlisten

**PREPARATION:**

Registers: none  
Memory: system map  
Flags: none  
Calls: none

**RESULTS:**

Registers: .A used  
Memory: STATUS (\$90)  
Flags: none

**EXAMPLE:**

JSR \$FFAE ;UNLISTEN se

UNLSN is a low-level Kernal serial bus routine that sends an UNLISTEN command to all serial bus devices. It commands all LISTENing devices to stop reading data. (Most applications should use the higher-level I/O routines; see ICLRCH.)

## 17. \$FFB1 LISTN ;serial: send listen command

## PREPARATION:

Registers: .A = device (0-31)  
 Memory: system map  
 Flags: none  
 Calls: none

## RESULTS:

Registers: .A used  
 Memory: STATUS (\$90)  
 Flags: none

**EXAMPLE:**

```
JSR $FFB1      xommand device to
```

**LISTN** is a low-level Kernal serial bus routine that sends a LISTEN command to the serial bus device in .A. It commands the device to start reading data. (Most applications should use the higher-level I/O routines; see ICKOUT.)

## 18. \$FFB4 TALK ;serial: send talk

## PREPARATION:

Registers: .A = device (0-31)  
 Memory: system map  
 Flags: none  
 Calls: none

## RESULTS:

Registers: .A used  
 Memory: STATUS (\$90)  
 Flags: none

**EXAMPLE:**

```
JSR $FFB4      xommand device to
```

**TALK** is a low-level Kernal serial bus routine that sends a TALK command to the serial bus device in .A. It commands the device to start sending data. (Most applications should use the higher-level I/O routines; see ICHKIN.)

19. \$FFB7 READSS ;read I/O status byte

**PREPARATION:**

Registers: none  
Memory: system map  
Flags: none  
Calls: none

**RESULTS:**

Registers: .A = STATUS (\$90 or \$A14)  
Memory: STATUS cleared if RS-232  
Flags: none

**EXAMPLE:**

JSR \$FFB7 ;STATUS for last I/O

**READSS** (alias **READST**) returns the status byte associated with the last I/O operation (serial, cassette or RS-232) performed. Serial and cassette tape operations update STATUS (\$90) and RS-232 I/O updates RSSTAT (\$A14). Note that to simulate an ACIA, RSSTAT is cleared after it is read via READSS. The last I/O operation is determined by the contents of FA (\$BA); thus applications that drive I/O devices using the lower-level Kernal calls should not use READSS.

20. \$FFBA SETLFS ;set channel LA, FA, SA

**PREPARATION:**

Registers: .A = LA (logical #)  
.X = FA (device #)  
.Y = SA (secondary adr)  
Memory: system map  
Flags: none  
Calls: none

**RESULTS:**

Registers: none  
Memory: LA, FA, SA updated  
Flags: none

**EXAMPLE:**

See OPEN

**SETLFS** sets the logical file number (LA, \$B8), device number (FA, \$BA) and secondary address (SA, \$B9) for the higher-level Kernal I/O routines. The LA must be unique among OPENed files and is used to identify specific files for I/O

operations. The device number range is 0 to 31 and is used to target I/O. The SA is a command to be sent to the indicated device, usually to place it in a particular mode. If the SA is not needed, the .Y register should pass \$FF. SETLFS is often used along with SETNAM and SETBNK calls prior to OPENs. See the Kernal OPEN, LOAD and SAVE calls for examples.

## 21. \$FFBD SETNAM ;set filename pointers

### PREPARATION:

Registers: .A = string length  
 .X = string adr low  
 .Y = string adr high

Memory: system map

Flags: none

Calls: SETBNK

### RESULTS:

Registers: none

Memory: FNLEN, FNADR updated

Flags: none

### EXAMPLE:

See OPEN

SETNAM sets up the filename or command string for higher-level Kernal I/O calls such as OPEN, LOAD and SAVE. The string (filename or command) length is passed in .A and updates FNLEN (\$B7). The address of the string is passed in .X (low) and .Y (high). See the companion call, SETBNK, which specifies in which RAM bank the string is found. If there is no string, SETNAM should still be called and a null (\$00) length specified (the address does not matter). SETNAM is often used along with SETBNK and SETLFS calls prior to OPENs. See the Kernal OPEN, LOAD and SAVE calls for examples.

## 22. \$FFC0 OPEN ;open logical file

### PREPARATION:

Registers: none

Memory: system map

Flags: none

Calls: SETLFS, SETNAM, SETBNK

**RESULTS:**

Registers:     .A = error code (if any)  
                   .X used  
                   .Y used  
 Memory:       setup for I/O  
                   STATUS, RSSTAT updated  
 Flags:         .C = 1 —> error

**EXAMPLE:**     OPEN 1,8,15,"10"

```
LDA #length      ;fnlen
LDX #<filename  ;fnadr (command)
LDY #>filename
JSR $FFBD       ;SETNAM

LDX #0          ;fnbank (RamO)
JSR $FF68       ;SETBNK

LDA #1          ;la
LDX #8          ;fa
LDY #15         ;sa
JSR $FFBA       ;SETLFS

JSR $FFCO       ;OPEN

BCS error
```

```
filename .BYTE '10'
length   = 2
```

OPEN prepares a logical file for I/O operations. It creates a unique entry in the Kernal logical file tables LAT (\$362), FAT (\$36C) and SAT (\$376) using its index LDTND (\$98) and data supplied by the user via SETLFS. There can be up to ten logical files OPENed simultaneously. OPEN performs device-specific opening tasks for serial, cassette and RS-232 devices, including clearing the previous status and transmitting any given filename or command string supplied by the user via SETNAM and SETBNK. The I/O status is updated appropriately and can be read via READSS.

The path to OPEN is through an indirect RAM vector at \$31 A. Applications may therefore provide their own OPEN procedures or supplement the system's by redirecting this vector to their own routine.

### 23. \$FFC3 CLOSE ;close logical file

**PREPARATION:**

Registers:     .A = LA (logical #)  
 Memory:       system map  
 Flags:         .C (see text below)  
 Calls:         none



## RESULTS:

Registers:        .A = error code (if any)  
                   .X used  
                   .Y used

Memory:         logical tables updated  
                   STATUS, RSSTAT updated

Flags:           .C = 1 —\* error

## EXAMPLE:

```
LDA #1           ;la
JSR $FFC3       ;CLOSE
BCS error       ;(tape files only)
```

CLOSE removes the logical file (LA) passed in .A from the logical file tables and performs device-specific closing tasks. Keyboard, screen and any unOPENed files pass through. Cassette files opened for output are closed by writing the last buffer and (optionally) an EOT mark. RS-232 I/O devices are reset, losing any buffered data. Serial files are closed by transmitting a CLOSE command (if an SA was given when it was opened), sending any buffered character, and UNLSTNing the bus.

There is a special provision incorporated into the CLOSE routine of systems featuring a BASIC DOS command. If the following conditions are all *true*, a full CLOSE is *not* performed; the table entry is removed but a CLOSE command is *not* transmitted to the device. This allows the disk command channel to be properly OPENed and CLOSED without the disk operating system closing *all* files on its end:

```
C = 1   -> indicates special CLOSE
FA >= 8  -> device is a disk
SA = 15  -> command channel
```

The path to CLOSE is through an indirect RAM vector at \$31C. Applications may therefore provide their own CLOSE procedures or supplement the system's by redirecting this vector to their own routine.

## 24. \$FFC6 CHKIN ;set input channel

## PREPARATION:

Registers:       .X = LA (logical #)  
 Memory:         system map  
 Flags:           none  
 Calls:           OPEN

**RESULTS:**

Registers: .A = error code (if any)  
 .X used  
 .Y used

Memory: LA, FA, SA, DFLTN  
 STATUS, RSSTAT updated

Flags: .C = 1 → error

**EXAMPLE:**

```
LDX #1      ;la
JSR $FFC6   ;CHKIN
BCS error
```

CHKIN establishes an input channel to the device associated with the logical address (LA) passed in .X, in preparation for a call to BASIN or GETIN. The Kernal variable DFLTN (\$99) is updated to indicate the current input device and the variables LA, FA and SA are updated with the file's parameters from its entry in the logical file tables (put there by OPEN). CHKIN performs certain device specific tasks: screen and keyboard channels pass through, cassette files are confirmed for input, and serial channels are sent a TALK command and the SA transmitted (if necessary). Call CLRCH to restore normal I/O channels.

CHKIN is required for all input except the keyboard. If keyboard input is desired and no other input channel is established, you do not need to call CHKIN or OPEN. The keyboard is the default input device for BASIN and GETIN.

The path to CHKIN is through an indirect RAM vector at \$3IE. Applications may therefore provide their own CHKIN procedures or supplement the system's by redirecting this vector to their own routine.

## 25. \$FFC9 CKOUT ;set output channel

**PREPARATION:**

Registers: .X = LA (logical #)

Memory: system map

Flags: none

Calls: OPEN

**RESULTS:**

Registers: .A = error code (if any)  
 .X used  
 ,Y used

Memory: LA, FA, SA, DFLTO  
 STATUS, RSSTAT updated

Flags: .C = 1 → error

**EXAMPLE:**

```

LDX #1      ;la
JSR $FFC9   ;CKOUT
BCS error

```

**CKOUT** establishes an output channel to the device associated with the logical address (LA) passed in .X, in preparation for a call to BSOUT. The Kernal variable DFLTO (\$9A) is updated to indicate the current output device and the variables LA, FA and SA are updated with the file's parameters from its entry in the logical file tables (put there by OPEN). CKOUT performs certain device specific tasks: keyboard channels are illegal, screen channels pass through, cassette files are confirmed for output, and serial channels are sent a LISTN command and the SA transmitted (if necessary). Call CLRCH to restore normal I/O channels.

CKOUT is required for all output except the screen. If screen output is desired and no other output channel is established, you do not need to call CKOUT or OPEN. The screen is the default output device for BSOUT.

The path to CKOUT is through an indirect RAM vector at \$320. Applications may therefore provide their own CKOUT procedures or supplement the system's by redirecting this vector to their own routine.

## 26. \$FFCC CLRCH ;restore default channels

**PREPARATION:**

```

Registers:   none
Memory:     system map
Flags:      none
Calls:      none

```

**RESULTS:**

```

Registers:   .A used
             .X used
Memory:     DFLTI, DFLTO updated
Flags:      none

```

**EXAMPLE:**

```

JSR $FFCC   ;restore default I/O

```

**CLRCH** (alias CLRCHN) is used to clear all open channels and restore the system default I/O channels after other channels have been established via CHKIN and/or CHKOUT. The keyboard is the default input device and the screen is the default output device. If the input channel was to a serial device, CLRCH first UNTLKS it. If the output channel was to a serial device, it is UNLSNed first.

The path to CLRCH is through an indirect RAM vector at \$322. Applications may therefore provide their own CLRCH procedures or supplement the system's by redirecting this vector to their own routine.

27. \$FFCF BASIN ;input from channel

PREPARATION:

Registers: none  
Memory: system map  
Flags: none  
Calls: CHKIN (if necessary)

RESULTS:

Registers: .A = character (or error code)  
Memory: STATUS, RSSTAT updated  
Flags: ,C = 1 if error

**EXAMPLE:**

```
LDY #0          ;index
MORE JSR $FFCF  ;input a character
STA data,Y     ;buffer it
INY
CMP #$0D       ;carriage return?
BNE MORE
```

BASIN (alias CHRIN) reads a character from the current input device (DFLTN \$99) and returns it in .A. Input from devices other than the keyboard (the default input device) must be OPENed and CHKINed. The character is read from the input buffer associated with the current input channel:

- a. Cassette data is returned a character at a time from the cassette buffer at \$B00, with additional tape blocks being read when necessary.
- b. RS-232 data is returned a character at a time from the RS-232 input buffer at \$C00, waiting until a character is received if necessary. If RSSTAT (\$A14) is bad from a prior operation, input is skipped and null input (carriage return) is substituted.
- c. Serial data is returned a character at a time directly from the serial bus, waiting until a character is sent if necessary. If STATUS (\$90) is bad from a prior operation, input is skipped and null input (carriage return) is substituted.
- d. Screen data is read from screen RAM starting at the current cursor position and ending with a pseudo carriage return at the end of the logical screen line. The way the BASIN routine is written, the end of line (EOL) is not recognized. Users must therefore count characters themselves or otherwise detect when the logical EOL has been reached.

- e. Keyboard data is input by turning on the cursor, reading characters from the keyboard buffer, and echoing them on the screen until a carriage return is encountered. Characters are then returned one at a time from the screen until all characters input have been passed, including the carriage return. Any calls after the EOL will start the process over again.

The path to BASIN is through an indirect RAM vector at \$324. Applications may therefore provide their own BASIN procedures or supplement the system's by redirecting this vector to their own routine.

## 28. \$FFD2 BSOUT ;output to channel

### PREPARATION:

Registers: .A = character  
 Memory: system map  
 Flags: none  
 Calls: CKOUT (if necessary)

### RESULTS:

Registers: .A = error code (if any)  
 Memory: STATUS, RSSTAT updated  
 Flags: .C = 1 if error

### EXAMPLE:

```
LDA #character
JSR $FFD2 ;output a character
```

BSOUT (alias CHROUT) writes the character in .A to the current output device (DFLTO \$9A). Output to devices other than the screen (the default output device) must be OPENed and CKOUTed. The character is written to the output buffer associated with the current output channel:

- a. Cassette data is put a character at a time into the cassette buffer at \$B00, with tape blocks being written when necessary.
- b. RS-232 data is put a character at a time into the RS-232 output buffer at \$D00, waiting until there is room if necessary.
- c. Serial data is passed to CIOUT, which buffers one character and sends the previous character.
- d. Screen data is put into screen RAM at the current cursor position.
- e. Keyboard output is illegal.

The path to BSOUT is through an indirect RAM vector at \$326. Applications may therefore provide their own BSOUT procedures or supplement the system's by redirecting this vector to their own routine.

29. \$FFD5 LOAD ;load from file

PREPARATION:

Registers:        .A = 0 -> LOAD  
                  .A > 0 -\* VERIFY  
                  .X = loadadrlo(if SA = 0)  
                  .Y = load adrhi(if SA = 0)

Memory:           system map  
Flags:            none  
Calls:            SETLFS, SETNAM, SET!

RESULTS:

Registers:        .A = error code (if any)  
                  .X = ending adr lo  
                  .Y = ending adr hi

Memory:           per command  
                  STATUS updated

Flags:            .C = 1 -> error

**EXAMPLE:            LOAD "program",8,1**

```
LDA #length       ;flen
LDX #<filename   ;fnadr
LDY #>filename
JSR $FFBD        ;SETNAM

LDA #0           ;load/verify bank (RAM 0)
LDX #0           ;fnbank (RAM 0)
JSR $FF68        ;SETBNK

LDA #0           ;la (not used)
LDX #8           ;fa
LDY #$FF         ;sa (SA>0 normal load)
JSR $FFBA        ;SETLFS

LDA #0           ;load, not verify
LDX #<load adr   ;(used only if SA = 0)
LDY #>load adr   ;(used only if SA = 0)
JSR $FFD5        ;LOAD
BCS error
STX end lo
STY end hi
```

```
filename .BYTE   program
length   = 7
```

This routine **LOADs** data from an input device into C128 memory. It can also be used to **VERIFY** that data in memory matches that in a file. **LOAD** performs

device-specific tasks for serial and cassette LOADs. You cannot LOAD from RS-232 devices, the screen or the keyboard. While LOAD performs all the tasks of an OPEN, it does *not* create any logical files as an OPEN does. Also note that LOAD cannot "wrap" memory banks. As with any I/O, the I/O status is updated appropriately and can be read via READSS. LOAD has two options that the user must select:

- a. LOAD vs. VERIFY: The contents of .A passed at the call to LOAD determines which mode is in effect. If .A is zero, a LOAD operation will be performed and memory will be overwritten. If .A is nonzero, a VERIFY operation will be performed and the result passed via the error mechanism.
- b. LOAD ADDRESS: the secondary address (SA) setup by the call to SETLFS determines where the LOAD starting address comes from. If the SA is zero, the user wants the address in .X and .Y at the time of the call to be used. If the SA is nonzero, the LOAD starting address is read from the file header itself and the file is loaded into the same place from which it was SAVED.

The C128 serial LOAD routine automatically attempts to BURST load a file, and resorts to the normal load mechanism (but still using the FAST serial routines) if the BURST handshake is not returned.

The path to LOAD is through an indirect RAM vector at \$330. Applications may therefore provide their own LOAD procedures or supplement the system procedures by redirecting this vector to their own routine.

### 30. \$FFD8 SAVE ;save to file

#### PREPARATION:

Registers:	.A = pointer to start adr .X = end adr lo ,Y = end adr hi
Memory:	system map
Flags:	none
Calls:	SETLFS, SETNAM, SETBNK

#### RESULTS:

Registers:	.A = error code (if any) .X = used .Y = used
Memory:	STATUS updated
Flags:	.C = 1 → error

**EXAMPLE:** SAVE "program",8

```
LDA #length    ;flen
LDX #<filename ;fnadr
LDY #>filename
JSR SFFBD      ;SETNAM
```

```

LDA #0      ;save from bank (RAM 0)
LDX #0      ;fnbank (RAM 0)
JSR $FF68   ;SETBNK

LDA #0      ;la (not used)
LDX #8      ;fa
LDY #0      ;sa (cassette only)
JSR $FFBA   ;SETLFS

LDA #start  ;pointer to start address
LDX end     ;ending address lo
LDY end + 1 ;ending adr hi
JSR $FFD8   ;SAVE
BCS error

```

```

filename .BYTE "program"
length   = 7
start   .WORD address 1 ;page-0
end     .WORD address2

```

This routine SAVES data from C128 memory to an output device. SAVE performs device-specific tasks for serial and cassette SAVES. You cannot SAVE from RS-232 devices, the screen or the keyboard. While SAVE performs all the tasks of an OPEN, it does *not* create any logical files as an OPEN does. The starting address of the area to be SAVED must be placed in a zero-page vector and the address of this vector passed to SAVE in .A at the time of the call. The address of the last byte to be SAVED PLUS ONE is passed in .X and .Y at the same time. Cassette SAVES utilize the secondary address (SA) to specify the type of tape header(s) to be generated:

```

SA (bit 0) = 0-> relocatable (blf) file
            = 1 -> absolute   (plf) file
SA (bit 1) = 0-> normal end
            write EOT header at end

```

There is no BURST save; the normal FAST serial routines are used. As with any I/O, the I/O status will be updated appropriately and can be read via READSS.

The path to SAVE is through an indirect RAM vector at \$332. Applications may therefore provide their own SAVE procedures or supplement the system's by redirecting this vector to their own routine.

### 31. \$FFDB SETTIM ;set internal clock

#### PREPARATION:

```

Registers:  .A = low byte
            .X = middle byte
            .Y = high byte

Memory:    system map
Flags:     none
Calls:     none

```



**RESULTS:**

Registers: none  
 Memory: TIME (SAO) updated  
 Flags: none

**EXAMPLE:**

```
LDA #0      ;reset clock
TAX
TAY
JSR $FFDB   :SETTIM
```

**SETTIM** sets the system software (jiffie) clock, which counts sixtieths (1/60) of a second. The timer is incremented during system IRQ processing (see UDTIM), and reset at the 24-hour point. SETTIM disables IRQ's, updates the three-byte timer with the contents of .A, .X and .Y, and re-enables IRQ's.

## 32. \$FFDE RDTIM ;read internal clock

**PREPARATION:**

Registers: none  
 Memory: system map  
 Flags: none  
 Calls: none

**RESULTS:**

Registers: .A = low byte  
 .X = middle byte  
 .Y = high byte  
 Memory: none  
 Flags: none

**EXAMPLE:**

```
JSR $FFDE   ;RDTIM
```

**RDTIM** reads the system software (jiffie) clock, which counts sixtieths (1/60) of a second. The timer is incremented during system IRQ processing (see UDTIM), and reset at the 24-hour point. RDTIM disables IRQ's, loads .A, .X and .Y with the contents of the 3-byte timer, and re-enables IRQ's.

## 33. \$FFE1 STOP ;scan STOP key

**PREPARATION:**

Registers: none  
 Memory: system map  
 Flags: none  
 Calls: **none**

RESULTS:  
 Registers: .A = last keyboard row  
 .X = used (if STOP key)  
 Memory: none  
 Flags: status valid

**EXAMPLE:**

```
JSR $FFE1 ;scan STOP key
BEQ stop ;branch if down
```

STOP checks a Kernal variable STKEY (\$91), which is updated by UDTIM during normal IRQ processing and contains the last scan of keyboard column C7. The STOP key is bit 7, which will be 0 if the key is down. If it is, default I/O channels are restored via CLRCH and the keyboard queue is flushed by resetting NDX (\$D0). The keys on keyboard line C7 are:

```
Bit: 7 6 5 4 3 2 1 0
Key: STOP Q O SPACE 2 CTRL <- 1
```

The path to STOP is through an indirect RAM vector at \$328. Applications may therefore provide their own STOP procedures or supplement the system's by redirecting this vector to their own routine.

34. \$FFE4 GETIN ;read buffered data

PREPARATION:

Registers: none  
 Memory: system map  
 Flags: none  
 Calls: CHKIN (if necessary)

RESULTS:

Registers: .A = character (or error code)  
 .X used  
 .Y used  
 Memory: STATUS, RSSTAT updated  
 Flags: .C = 1 if error

**EXAMPLE:**

```
wait JSR $FFE4 ;get any key
BEQ wait
STA character
```

GETIN reads a character from the current input device (DFLTN (\$99)) buffer and returns it in .A. Input from devices other than the keyboard (the default input device) must be OPENed and CHKINed. The character is read from the input buffer associated with the current input channel:

- a. Keyboard input: A character is removed from the keyboard buffer and passed in .A. If the buffer is empty, a null (\$00) is returned.
- b. RS-232 input: A character is removed from the RS-232 input buffer at \$C00 and passed in .A. If the buffer is empty, a null (\$00) is returned (use READSS to check validity).
- c. Serial input: GETIN automatically jumps to BASIN. See BASIN serial I/O.
- d. Cassette input: GETIN automatically jumps to BASIN. See BASIN cassette I/O.
- e. Screen input: GETIN automatically jumps to BASIN. See BASIN serial I/O.

The path to GETIN is through an indirect RAM vector at \$32A. Applications may therefore provide their own GETIN procedures or supplement the system's by redirecting this vector to their own routine.

### 35. \$FFE7 CLALL ;close all files and channels

#### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	none

#### RESULTS:

Registers:	.A used .X used
Memory:	LDTND, DFLTN, DFLTO updated
Flags:	none

#### EXAMPLE:

```
JSR $FFE7      xlose files
```

CLALL deletes all logical file table entries by resetting the table index, LDTND (\$98). It clears current serial channels (if any) and restores the default I/O channels via CLRCH.

The path to CLALL is through an indirect RAM vector at \$32C. Applications may therefore provide their own CLALL procedures or supplement the system's by redirecting this vector to their own routine.

### 36. \$FFEA UDTIM ;increment internal clock

#### PREPARATION:

Registers:	none
Memory:	system map
Flags:	none
Calls:	none

RESULTS:  
 Registers: .A used  
               .X used  
 Memory: TIME, TIMER, STKEY updated  
 Flags: none

**EXAMPLE:**

```
SEI
JSR $FFEA ;UDTIM
CLI
```

UDTIM increments the system software (jiffie) clock, which counts sixtieths (1/60) of a second when called by the system 60Hz IRQ. TIME, a 3-byte counter located at \$A0, is reset at the 24-hour point. UDTIM also decrements TIMER, also a 3-byte counter, located at \$A1D (BASIC uses this for the SLEEP command, for example). You should be sure IRQ's are disabled before calling UDTIM to prevent system calls to UDTIM while you are modifying TIME and TIMER.

UDTIM also scans key line C7, on which the STOP key lies, and stores the result in STKEY (\$91). The Keraal routine STOP utilizes this variable.

37. \$FFED SCRORG ;get current screen window size

PREPARATION:

Registers: none  
 Memory: system map  
 Flags: none  
 Calls: none

RESULTS:

Registers: .A = screen width  
               .X = window width  
               .Y = window height  
 Memory: none  
 Flags: none

**EXAMPLE:**

```
JSR $FFED iSCRORG
```

**SCRORG** is an Editor routine that has been slightly changed from previous CBM systems. Instead of returning the maximum SCREEN dimensions in .X and .Y, the C128 SCRORG returns the current WINDOW dimensions. It does return the maximum SCREEN width in .A. These changes make it possible for applications to "fit" themselves on the current screen window. SCRORG is also an Editor jump table entry (\$C00F).

## 38. \$FFF0 PLOT ;read/set cursor position

## PREPARATION:

Registers:     .X = cursor line  
                   .Y = cursor column  
 Memory:       system map  
 Flags:         .C = 0 → set cursor position  
                   .C = 1 → get cursor position  
 Calls:         none

## RESULTS:

Registers:     .X = cursor line  
                   .Y = cursor column  
 Memory:       TBLX, PNTR updated  
 Flags:         .C = 1 → error

## EXAMPLE:

```

SEC
JSR SFFF0      ;read current position
INX            ;move down one line
INY            ;move right one space
CLC
JSR $FFF0      ;set cursor position
BCS error      ;new Dosition outside window

```

PLOT is an Editor routine that has been slightly changed from previous CBM systems. Instead of using *absolute* coordinates when referencing the cursor position, PLOT now uses *relative* coordinates, based upon the current screen *window*. The following *local* Editor variables are useful:

```

SCBOT     $E4   -> window bottom
SCTOP     $E5   -> window top
SCLF      $E6   -* window left side
SCRT      $E7   -* window right side
TBLX      $EB   -> cursor line
PNTR      $EC   -> cursor column
LINES     $ED   -> maximum screen height
COLUMNS  SEE   -> maximum screen width

```

When called with the carry status set, PLOT returns the current cursor position relative to the current window origin (*not* screen origin). When called with the carry status clear, PLOT attempts to move the cursor to the indicated line and column relative to the current window origin (*not* screen origin). PLOT will return a clear carry status if the cursor was moved, and a set carry status if the requested position was outside the current window (*no change* has been made).

39. \$FFF3 IOBASE ;read base address of I/O block

**PREPARATION:**

Registers: none  
Memory: system map  
Flags: none  
Calls: none

**RESULTS:**

Registers: .X = lsb of I/O block  
.Y = msbof I/O block  
Memory: none  
Flags: none

**EXAMPLE:**

JSR \$FFF3 ;find the I/O block

IOBASE is not used in the C128 but is included for compatibility and completeness. It returns the address of the I/O block in .X and . Y.

## NEW C128 KERNAL CALLS

The following system calls are a set of extensions to the standard CBM jump table. They are specifically for the C128 and as such should not be considered as permanent additions to the standard jump table. With the exception of C64 MODE, they are all true subroutines and will terminate via an RTS. As with all Kernal calls, the system configuration (high ROM, RAM-0 and I/O) must be in context at the time of the call.

1. \$FF47 SPIN SPOUT ;setup fast serial ports for I/O

**PREPARATION:**

Registers: none  
Memory: system map  
Flags: .C = 0 -> select SPIN  
.C = 1 -> select SPOUT  
Calls: none

**RESULTS:**

Registers: .A used  
Memory: CIA-1, MMU  
Flags: none

**EXAMPLE:**

```
CLC
JSR $FF47      ;setup for fast serial input
```

The C128/1571 fast serial protocol utilizes CIA 1 (6526 at \$DC00) and a special driver circuit controlled in part by the MMU (at \$D500). **SPINP** and **SPOUT** are routines used by the system to set up the CIA and fast serial driver circuit for input or output. **SPINP** sets up CRA (CIA 1 register 14) and clears the **FSDIR** bit (MMU register 5) for input. **SPOUT** sets up CRA, ICR (CIA 1 register 13), timer A (CIA 1 registers 4 and 5), and sets the **FSDIR** bit for output. Note the state of the **TODIN** bit of CRA is always preserved, but the state of the **GAME**, **EXROM** and **SENSE40** outputs of the MMU are not (reading these ports return the state of the port and *not* the register values—consequently they cannot be preserved). These routines are required only by applications driving the fast serial bus themselves from the lowest level.

## 2. \$FF4A CLOSE ALL ;close all files on a device

**PREPARATION:**

```
Registers:      .A -> device # (FA: 0-31)
Memory:        system map
Flags:         none
Calls:         none
```

**RESULTS:**

```
Registers:      .A used
                .X used
                .Y used
Memory:        none
Flags:         none
```

**EXAMPLE:**

```
LDA #$08
JSR $FF4A      xlose all files on device 8
```

The **FAT** is searched for the given FA. A proper **CLOSE** is performed for all matches. If one of the **CLOSEd** channels is the current I/O channel, then the default channel is restored.

This call is utilized, for example, by the BASIC command **DCLOSE**. It is also called by the Kernal **BOOT** routine.

### 3. \$FF4D C64MODE ;reconfigure system as a C64

#### PREPARATION:

Registers: none  
Memory: system map  
Flags: none  
Calls: none

#### RESULTS:

Registers: none  
Memory: none  
Flags: none

#### EXAMPLE:

```
JMP $FF4D      :switch to C
```

*There is no return from this routine.* The 8502 DDR and port are initialized, and the VIC is set to 1MHz (slow) mode. Control is passed to code in common (shared) RAM, which sets the MMU mode register (#5) to C64 mode. From this point on, the MMU and C128 ROMs are not accessible. The routine exits via an indirect jump through the C64 RESET vector.

Since C64 operation does not allow for MMU access, all MMU registers must be configured for proper operation before the C64 mode bit is set. Similarly, because the start-up of the C64 operating system is not from a true hardware reset, there is the possibility that unusual I/O states in effect prior to C64MODE calls can cause unpredictable and presumably undesirable situations once in C64 mode.

There is no way to switch from C64 mode back to C128 mode; only a hardware reset or power off/on will restore the C128 mode of operation. A reset will always initiate C128 mode, although altering the SYSTEM vector beforehand is one way to automatically "throw" a system back to C64 mode.

### 4. \$FF50 DMA CALL ;send command to DMA device

#### PREPARATION:

Registers: .X = bank (0-15)  
.Y = DMA controller command  
Memory: DMA registers set up system map  
Flags: none  
Calls: none

#### RESULTS:

Registers: .A used  
.X used  
Memory: changed as per command  
Flags: none



**EXAMPLE:**

```

LDA #$00      ;setup C128 base address
STA $DF02     ;low
LDA #$20
STA $DF03     ;high

LDA #$00      ;setup expansion RAM address
STA $DF04     ;low
STA $DF05     ;high
STA $DF06     ;bank (0-n, where n = 3 if 256K)

LDA #$40      ;setup number of bytes
STA $DF07     ;low
LDA #$1F
STA $DF08     ;high

LDX #$00      ;C128 bank
LDY #$84      ;DMA command to "STASH"
JSR $FF50     ;execute DMA command

```

**DMA CALL** is designed to communicate with an external expansion cartridge capable of DMA and mapped into system memory at IO2 (\$DFxx). The DMA CALL converts the logical C128 bank parameter to MMU configuration via GETCFG, OR's in the I/O enable bit, and transfers control to RAM code at \$3F0. Here the C128 bank specified is brought into context, and the user's command is issued to the DMA controller. The actual DMA transfer is performed at this point, with the 8502 kept off the bus in a wait state. As soon as the DMA controller releases the processor, memory is reconfigured to the state it was in at the time of the call and control is returned to the caller. The user must analyze the completion status by reading the DMA status register at \$DF00.

Care should be taken in the utilization of the C128 RAM expansion product by any application using the built-in Kernal interface. This includes especially the use of the C128 BASIC commands FETCH, STASH and SWAP. In the routine that prepares a DMA request for the user, the Kernal forces the I/O block to be always in context. Consequently, data from the DMA device is likely to corrupt sensitive I/O devices. Users should either bypass the Kernal DMA routine by providing their own interface, or limit the DMA data transfers to the areas above and below the I/O block. Only strict observance of the latter will guarantee proper utilization of the BASIC commands. The following code, used instead of the DMA CALL in the above example, illustrates a work-around:

```

LDX #$00      ;C128 bank
LDY #$84      ;DMA command to 'STASH'
JSR $FF6B     ;GETCFG
TAX
JSR $3F0      ;execute DMA command

```

## 5. \$FF53 BOOT CALL ;boot load program from disk

### PREPARATION:

Registers:       .A = drive number (ASCII)  
                  .X = device number (0-31)  
Memory:         system map  
Flags:          none  
Calls:          none

### RESULTS:

Registers:       .A used  
                  .X used  
                  .Y used  
Memory:         changed as per command  
Flags:          .C -> 1 if I/O error

### EXAMPLE:

```
LDA #$30       ;drive 0
LDX #$08       ;device 8
JSR $FF53      ;BOOT
BCS 10 ERROR
BCC NO BOOT SECTOR
```

BOOT attempts to load and execute the boot sector from an auto-boot disk in the given drive and device. The BOOT protocol is as follows:

- a. Close all open files on boot device.
- b. Read track 1 sector 0 into TBUFFR (\$B00).
- c. Check for auto-boot header, RTS if not.
- d. If (blk# > 0), BLOCK READ sequential sectors into RAM at given (adrl, adrh, bank) location.
- e. If LEN(filename) > 0, LOAD file into RAM-0 (normal load).
- f. JSR to user code at location C above.

On any error, the BOOT operation is aborted and the UI command is issued to the disk. A return may or may not be made to the caller depending upon the completion status and the BOOTed code. The BOOT sector has the following layout:

\$00	\$01	\$02	\$03	\$04	\$05	\$06		A	B	C	
C	B	M	adrl	adrh	bank	blk#	title	0	file	0	code

where: A= \$07 + LEN(title)  
      B= A + LEN(filename)  
      C= B + 1

The following examples illustrate the flexibility of this layout. This loads and runs a BASIC program:

```

$00 -> CBM           :key
$03 -> $00,$00,$00,$00 :no other BOOT sector
$07 -> NAME,$00      :message "NAME"
$0C -> $00           :no filename
$0D -> $A2,$13,$A0,$0B :code
      $4C,$A5,$AF
$14 -> RUN "PROGRAM"  :data (BASIC stmt)
$20 -* $00

```

This results in the message **Booting NAME...** being displayed and, utilizing a C128 BASIC jump table entry that finds and executes a BASIC statement, loads and runs the BASIC program named "PROGRAM." The same header can be used to load and execute a binary (machine code) program by simply changing RUN to BOOT. (While the file auto-load feature of the boot header could be used to load binary files simply by furnishing a filename, to execute it you must know the starting address and JMP to it. BASIC'S BOOT command does that, and allows a more generic mechanism.) In the next example, a menu is displayed and you are asked to select the operating mode. Nothing else is loaded in this "configure"-type header:

```

$00 -> CBM           :key
$03 -> $00,$00,$00,$00 :no other BOOT sector
$07 —> $00           :no message
$0C -> $00           :no filename
$0D -> $20,$7D,$FF,$0D, $53, $45,$4C, $45
      $43, $54, $20,$4D, $4F, $44, $45,$3A
      $0D,$0D, $20, $31,$2E, $20, $43, $36
      $34, $20, $20, $42, $41, $53, $49, $43
      $0D,$20,$32,$2E,$20, $43, $31, $32
      $38, $20, $42, $41, $53, $49, $43,$0D
      $20, $33,$2E, $20, $43, $31, $32, $38
      $20,$4D,$4F,$4E,$49, $54, $4F, $52
      $0D,$0D, $00, $20,$E4,$FF,$C9, $31
      $D0, $03,$4C,$4D,$FF,$C9, $32,$D0
      $03,$4C, $03, $40,$C9, $33,$D0, $E3
      $4C, $00,$B0

```

The loading of sequential sectors is designed primarily for specialized applications (such as CP/M or games) that do not need a disk directory entry.

6. \$FF56 PHOENIX ;init function cartridges

PREPARATION:

Registers: none  
Memory: cartridge map  
Flags: none  
Calls: none

RESULTS:

Registers: .A used  
.X used  
.Y used  
Memory: changed as per command  
Flags: none

EXAMPLE:

JSR \$FF56 :PHOENIX

The C128 Kernal initialization routine POLL creates a **Physical Address Table (PAT)** containing the ID's of all installed function ROM cartridges. **PHOENIX** calls each logged cartridge's cold-start entry in the order: external low/high, and internal low/high. After calling the cartridges (if any), PHOENIX calls the Kernal BOOT routine to look for an auto-boot disk in drive 0 of device 8 (see BOOT CALL). Control may or may not be returned to the user. PHOENIX is called by BASIC at the conclusion of its cold initialization.

7. \$FF59 LKUPLA ;search tables for given LA

8. \$FF5C LKUPSA ;search tables for given SA

PREPARATION:

Registers: .A = LA (logical file number)  
if LKUPLA  
.Y = SA (secondary address)  
if LKUPSA  
Memory: system map  
Flags: none  
Calls: none

RESULTS:

Registers: .A = LA (only if found)  
FA (only if found)  
.Y = SA (only if found)  
Memory: none  
Flags: .C = 0 if found  
1 if not found

**EXAMPLE:**

```

LDY #$60          ;find an available SA
AGAIN INY
CPY #$6F
BCS TOO MANY     ;too many files open
JSR SFF5C        ;LKUPSA
BCC AGAIN        ;get another if in use

```

**LKUPLA** and **LKUPSA** are Kernal routines used primarily by BASIC DOS commands to work around a user's open disk channels. The Kernal requires unique logical device numbers (LA's), and the disk requires unique secondary addresses (SA's); therefore BASIC must find alternative unused values whenever it needs to establish a disk channel.

## 9. \$FF5F SWAPPER ;switch between 40 and 80 columns

**PREPARATION:**

```

Registers:      none
Memory:        system map
Flags:         none
Calls:         none

```

**RESULTS:**

```

Registers:     .A used
               .X used
               .Y used
Memory:       local variables swapped
Flags:       none

```

**EXAMPLE:**

```

LDA $D7        ;check display mode
BMI is_80      ;branch if 80-column
JSR $FF5F      ;switch from 40 to 80

```

**SWAPPER** is an Editor utility used to switch between the 40-column VIC (composite) video display and the 80-column 8563 (RGBI) video display. The routine simply swaps local (associated with a particular screen) variables, TAB tables and line wrap maps with those describing the other screen. The MSB of MODE, location \$D7, is toggled by SWAPPER to indicate the current display mode: \$80= 80-column, \$00= 40-column.

## 10. \$FF62 DLCHR ;init 80-col character RAM

### PREPARATION:

Registers: none  
Memory: system map  
Flags: none  
Calls: none

### RESULTS:

Registers: .A used  
.X used  
.Y used  
Memory: 8563 character RAM initialized  
Flags: none

### EXAMPLE:

```
JSR $FF62      unitialize 8563 char, defns.
```

DLCHR (alias INIT80) is an Editor utility to copy the VIC character definitions from ROM (\$D000-\$DFFF, bank 14) to 8563 display RAM (\$2000-\$3FFF, local to 8563-not in processor address space). The 8 by 8 VIC character cells are padded with nulls (\$00) to fill out the 8 by 16 8563 character cells. Refer to Chapter 10, Programming the 80-Column (8563) Chip for details concerning the 8563 font layout.

## 11. \$FF65 PFKEY ;program a function key

### PREPARATION:

Registers: .A = pointer to string adr  
(lo/hi/bank)  
.Y = string length  
.X = key number (1-10)  
Memory: system map  
Flags: none  
Calls: none

### RESULTS:

Registers: .A used  
.X used  
.Y used  
Memory: PKYBUF, PKYDEF tables updated  
Flags: .C = 0 if successful  
.C = 1 if no room available

**EXAMPLE:**

```

LDA #$FA      ;pointer to string address
LDY #$06      ;length
LDX #$0A      ;key # (HELP key)
JSR $FF65     ;install new key def n
BCS NO ROOM

```

```

>000FA 00 13 00      ;ptr to $1300 bank 0
>01300 53 54 52 49 4E 47 : "string"

```

PFKEY (alias KEYSET) is an Editor utility to replace a C128 function key string with a user's string. Keys 1-8 are F1-F8, 9 is the **SHIFT** RUN string, and 10 is the HELP string. The example above replaces the "help" **RETURN** string assigned at system initialization to the **HELP** key with the string "string." Both the key length table, PKYBUF (\$1000-\$ 1009), and the definition area, PKYDEF (\$100A-\$10FF) are compressed and updated. The maximum length of all ten strings is 246 characters. No change is made if there is insufficient room for a new definition.

## 12. \$FF68 SETBNK ;set bank for I/O operations

**PREPARATION:**

```

Registers:      .A = BA, memory bank (0-15)
                .X = FNBANK, filename bank

Memory:        system map
Flags:         none
Calls:         SETNAM

```

**RESULTS:**

```

Registers:      none
Memory:        BA, FNBANK updated
Flags:         none

```

**EXAMPLE:**

See OPEN

SETBNK is a prerequisite for any memory I/O operations, and must be used along with SETLFS and SETNAM prior to OPENing files, etc. BA (\$C6) sets the current 64KB memory bank for LOAD/SAVE/VERIFY operations. FNBANK (\$C7) indicates the bank in which the filename string is found. The Kernal routine GETCFG is used to translate the given logical bank numbers (0-15). SETBNK is often used along with SETNAM and SETLFS calls prior to OPEN's. See the Kernal OPEN, LOAD and SAVE calls for examples.

### 13. SFF6B GETCFG ;lookup MMU data for given bank

#### PREPARATION:

Registers: .X = logical bank # (0-15)  
Memory: system map  
Flags: none  
Calls: none

#### RESULTS:

Registers: .A = MMU configuration data  
Memory: none  
Flags: none

#### EXAMPLE:

```
LDX #$00      ;logical bank 0 (RAM 0)
JSR $FF6B     ;GETCFG
STA $FF01     ;setup MMU pre-config # 1
```

GETCFG allows a universal, logical approach to physical bank numbers by providing a simple lookup conversion for obtaining the actual MMU configuration data. In all cases where a bank number 0-15 is required, you can expect GETCFG to be called to convert that number accordingly. There is *no* error checking; if the given logical bank number is out of range the result is invalid. Refer to the Memory Management Unit in the Commodore 128 section later in this chapter for details concerning memory configuration. The C128 Kernal memory banks are assigned as follows:

0. %00111111 :RAM 0 only
1. %01111111 :RAM 1 only
2. %10111111 :RAM 2 only
3. %11111111 :RAM 3 only
4. %00010110 :INTROM, RAM 0, I/O
5. %01010110 :INTROM, RAM 1, I/O
6. %10010110 :INTROM, RAM 2, I/O
7. %11010110 :INTROM, RAM 3, I/O
8. %00101010 :EXT ROM, RAM 0, I/O
9. %01101010 :EXT ROM, RAM 1, I/O
10. %10101010 :EXT ROM, RAM 2, I/O
11. %11101010 :EXT ROM, RAM 3, I/O
12. %00000110 :KERNAL, INT LO, RAM 0, I/O
13. %00001010 :KERNAL, EXT LO, RAM 0, I/O
14. %00000001 :KERNAL, BASIC, RAM 0, CHAR ROM
15. %00000000 :KERNAL, BASIC, RAM 0, I/O



14. \$FF6E JSRFAR ;gosub in another bank

15. \$FF71 JMPFAR ;goto another bank

PREPARATION:

Registers: none  
 Memory: system map, also:  
 \$02-^• bank (0-15)  
 \$03^• PC high  
 \$04^ PC low  
 \$05-\*• .S (status)  
 \$06-\*• .A  
 \$07-\*• .X  
 \$08-^• .Y  
 Flags: none  
 Calls: none

RESULTS:

Registers: none  
 Memory: as per call, also:  
 \$05->• .S (status)  
 \$06-\*• .A  
 \$07-\* .X  
 \$08-> .Y  
 Flags: none

The two routines, **JSRFAR** and **JMPFAR**, enable code executing in the system bank of memory to call (or JMP to) a routine in any other bank. In the case of JSRFAR, a return will be made to the caller's bank. It should be noted that JSRFAR calls JMPFAR, which calls GETCFG. When calling a non-system bank, the user should take necessary precautions to ensure that interrupts (IRQ's and NMI's) will be handled properly (or disabled beforehand). Both JSRFAR and JMPFAR are RAM-based routines located in common (shared) RAM at \$2CD and \$2E3 respectively.

The following code illustrates how to call a subroutine in the second RAM bank from the system bank. Note that we need not worry about IRQ's and NMI's in this case because the system will handle them properly in any configuration that has the Kernal ROM or any valid RAM bank in context at the top page of memory.

```
STY $08 ;assumes registers and status
STX $07 ;already setup for call
STA $06
PHP
PLA
STA $05
```

```

LDA # 1      ;want to call $2000 in bank 1
LDY #$20
LDX #$00
STA $02
STY $03
STX $04

JSR $FF6E   ;JSRFAR

LDA $05     ;restore status and registers
PHA
LDA $06
LDX $07
LDY $08
PLP

```

16. \$FF74 INDFET ;LDA (fetvec),Y from any bank

**PREPARATION:**

Registers:       .A = pointer to address  
                  .X = bank (0-15)  
                  .Y = index

Memory:         setup indirect vector

Flags:          none

Calls:          none

**RESULTS:**

Registers:       .A = data  
                  .X used

Memory:         none

Flags:          status valid

**EXAMPLE:**

```

LDA #$00     ;setup to read $2000
STA $FA
LDA #$20
STA $FB
LDA #$FA
LDX #$01     ;in bank 1
LDY #$00
JSR $FF74   ;LDA ($FA,RAM 1),Y
BEQ etc

```

INDFET enables applications to read data from any other bank. It sets up FETVEC (\$2AA), calls GETCFG to convert the bank number, and JMPs to code in

common (shared) RAM at \$2A2 which switches banks, loads the data, restores the user's bank, and returns. When calling a non-system bank, the user should take necessary precautions to ensure that interrupts (IRQ's and NMI's) will be handled properly (or disabled beforehand).

17. \$FF77 INDSTA ;STA (stavec),Y to any bank

**PREPARATION:**

Registers:     .A = data  
                  .X = bank (0-15)  
                  ,Y = index  
 Memory:       setup indirect vector  
                  setup STAVEC (\$2B9) pointer  
 Flags:         none  
 Calls:         none

**RESULTS:**

Registers:     .X used  
 Memory:       changed per call  
 Flags:         status invalid

**EXAMPLE:**

```
LDA #$00      ;setup write to $2000
STA $FA
LDA #$20
STA $FB
LDA #$FA
STA $2B9
LDA data
LDX #$01      ;in bank 1
LDY #$00
JSR $FF77     ;STA ($FA,RAM 1),Y
```

INDSTA enables applications to write data to any other bank. After you set up STAVEC (\$2B9), it calls GETCFG to convert the bank number and JMPs to code in common (shared) RAM at \$2AF which switches banks, stores the data, restores your bank, and returns. When calling a nonsystem bank, the user should take necessary precautions to ensure that interrupts (IRQ's and NMI's) will be handled properly (or disabled beforehand).

18. \$FF7A INDCMP ;CMP (cmpvec),Y to any bank

PREPARATION:

Registers:     .A = data  
                 .X = bank (0-15)  
                 .Y = index  
Memory:        setup indirect vector  
                 setup CMPVEC (\$2C8) pointer  
Flags:          none  
Calls:          none

RESULTS:

Registers:     .X used  
Memory:        none  
Flags:          status valid

EXAMPLE:

```
LDA #$00        ;setup to verify $2000
STA $FA
LDA #$20
STA $FB
LDA #$FA
STA $2C3
LDA data
LDX #$01        ;in bank 1
LDY #$00
JSR $FF7A       ;CMP ($FA,RAM 1),Y
BEQ same
```

CMPSTA enables applications to compare data to any other bank. After you set up CMPVEC (\$2C8), it calls GETCFG to convert the bank number and JMP's to code in common (shared) RAM at \$2BE which switches banks, compares the data, restores your bank, and returns. When calling a nonsystem bank, the user should take necessary precautions to ensure that interrupts (IRQ's and NMI's) will be handled properly (or disabled beforehand).

19. \$FF7D PRIMM ;print immediate utility

PREPARATION:

Registers:     none  
Memory:        none  
Flags:          none  
Calls:          none

**RESULTS:**

Registers: none  
 Memory: none  
 Flags: none

**EXAMPLE:**

```
JSR $FF7D      ;display following text
               .BYTE "message"
               .BYTE $00      ;terminator
JMP continue   ;execution resumes here
```

**PRIMM** is a Kernal utility used to print (to the default output device) an ASCII string which immediately follows the call. The string must be no longer than 255 characters and is terminated by a null (\$00) character. It cannot contain any embedded null characters. Because PRIMM uses the system stack to find the string and a return address, you must *not* JMP to PRIMM. There must be a valid address on the stack.

## CI28 DEVICE NUMBERS

The following are the device numbers for the Commodore 128:

- 0 - \* Keyboard
- 1 -> Cassette
- 2 - \* RS-232
- 3 -> Screen (current)
- 4 -> Serial bus device:
  - 4-7 usually printers
  - 8-30 usually disks

Device number 31 should *not* be used. While it is specified to be a valid serial bus address, when it is ORed with certain serial commands it results in a bad command, hanging the bus and the serial drivers.

# MEMORY MANAGEMENT IN THE COMMODORE 128

## COMMODORE S28 MODE

In Commodore 128 mode, all memory management organization depends on the currently selected memory configuration. In C128 BASIC and the Machine Language Monitor, the memory is organized into sixteen default memory configurations. Different portions of memory are present depending on the memory configuration. Figure 13-3 lists the default memory configurations of the C128 on system power-up.

BANK	CONFIGURATION
0	RAM(0) only
1	RAM(1) only
2	RAM(2) only (same as 0)
3	RAM(3) only (same as 1)
4	Internal ROM, RAM(0), I/O
5	Internal ROM, RAM(1), I/O
6	Internal ROM, RAM(2), I/O (same as 4)
7	Internal ROM, RAM(3), I/O (same as 5)
8	External ROM, RAM(0), I/O
9	External ROM, RAM(1), I/O
10	External ROM, RAM(2), I/O (same as 8)
11	External ROM, RAM(3), I/O (same as 9)
12	Kernal and Internal ROM (LOW), RAM(0), I/O
13	Kernal and External ROM (LOW), RAM(0), I/O
14	Kernal and BASIC ROM, RAM (0), Character ROM
15	Kernal and BASIC ROM, RAM(O), I/O

Figure 13-3. Memory Configuration (Bank) Table

## THE MEMORY MANAGEMENT UNIT (MMU)

---

In Commodore 128 mode, all memory management is controlled through a series of I/O registers called the **Memory Management Unit (MMU)**. The Memory Management Unit consists of memory locations that reside between \$D500 and \$D50B and \$FF00 and \$FF04. The configuration register appears twice, once at \$D500 and again at \$FF00. This is done in case I/O is switched out of the \$D000-\$DFFF memory range, which makes the MMU registers from \$D500-\$D50B inaccessible.

When this occurs, some features of the MMU are no longer available to the programmer. So before switching out I/O in the \$D000-\$DFFF range, make sure you have made all the manipulations you need on the MMU (particularly, preselecting the preconfiguration register values for the load configuration registers). See Figure 13-4 for a graphic depiction of the way the MMU registers map into memory.

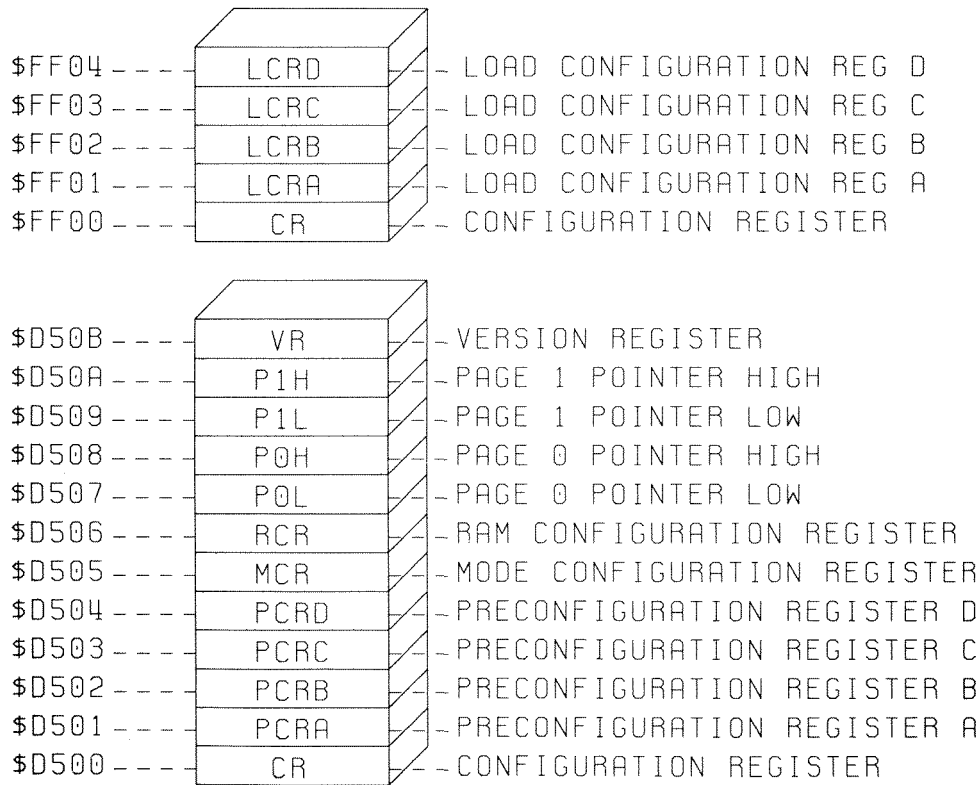


Figure 13-4. MMU Register Map

## HOW TO SWITCH BANKS

In BASIC, type the **BANK** command to switch from one bank to another as follows:

BANKn

where n is a digit between 0 and 15. When your application program needs to access a bank in which the microprocessor is not in context (for SYS, PEEK, POKE, and WAIT commands) use the BANK command to reach layers of the computer's memory that are not accessible in the current bank. For instance, suppose you want to access the VIC chip when you are doing graphics in the first part of your program. The next segment

of your program needs to access the character ROM, which is only visible to the 8502 in bank 14. Change to bank 14; then read the character ROM data, which makes up the images of the characters in the character sets. While the microprocessor is "looking" in bank 14, the VIC chip is not available to the microprocessor, so you must issue another BANK command in order to return to (a configuration containing I/O and) processing VIC video information.

In machine language, switching banks is a little more difficult. You must change the value of the registers [in particular the **Configuration Register (CR)**, **Load Configuration Register (LCR)** and **Preconfiguration Register (PCR)**], either directly or indirectly. The Kernal routine GETCFG allows you to change configurations and maintains the same ones used by BASIC and the Monitor as they appear in Figure 13-3. There are four PCR's and four LCR's (as shown in Figure 13-4). Each PCR corresponds directly to a LCR. PCR A pertains to LCR A, PCR B corresponds to LCR B, and so on.

To change the value of the Configuration Register directly, perform a write operation (STA, STX, STY) to the Configuration Register.

To change the value of the Configuration Register indirectly, write a value specifying a memory configuration to the Preconfiguration Register. When a subsequent store instruction is performed to the corresponding Load Configuration Register, the value previously stored in the corresponding PCR is loaded into the CR. When a store instruction is executed on an LCR, the value in the corresponding PCR is loaded into the CR and the memory management organization conforms to the values associated with that memory management scheme. The value written to the LCR is of no consequence; any value triggers the preconfiguration mechanism.

NOTE: Basic expects the LCR's and PCR's to be left alone. If you use them to manage memory in your application, do not plan on using BASIC.

## THE CONFIGURATION REGISTER

The Configuration Register (CR) is the most important register in the MMU. It specifies and organizes the ROM, RAM and input/output configurations for the entire Commodore 128 memory in C128 mode. (The MMU is not present at all in the C64 memory map.) The CR is located at address \$D500 when I/O is available and at address \$FF00 at all times. When I/O functions are disabled, the MMU memory disappears between \$D500 and \$D50B. The MMU memory is always present between \$FF00 and \$FF04. Each of the eight bits in the CR controls a separate memory function.

Bit 0 (zero) in the Configuration Register specifies whether I/O Registers are available, or whether ROM (High) is present in the memory range \$D000 through \$DFFF. The I/O Registers consist of the registers of the VIC chip, SID chip, MMU (from \$D500 through \$D50B); CIA number 1, which controls the joystick port; and CIA number 2, which controls the serial bus and user port. If bit 0 is high (equal to 1), ROM or RAM is present in the range \$D000 through \$DFFF, depending upon the values of the ROM HIGH bits (4 and 5) in this register. If bit 0 is low (equal to 0), I/O is present in this range. The value of bit 0 on power-up is 0.



When I/O is switched out of (not present in) this range, the registers in the MMU disappear from the memory map in the range \$D500 through \$D50B. The memory management is then controlled through the MMU registers at locations \$FF00 through \$FF04. Any write operation to an LCR (\$FF01-\$FF04) loads the corresponding PCR value (currently-invisible to the 8502) into the CR. Reading an LCR returns the value stored in the currently inaccessible PCR. The MMU registers ranging from \$FF00 through \$FF04 are always present in the Commodore 128 memory, regardless of the memory configuration.

Bit 1 in the CR specifies how the microprocessor accesses the address range \$4000 through \$7FFF, called **ROM LOW** memory. If bit 1 is high, the microprocessor accesses RAM in this range. If bit 1 is low (equal to 0), the microprocessor maps in the **BASIC LOW ROM** in that range. Upon power-up or reset, this bit is set low, so BASIC is available to the user as soon as the computer is turned on.

Bits 2 and 3 determine the type of memory that resides in the midrange of memory, the address range \$8000 through \$BFFF. If both bits 2 and 3 are set high, RAM is placed in this range. If bit 2 is high and 3 is low, **INTERNAL FUNCTION ROM** is placed here. If bit 2 is low and 3 is high, **EXTERNAL FUNCTION ROM** appears. If bits 2 and 3 are low, the **BASIC HIGH ROM** is placed here. Upon power-up or reset, the MMU sets both bits 2 and 3 low, so BASIC is available to the user immediately.

Bits 4 and 5 work similarly to bits 2 and 3 and specify memory in the range \$C000 through \$FFFF, referred to as **HIGH** memory. If bits 4 and 5 are set high, RAM is placed in this range. If bit 4 is high and 5 is low, **INTERNAL FUNCTION ROM** is placed. If bit 4 is low and 5 is high, **EXTERNAL FUNCTION ROM** appears. If bits 4 and 5 are low, the Kernal and character ROMs are placed here. Upon power-up or reset, bits 4 and 5 are set low, so the Kernal and character ROM are available to the user at once.

Note that bit 0 in the Configuration Register, the bit that switches in and out I/O in address range \$D000 through \$DFFF, overrides the memory organization for bits 4 and 5. If bit 0 is set high (1), the I/O Registers are not in place in the address range \$D000 through \$DFFF. Either the character ROM, internal or external function ROM or RAM is located in this range, depending on the value of bits 4 and 5 of the configuration register. If bit 0 in the Configuration Register is set low (0), the Input/Output registers are present between \$D000 through \$DFFF, regardless of the value of bits 4 and 5 of the configuration register. This means no matter what memory configuration is chosen between \$C000 and \$FFFF with bits 4 and 5, if bit 0 is set low (0), the character ROM (or whatever was originally in this address range) is overlaid by the I/O registers and becomes unavailable to the microprocessor. This is why the character ROM and the I/O registers are never available at the same time.

Finally, the last two bits of the MMU, 6 and 7, determine the **RAM BANK** selection. For the base system of 128K, only bit 6 is significant; bit 7 is not implemented. When bit 6 is high (1), RAM bank 1 is selected. When bit 6 is low (0), RAM bank 0 is selected.

The 128K of RAM is organized into two 64K RAM banks. The microprocessor only addresses 64K at a time, but since the two 64K RAM banks can be switched in and out so quickly, the computer acts as though it addresses 128K at the same time. When one RAM bank is being addressed by the microprocessor, the other bank stores information to be processed once it is banked in. Portions of both banks can be shared in memory at the same time. This is called Common RAM, and is discussed in the section

The RAM Configuration Register. RAM bank 0 is used typically for BASIC text area, while RAM bank 1 is used for BASIC arrays and variable storage.

As indicated above, the MMU has a feature that allows a portion of RAM to be common for the two RAM banks. The RAM Configuration Register controls the amount of common RAM. This is discussed in detail later in this section under the description of the RAM Configuration Register.

Figure 13-5 is a diagram of the Configuration Register, showing how the bits control each memory organization.

00 = RAM BANK 0	00 = KERNAL ROM	00 = BASIC ROM HI	0 = BASIC	0 = I/O
01 = RAM BANK 1	01 = INT. FUNCTION ROM	01 = INT. FUNCTION ROM	ROM LO	REGISTERS
10 = EXPANSION BANK 2	10 = EXT. FUNCTION ROM	10 = EXT. FUNCTION ROM	1 = RAM	1 = RAM/ROM
11 = EXPANSION BANK 3	11 = RAM	11 = RAM		

**Figure 13-5. Configuration Register**

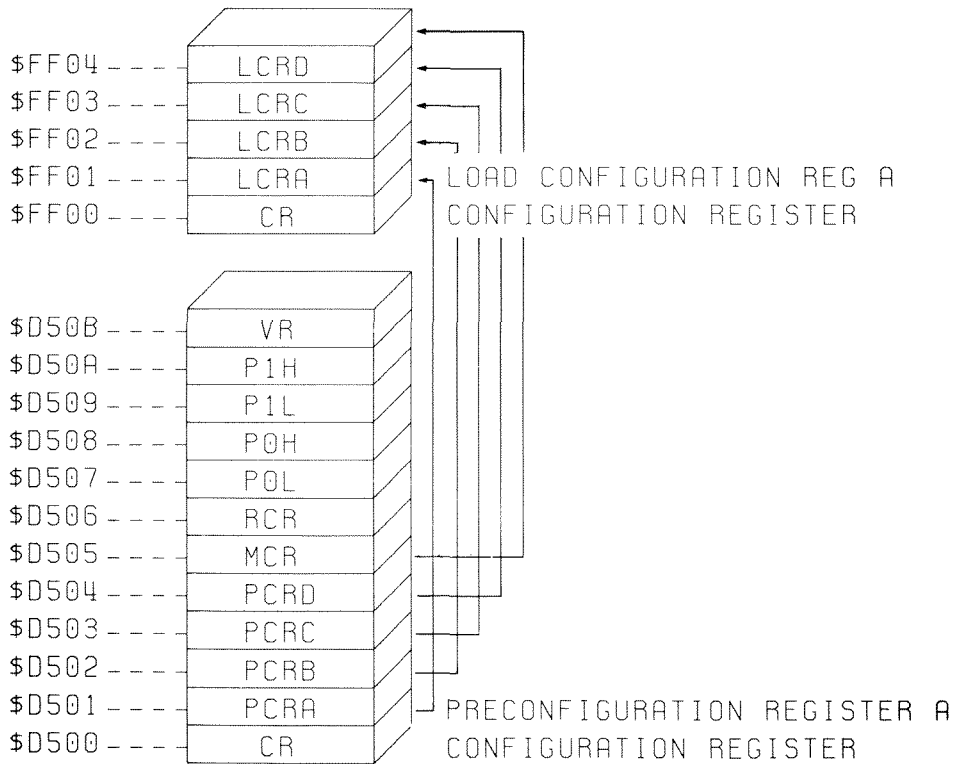
## PRECONFIGURING COMMODORE 128 MEMORY

As noted, the Configuration Register in the MMU is the means by which the Commodore 128 organizes the memory layout. Commodore 128 memory management has a mechanism that allows the programmer to set up four predefined memory configurations besides the one already operating. The four Preconfiguration Registers (PCR) and the four Load Configuration Registers (LCR) are designed to provide this feature. When a different memory management structure is desired, a previously defined configuration in one of the Preconfiguration Registers can be chosen easily and instantly.

This mechanism allows the programmer to preset several memory configurations and, with a single store instruction to an LCR, reorganize the entire memory layout instantly. This enables the programmer to use several memory organizations interchangeably; thus, if one part of your program requires one memory configuration and another part requires a different configuration, you can switch back and forth between the two, each with a single store instruction, once you predefine the alternate memory setup in one of the Preconfiguration Registers.

To alter memory management through this preconfiguration mechanism, you must change the value of the Preconfiguration Register. The four PCR's and four LCR's of the MMU are shown in the MMU Register Map in Figure 13-6. Each PCR corresponds directly to an LCR (i.e., PCR A pertains to LCR A, PCR B

corresponds to LCR B, and so on). The format for the Load Configuration and Preconfiguration Registers is the same as for the Configuration Register. The four LCRs and four PCRs are all initialized to zero.



**Figure 13-6. MMU Register Map**

To *directly* change the value of the Configuration Register (therefore bypassing the preconfiguration mechanism), perform a write operation (STA, STX, STY) directly to the Configuration Register at either \$D500 or \$FF00.

To *indirectly* change the value of the Configuration Register (therefore utilizing the preconfiguration mechanism), perform a write operation (STA, STX, STY) to the Preconfiguration Register. This loads a value into the PCR. When a subsequent store instruction is performed to the corresponding Load Configuration Register, the value that was previously stored in the corresponding PCR is loaded into the CR. The store instruction acts as a triggering mechanism that passes the contents of a PCR into the CR. When a store instruction is executed upon an LCR, the value in the corresponding PCR is loaded into the CR and memory management organization conforms to the value associated with that PCR.

For example, to alter the memory management organization specified on power-up, use the following machine language segment:

```

PART 1  LDA #0E      Load accumulator with 14
                This selects
                I/O ($D000-$DFFF)
                RAM (S4000-S7FFF,S8000-$BFFF)
                Kernal and Character ROM (SC000-SFFFF)
                RAM Bank 0
        STA $D501    Store in PCR A—no immediate results

        :           Place interim part of the program here
PART 2  STA SFF01    Write to LCR A, selects above configuration

```

In this program segment, PART 1 initializes PCR A (\$D501) with the value 14 (0E), which performs no immediate result. When PART 2 is encountered, the STA instruction performs a write operation to location SFF01, which triggers the preconfiguration mechanism and loads the value from PCR A into the Configuration Register. The store instruction value is not significant; it must operate only on the address, and any store instruction works. Once this instruction is executed, the memory management organization is immediately changed according to the value in the appropriate PCR, in this case PCR A (\$D501).

The value 14 (0E) loaded into PCR A selects the following memory organization:

TYPE	ADDRESS RANGE	BIT(S) AFFECTED IN CR
<b>I/O</b>	<b>\$D000-\$DFFF</b>	<b>0</b>
<b>RAM</b>	<b>\$4000-\$7FFF</b>	<b>1</b>
<b>RAM</b>	<b>\$8000-\$BFFF</b>	<b>2,3</b>
<b>Kernal, Char</b>	<b>\$C000-\$FFFF</b>	<b>4,5</b>
<b>RAM BANK 0</b>		<b>6,7</b>

**14 = 0E = 0000 1110 (binary)**

It is good practice to initialize the PCR's in the beginning of your program, as in PART 1 of the above program segment. Then place the interim portion of your program in memory. PART 2 marks the place in your program where you are actually going to alter the memory management setup. For the utmost speed and processor efficiency, use absolute addressing for the MMU registers, as in the above example.

As previously noted, when the Input/Output Registers are switched out, the registers of the MMU that appear in memory range \$D500-\$D50B are unavailable to the microprocessor. When this occurs, a write operation to an LCR still loads the corresponding PCR value (currently invisible to the 8502) into the CR, even though the PCR's are not accessible to the microprocessor when I/O is switched out. If you switch out I/O, make sure to set up the PCR's first, which are present when bit 0 of the Configuration Register is equal to 0. However, the Load Configuration Registers are available at all times since they appear in the address range \$FF00~\$FF04. If I/O is switched out, the PCR's must be

set prior to switching out I/O in order for them to be of any service. Note that BASIC uses the PCRs; if you alter them while BASIC is resident, you may obtain unpredictable results.

The MMU registers control the memory organization for RAM, BASIC, Kernal and character ROM, internal and external function ROM, and I/O. The MMU has additional registers that determine the mode (C128, C64 or CP/M) in which the Commodore 128 operates, the common RAM configurations, and the location of pages 0 and 1. The registers in the MMU that control these operations are the **Mode Configuration Register (MCR)**, the **RAM Configuration Register (RCR)**, and the **Page Pointers** respectively. The following sections explain how these additional registers of the Memory Management Unit operate.

## THE MODE CONFIGURATION REGISTER

The Mode Configuration Register (MCR) specifies which microprocessor is currently in operation (8502, Z80A) and which operating system mode is currently invoked (C128 or C64). The MCR is located at address \$D505. As in the other registers in the MMU, each bit in the Mode Configuration Register controls a separate and independent operation.

Bit 0 determines which microprocessor is in control of the Commodore 128. Bit 0 is powered-up low so the Z80 microprocessor initiates control of the computer. The Z80 performs a small start-up procedure, then bit 0 is set to a 1 and the 8502 takes over if no CP/M system disk is present in the disk drive.

When the Commodore 128 is first powered-up or reset and the disk drive detects the CP/M operating system diskette in the drive, the Z80A microprocessor BOOTS the CP/M operating system from disk. The value of bit 0 in the Mode Configuration Register in this case is 0. When the Z80A takes control of the Commodore 128, all memory references from \$0000 through \$0FFF are translated to \$D000 through \$DFFF, where the CP/M BIOS exists in ROM. For memory accesses in the range \$0000 through \$0FFF in the Z80 BIOS, the memory status lines MS0 and MSI are brought low to reflect ROM; otherwise they are high. Note that C64 mode and Z80A mode is an undefined configuration.

Bits 1 and 2 are not used. They are reserved for future expansion. IF0, bit 3 sets an input for FAST serial. It is not used as an input port at all.

Bit 3 is the fast serial (FSDIR) disk drive control bit. It acts like a bit in a bidirectional 6529 port, which means it acts differently depending upon whether the bit is used for input or output operation. As an output signal, bit 3 controls the direction of the data in the disk drive data buffer. The MMU pin FSDIR reflects the status of bit 3, which is reset to zero upon power-up. If bit 3 is equal to 1, an output operation occurs; selecting a data direction for the data in the serial bus buffer. If zero, bit 3 sets an input for FAST serial. It is not used as an input port at all.

Bits 4 and 5 are the /GAME and /EXROM sense bits respectively. These cartridge control lines initiate Commodore 64 mode and act as the /GAME and /EXROM hardware lines as in the Commodore 64. When these control lines detect a cartridge in the Commodore 128 expansion port, C64 mode is instantly enabled, the computer acts as a Commodore 64 and takes its instructions from the software built into the cartridge. Upon power-up, /GAME and /EXROM are pulled as inputs. If either one is low, C64

mode is selected. Thus, a C128 cartridge should not pull these lines low on power-up. In C128 mode, these lines are active as I/O lines (latched) to the expansion port. These can be used as input or output lines, but make sure they are not brought low upon power-up in C128 mode.

Bit 6 selects the operating system that takes over the Commodore 128. Upon power-up or reset, this bit is cleared (0) to enable all of the MMU registers and Commodore 128 mode features. Setting this bit high (1) initiates C64 mode.

Bit 7, a read-only bit, indicates whether the **40/80 DISPLAY** key is in the up (40-column) or down (80-column) position. The value of bit 7 is high (1) if the **40/80** key is in the up position. The value of bit 7 is low (0) if the **40/80 DISPLAY** key is in the down position.

This is useful in certain application programs that utilize both the 40- and 80-column displays. For instance, check the value of this bit to see if the user is viewing the VIC screen. If so, carry on with the program; otherwise display a message telling the user to switch from the 80-column screen to the VIC (40-column) screen in order to display a VIC bit map. This may be invalid if the user typed <ESOX to switch screens. See the SCORG Kernal routine.

See Figure 13-7 for a summary of Mode Configuration Register activities.

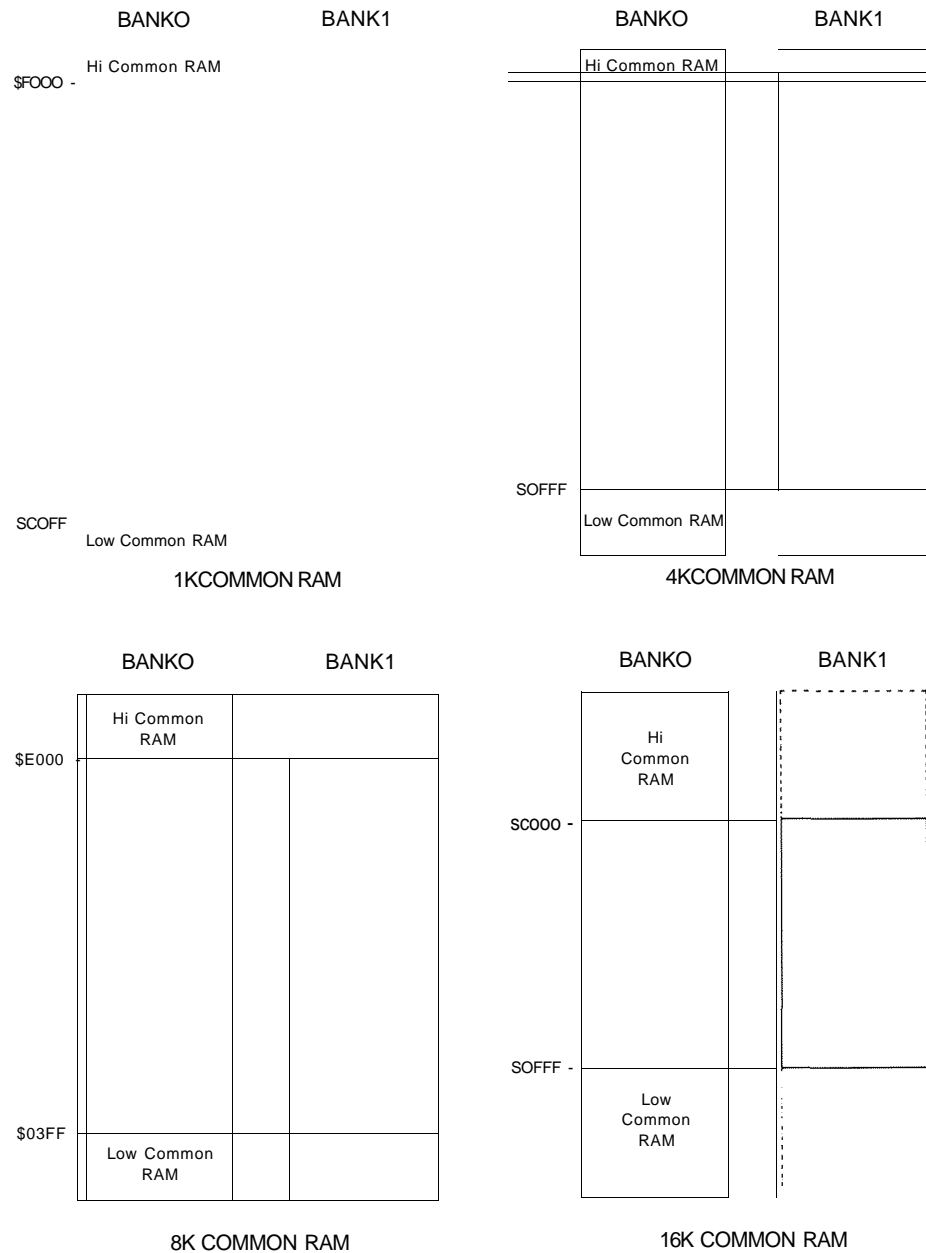
		\$D505							
		7	6	5	4	3	2	1	0
		Mode Configuration Register							
		V A L U E							
BIT	FUNCTION DESCRIPTION	HIGH						LOW	
	/Select microprocessor	8502						Z80A (inverted)	
	Unused								
	Unused								
	Fast serial DD control	Fast serial out						Fast serial in	
	/GAME Access game cartridge (C64 mode only)							C64 mode set on power up	
	/EXROM Access external software cartridge (C64 mode only)							C64 mode set on power up	
	Select operating system	C64 mode (MMU disappears from memory map)						C128 mode, assert MMU registers	
	Read <b>40/80</b> key position	40/80 column key is UP						40/80 column key is DOWN	

Figure 13—7. Mode Configuration Register Summary

## THE RAM CONFIGURATION REGISTER

The RAM Configuration Register (RCR) in the MMU specifies the amount of Common RAM shared between the two 64K RAM banks, how the RAM is shared, and which bank is delegated for the VIC chip. The value of the bits in the RCR determine how each RAM bank is allocated for specific purposes. The RAM Configuration Register is located within the I/O block at address SD506.

Bits 0 and 1 determine the amount of shared RAM between banks. If both bits 0 and 1 equal 0, 1K of RAM becomes common. If bit 0 is equal to 1 (high) and bit 1 is low (0), then 4K of common RAM is shared between banks. If bit 0 is low (0) and bit 1 is high (1), then 8K is common, and if both bits 2 and 3 are high (1), then 16K of RAM becomes common. (These bits have no effect in Commodore 64 mode). The reset values of these bits are both 0. See Figure 13-8 to understand how the two RAM banks share common RAM.



**Figure 13-8. Common RAM**

Bits 2 and 3 specify which portions of the two RAM banks are common, if at all. If both bits are low (0), no RAM sharing occurs. If bit 2 is set high (1) and bit 3 is low (0),



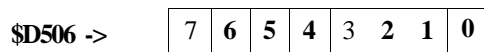
a section of the bottom of RAM bank 0 replaces the corresponding section of RAM bank 1 for all RAM address accesses. If bit 3 is set high (1) and bit 2 is set low (0), a section of the top RAM bank 0 replaces the corresponding section of RAM bank 1 for all RAM address accesses. If both bits 2 and 3 equal 1 (high), RAM is common to both the top and bottom of the RAM banks. Upon power-up or reset, bits 2 and 3 are set to 0, and no RAM is shared between banks. From a hardware standpoint, the 128K MMU selects the common RAM by forcing the CAS0 enable line low and CAS1 enable line high for all common memory accesses.

Bits 4 and 5 have no assigned function. They are reserved for future expansion.

Bits 6 and 7 in the RCR operate as a RAM bank pointer to tell the VIC chip which portion of RAM to use. At the present time, bit 7 is ignored. It too is reserved for future RAM expansion. When bit 6 is low (0) (driving CAS0 low), the VIC chip is told to look in RAM bank 0. When bit 6 is set high (1) (driving CAS1 low), the VIC chip is steered into RAM bank 1. Either setup allows the VIC chip RAM bank to be selected from the microprocessor RAM bank independently.

When the microprocessor speed is increased to 2MHz, the VIC chip is disabled and the 80-column (8563) chip takes over the video processing. The VIC chip is affected by holding the AEC hardware line high. The disabling of the VIC chip is not directly affected by the actions of the MMU.

Figure 13-9 summarizes the RAM Configuration Register activities.



**RAM Configuration Register**

BITS	FUNCTIONAL DESCRIPTION
<b>1 0</b>	<b>- Determine amount of shared RAM between RAM banks</b>
<b>0 0</b>	<b>= 1K common RAM</b>
<b>0 1</b>	<b>= 4K common RAM</b>
<b>1 0</b>	<b>= 8K common RAM</b>
<b>1 1</b>	<b>= 16K common RAM</b>
<b>3 2</b>	<b>- Determine which portions of RAM are shared</b>
<b>0 0</b>	<b>= No common RAM</b>
<b>0 1</b>	<b>= Bottom of RAM bank 0 is common</b>
<b>1 0</b>	<b>= Top of RAM bank 0 is common</b>
<b>1 1</b>	<b>= Both top and bottom of RAM bank 0 are common</b>
<b>5 4</b>	<b>- Not implemented; reserved for future expansion</b>
<b>7 6</b>	<b>- Selects RAM bank for the VIC chip (Bit 7 is ignored)</b>
<b>X 0</b>	<b>= Select Bank 0 for VIC chip</b>
<b>X 1</b>	<b>= Select Bank 1 for VIC chip</b>

Note: X = not implemented

Figure 13-9. RAM Configuration Register Summary

## THE PAGE POINTERS

The Commodore 128 has a feature that allows you to relocate page 0 (\$00-\$FF) and page 1 (\$100-\$1FF) of memory. Certain applications may require you to keep page 0 intact while running BASIC, switch out the BASIC ROM, resume processing within the control of your machine language program, and then switch 0 page and the BASIC ROM back in. Instead of transferring 0 page with the machine language monitor, the page pointers make it easy to relocate pages 0 and 1. Four registers within the MMU, called the **page pointers**, allow you to do this. The page pointers are located within the I/O block in the range \$D507 through \$D50A. The page pointers follow the standard 8502 low-byte/high-byte format. Here are the actual addresses of the high and low bytes of the page pointers:

\$D507	Page 0 Pointer (low)
\$D508	Page 0 Pointer (high)
\$D509	Page 1 Pointer (low)
\$D50A	Page 1 Pointer (high)

Bit 0 of the high byte page pointers corresponds to the RAM bank number for any page 0 address access. Bit 0 controls the generation of the CAS0 hardware control line if it is low and the CAS1 line if it is high, and bits 1 and 3 are ignored.

To relocate page 0, perform a write operation on the high-byte 0 page pointer. This is stored in the high-byte page pointer location and has no direct result until a write operation is performed on the low-byte 0 page pointer. When this occurs, bits 0 through 7 of the low-byte page pointer correspond to the Translated Address lines TA8 through TA15 for any 0 page address reference, which relocates the 0 page. Any subsequent 0 page address is relayed to the new page zero.

The page 1 pointer works the same way. Both pairs of pointers are initialized to 0 upon power-up, placing pages 0 and 1 in actual page 0 and page 1 locations.

It is important to note that memory addresses 0 and 1 are always available at those absolute address references, regardless of whether pages zero or one are relocated.

The page zero low-byte pointer directly replaces the high-order address of zero page (normally 00). When pages zero and one are directed to locations in RAM memory above page one, the MMU translates the addresses back to the normal locations of pages zero and one, effectively swapping those two pages of memory. This address translation applies only to RAM; ROM and I/O registers are not back-translated. VIC chip addresses are not translated back to their original memory locations, so you must ensure that you do not place page zero or one in the address of the VIC chip. The ROM appearing in these address ranges still overlays the RAM regardless of whether the RAM is zero page, page one or any other page of RAM memory. If you need to use the Kernal, the necessary variables required for the Kernal routine must be placed in memory where the Kernal is in context, Machine Language Monitor bank 15 (\$0F) for example.

Bit 0 of both high-byte page pointers (0 and 1) corresponds to the RAM bank number for any address access in page zero or one. The page zero high byte (bit 0) normally overrides the RAM bank set by the configuration register. However, if common RAM (at the bottom of RAM bank 0) is specified, the high-byte pointer for pages zero and one is ignored and pages zero and one appear in common RAM. Otherwise, if common RAM is not allocated, pages zero and one appear where you specify according to the contents of the page pointers. In other words, common RAM takes priority over the page pointers, if common RAM is allocated by the RAM configuration register.

This feature of relocatable page zero and page one provides many benefits to the programmer. This allows machine language programs to create several pages of zero page variables or several different stacks. When you need to access the additional zero page variables or extra 256 bytes of the stack, simply change the pointer to look at the next page. This provides additional speed in your programs since you may use zero page addressing for subsequent zero pages. You can even place zero page in screen memory for extra fast writing to the screen. In addition, it gives you a way to implement deeper levels of subroutines since you have a larger stack area. Remember, though, to leave three bytes on the top of the stack for interrupt requests and servicing.

## THE SYSTEM VERSION REGISTER

The **System Version Register**, located in address \$D50B, contains a value that tells the user which version of the MMU is inside the C128 and how large the memory is. Bits 0 through 3 contain the MMU version number. Bits 4 through 7 contain a value (in memory blocks) pertaining to the size of the C128 memory. This allows the programmer to check the version of the C128 and the memory size, and make it compatible with systems that will be expanded in the future. The current version of the C128 contains the value \$20, signifying two 64K blocks.

## AUTO STARTING A ROM APPLICATION CARTRIDGE

Many of you may want to place your application program in a cartridge which plugs into the expansion port. In order to automatically start the program as soon as you turn on the computer, you must place a particular coded sequence in the first 6 bytes where the external (or internal) ROM cartridge maps into memory. Here's the auto start sequence in both C128 and C64 modes.

## COMMODORE 128 MODE

Any C64 cartridge is asserted automatically if the system recognizes the /GAME or /EXROM as being pulled low.

If any C128 cartridges are installed into the expansion port;

1. Log the cartridge I.D. into the Physical Address Table (PAT).
2. If the I.D. equals 1, call the cold start vector (which may RTS).

The first 9 bytes of the Commodore 128 auto start sequence are:

BYTE

<b>\$X000</b>	<b>Cold Start Vector</b>
<b>\$X003</b>	<b>Warm Start Vector (not used but must be specified)</b>
<b>\$X006</b>	<b>Cartridge I.D. (The I.D. = 1 for an auto start card)</b>
<b>\$X007</b>	<b>The ASCII Character "C" with the high bit set</b>
<b>\$X008</b>	<b>The ASCII Character "B" with the high bit set</b>
<b>\$X009</b>	<b>The ASCII Character "M" with the high bit set</b>

where X is the hexadecimal digit "8" for \$8000 or "C" for \$C000.

There are four slots where cartridges (ROM's) may plug in (two internal, two external). They must follow the sequence described above, whether they are internal or external.

## COMMODORE 64 MODE

The first 10 bytes of the Commodore 64 auto start sequence are:

BYTE

<b>\$X000</b>	<b>Cold Start Vector</b>
<b>\$X003</b>	<b>Warm Start Vector</b>
<b>\$X006</b>	<b>The ASCII Character "C" with the high bit set</b>
<b>\$X007</b>	<b>The ASCII Character "B" with the high bit set</b>
<b>\$X008</b>	<b>The ASCII Character "M" with the high bit set</b>
<b>\$X009</b>	<b>The ASCII Character "8" with the high bit set</b>
<b>\$X00A</b>	<b>The ASCII Character "0" with the high bit set</b>

where X is the hexadecimal digit "8" for \$8000 or "C" for \$C000.

The recommended cartridge header for both operational modes is as follows:

```
SEI
JMP START
NOP
NOP
```

This header is recommended so that the interrupt disable status bit is set when control is passed to the software in the cartridge ROM.

## THE COMMODORE 128 SCREEN EDITOR

The Commodore screen editor is among the easiest to use of all screen editors. As soon as you turn on the computer, the screen editor is available to you. You don't have to call any additional text editors. Using the keys for manipulating text, the screen editor gives you more freedom than most other editors.

### CI28 EDITOR ESCAPE CODES

To use the following ESCAPE functions, press the **ESCAPE** key and then press the key for the function you want.

KEY	FUNCTION
<b>A</b>	Enable auto-insert mode
<b>B</b>	Set bottom right of screen window at cursor position
<b>C</b>	Disable auto-insert mode
<b>D</b>	Delete current line
<b>E</b>	Set cursor to nonflashing mode
<b>F</b>	Set cursor to flashing mode
<b>G</b>	Enable bell (control-G)
<b>H</b>	Disable bell
<b>I</b>	Insert line
<b>J</b>	Move to start of current line
<b>K</b>	Move to end of current line
<b>L</b>	Enable scrolling
<b>M</b>	Disable scrolling
<b>N</b>	Return screen to normal (nonreverse video) state (80-column screen only)
<b>O</b>	Cancel insert, quote, underline, flash and reverse modes
<b>P</b>	Erase to start of current line
<b>Q</b>	Erase to end of current line
<b>R</b>	Set screen to reverse video (80-column screen only)
<b>S</b>	Change to block cursor (80-column screen only)
<b>T</b>	Set top left of screen window at cursor position
<b>U</b>	Change to underline cursor (80-column screen only)
<b>V</b>	Scroll up
<b>W</b>	Scroll down
<b>X</b>	Swap 40/80-column display output device
<b>Y</b>	Set default tab stops (8 spaces)
<b>Z</b>	Clear all tab stops
<b>@</b>	Clear to end of screen

## CI28 EDITOR CONTROL CODES

The following control characters in the CBM ASCII table have been added or changed from those found in the C64. Codes not shown in this table have the same function as found in the C64.

CHRS VALUE	KEYBOARD CONTROL	CHARACTER FUNCTION
2	B	Underline ON (80-column screen only)
7	G	Produces bell tone
9	I	Tab character
10	J	Line feed character
11	K	Disable shift Commodore key (formerly code 9)
12	L	Enable shift Commodore key (formerly code 8)
15	O	Turn ON flash on (80-column screen only)
24	X	Tab set/clear
27	[	Escape character
130		Underline OFF (80-column screen only)
143		Turn flash OFF (80-column screen only)

## CI28 EDITOR JUMP TABLE

The editor calls listed below are a set of extensions to the standard CBM jump table. They are specifically for the C128 and should not be considered as permanent additions to the standard jump table. They are all true subroutines and terminate with the RTS instruction. As with all Kernal calls, the system configuration (high ROM, RAM-0 and I/O) must be in context at the time of the call.

1.	\$C000	CINT	initialize editor and screen
2.	\$C003	DISPLY	;display .A = char, .X = color
3.	\$C006	LP2	;get a key from irq buffer in .A
4.	\$C009	LOOP5	;get a chr from screen line in .A
5.	\$C00C	PRINT	;print character in .A
6.	\$C00F	SCRORG	;get size of current window
7.	\$C012	SCNKEY	;scan keyboard subroutine
8.	\$C015	REPEAT	;repeat key logic and CKIT2
9.	\$C018	PLOT	;read or set cursor position
10.	\$C018	CURSOR	;move 8563 cursor subroutine
11.	\$C01E	ESCAPE	;execute escape function
12.	\$C021	KEYSET	;redefine a programmable key
13.	\$C024	IRQ	;irq entry
14.	\$C027	INIT80	initialize 80-column char set
15.	\$C02A	SWAPPER	;40/80 mode change
16.	\$C02D	WINDOW	;set UL or BR of window
17.	\$C033	LDTB2	;screen lines low byte table
18.	\$C04C	LDTB1	;screen lines high byte table
19.	\$334	CONTRL	;print C T R L indirect
20.	\$336	SHIFTD	;print S H F T indirect
21.	\$338	ESCAPE	;print E S C indirect
22.	\$33A	KEYVEC	;keyscan logic indirect
23.	\$33C	KEYCHK	;keyscan store indirect
24.	\$33E	DECODE	;keyboard decode table vectors

Entries 17, 18, and 24 are table pointers, and are not callable routines. Entries 19-23 are considered indirect vectors, not true entry points.

This chapter has presented the Commodore 128 operating system. Chapter 16 provides information on CP/M on the Commodore 128 and Commodore 64 memory maps.





# 14

**CP/M 3.0  
ON THE  
COMMODORE 128**

CP/M® is a microprocessor operating system produced by Digital Research, Inc. (DRI). The version of CP/M used on the Commodore 128 is CP/M Plus® Version 3.0. In this chapter, CP/M is generally referred to as CP/M 3.0, or simply CP/M.

This chapter summarizes the non-C128-dependent aspects of CP/M on the Commodore 128. For detailed information on C128-dependent CP/M 3.0, see Appendix K of this guide. For detailed information on non-C128-dependent CP/M 3.0, see the Commodore-produced volume that includes DRI's *CP/M Plus User's Guide*, *Programmer's Guide*, and *System Guide*.

## REQUIREMENTS FOR A CP/M 3.0 SYSTEM

The general requirements for CP/M 3.0 are:

- a A computer containing a Z80 microprocessor.
- a A console consisting of a keyboard and a display screen.
- At least one floppy disk drive.
- a CP/M system software on disk.

CP/M 3.0 on the Commodore 128 Personal Computer normally consists of the following elements:

- A built-in Z80 microprocessor.
- A console consisting of the full Commodore 128 keyboard and an 80-column monitor.
- a The Commodore 1571 fast disk drive.
- The CP/M system disk, which includes the CP/M 3.0 system, an extensive HELP utility program and a number of other utility programs.

NOTE: CP/M can also be used with a 40-column monitor. To view all 80 columns of display, you must scroll the screen horizontally by pressing the **CONTROL** key and the appropriate **CURSOR** key (left or right).

CP/M 3.0 can also be used with the 1541 disk drive. In this case, only single-sided GCR disks can be used, and the speed of operation will be approximately one-tenth the speed achieved using the 1571 disk drive. (See the discussion of disk formats later in this chapter for more details.)

## COMMODORE ENHANCEMENTS TO CP/M 3.0

Commodore has added a number of enhancements to CP/M 3.0. These enhancements tailor the capabilities of the Commodore 128 to those of CP/M 3.0. They include such things as a selectively displayed disk status line, a virtual disk drive, local/remote handling of keyboard codes, programmable function keys (strings) and a number of additional functions/characters that are assigned to various keys. These enhancements are described at appropriate points in this chapter.

## CP/M FILES

There are two types of CP/M files:

- **PROGRAM** or **COMMAND** files, consisting of a series of instructions that the computer follows to achieve a specified result.
- **DATA** files, consisting usually of a collection of related information (e.g., a list of customer names and addresses; inventory records; accounting records; the text of a document).

## FILE SPECIFICATION

A CP/M file is identified by a file specification that can consist of up to four individual elements, as follows:

- **Drive Specifier** (optional), consisting of a single letter, followed by a colon. Each disk drive is assigned a letter, in the range A through E. (E denotes a virtual drive, as explained later in this chapter.)
- **Filename** (mandatory), which can be from one to eight characters long. (Note that this is the only mandatory element of the file specification.)
- **Filetype** (optional), consisting of one to three characters. It must be separated from the filename by a period.
- **Password** (optional), which can be from one to eight characters. Must be separated from the filetype (or filename, if no filetype is included) by a semicolon.

### EXAMPLE:

The following file specification contains all four possible elements, all separated by the appropriate symbols:

```
A:DOCUMENT.LAW;FIREBIRD
```

## USER NUMBER

CP/M 3.0 further identifies all files by assigning each one a user number, which can range from 0 to 15. CP/M 3.0 assigns the user number to a file when the file is created. User numbers allow you to separate your files into sixteen file groups.

Any user number other than 0 must precede the drive specifier. User 0, which is the default user number, is not displayed in the prompt.

If a file resides in user 0 and is marked with a system file attribute, that file can be accessed from any user number. Otherwise, a command can access only those files that have the current user number.

## CREATING A FILE

There are several ways to create a CP/M file, including:

- Using the CP/M text editor (ED).
- Using the PIP command to copy and rename a file.
- Using a program such as MAC (a CP/M machine language assembler program), which creates output files as it processes input files.

## USING WILDCARD CHARACTERS TO ACCESS MORE THAN ONE FILE

A *wildcard* is a character that can be used in a filename or filetype in place of some other characters. CP/M 3.0 uses the question mark (?) and asterisk (\*) as wildcards. A ? stands for any character that may be encountered in that position. An \* tells CP/M to fill the filename with question mark characters as indicated. A file specification containing a wildcard can refer to more than one file and is therefore called an ambiguous file specification.

## RESERVED CHARACTERS

The characters in Table 14-1 are reserved characters in CP/M 3.0. Use only as indicated.

CHARACTER	MEANING
< \$ , >   > [ ]	
TAB, SPACE, CARRIAGE RETURN]	File specification delimiters
:	Drive delimiter in file specification
.	Filetype delimiter in file specification
;	Password delimiter in file specification
;	Comment delimiter at the beginning of a command line
* ?	Wildcard characters in an ambiguous file specification
< > & !   \ H—	Option list delimiters
[ ]	Option list delimiters for global and local options
( )	Delimiters for multiple modifiers inside square brackets for options that have modifiers
/ \$	Option delimiters in a command line

Table 14-1. CP/M 3.0 Reserved Characters

## RESERVED FILETYPES

The filetypes defined in Table 14-2 are reserved for system use.

FILETYPE	MEANING
<b>ASM</b>	Assembler source file
<b>BAS</b>	BASIC source program
<b>COM</b>	Z80 or equivalent machine language program
<b>HEX</b>	Output file from MAC (used by HEXCOM)
<b>HLP</b>	HELP message file
<b>\$\$\$</b>	Temporary file
<b>PRN</b>	Print file from MAC or RMAC
<b>REL</b>	Output file from RMAC (used by LINK)
<b>SUB</b>	List of commands to be executed by SUBMIT
<b>SYM</b>	Symbol file from MAC, RMAC or LINK
<b>SYS</b>	System file
<b>RSX</b>	Resident System Extension (a file automatically loaded by a command file when needed)

Table 14-2. CP/M 3.0 Reserved Filetypes

## CP/M COMMANDS

There are two types of commands in CP/M 3.0:

- Built-in commands, which identify programs in memory.
- Transient utility commands, which identify program files.

CP/M 3.0 has six built-in commands and over twenty transient utility commands. Utilities can be added by purchasing CP/M 3.0-compatible application programs. In addition, experienced programmers can write utilities that operate with CP/M 3.0.

## BUILT-IN COMMANDS

Built-in commands are entered in the computer's memory when CP/M 3.0 is loaded, and are always available for use, regardless of which disk is in which drive. Table 14-3 lists the Commodore 128 CP/M 3.0 built-in commands.

Some built-in commands have options that require support from a related transient utility. The related transient utility command has the same name as the built-in command and has a filetype of COM.

COMMAND	FUNCTION
<b>DIR</b>	Displays filenames of all files in the directory except those marked with the <b>SYS</b> attribute.
<b>DIRSYS</b>	Displays filenames of files marked with the <b>SYS</b> (system) attribute in the directory.
<b>ERASE</b>	Erases a filename from the disk directory and releases the storage space occupied by the file.
<b>RENAME</b>	Renames a disk file.
<b>TYPE</b>	Displays contents of an ASCII ( <b>TEXT</b> ) file at your screen.
<b>USER</b>	Changes to a different user number.

Table 14-3. Built-in Commands

## TRANSIENT UTILITY COMMANDS

The CP/M 3.0 transient utility commands are listed in Table 14-4. When a command key-word identifying a transient utility is entered, CP/M 3.0 loads the program file from the disk and passes that file any filenames, data or parameters specified in the command tail.

## USING CONTROL CHARACTERS FOR LINE EDITING

Table 14-5 lists the line-editing control characters for CP/M 3.0 on the Commodore 128.

## HOW TO MAKE COPIES OF CP/M 3.0 DISKS AND FILES

NOTE: The Digital Research Inc. **COPYSYS** command, used in many CP/M systems in formatting a disk, is not implemented on the Commodore 128 computer. Instead, the Commodore 128 uses a special **FORMAT** command.

To make backups of the CP/M system disks, use the **FORMAT** and **PIP** utility programs. **FORMAT** formats the disk as either a C128 single-sided or C128 double-sided diskette.

NAME	FUNCTION
DATE	Sets or displays the date and time.
DEVICE	Assigns logical CP/M devices to one or more physical devices, changes device driver protocol and baud rates, or sets console screen size.
DIR	Displays directory with files and their characteristics.
DUMP	Displays a file in ASCII and hexadecimal format.
ED	Creates and alters ASCII files.
ERASE	Used for wildcard erase.
GENCOM	Creates a special COM file with attached RSX file.
GET	Temporarily gets console input from a disk file rather than the keyboard.
FORMAT	Initializes disk in GCR format for CP/M use.
HELP	Displays information on how to use CP/M 3.0 commands.
INITDIR	Initializes a disk directory to allow time and date stamping.
KEYFIG	Allows redefinition of keys.
PATCH	Displays or installs patches to CP/M system.
PIP	Copies files and combines files.
PUT	Temporarily directs printer or console output to a disk file.
RENAME	Changes the name of a file, or a group of files, using wildcard characters.
SAVE	Saves a program in memory to disk.
SET	Sets file options including disk labels, file attributes, type of time and date stamping and password protection.
SETDEF	Sets system options including the drive search chain.
SHOW	Displays disk and drive statistics.
SUBMIT	Automatically executes multiple commands.
TYPE	Displays contents of text file (or group of files, if wildcard characters are used) on screen (and printer if desired).

**Table 14—4. Transient Utility Commands**

CHARACTER	MEANING
CTRL-A or SHIFT-LEFT CURSOR	Moves the cursor one character to the left.
CTRL-B	Moves the cursor to the beginning of the command line without having any effect on the contents of the line. If the cursor is at the beginning, CTRL-B moves it to the end of the line.
CTRL-E	Forces a physical carriage return but does not send the command line to CP/M 3.0. Moves the cursor to the beginning of the next line without erasing the previous input.
CTRL-F or RIGHT CURSOR	Moves the cursor one character to the right.
CTRL-G	Deletes the character at current cursor position. The cursor does not move. Characters to the right of the cursor shift left one place.
CTRL-H	Deletes the character to the left of the cursor and moves the cursor left one character position. Characters to the right of the cursor shift left one place.
CTRL-I	Moves the cursor to the next tab stop. Tab stops are automatically set at each eighth column. Has the same effect as pressing the <b>TAB</b> key.
CTRL-J	Sends the command line to CP/M 3.0 and returns the cursor to the beginning of a new line. Has the same effect as a <b>RETURN</b> or a CTRL-M keystroke.
CTRL-K	Deletes to the end of the line from the cursor.
CTRL-M	Sends the command line to CP/M 3.0 and returns the cursor to the beginning of a new line. Has the same effect as a <b>RETURN</b> or a CTRL-J keystroke.
CTRL-R	Retypes the command line. Places a # character at the current cursor location, moves the cursor to the next line, and retypes any partial command you typed so far.
CTRL-U	Discards all the characters in the command line, places a # character at the current cursor position, and moves the cursor to the next line. However, you can use a CTRL-W to recall any characters that were to the left of the cursor when you pressed CTRL-U.
CTRL-W or   CRSR	Recalls and displays previously entered command line both at the operating system level and within executing programs, if the CTRL-W is the first character entered after the prompt. CTRL-J, CTRL-M, CTRL-U and RETURN define the command line you can recall. If the command line contains characters, CTRL-W moves the cursor to the end of the command line. If you press <b>RETURN</b> , CP/M 3.0 executes the recalled command.
CTRL-X	Discards all the characters left of the cursor and moves the cursor to the beginning of the current line. CTRL-X saves any characters to the right of the cursor.

Table 14-5. CP/M 3.0 Line-Editing Control Characters



## MAKING COPIES WITH A SINGLE DISK DRIVE

You can copy the contents of a disk with a single Commodore disk drive (1541 or 1571). For example, use the following sequence of commands to create a bootable CP/M system disk. First type:

```
A>FORMAT
```

and follow the instructions given on the screen. When the copy disk is formatted, type:

```
A>PIPE: = A:CPM + .SYS
```

When the CPM + SYS file is copied, you type:

```
A>PIPE:=A:CCP.COM
```

To copy everything on a disk, use the following command sequence:

```
A>FORMAT
A>PIPE:=A:*.*
```

The system prompts the user to change disks as required.

Use drive A as the source drive and drive E as the destination drive. Drive E is referred to as a virtual drive; that is, it does not exist as an actual piece of hardware—it is strictly a logical drive.

## MAKING COPIES WITH TWO DISK DRIVES

You can back up disks in CP/M by using two drives: drive A and drive B. The drives can be named with other letters from A through D. To make a copy of your CP/M 3.0 system disk, first use the FORMAT utility to copy the operating system loader. Make sure that the CP/M system disk is in drive A, the default drive, and the blank disk is in drive B. Then enter the following command at the system prompt:

```
A>PIPB: =A:CPM+.SYS
```

When you have copied the CPM+ .SYS file, use the PIP command to copy the CCP.COM file. This provides a copy of the operating system only. To copy all of the files from the system disk, enter the following PIP command:

```
A>PIPB: = A:*.*
```

This PIP command copies all the files on the disk in drive A to the disk in drive B. PIP displays the message **COPYING**, followed by each filename as the copy operation proceeds. When PIP finishes copying, the system prompt (A>) is displayed.

# GENERAL CP/M 3.0 SYSTEM LAYOUT

The Commodore 128 computer is a two-processor system, with the 8502 as the primary processor and the Z80 as the secondary processor. The 8502 has the same instruction set as the 6502. The Z80's primary function is to run CP/M 3.0. This section describes the general requirements and methods for implementing CP/M 3.0 on the C128.

When CP/M is running, the normal functions of the C128 are not supported (CP/M and BASIC cannot run at the same time). Also, CP/M does not directly support all the display modes of the VIC chip. (An application could be written to run under CP/M that could use additional graphics capabilities, but the application would have to keep track of all the details, such as memory maps).

## CP/M 3.0 OPERATING SYSTEM COMPONENTS

The CP/M 3.0 operating system consists of the following three modules: the Console Command Processor (CCP), the BASIC Disk Operating System (BDOS), and the Basic Input Output System (BIOS).

The CCP is a program that provides the basic user interface to the facilities of the operating system. The CCP supplies the six built-in commands: **DIR**, **DIRS**, **ERASE**, **RENAME**, **TYPE**, and **USER**. The CCP executes in the Transient Program Area (TPA), the region of memory where all application programs execute. The CCP contains the Program Loader Module, which loads transient (applications) programs from disk into the TPA for execution. On the Commodore 128, a 58K to 59K TPA area is provided for CP/M.

The BDOS is the logical nucleus and file system of CP/M 3.0. The BDOS provides the interface between the application program and the physical input/output routines of the BIOS.

The BIOS is a hardware-dependent module that interfaces the BDOS to a particular hardware environment. The BIOS performs all physical I/O in the system. The BIOS consists of a number of routines that are configured to support the specific hardware of the target computer system (in this case, the Commodore 128).

The BDOS and the BIOS modules cooperate to provide the CCP and other transient programs with hardware-independent access to CP/M 3.0 facilities. Because the BIOS can be configured for different hardware environments and the BDOS remains constant, you can transfer programs that run under CP/M 3.0 to systems with different hardware configurations.

## COMMUNICATION BETWEEN MODULES

The BIOS loads the CCP into the TPA at system cold and warm starts. The CCP moves the Program Loader Module to the top of the TPA and uses the Program Loader Module to load transient programs.

The BDOS contains a set of functions that the CCP and applications programs call to perform disk and character input and output operations.

The BIOS contains a Jump Table with a set of thirty-three entry points that the BDOS calls to perform hardware-dependent primitive functions, such as peripheral device I/O. For example, CONIN is an entry point of the BIOS called by the BDOS to read the next console input character.

Similarities exist between the BDOS functions and BIOS functions, particularly for simple device I/O. For example, when a transient program makes a console output function call to the BDOS, the BDOS makes a console output call to the BIOS. In the case of disk I/O, however, this relationship is more complex. The BDOS file may make many BIOS function calls to perform a single BDOS file I/O function. BDOS disk I/O is in terms of 128-byte logical records. BIOS disk I/O is in terms of physical sectors and tracks.

The System Control Block (SCB) is a 100-byte (decimal) CP/M 3.0 data structure that resides in the BDOS system component. The BDOS and the BIOS communicate through fields in the SCB. The SCB contains BDOS flags and data, CCP flags and data, and other system information, such as console characteristics and the current date and time. You can access some of the System Control Block fields from the BIOS.

Note that the SCB contains critical system parameters that reflect the current state of the operating system. If a program modifies these parameters, the operating system can crash. See Section 3 of the DRI *CP/M Plus System Guide* and the description of BDOS Function 49 in the DRI *CP/M Plus Programmer's Guide* for more information on the System Control Block.

Page zero is a region of memory that acts as an interface between transient programs and the operating system. Page zero contains critical system parameters, including the entry to the BDOS and entry to the BIOS Warm BOOT routine. At system start-up, the BIOS initializes these two entry points in page zero. All linkage between transient programs and the BDOS is restricted to the indirect linkage through page zero

## CP/M 3.0 BIOS OVERVIEW

This section describes the organization of the CP/M 3.0 BIOS and the BIOS jump vector. It provides an overview of the System Control Block, followed by a discussion of system initialization procedures, character I/O, clock support, disk I/O, and memory selects and moves.

## ORGANIZATION OF THE BIOS

The BIOS is the CP/M 3.0 module that contains all hardware-dependent input and output routines. To configure CP/M 3.0 for a particular hardware environment, the sample BIOS supplied with the *CP/M Plus System Guide* must be adapted to the specific hardware of the target system (the Commodore 128).

The BIOS essentially is a set of routines that performs system initialization,

character-oriented I/O to the console and printer devices, and physical sector I/O to disk devices. The BIOS also contains routines that manage block moves and memory selects for bank-switched memory. The BIOS supplies tables that define the layout of the disk devices and allocate buffer space that the BDOS uses to perform record blocking and deblocking. The BIOS can maintain the system time and date in the System Control Block.

Table 14-6 describes the entry points into the BIOS from the Cold Start Loader and the BDOS. Entry to the BIOS is through a set of jump vectors. The jump table is a set of thirty-three jump instructions that pass program control to the individual BIOS subroutines.

NO.	INSTRUCTION	DESCRIPTION
0	JMP BOOT	Perform cold start initialization.
1	JMP WBOOT	Perform warm start initialization.
2	JMP CONST	Check for console input character ready.
3	JMP CONIN	Read console character in.
4	JMP CONOUT	Write console character out.
5	JMP LIST	Write list character out.
6	JMP AUXOUT	Write auxiliary output character.
7	JMP AUXIN	Read auxiliary input character.
8	JMP HOME	Move to Track 00 on selected disk.
9	JMP SELDSK	Select disk drive.
10	JMP SETTRK	Set track number.
11	JMP SETSEC	Set sector number.
12	JMP SETDMA	Set DMA address.
13	JMP READ	Read specified sector.
14	JMP WRITE	Write specified sector.
15	JMP LISTST	Return list status.
16	JMP SECTRN	Translate logical to physical sector.
17	JMP CONOST	Return output status of console.
18	JMP AUXIST	Return input status of aux. port.
19	JMP AUXOST	Return output status of aux. port.
20	JMP DEVTBL	Return address of char. I/O table.
21	JMP DEVINI	Initialize char. I/O devices.
22	JMP DRVTBL	Return address of disk drive table.
23	JMP MULTIO	Set number of logically consecutive sectors to be read or written.
24	JMP FLUSH	Force physical buffer flushing for user-supported deblocking.
25	JMP MOVE	Memory to memory move.
26	JMP TIME	Time set/get signal.
27	JMP SELMEM	Select bank of memory.
28	JMP SETBNK	Specify banks for inter-bank MOVE.
29	JMP XMOVE	Set banks for an inter-bank MOVE.
30	JMP USERF	Commodore CP/M system functions.
31	JMP RESERV1	Reserved for future use.
32	JMP RESERV2	Reserved for future use.

Table 14-6. CP/M 3.0 BIOS Jump Vectors

All the entry points in the BIOS jump vector are included in the C128 CP/M 3.0 BIOS.

Each jump address in Table 14-6 corresponds to a particular subroutine that performs a specific system operation. Note that two entry points are reserved for future versions of CP/M, and one entry point is provided for the Commodore system functions.

Table 14-7 shows the five categories of system operations and the function calls that accomplish these operations.

OPERATION	FUNCTION
<b>System Initialization</b>	<b>BOOT, WBOOT, DEVTBL, DEVINI, DRVTBL</b>
<b>Character I/O</b>	<b>CONST, CONIN, CONOUT, LIST, AUXOUT, AUXIN, LISTST, CONOST, AUXIST, AUXOST</b>
<b>Disk I/O</b>	<b>HOME, SELDSK, SETTRK, SETSEC, SETDMA, READ, WRITE, SECTRN, MULTIO, FLUSH</b>
<b>Memory Selects and Moves</b>	<b>MOVE, SELMEM, SETBNK, XMOVE</b>
<b>Clock Support</b>	<b>TIME</b>

Table 14-7. CP/M 3 BIOS Functions

Appendix K illustrates how to call a Commodore CP/M system function in Z80 machine language.

## **SYSTEM MEMORY ORGANIZATION**

Figure 14-1 shows the general memory organization of CP/M 3.0.

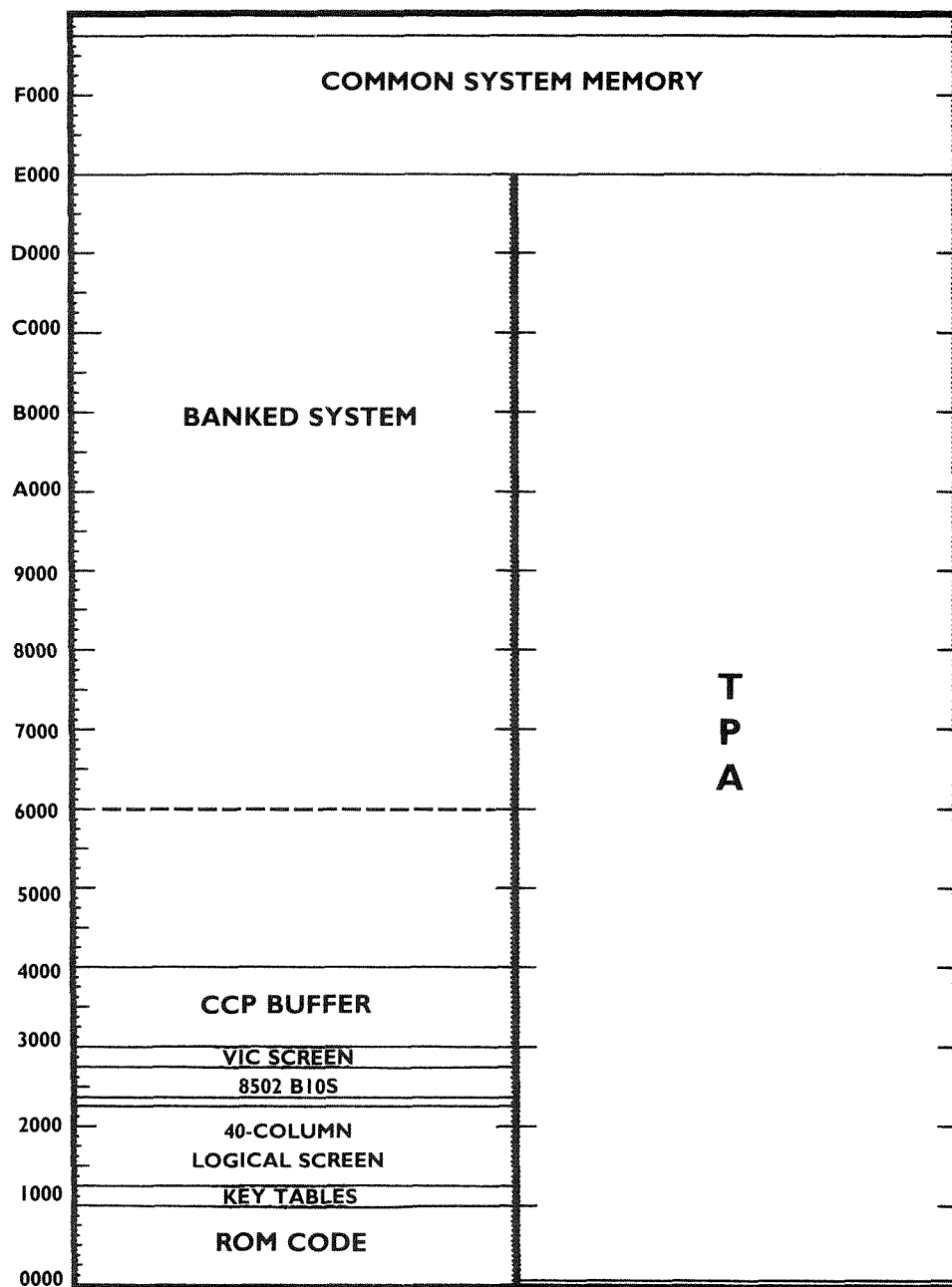


Figure 14-1. CP/M 3.0 General Memory Organization

The memory map is limited to 64K at any one point in time. However, the RAM bank can be selected and then different ROM areas can overlay the RAM (with bleed-through on write operations). The actual memory map is controlled by the MMU. The MMU can be accessed in the I/O area (only when I/O is enabled in Z80 space) or through the Load Configuration Register located at FF00 through FF04.

If the Load Configuration Registers are read, then the current value is read. A write to FF00 changes the configuration after completing the current instruction. A write to FF01 to FF04 updates the current configuration to the value stored in the Preconfiguration Registers (the data written is not used). The MMU page pointers have both a low (page) and a high (page) pointer. The high is written first and latched in the MMU; the high value is updated from the latch when the low byte is written. The MMU Control Registers are listed in Chapter 13.

## DISK ORGANIZATION

CP/M 3.0 supports a number of different disk formats, including three Commodore formats and a number of MFM formats. (MFM is the industry standard format.) The first Commodore format is single-sided Commodore GCR, which is compatible with the CP/M 2.2 that runs on the Commodore 64. With this format, the File Control Block (FCB) is set up as 32 tracks of 17 sectors each and a track offset of 2. The BIOS routine adds a 1 to tracks greater than 18 (this is the C64 directory track).

The second format, known as the C128 CP/M Plus disk format, is new and is also single-sided. This format, which is also a GCR format, takes advantage of the full disk capacity by setting up the FCB with 638 tracks of 1 sector each and a track offset of 0. This has the effect of having CP/M set the track to the block number relative to the beginning of the disk, with the sector always set to 0. The following algorithm is used to convert the requested TRACK to a real track and sector number.

REQUESTED TRACK	ACTUAL TRACK
000 > = TRACK > 355	$((\text{TRACK} + 2)/21) + 1$
355 > = TRACK > 487	$((\text{TRACK} --,354)/19) + 18$
487 > = TRACK > 595	$((\text{TRACK} -- 487)/18) + 25$
595 > = TRACK > 680	$((\text{TRACK} -- 595)/17) + 31$
680 > = TRACK > 1360	SET SIDE 2 TRACK == TRACK - 680

The effective sector is then translated to provide a skew that speeds up operations. The skew is used only with the new larger format. A different skew table is used for each region of the disk.

The third Commodore format is a GCR double-sided format. The disk is treated as 1276 sectors of data with a track offset of 0. Side 1 is used first; then side 2 is used.

**NOTE:** This is not the usual way to handle a two-sided disk; however, allocating the disk in this manner, the user with a 1541 may still be able to read data written at the start of a two-sided disk.

The third Commodore format and all MFM formats require that the user have the new 1571 disk drive. This disk drive supports both single- and double-sided diskettes and both the Commodore GCR and industry standard MFM data coding formats.

The following table summarizes 1541/1571 disk drive capabilities with regard to the various disk formats.

DISK FORMAT	1541 DRIVE	1571 DRIVE
<b>C64 GCR single-sided</b>	✓	
<b>C128 GCR single-sided</b>	✓	
<b>C128 GCR double-sided</b>		✓
<b>MFM format</b>		

## **C64 CP/M DISK FORMAT (SINGLE-SIDED)**

This format, shown in Figure 14—2, is provided to allow the user to read/write files created using the C64 CP/M 2.2 cartridge. (However, do **not** use the CP/M 2.2 cartridge with the C128.) Notice the unused space in this format.





SECTOR

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
0	B	.	.	.	.	x	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
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32	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
33	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
34	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.

- . Used by CP/M, reg. = region (1-4).
- B Boot Sector (System).
- D Director) Sector (Disk DOS).
- x Not used by CP/M.

SKEW TABLE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	00	17	13	09	05	01	18	14	10	06	02	19	15	11	07	03	20	16	12	08	04
2	00	04	08	12	16	01	05	09	13	17	02	06	10	14	18	03	07	11	15		
3	00	11	04	15	08	01	12	05	16	09	02	13	06	17	10	03	14	07			
4	00	07	14	04	11	01	08	15	05	12	02	09	16	06	13	03	10				

Figure 14-3. CI28 CP/M Plus Disk Format

NOTE: This format is duplicated on the second side of a two-sided disk (with the exception of B, which is unused and therefore becomes X).

## MFM DISK FORMATS

A number of MFM disk formats are built into CP/M on the C128. These formats, which can be selected at the time a program is to be run, include Osborne, Kaypro, Epson and IBM CP/M-86. The IBM CP/M-86 capability is provided so that data can be transferred between machines. However CP/M-86 programs cannot be run on the C128, since on the C128, CP/M Plus runs on a Z80, not an 8088.

When used with the 1571 Disk Drive, the Commodore 128 supports a variety of double-density MFM disk formats (for reading and/or writing), including:

- Epson QX10 (512 byte sectors, double-sided, 10 sectors per track)
- IBM-8 SS (CP/M 86) (512 byte sectors, single-sided, 8 sectors per track)
- IBM-8 DS (CP/M 86) (512 byte sectors, double-sided, 8 sectors per track)
- Kay Pro II (512 byte sectors, single-sided, 10 sectors per track)
- KayPro IV (512 byte sectors, double-sided, 10 sectors per track)
- Osborne DD (1024 byte sectors, single-sided, 5 sectors per track)

When you insert one of these disks into the disk drive and try to access it, the system senses the type of disk with respect to the number of bytes per sector and the number of sectors per track. If the disk format is not unique, a box is displayed near the bottom-left corner of the screen, showing which disk type you are accessing. The system requires you to select the specific disk type by scrolling through the choices given in this window.

NOTE: The choices are given one at a time; scroll through using the right and left arrow keys. Press **RETURN** when the disk type that you know is in the disk drive is displayed. Press **CONTROL RETURN** to lock this disk format so that you will not need to select the disk type each time you access the disk drive.

# KEYBOARD SCANNING

The keyboard scan routine that is called to get a keyboard character returns the key code of the pressed key, or a code indicating that no key is currently being pressed. The keyboard scan code is also responsible for handling programmable keys, programmable function keys, setting character and background colors, selecting MFM disk formats and selecting current screen emulation type.

Any key on the keyboard can be defined to generate a code or function except the following keys:

**LEFT SHIFT**  
**RIGHT SHIFT**  
**SHIFT LOCK**  
**G**  
**CONTROL**  
**RESTORE (8502 NMI)**  
**40/80 DISPLAY**  
**CAPS LOCK KEY**

The keyboard recognizes the following special functions:

Cursor left key-Used to define a key

Cursor right key-Used to define a string  
(points to function keys)

ALT key-Used as toggle key filter

To indicate these functions, hold down the **CONTROL** key and the **RIGHT SHIFT** key and simultaneously press the desired function key.

## DEFINING A KEY

The KEYFIG utility program allows the user to define the code that a key can produce. Each key has four modes of use for this function:

- Normal
- Alpha shift
- Shift
- a Control

The alpha shift mode is toggled on/off by pressing the Commodore (C=) key. When this mode is turned on, a small white box appears on the bottom of the screen. The first key that is pressed thereafter is the key to be defined. The current hex value assigned to this key is displayed, and the user can then type the new hex code for the key, or abort by typing a non-hex key. The following is a definition of the codes that can be assigned to a key. See KEYFIG HELP for more information.

---

CODE	FUNCTION
00h	Null (same as not pressing a key)
01h to 7Fh	Normal ASCII codes
80h to 9Fh	String assigned
A0h to AFh	80-column character color
B0h to BFh	80-column background color
C0h to CFh	40-column character color
D0h to DFh	40-column background color
E0h to EFh	40-column border color
FOh	Toggle disk status on/off
F1h	System Pause
F2h	(Undefined)
F3h	40-column screen window right
F4h	40-column screen window left
F5h to FFh	(Undefined)

---

## DEFINING A STRING

The DEFINE STRING function allows the user to assign more than one key code to a single key. Any key that is typed in this mode is placed in the string. The user can see the results of typing in a long box at the bottom of the screen. Note, however, that some keys may not display what they are.

To allow the user control of entering data, five special edit functions are provided. To access any of these functions, you first press the **CONTROL** and **RIGHT SHIFT** keys. (This allows the user to enter any key into the buffer.)

The functions assigned to the five string edit keys are as follows:

KEY	FUNCTION
<b>RETURN</b>	End string definition.
+ symbol*	Insert space in string.
— symbol*	Delete cursor character.
Right Cursor	Move cursor to right.
Left Cursor	Move cursor to left.

\*On main keyboard only.

## ALT MODE

This function is a toggle (on/off) and is provided to allow the user to send 8-bit codes to an application without the keyboard driver "eating" the code from 80h to FFh.

# UPDATING THE 40/80 COLUMN DISPLAY

As noted elsewhere in this book, there are two different display systems within the C128. The first, which is controlled by the VIC chip, produces a 25-line by 40-column display, has many graphics modes of operation, and can be used with a standard color (or black-and-white) television or color monitor. (See Chapters 8 and 9 for details.) The only VIC-controlled display mode used by CP/M is standard character mode, with each character and screen background having up to sixteen colors.

The second display system available in C128 CP/M is controlled by the 8563 display controller. The display format of this controller is 25 lines by 80 columns, with character color attributes. The VIC chip is a memory-mapped display, and the 8563 is I/O-controlled. The two display subsystems are treated as two separate displays. CP/M 3.0 can assign one or both to the console output device.

Both displays are controlled by a common terminal emulation package, a Lear Siegler ADM-31 (ADM-3A is a subset of this) driver. The terminal driver is divided into two parts: terminal emulation and terminal functions. Terminal emulation is handled by the Z80 BIOS, and the terminal function is handled primarily in the Z80 ROM.

The following section shows the various terminal emulation protocols supported by Commodore 128 CP/M.

## TERMINAL EMULATION PROTOCOLS

---

FUNCTION	CHARACTER SEQUENCE	HEX CHAR CODE
<b>Position Cursor</b>	<b>ESC (row# + 32) (col# + 32)</b>	<b>IB 3D 20+ 20 +</b>
<b>Cursor Left</b>	<b>Control H</b>	<b>08</b>
<b>Cursor Right</b>	<b>Control L</b>	<b>0C</b>
<b>Cursor Down</b>	<b>Control J</b>	<b>0A</b>
<b>Cursor Up</b>	<b>Control K</b>	<b>0B</b>
<b>Home and Clear Screen</b>	<b>Control Z</b>	<b>1A</b>
<b>Carriage Return</b>	<b>Control M</b>	<b>0D</b>
<b>Escape</b>	<b>Control [</b>	<b>1B</b>
<b>Bel!</b>	<b>Control G</b>	<b>07</b>

NOTE: Display is 24 (1-24) by 80 (1-80); cursor origin is always 1/1.

---

Figure 14-4. Lear Siegler ADM-3A Protocol

**NOTE:** The following have been added to allow the system to emulate the KayPro II display more closely.

FUNCTION	CHARACTER SEQUENCE
Home Cursor	Control t
CEL (Clear to End of Line)	Control-X
CES (Clear to End of Screen)	Control-W

	CHARACTER SEQUENCE	HEX CHARACTER CODES	
Clear to end of line	ESC T	IB 54	
	ESC t	IB 74	
Clear to end of screen	ESC Y	IB 59	
	ESC y	IB 79	
Home cursor and clear screen	ESC :	1B3A	
	ESC *	1B2A	
Half intensity on	ESC )	IB 29	
Half intensity off	ESC (	IB 28	
Reverse video on	ESC G4	IB 47 34	
Blinking on	ESCG2	IB 47 32	
Underline on *	ESCG3	IB 47 33	
Select alternate character set*	ESCG1	IB 47 31	
Reverse video and blinking off	ESC GO	IB 47 30	
Insert line	ESC E	IB 45	
Insert character	ESC Q	IB 51	
Delete line	ESC R	IB 52	
Delete character	ESC W	IB 57	
Set screen colors*	ESC ESC ESC color #		
	where color # = 20h to 2Fh—character color		Physical Colors
	30h to 3Fh—background color		
	40h to 4Fh—border color (40 columns only)		Logical Colors
	50h to 50Fh—character color		
	60h to 60Fh—background color		
	70h to 70Fh—border color (40 columns only)		

\*Indicates this is not a normal ADM31 sequence.

**Note:** Display is 24 (1-24) by 80 (1-80); cursor origin is always 1/1.

Figure 14-5. Lear Siegler ADM-31 Protocol

# **SYSTEM OPERATIONS**

## **SETTING SYSTEM TIME**

The time of day is set with this function. The time of day is stored in packed BCD format in the System Control Block (SCB) in three locations (hours, minutes, seconds). This routine reads the SCB time and writes that time to the time of day clock within the 6526. This time is updated on the chip and is used by CP/M. The Z80 is able to read/write the 6526 directly.

## **UPDATING SYSTEM TIME**

The SCB time is updated from the time of day clock on the 6526 by doing a system call.

## **8502 BIOS ORGANIZATION**

The 8502 is responsible for most of the low-level I/O functions. The request for these functions is made through a set of mailboxes. Once the mailboxes are set up, the Z80 shuts down and the 8502 starts up (BIOS85). The 8502 looks at the command in the mailbox and performs the required task, sets the command status and shuts down. The Z80 is re-enabled; it then looks at the command status and takes the appropriate actions.

The 8502 BIOS commands are defined in Appendix K.

This concludes the summary explanation of the Commodore 128 CP/M system. However, the Commodore 128 CP/M System includes many additional Commodore 128-dependent routines and functions that are performed by the Z80 microprocessor. Since most of these routines, system calls and functions are tabular information, they are covered in Appendix K. For information on any of the following topics, refer to Appendix K.

8502 BIOS commands

All Commodore 128 Z80 system-dependent user functions

Calling a CP/M BIOS, 8502 BIOS and CP/M User system functions in Z80 machine language

More information on MFM disk formats

Commodore 128 CP/M (Z80) Memory Map

For more information on the general (non-Commodore 128-dependent) CP/M 3.0 system, see the offer in section 15 of the *C128 System Guide* for the Digital Research *CP/M Plus User's Guide*, *Programmer's Guide* and *System Guide*.



# 15

## THE COMMODORE 128 AND COMMODORE 64 MEMORY MAPS

This chapter provides the memory maps for both C128 and C64 modes. A memory map tells you exactly how memory is laid out internally in both RAM and ROM. It tells you exactly what resides in each memory location. The memory map directs you in finding address vectors for routines and entry points and provides information about the general layout of the computer. The memory map is probably the most vital programming tool. Refer to the memory map whenever you need directions throughout the memory of your Commodore 128. Addresses listed with more than one address label are used for more than one purpose. To BASIC, the variable has one purpose; to the Machine Language Monitor, it may have another.

The conventions used for the memory maps are as follows:

Column 1	Column 2	Column 3	Column 4
MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION

See Appendix K for the Z80 memory map for CP/M on the Commodore 128.

## CI28 MEMORY MAP

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
<b>D6510</b>	<b>0000</b>	0	<b>6510 DATA DIRECTION REGISTER</b>
<b>R6510</b>	<b>0001</b>	1	<b>6510 DATA REGISTER</b>
BANK	<b>0002</b>	2	<b>TOKEN 'SEARCH' LOOKS FOR, OR BANK#</b>
PC_HI	<b>0003</b>	3	<b>ADDRESS FOR BASIC SYS COMMAND OR MONITOR AND LONG CALL/JUMP ROUTINES</b>
PC_LO	<b>0004</b>	4	<b>ADDRESS, STATUS, A-REG, X-REG, Y-REG</b>
S_REG	<b>0005</b>	5	<b>STATUS REG TEMP</b>
A_REG	<b>0006</b>	6	<b>.A REG TEMP</b>
X_REG	<b>0007</b>	7	<b>.X REG TEMP</b>
Y_REG	<b>0008</b>	8	<b>.Y REG TEMP</b>
STKPTR	<b>0009</b>	9	<b>STACK POINTER TEMP</b>

### BASIC ZERO PAGE STORAGE

INTEGR	<b>0009</b>	9	
CHARAC			<b>SEARCH CHARACTER</b>
ENDCHR	<b>000A</b>	10	<b>FLAG: SCAN FOR QUOTE AT END OF STRING</b>
TRMPOS	<b>000B</b>	11	<b>SCREEN COLUMN FROM LAST TAB</b>
VERCK	<b>000C</b>	12	<b>FLAG: 0 = LOAD, 1 = VERIFY</b>

*C128 Memory Map (continued)*

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
COUNT	000D	13	INPUT BUF.PTR / # OF SUBSCRIPTS
DIMFLG	000E	14	FLAG: DEFAULT ARRAY DIMENSION
VALTYP	000F	15	DATA TYPE: \$FF = STRING, \$00 = NUMERIC
INTFLG	0010	16	DATA TYPE: \$00 = FLOAT.PT, \$80 = INTEGER
GARBFL	0011	17	FLAG: DATA SCAN / LIST QUOTE / GARBAGE COLLECTION
DORES			
SUBFLG	0012	18	FLAG: SUBSCRIPT REF. / USER FUNC. CALL
INPFLG	0013	19	FLAG: \$00 = INPUT, \$40 = GET, \$98 = READ
DOMASK	0014	20	
TANSGN			FLAG: TAN SIGN / COMPARISON RESULT
CHANNL	0015	21	
POKER	0016	22	
LINNUM			TEMP INTEGER VALUE
TEMPPT	0018	24	POINTER: TEMP STRING STACK
LASTPT	0019	25	LAST TEMP STRING ADDRESS
TEMPST	001B	27	STACK FOR TEMP STRINGS
INDEX	0024	36	UTILITY POINTER AREA
INDEX1			
INDEX2	0026	38	
RESHO	0028	40	FLOAT.PT. PRODUCT OF MULTIPLY
RESMOH	0029	41	
ADDEND	002A	42	
RESMO			
RESLO	002B	43	
TXTTAB	002D	45	POINTER: START OF BASIC TEXT
VARTAB	002F	47	POINTER: START OF BASIC VARIABLES
ARYTAB	0031	49	POINTER: START OF BASIC ARRAYS
STREND	0033	51	POINTER: END OF BASIC ARRAYS + 1
FRETOP	0035	53	POINTER: BOTTOM OF STRING STORAGE
FRESPC	0037	55	UTILITY STRING POINTER
MAX_MEM_1	0039	57	TOP OF STRING/VARIABLE BANK (BANK 1)
CURLIN	003B	59	CURRENT BASIC LINE NUMBER
TXTPTR	003D	61	POINTER TO BASIC TEXT USED BY CHRGET,ETC.
FORM	003F	63	USED BY PRINT USING
FNDPNT			POINTER TO ITEM FOUND BY SEARCH

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC ZERO PAGE STORAGE			
DATLIN	0041	65	CURRENT DATA LINE NUMBER
DATPTR	0043	67	CURRENT DATA ITEM ADDRESS
INPPTR	0045	69	VECTOR: INPUT ROUTINE
VARNAM	0047	71	CURRENT BASIC VARIABLE NAME
FDECPT	0049	73	
VARPNT			POINTER: CURRENT BASIC VARIABLE DATA
LSTPNT	004B	75	
FORPNT			POINTER: INDEX VARIABLE FOR FOR/NEXT
ANDMSK			
EORMSK	004C	76	
VARTXT	004D	77	
OPPTR			
OPMASK	004F	79	
GRBPNT	0050	80	
TEMPF3			
DEFPNT			
DSCPNT	0052	82	
	0054	84	
HELPER	0055	85	FLAGS 'HELP' OR 'LIST'
JMPER	0056	86	
	0057	87	
OLDOV	0058	88	
TEMPF1	0059	89	
PTARG1			MULTIPLY DEFINED FOR INSTR
PTARG2	005B	91	
STR1	005D	93	
STR2	0060	96	
POSITN	0063	99	
MATCH	0064	100	
ARYPNT	005A	90	
HIGHDS			
HIGHTR	005C	92	
TEMPF2	005E	94	
DECCNT	005F	95	NUMBER OF DIGITS AFTER THE DECIMAL POINT
TENEXP	0060	96	
TO			ML MONITOR Z.P. STORAGE IN FAC
GRBTOP	0061	97	
DPTFLG			DECIMAL POINT FLAG
LOWTR			
EXPSGN	0062	98	
FAC	0063	99	

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC ZERO PAGE STORAGE			
DSCTMP			
LEFT_FLAG			PAINT-LEFT FLAG
FACEXP			FAC#1 EXPONENT
T1			MONITOR Z.P. STORAGE IN FAC
RIGHT_FLAG	0064	100	PAINT-RIGHT FLAG
FACHO			FAC#1 MANTISSA
FACMOH	0065	101	
INDICE	0066	102	
FACMO			
T2			MONITOR Z.P. STORAGE IN FAC
FACLO	0067	103	
FACSGN	0068	104	FAC#1 SIGN
DEGREE	0069	105	
SGNFLG			POINTER: SERIES-EVAL. CONSTANT
ARGEXP	006A	106	FAC#2 EXPONENT
ARGHO	006B	107	FAC#2 MANTISSA
ARGMOH	006C	108	
INIT_AS_0			JUST A COUNT FOR INIT
ARGMO	006D	109	
ARGLO	006E	110	
ARGSGN	006F	111	FAC#2 SIGN
STRNG1	0070	112	
ARISGN			SIGN COMPARISON RESULT: FAC#1 VS #2
FACOV	0071	113	FAC#1 LOW-ORDER (ROUNDING)
STRNG2	0072	114	
POLYPT			
CURTOL			
FBUFPT			POINTER: CASSETTE BUFFER
AUTINC	0074	116	INC. VAL FOR AUTO (0= OFF)
MVDFLG	0076	118	FLAG IF 10K HIRES ALLOCATED
Z_P_TEMP_1	0077	119	PRINT USING'S LEADING ZERO COUNTER MOVSPR & SPRITE TEMPORARY MID\$ TEMPORARY COUNTER
HULP	0078	120	
KEYSIZ			
SYNTMP	0079	121	USED AS TEMP FOR INDIRECT LOADS
DSDESC	007A	122	DESCRIPTOR FOR D\$\$
TXTPTR			MONITOR Z.P. STORAGE
TOS	007D	125	TOP OF RUN TIME STACK
RUNMOD	007F	127	FLAGS RUN/DIRECT MODE
PARSTS	0080	128	DOS PARSER STATUS WORD
POINT			USING'S POINTER TO DEC.PT

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC ZERO PAGE STORAGE			
PARSTX	0081	129	
OLDSTK	0082	130	
BASIC Z-P STORAGE FOR GRAPHIC COMMANDS			
COLSEL	0083	131	CURRENT COLOR SELECTED
MULTICOLOR_1	0084	132	
MULTICOLORS	0085	133	
FOREGROUND	0086	134	
SCALE_X	0087	135	SCALE FACTOR IN X
SCALE_Y	0089	137	SCALE FACTOR IN Y
STOPNB	008B	139	STOP PAINT IF NOT BACKGROUND/ NOT SAME COLOR
GRAPNT	008C	140	
VTEMP1	008E	142	
VTEMP2	008F	143	
KERNAL/EDITOR STORAGE			
STATUS	0090	144	I/O OPERATION STATUS BYTE
STKEY	0091	145	STOP KEY FLAG
SVXT	0092	146	TAPE TEMPORARY
VERCK	0093	147	LOAD OR VERIFY FLAG
C3P0	0094	148	SERIAL BUFFERED CHAR FLAG
BSOUR	0095	149	CHAR BUFFER FOR SERIAL
SYNO	0096	150	CASSETTE SYNC #
XSAV	0097	151	TEMP FOR BASIN
LDTND	0098	152	INDEX TO LOGICAL FILE
DFLTN	0099	153	DEFAULT INPUT DEVICE #
DFLTO	009A	154	DEFAULT OUTPUT DEVICE #
PRTY	009B	155	CASSETTE PARITY
DPSW	009C	156	CASSETTE DIPOLE SWITCH
MSGFLG	009D	157	OS MESSAGE FLAG
PTR1	009E	158	CASSETTE ERROR PASS1
T1			TEMPORARY 1
PTR2	009F	159	CASSETTE ERROR PASS2
T2			TEMPORARY 2
TIME	00A0	160	24 HOUR CLOCK IN 1/60TH SECONDS
R2D2	00A3	163	SERIAL BUS USAGE
PCNTR			CASSETTE
BSOUR1	00A4	164	TEMP USED BY SERIAL ROUTINE
FIRT			
COUNT	00A5	165	TEMP USED BY SERIAL ROUTINE
CNTDN			CASSETTE SYNC COUNTDOWN
BUFPT	00A6	166	CASSETTE BUFFER POINTER

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
			KERNAL/EDITOR STORAGE
INBLT	00A7	167	RS-232 RCVR INPUT BIT STORAGE
SHCNL			CASSETTE SHORT COUNT
BITCI	00A8	168	RS-232 RCVR BIT COUNT IN
RER			CASSETTE READ ERROR
RINONE	00A9	169	RS-232 RCVR FLAG FOR START BIT CHECK
REZ			CASSETTE READING ZEROES
RIDATA	00AA	170	RS-232 RCVR BYTE BUFFER
RDFLG			CASSETTE READ MODE
RIPRTY	00 AB	171	RS-232 RCVR PARITY STORAGE
SHCNH			CASSETTE SHORT CNT
SAL	00AC	172	POINTER: TAPE BUFFER / SCREEN SCROLLING
SAH	00AD	173	
EAL	00 AE	174	TAPE END ADDRESSES / END OF PROGRAM
EAH	00AF	175	
CMPO	00B0	176	TAPE TIMING CONSTANTS
TEMP	00B1	177	
TAPE1	00B2	178	ADDRESS OF TAPE BUFFER
BITTS	00B4	180	RS-232 TRNS BIT COUNT
SNSW1			
NXTBIT	00B5	181	RS-232 TRNS NEXT BIT TO BE SENT
DIFF			
RODATA	00B6	182	RS-232 TRNS BYTE BUFFER
PRP			
FNLEN	00B7	183	LENGTH CURRENT FILE N STR
LA	00B8	184	CURRENT FILE LOGICAL ADDR
SA	00B9	185	CURRENT FILE 2ND ADDR
FA	00BA	186	CURRENT FILE PRIMARY ADDR
FNADR	00BB	187	ADDR CURRENT FILE NAME STR
ROPRTY	00BD	189	RS-232 TRNS PARITY BUFFER
OCHAR			
FSBLK	00BE	190	CASSETTE READ BLOCK COUNT
DRIVE	00BF	191	
MYCH			SERIAL WORD BUFFER
CAS1	00C0	192	CASSETTE MANUAL/CNTRLED SWITCH (UPDATED DURING IRQ)
TRACK	00C1	193	
STAL			I/O START ADDRESS (LO)
SECTOR	00C2	194	
STAH			I/O START ADDRESS (HI)
MEMUSS	00C3	195	CASSETTE LOAD TEMPS (2 BYTES)
TMP2			
DATA	00C5	197	TAPE READ/WRITE DATA

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
KERNAL/EDITOR STORAGE			
BA	00C6	198	BANK FOR CURRENT LOAD/SAVE/VERIFY OPERATION
FN BANK	00C7	199	BANK WHERE CURRENT FN IS FOUND (AT 'FNADR')
RIBUF	00C8	200	RS-232 INPUT BUFFER POINTER
ROBUF	00CA	202	RS-232 OUTPUT BUFFER POINTER
GLOBAL SCREEN E			
KEYTAB	00CC	204	KEYSCAN TABLE POINTER
IMPARM	00CE	206	PRIMM UTILITY STRING POINTER
NDX	00D0	208	INDEX TO KEYBOARD QUEUE
KYNDX	00D1	209	PENDING FUNCTION KEY FLAG
KEYIDX	00D2	210	INDEX INTO PENDING FUNCTION KEY STRING
SHFLAG	00D3	211	KEYSCAN SHIFT KEY STATUS
SFDX	00D4	212	KEYSCAN CURRENT KEY INDEX
LSTX	00D5	213	KEYSCAN LAST KEY INDEX
CRSW	00D6	214	<CR> INPUT FLAG
MODE	00D7	215	40/80 COLUMN MODE FLAG
GRAPHM	00D8	216	TEXT/GRAPHIC MODE FLAG
CHAREN	00D9	217	RAM/ROM VIC CHARACTER FETCH FLAG (BIT-2)

THE FOLLOWING LOCATIONS ARE SHARED BY SEVERAL EDITOR ROUTINES.

SEDSAL	00DA	218	POINTERS FOR MOVLIN
BITMSK	00DA	218	TEMPORARY FOR TAB & LINE WRAP ROUTINES
SAVER	00DB	219	ANOTHER TEMPORARY PLACE TO SAVE A REG.
SEDEAL	00DC	220	
SEDT1	00DE	222	SAVPOS
SEDT2	00DF	223	
KEYSIZ	00DA	218	PROGRAMMABLE KEY VARIABLES
KEYLEN	00DB	219	
KEYNUM	00DC	220	
KEYNXT	00DD	221	
KEYBNK	00DE	222	
KEYTMP	00DF	223	

LOCAL SCREEN EDITOR VARIABLES.  
THESE ARE SWAPPED OUT TO \$0A40  
WHEN SCREEN (40/80) MODE CHANGES.

PNT	00E0	224	POINTER TO CURRENT LINE (TEXT)
USER	00E2	226	POINTER TO CURRENT LINE (ATTRIBUTE)



MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
LOCAL SCREEN EDITOR VARIABLES. THESE ARE SWAPPED OUT TO \$0A40 WHEN SCREEN (40/80) MODE CHANGES.			
SCBOT	00E4	228	WINDOW LOWER LIMIT
SCTOP	00E5	229	WINDOW UPPER LIMIT
SCLF	00E6	230	WINDOW LEFT MARGIN
SCRT	00E7	231	WINDOW RIGHT MARGIN
LSXP	00E8	232	CURRENT INPUT COLUMN START
LSTP	00E9	233	CURRENT INPUT LINE START
INDX	00EA	234	CURRENT INPUT LINE END
TBLX	00EB	235	CURRENT CURSOR LINE
PNTR	00EC	236	CURRENT CURSOR COLUMN
LINES	00ED	237	MAXIMUM NUMBER OF SCREEN LINES
COLUMNS	00EE	238	MAXIMUM NUMBER OF SCREEN COLUMNS
DATAX	00EF	239	CURRENT CHARACTER TO PRINT
LSTCHR	00F0	240	PREVIOUS CHAR PRINTED (FOR <ESC> TEST)
COLOR	00F1	241	CURR ATTRIBUTE TO PRINT (DEFAULT FGND COLOR)
TCOLOR	00F2	242	SAVED ATTRIB TO PRINT ('INSERT' & 'DELETE')
RVS	00F3	243	REVERSE MODE FLAG
QTSW	00F4	244	QUOTE MODE FLAG
INSRT	00F5	245	INSERT MODE FLAG
INSFLG	00F6	246	AUTO-INSERT MODE FLAG
LOCKS	00F7	247	DISABLES <SHIFTX><C=>, <CTRL> S
SCROLL	00F8	248	DISABLES SCREEN SCROLL, LINE LINKER
BEEPER	00F9	249	DISABLES <CTRL> G
FREKZP	00FA	250	FREE ZERO PAGE RESERVED FOR APPLICATIONS SOFTWARE (\$FA-\$FE)
LOFBUF	00FF	255	

## BASIC/DOS INTERFACE VARS

BAD	0100	256	TAPE READ ERRORS
FBUFR			AREA TO BUILD FILENAME IN (16 BYTES)
XCNT	0110	272	DOS LOOP COUNTER

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC/DOS INTERFACE VARS			
DOSFIL	0111	273	DOS FILENAME 1 LEN
DOSDS1	0112	274	DOS DISK DRIVE 1
DOSF2L	0113	275	DOS FILENAME 2 LEN
DOSDS2	0114	276	DOS DISK DRIVE 2
DOSF2A	0115	277	DOS FILENAME 2 ADDR
DOSOFL	0117	279	BLOAD/BSAVE STARTING ADDRESS
DOSOFH	0119	281	....AND ENDING ADDRESS
DOSLA	011B	283	DOS LOGICAL ADDR
DOSFA	<b>one</b>	284	DOS PHYS ADDR
DOSSA	011D	285	DOS SEC. ADDR
DOSRCL	011E	286	DOS RECORD LENGTH
DOSBNK	011F	287	
DOSDID	0120	288	DOS DISK ID
DIDCHK	0122	290	DOS DSK ID FLG
			SPACE USED BY PRINT USING
BNR	0123	291	POINTER TO BEGIN. NO.
ENR	0124	292	POINTER TO END NO.
DOLR	0125	293	DOLLAR FLAG
FLAG	0126	294	COMMA FLAG
SWE	0127	295	COUNTER
USGN	0128	296	SIGN EXPONENT
UEXP	0129	297	POINTER TO EXPONENT
VN	012A	298	# OF DIGITS BEFORE DECIMAL POINT
CHSN	012B	299	JUSTIFY FLAG
VF	012C	300	# OF POS BEFORE DECIMAL POINT (FIELD)
NF	012D	301	# OF POS AFTER DECIMAL POINT (FIELD)
POSP	012E	302	+/-FLAG (FIELD)
FESP	012F	303	EXPONENT FLAG (FIELD)
ETOF	0130	304	SWITCH
CFORM	0131	305	CHAR COUNTER (FIELD)
SNO	0132	306	SIGN NO
BLFD	0133	307	BLANK/STAR FLAG
BEGFD	0134	308	POINTER TO BEGIN OF FIELD
LFOR	0135	309	LENGTH OF FORMAT
ENDFD	0136	310	POINTER TO END OF FIELD
SYSTK	0137	311	SYSTEM STACK (\$0137-\$01FF)
BUF	0200	512	INPUT BUFFER: BASIC & MONITOR (\$0200-\$02A1)

THE COMMODORE 128 AND COMMODORE 64 MEMORY MAPS SI I

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC/DOS INTERFACE VARS			
FETCH	02A2	674	LDA(-),Y FROM ANY BANK
FETVEC	02AA	682	
STASH	02AF	687	STA(-),Y TO ANY BANK
STAVEC	02B9	697	
CMPARE	02BE	702	CMP(-),Y TO ANY BANK
CMPVEC	02C8	712	
JSRFAR	02CD	716	JSR XXXX TO ANY BANK & RETURN
JMPFAR	02E3	739	JMP XXXX TO ANY BANK

VECTORS

ESC_FN_VEC	02FC	764	VECTOR FOR ADDITIONAL FUNCTION ROUTINES
BNKVEC	02FE	766	VECTOR FOR FUNCTION CART. USERS
IERROR	0300	768	VECTOR FOR PRINT BASIC ERROR (ERR IN .X)
IMAIN	0302	770	VECTOR TO MAIN (SYSTEM DIRECT LOOP)
ICRNCH	0304	772	VECTOR TO CRUNCH (TOKENIZATION ROUTINE)
IQPLOP	0306	774	VECTOR TO LIST BASIC TEXT (CHAR LIST)
IGONE	0308	776	VECTOR TO GONE (BASIC CHAR DISPATCH)
IEVAL	030A	778	VECTOR TO BASIC TOKEN EVALUATION
IESCLK	030C	780	VECTOR TO ESCAPE-TOKEN CRUNCH,
IESCPR	030E	782	...LIST,
IESCEX	0310	784	...AND EXECUTE,
HRQ	0314	788	IRQ RAM VECTOR ^
CINV			
IBRK	0316	790	BRK INSTR RAM VECTOR ?
CBINV			
INMI	0318	792	NMI VECTOR
IOPEN	031A	794	KERNAL OPEN ROUTINE VECTOR
ICLOSE	031C	796	KERNAL CLOSE ROUTINE VECTOR
ICKIN	031E	798	KERNAL CHKIN ROUTINE VECTOR
ICKOUT	0320	800	KERNAL CHKOUT ROUTINE VECTOR
ICLRCH	0322	802	KERNAL CLRCHN ROUTINE VECTOR

CI28 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
VECTORS			
IBASIN	0324	804	KERNAL CHRIN ROUTINE VECTOR
IBSOUT	0326	806	KERNAL CHROUT ROUTINE VECTOR
ISTOP	0328	808	KERNAL STOP ROUTINE VECTOR
IGETIN	032A	810	KERNAL GETIN ROUTINE VECTOR
ICLALL	032C	812	KERNAL CLALL ROUTINE VECTOR
EXMON	032E	814	MONITOR COMMAND VECTOR
ILOAD	0330	816	KERNAL LOAD ROUTINE VECTOR
ISAVE	0332	818	KERNAL SAVE ROUTINE VECTOR

EDITOR INDIRECT VECTORS

CTLVEC	0334	820	EDITOR: PRINT 'CONTRL' INDIRECT
SHFVEC	0336	822	EDITOR: PRINT 'SHIFTD' INDIRECT
ESCVEC	0338	824	EDITOR: PRINT 'ESCAPE' INDIRECT
KEYVEC	033A	826	EDITOR: KEYSKAN LOGIC INDIRECT
KEYCHK	033C	828	EDITOR: STORE KEY INDIRECT
DECODE	033E	830	VECTORS TO KEYBOARD MATRIX DECODE TABLES
KEYD	034A	842	IRQ KEYBOARD BUFFER (10 BYTES)
TABMAP	0354	852	BITMAP OF TAB STOPS (10 BYTES, \$0354-D)
BITABL	035E	862	BITMAP OF LINE WRAPS TABMAP AND BITABL GET SWAPPED TO \$0A60 WHEN SCREEN 40/80 MODE IS CHANGED.
LAT	0362	866	LOGICAL FILE NUMBERS
FAT	036C	876	PRIMARY DEVICE NUMBERS
SAT	0376	886	SECONDARY ADDRESSES
CHRGET	0380	896	
CHRGOT	0386	902	
QNUM	0390	912	

INDIRECT LOAD SUBROUTINE AREA

INDSUB_RAM0	039F	927	SHARED ROM FETCH SUB
INDSUB_RAM1	03AB	939	SHARED ROM FETCH SUB
INDIN1_RAM1	03B7	950	INDEX1 INDIRECT FETCH
INDIN2	03C0	959	INDEX2 INDIRECT FETCH
INDTXT	03C9	968	TXTPTR

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
INDIRECT LOAD SUBROUTINE AREA			
ZERO	03D2	977	NUMERIC CONSTANT FOR BASIC
CURRENT-BANK	03D5	979	CONTEXT FOR SYS,POKE,PEEK FROM BANK CMMD
TMPDES	03D6	980	TEMP FOR INSTR
FIN_BANK	03DA	984	BANK POINTER FOR STRING/NUMBER CONVERT RTN
SAVSIZ	03DB	985	TEMP WORK LOCATIONS FOR SSHAPE
BITS	03DF	989	FAC#1 OVERFLOW DIGIT
SPRTMP_1	03E0	990	TEMP FOR SPRSAV
SPRTMP_2	03E1	991	
FG_BG	03E2	992	PACKED FOREGROUND/BACKGROUND COLOR NYBBLES
FG_MC1	03E3	993	PACKED FOREGROUND/MULTICOLOR 1 COLOR NYBBLES

## PAGE FOUR &amp; HIGHER DECLARATIONS

VICSCN	<b>0400</b>	1024	(BEGINNING OF BANKABLE RAM) VIDEO MATRIX #1: VIC 40-COLUMN TEXT SCREEN \$0400-\$07FF
	0800	2048	BASIC RUN-TIME STACK (512 BYTES) \$0800-\$09FF

## ABSOLUTE KERNAL VARIABLES

SYSTEM_VECTOR	0A00	2560	VECTOR TO RESTART SYSTEM (BASIC WARM)
DEJAVU	0A02	2562	KERNAL WARM/COLD INIT'N STATUS BYTE
PALNTS	0A03	2563	PAL/NTSC SYSTEM FLAG
INIT_STATUS	0A04	2564	FLAGS RESET VS. NMI STATUS FOR INIT'N RTNS
MEMSTR	0A05	2565	PTR TO BOTTOM OF AVAIL. MEMORY IN SYSTEM BANK
MEMSIZ	0A07	2567	PTR TO TOP OF AVAILABLE MEMORY IN SYSTEM BANK
IRQTMP	0A09	2569	TAPE HANDLER PRESERVES IRQ INDIRECT HERE
CASTON	0A0B	2571	TOD SENSE DURING TAPE OPERATIONS
KIKA26	0A0C	2572	TAPE READ TEMPORARY
STUPID	0A0D	2573	TAPE READ D1IRQ INDICATOR
TIMOUT	0A0E	2574	FAST SERIAL TIMEOUT FLAG
ENABL	0A0F	2575	RS-232 ENABLES

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
ABSOLUTE KERNAL VARIABLES			
M51CTR	0A10	2576	RS-232 CONTROL REGISTER
M51CDR	0A11	2577	RS-232 COMMAND REGISTER
M51AJB	0A12	2578	RS-232 USER BAUD RATE
RSSTAT	0A14	2580	RS-232 STATUS REGISTER
BITNUM	0A15	2581	RS-232 NUMBER OF BITS TO SEND
BAUDOF	0A16	2582	RS-232 BAUD RATE FULL BIT TIME (CREATED BY OPEN)
RIDBE	0A18	2584	RS-232 INPUT BUFFER INDEX TO END
RIDBS	0A19	2585	RS-232 INPUT BUFFER INDEX TO START
RODBS	0A1A	2586	RS-232 OUTPUT BUFFER INDEX TO START
RODBE	0A1B	2587	RS-232 OUTPUT BUFFER INDEX TO END
SERIAL	0A1C	2588	FAST SERIAL INTERNAL/EXTERNAL FLAG
TIMER	0A1D	2589	DECREMENTING JIFFIE REGISTER
GLOBAL ABSOLUTE SCREEN EDITOR DECLARATIONS			
XMAX	0A20	2592	KEYBOARD QUEUE MAXIMUM SIZE
PAUSE	0A21	2593	<CTRL>S FLAG
RPTFLG	0A22	2594	ENABLE KEY REPEATS
KOUNT	0A23	2595	DELAY BETWEEN KEY REPEATS
DELAY	0A24	2596	DELAY BEFORE A KEY STARTS REPEATING
LSTSHF	0A25	2597	DELAY BETWEEN <O><SHFT> TOGGLES
BLNON	0A26	2598	VIC CURSOR MODE (BLINKING, SOLID)
BLNSW	0A27	2599	VIC CURSOR DISABLE
BLNCT	0A28	2600	VIC CURSOR BLINK COUNTER
GDBLN	0A29	2601	VIC CURSOR CHARACTER BEFORE BLINK
GDCOL	0A2A	2602	VIC CURSOR COLOR BEFORE BLINK
CURMOD	0A2B	2603	VDC CURSOR MODE (WHEN ENABLED)
VM1	0A2C	2604	VIC TEXT SCREEN/CHARACTER BASE POINTER
VM2	0A2D	2605	VIC BIT-MAP BASE POINTER
VM3	0A2E	2606	VDC TEXT SCREEN BASE
VM4	0A2F	2607	VDC ATTRIBUTE BASE
LINTMP	0A30	2608	TEMPORARY POINTER TO LAST LINE FOR LOOP4

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
GLOBAL ABSOLUTE SCREEN EDITOR DECLARATIONS			
SAV80A	0A31	2609	TEMPORARY FOR 80-COL ROUTINES
SAV80B	0A32	2610	TEMPORARY FOR 80-COL ROUTINES
CURCOL	0A33	2611	VDC CURSOR COLOR BEFORE BLINK
SPLIT	0A34	2612	VIC SPLIT SCREEN RASTER VALUE
FNADRX	0A35	2613	SAVE .X DURING BANK OPERATIONS
PALCNT	0A36	2614	COUNTER FOR PAL SYSTEMS (JIFFIE ADJUSTMENT)
SPEED	0A37	2615	SAVE SYSTEM SPEED DURING TAPE AND SERIAL OPS
SPRITES	0A38	2616	SAVE SPRITE ENABLES DURING TAPE AND SERIAL OPS
BLANKING	0A39	2617	SAVE BLANKING STATUS DURING TAPE OPS
HOLD_OFF	0A3A	2618	FLAG SET BY USER TO RESRV FULL CNTRL OF VIC
LDTBLSA	0A3B	2619	HI BYTE: SA OF VIC SCRNM (USE W/VM1 TO MOVE SCRNM)
CLR_EA_LO	0A3C	2620	8563 BLOCK FILL
CLR_EA_HI	0A3D	2621	8563 BLOCK FILL
	0A40	2624	\$0A40-\$0A7F RESERVED SWAP AREA FOR SCREEN VARIABLES WHEN (40/80) MODE CHANGES MONITOR'S DOMAIN
XCNT	0A80	2688	COMPARE BUFFER (32 BYTES)
HULP	0AA0	2720	
FORMAT	0AAA	2730	
LENGTH	0AAB	2731	ASM/DIS
MSAL	0AAC	2732	FOR ASSEMBLER
SXREG	0AAF	2735	1 BYTE TEMP USED ALL OVER
SYREG	0AB0	2736	1 BYTE TEMP USED ALL OVER
WRAP	0AB1	2737	1 BYTE TEMP FOR ASSEMBLER
XSAVE	0AB2	2738	SAVE .X HERE DURING INDIRECT SUBROUTINE CALLS
DIRECTION	0AB3	2739	DIRECTION INDICATOR FOR 'TRANSFER'
COUNT	0AB4	2740	PARSE NUMBER CONVERSION
NUMBER	0AB5	2741	PARSE NUMBER CONVERSION
SHIFT	0AB6	2742	PARSE NUMBER CONVERSION
TEMPS	0AB7	2743	

## FUNCTION KEY ROM CARD TABLES

CURBNK	0AC0	2752	CURRENT FUNCTION KEY ROM BANK BEING POLLED
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C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
FUNCTION KEY ROM CARD TABLES			
PAT	0AC1	2753	PHYSICAL ADDRESS TABLE(IDS OF LOGGED-IN CARDS)
DK-FLAG	0AC5	2757	RESERVED FOR FOREIGN SCREEN EDITORS
	0AC6	2758	\$0AC6-\$0AFF RESERVED FOR SYSTEM
TBUFFER	0B00	2810	CASSETTE BUFFER (192 BYTES) \$0B00-\$0BC0, THIS PAGE ALSO USED AS A BUFFER FOR THE DISK AUTO-BOOT
RS232I	0C00	3072	RS-232 INPUT BUFFER
RS232O	0D00	3328	RS-232 OUTPUT BUFFER
	0E00	3584	SPRITE DEFINITION AREA (MUST BE BELOW \$1000) \$0E00-\$0FFF, 512 BYTES
PKYBUF	1000	4096	PROGRAMMABLE FUNCTION KEY LENGTHS TABLE FOR 10 KEYS (F1-F8, <SHIFT RUN>, HELP)
PKYDEF	100A	4106	PROGRAMMABLE FUNCTION KEY STRINGS
DOS/VSP AREA			
DOSSTR	1100	4352	DOS OUTPUT STR. BUF 48 BYTES TO BUILD DOS STRING
VWORK	1131	4401	GRAPHICS VARS
XYPOS	1131	4401	
XPOS	1131	4401	CURRENT X POSITION
YPOS	1133	4403	CURRENT Y POSITION
XDEST	1135	4405	X-COORDINATE DESTINATION
YDEST	1137	4407	Y-COORDINATE DESTINATION
XYABS	1139	4409	LINE DRAWING VARIABLES
XABS	1139	4409	
YABS	113B	4411	
XYSGN	113D	4413	
XSGN	113D	4413	
YSGN	113F	4415	
FCT	1141	4417	
ERRVAL	1145	4421	
LESSER	1147	4423	
GREATR	1148	4424	
			ANGLE ROUTINE VARIABLES
ANGSGN	1149	4425	SIGN OF ANGLE
SINVAL	114A	4426	SINE OF VALUE OF ANGLE



MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
DOS/VSP AREA			
COSVAL	114C	4428	COSINE OF VALUE OF ANGLE
ANGCNT	114E	4430	TEMPS FOR ANGLE DISTANCE ROUTINES

BASIC GRAPHIC VARIABLES.  
THE FOLLOWING 24 BYTES ARE MULTIPLY DEFINED.

CIRCLE DRAWING VARIABLES			
XCIRCL	1150	4432	CIRCLE CENTER, X COORDINATE
YCIRCL	1152	4434	CIRCLE CENTER, Y COORDINATE
XRADUS	1154	4436	X RADIUS
YRADUS	1156	4438	Y RADIUS
ROTANG	1158	4440	ROTATION ANGLE
ANGBEG	115C	4444	ARC ANGLE START
ANGEND	115E	4446	ARC ANGLE END
XRCOS	1160	4448	X RADIUS * COS(ROTATION ANGLE)
YRSIN	1162	4450	Y RADIUS * SIN(ROTATION ANGLE)
XRSIN	1164	4452	X RADIUS * SIN(ROTATION ANGLE)
YRCOS	1166	4454	Y RADIUS * COS(ROTATION ANGLE)

BASIC GENERAL I

XCENTR	1150	4432	
YCENTR	1152	4434	
XDIST1	1154	4436	
YDIST1	1156	4438	
XDIST2	1158	4440	
YDIST2	115A	4442	
DISEEND	115C	4444	PLACEHOLDER
COLCNT	115E	4446	CHAR'S COL. COUNTER
ROWCNT	115F	4447	
STRCNT	1160	4448	
BOX-DRAWING VARIABLES			
XCORD1	1150	4432	POINT 1 X-COORD.
YCORD1	1152	4434	POINT 1 Y-COORD.
BOXANG	1154	4436	ROTATION ANGLE
XCOUNT	1156	4438	
YCOUNT	1158	4440	
BXLENG	115A	4442	LENGTH OF A SIDE
XCORD2	115C	4444	
YCORD2	115E	4446	

SHAPE AND MOVE-SHAPE VARIABLES

KEYLEN	1151	4433	
KEYNXT	1152	4434	
STRSZ	1153	4435	STRING LEN

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
SHAPE AND MOVE-SHAPE VARIABLES			
GETTYP	1154	4436	REPLACE SHAPE MODE
STRPTR	1155	4437	STRING POS'N COUNTER
OLDBYT	1156	4438	OLD BIT MAP BYTE
NEWBYT	1157	4439	NEW STRING OR BIT MAP BYTE
	1158	4440	PLACEHOLDER
XSIZE	1159	4441	SHAPE COLUMN LENGTH
YSIZE	115B	4443	SHAPE ROW LENGTH
XSAVE	115D	4445	TEMP FOR COLUMN LENGTH
STRADR	115F	4447	SAVE SHAPE STRING DESCRIPTOR
BITIDX	1161	4449	BIT INDEX INTO BYTE
BASIC GRAPHIC VARIABLES			
CHRPAG	1168	4456	HIGH BYTE: ADDR OF CHARROM FOR 'CHAR' CMD.
BITCNT	1169	4457	TEMP FOR GSHAPE
SCALEM	116A	4458	SCALE MODE FLAG
WIDTH	116B	4459	DOUBLE WIDTH FLAG
FILFLG	116C	4460	BOX FILL FLAG
BITMSK	116D	4461	TEMP FOR BIT MASK
NUMCNT	116E	4462	
TRCFLG	116F	4463	FLAGS TRACE MODE
RENUM_TMP_1	1170	4464	A TEMP FOR RENUMBER
RENUM_TMP_2	1172	4466	A TEMP FOR RENUMBER
T3	1174	4468	
T4	1175	4469	
VTEMP3	1177	4471	GRAPHIC TEMP STORAGE
VTEMP4	1178	4472	
VTEMP5	1179	4473	
ADRAY1	117A	4474	PTR TO ROUTINE: CONVERT FLOAT -> INTEGER
ADRAY2	117C	4476	PTR TO ROUTINE: CONVERT INTEGER -* FLOAT
SPRITE.J3ATA	117E	4478	SPRITE SPEED/DIRECTION TABLES (\$117E-D5)
VIC_SAVE	11D6	4566	COPY OF VIC REG'S, USED TO UPDATE CHIP DURING RETRACE (21 BYTES, \$11D6-EA)
UPPER_LOWER	11EB	4587	POINTER TO UPPER/LOWER CHAR SET FOR CHAR
UPPER__GRAPHIC	11EC	4588	PTR. TO UPPER/GRAPHIC CHAR. SET
DOSSA	11ED	4589	TEMP STORAGE FOR FILE SA DURING RECORD CMD

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC GENERAL NON-ZP STORAGE			
OLDLIN	1200	4608	PREVIOUS BASIC LINE NUMBER
OLDTXT	1202	4610	POINTER: BASIC STATEMENT FOR CONTINUE

PRINT USING DECLARATIONS

PUCHRS	1204	4612	
PUFILL	1204	4612	PRINT USING FILL SYMBOL
PUCOMA	1205	4613	PRINT USING COMMA SYMBOL
PUDOT	1206	4614	PRINT USING D.P. SYMBOL
PUMONY	1207	4615	PRINT USING MONETARY SYMBOL
ERRNUM	1208	4616	USED BY ERROR TRAPPING ROUTINE-LAST ERR NO
ERRLIN	1209	4617	LINE # OF LAST ERROR—\$FFFF IF NO ERROR
TRAPNO	120B	4619	LINE TO GO TO ON ERROR. \$FFXX IF NONE SET
TMPTRP	120D	4621	HOLD TRAP # TEMPOR.
ERRTXT	120E	4622	
TEXT_TOP	1210	4624	TOP OF TEXT POINTER
MAX_MEM_0	1212	4626	HIGHEST ADDRESS AVAILABLE TO BASIC IN RAM 0
TMPTXT	1214	4628	USED BY DO-LOOP. COULD BE MULT. ASSIGNED
TMPLIN	1216	4630	
USRPOK	1218	4632	
RNDX	121B	4635	
CIRCLE_SEGMENT	1220	4640	DEGREES PER CIRCLE SEGMENT
DE.TAVU	1221	4641	'COLD' OR 'WARM' RESET STATUS

BASIC STORAGE FOR MUSIC VECTORS

TEMPO_RATE	1222	4642
VOICES	1223	4643
NTIME	1229	4649
OCTAVE	122B	4651
SHARP	122C	4652
PITCH	122D	4653
VOICE	122F	4655
WAVE0	1230	4656
DNOTE	1233	4659
FLTSAV	1234	4660
FLTFLG	1238	4664
NIBBLE	1239	4665
TONNUM	123A	4666

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC STORAGE FOR MUSIC VECTORS			
TONVAL	123B	4667	
PARCNT	123E	4668	
ATKTAB	123F	4669	
SUSTAB	1249	4681	
WAVTAB	1253	4691	
PULSLW	125D	4701	
PULSHI	1267	4711	
FILTERS	1271	4721	
INTERRUPT VECTORS			
INT_TRIP_FLAG	1276	4726	
INT_ADR_LO	1279	4729	
INT_ADR_HI	127C	4732	
INTVAL	127F	4735	
COLTYP	1280	4736	
BASIC SOUND COMMAND VARS			
SOUND_VOICE	1281	4737	
SOUND_TIME_LO	1282	4738	
SOUND_TIME_HI	1285	4741	
SOUND_MAX_LO	1288	4744	
SOUND_MAX_HI	128B	4747	
SOUND_MIN_LO	128E	4750	
SOUND_MIN_HI	1291	4753	
SOUND_DIRECTION	1294	4756	
SOUND_STEP_LO	1297	4759	
SOUND_STEP_HI	129A	4762	
SOUND_FREQ_LO	129D	4765	
SOUND_FREQ_HI	12A0	4768	
TEMP_TIME_LO	12A3	4771	
TEMP_TIME_HI	12A4	4772	
TEMP_MAX_LO	12A5	4773	
TEMP_MAX_HI	12A6	4774	
TEMP_MIN_LO	12A7	4775	
TEMP_MIN_HI	12A8	4776	
TEMP_DIRECTION	12A9	4777	
TEMP_STEP_LO	12AA	4778	
TEMP_STEP_HI	12AB	4779	
TEMP_FREQ_LO	12AC	4780	
TEMP_FREQ_HI	12AD	4781	
TEMP_PULSE_LO	12AE	4782	
TEMP_PULSE_HI	12AF	4783	
TEMP_WAVEFORM	12B0	4784	

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC SOUND COMMAND VARS			
POT_TEMP_1	12B1	4785	TEMPORARIES FOR 'POT' FUNCTION
POT_TEMP_2	12B2	4786	
WINDOW_TEMP	12B3	4787	
SAVRAM	12B7	4791	USED BY SPRDEF & SAVSPR
DEFMOD	12FA	4858	USED BY SPRDEF & SAVSPR
LINCNT	12FB	4859	USED BY SPRDEF & SAVSPR
SPRITE_NUMBER	12FC	4860	USED BY SPRDEF & SAVSPR
IRQ_WRAP_FLAG	12FD	4861	USED BY BASIC IRQ TO BLOCK ALL BUT ONE IRQ CALL
	1300	4864	APPLICATION PROGRAM AREA \$1300-\$1BFF
RAMBOT	1C00	7168	START OF BASIC TEXT \$1C00-\$EFFF (KERNAL SETS MEMBOT HERE)
	1C00	7168	OR VIDEO MATRIX #2 (1KB OF COLORS FOR BITMAP, IF ALLOCATED) \$1C00-\$1FFF
	2000	8192	VIC BITMAP (8KB, IF ALLOCATED) \$2000-\$3FFF
BEGINNING OF ROM OVER RAM			
	4000	16384	C128 BASIC LO ROM START OF BASIC TEXT IF BIT MAP IS ALLOCATED (RAM) \$4000-\$EFFF
	8000	32768	C128 BASIC HI ROM (OR FUNCTION ROM) \$8000-\$BFFF

## BASIC JUMP TABLE

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
BASIC ENTRY			
JMP HARD_RESET	4000	16384	COLD ENTRY
JMP SOFT_RESET	4003	16387	WARM ENTRY
JMP BASIC_IRQ	4006	16390	IRQ ENTRY
FORMAT CONVERSIONS			
JMP AYINT	AF00	44800	CONVERT F.P. TO INTEGER
JMP GIVAYF	AF03	44803	CONVERT INTEGER TO F.P.

Basic Jump Table (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
FORMAT CONVERSIONS			
JMP FOOT	AF06	44806	CONVERT F.P. TO ASCII STRING
JMPVAL_1	AF09	44809	CONVERT ASCII STRING TO F.P.
JMP GETADR	AFOC	44812	CONVERT F.P. TO AN ADDRESS
JMPFLOATC	AFOF	44815	CONVERT ADDRESS TO F.P.
MATH FUNCTIONS			
JMPFSUB	AF12	44818	MEM - FACC
JMPFSUBT	AF15	44821	ARG - FACC
JMP FADD	AF18	44824	MEM + FACC
JMPFADDT	AF1B	44827	ARG - FACC
JMP FMULT	AF1E	44830	MEM * FACC
JMP FMULTT	AF21	44833	ARG * FACC
JMPFDIV	AF24	44836	MEM / FACC
JMPFDIVT	AF27	44839	ARG / FACC
JMP LOG	AF2A	44842	COMPUTE NATURAL LOG OF FACC
JMP INT	AF2D	44845	PERFORM BASIC INT ON FACC
JMPSQR	AF30	44848	COMPUTE SQUARE ROOT OF FACC
JMPNEGOP	AF33	44851	NEGATE FACC
JMPFPWR	AF36	44854	RAISE ARG TO THE MEM POWER
JMP FPWRT	AF39	44857	RAISE ARG TO THE FACC POWER
JMPEXP	AF3C	44860	COMPUTE EXP OF FACC
JMP COS	AF3F	44863	COMPUTE COS OF FACC
JMP SIN	AF42	44866	COMPUTE SIN OF FACC
JMP TAN	AF45	44869	COMPUTE TAN OF FACC
JMPATN	AF48	44872	COMPUTE ATN OF FACC
JMP ROUND	AF4B	44875	ROUND FACC
JMPABS	AF4E	44878	ABSOLUTE VALUE OF FACC
JMP SIGN	AF51	44881	TEST SIGN OF FACC
JMP FCOMP	AF54	44884	COMPARE FACC WITH MEM
JMP RND 0	AF57	44887	GENERATE RANDOM F.P. NUMBER
MOVEMENT			
JMPCONUPK	AF5A	44890	MOVE RAM MEM TO ARG
JMPROMUPK	AF5D	44893	MOVE ROM MEM TO ARG
JMPMOVERM	AF60	44896	MOVE RAM MEM TO FACC
JMP MOVFM	AF63	44899	MOVE ROM MEM TO FACC
JMP MOVMF	AF66	44902	MOVE FACC TO MEM
JMPMOVFA	AF69	44905	MOVE ARG TO FACC
JMP MOVAF	AF6C	44908	MOVE FACC TO ARG
OTHER BASIC ROUTINES			
JMP OPTAB	AF6F	44911	
JMP DRAWLN	AF72	44914	

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
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## OTHER BASIC ROUTINES

JMP GLOT	AF75	44917
JMP CIRSUB	AF78	44920
JMP RUN	AF7B	44923
JMP RUNC	AF7E	44926
JMP CLEAR	AF81	44929
JMP NEW	AF84	44932
JMP LNKPRG	AF87	44935
JMP CRUNCH	AF8A	44938
JMP FNDLIN	AF8D	44941
JMP NEWSTT	AF90	44944
JMP EVAL	AF93	44947
JMP FRMEVL	AF96	44950
JMP RUN_A_ PROGRAM	AF99	44953
JMP SETEXC	AF9C	44956
JMP LINGET	AF9F	44959
JMP GARBA2	AFA2	44962
JMP EXECUTE_A_ LINE	AFA5	44965

## MONITOR ENTRY

JMP CALL	B000	45056	MONITOR CALL ENTRY
JMP BREAK	B003	45059	MONITOR BREAK ENTRY
JMP MONCMD	B006	45062	MONITOR COMMAND PARSER ENTRY
	C000	49152	KERNAL (OR FUNCTION) ROM \$C000-\$FFFF

## EDITOR JUMP TABLE

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
JMP CINT	C000	49152	INITIALIZE EDITOR & SCREEN
JMP DISPLY	C003	49155	DISPLAY CHARAC IN .A, COLOR IN.X
JMP LP2	C006	49158	GET KEY FROM IRQ BUFFER INTO .A
JMP LOOP5	C009	49161	GET A CHR FROM SCRN LINE INTO.A
JMP PRINT	C00C	49164	PRINT CHARACTER IN .A
JMP SCRORG	C00F	49167	GET # OF SCRN ROWS, COLS INTO X&Y

*Editor Jump Table (continued)*

MEMORV ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
JMP SCNKEY	C012	49170	SCAN KEYBOARD SUBROUTINE
JMP REPEAT	C015	49173	HANDLE REPEAT KEY&STORE DECODED KEY
JMP PLOT	C018	49176	READ OR SET CRSR POSITION IN .X, .Y
JMP CURSOR	C01B	49179	MOVE 8563 CURSOR SUBROUTINE
JMP ESCAPE	C01E	49182	EXECUTE ESC FUNCTION USING CHR IN .A
JMP KEYSSET	C021	49185	REDEFINE A PROGRAMMABLE FUNC'N KEY
JMP IRQ	C024	49188	IRQ ENTRY
JMP INIT80	C027	49191	INITIALIZE 80-COLUMN CHARACTER SET
JMP SWAPPER	C02A	49194	SWAP EDITOR LOCALS (40/80 CHANGE)
JMP WINDOW	C02D	49197	SET TOP-LEFT OR BOT-RIGHT OF WINDOW
	D000	53248	VIC CHARACTER ROM (\$D000-\$DFFF)

VIC CHIP REGISTERS

VICREG0	D000	53248	SPRITE 0, X-LOCATION
VICREG1	D001	53249	SPRITE 0, Y-LOCATION
VICREG2	D002	53250	SPRITE 1, X-LOCATION
VICREG3	D003	53251	SPRITE 1, Y-LOCATION
VICREG4	D004	53252	SPRITE 2, X-LOCATION
VICREG5	D005	53253	SPRITE 2, Y-LOCATION
VICREG6	D006	53254	SPRITE 3, X-LOCATION
VICREG7	D007	53255	SPRITE 3, Y-LOCATION
VICREG8	D008	53256	SPRITE 4, X-LOCATION
VICREG9	D009	53257	SPRITE 4, Y-LOCATION
VICREG10	D00A	53258	SPRITE 5, X-LOCATION
VICREG11	D00B	53259	SPRITE 5, Y-LOCATION
VICREG12	D00C	53260	SPRITE 6, X-LOCATION
VICREG0	D00D	53261	SPRITE 6, Y-LOCATION
VICREG14	D00E	53262	SPRITE 7, X-LOCATION
VICREG15	D00F	53263	SPRITE 7, Y-LOCATION
VICREG16	D010	53264	MSBIT OF X-LOCATION FOR SPRITES 0-7



MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION												
VIC CHIP REGISTERS															
VICREG17	D011	53265	VIC CONTROL REGISTER 1												
			<table border="1" style="width: 100%;"> <tr><td>7</td><td>RASTER COMPARE BIT</td></tr> <tr><td>6</td><td>EXTENDED COLOR TEXT MODE (1 = ON)</td></tr> <tr><td>5</td><td>BIT MAP MODE (1 = ENABLE)</td></tr> <tr><td>4</td><td>BLANK SCREEN TO BORDER CLR(0 = BLANK)</td></tr> <tr><td>3</td><td>SELECT 24/25 ROW TEXT DISPLAY (1=25)</td></tr> <tr><td>2-0</td><td>SMOOTH SCROLL TO Y DOT POSITION</td></tr> </table>	7	RASTER COMPARE BIT	6	EXTENDED COLOR TEXT MODE (1 = ON)	5	BIT MAP MODE (1 = ENABLE)	4	BLANK SCREEN TO BORDER CLR(0 = BLANK)	3	SELECT 24/25 ROW TEXT DISPLAY (1=25)	2-0	SMOOTH SCROLL TO Y DOT POSITION
7	RASTER COMPARE BIT														
6	EXTENDED COLOR TEXT MODE (1 = ON)														
5	BIT MAP MODE (1 = ENABLE)														
4	BLANK SCREEN TO BORDER CLR(0 = BLANK)														
3	SELECT 24/25 ROW TEXT DISPLAY (1=25)														
2-0	SMOOTH SCROLL TO Y DOT POSITION														
VICREG18	D012	53266	READ/WRITE RASTER VALUE FOR COMPARE IRQ												
VICREG19	D013	53267	LIGHT PEN LATCH X-POSITION												
VICREG20	D014	53268	LIGHT PEN LATCH Y-POSITION												
VICREG21	D015	53269	SPRITES 0-7 DISPLAY ENABLE (1 = ENABLE)												
VICREG22	D016	53270	VIC CONTROL REGISTER 2 BITS												
			<table border="1" style="width: 100%;"> <tr><td>7-6</td><td>UNUSED</td></tr> <tr><td>5</td><td>RESET</td></tr> <tr><td>4</td><td>MULTI-COLOR MODE (1 = ENABLE)</td></tr> <tr><td>3</td><td>SELECT 38/40 COLUMN DISPLAY (1 =40 COLS)</td></tr> <tr><td>2-0</td><td>SMOOTH SCROLL TO A-ruMiiurN</td></tr> </table>	7-6	UNUSED	5	RESET	4	MULTI-COLOR MODE (1 = ENABLE)	3	SELECT 38/40 COLUMN DISPLAY (1 =40 COLS)	2-0	SMOOTH SCROLL TO A-ruMiiurN		
7-6	UNUSED														
5	RESET														
4	MULTI-COLOR MODE (1 = ENABLE)														
3	SELECT 38/40 COLUMN DISPLAY (1 =40 COLS)														
2-0	SMOOTH SCROLL TO A-ruMiiurN														
VICREG23	D017	53271	SPRITES 0-7 Y EXPAND												
VICREG24	D018	53272	VIC MEMORY CONTROL REGIST BITS (\$D018)												
			<table border="1" style="width: 100%;"> <tr><td>7-4</td><td>VIDEO MATRIX BASE ADDRESS</td></tr> <tr><td>3-0</td><td>CHARACTER DOT-DATA BASE ADDRESS</td></tr> </table>	7-4	VIDEO MATRIX BASE ADDRESS	3-0	CHARACTER DOT-DATA BASE ADDRESS								
7-4	VIDEO MATRIX BASE ADDRESS														
3-0	CHARACTER DOT-DATA BASE ADDRESS														

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
VIC CHIP REGISTERS			
VICREG25	D019	53273	VIC INTERRUPT FLAG REGISTER (1 = IRQ OCCURRED)  SET ON ANY ENABLED VIC IRQ CONDITION NOT USED LIGHT PEN TRIGGERED IRQ FLAG SPRITE TO SPRITE COLLISION IRQ FLAG SPRITE TO BACKGROUND COLLISION IRQ FLAG RASTER COMPARE IRQ FLAG
VICREG26	D01A	53274	IRQ ENABLE (1 = ENABLED) BITS  7-4 NOT USED 3 LIGHT PEN 2 SPRITE TO SPRITE 1 SPRITE TO BACKGROUND 0 IRQ
VICREG27	D01B	53275	SPRITES 0-7 BACKGROUND PRIORITY (1 = SPRITE)
VICREG28	D01C	53276	SPRITES 0-7 MULTI-COLOR MODE (1 = MULTI-COLOR)
VICREG29	D01D	53277	SPRITES 0-7 X EXPAND
VICREG30	D01E	53278	SPRITE TO SPRITE COLLISION LATCH
VICREG31	D01F	53279	SPRITE TO BACKGROUND COLLISION LATCH
VICREG32	D020	53280	BORDER COLOR
VICREG33	D021	53281	BACKGROUND COLOR 0
VICREG34	D022	53282	BACKGROUND COLOR 1
VICREG35	D023	53283	BACKGROUND COLOR 2
VICREG36	D024	53284	BACKGROUND COLOR 3
VICREG37	D025	53285	SPRITE MULTI-COLOR REGISTER 0
VICREG38	D026	53286	SPRITE MULTI-COLOR REGISTER 1
VICREG39	D027	53287	SPRITE 0 COLOR
VICREG40	D028	53288	SPRITE 1 COLOR
VICREG41	D029	53289	SPRITE 2 COLOR
VICREG42	D02A	53290	SPRITE 3 COLOR

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
VIC CHIP REGISTERS			
VICREG43	D02B	53291	SPRITE 4 COLOR
VICREG44	D02C	53292	SPRITE 5 COLOR
VICREG45	D02D	53293	SPRITE 6 COLOR
VICREG46	D02E	53294	SPRITE 7 COLOR
VICREG47	D02F	53295	KEYBOARD LINES BITS
			7-3 NOT USED
			2-0 K2, K1 AND K0
VICREG48	D030	53296	CLOCK SPEED BITS
			7-2 NOT USED
			1 TEST
			0 2 MHZ
SID REGISTERS			
SIDREG0	D400	54272	VOICE 1 FREQUENCY LO
SIDREG1	D401	54273	VOICE 1 FREQUENCY HI
SIDREG2	D402	54274	VOICE 1 PULSE WIDTH LO
SIDREG3	D403	54275	VOICE 1 PULSE WIDTH HI (0-15)
SIDREG4	D404	54276	VOICE 1 CONTROL REGISTER
			7 NOISE (1 = NOISE)
			6 PULSE (1 = PULSE)
			5 SAW (1 = SAWTOOTH)
			4 TRI (1 = TRIANGLE)
			3 TEST (1 = DISABLE OSCILLATOR)
			2 RING (1 = RING MODULATE OSC 1 WITH OSC 3 OUTPUT)
			1 SYNC (1 = SYNCHRONIZE OSC 1 WITH OSC 3 FREQ)
			0 GATE (1 = START ATTACK/ DECAY/SUSTAIN 0 = START RELEASE)
SIDREG5	D405	54277	VOICE 1 ATTACK/DECAY
			7-4 ATTACK (0-15)
			3-0 DECAY (0-15)

CJ28 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
SID REGISTERS			
SIDREG6	D406	54278	VOICE 1 SUSTAIN/RELEASE <div style="border: 1px solid black; padding: 2px; display: inline-block; vertical-align: middle;">                     7-4 3-0                 </div> SUSTAIN (0-15) RELEASE (0-15)
SIDREG7	D407	54279	VOICE 2 FREQUENCY LO
SIDREG8	D408	54280	VOICE 2 FREQUENCY HI
SIDREG9	D409	54281	VOICE 2 PULSE WIDTH LO
SIDREG10	D40A	54282	VOICE 2 PULSE WIDTH HI (0-15)
SIDREG11	D40B	54283	VOICE 2 CONTROL REGISTER <div style="border: 1px solid black; padding: 2px; display: inline-block; vertical-align: middle;">                     7 6 5 4 3 2 1 0                 </div> NOISE (1 = NOISE) PULSE (1 = PULSE) SAW (1 = SAWTOOTH) TRI (1 = TRIANGLE) TEST (1 = DISABLE OSCILLATOR) RING (1 = RING MODULATE OSC 2 WITH OSC 1 OUTPUT) SYNC (1 = SYNCHRONIZE OSC 2 WITH OSC 1FREQ) GATE (1 = START ATTACK/DECAY/SUSTAIN 0 = START RELEASE)
SIDREG12	D40C	54284	VOICE 2 ATTACK/DECAY <div style="border: 1px solid black; padding: 2px; display: inline-block; vertical-align: middle;">                     7-4 3-0                 </div> ATTACK (0-15) DECAY (0-15)
SIDREG13	D40D	54285	VOICE 2 SUSTAIN/RELEASE <div style="border: 1px solid black; padding: 2px; display: inline-block; vertical-align: middle;">                     3-0                 </div> SUSTAIN (0-15) RELEASE (0-15)
SIDREG14	D40E	54286	VOICE 3 FREQUENCY LO
SIDREG15	D40F	54287	VOICE 3 FREQUENCY HI
SIDREG16	D410	54288	VOICE 3 PULSE WIDTH LO
SIDREG17	D411	54289	VOICE 3 PULSE WIDTH HI (0-15)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION																
SID REGISTERS																			
SIDREG18	D412	54290	VOICE 3 CONTROL REGISTER																
			<table border="1"> <tr><td>7</td><td>NOISE (1 = NOISE)</td></tr> <tr><td>6</td><td>PULSE (1 = PULSE)</td></tr> <tr><td>5</td><td>SAW (1 = SAWTOOTH)</td></tr> <tr><td>4</td><td>TRI (1 = TRIANGLE)</td></tr> <tr><td>3</td><td>TEST (1 = DISABLE OSCILLATOR)</td></tr> <tr><td>2</td><td>RING (1=RING MODULATE OSC 3 WITH OSC 2 OUTPUT)</td></tr> <tr><td>1</td><td>SYNC (1 = SYNCHRONIZE OSC 3 WITH OSC 2 FREQ)</td></tr> <tr><td>0</td><td>GATE (1 = START ATTACK/DECAY/SUSTAIN 0= START RELEASE)</td></tr> </table>	7	NOISE (1 = NOISE)	6	PULSE (1 = PULSE)	5	SAW (1 = SAWTOOTH)	4	TRI (1 = TRIANGLE)	3	TEST (1 = DISABLE OSCILLATOR)	2	RING (1=RING MODULATE OSC 3 WITH OSC 2 OUTPUT)	1	SYNC (1 = SYNCHRONIZE OSC 3 WITH OSC 2 FREQ)	0	GATE (1 = START ATTACK/DECAY/SUSTAIN 0= START RELEASE)
7	NOISE (1 = NOISE)																		
6	PULSE (1 = PULSE)																		
5	SAW (1 = SAWTOOTH)																		
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3	TEST (1 = DISABLE OSCILLATOR)																		
2	RING (1=RING MODULATE OSC 3 WITH OSC 2 OUTPUT)																		
1	SYNC (1 = SYNCHRONIZE OSC 3 WITH OSC 2 FREQ)																		
0	GATE (1 = START ATTACK/DECAY/SUSTAIN 0= START RELEASE)																		
SIDREG19	D413	54291	VOICE 3 ATTACK/DECAY																
			<table border="1"> <tr><td>7-4</td><td>ATTACK (0-15)</td></tr> <tr><td>3-0</td><td>DECAY (0-15)</td></tr> </table>	7-4	ATTACK (0-15)	3-0	DECAY (0-15)												
7-4	ATTACK (0-15)																		
3-0	DECAY (0-15)																		
SIDREG20	D414	54292	VOICE 3 SUSTAIN/RELEASE																
			<table border="1"> <tr><td>7-4</td><td>SUSTAIN (0-15)</td></tr> <tr><td>3-0</td><td>RELEASE (0-15)</td></tr> </table>	7-4	SUSTAIN (0-15)	3-0	RELEASE (0-15)												
7-4	SUSTAIN (0-15)																		
3-0	RELEASE (0-15)																		
SIDREG21	D415	54293	FILTER CUTOFF FREQUENCY LO																
SIDREG22	D416	54294	FILTER CUTOFF FREQUENCY HI																
SIDREG23	D417	54295	RESONANCE/FILTER																
			<table border="1"> <tr><td>7-4</td><td>FILTER RESONANCE (0-15)</td></tr> <tr><td>3</td><td>FILTER EXTERNAL INPUT (1 = YES)</td></tr> <tr><td>2</td><td>FILTER VOICE 3 OUTPUT (1 = YES)</td></tr> <tr><td>1</td><td>FILTER VOICE 2 OUTPUT (1 = YES)</td></tr> <tr><td>0</td><td>FILTER VOICE 1 OUTPUT (1 = YES)</td></tr> </table>	7-4	FILTER RESONANCE (0-15)	3	FILTER EXTERNAL INPUT (1 = YES)	2	FILTER VOICE 3 OUTPUT (1 = YES)	1	FILTER VOICE 2 OUTPUT (1 = YES)	0	FILTER VOICE 1 OUTPUT (1 = YES)						
7-4	FILTER RESONANCE (0-15)																		
3	FILTER EXTERNAL INPUT (1 = YES)																		
2	FILTER VOICE 3 OUTPUT (1 = YES)																		
1	FILTER VOICE 2 OUTPUT (1 = YES)																		
0	FILTER VOICE 1 OUTPUT (1 = YES)																		

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION										
SID REGISTERS													
SIDREG24	D418	54296	MODE/VOLUME										
			<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">7</td> <td>CUTOFF VOICE 3 OUTPUT (1 = OFF)</td> </tr> <tr> <td style="text-align: center;">6</td> <td>SELECT HI-PASS FILTER (1 = ON)</td> </tr> <tr> <td style="text-align: center;">5</td> <td>SELECT BAND-PASS FILTER (1 = ON)</td> </tr> <tr> <td style="text-align: center;">4</td> <td>SELECT LO-PASS FILTER (1 = ON)</td> </tr> <tr> <td style="text-align: center;">3-0</td> <td>OUTPUT VOLUME (0-15)</td> </tr> </table>	7	CUTOFF VOICE 3 OUTPUT (1 = OFF)	6	SELECT HI-PASS FILTER (1 = ON)	5	SELECT BAND-PASS FILTER (1 = ON)	4	SELECT LO-PASS FILTER (1 = ON)	3-0	OUTPUT VOLUME (0-15)
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5	SELECT BAND-PASS FILTER (1 = ON)												
4	SELECT LO-PASS FILTER (1 = ON)												
3-0	OUTPUT VOLUME (0-15)												
SIDREG25	D419	54297	POT X, A/D CONVERTER, PADDLE 1										
SIDREG26	D41A	54298	POT Y, A/D CONVERTER, PADDLE 2										
SIDREG27	D41B	54299	OSCILLATOR 3, RANDOM NUMBER GENERATOR										
SIDREG28	D41C	54300	ENVELOPE GENERATOR 3 OUTPUT										

C128 MEMORY MANAGEMENT UNIT, PRIMARY REGISTERS  
 IMPLEMENTS C128, C64, & CP/M 3.0 MODES

MMUCR1	D500	54528	CONFIGURATION REGISTER														
PCRA	D501	54529	PRECONFIGURATION REGISTER A														
PCRB	D502	54530	PRECONFIGURATION REGISTER B														
PCRC	D503	54531	PRECONFIGURATION REGISTER C														
PCRD	D504	54532	PRECONFIGURATION REGISTER D														
			BITS (\$D500-\$D504)														
			<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">7-6</td> <td>RAM BANK (0-3)</td> </tr> <tr> <td style="text-align: center;">5-4</td> <td>ROM HI (SYSTEM, INT, EXT, RAM)</td> </tr> <tr> <td style="text-align: center;">3-2</td> <td>ROM MID (SYSTEM, INT, EXT, RAM)</td> </tr> <tr> <td style="text-align: center;">1</td> <td>ROM LO (SYSTEM, RAM)</td> </tr> <tr> <td style="text-align: center;">0</td> <td>I/O (I/O BLOCK, ELSE ROM-HI)</td> </tr> </table>	7-6	RAM BANK (0-3)	5-4	ROM HI (SYSTEM, INT, EXT, RAM)	3-2	ROM MID (SYSTEM, INT, EXT, RAM)	1	ROM LO (SYSTEM, RAM)	0	I/O (I/O BLOCK, ELSE ROM-HI)				
7-6	RAM BANK (0-3)																
5-4	ROM HI (SYSTEM, INT, EXT, RAM)																
3-2	ROM MID (SYSTEM, INT, EXT, RAM)																
1	ROM LO (SYSTEM, RAM)																
0	I/O (I/O BLOCK, ELSE ROM-HI)																
MMUMCR	D505	54533	MODE CONFIGURATION REGISTER														
			<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">7</td> <td>40/80 KEY SENSE</td> </tr> <tr> <td style="text-align: center;">6</td> <td>OS MODE, 0 = C128/1 = C64</td> </tr> <tr> <td style="text-align: center;">5</td> <td>/EXROM LINE SENSE</td> </tr> <tr> <td style="text-align: center;">4</td> <td>/GAME LINE SENSE</td> </tr> <tr> <td style="text-align: center;">3</td> <td>FSDIR</td> </tr> <tr> <td style="text-align: center;">2-1</td> <td>NOT USED</td> </tr> <tr> <td style="text-align: center;">0</td> <td>PROCESSOR, 0 = Z80/1 = 8502</td> </tr> </table>	7	40/80 KEY SENSE	6	OS MODE, 0 = C128/1 = C64	5	/EXROM LINE SENSE	4	/GAME LINE SENSE	3	FSDIR	2-1	NOT USED	0	PROCESSOR, 0 = Z80/1 = 8502
7	40/80 KEY SENSE																
6	OS MODE, 0 = C128/1 = C64																
5	/EXROM LINE SENSE																
4	/GAME LINE SENSE																
3	FSDIR																
2-1	NOT USED																
0	PROCESSOR, 0 = Z80/1 = 8502																

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
C128 MEMORY MANAGEMENT UNIT, PRIMARY REGISTERS IMPLEMENTS C128, C64, & CP/M 3.0 MODES			
MMURCR	D506	54534	RAM CONFIGURATION REGISTER <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">                     7-6 VIC RAM BANK (VA17 &amp; VA16)                      5-4 RAM BLOCK (FOR FUTURE EXPANSION)                      3-2 RAM SHARE STATUS (NONE, BOT, TOP, BOTH)                      1-0 RAM SHARE AMOUNT (IK, 4K, StV, l&gt;!V&gt;)                 </div>
MMUPOL	D507	54535	PAGE 0 POINTER LOW
MMUPOH	D508	54536	PAGE 0 POINTER HIGH
MMUP1L	D509	54537	PAGE 1 POINTER LOW
MMUP1H	D50A	54538	PAGE 1 POINTER HIGH
SWAPS PAGE0 AND/OR PAGE1 WITH ANY OTHER PAGE IN THE 256K ADDRESS SPACE BITS (\$D508 & \$D50A)			
<div style="border: 1px solid black; padding: 2px; margin-top: 5px;">                     7-4                      3-2 A19-A18 (USED IN 1MB SYSTEM)                      1-0 A17-A16 (256K SYSTEM)                 </div>			
BITS (\$D507 & \$D509)			
<div style="border: 1px solid black; padding: 2px; margin-top: 5px;">                     7-0 A15-A8                 </div>			
MMUVER	D50B	54539	MMU VERSION NUMBER <div style="border: 1px solid black; padding: 2px; margin-top: 5px;">                     7-4 BANK VERSION                      3-0 MMU VERSION                 </div>

C128 80-COLUMN VIDEO DISPLAY CONTROLLER

VDCADR	D600	54784	8563 ADDRESS REGISTER
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C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION					
ADDRESS AND DATA REGISTER BITS								
	7	6	5	4	3	2	1	0
D600—WRITE	—	—	R5	R4	R3	R2	R1	R0
READ	STATUS	LP	VBLANK	—	—	—	—	—
VDCDAT	D601	54785	8563 DATA REGISTER					
D601—DATA	D7	D6	D5	D4	D3	D2	D1	D0

ADDITIONAL 8563 REGISTERS ARE NOT VISIBLE TO THE 8502

	D700	55040	RESERVED I/O BLOCK
VICCOL	D800	55296	VIC COLOR MATRIX, 1 KB (\$D800-\$DBFF)

6526 CIA#1, COMPLEX INTERFACE ADAPTER #1  
KEYBOARD, JOYSTICK, PADDLES, LIGHTPEN, FAST DISK

D1PRA	DC00	56320	PORT A (OUTPUT KEYBOARD COLUMNS)
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BITS (\$DC00)

0	PRA0:	KEYBD O/P C0/JOY #1 DIRECTION
1	PRA1:	KEYBD O/P C1/JOY #1 DIRECTION
2	PRA2:	KEYBD O/P C2/JOY #1 DIRECTION/PADDLE FIRE BUTTON
3	PRA3:	KEYBD O/P C3/JOY #1 DIRECTION/PADDLE FIRE BUTTON
4	PRA4:	KEYBD O/P C4/JOY #1 FIRE BUTTON
5	PRA5:	KEYBD O/P C5/
6	PRA6:	KEYBD O/P C6/ /SELECT PORT #1 PADDLES
7	PRA7:	KEYBD O/P C7/ /SELECT PORT #2 PADDLES

D1PRB	DC01	56321	PORT B (INPUT KEYBOARD ROWS)
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BITS (\$DC01)

0	PRB0:	KEYBD I/P R0/JOY #2 DIRECTION
1	PRB1:	KEYBD I/P R1/JOY #2 DIRECTION/PADDLE FIRE BUTTON
2	PRB2:	KEYBD I/P R2/JOY #2 DIRECTION/PADDLE FIRE BUTTON
3	PRB3:	KEYBD I/P R3/JOY #2 DIRECTION/
4	PRB4:	KEYBD I/P R4/JOY #2 FIRE BUTTON
5	PRB5:	KEYBD I/P R5/
6	PRB6:	KEYBD I/P R6/TIMER B: TOGGLE /PULSE OUTPUT
7	PRB7:	KEYBD I/P R7/TIMER A: TOGGLE /PULSE OUTPUT

D1DDRA	DC02	56322	DATA DIRECTION PORT A
D1DDRB	DC03	56323	DATA DIRECTION PORT B
D1T1L	DC04	56324	TALO



MEMORY  
ADDRESS  
LABEL

HEXADECIMAL ADDRESS    DECIMAL ADDRESS    DESCRIPTION

6526 CIA#1, COMPLEX INTERFACE ADAPTER #1  
KEYBOARD, JOYSTICK, PADDLES, LIGHTPEN, FAST DISK

D1T1H	DC05	56325	TA HI (TIMER A)
D1T2L	DC06	56326	TBLO
D1T2H	DC07	56327	TB HI (TIMER B)
D1TOD1	DC08	56328	TOD (TENTHS)
D1TODS	DC09	56329	TOD (SECONDS)
D1TODM	DC0A	56330	TOD (MINUTES)
D1TODH	DC0B	56331	TOD (HOURS)
D1SDR	DC0C	56332	SERIAL DATA REGISTER
D1ICR	DC0D	56333	INTERRUPT CONTROL REGISTER
D1CRA	DC0E	56334	CONTROL REGISTER A
D1CRB	DC0F	56335	CONTROL REGISTER B

6526 CIA#2 COMPLEX INTERFACE ADAPTER #2  
USER PORT,RS-232,SERIAL BUS,VIC MEMORY,NMI

D2PRA	DD00	56576	PORT A, SERIAL BUS, RS-232, VA14 & VA15 BITS
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0	PRA0	VA14
1	PRA1	VA15
2	PRA2	RS232 DATA OUTPUT
3	PRA3	SERIAL ATN OUTPUT
4	PRA4	SERIAL CLK OUTPUT
5	PRA5	SERIAL DATA OUTPUT
6	PRA6	SERIAL CLK INPUT
7	PRA7	SERIAL DATA INPUT

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
D2PRB	DD01	56577	PORT B, USER PORT, RS-232 BITS  PRBO : USER PORT / RS-232 RECEIVED DATA PRB1 : USER PORT / RS-232 REQUEST TO SEND PRB2 : USER PORT / RS-232 DATA TERMINAL READY PRB3 : USER PORT / RS-232 RING INDICATOR PRB4 : USER PORT / RS-232 CARRIER DETECT PRB5 : USER PORT PRB6 : USER PORT / RS-232 CLEAR TO SEND PRB7 : USER PORT / RS-232 DATA SET READY
D2DDRA	DD02	56578	DATA DIRECTION PORT A
D2DDRB	DD03	56579	DATA DIRECTION PORT B
D2T1L	DD04	56580	TALO
D2T1H	DD05	56581	TA HI (TIMER A)
D2T2L	DD06	56582	TBLO
D2T2H	DD07	56583	TB HI (TIMER B)
D2TOD1	DD08	56584	TOD (TENTHS)
D2TODS	DD09	56585	TOD (SECONDS)
D2TODM	DD0A	56586	TOD (MINUTES)
D2TODH	DD0B	56587	TOD (HOURS)
D2SDR	DD0C	56588	SERIAL DATA REGISTER
D2ICR	DD0D	56589	INTERRUPT CONTROL REGISTERS (NMIS)
D2CRA	DD0E	56590	CONTROL REGISTER A
D2CRB	DD0F	56591	CONTROL REGISTER B
101	DE00	56832	EXPANSION I/O SLOT (RESERVED)
IO2	DFO0	57088	EXPANSION I/O SLOT (RESERVED) C128 DMA CONTROLLER FOR EXPANSION RAM ACCESS OPTIONAL DEVICE MAPPED INTO IO2 BLOCK VIA SYSTEM EXPANSION PORT (PRELIMINARY)
DMAST	DFO0	57088	DMA CONTROLLER STATUS REGISTER (READ ONLY)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION														
			INTERRUPT PENDING (1 = INT. WAITING TO BE SERVICED) END OF BLOCK (1= TRANSFER COMPLETE) FAULT (1 = BLOCK VERIFY ERROR) SIZE(0 = EXP. MEMORY = 128K) (1 = EXP. MEMORY = 512K) VERSION														
DMA CMD	DF01	57089	DMA CONTROLLER COMMAND REGISTER <table border="1" style="margin-left: 20px;"> <tr><td>7</td><td>EXECUTE</td></tr> <tr><td>6</td><td>RESERVED</td></tr> <tr><td>5</td><td>LOAD (1 = ENABLE AUTO = LOAD)</td></tr> <tr><td>4</td><td>\$FF00 (1 = DISABLE \$FF00 DECADES)</td></tr> <tr><td>3</td><td>RESERVED</td></tr> <tr><td>2</td><td>RESERVED</td></tr> <tr><td>1-0</td><td>MODE (00 = TRANSFER FROM INTERNAL TO EXTERNAL, 01 = FROM EXT TO INT, 10 = SWAP, 11 = VERIFY)</td></tr> </table>	7	EXECUTE	6	RESERVED	5	LOAD (1 = ENABLE AUTO = LOAD)	4	\$FF00 (1 = DISABLE \$FF00 DECADES)	3	RESERVED	2	RESERVED	1-0	MODE (00 = TRANSFER FROM INTERNAL TO EXTERNAL, 01 = FROM EXT TO INT, 10 = SWAP, 11 = VERIFY)
7	EXECUTE																
6	RESERVED																
5	LOAD (1 = ENABLE AUTO = LOAD)																
4	\$FF00 (1 = DISABLE \$FF00 DECADES)																
3	RESERVED																
2	RESERVED																
1-0	MODE (00 = TRANSFER FROM INTERNAL TO EXTERNAL, 01 = FROM EXT TO INT, 10 = SWAP, 11 = VERIFY)																
DMA ADL	DF02	57090	LSB OF INTERNAL (C128) ADDRESS TO ACCESS														
DMA ADH	DF03	57091	MSB OF INTERNAL (C128) ADDRESS TO ACCESS														
DMA LO	DF04	57092	LSB OF EXTERNAL EXPANSION RAM TO ACCESS														
DMA HI	DF05	57093	MSB OF EXTERNAL EXPANSION RAM TO ACCESS														
DMA BNK	DF06	57094	64K EXTERNAL RAM BANK BITS (\$DF06)														

C128 Memory Map (continued)

MEMORY ADDRESS LABEL	HEXADECIMAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
			7-3   NOT USED 2-0   EXPANSION BANK NUMBER
DMA DAL	DF07	57095	LSB OF BYTE COUNT
DMA DAH	DF08	57096	MSB OF BYTE COUNT (BLOCK COUNT)
DMA SUM	DF09	57097	<u>INTERRUPT MASK REGISTER</u>  INTERRUPT ENABLE (1 = INTERRUPTS ENABLED) END OF BLOCK MASK (1 = INTERRUPT ON END OF BLOCK) VERIFY ERROR (1 = INTERRUPT ON VERIFY ERROR)
DMA VER	DFOA	57098	ADDRESS CONTROL REGISTER BITS 7 AND 6 0,0 = INCREMENT BOTH ADDRESS (DEFAULT) 0,1 = FIX EXPANSION ADDRESS. 1,0 = FIX C128 ADDRESS. 1,1 = FIX BOTH ADDRESSES.
	E000	57344	KERNAL ROM (8K OPERATING SYSTEM, \$E000-\$FFFF)
MMU SECONDARY REGISTERS			
MMUCR	FF00	65280	CONFIGURATION REGISTER (SECONDARY)
LCRA	FF01	65281	LOAD CONFIGURATION REGISTER A
LCRB	FF02	65282	LOAD CONFIGURATION REGISTER B
LCRC	FF03	65283	LOAD CONFIGURATION REGISTER C
LCRD	FF04	65284	LOAD CONFIGURATION REGISTER D
			BITS (\$FF00-\$FF04)
			7-6   RAM BANK (0-3)
			5-4   ROM HI (SYSTEM, INT, EXT, RAM)
			3-2   ROM MID (SYSTEM, INT, EXT, RAM)
			1   ROM LO (SYSTEM, RAM)
			0   I/O (I/O ELSE ROM-HI)

**KERNAL JUMP TABLE****NEW ENTRIES FOR C128**

JMP SPIN SPOUT	FF47	65351	SET UP FAST SERIAL PORT FOR I/O
JMP CLOSE ALL	FF4A	65354	CLOSE ALL LOGICAL FILES FOR A DEVICE
JMP C64MODE	FF4D	65357	RECONFIGURE SYSTEM AS A C64 (NO RETURN)
JMP DMA CALL	FF50	65360	INITIATE DMA REQUEST TO EXTERNAL RAM EXPANSION, SEND COMMAND TO DMA DEVICE
JMP BOOT CALL	FF53	65363	BOOT LOAD PROGRAM FROM DISK
JMP PHOENIX	FF56	65366	CALL ALL FUNCTION CARDS' COLD START ROUTINES, INITIALIZE
JMP LKUPLA	FF59	65369	SEARCH TABLES FOR GIVEN LA
JMP LKUPSA	FF5C	65372	SEARCH TABLES FOR GIVEN SA
JMP SWAPPER	FF5F	65375	SWITCH BETWEEN 40 AND 80 COLUMNS (EDITOR)
JMP DLCHR	FF62	65378	INIT 80-COL CHARACTER RAM (EDITOR)
JMP PFKEY	FF65	65381	PROGRAM FUNCTION KEY (EDITOR)
JMP SETBNK	FF68	65384	SET BANK FOR I/O OPERATIONS
JMP GETCFG	FF6B	65387	LOOKUP MMU DATA FOR GIVEN BANK
JMP JSRFAR	FF6E	65390	JSR TO ANY BANK, RTS TO CALLING BANK
JMP JMPFAR	FF71	65393	JMP TO ANY BANK
JMP INDFET	FF74	65396	LDA (FETVEC), Y FROM ANY BANK
JMP INDSTA	FF77	65499	STA (STAVEC), Y TO ANY BANK
JMP INDCMP	FF7A	65402	CMP (CMPVEC),Y TO ANY BANK
JMP PRIMM	FF7D	65405	PRINT IMMEDIATE UTILITY (ALWAYS JSR TO THIS ROUTINE)

## STANDARD KERNAL JUMP TABLE

	FF80	65408	RELEASE NUMBER OF KERNAL
JMP CINT	FF81	65409	INIT EDITOR & DISPLAY CHIPS (EDITOR)

## STANDARD KERNAL JUMP TABLE

JMP IOINIT	FF84		65412	INIT I/O DEVICES (PORTS, TIMERS, ETC.)
JMP RAMTAS	FF87		65415	INITIALIZE RAM AND BUFFERS FOR SYSTEM
JMP RESTOR	FF8A		65418	RESTORE VECTORS TO INITIAL SYSTEM
JMP VECTOR	FF8D		65421	CHANGE VECTORS FOR USER
JMP SETMSG	FF90		65424	CONTROL O.S. MESSAGE
JMP SECND	FF93		65427	SEND SA AFTER LISTEN
JMP TKSA	FF96		65430	SEND SA AFTER TALK
JMP MEMTOP	FF99		65433	SET/READ TOP OF SYSTEM RAM
JMP MEMBOT	FF9C		65436	SET/READ BOTTOM OF SYSTEM RAM
JMP KEY	FF9F		65439	SCAN KEYBOARD (EDITOR)
JMP SETTMO	FFA2		65442	SET TIMEOUT IN IEEE (RESERVED)
JMP ACPTR	FFA5		65445	HANDSHAKE SERIAL BYTE IN
JMP CIOUT	FFA8		65448	HANDSHAKE SERIAL BYTE OUT
JMP UNTLK	FFAB		65451	SEND UNTALK OUT SERIAL
JMP UNLSN	FFAE		65454	SEND UNLISTEN OUT SERIAL
JMP LISTN	FFB1		65457	SEND LISTEN OUT SERIAL
JMP TALK	FFB4		65460	SEND TALK OUT SERIAL
JMP READSS	FFB7		65463	RETURN I/O STATUS BYTE
JMP SETLFS	FFBA		65460	SET LA, FA, SA
JMP SETNAM	FFBD		65469	SET LENGTH AND FILE NAME ADDRESS
JMP (IOPEN)	FFCO	OPEN	65472	OPEN LOGICAL FILE
JMP (ICLOSE)	FFC3	CLOSE	65475	CLOSE LOGICAL FILE
JMP (ICHKIN)	FFC6	CHKIN	65478	SET CHANNEL IN
JMP (ICKOUT)	FFC9	CKOUT	65481	SET CHANNEL OUT
JMP (ICLRCH)	FFCC	CLRCH	65484	RESTORE DEFAULT I/O CHANNEL
JMP (IBASIN)	FFCF	BASIN	65487	INPUT FROM CHANNEL
JMP (IBSOUT)	FFD2	BSOUT	65490	OUTPUT TO CHANNEL
JMP LOADSP	FFD5		65493	LOAD FROM FILE
JMP SAVESP	FFD8		65496	SAVE TO FILE
JMP SETTIM	FFDB		65599	SET INTERNAL CLOCK
JMP RDTIM	FFDE		65502	READ INTERNAL CLOCK
JMP (ISTOP)	FFE1	STOP	65505	SCAN STOP KEY
JMP (IGETIN)	FFE4	GETIN	65508	READ BUFFERED DATA
JMP (ICLALL)	FFE7	CLALL	65511	CLOSE ALL FILES AND CHANNELS

## STANDARD KERNAL JUMP TABLE

## KERNAL EDITOR FLAGS AND SHADOW REGISTERS

The following symbols are used by the C128 Editor. Note that the Editor IRQ VIC screen handler depends upon them. In most cases the contents of these locations will be placed directly into the appropriate register and should be used instead of the actual register. For example, to change the location of the character set used by VIC, use VM1 (\$0A2C) instead of VIC register 24 (\$D018). VM1 will be used by the editor to update VIC register 24.

ADDRESS/NAME	EXPLANATION
\$00D8/GRAPHM	SEE BELOW. IF = \$FF THEN EDITOR LEAVES VIC ALONE.
\$00D9/CHAREN	MASK FOR 8502 /CHAREN BIT.
\$0A2C/VM1	VIC TEXT MODE VIDEO MATRIX & CHARACTER BASE POINTER.
\$0A2D/VM2	VIC GRAPHIC MODE VIDEO MATRIX & BIT MAP POINTER.
\$0A2E/VM3	8563 TEXT DISPLAY BASE ADDRESS.
\$0A2F/VM4	8563 ATTRIBUTE BASE ADDRESS.
\$0A34/SPLIT	IN SPLIT SCREEN MODE, CONTAINS VALUE FOR MIDDLE RASTER IRQ.
\$0A2B/CURMOD	8563 CURSOR MODE.
\$0A21/PAUSE	CONTROL S FLAG (IN EFFECT = \$13)

## EXPLANATION OF VARIOUS KERNAL/EDITOR FLAG BYTES, ETC.

ADDRESS SYMBOL

DESCRIPTION

### Notes on Kernal Symbols:

**Init\_Status.** See also above. Lets system know what has been initialized and what hasn't. Set to \$00 by a reset but untouched by NMI.

**System\_Vector.** Where the Kernal goes when it has to go somewhere. It's set to BASIC cold at reset. BASIC itself sets it to BASIC warm after it has initialized. The monitor respects it too.

**System.** Vector in RAM1 at SFFF8. Set at power-up to C128MODE, user may redirect it to his code. Taken at reset always providing user with control (protection) from reset.

## COMMODORE 64 MEMORY MAP

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
<b>D6510</b>	<b>0000</b>	<b>0</b>	<b>6510 On-Chip Data-Direction Register</b>
<b>R6510</b>	<b>0001</b>	<b>1</b>	<b>6510 On-Chip 8-Bit Input/Output Register</b>
	<b>0002</b>	<b>2</b>	<b>Unused</b>
<b>ADRAY1</b>	<b>0003-0004</b>	<b>3-4</b>	<b>Jump Vector: Convert Floating—Integer</b>
<b>ADRAY2</b>	<b>0005-0006</b>	<b>5-6</b>	<b>Jump Vector: Convert Integer—Floating</b>
<b>CHARAC</b>	<b>0007</b>	<b>7</b>	<b>Search Character</b>
<b>ENDCHR</b>	<b>0008</b>	<b>8</b>	<b>Flag: Scan for Quote at End of String</b>



LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
TRMPOS	0009	9	Screen Column From Last TAB
VERCK	000A	10	Flag: 0 = Load, 1 = Verify
COUNT	000B	11	Input Buffer Pointer/No, of Subscripts
DIMFLG	000C	12	Flag: Default Array DIMension
VALTYP	000D	13	Data Type: \$FF = String, \$00 = Numeric
INTFLG	000E	14	Data Type: \$80 = Integer, \$00 = Floating
GARBFL	000F	15	Flag: DATA scan/LIST quote/ Garbage Coll
SUBFLG	0010	16	Flag: Subscript Ref / User Function Call
INPFLG	0011	17	Flag: \$00 = INPUT, \$40 = GET, \$98 = READ
TANSGN	0012	18	Flag: TAN sign / Comparison Result
	0013	19	Flag: INPUT Prompt
LINNUM	0014-0015	20-21	Temp: Integer Value
TEMPPT	0016	22	Pointer: Temporary String Stack
LASTPT	0017-0018	23-24	Last Temp String Address
TEMPST	0019-0021	25-33	Stack for Temporary Strings
INDEX	0022-0025	34-37	Utility Pointer Area
RESHO	0026-002A	38-42	Floating-Point Product of Multiply
TXTTAB	002B-002C	43^4	Pointer: Start of BASIC Text
VARTAB	002D-002E	45-46	Pointer: Start of BASIC Variables
ARYTAB	002F-0030	47-48	Pointer: Start of BASIC Arrays
STREND	0031-0032	49-50	Pointer: End of BASIC Arrays (+1)
FRETOP	0033-0034	51-52	Pointer: Bottom of String Storage
FRESPC	0035-0036	53-54	Utility String Pointer
MEMSIZ	0037-0038	55-56	Pointer: Highest Address Used by BASIC
CURLIN	0039-003A	57-58	Current BASIC Line Number
OLDLIN	003B-003C	59-60	Previous BASIC Line Number
OLDTXT	003D-003E	61-62	Pointer: BASIC Statement for CONT
DATLIN	003F-0040	63-64	Current DATA Line Number
DATPTR	0041-0042	65-66	Pointer: Current DATA Item Address
INPPTR	0043-0044	67-68	Vector: INPUT Routine
VARNAM	0045-0046	69-70	Current BASIC Variable Name
VARPNT	0047-0048	71-72	Pointer: Current BASIC Variable Data
FORPNT	0049-004A	73-74	Pointer: Index Variable for FOR/NEXT
	004B-0060	75-96	Temp Pointer / Data Area
FACEXP	0061	97	Floating-Point Accumulator #1: Exponent
FACHO	0062-0065	98-101	Floating Accum. #1: Mantissa
FACSGN	0066	102	Floating Accum. #1: Sign

Commodore 64 Memory Map (continued)

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
SGNFLG	0067	103	Pointer: Series Evaluation Constant
BITS	0068	104	Floating Accum. #1: Overflow Digit
ARGEXP	0069	105	Floating-Point Accumulator #2: Exponent
ARGHO	006A-006D	106-109	Floating Accum. #2: Mantissa
ARGSGN	006E	110	Floating Accum. #2: Sign
ARISGN	006F	111	Sign Comparison Result: Accum. #1 vs #2
FACOV	0070	112	Floating Accum. #1. Low-Order (Rounding)
FBUFPT	0071-0072	113-114	Pointer: Cassette Buffer
CHRGET	0073-008A	115-138	Subroutine: Get Next Byte of BASIC Text
CHRGOT	0079	121	Entry to Get Same Byte of Text Again
TXTPTR	007A-007B	122-123	Pointer: Current Byte of BASIC Text
RNDX	008B-008F	139-143	Floating RND Function Seed Value
STATUS	0090	144	Kernal I/O Status Word: ST
STKEY	0091	145	Flag: STOP key / RVS key
SVXT	0092	146	Timing Constant for Tape
VERCK	0093	147	Flag: 0 = Load, 1 = Verify
C3PO	0094	148	Flag: Serial Bus—Output Char. Buffered
BSOUR	0095	149	Buffered Character for Serial Bus
SYNO	0096	150	Cassette Sync No.
	0097	151	Temp Data Area
LDTND	0098	152	No. of Open Files / Index to File Table
DFLTN	0099	153	Default Input Device (0)
DFLTO	009A	154	Default Output (CMD) Device (3)
PRTY	009B	155	Tape Character Parity
DPSW	009C	156	Flag: Tape Byte-Received
MSGFLG	009D	157	Flag: \$80 = Direct Mode, \$00 = Program
PTR1	009E	158	Tape Pass 1 Error Log
PTR2	009F	159	Tape Pass 2 Error Log
TIME	00A0-00A2	160-162	Real-Time Jiffy Clock (approx) 1/60 oec
	00A3-00A4	163-164	Temp Data Area
CNTDN	00A5	165	Cassette Sync Countdown
BUFPT	00A6	166	Pointer: Tape I/O Buffer
INBIT	00A7	167	RS-232 Input Bits / Cassette Temp
BITCI	00A8	168	RS-232 Input Bit Count / Cassette Temp
RINONE	00A9	169	RS-232 Flag: Check for Start Bit

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
RIDATA	00AA	170	RS-232 Input Byte Buffer/Cassette Temp
RIPRTY	00AB	171	RS-232 Input Parity / Cassette Short
SAL	00AC-00AD	172-173	Pointer: Tape Buffer/Screen Scrolling
EAL	00AE-00AF	174-175	Tape End Addresses / End of Program
CMPO	00B0-00B1	176-177	Tape Timing Constants
TAPE1	00B2-00B3	178-179	Pointer: Start of Tape Buffer
BITTS	00B4	180	RS-232 Out Bit Count / Cassette Temp
NXTBIT	00B5	181	RS-232 Next Bit to Send / Tape EOT Flag
RODATA	00B6	182	RS-232 Out Byte Buffer
FNLEN	00B7	183	Length of Current File Name
LA	00B8	184	Current Logical File Number
SA	00B9	185	Current Secondary Address
FA	00BA	186	Current Device Number
FNADR	00BB-00BC	187-188	Pointer: Current File Name
ROPRTY	00BD	189	RS-232 Out Parity / Cassette Temp
FSBLK	00BE	190	Cassette Read/Write Block Count
MYCH	00BF	191	Serial Word Buffer
CAS1	00C0	192	Tape Motor Interlock
STAL	00C1-00C2	193-194	I/O Start Address
MEMUSS	00C3-00C4	195-196	Tape Load Temps
LSTX	00C5	197	Current Key Pressed: CHR\$(n) 0 = No Key
NDX	00C6	198	No. of Chars, in Keyboard Buffer (Queue)
RVS	00C7	199	Flag: Print Reverse Chars.—1 = Yes, 0 = Not Used
INDX	00C8	200	Pointer: End of Logical Line for INPUT
LXSP	00C9-00CA	201-202	Cursor X-Y Pos. at Start of INPUT
SFDX	00CB	203	Flag: Print Shifted Chars.
BLNSW	00CC	204	Cursor Blink enable: 0 = Flash Cursor
BLNCT	00CD	205	Timer: Countdown to Toggle Cursor
GDBLN	00CE	206	Character Under Cursor
BLNON	00CF	207	Flag: Last Cursor Blink On/Off
CRSW	00D0	208	Flag: INPUT or GET from Keyboard
PNT	00D1-00D2	209-210	Pointer: Current Screen Line Address
PNTR	00D3	211	Cursor Column on Current Line
QTSW	00D4	212	Flag: Editor in Quote Mode, \$00 = NO
LNMX	00D5	213	Physical Screen Line Length

## Commodore 64 Memory Map (continued)

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
TBLX	00D6	214	Current Cursor Physical Line Number
	00D7	215	Temp Data Area
INSRT	00D8	216	Flag: Insert Mode, >0 = # INSTs
LDTB1	00D9-00F2	217-242	Screen Line Link Table / Editor Temps
USER	00F3-00F4	243-244	Pointer: Current Screen Color RAM loc.
KEYTAB	00F5-00F6	245-246	Vector: Keyboard Decode Table
RIBUF	00F7-00F8	247-248	RS-232 Input Buffer Pointer
ROBUF	00F9-00FA	249-250	RS-232 Output Buffer Pointer
FREKZP	00FB-00FE	251-254	Free 0-Page Space for User Programs
BASZPT	00FF	255	BASIC Temp Data Area
	0100-01FF	256-511	Micro-Processor System Stack Area
	0100-010A	256-266	Floating to String Work Area
BAD	010(M)13E	256-318	Tape Input Error Log
BUF	0200-0258	512-600	System INPUT Buffer
LAT	0259-0262	601-610	KERNAL Table: Active Logical File
			[NO S.
FAT	0263-026C	611-620	KERNAL Table: Device No. for Each File
SAT	026D-0276	621-630	KERNAL Table: Second Address Each File
KEYD	0277-0280	631-640	Keyboard Buffer Queue (FIFO)
MEMSTR	0281-0282	641-642	Pointer: Bottom of Memory for O.S.
MEMSIZ	0283-0284	643-644	Pointer: Top of Memory for O.S.
TIMOUT	0285	645	Flag: Kernal Variable for IEEE Timeout
COLOR	0286	646	Current Character Color Code
GDCOL	0287	647	Background Color Under Cursor
HIBASE	0288	648	Top of Screen Memory (Page)
XMAX	0289	649	Size of Keyboard Buffer
RPTFLG	028A	650	Flag: REPEAT Key Used, \$80 = Repeat
KOUNT	028B	651	Repeat Speed Counter
DELAY	028C	652	Repeat Delay Counter
SHFLAG	028D	653	Flag: Keyb'rd SHIFT Key / CTRL Key / Key
LSTSHF	028E	654	Last Keyboard Shift Pattern
KEYLOG	028F-0290	655-656	Vector: Keyboard Table Setup
MODE	0291	657	Flag: \$00 = Disable SHIFT Keys, \$80 = Enable SHIFT Keys
AUTODN	0292	658	Flag: Auto Scroll Down, 0 = ON
M51CTR	0293	659	RS-232: 6551 Control Register Image
M51CDR	0294	660	RS-232: 6551 Command Register Image

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
M51AJB	0295-0296	661-662	RS-232 Non-Standard BPS (Time/2-100) USA
RSSTAT	0297	663	RS-232: 6551 Status Register Image
BITNUM	0298	664	RS-232 Number of Bits Left to Send
BAUDOF	0299-029A	665-666	RS-232 Baud Rate: Full Bit Time (jxs)
RIDBE	029B	667	RS-232 Index to End of Input Buffer
RIDBS	029C	668	RS-232 Start of Input Buffer (Page)
RODBS	029D	669	RS-232 Start of Output Buffer (Page)
RODBE	029E	670	RS-232 Index to End of Output Buffer
IRQTMP	029F-02A0	671-672	Holds IRQ Vector During Tape I/O
ENABL	02A1	673	RS-232 Enables
	02A2	674	TOD Sense During Cassette I/O
	02A3	675	Temp Storage For Cassette Read
	02A4	676	Temp D1IRQ Indicator For Cassette Read
	02A5	677	Temp for Line Index
	02A6	678	PAL/NTSC Flag, 0 = NTSC, 1 = PAL
	02A7-02FF	697-767	Unused
IERROR	0300-0301	768-769	Vector: Print BASIC Error Message
IMAIN	0302-0303	770-771	Vector: BASIC Warm Start
ICRNCH	0304-0305	772-773	Vector: Tokenize BASIC Text
IQPLOP	0306-0307	774-775	Vector: BASIC Text LIST
IGONE	0308-0309	776-777	Vector: BASIC Char. Dispatch
IEVAL	030A-030B	778-779	Vector: BASIC Token Evaluation
SAREG	030C	780	Storage for 6502 .A Register
SXREG	030D	781	Storage for 6502 .X Register
SYREG	030E	782	Storage for 6502 .Y Register
SPREG	030F	783	Storage for 6502 .SP Register
USRPOK	0310	784	USR Function Jump Instr (4C)
USRADD	0311-0312	785-786	USR Address Low Byte / High Byte
	0313	787	Unused
CINV	0314-0315	788-789	Vector: Hardware IRQ Interrupt
CBINV	0316-0317	790-791	Vector: BRK Instr. Interrupt
NMINV	0318-0319	792-793	Vector: Non-Maskable Interrupt
IOPEN	031A-031B	794-795	KERNAL OPEN Routine Vector
ICLOSE	031C-031D	796-797	KERNAL CLOSE Routine Vector
ICKIN	031E-031F	798-799	KERNAL CHKIN Routine Vector
ICKOUT	0320-0321	800-801	KERNAL CHKOUT Routine Vector
ICLRCH	0322-0323	802-803	KERNAL CLRCHN Routine Vector
IBASIN	0324-0325	804-805	KERNAL CHRIN Routine Vector
IBSOUT	0326-0327	806-807	KERNAL CHROUT Routine Vector
ISTOP	0328-0329	808-809	KERNAL STOP Routine Vector
IGETIN	032A-032B	810-811	KERNAL GETIN Routine Vector
ICLALL	032C-032D	812-813	KERNAL CLALL Routine Vector
USRCMD	032E-032F	814-815	User-Defined Vector

Commodore 64 Memory Map (continued)

LABEL	HEX ADDRESS	DECIMAL LOCATION	DESCRIPTION
ILOAD	0330-0331	816-817	KERNAL LOAD Routine Vector
ISAVE	0332-0333	818-819	KERNAL SAVE Routine Vector
	0334-033B	820-827	Unused
TBUFFR	033C-03FB	828-1019	Tape I/O Buffer
	03FC-03FF	1020-1023	Unused
VICSCN	0400-07FF	1024-2047	1024 Byte Screen Memory Area
	0400-07E7	1024-2023	Video Matrix: 25 Lines x 40 Columns
	07F8-07FF	2040-2047	Sprite Data Pointers
	0800-9FFF	2048-40959	Normal BASIC Program Space
	8000-9FFF	32768-40959	VSP Cartridge ROM—8192 Bytes
	A000-BFFF	40960-49151	BASIC ROM—8192 Bytes (or 8K RAM)
	C000-CFFF	49152-53247	RAM—4096 Bytes
	D000-DFFF	53248-57343	Input/Output Devices and Color RAM or Character Generator ROM or RAM—4096 Bytes
	E000-FFFF	57344-65535	KERNAL ROM—8192 Bytes (or 8K RAM)

## COMMODORE 64 INPUT/OUTPUT ASSIGNMENTS

HEX	DECIMAL	BITS	DESCRIPTION
0000	0	7-0	MOS 6510 Data Direction Register (xxIOIIII) Bit=1: Output, Bit=0: Input, x = Either
0001	1		MOS 6510 Micro-Processor On-Chip I/O Port
		0	/LORAM Signal (0 = Switch BASIC ROM Out)
		1	/HIRAM Signal (0 = Switch Kernal ROM Out)
		2	/CHAREN Signal (0 = Switch Char. ROM In)
		3	Cassette Data Output Line
		4	Cassette Switch Sense 1 = Switch Closed
		5	Cassette Motor Control 0 = ON, 1 = OFF
		6-7	Undefined

HEX	DECIMAL	BITS	DESCRIPTION
D000-D02E	53248-54271		MOS 6566 VIDEO INTERFACE CONTROLLER (VIC)
D000	53248		Sprite 0 X Pos
D001	53249		Sprite 0 Y Pos
D002	53250		Sprite 1 X Pos
D003	53251		Sprite 1 Y Pos
D004	53252		Sprite 2 X Pos
D005	53253		Sprite 2 Y Pos
D006	53254		Sprite 3 X Pos
D007	53255		Sprite 3 Y Pos
D008	53256		Sprite 4 X Pos
D009	53257		Sprite 4 Y Pos
DOOA	53258		Sprite 5 X Pos
DOOB	53259		Sprite 5 Y Pos
DOOC	53260		Sprite 6 X Pos
DOOD	53261		Sprite 6 Y Pos
DOOE	53262		Sprite 7 X Pos
DOOF	53263		Sprite 7 Y Pos
D010	53264		Sprites 0-7 X Pos (msb of X coord.)
D011	53265		VIC Control Register
		7	Raster Compare: (Bit 8) See 53266
		6	Extended Color Text Mode: 1 = Enable
		5	Bit-Map Mode: 1 = Enable
		4	Blank Screen to Border Color: 0 = Blank
		3	Select 24/25 Row Text Display: 1 = 25 Rows
		2-0	Smooth Scroll to Y Dot-Position (0-7)
D012	53266		Read Raster / Write Raster Value for Compare IRQ
DOB	53267		Light-Pen Latch X Pos
DOM	53268		Light-Pen Latch Y Pos
D015	53269		Sprite Display Enable: 1 = Enable
D016	53270		VIC Control Register
		7-6	Unused
		5	ALWAYS SET THIS BIT TO 0
		4	Multi-Color Mode: 1 = Enable (Text or Bit-Map)
		3	Select 38/40 Column Text Display: 1 = 40 Cols
		2-0	Smooth Scroll to X Pos
D017	53271		Sprites 0-7 Expand 2 x Vertical (Y)
D018	53272		VIC Memory Control Register
		7-4	Video Matrix Base Address (inside VIC)

Commodore 64 Input/Output Assignments (continued)

HEX	DECIMAL	BITS	DESCRIPTION
D019	53273	3-1	Character Dot-Data Base Address (inside VIC)
			VIC Interrupt Flag Register (Bit = 1: IRQ Occurred)
		7	Set on Any Enabled VIC IRQ Condition
		3	Light-Pen Triggered IRQ Flag
		2	Sprite to Sprite Collision <b>IRQ</b> Flag
		1	Sprite to Background Collision IRQ Flag
D01A	53274	0	Raster Compare IRQ Flag
			IRQ Mask Register: 1 = Interrupt Enabled
D01B	53275		Sprite to Background Display Priority: 1 = Sprite
D01C	53276		Sprites 0-7 Multi-Color Mode Select: 1 = M.C.M.
D01D	53277		Sprites 0-7 Expand 2 x Horizontal (X)
D01E	53278		Sprite to Sprite Collision Detect
D01F	53279		Sprite to Background Collision Detect
D020	53280		Border Color
D021	53281		Background Color 0
D022	53282		Background Color 1
D023	53283		Background Color 2
D024	53284		Background Color 3
D025	53285		Sprite Multi-Color Register 0
D026	53286		Sprite Multi-Color Register 1
D027	53287		Sprite 0 Color
D028	53288		Sprite 1 Color
D029	53289		Sprite 2 Color
D02A	53290		Sprite 3 Color
D02B	53291		Sprite 4 Color
D02C	53292		Sprite 5 Color
D02D	53293		Sprite 6 Color
D02E	53294		Sprite 7 Color
D400-D7FF	54272-55295		MOS 6581 SOUND INTERFACE DEVICE (SID)
D400	54272		Voice 1: Frequency Control—Low-Byte
D401	54273		Voice 1: Frequency Control—High- Byte
D402	54274		Voice 1: Pulse Waveform Width— Low-Byte



HEX	DECIMAL	BITS	DESCRIPTION
D403	54275	7-4 3-0	Unused Voice 1: Pulse Waveform Width— High-Nybble
D404	54276	7 6 5 4 3 2 1 0	Voice 1: Control Register Select Random Noise Waveform, 1 = On Select Pulse Waveform, 1 = On Select Sawtooth Waveform, 1 = On Select Triangle Waveform, 1 = On Test Bit: 1 = Disable Oscillator 1 Ring Modulate Osc. 1 with Osc. 3 Output, 1 = On Synchronize Osc. 1 with Osc. 3 Frequency, 1 = On Gate Bit: 1 = Start Att/Dec/Sus, 0 = Start Release
D405	54277	7-4 3-0	Envelope Generator 1: Attack / Decay Cycle Control Select Attack Cycle Duration: 0-15 Select Decay Cycle Duration: 0-15
D406	54278	7-4 3-0	Envelope Generator 1: Sustain / Release Cycle Control Select Sustain Cycle Duration: 0-15 Select Release Cycle Duration: 0-15
D407	54279		Voice 2: Frequency Control—Low-Byte
D40B	54280		Voice 2: Frequency Control— High-Byte
D409	54281		Voice 2: Pulse Waveform Width— Low-Byte
D40A	54282	7-4 3-0	Unused Voice 2: Pulse Waveform Width— High-Nybble
D40B	54283	7 6 5 4 3 2 1 0	Voice 2: Control Register Select Random Noise Waveform, 1 = On Select Pulse Waveform, 1 = On Select Sawtooth Waveform, 1 = On Select Triangle Waveform, 1 = On Test Bit: 1 = Disable Oscillator 2 Ring Modulate Osc. 2 with Osc. 1 Output, 1 = On Synchronize Osc. 2 with Osc. 1 Frequency, 1 = On Gate Bit: 1 = Start Att/Dec/Sus, 0 = Start Release
D40C	54284	7-4	Envelope Generator 2: Attack / Decay Cycle Control Select Attack Cvcle Duration: 0-15

Commodore 64f Input/Output Assignments (continued)

HEX	DECIMAL	BITS	DESCRIPTION
D40D	54285	3-0	Select Decay Cycle Duration: 0-15 Envelope Generator 2: Sustain / Release Cycle Control
		7-4	Select Sustain Cycle Duration: 0-15
D40E	54286	3-0	Select Release Cycle Duration: 0-15
D40F	54287		Voice 3: Frequency Control—Low-Byte
			Voice 3: Frequency Control— High-Byte
D410	54288		Voice 3: Pulse Waveform Width— Low-Byte
D411	54289	7-4	Unused
		3-0	Voice 3: Pulse Waveform Width— High-Nybble
D412	54290		Voice 3: Control Register
		7	Select Random Noise Waveform, 1 = On
		6	Select Pulse Waveform, 1 = On
		5	Select Sawtooth Waveform, 1 = On
		4	Select Triangle Waveform, 1 = On
		3	Test Bit: 1 = Disable Oscillator 3
		2	Ring Modulate Osc. 3 with Osc. 2 Output, 1 = On
		1	Synchronize Osc. 3 with Osc. 2 Frequency, 1 = On
		0	Gate Bit: 1 = Start Att/Dec/Sus, 0 = Start Release
D413	54291		Envelope Generator 3: Attack / Decay Cycle Control
		7-4	Select Attack Cycle Duration: 0-15
D414	54292	3-0	Select Decay Cycle Duration: 0-15 Envelope Generator 3: Sustain / Release Cycle Control
		7-4	Select Sustain Cycle Duration: 0-15
D415	54293	3-0	Select Release Cycle Duration: 0-15 Filter Cutoff Frequency: Low-Nybble (Bits 2-0)
D416	54294		Filter Cutoff Frequency: High-Byte
D417	54295		Filter Resonance Control / Voice Input Control
		7-4	Select Filter Resonance: 0-15
		3	Filter External Input: 1 = Yes, 0 = No
		2	Filter Voice 3 Output: 1 = Yes, 0 = No
		1	Filter Voice 2 Output: 1 = Yes, 0 = No

HEX	DECIMAL	BITS	DESCRIPTION
D418	54296	0	Filter Voice 1 Output: 1 = Yes, 0 = No
		7	Select Filter Mode and Volume Cut-Off Voice 3 Output: 1 = Off, 0 = On
		6	Select Filter High-Pass Mode: 1 = On
		5	Select Filter Band-Pass Mode: 1 = On
		4	Select Filter Low-Pass Mode: 1 = On
D419	54297	3-0	Select Output Volume: 0-15 Analog/Digital Converter: Game Paddle 1 (0-255)
D41A	54298		Analog/Digital Converter: Game Paddle 2 (0-255)
D41B	54299		Oscillator 3 Random Number Generator
D41C	54300		Envelope Generator 3 Output
D500-D7FF	54528-55295		SID IMAGES
D800-DBFF	55296-56319		Color RAM (Nybbles)
DCOO-DCFF	56320-56575		MOS 6526 Complex Interface Adapter (CIA) #1
DCOO	56320		Data Port A (Keyboard, Joystick, Paddles, Light-Pen)
		7-0	Write Keyboard Column Values for Keyboard Scan
		7-6	Read Paddles on Port A / B (01 = Port A, 10 = Port B)
		4	Joystick A Fire Button: 1 = Fire
		3-2	Paddle Fire Buttons
DC01	56321	3-0	Joystick A Direction (0-15)
			Data Port B (Keyboard, Joystick, Paddles): Game Port 1
		7-0	Read Keyboard Row Values for Keyboard Scan
		7	Timer B: Toggle/Pulse Output
		6	Timer A: Toggle/Pulse Output
DC02	56322	4	Joystick 1 Fire Button: 1 = Fire
		3-2	Paddle Fire Buttons
		3-0	Joystick 1 Direction
			Data Direction Register—Port A (56320)
			Data Direction Register—Port B (56321)
DC03	56323		Timer A: Low-Byte
DC04	56324		Timer A: High-Byte
DC05	56325		Timer B: Low-Byte
DC06	56326		

Commodore 64 Input/Output Assignments (continued)

HEX	DECIMAL	BITS	DESCRIPTION
DC07	56327		Timer B: High-Byte
DC08	56328		Time-of-Day Clock: 1/10 Seconds
DC09	56329		Time-of-Day Clock: Seconds
DCOA	56330		Time-of-Day Clock: Minutes
DCOB	56331		Time-of-Day Clock: Hours + AM/PM Flag (Bit 7)
DCOC	56332		Synchronous Serial I/O Data Buffer
DCOD	56333		CIA Interrupt Control Register (Read IRQ's/Write Mask)
		7	IRQ Flag (1 = IRQ Occurred) / Set-Clear Flag
		4	FLAG1 IRQ (Cassette Read / Serial Bus SRQ Input)
		3	Serial Port Interrupt
		2	Time-of-Day Clock Alarm Interrupt
		1	Timer B Interrupt
		0	Timer A Interrupt
DCOE	56334		CIA Control Register A
		7	Time-of-Day Clock Frequency: 1 = 50 Hz, 0 = 60 Hz
		6	Serial Port I/O Mode: 1 = Output, 0 = Input
		5	Timer A Counts: 1 = CNT Signals, 0 = System 02 Clock
		4	Force Load Timer A: 1 = Yes
		3	Timer A Run Mode: 1 = One-Shot, 0 = Continuous
		2	Timer A Output Mode to PB6: 1 = Toggle, 0 = Pulse
		1	Timer A Output on PB6: 1 = Yes, 0 = No
		0	Start/Stop Timer A: 1 = Start, 0 = Stop
DCOF	56335		CIA Control Register B
		7	Set Alarm/TOD-Clock: 1 = Alarm, 0 = Clock
		6-5	Timer B Mode Select: 00 = Count System 02 Clock Pulses 01 = Count Positive CNT Transitions 10 = Count Timer A Underflow Pulses 11 = Count Timer A Underflows While CNT Positive
		4-0	Same as CIA Control Reg. A—for Timer B

HEX	DECIMAL	BITS	DESCRIPTION
DD00-DDFF	56576-56831		MOS 6526 Complex Interface Adapter (CIA) #2
DD00	56576		Data Port A (Serial Bus, RS-232, VIC Memory Control)
		7	Serial Bus Data Input
		6	Serial Bus Clock Pulse Input
		5	Serial Bus Data Output
		4	Serial Bus Clock Pulse Output
		3	Serial Bus ATN Signal Output
		2	RS-232 Data Output (User Port)
		1-0	VIC Chip System Memory Bank Select (Default = 11)
DD01	56577		Data Port B (User Port, RS-232)
		7	User / RS-232 Data Set Ready
		6	User / RS-232 Clear to Send
		5	User
		4	User / RS-232 Carrier Detect
		3	User / RS-232 Ring Indicator
		2	User / RS-232 Data Terminal Ready
		1	User / RS-232 Request to Send
		0	User / RS-232 Received Data
DD02	56578		Data Direction Register—Port A
DD03	56579		Data Direction Register—Port B
DD04	56580		Timer A: Low-Byte
DD05	56581		Timer A: High-Byte
DD06	56582		Timer B: Low-Byte
DD07	56583		Timer B: High-Byte
DD08	56584		Time-of-Day Clock: 1/10 Seconds
DD09	56585		Time-of-Day Clock: Seconds
DD0A	56586		Time-of-Day Clock: Minutes
DD0B	56587		Time-of-Day Clock: Hours + AM/PM Flag (Bit 7)
DD0C	56588		Synchronous Serial I/O Data Buffer
DD0D	56589		CIA Interrupt Control Register (Read NMI's/Write Mask)
		7	NMI Flag (1 = NMI Occurred) / Set-Clear Flag
		4	FLAG1 NMI (User/RS-232 Received Data Input)
		3	Serial Port Interrupt
		1	Timer B Interrupt
		0	Timer A Interrupt
DD0E	56590		CIA Control Register A
		7	Time-of-Day Clock Frequency: 1 = 50 Hz, 0 = 60 Hz
		6	Serial Port I/O Mode: 1 = Output, 0 = Input

Commodore 6^ Input/Output Assignments (continued)

HEX	DECIMAL	BITS	DESCRIPTION
DDOF	56591	5	Timer A Counts: 1 = CNT Signals, 0 = System 02 Clock
		4	Force Load Timer A: 1 = Yes
		3	Timer A Run Mode: 1 = One-Shot, 0 = Continuous
		2	Timer A Output Mode to PB6: 1 = Toggle, 0 = Pulse
		1	Timer A Output on PB6: 1 = Yes, 0 = No
		0	Start/Stop Timer A: 1 = Start, 0 = Stop
		7	CIA Control Register B Set Alarm/TOD-Clock: 1 = Alarm, 0 = Clock
		6-5	Timer B Mode Select: 00 = Count System 02 Clock Pulses 01 = Count Positive CNT Transitions 10 = Count Timer A Underflow Pulses 11 = Count Timer A Underflows While CNT Positive
		4-0	Same as CIA Control Reg. A—for Timer B
		DE00-DEFF	56832-57087
DFO0-DFFF	57088-57343		Reserved for Future I/O Expansion

# 16

## C128 HARDWARE SPECIFICATIONS

This chapter describes the Commodore C128 hardware, VLSI integrated circuit requirements, and the relationship between the hardware configuration and the operating system.

The C128 personal computer is compatible with C64 software and peripherals. In addition to C64 compatibility, a C128 mode exists in which 128K of RAM is available for system/user use. BASIC version 7.0 is the default language. The Commodore Kernal is supported in a compatible fashion.

The C128 also has a Z80 coprocessor that can make full use of system RAM and Kernal utilities, intended for use with such powerful operating systems as CP/M version 3.0. The Banking ROM scheme allows function key software to be installed internal to the system or added externally as an expansion cartridge.

Another major feature is the 8563 80-column display capability, available in C128 mode as an addition to the 40-column mode.

Peripheral support includes the Commodore mouse, joystick, paddle, light pen interface (both 40- and 80-column light pens); the Commodore Datassette; the User Port, which supports RS232; modems; the Expansion Bus, which supports external memory expansion; and the Commodore standard Serial Bus, which supports all existing Serial Bus components. There are also several features intended to reduce software overhead, such as relocatable zero page and system stack.

In C64 mode, the standard sixty-six keys are available. In C128 mode, twenty-six extra keys are available, including separate cursor keys, a **HELP** key, additional function keys, and a true **CAPS LOCK** key. The additional keys, grouped into the alternate keypad, are user-definable, increasing the flexibility and user friendliness of the system.

The following is a summary of C128 features:

- C64 compatibility
- 80-column display capability
- Z80 coprocessor (CP/M version 3.0 (2 MHz))
- 2 MHz 8502 operation in 80-column mode
- 128K standard system RAM
- 48K standard system ROM
- 32K internal function ROM (optional)
- 32K external cartridge ROM
- Fast serial disk drive interface
- Full keyboard, ninety-two keys with **CAPS LOCK** key, **HELP** key and separate cursor-control keys.



## SYSTEM ARCHITECTURE

The C128 computer utilizes a shared bus structure similar to that of the C64. The shared bus emulates dual-port RAM and ROM, which allows the character ROM, color RAM and system RAM to be shared by both the microprocessor and the 8564 VIC video controller, with no interference to each other. This requires that the RAM be fast enough to supply valid data in half the time of a normal microprocessor machine cycle. Normal sharing is controlled by a coprocessor that will enable or disable the processor during alternate halves of the machine cycle.

The C128 system splits the address bus into shared and nonshared sections. All normal 8502 I/O parts are on the nonshared address bus; the VIC chip and its associated support chips are located on the shared bus. The VIC chip will gate processor addresses onto the shared bus based upon its AEC control line. The data bus is common to both sides of the address bus.

The processor interfaces with most of the system chips like a standard 6502 bus cycle, where a machine cycle is equal to a clock cycle. This allows the use of 1 MHz parts for a 1 MHz clock and eliminates the need to create valid address and data strobes, as this information is now supplied by the edges of the master clock,  $\phi_0$ . Chip selects for the I/O and system ROM are generated by the PLA that tracks the microprocessor addresses during  $\phi_1$ .

For system RAM access, the row address is the address from the microprocessor, and the column address is the MMU output address (called the **Translated Address**). The Translated Address outputs are calculated by considering the contents of the MMU's Configuration Register and RAM Configuration Register. From these values, the MMU generates either normal or translated addresses, a CAS selection. The CAS-gating circuitry in the MMU enables either one of the two banks of 64K RAM in a 128K system. For VIC cycle access of RAM, the RAM bank is set independently of the processor's bank. A write to ROM will result in the write "bleeding through" to RAM underneath, while a read from ROM will always disable CAS in both banks. The MMU allows custom arrangements of RAM for both banks 0 and 1.

Banking ROM is effected through the setting of bits in the Configuration Register contained in the MMU and communicated to the PLA decoder. This allows Banking Function ROM and any attached C128 cartridge to be included in the basic system configuration.

The PLA generates chip selects for the color RAM, VIC control registers and character ROM, which are used during processor and VIC cycles, as well as all chip selects needed for the processor-only ROM and peripherals. To avoid bus contention, the PLA must also generate CAS disable for any accesses to ROM or I/O devices.

The VIC chip generates the signals used to control Dynamic Memory and provides macro-control functions such as RAM refresh. The VIC's primary purpose is to fetch screen data from memory, using either cycle sharing or DMA, and create an NTSC- or PAL-compatible video output that is applied to a monitor or modulated and applied to a TV set. The C128 provides outputs for Composite, Chroma/Luminance and RF video

outputs from the VIC chip, as well as an edge-triggered light pen input latch going to the VIC chip.

The output from the SID chip sound generator is buffered and applied directly to an external amplifier, like that found in an external monitor, or modulated and reproduced in the user's television set. The SID chip also has an external input for mixing another sound source.

The 8563 video control chip fetches screen data from a dedicated section of RAM referred to as the display RAM and creates an RGBI (Red-Green-Blue-Intensity) output for use with an external 80-column monitor. The 8563 also creates all needed signals for dynamic refresh of its dedicated display RAM. The C128 provides RGBI and composite monochrome outputs from the 8563 chip.

The cassette port is implemented using the zero page ports available on the 8502 and software control of hardware handshaking. The Commodore serial bus port is implemented in a similar manner using a 6526 CIA for I/O. The serial bus works with Commodore serial components, and in C64 mode is actually driven by the software routines contained in the C64. The User Port is a multipurpose port comprising several parallel port lines that support peripherals such as slow RS232, modem, etc. The joystick ports are identical to those on the C64 and are implemented using a 6526 CIA to read/write the port.

The video connector has composite video as well as separate chroma and luminance outputs for use with monitors. The 1701 and 1702 Commodore monitors interface directly to this connector. The RF output jack supplies an RF signal compatible with the regulations for TV interface devices and is switch selectable between channels 3 and 4. Both NTSC and PAL television standards are supported. The RGBI connector and signal are similar to the ones used by IBM, and are compatible with most monitors supporting Type I RGBI. Additionally, a composite monochrome signal is available on the RGBI connector and is generally compatible with NTSC (or PAL) composite. Audio is available only from the 40-column video/audio connector.

## **SYSTEM SPECIFICATION**

This section discusses various features and constraints of the C128 system. Included are descriptions of the system and its configurations and limiting factors such as power, loading and environment.

Figure 16-1 shows the C128 system.

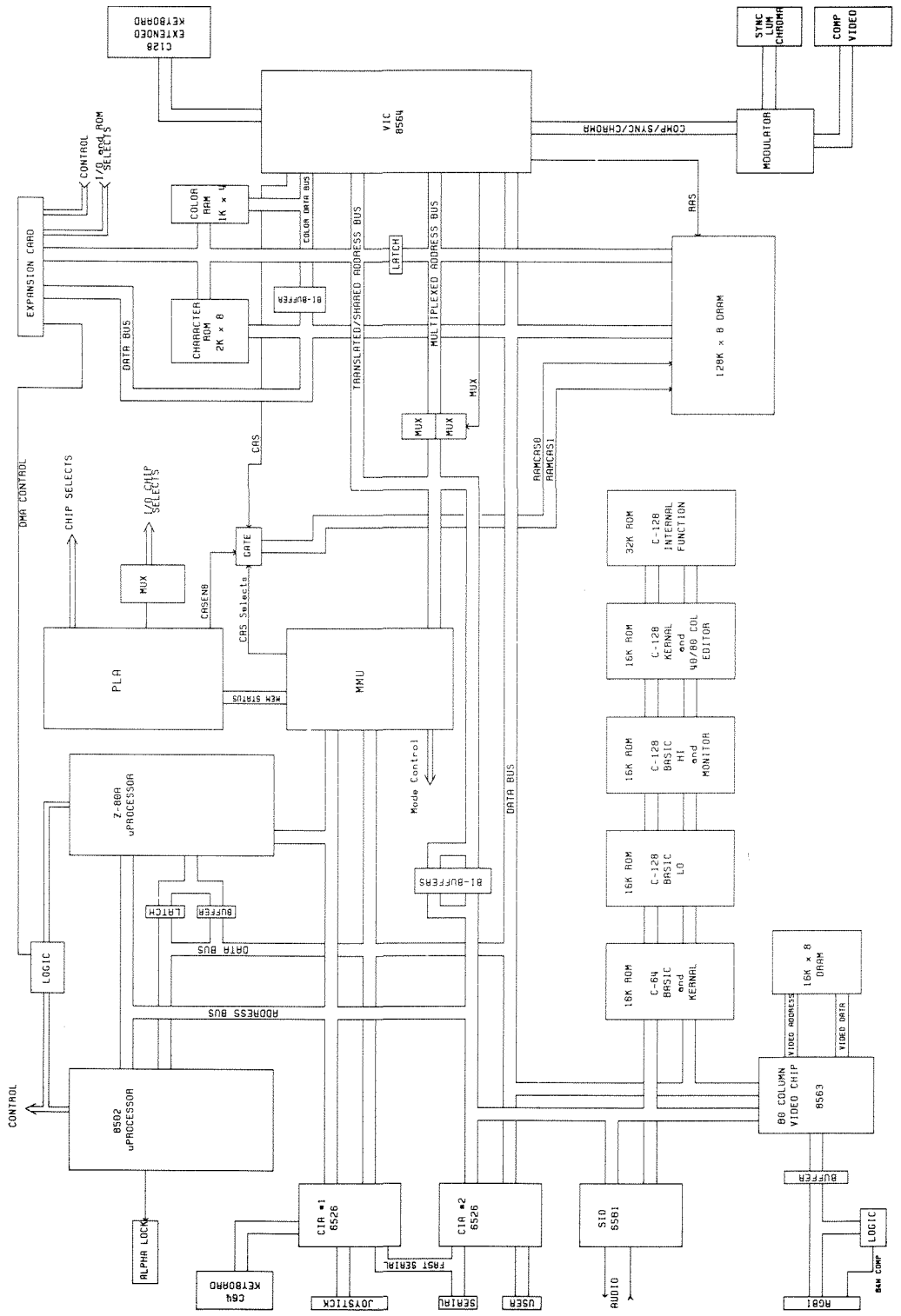


Figure 16-1. The CI28 System

# SYSTEM BUS ARCHITECTURE

The buses described include:

- Processor bus
- Translated address bus
- Multiplexed address bus
- Shared address bus
- Color data bus
- Display bus

## THE PROCESSOR BUS

The Processor Bus includes the data and address buses that are connected directly to the 8502 processor. These buses are designated D<sub>0</sub>-D<sub>7</sub> for the 8-bit data bus and A<sub>0</sub>-A<sub>15</sub> for the 16-bit address bus. These buses tie the processor to most of the system ROM and I/O devices, including at least part of all system ROM, all built-in function ROM, the MMU, the PLA, the 8563 video processor, the SID and both CIA chips.

The processor bus is in communication with the Z80 coprocessor as well. All address lines are shared directly by both processors. In order to allow the Z80 to operate on a 6502 family bus, it is necessary to latch data going into the Z80 and gate the data leaving the Z80. Thus, the Z80 has a small local data bus, designated ZD<sub>0</sub>-ZD<sub>7</sub>. During a write cycle, when AEC is high, Z80 data is gated to the processor bus. During a read cycle, processor bus data is gated to the Z80 data bus. This read data is transparently latched by the 1 MHz system clock.

NOTE: Read and write cycles referred to in this document, unless otherwise specified, are 8502-type bus cycles. The Z80 Read Enable and Write Enable outputs are conditioned using logic to interface with an 8502 bus cycle, so no distinction is made as to the differences between cycles of the different processors. For more information on this logic, consult the section on the Z80 processor and the C128 Schematic, Commodore Part No. 310378.

As mentioned above, the Z80 is not in direct communication with the processor data bus, because of the need to adapt the Z80 to 8502 bus protocol. Note, however, that every other device and every other bus (except two that will be explained later) shares the processor data bus as a common data bus.

## THE TRANSLATED ADDRESS BUS

Another C128 system bus is the **Translated Address Bus** produced by the MMU during AEC high. This bus consists only of high-order addressing lines, designated TA<sub>8</sub>-TA<sub>15</sub>. These lines reflect the action of the MMU on the normal high-order address lines, which may or may not include some sort of translation. The MMU can translate the address of page zero or page one in normal operation, and it translates the Z80 address from \$0000 through \$0FFF in order to direct it to read the Z80 BIOS. A more complete description of MMU translations can be found in the MMU section of this document.

Normally, the translated address bus indirectly drives the system RAM and the VIC

chip by driving the multiplexed address buses. It directly drives system ROM 4 address line 12 to allow the Z80 ROM relocation. Finally, this bus becomes address lines 8 through 15 of the C64 compatible expansion port.

During a VIC cycle or a DMA, the MMU pulls  $TA_{12}-TA_{15}$  high, while  $TA_8-TA_{11}$  are tri-stated. This allows the VIC chip to drive  $TA_8-TA_{11}$  as VIC addresses  $VA_8-VA_{11}$ . During an external DMA cycle, the TA lines of the MMU are tri-stated, and the TA bus, presumably driven by the DMA source, in turn drives the processor address bus from  $A_8$  to  $A_{15}$ . Thus allows the DMA source to access any peripheral chip except the MMU. The action of the VIC during a VIC cycle is described below.

## THE MULTIPLEXED ADDRESS BUS

This section describes two related address buses, the **Multiplexed Address Bus** and the **VIC Multiplexed Address Bus**, known respectively as  $MA_0-MA_7$  and  $VMA_0-VMA_7$ . The VIC multiplexed address bus is created during AEC high by multiplexing the high-order translated address bus ( $TA_8-TA_{15}$ ) with the low-order processor address bus ( $A_0-A_7$ ), controlled via the MUX signal. This bus, driven by a hardware multiplexer through series resistors, is called the Multiplexed Address Bus. The VIC multiplexed address bus is used for processor access of the VIC chip registers. It is also used for VIC access of system RAM.

During a VIC cycle (AEC low), the VIC chip address lines will be asserted. There is no completely separate address bus for the VIC addresses, so it shares the  $VMA_0-VMA_7$  and address lines that are tri-stated during AEC high. Most of the VIC addresses come out of the VIC chip already multiplexed, but two of them,  $VA_6$  and  $VA_7$ , do not supply column information, as the VIC chip supplies only 14 bits of addressing. The higher-order address bits  $VA_{14}$  and  $VA_{15}$  come from CIA-2, as in the C64. This means the VIC supplies complete  $VMA_0-VMA_7$  for a VIC DRAM access or DRAM refresh. The  $TA_8-TA_{15}$  supplied by VIC are used in conjunction with another addressing bus for nonmultiplexed VIC cycle addresses, such as character ROM and color RAM accesses.

## THE SHARED ADDRESS BUS

The **Shared Address Bus** is a nonmultiplexed address bus used by both the processor and the VIC chip to communicate with common resources, namely the character ROM and color RAM (and the 8563 system RAM indirectly). During AEC high, the shared address bus, designated  $SA_0-SA_7$ , is driven by  $A_0-A_7$ , the lower-order processor address bits. The higher-order bits needed are supplied by the translated address bus, which is also a shared address bus. Thus, the processor is able to access both shared items.

During AEC low, the VIC addresses  $VA_0-VA_7$  ( $VMA_0-VMA_7$ ) must come onto the shared address bus. Since  $VA_0-VA_8$  are actually multiplexed, the row address only must be sent to the shared address bus. Thus, the multiplexed VIC addresses are transparently gated when either  $\overline{RAS}$  or MUX are high, but latched and held afterward so that when combined with the column address, the full address is presented. The high-order address bits here are supplied by the shared translated address bus. Note that the shared address bus provides the lower 8 bits of the expansion port address, allowing VIC access to cartridges and some additional drive capability by way of the TTL chips used to

drive the shared address bus. During DMA, the SA lines, like the TA, are driven backward to drive the processor bus. As noted above, this allows peripheral chips, ROM and RAM to be accessed by a DMA source, like the RAM expansion module. Only the MMU and the 8563 video controller cannot be accessed during DMA. See the auto-start ROM section in Chapter 13 for more details on initializing both external and internal expansion ROMS.

## THE COLOR DATA BUS

The color RAM is written to or read from a nybble data bus called the **Color Data Bus**. During AEC high, the color data bus is connected to the lower half of the processor data bus via an analog switch, allowing the processor full access to the color RAM. During AEC low, that switch is opened, effectively isolating the color data bus from the processor data bus. In this state, it is driven by the VIC extended data bus  $D_g$ - $D_u$ . Since the color RAM is banked, only one-half appears here at a time.

## THE DISPLAY BUS

The **Display Bus** is a bus local to the 8563 video controller, consisting of the **Display Address (DA<sub>0</sub>-DA<sub>7</sub>)** and the **Display Data Bus (DD<sub>0</sub>-DD<sub>7</sub>)**. This local bus supports the 8563 display RAM, which is completely isolated from the rest of the C128 system. The display address bus is a multiplexed address bus providing addressing to the display DRAM. The display data bus provides communication between this DRAM and the 8563. The 8563 also provides row and column strobes and dynamic refresh to this DRAM.

## SYSTEM MEMORY ORGANIZATION

This section describes the C128 memory system. Figure 16-2 is a detailed diagram of the C128 Memory Map.

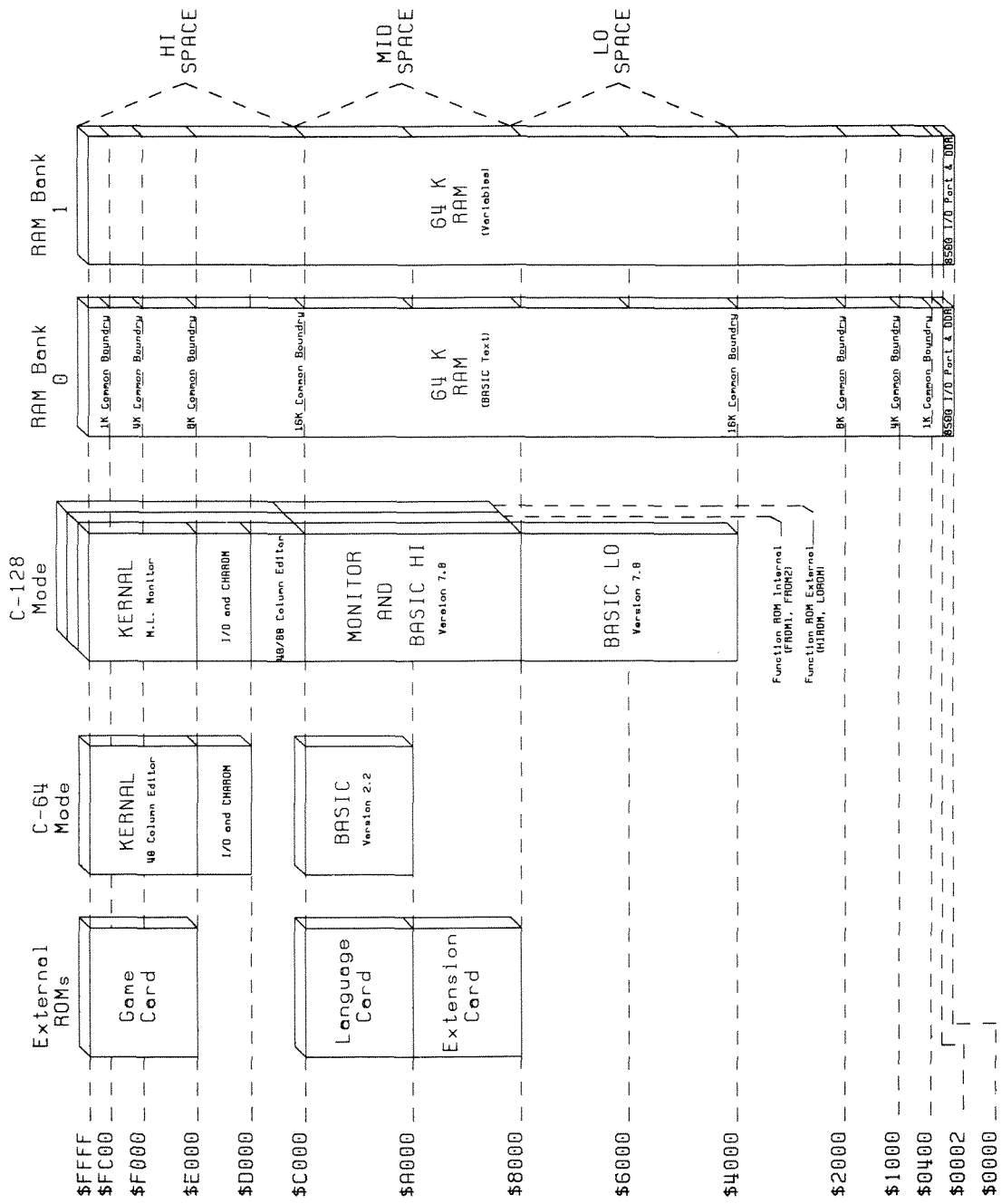


Figure 16-2. CI28 Memory Map (C64 Mode)

## C128 ROM MEMORY ORGANIZATION

C128 mode is achieved at system reset and is controlled by a bit in the MMU Configuration Register. In C128 mode, the MMU asserts itself in the C128 memory map at \$FF00 and in the I/O space, starting at \$D500. Use of MMU registers located at \$FF00 allows memory management without actually having the I/O block banked in at the time and with a minimum loss of contiguous RAM. The MMU is completely removed from the memory map in C64 mode. It is, however, still used by the hardware to manage memory.

Figure 16-2 presents the standard map for the C64 mode. Some of the alternate modes are shown in Figure 16-3. All C64 modes are compatible with the C64 computer, as the C128 basically becomes a C64 when in C64 mode. The details of MMU register location/operation are discussed in Chapter 13.

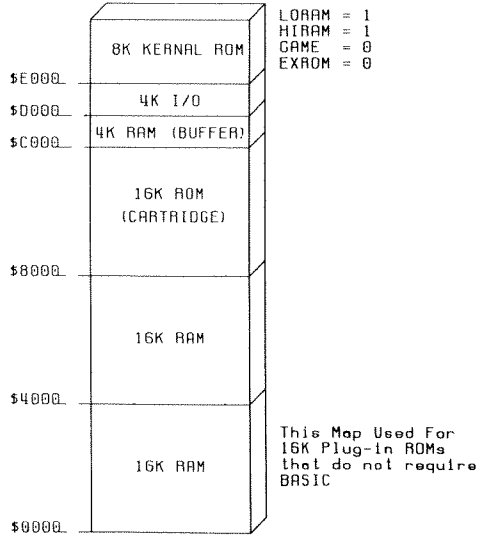
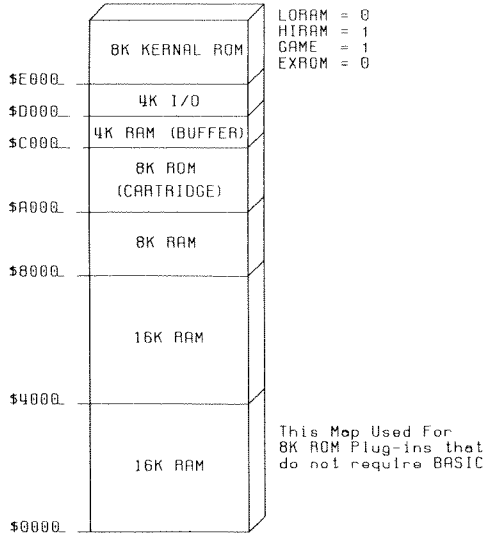
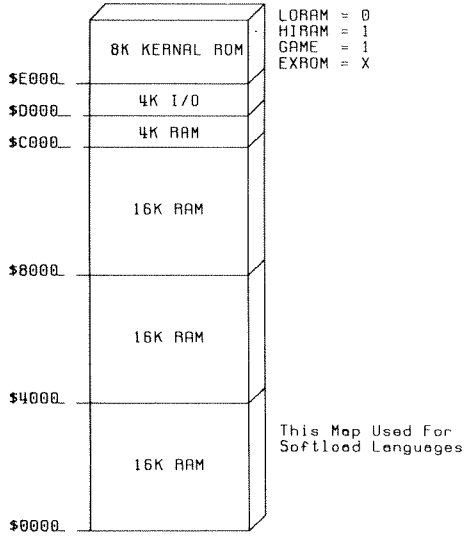
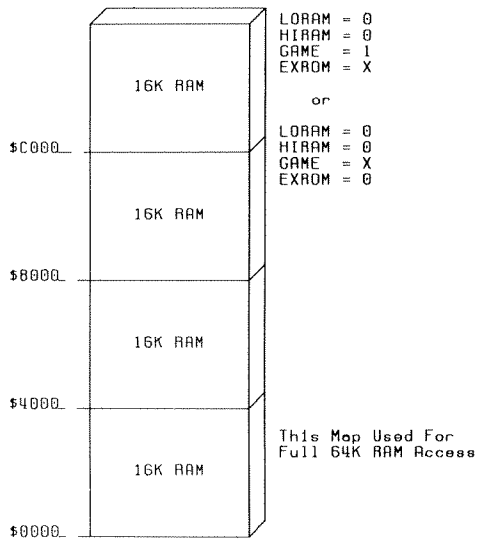
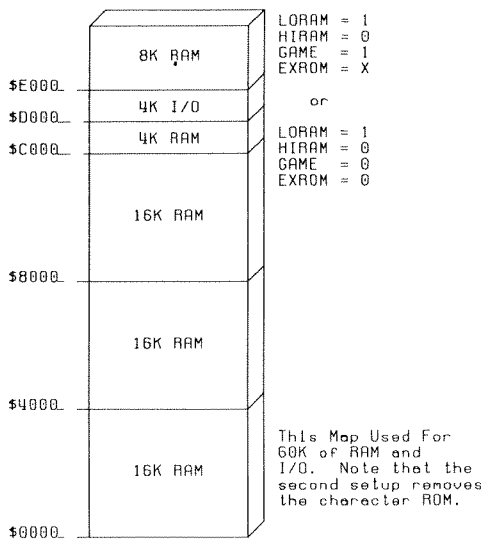
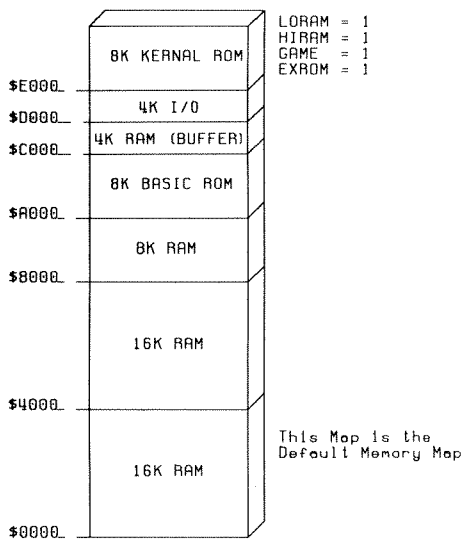
The ROMs in C64 mode look like Commodore 64 ROMs. The internal BASIC and Kernal provide the C64 mode with the normal Commodore 64 operating system in ROM. This ROM actually duplicates some of the ROM used in C128 mode, but it is necessary, as it is not accessible from C128 mode. In C128 mode, up to 48K of the operating system is present, with the exact amount being set by software control. This allows quicker access to underlying RAM by turning off unneeded sections of the operating system.

The external ROMs represented on the memory map are those used in C64 mode. They obey the Commodore 64 rules for mapping; i.e., cartridges assert themselves in hardware via the /EXROM and /GAME lines. External ROMs in C128 mode (i.e., C128 cartridges) are mapped as banked ROMs; when the system is initialized, all ROM slots are polled for the existence of a ROM, and the ROM's priority, if one exists. This allows much more flexibility than the hard-wired ROM substitution method, since the Kernal and BASIC ROMs can be swapped for an application program, or for external program control, or can be turned off altogether. This banking manipulation is accomplished by writing to the Configuration Register at location \$D500 or \$FF00 in the MMU.

The hardware also features the ability to store preset values for the configuration and force a load of the Configuration Register by writing to one of the LCRs (Load Configuration Registers). This allows the programmer to imply that ROM does not appear in the bank (by default) any time an access occurs to a bank where data is stored.



Figure 16-3. C64 Alternate Memory Configurations



## CI28 RAM MEMORY ORGANIZATION

As shown in Figure 16-2, the RAM present in the system is actually composed of two banks of 64K by 8 bytes of DRAM. The RAM is accessed by selecting one of the two 64K banks, the maximum address range of the 8502 and Z80, according to the RAM banking rules set in the RAM configuration register of the MMU. This area shown as RAM represents what the processor would see if all ROM were disabled. Bank switching can be accomplished in one of two ways.

The bank in use is a function of the value stored in the configuration register. A store to this register will always take effect immediately. An indirect store to this register, using programmed bank configuration values, can be accomplished by writing to one of the indirect load registers known as LCRs, located in the \$FF00 region of memory. By writing to an LCR, the contents of its corresponding PCR (PreConfiguration Register) will be latched into the configuration register. This allows the programmer to set up four different preprogrammed configurations that allow each bank to be personalized ahead of time; e.g., bank 1 as a data bank might be strictly a RAM bank with no ROM or I/O enabled, while bank 0 as the system bank can have the system ROM and I/O enabled by default. Additionally, reading any LCR will return the value of its corresponding PCR.

When dealing with 64K banks of memory at once, it may be desirable to bank in bank 1 but still retain the system RAM (stack, zero page, screen, etc.). The MMU has provisions for what is referred to as **common** RAM. This RAM does not bank and is programmable in size and position (top, bottom, or both) in the memory map. The size is set by bits 0 and 1 in the RAM Configuration Register (RCR). If the value of the bits is 0, 1K will be common. Values of 1, 2 and 3 produce common areas of 4K, 8K and 16K respectively. If bit 2 of the RCR is set, bottom memory is held common; if bit 3 is set, then top memory is common. In all cases, common RAM is physically located in bank 0.

Zero page and page one can be located (or relocated) independently of the RCR. When the processor accesses an address that falls within zero page or page one, the MMU adds to the high-order processor address the contents of the P0 register pair or the PI register pair, respectively, and puts this new address on the bus, including the extended addressing bit A16. RAM banking will occur as appropriate to access the new address. Writes to the P0 and PI registers will be stored in pre-latch until a write to the respective low byte page pointer occurs. This prevents a P<sub>xH</sub> high byte page pointer from affecting the translated address until both high and low bytes have been written. Common memory overrides the page pointers.

At the same time, the contents of the P0 and PI registers are applied to a digital comparator, and a reverse substitution occurs if the address from the 8502 falls within the page pointed to by the register. This results in a swapping of the zero page or page one with the memory that it replaced. Swapping occurs only if the swapped area is defined as RAM; i.e., system or function ROM must always be at its assigned addresses and thus should not be back-substituted but of course will not cause contention of any kind. Note that upon system reset, the pointers are set to true zero page and true page one.

**NOTE:** There are actually several memory modes that override parts of the bank as selected here. These modes are mentioned below, and are covered in detail in a later section.

For VIC-chip access, one bit in the MMU status register substitutes for extended address line A<sub>16</sub>, selecting the proper CAS enable to make it possible to steer the VIC to anywhere in the 128K range. Note that AEC is the mechanism the MMU uses to steer a VIC space address; i.e., when AEC is low, a VIC access is assumed. This results in the VIC bank being selected as well for an outside DMA, since this, too, will pull the AEC line to the MMU low.

## PERFORMANCE SPECIFICATIONS

### POWER CONSUMPTION

Table 16-1 contains values for C128 power consumption, including various add-on options.

I.C.	I xyp		I Max		I Typ		I Max		Unit
	(5v)		(9v)		(12v)				
SUBTOTAL	61	2.63	3.83	0.03	0.05	0	0	A	
PERIPHERALS									
Magic Desk	1	0.24	0.35	0	0	0	0	A	
RS-232	1	0.07	0.10	0	0	0	0	A	
Auto Modem	1	0	0	0.07	0.10	0	0	A	
Cassette	1	0	0	0.28	0.40	0	0	A	
PERIPHERAL TOTAL	4	0.31	0.45	0.35	0.50	0	0	A	
C128 AND PERIPHERALS		2.94	4.28	0.38	0.55	0	0	A	
TOTAL POWER, WORST CASE (WATTS)									
	5V	12V							
Voltage	5.25	9.45	12.60	TOTAL					
Power	22.47	5.20	0.00	27.67					

**Table 16-1. C128 Power Consumption**

### BUS LOADING

Table 16-2 details AC and DC device loading for the C128 system. All capacitances are in picofarads and currents are in microamperes.

Dev: DRAM ROM VIC 8563 4016 2332 LS MMU PLA 8502 Z80 4066 SID TOTAL  
**Signal TTL CIA LOADS**

TA <sub>8</sub> -TA <sub>5</sub>														
#		1	1		1	1	2	_____						
I	...	10	2.5	...	10	10	800	_____						833
C		8	a		a	q	n	_____						ee
SA <sub>7</sub> -SA <sub>7</sub>														
#	_____				1	1	1	_____						
I	_____				10	10	400	_____						420
C	_____				a	s	1^	_____						27
Do-D <sub>7</sub>														
#	2	5	1	1		1	1	-	1		1	3		
I	20	50	2.5	2.5		400	2.5	-	2.5	-	0.1	7.5	488	
C		40	8	8		15	8	-	8		8	24	129	
R/W														
#	...	...	1	1	...	...	2	1	1	1	...	3		
I			2.5	2.5			800	2.5	2.5	2.5	...	7.5	820	
C			8	8			30	8	8	8	...	24	94	
RES														
#			...	1		...	1	-	1	1	-	3		
I	...	...		2.5	...	...		2.5	-	2.5	2.5	-	7.5	18
C				8				8	-	8	8	-	24	56
1MHz														
#	_____					5	_____						a	
I	_____					2000	_____						7c	2008
C	_____					75	_____							99

Table 16-2. Bus Loading Power Requirements (Capacitances and Currents)

## ENVIRONMENTAL SPECIFICATIONS

The C128 is rated to operate at from 10 to 40 degrees Celsius (50 to 104 degrees Fahrenheit) and at a noncondensing relative humidity of 5 to 95 percent.

# THE 8502 MICROPROCESSOR

## GENERAL DESCRIPTION

The 8502 is an HMOSII Technology microprocessor, similar to the 6510/6502. It is the normal operating processor used in C64 and C128 modes. Software-compatible with the 6510, hence the 6502, the 8502 also features a zero page port used in memory management and cassette implementation.

The 8502 is also specified for operation at 2 MHz. The 2 MHz operation is made possible by removing the VIC from the system as a display chip. (The VIC chip is never completely removed from the C128 system, as it continues to function as clock generator and refresh controller.) What this refers to is that the VIC is removed as a display chip and co-processor; thus the full clock cycle can be devoted to processor functioning instead of sharing the cycle with the VIC.

The task of the video display processor is taken over by the 8563, which can function without the need for bus sharing. Since the I/O devices, SID, etc., are rated at 1 MHz only, stretching of the 2 MHz clock is used to allow these parts to be accessed directly by the 2 MHz processor and still keep throughput to a maximum.

The I/O devices are not affected by the 2 MHz operation, as they are still driven by a 1 MHz source (as such, all timer operations remain unchanged), and clock stretching is used only to synchronize the 2 MHz machine cycle to the 1 MHz  $<PO$  high time. The clock sources and clock-stretching capabilities are generated by the VIC chip.

## ELECTRICAL SPECIFICATION

This section describes some of the electrical constraints and specifications of the system.

### MAXIMUM RATINGS

Table 16-3 gives the absolute maximum ratings of the 8502 microprocessor.

RATING	SYMBOL	VALUE	UNIT
Supply Voltage	$V_{cc}$	-0.5 to +7.0	Vdc
Input Voltage	$V_{in}$	-0.5 to +7.0	Vdc
Storage Temperature	$T_{stg}$	-55 to +150	°C
Operating Temperature	$T_a$	0 to +70	°C

Table 16-3. 8502 Absolute Maximum Ratings

### ELECTRICAL CHARACTERISTICS

Table 16-4 gives the 8502's basic electrical specifications for minimum, typical and worst-case operation, valid over the range of operation T.

CHARACTERISTIC	SYMBOL	MIN	TYP	MAX	UNIT
Input High Voltage	$V_{IH}$	$V_{SS} + 2.4$	-		Vdc
$\Phi_0$ (in) /RES, Po-P7, /IRQ, Data		$V_{SS} + 2.2$	—	—	Vdc
Input Low Voltage	$V_{IL}$	$V_{SS} - 0.3$	-	$V_{SS} + 0.5$	Vdc
$\Phi_0$ (in) /RES, Po-P7, /IRQ, Data		—	—	$V_{SS} + 0.8$	Vdc
Input Leakage Current ( $V_{in} = 0$ to 5.25V, $V_{cc} = 5.25V$ )	IIN				
Logic		—	—	2.5	uA
$\Phi_0$ (in)		—	—	10.0	nLA
3-State (Off) Inp. Cur. ( $V_{in} = 0.4$ to 2.4V, $V_{cc} = 5.25V$ )	ITSI				
Data Lines		—	—	10.0	(xA
Output High Voltage ( $I_{OH} = -100u, A_{dc}, V_{cc} = 4.75V$ ) Data, Ag-Ais, R/W, P0-P7	$V_{QH}$	$V_{SS} + 2.4$	—	—	Vdc
Output Low Voltage $I_{OL} = 1.6mA_{dc}, V_{cc} = 4.75V$ Data, A,r-A,ss, R/W, P0-P7		—	—	$V_{SS} + 0.4$	Vdc
Power Supply Current		—	125	—	mA
Capacitance ( $V_{in} = 0, T_a = 25^\circ C, f = 1MHz$ )	<b>C</b>				
Logic, P0-P7	$C_{in}$	—	—	10	pF
Data		—	—	15	pF
A0-A7	$C_{out}$	—	—	12	pF
$\Phi_0$	$C(\Phi_0)$	—	30	50	pF

Table 16-4. 8502 Basic Electrical Specifications

## SIGNAL DESCRIPTION

Below is a description of all the 8502 signals from a functional and electrical point of view:

**CLOCK** ( $\Phi_0$ )—This is the dual speed system clock. Note that the input level required is above worst-case TTL; thus, extra precautions must be taken when attempting to drive this input from a standard TTL level input.

**ADDRESS BUS** (A<sub>0</sub>-A<sub>5</sub>)—TTL output. Capable of driving 2 TTL loads at 130 pF.

**DATA BUS** (D<sub>0</sub>-D<sub>7</sub>)—Bidirectional bus for transferring data to and from the device and the peripherals. The outputs are tri-state buffers capable of driving 2 standard TTL loads at 130 pF.

**RESET**—This input is used to reset or start the processor from a power down condition. During the time that this line is held low, writing to or from the processor is inhibited. When a positive edge is detected on the input, the processor will immediately begin the reset sequence. After a system initialization time of 6 cycles, the mask interrupt flag will be set and the processor will load the program counter from the contents of memory locations \$FFFC and \$FFFD. This is the start location for program control. After Vcc reaches 4.75 volts in a power up routine, reset must be held low for at least 2 cycles. At this time the R/W line will become valid.

**INTERRUPT REQUEST (IRQ)**—TTL input; requests that the processor initiate an interrupt sequence. The processor will complete execution of the current instruction before recognizing the request. At that time, the interrupt mask in the Status Code Register will be examined. If the interrupt mask is not set, the processor will begin an interrupt sequence. The Program Counter and the Processor Status Register will be stored on the stack and the interrupt disable flag is set so that no other interrupts can occur. The processor will then load the program counter from the memory locations \$FFFE and \$FFFF.

**NON-MASKABLE INTERRUPT REQUEST (NMI)**—TTL input, negative edge sensitive request that the processor initiate an interrupt sequence. The processor will complete execution of the current instruction before recognizing the request. The Program Counter and the Processor Status Register will be stored on the stack. The processor will then load the program counter from the memory locations \$FFFA and \$FFFB. Since NMI is non-maskable, care must be taken to insure that the NMI request will not result in system fatality.

**ADDRESS ENABLE CONTROL (AEC)**—The Address Bus is only valid when the AEC line is high. When low, the address bus is in a high impedance state. This allows DMA's for dual processor systems.

**I/O PORT (P<r-P6)**—Bidirectional port used for transferring data to and from the processor directly. The Data Register is located at location \$0001 and the Data Direction Register is located at location \$0000.

**R/W**—TTL level output from processor to control the direction of data transfer between the processor and memory, peripherals, etc. This line is high for reading memory and low for writing.

**RDY**—Ready. TTL level input, used to DMA the 8502. The processor operates normally while RDY is high. When RDY makes a transition to the low state, the processor will finish the operation it is on, and any subsequent operation if it is a write cycle. On the next occurrence of read cycle the processor will halt, making it possible to gain complete access to the system bus.

## PROCESSOR TIMING

This section explores the timing considerations of the 8502 processor unit. Table 16-5 is a processor timing chart. Figure 16-4 presents timing diagrams that show both general timing and the particular method of clock stretching used in 2 MHz mode.

Electrical Characteristics  $V_{cc} = 5v \pm 5\%$ ,  $V_{ss} = 0v$ ,  $T_s = 0^\circ C$  to  $70^\circ C$

CHARACTERISTIC	SYMBOL	MIN	MAX	UNITS
AEC setup time	TAEC	25	60	ns
Up data setup from $\overline{A}0$	TMD5		100	ns
Up write data hold	THW	40		ns
Data bus to tri-state from AEC	TAEDT		120	ns
Read data stable	TDSU	40		ns
Read data hold	THR	40		ns
Address setup from $\overline{A}0$	TADS	40	75	ns
Address hold	THA	40		ns
Address setup from AEC	TAADS		60	ns
Address tri-state from AEC	TAEAT		120	ns
Port input setup	TPDSU	105		ns
Port input half	TpDH	65		ns
Port output data valid	TPDW		195	ns
Cycle time	TCYC	489		ns
$\overline{A}0$ (in) pulse width @1.5v (crystal clock)	PWH $\overline{A}0$	235	265	ns
$\overline{A}0$ (in) rise time	TRc $\overline{A}0$		10	ns
$\overline{A}0$ (in) fall time	TF $\overline{A}0$		10	ns
RDY setup time	TRDY	80		ns

Table 16-5. Processor Timing Chart

## CLOCK STRETCHING

When running in 2 MHz mode, the processor clock sometimes must be stretched. This is handled by the VIC chip, the processor and the PLA working together. When an I/O operation is decoded during a 2 MHz cycle, the phase relationship between the 2 MHz and 1 MHz clocks must be considered. If the 2 MHz access occurs during 1MHz \$ 1 , the access to a clocked I/O chip would be out of synchronization with the 1 MHz clock that drives all I/O chips. Thus, during this phase relationship, /IOACC from the PLA signals the VIC chip to extend the 2 MHz clock. Should the 2 MHz cycles take place during the 1 MHz <P2 cycle, no special attention is necessary.



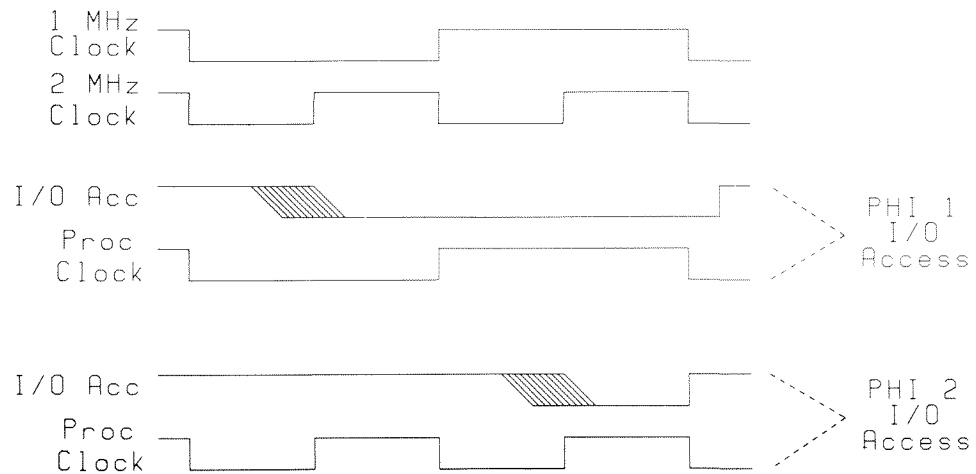


Figure 16-4. Clock Stretching in 2 MHz Mode

Note the speed implications of this. In 2 MHz mode, half the I/O access given will occur at an effective speed of 1MHz.

Figure 16-5 is a diagram of the 8502 microprocessor pin configuration.

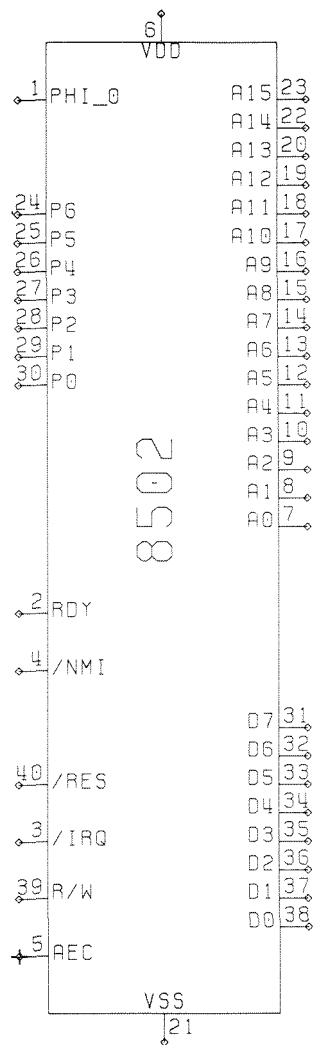


Figure 16-5. The 8502 Microprocessor Pin Configuration

For information on programming 8502 Machine Language, see Chapter 5, Machine Language on the C128.

## Z80 MICROPROCESSOR HARDWARE SPECIFICATION

The Z80 microprocessor is used as a secondary processor in the C128 to run CP/M based programs. Covered in this section is not only the operation of the Z80 as part of

the C128 system, but some important electrical and timing specifications of the Z80. For more information on Z80 bus interfacing, consult the Zilog Z80 Data Book.

## SYSTEM DESCRIPTION

The Z80A, a 4MHz version of Zilog's standard Z80 processor, is included as an alternate processor in the C128 system. This allows the C128 to run the CPM 3.0 operating system at an effective speed of 2 MHz. The Z80 is interfaced to the 8502 bus interface and can access all the devices that the Z80 can access. The bus interface for the Z80 (the most complex part of the Z80 implementation) is described in this section, along with Z80's operation as a coprocessor in the C128 system.

**NOTE:** See the Signal Description section later in this chapter for definitions of the signals mentioned in the following paragraphs.

## BUS INTERFACE

Because a Z80 bus cycle is much different than a 65xx family bus cycle, a certain amount of interfacing is required for a Z80 to control a 65xx-type bus. Since the Z80 has built-in bus arbitration control lines, it is possible to isolate the Z80 by tri-stating its address lines. Thus, both the Z80 and the 8502 share common address lines.

The interfacing of the data lines is more complex. Because of the shared nature of the bus during Z80 mode, the Z80 must be isolated from the bus during AEC low. Thus, a tri-statable buffer must drive the processor bus during Z80 data writes. The reverse situation occurs during a Z80 read—the Z80 must not read things that are going on during AEC low; it must latch the data that was present during AEC high. Thus, a transparent latch drives the data input to the Z80. It is gated by the Z80 read-enable output, and latched when the 1 MHz clock is low. It will be seen that the Z80 actually runs during AEC low, but that the data bus interfaces with it only during AEC high.

## CONTROL INTERFACE

The Z80 control read-enable interfacing must provide useful clock pulses to the Z80, and must tailor the Z80 and write-enable signals for the 8502-type bus protocol. The Z80 clock is provided by the VIC chip, and is basically a 4MHz clock that occurs only during AEC low, as seen in Figure 16-6. This ensures that the Z80 is clocked only when it is actively on the bus. One additional consideration in clocking the Z80 is that while all of the 8502 levels and most of the Z80 levels are TTL-compatible, the Z80 clock input expects levels very close to 5 volts. For that reason, the output from the VIC chip is processed by the 9-volt supply; thus, the 9-volt circuit must be operational for the Z80, and the system, to function. The most common power-up failure for the C128 is a blown 9-volt fuse.

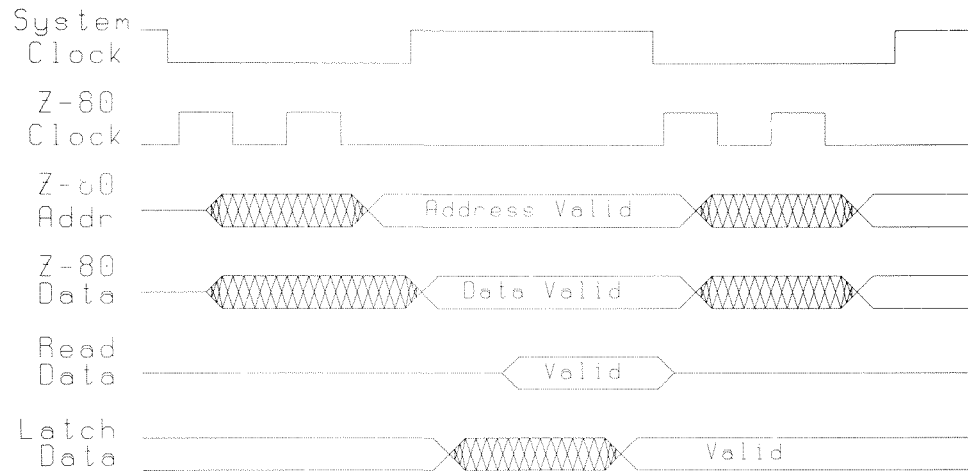


Figure 16-6. Z80 Bus Timing

### PROCESSOR SWITCHING

It is important in normal operation for the Z80 and the 8502 to operate as coprocessors, communicating with each other. Since only one processor may have the bus at any one time, this is only serial coprocessing, not parallel coprocessing or multiprocessing. This is important in several ways:

First, the C128 system must power-up with the Z80 as master processor. This is to prevent the Z80 from accidentally accessing the bus when powering up. Thus, the Z80 is made master on power-up and can do anything it likes to the bus. Also, because the Z80 can start-up certain C64 applications that would cause the 8502 to crash, the Z80 is the logical choice as start-up processor. After some initializations, the Z80 starts-up the 8502 in either C128 or C64 mode, depending upon whether a cartridge is present, and upon the type of cartridge, if one is present. The operating system also allows C64 mode to be forced on power-up.

Second, processor switching allows the Z80 to access 8502 Kernal routines. For standardized programs or for any I/O operation not supported in the Z80 BIOS, the Z80 can pass on the task of I/O to the 8502. Since the Z80 sees BIOS ROM where the 8502 sees its pages 0 through F, the Z80 can operate without fear of disrupting any 8502 pointers or the stack in RAM Bank 0. The Z80 ROM BIOS physically overlays that critical section of RAM Bank 1.

The Z80 can receive a bus grant request from the MMU via /Z80EN, or from the VIC chip via BA. Since the VIC control line is used for DMAs, the latter request is not of immediate concern. The /Z80EN action, however, is important, since it is the mechanism by which the two processors exchange control.

When the /Z80EN line goes high, it triggers a Z80 /BUSRQ. The Z80 then relinquishes the bus by pulling /BUSACK low. This action drives the 8502 AEC high and (providing VIC does not request a DMA) also drives the 8502 RDY line high, enabling the 8502. To switch back, a low on the Z80 /BUSRQ will result in Z80 /BUSACK going high, tri-stating and halting the 8502.

See Appendix K on CP/M for interchip communication details.

## SIGNAL DESCRIPTION

The list below defines each Z80 signal. The Z80 pin configuration is shown in Figure 16-7.

**Address Bus (A<sub>0</sub>-A<sub>15</sub>):** 16-bit tri-stating address bus. Used for 16-bit I/O cycles. This allows up to 256 input or 256 output ports. During refresh time, the lower 7 bits contain a valid refresh address. (This signal is not used in the C128 system.)

**Data Bus (D<sub>0</sub>-D<sub>7</sub>):** Input/output bus capable of tri-stating; used for 8-bit exchanges with memory and I/O devices.

**Machine Cycle One (/M<sub>1</sub>):** Output, active low. This signal indicates that the current machine cycle is the operation code fetch of an instruction execution. During execution of a two-byte opcode, /M<sub>1</sub> is generated, as each byte is fetched. /M<sub>1</sub> also occurs with an input/output request (/IORQ) to indicate an interrupt acknowledge cycle. The M<sub>1</sub> line is used to disable the I/O decoder during an interrupt acknowledge cycle (See Input/Output Request).

**Memory Request (/MREQ):** Active low, tri-state output that indicates that the address bus holds a valid address for a memory read or write operation.

**Input/Output Request (/INRQ):** Active low, tri-state output. The /INRQ signal indicates that the lower half of the address bus holds a valid address for an I/O read or write operation. An /INRQ signal is also generated with a /M<sub>1</sub> signal when an interrupt is being acknowledged to indicate that an interrupt response vector can be placed on the data bus. An interrupt can acknowledge during /M<sub>1</sub>; I/O operations never occur during /M<sub>1</sub>.

**Memory Read (/RD):** Active low, tri-state output. /RD indicates that the CPU wants to read data from memory or from an I/O device. This signal is generally used to gate-read data onto the data bus.

**Memory Write (/WR):** Active low tri-state output. /WR indicates that the data bus holds valid data to be processed by memory or by an I/O device.

**Refresh (/RFSH):** Active low output used to indicate that the address bus holds a refresh address in its lower 7 bits. Thus, the current /MREQ signal should be used to do a refresh read to all dynamic memories not refreshed from an alternate source. A7 is set to 0 and the upper 8 bits contain the I register at this time.

**Halt State (/HALT):** Active low output, indicating that the Z80 has executed a halt instruction and is awaiting some kind of interrupt before execution can continue. While in the halt state, the Z80 continuously executes NOPs to continue refresh activity.

**Wait (/WAIT):** Active low input, used to drive the Z80 into wait states. As long as this signal is low, the Z80 executes wait states; thus, this signal can be used to access slow memory and I/O devices.

NOTE: While the Z80 is in either a wait state or a bus acknowledge (/BUSAK) state, a dynamic memory refresh cannot be performed. See Bus Acknowledge.

**Interrupt Request (/INT):** Active low input, driven by external devices. If the interrupt flag IFF is enabled and the bus request (/BUSRQ) line is not active, the processor honors the request interrupt at the end of the current instruction. When the Z80 acknowledges an interrupt, it generates an interrupt acknowledge signal (/INRQ) during /MO at the beginning of the next instruction cycle. There are three different modes of response to a given interrupt. See Bus Request.

**Non-Maskable Interrupt (/NMI):** Active low input. This interrupt is edge-triggered and cannot be masked against. It is always recognized at the end of the current instruction, forcing the Z80 to restart at location \$0066. The program counter is automatically saved in the stack to allow a return from the interrupt program. Note that continuous cycles can delay an /NMI by preventing the end of the current cycle, and that /BUSRQ will override /NMI.

**Reset (/RESET):** Active low input that forces the program counter to zero and initializes the Z80, which will set interrupt mode 0, disable interrupts, and set register I and R to 0. During /RESET, the address and data buses go tri-state and all other signals go inactive.

**Bus Request (/BUSRQ):** Active low input that requests the CPU address, data and tri-stable output control signals to go tri-state for sharing and DMA's. The lines go tri-state upon termination of the current machine cycle.

**Bus Acknowledge (/BUSAK):** Active low output, used to indicate to any device taking over the bus that the Z80 has gone into tri-state and the bus has been granted.

**Clock (4>):** Single phase system clock.

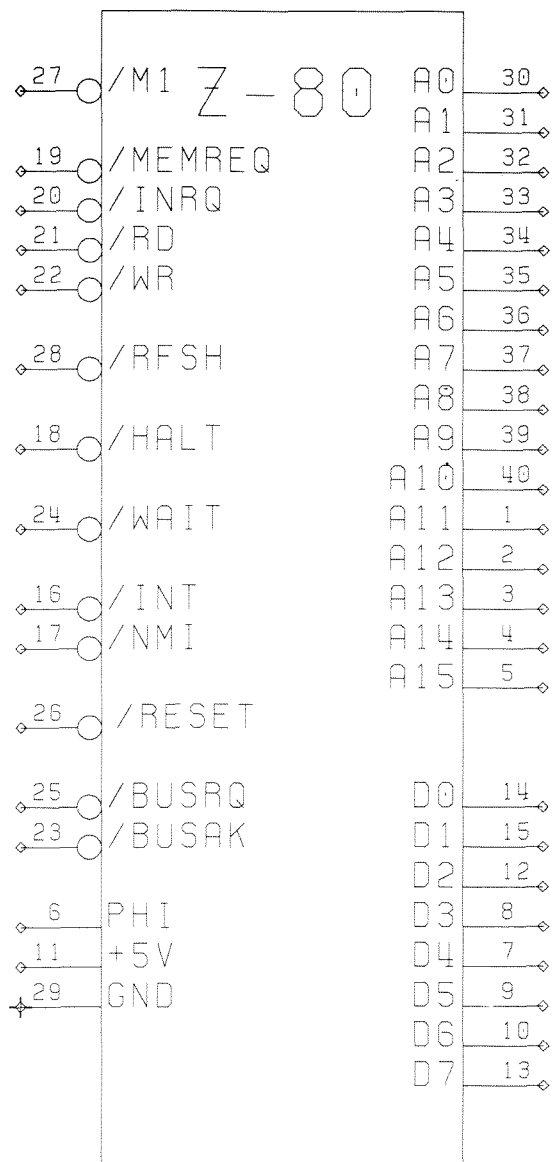


Figure 16-7. Z80 Microprocessor Pin Configuration

## ELECTRICAL SPECIFICATIONS

### ABSOLUTE MAXIMUM RATINGS

Table 16-6 gives the absolute maximum temperature, voltage and power dissipation ratings for the Z80. Permanent damage is likely to occur if these ratings are exceeded.

PARAMETER	SYMBOL	RANGE	UNITS
Operating Temperature	$T_a$	0 to +70	°C
Storage Temperature	$T_{st}$	-65 to +150	°C
Input Voltage	$V_{in}$	-0.3 to 7.0	Vdc
Power Dissipation	$P_{ec}$	1.5	W

Table 16-6. Z80 Absolute Maximum Ratings

## DC OPERATING CHARACTERISTICS

Table 16-7 shows the maximum DC operating ratings for the Z80. Except as noted, these ratings apply over the full rated temperature and voltage ranges.

PARAMETER	SYMBOL	RANGE	UNITS
Power Supply Variance	$V_{cc}$	$5 \pm 5\%$	Vdc
Clock Input Low Voltage	$V_{LC}$	-0.3 to 0.8	Vdc
Clock Input High Voltage	$V_{HC}$	$V_{cc} - 0.6$ to $V_{cc} + 0.3$	Vdc
Input Low Voltage	$V_{IL}$	-0.3 to 0.8	Vdc
Input High Voltage	$V_{IH}$	2.0 to $V_{cc}$	Vdc
Output Low Voltage ( $I_{OL} = 1.8mA$ )	$V_{OL}$	$V_{ss}$ to 0.4	Vdc
Output High Voltage ( $I_{OH} = -250\mu A$ )	$V_{OH}$	2.4 to $V_{cc}$	Vdc
Power Supply Current	$I_{cc}$	200	mA
Input Leakage Current ( $V_{in} = 0$ to $V_{cc}$ )	$I_{LI}$	10	$\mu A$
Tri-State Leakage Current ( $V_{OUT} = V_{OH}, V_{OUT} = V_{OL}$ )	$I_{LO}$	+10, -10	$\mu A$
Data Bus Input Leakage Current ( $V_{ss} < V_{in} < V_{cc}$ )	$I_{LD}$	$\pm 10$	$\mu A$

Table 16-7. Z80 DC Operating Characteristics

## CAPACITANCE

The line capacitance values for the Z80 are given in Table 16-8. All measurements are at  $T = 25$  degrees,  $F = 1$  MHz.

PARAMETER	SYMBOL	MAXIMUM	UNIT
Clock Capacitance	$C_{\phi}$	35	pF
Input Capacitance	$C_{in}$	5	pF
Output Capacitance	$C_{out}$	10	pF

Table 16-8. Z80 Capacitance Values



## **THE PROGRAMMED LOGIC ARRAY (PLA)**

The 8721 C128 PLA is a programmed version of the Commodore 48 Pin Programmable Logic Array (Commodore Part #315011). It provides all the chip selects and other decoded signals that are necessary for the C64, along with a number of such signals new in the C128 system. Figure 16-8 shows the PLA chip.

The PLA does a number of things vital to the operation of the C128, including:

- All ROM selects (Kernal, BASIC, function, external) in all operating modes.
- VIC chip select.
- Color RAM chip select.
- Character RAM chip select.
- Write enable to color RAM.
- Latched write enable to DRAMs.
- Z80 select decoding.
- Z80 I/O decoding, for Z80 I/O cycle and Z80 memory mapping.
- Data bus direction signal.
- I/O group chip select (includes I/O-1, I/O-2, CIA-1, CIA-2, SID, 8563).
- I/O access signal indicating an I/O operation is occurring.
- CAS ENaBle for DRAM enable.

### **CHIP SELECT GENERATION**

This PLA device is responsible for defining the banking rules for ROM and RAM that the system will follow. This chip generates chip selects for all ROM and the VIC chip. It generates an enable for any other I/O device in the map, and can enable or disable CAS based upon what else is enabled. In C128 mode, decisions are made using the processor addresses and the four mode status lines: ROMBANKLO, ROMBANKHI, I/O SELECT, and C128/64. The C128 mode banking scheme is quite straightforward and simple. In Z80 mode, the selection mechanism becomes even simpler, thanks to the I/O cycle of the Z80 processor.

C64 chip selects account for the bulk of the PLA font. The C64 selects I/O, RAM and ROM based upon internal control lines: BA, HIRAM, LORAM, and CHAREN. The status of these lines, and decoded addresses, determine for any given time which (if any) chip is selected. When a cartridge is inserted, two additional control lines come into play: /EXROM and /GAME. Various combinations of these lines cause different memory maps to be asserted, all based upon the PLA font.

### **OTHER FUNCTIONS**

The PLA performs a variety of functions other than chip selects. It creates the write enable strobes for both DRAM and Color RAM. In C128 mode, the C64 control lines (HIRAM, LORAM and CHAREN) are not needed, since the MMU controls the more sophisticated C128 method of banking. Thus, these lines are used to extend the functionality of the C128 at little or no additional cost in hardware. The CHAREN line is

used in C128 mode to turn the Character ROM on and off in the VIC bank selected; in C128 mode the ROM can appear or disappear in any VIC bank.

The second of the new functions uses LORAM and HIRAM to select one of two Color RAM banks. The level of LORAM selects the bank that will be seen during processor time; the level of HIRAM selects the bank that will be seen during VIC time. Thus, a program can swap between two full-color pictures very cleanly, or the processor can modify one full-color picture while displaying another.

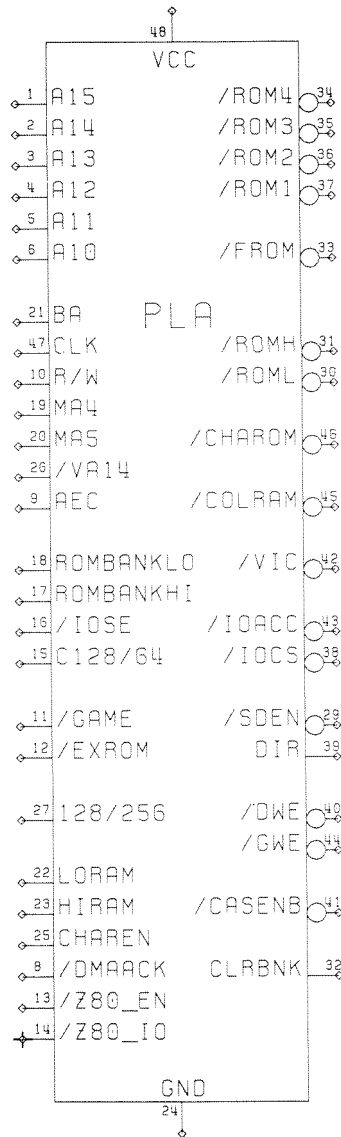


Figure 16-8. The CI28 PLA Chip

## **THE MEMORY MANAGEMENT UNIT (MMU)**

The MMU is designed to allow complex control of the C128 system memory resources. Because of the way it handles all the standard C64 modes of operation, it is completely compatible with the C64. Additionally, it controls the management of particular C128 modes including the Z80 mode. The MMU's features include:

- Generation of translated address bus (TA8-TA15).
- Generation of control signals for different processor modes (C128, C64, Z80).
- Generation of CAS selects lines for RAM banking.
- Generation of ROMBANK lines for ROM banking.

Programming the MMU is described in detail in Chapter 13.

### **PHYSICAL DESCRIPTION**

Many of the MMU input and output signals have been discussed informally so far. This section contains descriptions of the MMU as a physical 48-pin device, including a description of all pin requirements, input and output signals, and electrical requirements.

### **PIN REQUIREMENTS**

Table 16-9 lists the required MMU pins, indicating the number in each signal category and the total number.

SIGNAL NAMES	DESCRIPTION	NUMBER OF PINS
A <sub>0</sub> -A <sub>3</sub> , Ag-A <sub>15</sub>	<b>Address Lines In</b>	12
A <sub>4/5</sub> , A <sub>6/7</sub>	<b>Combined Address Lines In</b>	2
Do-D <sub>7</sub>	<b>Data Lines In/Out</b>	8
TA <sub>g</sub> -TA. <sub>s</sub>	<b>Translated Addr. Lines Out</b>	8
	+ 5V	1
GND	<b>Ground</b>	1
PHI <sub>0</sub>	<b>2 MHz <math>\phi_0</math> Clock In</b>	1
RESET	<b>System Reset In</b>	1
R/W	<b>Read/Write Line In</b>	1
/CAS <sub>0</sub> -/CAS <sub>1</sub>	<b>DRAM CAS, 64K Bank Out</b>	2
AEC	<b>Address Enable Control In</b>	1
/Z80EN	<b>Z80 Enable Out</b>	1
/GAME	<b>Game ROM Enable In, Control Out</b>	1
/EXROM	<b>External ROM Enable In, Control Out</b>	1
MS <sub>0</sub> -MS <sub>1</sub>	<b>Memory Status Out</b>	2
I/O (MS <sub>2</sub> )	<b>I/O Select Out</b>	1
C128/64 (MS <sub>3</sub> )	<b>C128 or C64 Mode Out</b>	1
40/80	<b>40/80 Status In</b>	1
/FSDIR	<b>Fast Serial Direction Out</b>	1
MUX	<b>Memory Multiplex In</b>	1
	<b>TOTAL</b>	48

Table 16-9. MMU Pin Requirements

## PIN DESCRIPTION

The following comprises a signal-by-signal description of the MMU input and output signals. Figure 16-9 shows the MMU pin configuration. Included here are any available bond options.

The MMU input signals are:

- A<sub>0</sub>-A<sub>3</sub>, Ag-A<sub>15</sub>: Addresses from the microprocessor. Used to derive chip selects as well as multiplexed address lines. A<sub>0</sub>-A<sub>3</sub> are found at pins 18-21 on the MMU, while A<sub>8</sub>-A<sub>15</sub> are located at pins 24-31.
- u* A<sub>4/5</sub>, A<sub>6/7</sub>: Combined addresses from the microprocessors. Used along with simple addresses, combined in this fashion to lower the pin count of the MMU. Located at pins 22 and 23 respectively.
- PHI<sub>0</sub>: Presystem clock. Used for early transition of gated signals on write operations. Processor address is valid on the rising edge, and data is valid on the falling edge. This is found at pin 33.
- s* R/W: System Read/Write control line. This input is high for a processor read, low for a processor write. This signal is located at pin 32 on the MMU chip.
- RESET: System Reset. This input initializes internal registers on a power-up or hardware reset. It can be found at pin 2.
- AEC: Address Enable Control. Indicates whether the 8502 processor or the VIC has access to the shared bus. When low, VIC or an external DMA has the

bus and  $VA_{j6}$  have the processor bus, and no pointer or BIOS translation takes place. This signal occupies pin 16.

- MUX: The memory multiplex signal, used to clock various sections of the MMU. It is located at pin 17.
- <sup>m</sup>  $V_{dd}$ : System +5 Vdc supply, connected at pin 1.
- $V_{ss}$ : System Ground, connected at pin 34.

The following represents the MMU bidirectional lines. Some of the port bits detailed here are left for future expansion in a one-directional sense.

- $D_0$ - $D_7$ : Data inputs from microprocessor. Used for writing to internal registers. Located at pins 35 to 42.
- $/EXROM$ : This signal is used to sense the  $/EXROM$  line on the expansion connector in C64 mode and as an expansion control line in C128 mode. Located at pin 46. This line will drive one TTL load on output, and has a passive depletion mode pull-up on input. This signal can be pulled down, but not up, by an external driver.
- $/GAME$ : This signal is used to sense the  $/GAME$  line on the expansion connector in C64 mode and as the color RAM bank control line in C128 mode. Located at pin 45. This line will drive one TTL load on output, and has a passive depletion mode pull-up on input. External hardware can pull this line down, but not up.
- 40/80: This port in input mode senses the 40/80 column switch. It detects whether or not this switch is closed. Its output function is open for expansion. Located at pin 48. This line will drive one TTL load on output, and has a passive depletion mode pull-up on input. External hardware can pull this line down, but not up.
- FSDIR: This port in output mode is used to control the data direction of the fast serial disk interface. It is a general-purpose port signal, and is connected at pin 44. This line will drive one TTL load on output, and has a passive depletion mode pull-up on input. External hardware can pull this line down, but not up.

The following list represents the MMU output signals, their physical locations on the MMU and their logical levels if applicable.

- $TA_g$ ~ $TA_{15}$ : Translated address outputs. Tri-stated for VIC cycles during AEC, they provide translated physical addresses for use on the Multiplexed Address Bus and the Shared Static Bus.  $TA_{12}$  to  $TA_{,5}$  are each defined to have an internal, depletion mode pull-up with an equivalent resistance of 3.3K $\Omega$ .  $TA_g$  to  $TA_n$  each go tri-state during VIC time (AEC low). These are located on the MMU at pins 10 to 3.
- MSo-MSp Also called ROMBANK0 and ROMBANK1, these outputs control ROM banking for all ROM slots. They are located on pins 15 and 14. These lines are used to decode ROM bank selection for any ROM access in C128 mode. If they are both low, a system ROM has been selected. If MSj alone is

high, then a built-in function ROM has been selected. If  $MS_0$  alone is high, then an external function ROM has been selected. Finally, if both are high, the RAM that occupies the particular slot has been selected. In C64 mode, the PLA completely ignores these lines.

- **I/O:** This output is used to select memory mapped I/O in C128 mode. It is on pin 13, and is also known as  $MS_2$ . In C128 mode, this line always reflects the polarity of the I/O bit. It is ignored by the PLA in C64 mode, and remains high throughout C64 mode.
- **C128:** This output directs the system to act in either C128 or C64 mode. It is located on pin 47, and is also known as  $MS_3$ . It goes low to indicate C64 mode, high for C128 mode.
- **/Z80EN:** This output is used to enable the Z80 processor and disable the normal operation of the 8502 processor. It can be found at pin 43. It goes low to indicate Z80 mode, high for all other modes.
- **/CASQ-CAS.:** CAS enables to control RAM banking.  $CAS_0$  enables the first bank of 64K;  $CAS_1$  enables the second bank of 64K. These are pins 12 and 11, respectively.

## **ABSOLUTE MAXIMUM RATINGS**

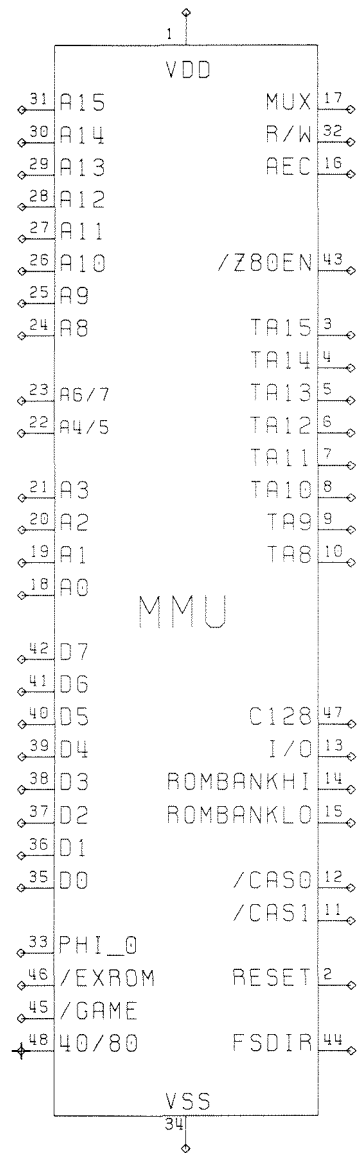


Figure 16-9. The Memory Management Unit Pin Configuration

# THE 8564

## VIDEO INTERFACE CHIP

The 8564 VIC chip used in the C128 is an updated version of the VIC chip used in current C64 systems. It contains all the video capabilities of the earlier 6567 VIC chip, including high-resolution bit-mapped graphics and movable image blocks. It also supports new features used by the C128 system, including extended keyboard scanning. Its register map is upwardly compatible with the old VIC, allowing compatibility in C64 mode. It is powered by a single, 5V DC source instead of the two sources required by the old VIC chip. The 8564 pin configuration is shown in Figure 16-10.

### GENERAL DESCRIPTION

The 8564 VIC chip is similar to the 6567 VIC chip, yet it supports many new features unique to the C128 system requirements. It will run on a single 5V DC supply, and is packaged in a 48-pin dual-in-line package.

### 8564 VIC OPERATIONS

The 8564 VIC supports all the operations of the previous VIC chip. These functions, quickly summarized, are:

- Standard color character display mode.
- Multicolor character display mode.
- Extended color character display mode.
- Standard bit map mode.
- Multicolor bit map mode.
- Movable image blocks.
- Movable image block magnification.
- Movable image block priority
- Movable image block collision detection
- Screen blanking
- Row/column display select
- Smooth scrolling
- Light pen
- Raster compare interrupt

As these functions exist in the previous VIC, their description is purposely kept to a minimum here, while the VIC programming information is contained in Chapter 8. The new functions, however, are described in detail below.

### EXTENDED KEYBOARD SCANNING

The 8564 contains a register called the **Keyboard Control Register**. This register allows scanning of three additional keyboard control lines on the C128 keyboard. Thus, the C128 keyboard can have advanced additional keys in C128 mode while still



retaining C64 keyboard compatibility in C64 mode. In this register (register 53295 (\$D02F)), bits 0-2 are directly reflected in output lines  $K_0$  to  $K_2$ , while bits 3-7 are unused, returning high when read.

## 2 MHz OPERATION

The VIC chip contains a register that allows the C128 system to operate at 2 MHz instead of the standard 1 MHz speed of the C64. This operating speed, however, disallows the use of the VIC chip as a display processor. This is bit 0 in 53296 (\$D030), and setting this bit enables 2 MHz mode. During 2 MHz operations, the VIC is disabled as a video processor. The processor spends the full time cycle on the bus, while VIC is responsible only for dynamic RAM refresh. Clearing this bit will bring back 1 MHz operation and allow the use of the VIC as a video display chip. During refresh and I/O access, the system clock is forced to 1 MHz regardless of the setting of this bit.

The 2MHz speed is available in C64 mode by setting bit 0 of location 53296 (\$D030). Prior to this, blank the screen by clearing bit 4 of location 53265 (\$D011). You can then process at 2MHz (to perform number crunching, for example); however, you will have no visible VIC screen. To return, set bit 4 of 53265 (\$D011) and clear bit 0 of 53296 (\$D030).

Bit 1 of this register contains a chip-testing facility. For normal operation, this bit must be clear. None of the other bits in this register is connected.

## SYSTEM CLOCK CONTROL

The new VIC chip generates several clocks used by the C128 system. The main clock is the 1 MHz clock, which operates at approximately 1 MHz at all times. Most bus operations and all I/O operations take place in reference to this clock. The next clock to consider is the 2 MHz clock. This clock clocks selected system components, such as the processor, at 2 MHz when in 2 MHz mode. The VIC chip monitors the /IOACC input, which indicates the access of an I/O chip, and when asserted, will stretch the 2 MHz clock to synchronize all 2 MHz parts with the 1 MHz I/O parts. Finally, the last clock is the Z80 clock, which is a 4 MHz clock that takes place only during the low half of the 1 MHz clock. Since all timed I/O parts look only at the 1 MHz clock, all I/O timings remain the same no matter what the 2 MHz clock is doing.

## SIGNAL DESCRIPTION

The VIC chip is mounted in a 48-pin dual-in-line package. The following lists describe the electrical signals that it generates.

The signals used in the system interface are:

- $D_0$ - $D_7$ : These are the bidirectional data bus signals. They are for communication between the VIC and the processor, and can be accessed only during AEC high. They occupy pins 7 through 1 and 47, respectively.
- $Dg$ - $Dn$ : These are the extended data bus signals. They are used for VIC communication with the color RAM. They occupy pins 47 to 43 in order.
- /CS: Chip select, used by the processor to select the VIC chip. Found at pin 13.
- R/W: Standard 8502 bus read/write for interface between the processor and the various VIC registers. Pin 14.

- **A<sub>0</sub>-A<sub>6</sub>**: Multiplexed address lines, pins 32 through 38. During row address time, A<sub>0</sub>-A<sub>6</sub> are driven on A<sub>0</sub>-A<sub>5</sub>. During column address time, A<sub>8</sub>-A<sub>13</sub> are driven on A<sub>0</sub>-A<sub>5</sub> and A<sub>6</sub> is held at 1. During a processor read or write, A<sub>0</sub>-A<sub>5</sub> serve as address inputs that latch on the low edge of /RAS.
- a **A-A<sub>10</sub>**: Static address lines, pins 39 through 42. These address lines are used for non-multiplexed VIC memory accesses, such as to character ROM and color RAM.
- **1MHz**: The 1 MHz system clock, pin 18. All system bus activity is referenced to this clock.
- **2MHz**: This is the changing system clock, which will be either 1 MHz or 2 MHz. If the 2 MHz bit is clear, no VIC or external DMA is taking place, and no I/O operation is occurring, the clock will be 2 MHz; otherwise it will be 1 MHz. Found at pin 23.
- **Z80 Phi**: The special 4 MHz Z80 clock, pin 25.
- **/IOACC**: From PLA, indicating an I/O chip access for clock stretching. Pin 22 of the VIC.
- B **/RAS**: Row address strobe for DRAMs, pin 19.
- **/CAS**: Column address strobe for DRAMs, pin 20.
- **MUX**: Address multiplexing control for DRAMs, pin 21.
- a **/IRQ**: Interrupt output, used to signal one of the various internal interrupt sources has taken place. Requires a pull-up, found at pin 8 on the chip.
- a **AEC**: Address Enable Control, high for processor enable on the shared bus, low for VIC cycle and VIC or external DMA. Found at pin 12 of the VIC.
- H **BA**: Bus Available signal, used to DMA processor. Pin 10.
- **K0-K2**: Extended keyboard strobe bits, pins 26 to 28.
- **LP**: Edge triggered latch for light pen input. Pin 9 of the VIC chip.

The signals comprised in the video interface, i.e., all the signals required to create a color video image, are:

- **PH IN**: The fundamental shift rate clock, also called the dot clock. Used as the reference for all system clocks. Located at pin 30.
- **PH CL**: The color clock, used to derive the chroma signal. Pin 29.
- a **SYNC**: Output containing composite sync information, video data and luminance information. Requires a pull-up, pin 17.
- **COLOR**: Output containing all color-based video information. Open source output, should be tied through a resistor to ground. Found at pin 16.

## ELECTRICAL SPECIFICATION

Tables 16-12 and 16-13 specify the electrical operation of the VIC chip in its new form. These specs include absolute maximum ratings and maximum operating conditions.

ITEM	SYMBOL	RANGE	UNIT
Input voltage	$V_{in}$	-0.5 to +7.0	Vdc
Supply Voltage	$V$	-0.5 to +7.0	Vdc
Operating Temperature	$T_{a^{fc}}$	0 to 75	°C
Storage Temperature	$T_s$	-65 to 150	°C

Table 16-12. Absolute Maximum Ratings for VIC Chip

Below is a list of the maximum operating specifications for the new VIC chip:

ITEM	SYMBOL	RANGE	UNIT
Power Supply Variance	$V$	5.0 ± 5 %	Vdc
Input Leakage Current	$I_{TCC}$	-1.0	uA
Input High Voltage	$V_{IH}$	$V_{ss} + 2.0$ to $V_{cc}$	Vdc
Input Low Voltage	$V_{iL}$	$V_{ss} - 0.8$ to $V_{ss} + 0.8$	Vdc
Output High Voltage	$V_{oH}$	$V_{ss} + 2.4$	Vdc
( $I_{oH} = -200\mu A$ , $V_{cc} = 5.0 \pm 5\%$ Vdc)			
Output Low Voltage	$V_{oL}$	$V_{ss} + 0.4$	Vdc
( $I_{oL} = -3.2mA$ , $V_{cc} = 5.0 \pm 5\%$ Vdc)			
Max Power Supply Current	$I_{cc}$	200	mA

Table 16-13. Maximum Operating Specifications for VIC Chip

## RASTER REGISTER

The **Raster Register** is a dual function register. A read of the raster register 53266 (\$D012) returns the lower 8 bits of the current raster position [the MSB-RC8 is located in register 53265 (\$D011)]. A write to the raster bits (including RC8) is latched for use in an internal raster compare. When the current raster matches the written value, the raster interrupt latch is set. The raster register should be interrogated to prevent display flicker by delaying display changes to occur outside the visible area. The visible area of the display is from raster 51 to raster 251 (\$033-\$0FB).

## INTERRUPT REGISTER

The **Interrupt Register** indicates the status of the four sources of interrupts. An interrupt latch in register 53273 (\$D019) is set to 1 when an interrupt source has generated an interrupt request.

LATCH BIT	ENABLE BIT	WHEN SET
<b>IRST</b>	<b>ERST</b>	<b>Actual raster count = stored raster count (bit 0)</b>
<b>IMDC</b>	<b>EMDC</b>	<b>MOB-DATA collision (first bit only) (bit 1)</b>
<b>IMMC</b>	<b>EMMC</b>	<b>MOB-MOB collision (first bit only) (bit 2)</b>
<b>ILP</b>	<b>ELP</b>	<b>First negative transition of LP per frame (bit 3)</b>
<b>IRQ</b>		<b>When IRQ/ output low (bit 7)</b>

Table 16-14. Interrupt Register Definitions

To enable an interrupt request to set the IRQ/ output to 0, the corresponding interrupt enable bit in register 53274 (\$D01A) must be set to " 1 ". Once an interrupt latch has been set, the latch may be cleared only by writing a " 1 " to the associated bit in the interrupt register. This feature allows selective handling of video interrupts without software storing the active interrupts.

## SCREEN BLANKING

The display screen can be blanked by clearing the **BLNK** bit (bit 4) in register 53265 (\$D011) to zero (0). When the screen is blanked, the entire screen displays the exterior color specified by register 53280 (\$D020). When blanking is enabled, only transparent (phase 1) memory accesses are required, permitting full processor utilization of the system bus. However, sprite data will be accessed if the sprites are not also disabled.

## DISPLAY ROW/COLUMN SELECT

The normal display screen consists of 25 rows of 40 character regions per row. For special display purposes, the display window is reduced to 24 rows of 38 characters. There is no change in the format of the display information, except that characters (bits) adjacent to the exterior border area are covered by the border.

RSEL	NUMBER OF ROWS	CSEL	NUMBER OF COLUMNS
0	24 rows	0	38 columns
1	25 rows	1	40 columns

The **RSEL** bit (bit 3) is in register 53265 (\$D011), and the **CSEL** bit (bit 3) is in register 53270 (\$D016). For standard display, the larger display window is normally used, while the smaller display window is normally used in conjunction with scrolling.

## SCROLLING

The display data may be scrolled up to one character in both the horizontal and vertical directions. When used in conjunction with the smaller display window (above), scrolling can be used to create a smooth panning motion of display data while updating the system memory only when a new character row (or column) is required. Scrolling is also used for centering a display within the border. An example of horizontal smooth scrolling is found in Chapter 8.

BITS	REGISTER	FUNCTION
0-2	53270 (\$D016)	Horizontal Position
0-2	53265 (\$D011)	Vertical Position

## LIGHT PEN

The light pen input latches the current screen position into a pair of registers (LPX, LPY) on a low-going edge. Since the X position is defined by a 9-bit counter (53267 (\$D013)), resolution to 2 horizontal dots is provided. Similarly, the Y position is latched in register 53268 (\$D014) with 8 bits providing unique raster resolution within the visible display. The light pen latch may be triggered only once per frame, and subsequent triggers within the same frame will have no effect.

For more information on programming the VIC (8564) chip, see Chapter 8, The Power Behind Commodore 128 Graphics.

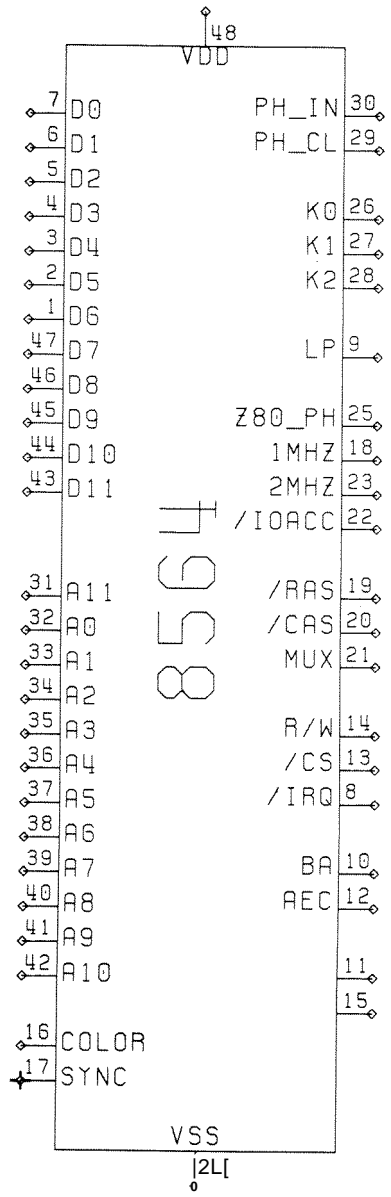


Figure 16-10. The 8564 VIC Chip

## THE 8563 VIDEO CONTROLLER

The 8563 is a HMOSII technology custom 80-column, color video display controller. The 8563 supplies all necessary signals to interface directly to 16K of DRAM, including refresh, and generated RGBI for use with an external RGBI monitor. For more information on the 8563 video controller, see Chapter 10, Programming the 80-Column (8563) Chip.

### GENERAL DESCRIPTION

The 8563 is a text display chip designed to implement an 80-column display system with a minimum of parts and cost. The chip contains the high-speed pixel frequency logic necessary for 80-column RGBI video. It can drive loads directly, though some buffering is desirable in most real-world applications. The chip can address up to 64K of DRAM for character font, character pointer, and attribute information. The chip provides RAS, CAS, write enable, address, data and refresh for its subordinate DRAMs. A programmable bit selects either two 4416 DRAMs (16K total) or eight 4164 DRAMs (64K total) for the display RAM. The C128 system uses the 4416 DRAMs.

### EXTERNAL REGISTERS

The 8563, which sits at \$D600 in the C128, appears to the user as a device consisting of only two registers. These two registers are indirect registers that must be programmed to access the internal set of thirty-seven programming registers. The first register, located at \$D600, is called the **Address Register**. Bit 7 of \$D600 is the Update Ready Status Bit. When written to, the five least significant bits convey the address of an internal register to access in some way. On a read of this register, a status byte is returned. Bit 7 of this register is low while display memory is being updated, and goes high when ready for the next operation. The sixth bit will return low for an invalid light pen register condition and high for a valid light pen address. The final register indicates with a low that the scan is not in vertical blanking, and with a high that it is in vertical blanking.

The other register is the **Data Register**. It can be read from and written to. Its purpose is to write data to the internal register selected by the address register. All internal registers can be read from and written to through this register, though not all of them are a full 8 bits wide.

### INTERNAL REGISTERS

There are thirty-seven internal registers in the 8563, used for a variety of operations. They fall into two basic groups: setup registers and display registers. Setup registers are used to define internal counts for proper video display. By varying these registers, the user can configure the 8563 for NTSC, PAL or other video standards.

The display registers are used to define and manipulate characters on the screen. Once a character set has been downloaded to this chip, it is possible to display 80-column text in 4-bit digital color. There are also block movement commands that remove the time overhead needed to load large amounts of data to the chip through the two levels of indirection. Figure 16-11 is a display of the 8563 internal register map.

	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
R00	Horizontal Total							
R01	Horizontal Displayed							
R02	Horizontal Sync Position							
R03	Vertical Sync Width				Horizontal Sync Width			
R04	Vertical Total							
R05	Vertical Total Adjust							
R06	Vertical Displayed							
R07	Vertical Sync Position							
R08	Interlace Mode							
R09	Character Total Vertical							
R10	Cursor Mode				Cursor Start Scan Line			
R11	Cursor End Scan Line							
R12	Display Start Address (High)							
R13	Display Start Address (Low)							
R14	Cursor Position (High)							
R15	Cursor Position (Low)							
R16	Light Pen Vertical							
R17	Light Pen Horizontal							
R18	Update Location (High)							
R19	Update Location (Low)							
R20	Attribute Start Address (High)							
R21	Attribute Start Address (Low)							
R22	Character Total-Horizontal				Character Displayed-Horizontal			
R23	Character Displayed-Vertical							
R24	Copy/Fill	Rev Screen	Blink Rate	Vertical Smooth Scroll				
R25	Graph/Text	Airb Enb	Semigraph	Pix Dbl	Horizontal Smooth Scroll			
R26	Background Color							
R27	Address Increment per Row							
R28	Character Set Address				4164/4416			
R29	Underline Scan Line							
R30	Word Count (count-1)							
R31	CPU Read/Write Data							
R32	Block Copy Source Address (High)							
R33	Block Copy Source Address (Low)							
R34	Display Enable Begin							
R35	Display Enable End							
R36	DRAM Refresh per Scan Line							

## SIGNAL DESCRIPTION

There are many different signals involved with the 8563 chip, but they can be divided into three general categories. The CPU interface signals serve as an interface to the 8502 bus. The local bus management signals serve to maintain the local memory bus. Finally, the video interface signals are the signals that are necessary to provide an RGBI image on an RGBI monitor. The 8563 pin configuration is shown in Figure 16-12.

## THE CPU INTERFACE

The 8563 chip interfaces to the 8502 bus using a minimum of signals. This is due mainly to the local memory used by the 8563. The CPU interface signals are as follows:

- D<sub>0</sub>-D<sub>7</sub>: Bidirectional data bus allowing data to be passed between the 8563 and 8502. Found on pins 18 to 13, 11 and 10.
- CS: Chip select input. This input must be high for selection and proper operation of the chip. Located at pin 4.
- /CS: Chip select input. This input must be low for selection and proper operation of the chip. Located at pin 7.



- **/RS:** Register Select input. A high allows reads and writes to the selected data register. A low allows reads of the status register and writes to the address register. In the system, this line is tied to AO. It is located at pin 8.
- **R/W:** This line controls the data direction for the data bus. This is a typical 8502 control signal. Found at pin 9.
- **INIT:** Active low input for clearing internal control latches, allowing the chip to begin operation following initial power-on. Connect to **/RES** in the C128, at pin 23.
- **DISPEN:** Display Enable output signal, unused in the C128. Found at pin 19.
- **RES:** This input initializes all internal scan counters, but not control registers. It is not actively used in the C128 circuit, and is not found at pin 22.
- **TST:** Pin used for testing only, tied to ground in the C128. Located at pin 24 of the chip.

## THE LOCAL BUS MANAGEMENT INTERFACE

The local bus management interface is a group of signals generated by the 8563 for the management of local video DRAM. This local DRAM both simplifies the addition of an 80-column video display to a system and enables a computer system with a limited address space to support an 80-column display without taxing its limited memory resources.

- **DD0-DD7:** Bidirectional local display DRAM data bus, comprising pins 35-36 and 38-42.
- **DA0-DA7:** Local display DRAM multiplexed address bus. Takes up pins 26-33.
- **DRW:** Local display DRAM Read/Write, pin 21.
- **/RAS:** Row Address Strobe for local DRAM, pin 47.
- **/CAS:** Column Address Strobe for local DRAM, pin 48.

## THE VIDEO INTERFACE

The final set of 8563 signals are the video interface signals. These signals are directly related to the display video image.

- **DCLK:** Video Dot Clock, determines the pixel width and is used internally as the timing basis for all synchronized signals, such as character clock and DRAM timing. Found at pin 2.
- **CCLK:** The character clock output, unused in the C128 system, and found at pin 1.
- **LP2:** Input for light pen; a positive going transition on this input latches the vertical and horizontal position of the character being displayed at that time. Found at pin 25.
- **HSYNC:** The horizontal sync signal, fully programmable via internal 8563 registers, and found at pin 20.
- **R,G,B>I:** The pixel data outputs. They form a 4-bit code associated with each pixel, containing color/intensity information, allowing a total of sixteen colors or gray shades to be displayed. Located at pins 46, 45, 44, 43, respectively.

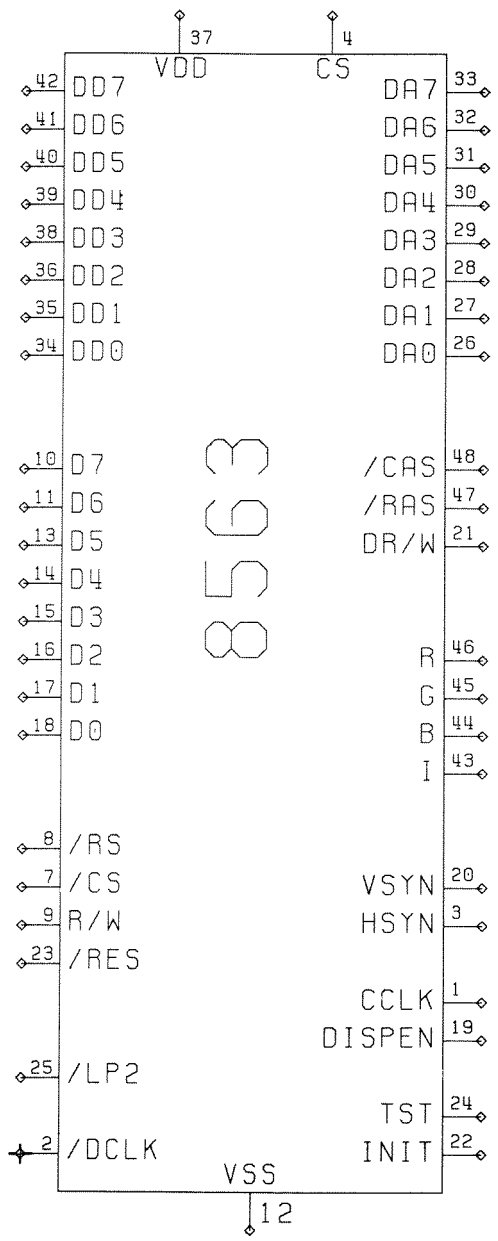


Figure 16-12. The 8563 Chip Pin Configuration

# 6581 SOUND INTERFACE DEVICE (SID) CHIP SPECIFICATIONS

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## CONCEPT

The 6581 Sound Interface Device (SID) is a single-chip, three-voice electronic music synthesizer/sound effects generator compatible with the 8502 and similar microprocessor families. SID provides wide-range, high-resolution control of pitch (frequency), tone color (harmonic content), and dynamics (volume). Specialized control circuitry minimizes software overhead, facilitating use in arcade/home video games and low-cost musical instruments.

## FEATURES

- 3 TONE OSCILLATORS  
Range: 0-4 kHz
- 4 WAVEFORMS PER OSCILLATOR  
Triangle, Sawtooth,  
Variable Pulse, Noise
- 3 AMPLITUDE MODULATORS  
Range: 48 dB
- 3 ENVELOPE GENERATORS  
Exponential response  
Attack Rate: 2ms-8 s  
Decay Rate: 6 ms-24 s  
Sustain Level: 0-peak volume  
Release Rate: 6 ms-24 s
- OSCILLATOR SYNCHRONIZATION
- RING MODULATION
- PROGRAMMABLE FILTER  
Cutoff range: 30 Hz-12 kHz  
12 dB/octave Rolloff  
Low pass, Bandpass,  
High pass, Notch outputs  
Variable Resonance
- MASTER VOLUME CONTROL
- 2 A/D POT INTERFACES
- RANDOM NUMBER/MODULATION GENERATOR
- EXTERNAL AUDIO INPUT

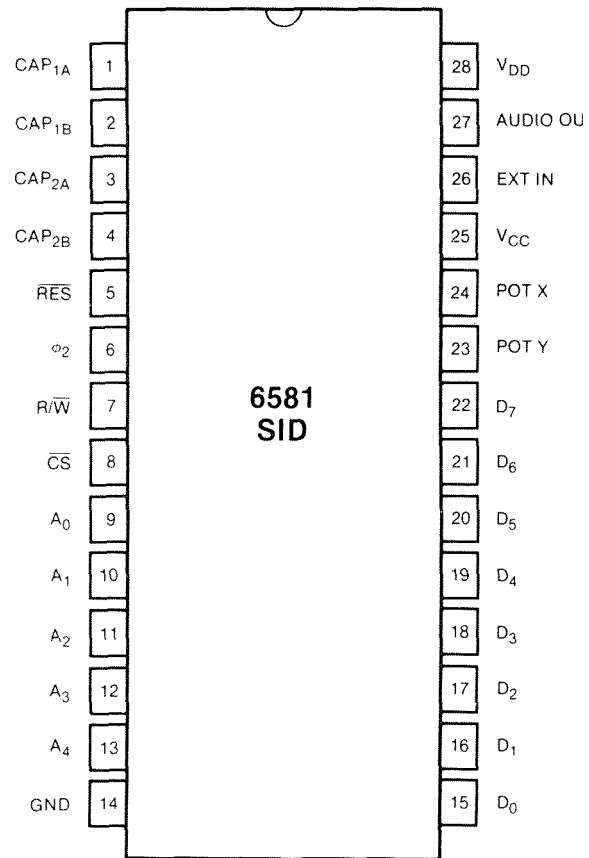
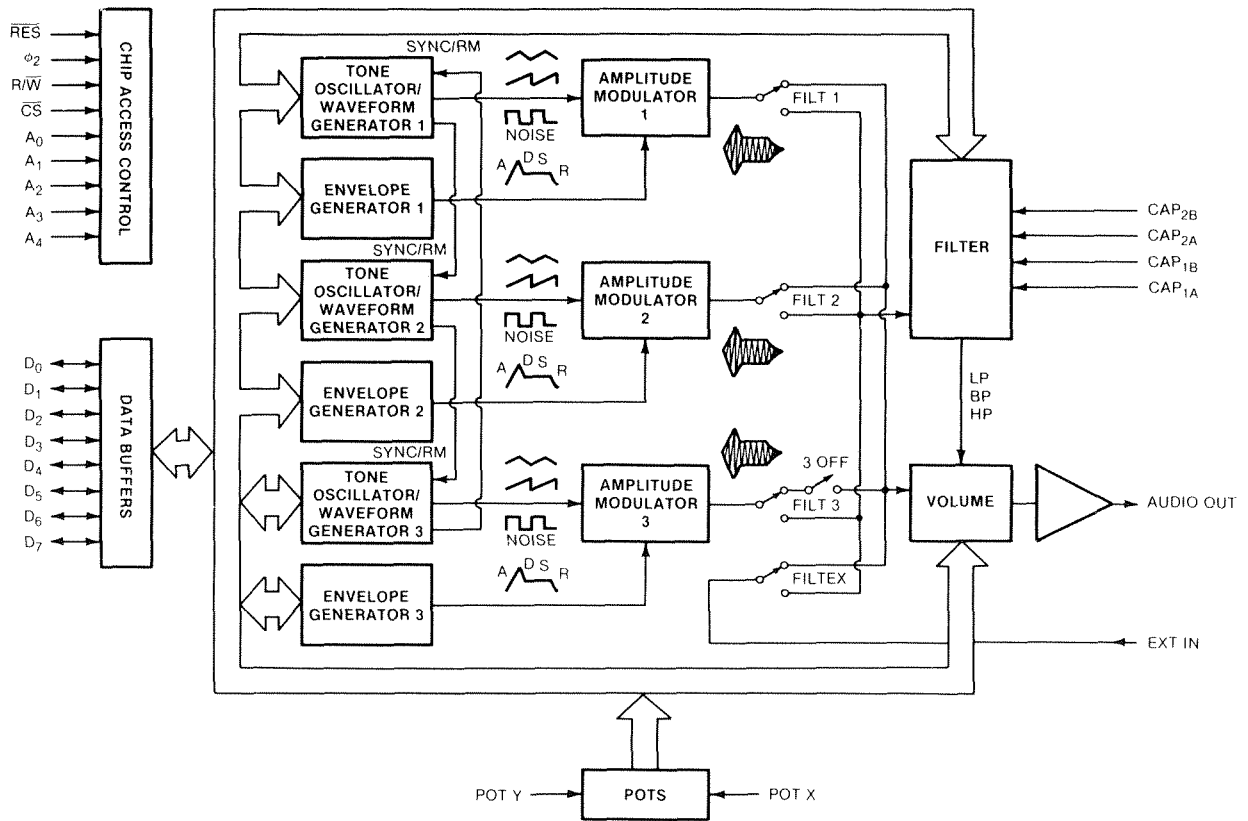


Figure 16-13. 6581 SID Pin Configuration

Figure 16-14. 6581 Block Diagram



## DESCRIPTION

The 6581 consists of three synthesizer "voices" which can be used independently or in conjunction with each other (or external audio sources) to create complex sounds. Each voice consists of a Tone Oscillator/Waveform Generator, an Envelope Generator and an Amplitude Modulator. The Tone Oscillator controls the pitch of the voice over a wide range. The Oscillator produces four waveforms at the selected frequency, with the unique harmonic content of each waveform providing simple control of tone color. The volume dynamics of the oscillator are controlled by the Amplitude Modulator under the direction of the Envelope Generator. When triggered, the Envelope Generator creates an amplitude envelope with programmable rates of increasing and decreasing volume. In addition to the three voices, a programmable Filter is provided for generating complex, dynamic tone colors via subtractive synthesis.

SID allows the microprocessor to read the changing output of the third Oscillator and third Envelope Generator. These outputs can be used as a source of modulation information for creating vibrato, frequency/filter sweeps and similar effects. The third oscillator can also act as a random number generator for games. Two A/D converters are provided for interfacing SID with potentiometers. These can be used for "paddles" in a game environment or as front panel controls in a music synthesizer. SID can process external audio signals, allowing multiple SID chips to be daisy-chained or mixed in complex polyphonic systems. For full register descriptions, see Chapter 11, Sound and Music on the Commodore 128.

## SID PIN DESCRIPTION

### **CAP 1 A, CAP 1B, (PINS 1,2) CAP2A,CAP2B (PINS 3,4)**

These pins are used to connect the two integrating capacitors required by the programmable filter. C1 connects between pins 1 and 2, C2 between pins 3 and 4. Both capacitors should be the same value. Normal operation of the filter over the audio range (approximately 30 Hz-12 kHz) is accomplished with a value of 2200 pF for C1 and C2. Polystyrene capacitors are preferred and in complex polyphonic systems, where many SID chips must track each other, matched capacitors are recommended.

The frequency range of the filter can be tailored to specific applications by the choice of capacitor values. For example, a low-cost game may not require full high-frequency response. In this case, large values for C1 and C2 could be chosen to provide more control over the bass frequencies of the filter. The maximum cutoff frequency of the filter is given by:

$$FC_{\max} = 2.6E-5/C$$

where C is the capacitor value. The range of the filter extends nine octaves below the maximum cutoff frequency.

### **RES (PIN 5)**

This TTL-level input is the reset control for SID. When brought low for at least ten 4-2 cycles, all internal registers are reset to 0 and the audio output is silenced. This pin is normally connected to the reset line of the microprocessor or a power-on-clear circuit.

**ϕ<sub>2</sub> (PIN 6)**

This TTL-level input is the master clock for SID. All oscillator frequencies and envelope rates are referenced to this clock. ϕ<sub>2</sub> also controls data transfers between SID and the microprocessor. Data can only be transferred when ϕ<sub>2</sub> is high. Essentially, ϕ<sub>2</sub> acts as a high-active chip select as far as data transfers are concerned. This pin is normally connected to the system clock, with a nominal operating frequency of 1.0 MHz.

**R/W (PIN 7)**

This TTL-level input controls the direction of data transfers between SID and the microprocessor. If the chip select conditions have been met, a high on this line allows the microprocessor to Read data from the selected SID register and a low allows the microprocessor to Write data into the selected SID register. This pin is normally connected to the system Read/Write line.

**CS (PIN 8)**

This TTL-level input is a low active chip select which controls data transfers between SID and the microprocessor. CS must be low for any transfer. A Read from the selected SID register can only occur if CS is low, ϕ<sub>2</sub> is high and R/W is high. A Write to the selected SID register can only occur if CS is low, ϕ<sub>2</sub> is high and R/W is low. This pin is normally connected to address decoding circuitry, allowing SID to reside in the memory map of a system.

**A0-A4 (PINS 9-13)**

These TTL-level inputs are used to select one of the 29 SID registers. Although enough addresses are provided to select one of thirty-two registers, the remaining three register locations are not used. A Write to any of these three locations is ignored and a Read returns invalid data. These pins are normally connected to the corresponding address lines of the microprocessor so that SID may be addressed in the same manner as memory.

**GND(PIN 14)**

For best results, the ground line between SID and the power supply should be separate from ground lines to other digital circuitry. This will minimize digital noise at the audio output.

**D0-D7(PINS 15-22)**

These bidirectional lines are used to transfer data between SID and the microprocessor. They are TTL compatible in the input mode and capable of driving two TTL loads in the output mode. The data buffers are usually in the high-impedance off state. During a Write operation, the data buffers remain in the off (input) state and the microprocessor supplies data to SID over these lines. During a Read operation, the data buffers turn on and SID supplies data to the microprocessor over these lines. The pins are normally connected to the corresponding data lines of the microprocessor.

## **POTX,POTY (PINS 24,23)**

These pins are inputs to the A/D converters used to digitize the position of potentiometers. The conversion process is based on the time constant of a capacitor tied from the POT pin to ground, charged by a potentiometer tied from the POT pin to +5 volts. The component values are determined by:

$$RC = 4.7E-4$$

Where R is the maximum resistance of the pot and C is the capacitor.

The larger the capacitor, the smaller the POT value jitter. The recommended values of R and C are 470 k $\Omega$  and 1000 pF. Note that a separate pot and cap are required for each POT pin.

## **V<sub>CC</sub> (PIN 25)**

As with the GND line, a separate +5 VDC line should be run between SID V<sub>CC</sub> and the power supply in order to minimize noise. A bypass capacitor should be located close to the pin.

## **EXT IN (PIN 26)**

This analog input allows external audio signals to be mixed with the audio output of SID or processed through the Filter. Typical sources include voice, guitar, and organ. The input impedance of this pin is on the order of 100 k $\Omega$ . Any signal applied directly to the pin should ride at a DC level of 6 volts and should not exceed 3 volts p-p. In order to prevent any interference caused by DC level differences, external signals should be AC-coupled to EXT IN by an electrolytic capacitor in the 1-10  $\mu$ F range. As the direct audio path (FILTEX = 0) has unity gain, EXT IN can be used to mix outputs of many SID chips by daisy-chaining. The number of chips that can be chained in this manner is determined by the amount of noise and distortion allowable at the final output. Note that the output volume control will affect not only the three SID voices, but also any external inputs.

## **AUDIO OUT (PIN 27)**

This open-source buffer is the final audio output of SID, comprised of the three SID voices, the filter and any external input. The output level is set by the output volume control and reaches a maximum of 2 volts p-p at a DC level of 6 volts. A source resistor from Audio Out to ground is required for proper operation. The recommended resistance is 1 k $\Omega$  for a standard output impedance.

As the output of SID rides at a 6-volt DC level, it should be AC-coupled to any audio amplifier with an electrolytic capacitor in the 1-10  $\mu$ F range.

## **V<sub>DD</sub> (PIN 28)**

As with V<sub>CC</sub>, a separate +12 VDC line should be run to SID V<sub>DD</sub> and a bypass capacitor should be used.



## 6581 SID CHARACTERISTICS

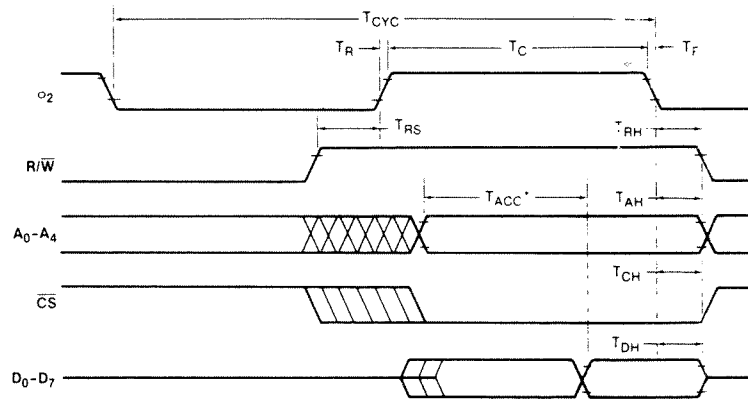
### ABSOLUTE MAXIMUM RATINGS

RATING	SYMBOL	VALUE	UNITS
Supply Voltage	<b>V<sub>DD</sub></b>	-0.3 to +17	VDC
Supply Voltage	V <sub>ec</sub>	-0.3 to +7	VDC
Input Voltage (analog)	V <sub>ina</sub>	-0.3 to +17	VDC
Input Voltage (digital)	V <sub>ind</sub>	-0.3 to +7	VDC
Operating Temperature	T <sub>A</sub>	0 to +70	°C
Storage Temperature	T <sub>sTG</sub>	-55 to +150	°C

### ELECTRICAL CHARACTERISTICS

(V<sub>DD</sub> = 12 VDC±5%, V<sub>cc</sub> = 5 VDC±5%, T<sub>A</sub> = 0 to 70° C)

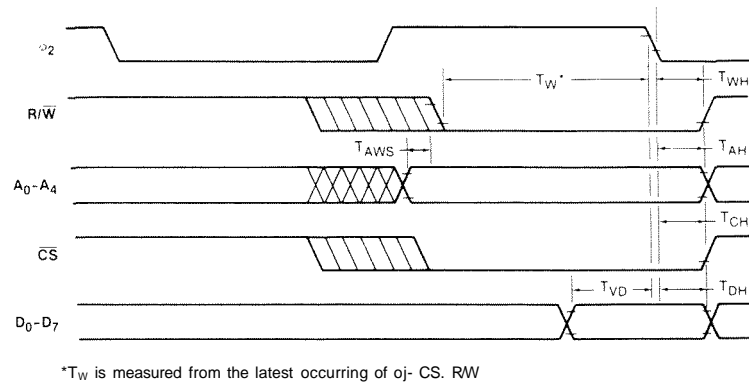
CHARACTERISTIC		SYMBOL	MIN	TYP	MAX	UNITS
Input High Voltage	(RES, $\leq 2$ R/W, CS	V <sub>,H</sub>	2	-	V <sub>cc</sub>	VDC
Input Low Voltage	A0-A4, D0-D7)	V <sub>,L</sub>	-0.3	—	0.8	VDC
Input Leakage Current	(RES, $\leq 2$ R/W, CS, A0-A4; V <sub>in</sub> = 0-5 VDC)	I <sub>fa</sub>		—	2.5	µA
Three-State (Off)	(D0-D7; V <sub>cc</sub> = max)	I <sub>TSI</sub>	:	—	10	µA
Input Leakage Current	V <sub>in</sub> = 0.4-2.4 VDC					
Output High Voltage	(D0-D7; V <sub>cc</sub> = min, 1 load = 200 µA)	VOH	2.4	-	V <sub>cc</sub> -0.7	VDC
Output Low Voltage	(D0-D7; V <sub>cc</sub> = max, 1 load = 3.2 mA)	VoL	GND	—	0.4	VDC
Output High Current	(D0-D7; Sourcing, V <sub>OH</sub> = 2.4VDC)	IoH	200	—	—	µA
Output Low Current	(D0-D7; Sinking V <sub>OL</sub> = 0.4VDC)	Io	3.2	—	—	mA
Input Capacitance	(RES, $\leq 2$ R/W, CS, A0-A4, D0-D7)	C <sub>in</sub>	—	—	10	pF
Pot Trigger Voltage	(POTX, POTY)	V <sub>T pot</sub>	—	V <sub>ec</sub> /2	-	VDC
Pot Sink Current	(POTX, POTY)	*D <sub>0t</sub>	500			µA



\* $T_{ACC}$  is measured from the latest occurring of  $\phi_2$ ,  $\bar{CS}$ ,  $A_0-A_4$

SYMBOL	NAME	MIN	TYP	MAX	UNITS
$T_{CYC}$	Clock Cycle Time	1	—	20	$\mu$ s
$T_C$	Clock High Pulse Width	450	500	10,000	ns
$T_R, T_F$	Clock Rise/Fall Time	—	—	25	ns
$T_{RS}$	Read Set-Up Time	0	—	—	ns
$T_{RH}$	Read Hold time	0	—	—	ns
$T_{ACC}$	Access Time	—	—	300	ns
$T_{AH}$	Address Hold Time	10	—	—	ns
$T_{CH}$	Chip Select Hold Time	0	—	—	ns
$T_{DH}$	Data Hold Time	20	—	—	ns

Figure 16-15. Read Cycle



SYMBOL	NAME	MIN	TYP	MAX	UNITS
$T_w$	Write Pulse Width	300	—	—	ns
$T_{WH}$	Write Hold Time	0	—	—	ns
$T_{AWS}$	Address Set-up Time	0	—	—	ns
$T_{AH}$	Address Hold Time	10	—	—	ns
$T_{CH}$	Chip Select Hold Time	0	—	—	ns
$T_{VD}$	Valid Data	80	—	—	ns
$T_{DH}$	Data Hold Time	10	—	—	ns

Figure 16-16. Write Cycle

## EQUAL-TEMPERED MUSICAL SCALE VALUES

The table in Chapter 11 lists the numerical values which must be stored in the SID Oscillator frequency control registers to produce the notes of the equal-tempered musical scale. The equal-tempered scale consists of an octave containing twelve semitones (notes): C,D,E,F,G,A,B and C#,D#,F#,G#,A#. The frequency of each semitone is exactly the 12th root of 2 ( $2^{1/12}$ ) times the frequency of the previous semitone. The table is based on a 42 clock of 1.02 MHz. Refer to the equation given in the Register Description in Chapter 11 for use of other master clock frequencies. The scale selected is concert pitch, in which A-A = 440 Hz. Transpositions of this scale and scales other than the equal-tempered scale are also possible.

Although the table in Chapter 11 provides a simple and quick method for generating the equal-tempered scale, it is very memory inefficient as it requires 192 bytes for the table alone. Memory efficiency can be improved by determining the note value algorithmically. Using the fact that each note in an octave is exactly half the frequency of that note in the next octave, the note look-up table can be reduced from ninety-six entries to twelve entries, as there are twelve notes per octave. If the twelve

entries (24 bytes) consist of the 16-bit values for the eighth octave (C-7 through B-7), then notes in lower octaves can be derived by choosing the appropriate note in the eighth octave and dividing the 16-bit value by two for each octave of difference. As division by two is nothing more than a right-shift of the value, the calculation can easily be accomplished by a simple software routine. Although note B-7 is beyond the range of the oscillators, this value should still be included in the table for calculation purposes (the MSB of B-7 would require a special software case, such as generating this bit in the CARRY before shifting). Each note must be specified in a form which indicates which of the twelve semitones is desired, and which of the eight octaves the semitone is in. Since 4 bits are necessary to select one of twelve semitones and 3 bits are necessary to select one of eight octaves, the information can fit in one byte, with the lower nybble selecting the semitone (by addressing the look-up table) and the upper nybble being used by the division routine to determine how many times the table value must be right-shifted.

## SID ENVELOPE GENERATORS

The four-part ADSR (ATTACK, DECAY, SUSTAIN, RELEASE) envelope generator has been proven in electronic music to provide the optimum trade-off between flexibility and ease of amplitude control. Appropriate selection of envelope parameters allows the simulation of a wide range of percussion and sustained instruments. The violin is a good example of a sustained instrument. The violinist controls the volume by bowing the instrument. Typically, the volume builds slowly, reaches a peak, then drops to an intermediate level. The violinist can maintain this level for as long as desired, then the volume is allowed to slowly die away. A "snapshot" of this envelope is shown below:

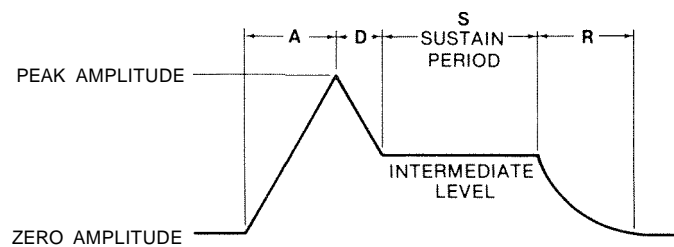
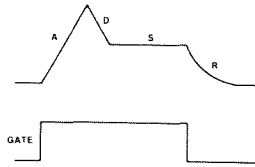


Figure 16-17. ADSR Envelope

This volume envelope can be easily reproduced by the ADSR as shown below, with typical envelope rates:

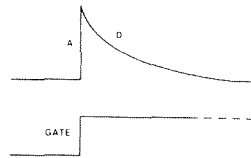
ATTACK: 10 (\$A) 500 ms  
 DECAY: 8 300 ms  
 SUSTAIN: 10 (\$A)  
 RELEASE: 9 750 ms



Note that the tone can be held at the intermediate SUSTAIN level for as long as desired. The tone will not begin to die away until GATE is cleared. With minor alterations, this basic envelope can be used for brass and woodwinds as well as strings.

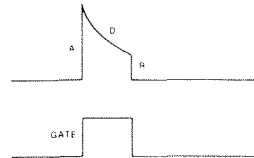
An entirely different form of envelope is produced by percussion instruments such as drums, cymbals and gongs, as well as certain keyboards such as pianos and harpsichords. The percussion envelope is characterized by a nearly instantaneous attack, immediately followed by a decay to zero volume. Percussion instruments cannot be sustained at a constant amplitude. For example, the instant a drum is struck, the sound reaches full volume and decays rapidly regardless of how it was struck. A typical cymbal envelope is shown below:

ATTACK: 0 2 ms  
 DECAY: 9 750 ms  
 SUSTAIN: 0  
 RELEASE: 9 750 ms



Note that the tone immediately begins to decay to zero amplitude after the peak is reached, regardless of when GATE is cleared. The amplitude envelope of pianos and harpsichords is somewhat more complicated, but can be generated quite easily with the ADSR. These instruments reach full volume when a key is first struck. The amplitude immediately begins to die away slowly as long as the key remains depressed. If the key is released before the sound has fully died away, the amplitude will immediately drop to zero. This envelope is shown below:

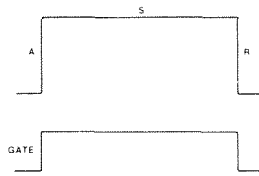
ATTACK: 0 2 ms  
 DECAY: 9 750 ms  
 SUSTAIN: 0  
 RELEASE: 0 6 ms



Note that the tone decays slowly until GATE is cleared, at which point the amplitude drops rapidly to zero.

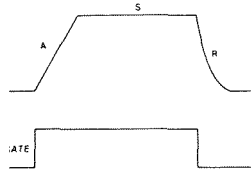
The most simple envelope is that of the organ. When a key is pressed, the tone immediately reaches full volume and remains there. When the key is released, the tone drops immediately to zero volume. This envelope is shown below:

ATTACK: 0 2 ms  
 DECAY: 0 6 ms  
 SUSTAIN: 15 (\$F)  
 RELEASE: 0 6 ms



The real power of SID lies in the ability to create original sounds rather than simulations of acoustic instruments. The ADSR is capable of creating envelopes which do not correspond to any "real" instruments. A good example would be the "backwards" envelope. This envelope is characterized by a slow attack and rapid decay which sounds very much like an instrument that has been recorded on tape then played backwards. This envelope is shown below:

ATTACK: 10 (\$A) 500 ms  
 DECAY: 0 6 ms  
 SUSTAIN: 15 (\$F)  
 RELEASE: 3 72 ms



Many unique sounds can be created by applying the amplitude envelope of one instrument to the harmonic structure of another. This produces sounds similar to familiar acoustic instruments, yet notably different. In general, sound is quite subjective and experimentation with various envelope rates and harmonic contents will be necessary in order to achieve the desired sound.

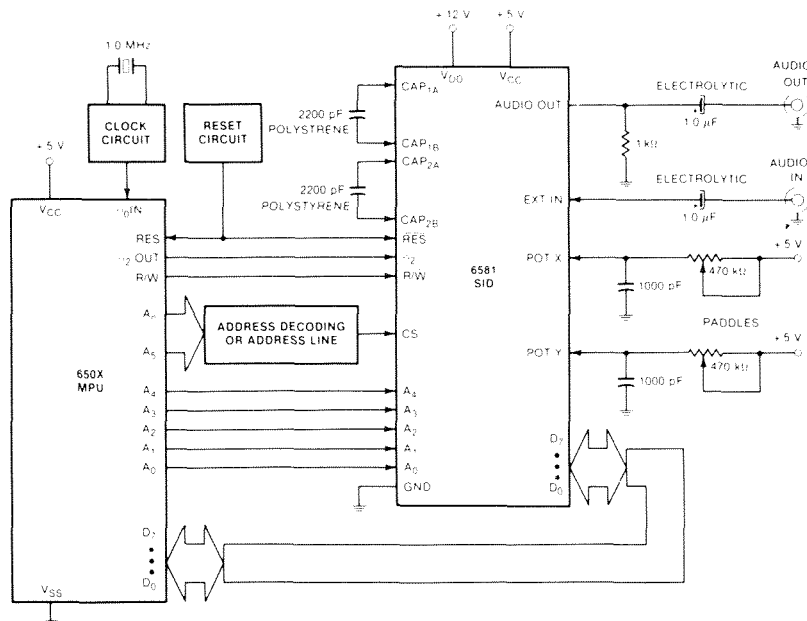


Figure 16-18. Typical 6581/SID Application

## 6526 COMPLEX INTERFACE ADAPTER (CIA) CHIP SPECIFICATIONS

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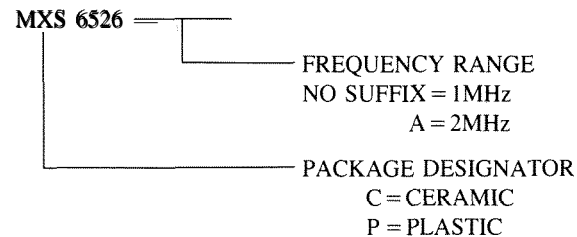
### DESCRIPTION

The 6526 Complex Interface Adapter (CIA) is an 8502 bus compatible peripheral interface device with extremely flexible timing and I/O capabilities. Figure 16-19 shows the 6526 pin configuration. Figure 16-20 shows the 6526 block diagram.

### FEATURES

- 16 Individually programmable I/O lines
- 8 or 16-bit handshaking on read or write
- 2 independent, linkable 16-bit interval timers
- 24-hour (AM/PM) time of day clock with programmable alarm
- 8-bit shift register for serial I/O
- 2TTL load capability
- CMOS compatible I/O lines
- 1 or 2 MHz operation available

### ORDERING INFORMATION



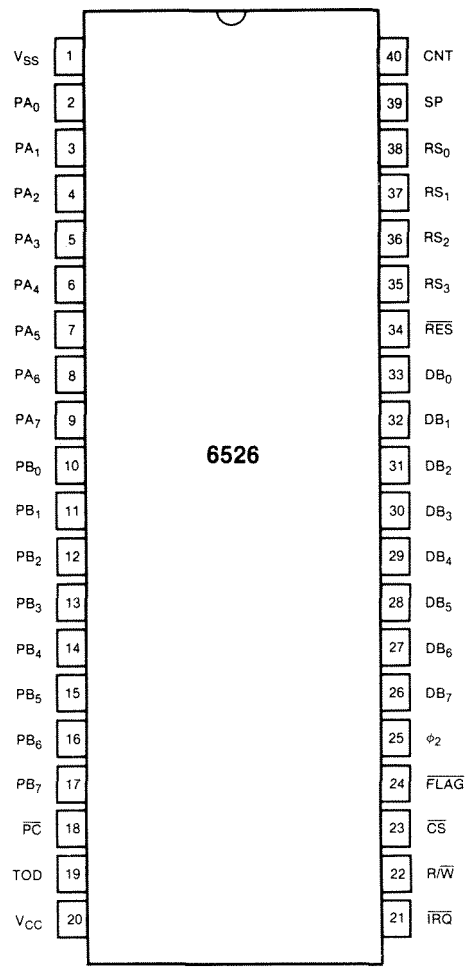


Figure 16-19. 6526 CIA Pin Configuration



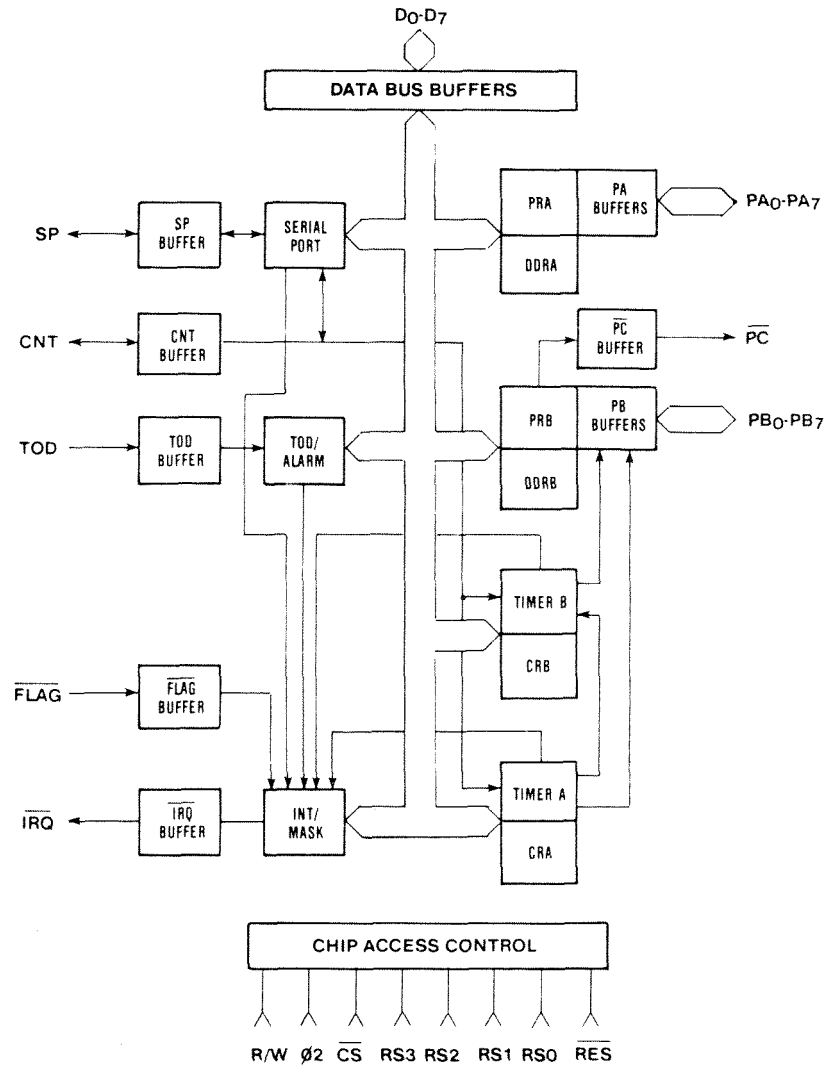


Figure 16-20. 6526 Block Diagram

**ABSOLUTE MAXIMUM RATINGS**

Supply Voltage, $V_{cc}$	-0.3V to +7.0V
Input/Output Voltage, $V_{tN}$	-0.3V to +7.0V
Operating Temperature, $T_{Op}$	0° C to 70° C
Storage Temperature, $T_{STG}$	-55° C to 150° C

All inputs contain protection circuitry to prevent damage due to high static discharges. Care should be exercised to prevent unnecessary application of voltages in excess of the allowable limits.

## COMMENT

Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. These are stress ratings only. Functional operation of this device at these or any other conditions above those indicated in the operational sections of this specification is not implied and exposure to absolute maximum rating conditions for extended periods may affect device reliability.

## ELECTRICAL CHARACTERISTICS

( $V_{CC} \pm 5\%$ ,  $V_{SS} = 0\text{ V}$ ,  $T_A = 0\text{-}70^\circ\text{C}$ )

CHARACTERISTIC	SYMBOL	MIN.	TYP.	MAX.	UNIT
Input High Voltage	$V_{IH}$	+2.4	—	$V_{CC}$	V
Input Low Voltage	$V_{IL}$	-0.3	—	—	V
Input Leakage Current; $V_{IN} = V_{SS} + 5V$ _____ (TOD, R/W, FLAG, ct>2, RES, RS0-RS3, CS)	$I_{IN}$		1.0	2.5	
Port Input Pull-up Resistance	$R_P$	3.1	5.0		
Output Leakage Current for High Impedance State (Three State); $V_{IN} = 4V$ to $2.4V$ ; (DB0-DB7, SP, CNT, IRQ)	$I_{TSI}$	-	$\pm 1.0$		
Output High Voltage $V_{CC} = MIN, I_{LOAD} < \_$ -200(JLA (PA0-PA7, PC PB0-PB7, DB0-DB7)					
Output Low Voltage $V_{CC} = MIN, I_{LOAD} < 3.2\text{ mA}$					
Output High Current (Sourcing); $V_{OH} > 2.4V$ (PA0-PA7, PB0-PB7, PC, DB0-DB7)					
Output Low Current (Sinking); $V_{OL} < -4V$ (PA0-PA7, PC, PB0-PB7, DB0-DB7)	$I_{OL}$	3.2			mA
Input Capacitance	$C_{IN}$	—	7	10	pf
Output Capacitance	$C_{oUT}$	—	7	10	pf
Power Supply Current	$I_{CC}$	—	70	100	mA

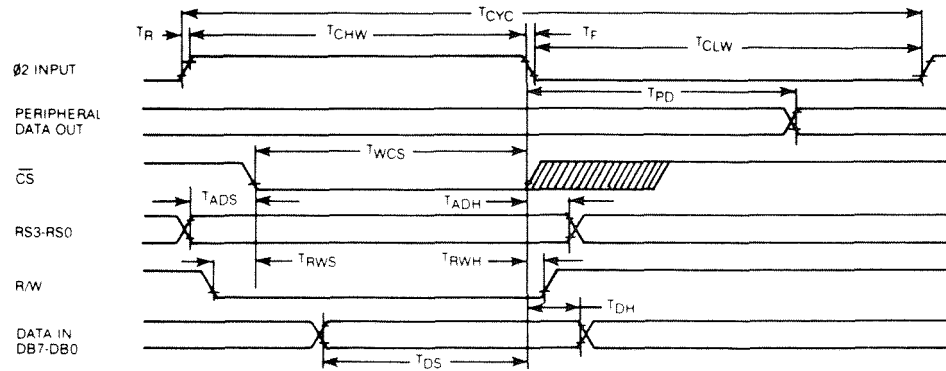


Figure 16-21. 6526 Write Timing Diagram

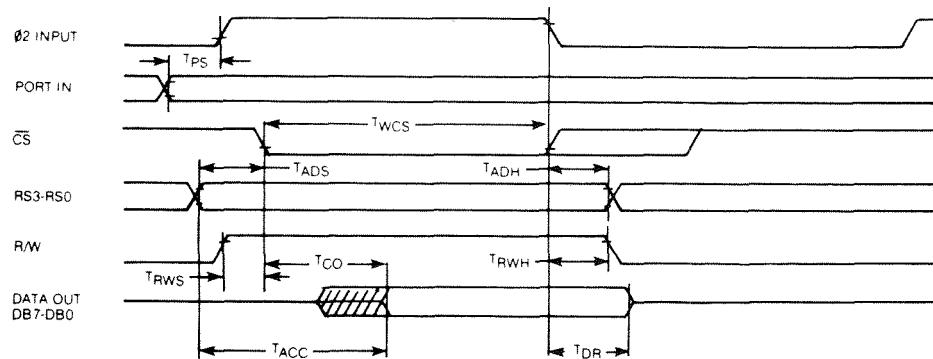


Figure 16-22. 6526 Read Timing Diagram

## 6526 INTERFACE SIGNALS

### Ø2—CLOCK INPUT

The Ø2 clock is a TTL-compatible input used for internal device operation and as a timing reference for communicating with the system data bus.

### CS—CHIP SELECT INPUT

The CS input controls the activity of the 6526. A low level on CS while Ø2 is high causes the device to respond to signals on the R/W and address (RS) lines. A high on CS prevents these lines from controlling the 6526. The CS line is normally activated (low) at Ø2 by the appropriate address combination.

## R/W—READ/WRITE INPUT

The R/W signal is normally supplied by the microprocessor and controls the direction of data transfers of the 6526. A high on R/W indicates a read (data transfer out of the 6526), while a low indicates a write (data transfer into the 6526).

## RS3-RS0—ADDRESS INPUTS

The address inputs select the internal registers as described by the Register Map.

## DB7-DB0—DATA BUS INPUTS/OUTPUTS

The eight data bus pins transfer information between the 6526 and the system data bus. These pins are high impedance inputs unless CS is low and R/W and  $\phi_2$  are high to read the device. During this read, the data bus output buffers are enabled, driving the data from the selected register onto the system data bus.

## IRQ—INTERRUPT REQUEST OUTPUT

IRQ is an open drain output normally connected to the processor interrupt input. An external pullup resistor holds the signal high, allowing multiple IRQ outputs to be connected together. The IRQ output is normally off (high impedance) and is activated low as indicated in the functional description.

## RES—RESET INPUT

A low on the RES pin resets all internal registers. The port pins are set as inputs and port registers to zero (although a read of the ports will return all highs because of passive pullups). The timer control registers are set to 0 and the timer latches to all ones. All other registers are reset to 0.

---

### 6526 TIMING CHARACTERISTICS

---

SYMBOL	CHARACTERISTIC	1 MHz		2MHz		UNIT
		MIN	MAX	MIN	MAX	
	<i>i&gt;2 Clock</i>					
TCYC	Cycle Time	1000	20,000	500	20,000	ns
TR, T <sub>F</sub>	Rise and Fall Time	—	25	—	25	ns
TCHW	Clock Pulse Width (High)	420	10,000	200	10,000	ns
TCLW	Clock Pulse Width (Low)	420	10,000	200	10,000	ns
	<i>Write Cycle</i>					
T <sub>pD</sub>	Output Delay From $\phi_2$	—	1000	—	500	ns
T <sub>WCS</sub>	CS low while $\phi_2$ high	420	—	200	—	ns
T <sub>ADS</sub>	Address Setup Time	0	—	0	—	ns
T <sub>ADH</sub>	Address Hold Time	10	—	5	—	ns
T <sub>RWS</sub>	R/W Setup Time	g	—	0	—	ns
T <sub>RWH</sub>	R/W Hold Time	0	—	0	—	ns
T <sub>DS</sub>	Data Bus Setup Time	150	—	75	—	ns
T <sub>DH</sub>	Data Bus Hold Time	0	—	0	—	ns

## 6526 TIMING CHARACTERISTICS (continued)

SYMBOL	CHARACTERISTIC	1 MHz		2MHz		UNIT
		MIN	MAX	MIN	MAX	
<i>Read Cycle</i>						
T <sub>PS</sub>	Port Setup Time	300	—	150	—	ns
T <sub>wcs(2)</sub>	CS low while $\phi_2$ high	420	—	20	—	ns
T <sub>ADS</sub>	Address Setup Time	0	—	0	—	ns
T <sub>AOH</sub>	Address Hold Time	10	—	5	—	ns
T <sub>RWS</sub>	R/W Setup Time	0	—	0	—	ns
T <sub>RWH</sub>	R/W Hold Time	0	—	0	—	ns
T <sub>ACC</sub>	Data Access from RS3-RS0	—	550	—	275	ns
I <sub>coO</sub> )	Data Access from CS	—	320	—	150	ns
T <sub>DR</sub>	Data Release Time	50	—	25	—	ns

1. All timings are referenced from  $V_{jL}$  max and  $V^{\wedge}$  min on inputs and  $V_{OL}$  max and  $V_{DH}$  min on outputs.
- 2-  $T_{w_{cs}}$  is measured from the later of  $\phi_2$  high or CS low. CS must be low at least until the end of  $\phi_2$  high.
3.  $T_{co}$  is measured from the later of  $\phi_2$  high or CS low. Valid data is available only after the later of  $T_{ACC}$  or  $T_{co}$ .

## REGISTER MAP

## 6526 FUNCTIONAL DESCRIPTION

### I/O PARTS (PRA, PRB, DDRA, DDRB).

Parts A and B each consist of an 8-bit Peripheral Data Register (PR) and an 8-bit Data Direction Register (DDR). If a *bit in the DDR is set to one*, the corresponding bit in the PR is an *output*; if a DDR bit is set to a 0, the corresponding PR bit is defined as an *input*. On a READ, the PR reflects the information present on the actual port pins (PA0-PA7, PB0-PB7) for both input and output bits. Port A and Port B have passive pull-up devices as well as active pull-ups, providing both CMOS and TTL compatibility. Both parts have two TTL load drive capability. In addition to normal I/O operation, PB6 and PB7 also provide timer output functions.

### HANDSHAKING

Handshaking on data transfers can be accomplished using the PC output pin and the FLAG input pin. PC will go low for one cycle following a read or write of PORT B. This signal can be used to indicate "data ready" at PORT B or "data accepted" from PORT B. Handshaking on 16-bit data transfers (using both PORT A and PORT B) is possible by always reading or writing PORT A first. FLAG is a negative edge sensitive input which can be used for receiving the PC output from another 6526, or as a general purpose interrupt input. Any negative transition of FLAG will set the FLAG interrupt bit.

REG	NAME	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	<b>PRA</b>	PA <sub>7</sub>	PA <sub>6</sub>	PA <sub>5</sub>	PA <sub>4</sub>	PA <sub>3</sub>	PA <sub>2</sub>	PA <sub>1</sub>	PA <sub>0</sub>
1	<b>PRB</b>	PB <sub>7</sub>	PB <sub>6</sub>	PB <sub>5</sub>	PB <sub>4</sub>	PB <sub>3</sub>	PB <sub>2</sub>	PB <sub>1</sub>	PB <sub>0</sub>
2	<b>DDRA</b>	DPA <sub>7</sub>	DPA <sub>6</sub>	DPA <sub>5</sub>	DPA <sub>4</sub>	DPA <sub>3</sub>	DPA <sub>2</sub>	DPA <sub>1</sub>	DPA <sub>0</sub>
3	<b>DDR B</b>	DPB <sub>7</sub>	DPB <sub>6</sub>	DPB <sub>5</sub>	DPB <sub>4</sub>	DPB <sub>3</sub>	DPB <sub>2</sub>	DPB <sub>1</sub>	DPB <sub>0</sub>

### INTERVAL TIMERS (TIMER A, TIMER B)

Each interval timer consists of a 16-bit read-only Timer Counter and a 16-bit write-only Timer Latch. Data written to the timer are latched in the Timer Latch, while data read from the timer are the present contents of the Time Counter. The timers can be used independently or linked for extended operations. The various timer modes allow generation of long time delays, variable width pulses, pulse trains and variable frequency waveforms. Utilizing the CNT input, the timers can count external pulses or measure frequency, pulse width and delay times of external signals. Each timer has an associated control register, providing independent control of the following functions:

### START/STOP

A control bit allows the timer to be started or stopped by the microprocessor at any time.

## PB ON/OFF

A control bit allows the timer output to appear on a PORT B output line (PB6 for TIMER A and PB7 for TIMER B). This function overrides the DDRB control bit and forces the appropriate PB line to an output.

## TOGGLE/PULSE

A control bit selects the output applied to PORT B. On every timer underflow the output can either toggle or generate a single positive pulse of one cycle duration. The toggle output is set high whenever the timer is started and is set low by RES.

## ONE-SHOT/CONTINUOUS

A control bit selects either timer mode. In one-shot mode, the timer will count down from the latched value to 0, generate an interrupt, reload the latched value, then stop. In continuous mode, the timer will count from the latched value to 0, generate an interrupt, reload the latched value and repeat the procedure continuously.

## FORCE LOAD

A strobe bit allows the timer latch to be loaded into the timer counter at any time, whether the timer is running or not.

## INPUT MODE

Control bits allow selection of the clock used to decrement the timer. TIMER A can count 4-2 clock pulses or external pulses applied to the CNT pin. TIMER B can count 4-2 pulses, external CNT pulses, TIMER A underflow pulses or TIMER A underflow pulses while the CNT pin is held high.

The timer latch is loaded into the timer on any timer underflow, on a force load or following a write to the high byte of the prescaler while the timer is stopped. If the timer is running, a write to the high byte will load the timer latch, but not reload the counter.

### READ (TIMER)

REG NAME

4	TA LO	TAL <sub>7</sub>	TAL <sub>6</sub>	TAL <sub>5</sub>	TAL <sub>4</sub>	TAL <sub>3</sub>	TAL <sub>2</sub>	TAL <sub>1</sub>	TAL <sub>0</sub>
5	TA HI	TAH <sub>7</sub>	TAH <sub>6</sub>	TAH <sub>5</sub>	TAH <sub>4</sub>	TAH <sub>3</sub>	TAH <sub>2</sub>	TAH <sub>1</sub>	TAH <sub>0</sub>
6	TB LO	TBL <sub>7</sub>	TBL <sub>6</sub>	TBL <sub>5</sub>	TBL <sub>4</sub>	TBL <sub>3</sub>	TBL <sub>2</sub>	TBL <sub>1</sub>	TBL <sub>0</sub>
7	TB HI	TBH <sub>7</sub>	TBH <sub>6</sub>	TBH <sub>5</sub>	TBH <sub>4</sub>	TBH <sub>3</sub>	TBH <sub>2</sub>	TBH <sub>1</sub>	TBH <sub>0</sub>

### WRITE (PRESCALER)

REG NAME

4	TALO	PAL <sub>7</sub>	PAL <sub>6</sub>	PAL <sub>5</sub>	PAL <sub>4</sub>	PAL <sub>3</sub>	PAL <sub>2</sub>	PAL <sub>1</sub>	PAL <sub>0</sub>
5	TAHI	PAH <sub>7</sub>	PAH <sub>6</sub>	PAH <sub>5</sub>	PAH <sub>4</sub>	PAH <sub>3</sub>	PAH <sub>2</sub>	PAH <sub>1</sub>	PAH <sub>0</sub>
6	TB LO	PBL <sub>7</sub>	PBL <sub>6</sub>	PBL <sub>5</sub>	PBL <sub>4</sub>	PBL <sub>3</sub>	PBL <sub>2</sub>	PBL <sub>1</sub>	PBL <sub>0</sub>
7	TB HI	PBH <sub>7</sub>	PBH <sub>6</sub>	PBH <sub>5</sub>	PBH <sub>4</sub>	PBH <sub>3</sub>	PBH <sub>2</sub>	PBH <sub>1</sub>	PBH <sub>0</sub>

## TIME OF DAY CLOCK (TOD)

The TOD clock is a special purpose timer for real-time applications. TOD consists of a 24-hour (AM/PM) clock with 1/10th second resolution. It is organized into four registers: 10ths of seconds, Seconds, Minutes and Hours. The AM/PM flag is in the MSB of the Hours register for easy bit testing. Each register reads in BCD format to simplify conversion for driving displays, etc. The clock requires an external 60 Hz or 50 Hz (programmable) TTL level input on the TOD pin for accurate time keeping. In addition to timekeeping, a programmable ALARM is provided for generating an interrupt at a desired time. The ALARM registers are located at the same addresses as the corresponding TOD registers. Access to the ALARM is governed by a Control Register bit. The ALARM is write-only; any read of a TOD address will read time regardless of the state of the ALARM access bit.

A specific sequence of events must be followed for proper setting and reading of TOD. TOD is automatically stopped whenever a write to the Hours register occurs. The clock will not start again until after a write to the 10ths of seconds register. This assures TOD will always start at the desired time. Since a carry from one stage to the next can occur at any time with respect to a read operation, a latching function is included to keep all Time Of Day information constant during a read sequence. All four TOD registers latch on a read of Hours and remain latched until after a read of 10ths of seconds. The TOD clock continues to count when the output registers are latched. If only one register is to be read, there is no carry problem and the register can be read "on the fly," provided that any read of Hours is followed by a read of 10ths of seconds to disable the latching.

---

### READ

REG	NAME								
8	TOD 10THS	0	0	0	0	T <sub>8</sub>	T <sub>4</sub>	T <sub>i</sub>	T <sub>i</sub>
9	TOD SEC	0	SH <sub>4</sub>	SH <sub>2</sub>	SH	SL <sub>8</sub>	SL <sub>4</sub>	SL <sub>2</sub>	SL <sub>i</sub>
A	TOD MIN	0	MH <sub>4</sub>	MH <sub>2</sub>	MH <sub>j</sub>	ML <sub>8</sub>	ML <sub>4</sub>	ML <sub>2</sub>	ML
B	TOD HR	PM	0	0	HH	HL <sub>8</sub>	HL <sub>4</sub>	HL <sub>2</sub>	HL

---

### WRITE

CRB<sub>7</sub> = 0 TOD

CRB<sub>7</sub> = 1 ALARM

(SAME FORMAT AS READ)

## SERIAL PORT (SDR)

The serial port is a buffered, 8-bit synchronous shift register system. A control bit selects input or output mode. In input mode, data on the SP pin is shifted into the shift register on the rising edge of the signal applied to the CNT pin. After eight CNT pulses, the data in the shift register is dumped into the Serial Data Register and an interrupt is generated. In the output mode, TIMER A is used for the baud rate generator. Data is



shifted out on the SP pin at one half the underflow rate of TIMER A. The maximum baud rate possible is  $\frac{f_{clk}}{4}$  divided by 4, but the maximum useable baud rate will be determined by line loading and the speed at which the receiver responds to input data. Transmission will start following a write to the Serial Data Register (provided TIMER A is running and in continuous mode). The clock signal derived from TIMER A appears as an output on the CNT pin. The data in the Serial Data Register will be loaded into the shift register then shift out to the SP pin when a CNT pulse occurs. Data shifted out becomes valid on the falling edge of CNT and remains valid until the next falling edge. After eight CNT pulses, an interrupt is generated to indicate more data can be sent. If the Serial Data Register was loaded with new information prior to this interrupt, the new data will automatically be loaded into the shift register and transmission will continue. If the microprocessor stays one byte ahead of the shift register, transmission will be continuous. If no further data is to be transmitted, after the 8th CNT pulse, CNT will return high and SP will remain at the level of the last data bit transmitted. SDR data is shifted out MSB first and serial input data should also appear in this format.

The bidirectional capability of the Serial Port and CNT clock allows many 6526 devices to be connected to a common serial communication bus on which one 6526 acts as a master, sourcing data and shift clock, while all other 6526 chips act as slaves. Both CNT and SP outputs are open drain to allow such a common bus. Protocol for master/slave selection can be transmitted over the serial bus, or via dedicated handshaking lines.

REG NAME

C^ JLUK 1S7 og 05 04 33 S2 "1 ^0

## INTERRUPT CONTROL (ICR)

There are five sources of interrupts on the 6526: underflow from TIMER A, underflow from TIMER B, TOD ALARM, Serial Port full/empty and FLAG. A single register provides masking and interrupt information. The interrupt Control Register consists of a write-only MASK register and a read-only DATA register. Any interrupt will set the corresponding bit in the DATA register. Any interrupt which is enabled by the MASK register will set the IR bit (MSB) of the DATA register and bring the IRQ pin low. In a multi-chip system, the IR bit can be polled to detect which chip has generated an interrupt request. The interrupt DATA register is cleared and the IRQ line returns high following a read of the DATA register. Since each interrupt sets an interrupt bit regardless of the MASK, and each interrupt bit can be selectively masked to prevent the generation of a processor interrupt, it is possible to intermix polled interrupts with true interrupts. However, polling the IR bit will cause the DATA register to clear, therefore, it is up to the user to preserve the information contained in the DATA register if any polled interrupts were present.

The MASK register provides convenient control of individual mask bits. When writing to the MASK register, if bit 7 (SET/CLEAR) of the data written is a ZERO, any

mask bit written with a one will be cleared, while those mask bits written with a 0 will be unaffected. If bit 7 of the data written is a ONE, any mask bit written with a one will be set, while those mask bits written with a 0 will be unaffected. In order for an interrupt flag to set IR and generate an Interrupt Request, the corresponding MASK bit must be set.

#### READ (INT DATA)

REG NAME

D ICR IR 0 0 FLG SP ALRM TB TA

#### WRITE (INT MASK)

REG NAME

D ICR S/C X X FLG SP ALRM TB TA

## CONTROL REGISTERS

There are two control registers in the 6526, CRA and CRB. CRA is associated with TIMER A and CRB is associated with TIMER B. The register format is as follows:

### CRA:

BIT	NAME	FUNCTION
0	START	1 = START TIMER A, 0 = STOP TIMER A, This bit is automatically reset when underflow occurs during one-shot mode.
1	PBON	1 = TIMER A output appears on PB6, 0 = PB6 normal operation.
2	OUTMODE	1 = TOGGLE, 0 = PULSE
3	RUNMODE	1 = ONE-SHOT, 0 = CONTINUOUS
4	LOAD	1 = FORCE LOAD (this is a STROBE input, there is no data storage, bit 4 will always read back a 0 and writing a 0 has no effect).
5	INMODE	1 = TIMER A counts positive CNT transitions, 0 = TIMER A counts 4)2 pulses.
6	SPMODE	1 = SERIAL PORT output (CNT sources shift clock), 0 = SERIAL PORT input (external shift clock required).
7	TODIN	1 = 50 Hz clock required on TOD pin for accurate time, 0 = 60 Hz clock required on TOD pin for accurate time.

**CRB:**

BUT	NAME	FUNCTION
		(Bits CRB0-CRB4 are identical to CRA0-CRA4 for TIMER B with the exception that bit 1 controls the output of TIMER B on PB7).
5,6	INMODE	Bits CRB5 and CRB6 select one of four input modes for TIMER B as: CRB6 CRB5 0 0 TIMER B counts $\phi$ 2 pulses. 0 1 TIMER B counts positive CNT transitions. 1 0 TIMER B counts TIMER A underflow pulses. 1 1 TIMER B counts TIMER A underflow pulses while CNT is high.
7	ALARM	1 = writing to TOD registers sets ALARM, 0 = writing to TOD registers sets TOD clock.

REG	NAME	IN	MODE	MODE	LOAD	MODE	MODE	PS ON	START
E	CRA	0 = 60Hz 1 = S0HE	0 = INPUT 1 = OUTPUT	0 = *2 1 = CNT	1 = FORCE LOAD (STROBE)	0=CONT 1=0.5	0=PULSE 1=TOGGLE	0 = PB <sub>0</sub> OFF 1=PB <sub>0</sub> ON	0=STOP 1=START

-TA-

REG	NAME	ALARM	IN	MODE	LOAD	RUN MODE	OLT MODE	PS ON	START
F	CRS	0 = TOD 1 = ALARM	0 1 1 1	0 = $\phi$ 2 1 = CNT 0 = TA 1 = CNT TA	i = FORCE LOAD (STROBE)	0 = CONT. 1 = O.S.	0=PULSE 1=TOGGLE	0 = PSTOFF 1 = PS,ON	0=STOP 1=START

All unused register bits are unaffected by a write and are forced to zero on a read.

# DYNAMIC RANDOM ACCESS MEMORY

This section discusses the characteristics of the C128 dynamic RAMs, which are currently the 4164 64K-bit RAM. This RAM device is in the 64K by 1-bit configuration. This section also contains information on the 4416 dynamic RAMs used by the 8563 video controller. This type of RAM is a 64K RAM in the 16K by 4 bit configuration.

## SYSTEM RAM DESCRIPTION

The C128 system contains 128K of processor-addressable DRAM in the 64K by 1 configuration, organized into two individual 64K banks. Additionally, the system contains 16K of video display DRAM local to the 8563 video controller, not directly accessible by the processor.

RAM banking, described in detail in the MMU section in Chapter 13, is controlled by several MMU registers: the Configuration Register, the RAM Configuration Register, and the Zero Page and Page One Pointers. Simply put, the Configuration Register controls which 64K bank of RAM is selected; the RAM Configuration Register controls if and how much RAM is kept in common between banks, and the Pointer Registers redirect the zero and one pages to any page in memory, overriding the effect of the two Configuration Registers. In the system, RAM bank select is achieved via gated CAS control.

## PHYSICAL CHARACTERISTICS

This section covers some of the characteristics of the 64K by 1-bit RAM and 16K by 4-bit RAM that are used in the C128 system. A pinout table and a figure are given for both the 4164 and the 4416 packages (See Tables 16-15 and 16-16 and Figures 16-23 and 16-24).

PIN	NAME	DESCRIPTION
1	NC	No Connection
2	D <sub>in</sub>	Data In
3	/WE	Write Enable (Active Low)
4	/RAS	Row Address Strobe (Active Low)
5	A <sub>0</sub>	Address Bit 0
6	A <sub>2</sub>	Address Bit 2
7	A <sub>1</sub>	Address Bit 1
8	V <sub>CC</sub>	Power Supply +5 Vdc
9	A <sub>7</sub>	Address Bit 7
10	A <sub>5</sub>	Address Bit 5
11	A <sub>4</sub>	Address Bit 4
12	A <sub>3</sub>	Address Bit 3
13	A <sub>6</sub>	Address Bit 6
14	D <sub>out</sub>	Data Out
15	/CAS	Column Address Strobe (Active Low)
16	V <sub>SS</sub>	Power Supply Ground

Table 16-15. 4164 Pinout

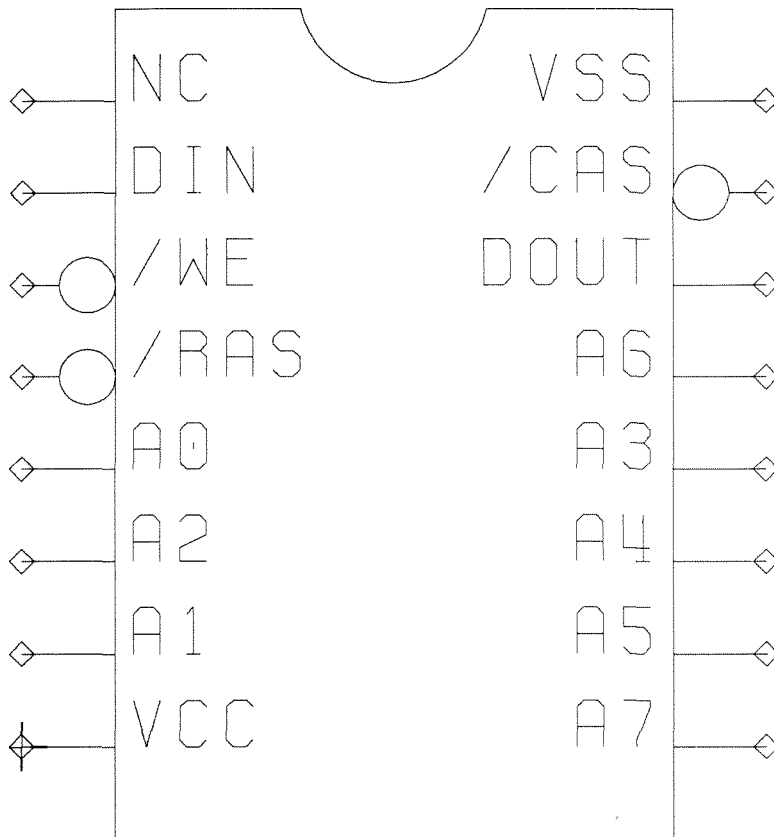
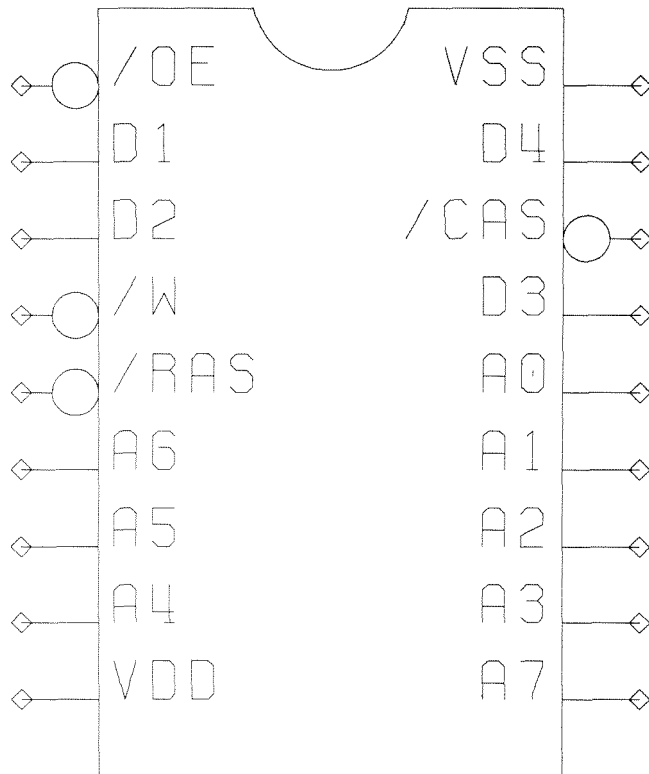


Figure 16-23. The 4164 Chip

PIN	NAME	DESCRIPTION
1	/OE	Output Enable (Active Low)
2	D <sub>1</sub>	Data Bit 1
3	D <sub>2</sub>	Data Bit 2
4	/WE	Write Enable (Active Low)
5	/RAS	Row Address Strobe (Active Low)
6	A <sub>6</sub>	Address Bit 6
7	A <sub>5</sub>	Address Bit 5
8	A <sub>4</sub>	Address Bit 4
9	V <sub>CC</sub>	Power Supply +5 Vdc
10	A <sub>7</sub>	Address Bit 7
11	A <sub>3</sub>	Address Bit 3
12	A <sub>2</sub>	Address Bit 2
13	A <sub>1</sub>	Address Bit 1
14	A <sub>0</sub>	Address Bit 0
15	D <sub>3</sub>	Data Bit 3
16	/CAS	Column Address Strobe (Active Low)
17	D <sub>4</sub>	Data Bit 4
18	V <sub>SS</sub>	Power Supply Ground

**Table 16-16. 4416 Pinout**



**Figure 16-24. The 4464 Chip**

## **READ ONLY MEMORY (ROM)**

This section describes the C128 system ROM, both from a logical and a hardware point of view. It mentions aspects of the ROM banking structure, the management of Kernal and BASIC, and explains the physical specifications of the ROM devices themselves.

### **SYSTEM ROM DESCRIPTION**

In C64 mode, the operating system resides in 16K of ROM, which includes approximately 8K for Kernal and 8K for BASIC. In C128 mode, the operating system resides in 48K of ROM and includes advanced Kernal and BASIC features. The Kernal, by definition, is the general operating system of the computer, with fixed entry points into usable subroutines to facilitate ROM update transparent use by higher-level programs. There is also a character ROM that resides on the Shared Bus, shared by the VIC chip and the processor. This ROM is a 4016 8K by 8, NMOS ROM. The C64 OS ROM is wired so as to appear as two chunks of noncontiguous ROM, copying the actual C64 ROM memory map. Provision is included to handle system ROM as either four 16K x 8 ROMs or as two 32K x 8 ROMs. All internal C128 function ROMs will be the 32K x 8 variety.

### **ROM BANKING**

Refer back to the MMU register map, Figure 13-4 in Chapter 13. Note that the Configuration Register (CR) controls the type of ROM or RAM seen in a given address location. Dependent on the contents of the CR, ROM may be enabled and disabled to attain the most useful configuration for the application at hand. ROM is enabled in three memory areas in C128 mode, each consisting of 16K of address space. The lower ROM may be defined as RAM or System ROM, the upper two ROMs may be System ROM, Function ROM, Cartridge ROM or RAM. In C64 mode, the C64 memory mapping rules apply, which are primitive compared to those used in C128 mode. C64 ROM is banked as two 8K sections, BASIC and Kernal, according to the page zero port and the cartridge in place at the time. No free banking can occur when a cartridge is in place.

In the C128, if an address falls into the range of an enabled ROM, the MMU will communicate the status of ROM to the PLA decoder via the memory status lines. Essentially, the MMU looks up in the Configuration Register which ROM or RAM is set. See Chapter 13. The way the banking scheme is implemented, it allows up to 32K of internal, bankable ROM for use in such programs as Function Key Applications, and will support 32K of internal bankable ROM. Various combinations of ROM are possible, and can be noted by studying the configurations for the Configuration Register. Type 23128 (16K by 8) and 23256 (32K by 8) ROMs are used by the system.

# TIMING SPECIFICATION

## INTERNAL ROMs

This section specifies timing parameters for both the 23128 and the 27256 Read Only Memories. This timing spec applies to internal ROMs and for external ROMs run at 1 MHz. For external ROMs run at 2 MHz, see Table 16-18.

PARAMETER	SYMBOL	MIN	MAX	UNIT
Address <b>Valid</b> to <b>Output</b> Delay	$T_{ACC}$	<b>300</b>	—	ns
<b>Chip</b> Enable to <b>Output</b> Delay	$T_{CE}$	300	—	ns
<b>Output</b> Enable to <b>Output</b> Delay	$T_{OE}$	120	—	ns

Table 16-17. internal ROM Timing

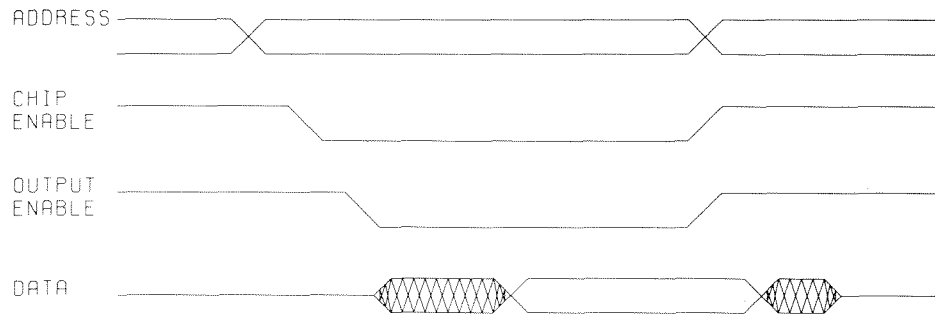


Figure 16-25. ROM Timing Diagram

## EXTERNAL ROMS

All C64 mode external ROMs and many C128 mode external ROMs can be of the type mentioned above. Any external ROM that is to run at 2 MHz must be faster, as specified in Table 16-18.

PARAMETER	SYMBOL	MIN	MAX	UN
Address Valid to <b>Output</b> Delay	$T_{ACC}$	250	—	ns
Chip Enable to <b>Output</b> Delay	$T_{CE}$	200	—	ns
<b>Output</b> Enable to <b>Output</b> Delay	$T_{OE}$	100	—	ns

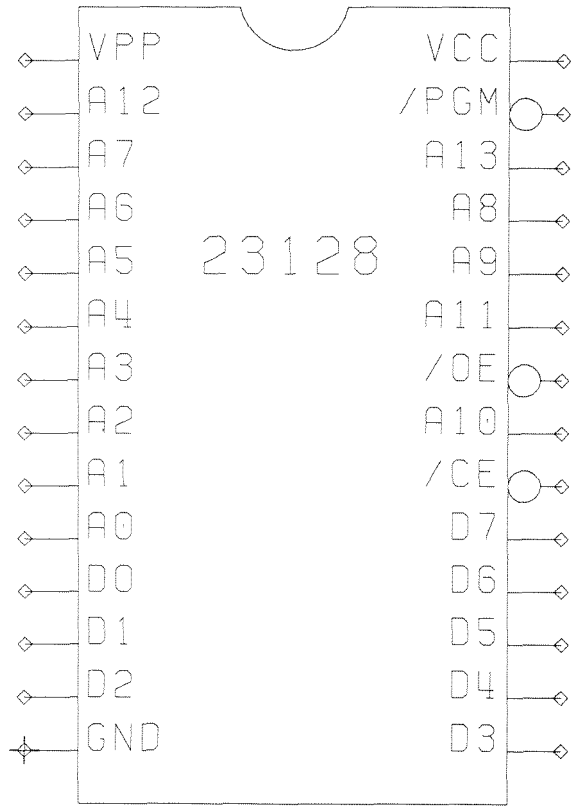
Table 16-18. External 2MHz ROM Timing



## THE 23128 ROM

PIN	NAME	DESCRIPTION
1		Programming Voltage
2	A <sub>12</sub>	Address Bit 12 (A <sub>J3</sub> on the C64 OS ROM)
3	A <sub>7</sub>	Address Bit 7
4	A <sub>6</sub>	Address Bit 6
5	A <sub>5</sub>	Address Bit 5
6	A <sub>4</sub>	Address Bit 4
7	A <sub>3</sub>	Address Bit 3
8	A <sub>2</sub>	Address Bit 2
9	A <sub>j</sub>	Address Bit 1
10	A <sub>0</sub>	Address Bit 0
11	D <sub>0</sub>	Data Bit 0
12	D <sub>1</sub>	Data Bit 1
13	D <sub>2</sub>	Data Bit 2
14	GND	Power Supply Ground
15	D <sub>3</sub>	Data Bit 3
16	D <sub>4</sub>	Data Bit 4
17	D <sub>5</sub>	Data Bit 5
18	D <sub>6</sub>	Data Bit 6
19	D <sub>7</sub>	Data Bit 7
20	<i>ICE</i>	Chip Enable (Active Low)
21	A <sub>10</sub>	Address Bit 10
22	<i>/OE</i>	Output Enable (Active Low)
23	A <sub>n</sub>	Address Bit 11
24	A <sub>9</sub>	Address Bit 9
25	A <sub>8</sub>	Address Bit 8
26	A <sub>13</sub>	Address Bit 13
27	<i>/PGM</i>	Program Enable (Active Low)
28	V <sub>cc</sub>	Power Supply +5 Vdc

**Table 16-19. 23128 ROM Pinout**



**Figure 16-26. The 23128 ROM Chip (BASIC, Kernal, Editor and External Function ROMs)**

## THE 23256 ROM

PIN	NAME	DESCRIPTION
1	$V_W$	Programming Voltage
2	$A_{12}$	Address Bit 12
3	$A_7$	Address Bit 7
4	$A_6$	Address Bit 6
5	$A_5$	Address Bit 5
6	$A_4$	Address Bit 4
7	$A_3$	Address Bit 3
8	$A_2$	Address Bit 2
9	$A_1$	Address Bit 1
10	$A_0$	Address Bit 0
11	$D_0$	Data Bit 0
12	$D_1$	Data Bit 1
13	$D_2$	Data Bit 2
14	GND	Power Supply Ground
15	$D_3$	Data Bit 3
16	$D_4$	Data Bit 4
17	$D_5$	Data Bit 5
18	$D_6$	Data Bit 6
19	$D_7$	Data Bit 7
20	/CE-/PGM	Chip Enable-Program Enable (Active Low)
21	$A_{10}$	Address Bit 10
22	/OE	Output Enable (Active Low)
23	$A_n$	Address Bit 11
24	$A_9$	Address Bit 9
25	$A_8$	Address Bit 8
26	$A_{13}$	Address Bit 13
27	$A_{14}$	Address Bit 14
28	$V_{cc}$	Power Supply +5 Vdc

Table 16-20. 23256 ROM Pinout (Internal or External Function ROMs)

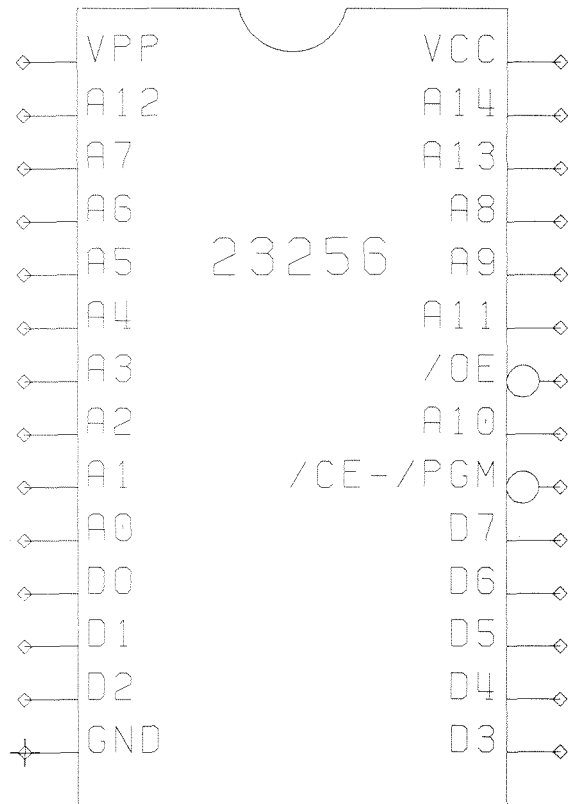


Figure 16-27. The 23256 ROM Chip

## THE SERIAL BUS

The C128 Serial Bus is an improved version of the C64 serial bus. This bus uses IEEE-488-type addressing, thus maintaining software compatibility between the consumer market serial devices and the CBM IEEE-488 parallel devices. The C128 improves this bus by allowing communication at much greater speeds with specially designed peripherals, the most important being the disk drive, while still maintaining compatibility with older, slower peripherals used by the C64. This section describes the hardware and some of the software aspects of both the old and the new serial transmission scheme.

### BUS OPERATIONS

There are three basic bus operations that take place on the serial bus, in both fast and slow modes. The first of these is called **Control**. The C128 is the controller in most circumstances. The controller of the bus is always the device that initiates protocol on the bus, requesting peripheral devices to do one of the two other serial operations, either **Talk** or **Listen**.

All serial bus devices can listen. A listening device is a device that has been ordered by the controller to receive data. Some devices, such as disk drives, can talk. A talking device is sending data to the controller. Both hardware and software drive this bus protocol.

### BUS SIGNALS

The Commodore serial bus is composed of the following signals:

- SRQ (pin 1): This signal is called **Service Request**. The slow serial bus does not use this line, the fast bidirectional clock line. (Not used in C64 Mode.)
- GND (pin 2): Chassis ground.
- ATN (pin 3): This signal is called **Attention**. It is used to address a device on the bus. When requesting a device to talk to or listen, the controller brings this signal low, creating some sort of interrupt on all serial bus devices. It then sends out an address that will select one device on the bus. It is the controller's responsibility to time out if a device on the bus does not respond within a reasonable amount of time.
- CLK (pin 4): This is the slow serial clock. It is used by slow serial devices, which are software-clocked, to clock data transmitted on the serial bus.
- DATA (pin 5): This is the serial data line. It is used by both slow and fast serial devices to transmit data in sync with clock signal.
- RESET (pin 6): This is the reset line, used to reset all peripherals when the host resets.

# **FAST SERIAL BUS**

## **FAST PROTOCOL**

To function as a fast talker, the system must be addressing a fast device, such as the 1571 disk drive. When addressing any device, the C128 sends a fast byte, toggling the SQR line eight times, with the ATN line low. If the device is a fast device, it will record the fact that a fast controller accessed it and respond with a fast acknowledge. If the device is a slow device, no response is delivered and the C128 then assumes it is talking with a slow device. The status of drive speed is retained until the device is requested to untalk or unlisten, if an error occurs, or if a system reset occurs.

## **FAST HARDWARE**

The fast serial bus, in order to achieve its speed increase, uses different hardware from that of the slow serial bus. The slow serial bus uses several 6526 port lines to drive ATN, CLK and DATA. Thus, clocking of the data transfers must be software-driven. The fast serial method is to use the serial port line of a 6526 (CIA-1) to actually transfer the serial data. This increases the transfer rate dramatically, to the point where the transfer becomes limited more by software overhead than anything else. The actual speed of transfer is set by the 6526 timer. Current 6526's have a minimum serial timer value of 4, though in actual use this value is closer to 6, owing to loading. Any advances in the 6526 would make a faster data transfer possible.

This scheme could interfere with slow serial transmissions, since the DATA line is shared by both schemes. Thus, circuitry exists that will isolate the fast serial drivers from the slow serial bus. Setting FSDIR to input mode is sufficient to remove any possible fast serial interactions with the slow serial bus, other than the additional device loading, which is not a problem at slow serial bus speeds.

In order to ensure compatibility with the C64, however, the slow serial bus cannot interfere with the fast drivers, since these drivers are shared with the User Port and a user port device could presumably make use of them. Once C64 mode is set, the input direction of the interface circuitry is disabled. Thus, in C64 mode, the FSDIR bit must be set to input to remove fast to slow interference, but slow to fast interference is automatically removed by invoking C64 mode. There is no way to disable slow to fast interference in C128 mode (at least not simultaneously with the elimination of fast to slow interference).

## THE EXPANSION BUS

The C128 Expansion Bus is compatible with the C64 Expansion Bus, while at the same time allowing extended capabilities in C128 mode.

### CARTRIDGE ADDITION

The C128 can use larger and more sophisticated cartridges than the C64. One of the main reasons for this is the new banking scheme used in the C128 for external cartridges. The C64 uses two hardware control lines, /EXROM and /GAME, to control banking out of internal facilities and banking in of cartridge facilities. The C128 uses a software polling method, where upon power-up it polls the cartridge, according to a defined protocol, to determine if such a cartridge exists, and if so, what its software priority is. Since the C128 is always free to bank between cartridges and built-in ROM, an external application can take advantage of internal routines and naturally become an extended part of the C128, as opposed to becoming a replacement application. See Chapter 13 for information on the Auto Start Cartridge ROM sequence.

The elimination of /EXROM and /GAME as hardware control lines for cartridge identification (in C128 mode) has freed up both of these lines for extended functioning. Both of the lines appear as bits in the MMU Mode Configuration Register, and are both input and output ports. Neither has a dedicated function other than general cartridge function expansion, and lend themselves to act as latched banking lines or input sense lines. Of course, neither can be asserted on C128 power-up or C64 mode will automatically be set.

### DMA CAPABILITY

The C128 expansion bus supports DMAs in a fashion similar to that of the C64. A C64 DMA is achieved by pulling the /DMA pin on the expansion bus low. Immediately after this happens, the RDY and AEC lines of the processor are brought low. This can neatly shut down the processor, but it can also cause problems, depending on what the processor is doing at the time. The RDY input of an 8502 series processor, when brought low, will halt the processor of the next  $\phi_1$  cycle, leaving the processor's address lines reflecting the current address being fetched. However, if the processor is in a write cycle when RDY is brought low, it will ignore RDY until the next read cycle. Thus, in the C64, a /DMA input occurring during a write cycle will tri-state the processor's address and data bus, but not stop it until up to three cycles later when the next read cycle occurs. The write cycles following the /DMA input do not actually write, causing memory corruption and often processor fatality when the /DMA line is released. Any /DMA input during  $\phi_2$  is a potentially fatal DMA.

If a proper /DMA is asserted, the C64 tri-states and shuts down, allowing the DMA source complete access to the processor bus. Such a DMA source must monitor the  $\phi_2$  and BA outputs, as it must tri-state when the VIC is on the bus, and it must completely DMA when a VIC DMA is called for. The VIC chip always has the highest

DMA priority. When on the bus, the DMA source has access to RAM, ROM and I/O in the C64 scheme. A proper DMA shutdown is usually achieved via some C64 software handshaking with the DMA source.

The C128 system uses a similar DMA scheme. When the /DMA input goes low, the RDY input to the 8502, the AEC input to the 8502, and the /BUSRQST input to the Z80 immediately go low. Additionally, the gated AEC signal, GAEC, goes low, causing the MMU to go immediately to its VIC CYCLE MODE, and the Z80 Data Out buffer to tri-state. The DMA causes the Address to the Shared Address buffer to reverse direction, and the Translated Address to the Address buffer to be enabled, giving the external DMA source complete access to the processor address bus. The PLA is still looking at ungated AEC and as such will allow access to I/O devices, RAM and ROM. There can be no access to the MMU; thus for C128 memory mapping the memory map must be set up before being DMA'ed. For C64 mode, memory mapping is done by the 8502 processor port lines and by the external /EXROM and /GAME. Since the 8502 ports will be inaccessible by a DMA source, only the C64 map changes based upon /EXROM and /GAME can be made during a DMA. This is the same as in a C64 unit. All DMA sources, as with the C64, must yield to the VIC during  $\overline{D}0$  or BA low. The C128 can perform a destructive DMA as easily as the C64. In order to use DMA's, the DMA source will most likely have to cooperate with a C128 mode program, allowing it to handshake with a DMA source to effect DMA's nondestructively.



## EXPANSION BUS P1NOUT

PIN	NAME	DESCRIPTION
1	GND	System Ground
2	+ 5V	System V <sub>cc</sub>
3	+ 5V	System V <sub>cc</sub>
4	/IRQ	Interrupt Request
<b>5</b>	R/W	System Read Write Signal
6	DCLOCK	8.18 MHz Video Dot Clock
7	I/O <sub>1</sub>	I/O Chip Select: \$DE00-\$DEFF, Active Low
8	/GAME	Sensed for Memory Map Configuration
9	/EXROM	Sensed for Memory Map Configuration
10	I/O <sub>2</sub>	I/O Chip Select: \$DF00-\$DFFF, Active Low.
11	/ROM <sub>L</sub>	External ROM Chip Select, \$8000-\$BFFF in C128 Mode (\$8000-\$9FFF in C64 mode)
12	BA	Bus Available Output
13	/DMA	Direct Memory Access Input (see caution on DMA capability on p. 636)
14	D <sub>7</sub>	Data Bit 7
15	D <sub>6</sub>	Data Bit 6
16	D <sub>5</sub>	Data Bit 5
17	D <sub>4</sub>	Data Bit 4
18	D <sub>3</sub>	Data Bit 3
19	D <sub>2</sub>	Data Bit 2
20	D <sub>1</sub>	Data Bit 1
21	D <sub>0</sub>	Data Bit 0
22	GND	System Ground
A	GND	System Ground
B	/ROM <sub>H</sub>	External ROM Chip Select, \$C000-\$FFFF in C128 Mode (\$C000-\$FFFF in C64 mode)
C	/RESET	System Reset Signal
D	/NMI	Non-Maskable Interrupt Request
E	1MHz	System 1MHz $\phi_0$ Clock
F	TA <sub>15</sub>	Translated Address Bit 15
<b>H</b>	TA <sub>14</sub>	Translated Address Bit 14
<b>J</b>	TA <sub>13</sub>	Translated Address Bit 13
<b>K</b>	TA <sub>12</sub>	Translated Address Bit 12
<b>L</b>	TA <sub>11</sub>	Translated Address Bit 11
<b>M</b>	TA <sub>10</sub>	Translated Address Bit 10
N	TA <sub>9</sub>	Translated Address Bit 9
P	TA <sub>8</sub>	Translated Address Bit 8
<b>R</b>	SA <sub>7</sub>	Shared Address Bit 7
S	SA <sub>6</sub>	Shared Address Bit 6
T	SA <sub>5</sub>	Shared Address Bit 5
U	SA <sub>4</sub>	Shared Address Bit 4
V	SA <sub>3</sub>	Shared Address Bit 3
<b>w</b>	SA <sub>2</sub>	Shared Address Bit 2
<b>X</b>	SA <sub>1</sub>	Shared Address Bit 1
<b>Y</b>	SA <sub>0</sub>	Shared Address Bit 0
Z	GND	System Ground

Table 16-21. Expansion Bus Pinout

# THE VIDEO INTERFACE

The C128 VIC video interface hardware allows the connection of a standard NTSC or PAL commercial television and/or a color monitor. The monitor can accept either a composite video signal or separate chroma and luminance/sync signals in addition to an audio signal. This output is very similar to the output in later revision C64 units.

The C128 also provides 80-column video interfacing. The available 80-column display is RGBI and monochrome, able to interface to most NTSC- or PAL-compatible RGB I TYPE I monitors and most 80-column-compatible NTSC or PAL monochrome monitors.

## THE VIC VIDEO INTERFACE

The following items specify the VIC video interface for 40-column display in sixteen colors. The VIC signal is available at analog levels at the video connector and at RF levels at the RF output.

### MODULATOR SPECIFICATION

The modulator provides a broadcast-type RF signal carrying the VIC composite video and audio signals. The NTSC modulator is switchable between channels 3 and 4 to help minimize local broadcast interference. The signal generated by the RF modulator complies with the FCC ruling concerning FCC Class B, TV interface devices. The RF output is accessible via a standard RCA-type phono/video jack.

### MONITOR OUTPUT

The VIC video output provides the signals shown in Table 16-22.

SIGNAL	LEVEL	IMPEDENCE	DC OFFSET
<b>Luminance/Sync</b>	<b>1V p-p</b>	<b>75 <math>\Omega</math></b>	<b>0.5 V</b>
<b>Chroma</b>	<b>1V p-p</b>	<b>75 <math>\Omega</math></b>	<b>0.5 V</b>
<b>Composite</b>	<b>1V p-p</b>	<b>75 <math>\Omega</math></b>	<b>0.5 V</b>
<b>Audio</b>	<b>1V p-p</b>	<b>1K <math>\Omega</math></b>	

**Table 16-22. VIC Video Output Signals**

### VIDEO CONNECTOR PINOUT

The VIC video connector exists physically as an eight-pin DIN connector. It provides the signals shown in Table 16-23.

PIN	SIGNAL
1	Luminance/Sync
2	Ground
3	Audio Out
4	Composite
5	Audio In
6	Chroma
7	N.C.
8	N.C.

Table 16-23. Video Connector Signals

## THE 8563 VIDEO INTERFACE

The following items specify the 8563 video interface for 80-column display in sixteen colors. The 8563 signal is available at digital levels for RGBI and at a three-level derived analog for black and white composite video.

### MONITOR OUTPUT

Table 16-24 shows the signals provided by the 8563 output.

SIGNAL	LEVEL	IMPEDENCE
<b>Red</b>	<b>TTL</b>	<b>TTL</b>
<b>Green</b>	<b>TTL</b>	<b>TTL</b>
<b>Blue</b>	<b>TTL</b>	<b>TTL</b>
<b>Intensity</b>	<b>TTL</b>	<b>TTL</b>
<b>HSync</b>	<b>TTL</b>	<b>TTL</b>
<b>VSyc</b>	<b>TTL</b>	<b>TTL</b>
<b>Composite</b>		<b>75 n</b>
<b>Full Intensity</b>	<b>2.0 V</b>	
<b>Half Intensity</b>	<b>1.5 V</b>	
<b>Sync</b>	<b>0.5 V</b>	

Table 16-24. 8563 Output Signals

### VIDEO CONNECTOR PINOUT

The 8563 video connector is an IBM-style D9 connector, providing the signals shown in Table 16-25.

---

PIN	SIGNAL
1	Ground
2	Ground
3	Red
4	Green
5	Blue
6	Intensity
7	Monochrome (non-standard)
8	Horizontal Sync
9	Vertical Sync

---

Table 16-25. 8563 Video Connector Pinout

## THE KEYBOARD

The C128 Keyboard is an advance over the standard C64 keyboard, while still maintaining full compatibility. It has several extra keys that are used in C128 mode, but not in C64 mode. It features a numeric keypad, a **HELP** key, extended function keys, a true **CAPS LOCK** key, and a **40/80** column switch key, all of which are strobed by the VIC chip or tied to dedicated 8502 or MMU I/O lines.

## CONNECTOR PINOUT

The C128 keyboard is designed to be connected by one 12- and one 13-pin internal single-in-line connector for the unit with a built-in keyboard. Table 16-26 illustrates both connections.

D-TYPE	SIGNAL
1	Ground
2	Key
3	Restore
4	+ 5V
5	Row 3
6	Row 6
7	Row 5
8	Row 4
9	Row 7
10	Row 2
11	Row 1
12	Row 0
13	Column 0
14	Column 6
15	Column 5
16	Column 4
17	Column 3
18	Column 2
19	Column 1
20	Column 7
21	K <sub>0</sub>
22	K <sub>j</sub>
23	K <sub>2</sub>
24	40/80
25	Alpha Lock

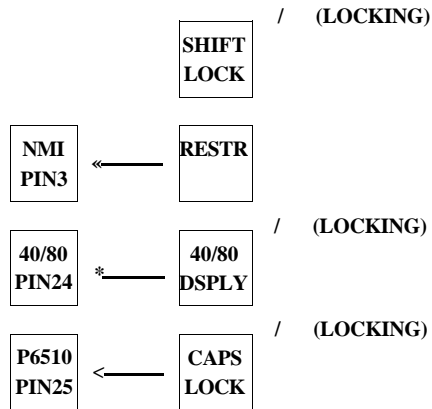
**Table 16-26. The Keyboard Connector Pinout**

# THE CI28 KEYBOARD TABLE

CO PIN13	C1 PIN19	C2 PIN18	C3 PIN17	C4 PIN16	C5 PIN15	C6 PIN14	C7 PIN20	KO PIN21	K1 PIN22	K2 PIN23
-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------

GND  
PIN-1

<b>RO</b> PIN12	<b>INS</b> <b>DEL</b>	<b>#</b> <b>3</b>	<b>%</b> <b>5</b>	<b>7</b>	<b>)</b> <b>9</b>	<b>+</b>	<b>lb</b>	<b>1</b>	<b>HELP</b>	<b>ESC</b>	<b>ALT</b>
<b>R1</b> PIN11	<b>RET</b>	<b>W</b>	<b>R</b>	<b>Y</b>	<b>I</b>	<b>P</b>	<b>*</b>	<b>&lt;-</b>	<b>8</b>	<b>+</b>	<b>0</b>
<b>R2</b> PIN10	<b>t</b> <b>I</b>	<b>A</b>	<b>D</b>	<b>G</b>	<b>J</b>	<b>L</b>	<b>]</b>	<b>CTRL</b>	<b>5</b>	<b>-</b>	
<b>R3</b> PIN5	<b>F8</b> <b>F7</b>	<b>\$</b> <b>4</b>	<b>&amp;</b> <b>6</b>	<b>(</b> <b>8</b>	<b>0</b>	<b>-</b>	<b>CLR</b> <b>HOM</b>	<b>2</b>	<b>TAB</b>	<b>LINE</b> <b>FEED</b>	<b>t</b>
<b>R4</b> PIN8	<b>F2</b> <b>F1</b>	<b>Z</b>	<b>C</b>	<b>B</b>	<b>M</b>	<b>&gt;</b>	<b>RIGHT</b> <b>SHIFT</b>	<b>SPACE</b> <b>BAR</b>	<b>2</b>	<b>ENTER</b>	
<b>R5</b> PIN7	<b>F4</b> <b>F3</b>	<b>S</b>	<b>F</b>	<b>H</b>	<b>K</b>	<b>[</b>	<b>=</b>		<b>4</b>	<b>6</b>	
<b>R6</b> PIN6	<b>F6</b> <b>F5</b>	<b>E</b>	<b>T</b>	<b>U</b>	<b>O</b>	<b>@</b>		<b>Q</b>	<b>7</b>	<b>9</b>	<b>-&gt;</b>
<b>R7</b> PIN9	<b>&lt;-</b>	<b>LEFT</b> <b>SHIFT</b>	<b>X</b>	<b>V</b>	<b>N</b>	<b>&lt;</b>	<b>9</b> <b>/</b>	<b>RUN</b> <b>STOP</b>	<b>1</b>	<b>3</b>	<b>NO</b> <b>SCRL</b>



**NOTE:** Pins RO through R7 pertain to the keyboard row values for the keyboard SCAN. These pins correspond to bits 0 through 7 of location 56321 (SDC01).

Pins CO through C7 are the keyboard's column values, which correspond to bits 0 through 7 of location 56320 (SDC00).

Pins K0 through K2 pertain to the CI28 keyboard control register bit, 0 through 2 of location 53295 (SD02F).

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# APPENDIX A

## BASIC LANGUAGE ERROR MESSAGES

The following error messages are displayed by BASIC. Error messages can also be displayed with the use of the ERR\$( ) function. The error numbers below refer only to the number assigned to the error for use with the ERR\$( ) function.

ERROR #	ERROR NAME	DESCRIPTION
1	TOO MANY FILES	There is a limit of ten files OPEN at one time.
2	FILE OPEN	An attempt was made to open a file using the number of an already open file.
3	FILE NOT OPEN	The file number specified in an I/O statement must be opened before use.
4	FILE NOT FOUND	Either no file with that name exists (disk) or an end-of-tape marker was read (tape).
5	DEVICE NOT PRESENT	The required I/O device is not available or buffers deallocated (cassette). Check to make sure the device is connected and turned on.
6	NOT INPUT FILE	An attempt was made to GET or INPUT data from a file that was specified as output only.
7	NOT OUTPUT FILE	An attempt was made to send data to a file that was specified as input only.
8	MISSING FILE NAME	File name missing in command.
9	ILLEGAL DEVICE NUMBER	An attempt was made to use a device improperly (SAVE to the screen, etc.).
10	NEXT WITHOUT FOR	Either loops are nested incorrectly, or there is a variable name in a NEXT statement that doesn't correspond with one in FOR.
11	SYNTAX	A statement not recognized by BASIC. This could be because of a missing or extra parenthesis, a misspelled key word, etc.



ERROR #	ERROR NAME	DESCRIPTION
12	RETURN WITHOUT GOSUB	A RETURN statement was encountered when no GOSUB statement was active.
13	OUT OF DATA	A READ statement is encountered without any data left to READ.
14	ILLEGAL QUANTITY	A number used as the argument of a function or statement is outside the allowable range.
15	OVERFLOW	The result of a computation is larger than the largest number allowed (1.701411834E + 38).
16	OUT OF MEMORY	Either there is no more room for program code and/or program variables, or there are too many nested DO, FOR or GOSUB statements in effect.
17	UNDEF'D STATEMENT	A referenced line number doesn't exist in the program.
18	BAD SUBSCRIPT	The program tried to reference an element of an array out of the range specified by the DIM statement.
19	REDIM'D ARRAY	An array can only be DIMensioned once.
20	DIVISION BY ZERO	Division by zero is not allowed.
21	ILLEGAL DIRECT	INPUT, GET, INPUT#, GET# and GET-KEY statements are allowed only within a program.
22	TYPE MISMATCH	This error occurs when a numeric value is assigned to a string variable or vice versa.
23	STRING TOO LONG	A string can contain up to 255 characters.
24	FILE DATA	Bad data read from a tape or disk file.
25	FORMULA TOO COMPLEX	The computer was unable to evaluate this expression. Simplify the expression (break into two parts or use fewer parentheses).
26	CAN'T CONTINUE	The CONT command does not work if the program was not RUN, if there was an error, or if a line has been edited.
27	UNDEF'D FUNCTION	A user-defined function that was never defined was referenced.

ERROR #	ERROR NAME	DESCRIPTION
28	VERIFY	The program on tape or disk does not match the program in memory.
29	LOAD	There was a problem loading. Try again.
30	BREAK	The STOP command was issued in a program or the <b>STOP</b> key was pressed to halt program execution.
31	CAN'T RESUME	A RESUME statement was encountered without a TRAP statement in effect.
32	LOOP NOT FOUND	The program has encountered a DO statement and cannot find the corresponding LOOP.
33	LOOP WITHOUT DO	LOOP was encountered without a DO statement active.
34	DIRECT MODE ONLY	This command is allowed only in direct mode, not from a program.
35	NO GRAPHICS AREA	A command (DRAW, BOX, etc.) to create graphics was encountered before the GRAPHIC command was executed.
36	BAD DISK	An attempt failed to HEADER a diskette, because the quick header method (no ID) was attempted on an unformatted diskette or the diskette is bad.
37	BEND NOT FOUND	The program encountered an "IF . . . THEN BEGIN" or "IF . . . THEN . . . ELSE BEGIN" construct, and could not find a BEND keyword to match the BEGIN.
38	LINE NUMBER TOO LARGE	An error has occurred in renumbering a BASIC program. The given parameters result in a line number greater than 63999 being generated; therefore, the renumbering was not performed.
39	UNRESOLVED REFERENCE	An error has occurred in renumbering a BASIC program. A line number referred to be a command (e.g., GOTO 999) does not exist. Therefore, the renumbering was not performed.
40	UNIMPLEMENTED COMMAND	A command not supported by BASIC 7.0 was encountered.

ERROR #	ERROR NAME	DESCRIPTION
41	FILE READ	An error condition was encountered while loading or reading a program or file from the disk drive (e.g., opening the disk drive door while a program was loading).

# APPENDIX B

## DOS ERROR MESSAGES

The following DOS error messages are returned through the DS and DS\$ variables. The DS variable contains just the error number, and the DS\$ variable contains the error number, the error message, and any corresponding track and sector number. NOTE: Error message numbers less than 20 should be ignored with the exception of 01, which gives information about the number of files scratched with the SCRATCH command.

### ERROR

#### NUMBER      ERROR MESSAGE AND DESCRIPTION

- |    |  |
|----|--|
| 20 | <b>READ ERROR (block header not found)</b><br>The disk controller is unable to locate the header of the requested data block. Causes: an illegal sector number, or the header has been destroyed.  |
| 21 | <b>READ ERROR (no sync character)</b><br>The disk controller is unable to detect a sync mark on the desired track. Causes: misalignment of the read/write head, no diskette, or an unformatted or improperly seated diskette. Can also indicate a hardware failure.                      |
| 22 | <b>READ ERROR (data block not present)</b><br>The disk controller has been requested to read or verify a data block that was not properly written. This error occurs in conjunction with the BLOCK commands and can indicate an illegal track and/or sector request.                     |
| 23 | <b>READ ERROR (checksum error in data block)</b><br>This error message indicates there is an error in one or more of the data bytes. The data has been read into the DOS memory, but the checksum over the data is in error. This message may also indicate hardware grounding problems. |
| 24 | <b>READ ERROR (byte decoding error)</b><br>The data or header has been read into the DOS memory but a hardware error has been created owing to an invalid bit pattern in the data byte. This message may also indicate hardware grounding problems.                                      |
| 25 | <b>WRITE ERROR (write-verify error)</b><br>This message is generated if the controller detects a mismatch between the written data and the data in the DOS memory.   |
| 26 | <b>WRITE PROTECT ON</b><br>This message is generated when the controller has been requested to write a data block while the write protect switch is depressed. This is caused by using a diskette with a write protect tab over the notch or a notchless diskette.                       |

ERROR NUMBER	ERROR MESSAGE AND DESCRIPTION
27	<p><b>READ ERROR</b> This message is generated when a checksum error has been detected in the header of the requested data block. The block has not been read into DOS memory.</p>
28	<p><b>WRITE ERROR</b> This error message is generated when a data block is too long and overwrites the sync mark of the next header.</p>
29	<p><b>DISK ID MISMATCH</b> This message is generated when the controller has been requested to access a diskette that has not been initialized or improperly formatted. The message can also occur if a diskette has a bad header.</p>
30	<p><b>SYNTAX ERROR (general syntax)</b> The DOS cannot interpret the command sent to the command channel. Typically, this is caused by an illegal number of file names, or patterns that are illegally used. For example, two file names appear on the left side of the COPY command.</p>
31	<p><b>SYNTAX ERROR (invalid command)</b> The DOS does not recognize the command. The command must start in the first position.</p>
32	<p><b>SYNTAX ERROR (invalid command)</b> The command sent is longer than 58 characters. Use abbreviated disk commands.</p>
33	<p><b>SYNTAX ERROR (invalid file name)</b> Pattern matching is invalidly used in the OPEN or SAVE command. Spell out the file name.</p>
34	<p><b>SYNTAX ERROR (no file given)</b> The file name was left out of the command or the DOS does not recognize it as such. Typically, a colon(:) has been left out of the command.</p>
39	<p><b>SYNTAX ERROR (invalid command)</b> This error may result if the command sent to the command channel (secondary address 15) is unrecognized by the DOS.</p>
50	<p><b>RECORD NOT PRESENT</b> Result of disk reading past the last record through INPUT# or GET# commands. This message will also appear after positioning to a record beyond end-of-file in a relative file. If the intent is to expand the file by adding the new record (with a PRINT# command), the error message may be ignored. INPUT# and GET# should not be attempted after this error is detected without first repositioning.</p>

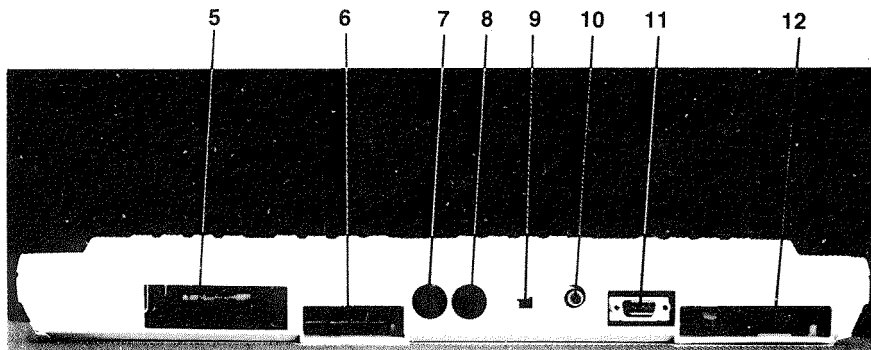
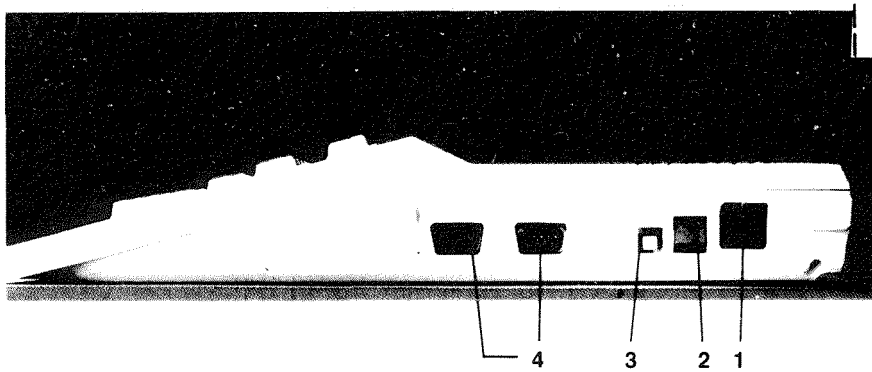
ERROR NUMBER	ERROR MESSAGE AND DESCRIPTION
51	<p><b>OVERFLOW IN RECORD</b>            PRINT# statement exceeds record boundary. Information is truncated. Since the carriage return that is sent as a record terminator is counted in the record size, this message will occur if the total characters in the record (including the final carriage return) exceed the defined size of the record.</p>
52	<p><b>FILE TOO LARGE</b>            The record position within a relative file indicates that disk overflow will result.</p>
60	<p><b>WRITE FILE OPEN</b>            This message is generated when a write file that has not been closed is being opened for reading.</p>
61	<p><b>FILE NOT OPEN</b>            A file that has not been opened in the DOS is being accessed. Sometimes in this situation, a message is not generated; the request is simply ignored.</p>
62	<p><b>FILE NOT FOUND</b>            The requested file does not exist on the indicated drive.</p>
63	<p><b>FILE EXISTS</b>            The file name of the file being created already exists on the diskette.</p>
64	<p><b>FILE TYPE MISMATCH</b>            The requested file access is not possible using files of the type named. Reread the chapter covering that file type.</p>
65	<p><b>NO BLOCK</b>            Occurs in conjunction with block allocation. The sector you tried to allocate is already allocated. The track and sector numbers returned are the next higher track and sector available. If the track number returned is 0, all remaining higher sectors are full. If the diskette is not full yet, try a lower track and sector.</p>
66	<p><b>ILLEGAL TRACK AND SECTOR</b>            The DOS has attempted to access a track or a block that does not exist in the format being used. This may indicate a problem reading the pointer to the next block.</p>
67	<p><b>ILLEGAL SYSTEM T OR S</b>            This special error message indicates an illegal system track or sector.</p>
70	<p><b>NO CHANNEL (available)</b>            The requested channel is not available, or all channels are in use. A maximum of five buffers are available for use. A sequential file requires two buffers; a relative file requires three buffers; and the error/command channel requires one buffer. You may use any combination of those as long as the combination does not exceed five buffers.</p>

ERROR NUMBER	ERROR MESSAGE AND DESCRIPTION
71	<b>DIRECTORY ERROR</b> The BAM (Block Availability Map) on the diskette does not match the copy on disk memory. To correct this, initialize the disk drive.
72	<b>DISK FULL</b> Either the blocks on the diskette are used, or the directory is at its entry limit. DISK FULL is sent when two blocks are still available on the diskette, in order to allow the current file to be closed.
73	<b>DOS VERSION NUMBER (73, CBM DOS V30 1571, 00, 00)</b> DOS 1 and 2 are read compatible but not write compatible. Disks may be interchangeably read with either DOS, but a disk formatted on one version cannot be written upon with the other version because the format is different. This error is displayed whenever an attempt is made to write upon a disk that has been formatted in a noncompatible format. This message will also appear after power-up or reset and is not an error in this case.
74	<b>DRIVE NOT READY</b> An attempt has been made to access the disk drive without a diskette inserted; or the drive lever or door is open.

# APPENDIX C

## CONNECTORS/PORTS FOR PERIPHERAL EQUIPMENT

- |                     |                              |
|---------------------|------------------------------|
| 1. Power Socket     | 7. Serial Port               |
| 2. Power Switch     | 8. Composite Video Connector |
| 3. Reset Button     | 9. Channel Selector          |
| 4. Controller Ports | 10. RF Connector             |
| 5. Expansion Port   | 11. RGBI Connector           |
| 6. Cassette Port    | 12. User Port                |

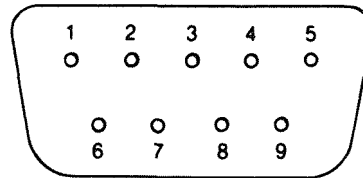




## SIDE PANEL CONNECTIONS

1. Power Socket—The free end of the cable from the power supply is attached here.
2. Power Switch—Turns on power from the transformer.
3. Reset Button—Resets computer (warm start).
4. Controller Ports—There are two Controller ports, numbered 1 and 2. Each Controller port can accept a joystick mouse or a game controller paddle. A light pen can be plugged only into port 1, the port closest to the front of the computer. Use the ports as instructed with the software.

### CONTROLLER PORT 1



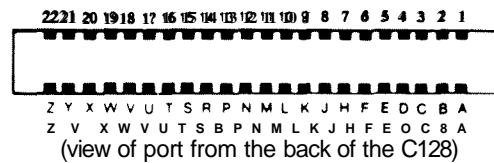
## REAR CONNECTIONS

5. Expansion Port—This rectangular slot is a parallel port that accepts program or game cartridges as well as special interfaces.

**CARTRIDGE  
EXPANSION PORT**

PIN	TYPE	PIN	TYPE
12	BA	1	GND
13	DMA	2	+5V
14	D7	3	+5V
15	D6	4	IRQ
16	D5	5	R/W
17	D4	6	Dot Clock
18	D3	7	I/O1
19	D2	8	GAME
20	D1	9	EXROM
21	DO	10	I/O 2
22	GND	11	ROML

PIN	TYPE	PIN	TYPE
N	A9	A	GND
P	A8	B	ROMH
R	A7	C	RESET
S	A6	D	NMI
T	A5	E	S02
U	A4	F	A15
V	A3	H	A14
<b>W</b>	A2	<b>J</b>	A13
<b>X</b>	A1	K	A12
Y	A0	L	A11
<b>Z</b>	GND	M	A10



- Cassette Port—A 1530 Datassette recorder can be attached here to store programs and information.

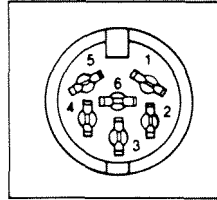
**CASSETTE PORT**

PIN	TYPE	
A-1	GND	1 2 3 4 5 6
B-2	+5V	
C-3	CASSETTE MOTOR	A B C D E F
D-4	CASSETTE READ	
E-5	CASSETTE WRITE	
F-6	CASSETTE SENSE	

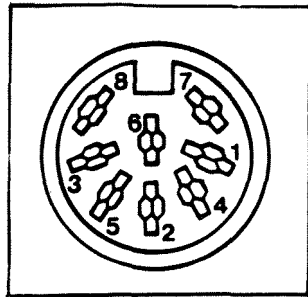
7. Serial Port—A Commodore serial printer or disk drive can be attached directly to the Commodore 128 through this port.

### SERIAL I/O PORT

PIN	TYPE
<b>1</b>	<b>SERIAL SRQIN</b>
<b>2</b>	<b>GND</b>
<b>3</b>	<b>SERIAL ATN IN/OUT</b>
<b>4</b>	<b>SERIAL CLK IN/OUT</b>
<b>5</b>	<b>SERIAL DATA IN/OUT</b>
<b>6</b>	<b>RESET</b>



Composite Video Connector—This DIN connector supplies direct audio and composite video signals. These can be connected to the Commodore monitor or used with separate components. This is the 40-column output connector.

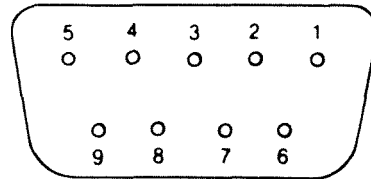


(view of port while facing the rear of the C128)

### COMPOSITE VIDEO CONNECTOR

PIN	TYPE	NOTE
<b>1</b>	<b>LUM/SYNC</b>	<b>Luminance/SYNC output</b>
<b>2</b>	<b>GND</b>	
<b>3</b>	<b>AUDIO OUT</b>	
<b>4</b>	<b>VIDEO OUT</b>	<b>Composite signal output</b>
<b>5</b>	<b>AUDIO IN</b>	
<b>6</b>	<b>COLOR OUT</b>	<b>Chroma signal output</b>
<b>7</b>	<b>NC</b>	<b>No connection</b>
<b>8</b>	<b>NC</b>	<b>No connection</b>

9. Channel Selector—Use this switch to select which TV channel (L = channel 3, H = channel 4) the computer's picture will be displayed on when using a television instead of a monitor.
10. RF Connector—This connector supplies both picture and sound to your television set. (A television can display only a 40-column picture.)
11. RGBI Connector—This 9-pin connector supplies direct audio and an RGBI (Red/ Green/ Blue/Intensity) signal. This is the 80-column output.



### **RGBI CONNECTOR**

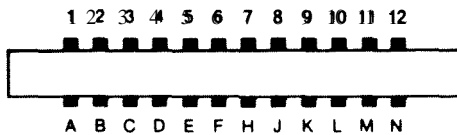
PIN	SIGNAL
1	Ground
2	Ground
3	Red
4	Green
5	Blue
6	Intensity
7	Monochrome
8	Horizontal Sync
9	Vertical Sync

12. User Port—Various interface devices can be attached here, including a Commodore modem.

USER I/O PORT

PIN	TYPE	NOTE
1	GND	
2	+ 5V	MAX. 100mA
3	RESET	
4	CNT1	
5	SP1	
6	CNT2	
7	SP2	
8	PC2	
9	SER. ATN IN	
10	9 VAC	MAX. 100mA
11	9 VAC	MAX. 100mA
12	GND	

PIN	TYPE	NOTE
A	GND	
B	FLAG2	
C	PBO	
D	PB1	
E	PB2	
F	PB3	
H	PB4	
J	PB5	
K	PB6	
L	PB7	
M	PA2	
N	GND	



# APPENDIX D

## SCREEN DISPLAY CODES

### SCREEN DISPLAY CODES 40 COLUMNS

The chart below lists all the characters built into the Commodore screen character sets. It shows which numbers should be PGKEd into the VIC chip (40-column) screen memory (location 1024 to 2023) to get a desired character on the 40-column screen. (Remember, to set color memory, use locations 55296 to 56295.) Also shown is which character corresponds to a number PEEKed from the screen.

Two character sets are available. Both are available simultaneously in 80-column mode, but only one is available at a time in 40-column mode. The sets are switched by holding down the **SHIFT** and **C<sup>Ⓢ</sup>** (Commodore) keys simultaneously. The entire screen of characters changes to the selected character set.

From BASIC, PRINT CHR\$(142) will switch to upper case/graphics mode and PRINT CHR\$(14) will switch to upper/lower case mode.

Any number on the chart may also be displayed in reverse. The reverse character code can be obtained by adding 128 to the values shown.

SET 1	SET 2	POKE	SET 1	SET 2	POKE	SET 1	SET 2	POKE
@		0	N	n	14	£		28
A	a	1	O	o	15	]		29
B	b	2	P	p	16	↑		30
C	c	3	Q	q	17	←		31
D	d	4	R	r	18	SPACE		32
E	e	5	S	s	19	!		33
F	f	6	T	t	20	"		34
G	g	7	U	u	21	#		35
H	h	8	V	v	22	\$		36
I	i	9	W	w	23	%		37
J	j	10	X	x	24	&		38
K	k	11	Y	y	25	'		39
L	l	12	Z	z	26	(		40
M	m	13	[		27	)		41

















SET 1	SET 2	POKE	SET 1	SET 2	POKE	SET 1	SET 2	POKE
*		42		G	71			100
+		43		H	72			101
,		44		I	73			102
-		45		J	74			103
.		46		K	75			104
/		47		L	76			105
0		48		M	77			106
1		49		N	78			107
2		50		O	79			108
3		51		P	80			109
4		52		Q	81			110
5		53		R	82			111
6		54		S	83			112
7		55		T	84			113
8		56		U	85			114
9		57		V	86			115
:		58		W	87			116
;		59		X	88			117
<		60		Y	89			118
=		61		Z	90			119
>		62			91			120
?		63			92			121
		64			93			122
	A	65			94			123
	B	66			95			124
	C	67	<b>SPACE</b>		96			125
	D	68			97			126
	E	69			98			127
	F	70			99			

Codes from 128-255 are reversed images of codes 0-127.

# APPENDIX E

## ASCII AND CHR\$ CODES

This appendix shows you what characters will appear if you PRINT CHR\$(X), for all possible values of X. It also shows the values obtained by typing PRINT ASC ("x"), where x is any character that can be displayed. This is useful in evaluating the character received in a GET statement, converting upper to lower case and printing character-based commands (such as switch to upper/lower case) that could not be enclosed in quotes.

PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$
	0		23	.	46	E	69
	1	<i>Tab set/CL</i>	24	/	47	F	70
<i>Underline(B)</i>	2		25	0	48	G	71
	3		26	1	49	H	72
	4	<i>ESC CHAR</i>	27	2	50	I	73
	5		28	3	51	J	74
	6		29	4	52	K	75
<i>Bell tone</i>	7		30	5	53	L	76
DISABLES  	8		31	6	54	M	77
ENABLES  	9		32	7	55	N	78
<i>Line feed</i>	10	!	33	8	56	O	79
<i>Used</i>	11	"	34	9	57	P	80
<i>Used</i>	12	#	35	:	58	Q	81
	13	\$	36	;	59	R	82
	14	%	37	<	60	S	83
<i>Flash on</i>	15	&	38	=	61	T	84
	16	.	39	>	62	U	85
	17	(	40	?	63	V	86
	18	)	41	@	64	W	87
	19	*	42	A	65	X	88
	20	+	43	B	66	Y	89
	21	,	44	C	67	Z	90
	22	-	45	D	68	[	91



PRINTS	CHRS	PRINTS	CHRS	PRINTS	CHRS	PRINTS	CHRS
£	92	♥	115	f4	138		161
}	93	□	116	f6	139		162
↑	94	◊	117	f8	140	□	163
↑	95	⊗	118	SHIFT RETURN	141	□	164
	96	◯	119	SWITCH TO UPPER CASE	142	□	165
	97	♣	120		143		166
	98	□	121	BLK	144	□	167
	99	♦	122	↓ CRSR	145		168
	100	⊕	123	RVS OFF	146		169
	101		124	CLR HOME	147	□	170
	102		125	INST DEL	148		171
	103		126	Brown	149		172
	104		127	Lt. Red	150		173
	105		128	Dk. Gray	151		174
	106	Orange	129	Gray	152		175
	107		130	Lt. Green	153		176
	108		131	Lt. Blue	154		177
	109		132	Lt. Gray	155		178
	110	f1	133	RUN	156		179
	111	f3	134	← CRSR	157	□	180
	112	f5	135	YEL	158		181
	113	f7	136	CYN	159		182
	114	f2	137	SPACE	160		183

PRINTS	CHRS	PRINTS	CHRS	PRINTS	CHRS	PRINTS	CHRS
	184	□	186		188		190
	185		187		189		191

**NOTE:** The 80-column (RGBI) output has three colors that are different from the 40-column (composite video) color output. This means that the character string codes that represent color codes for these three colors are used differently depending on which video output is used. The following character string codes represent these colors in each video output.

CHR\$	40-COLUMN (VIC COMPOSITE)	80-COLUMN (8563 RGBI)
<b>129</b>	<b>Orange</b>	<b>Dark Purple</b>
<b>149</b>	<b>Brown</b>	<b>Dark Yellow</b>
<b>151</b>	<b>Dark Gray</b>	<b>Dark Cyan</b>

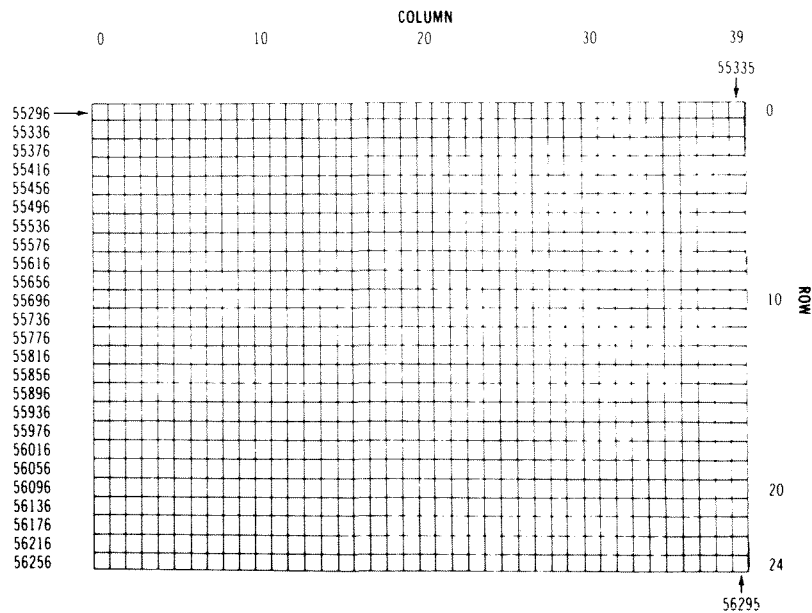
## APPENDIX F

### SCREEN AND COLOR MEMORY MAPS— C128 MODE, 40-COLUMN AND C64 MODE

The maps below display the memory locations used in 40-column mode (C128 and C64) for identifying the characters on the screen as well as their color. Each map is separately controlled and consists of 1000 positions.

The character displayed on the maps can be controlled directly with the POKE command.

#### VIC CHIP (40-COLUMN) SCREEN MEMORY MAP

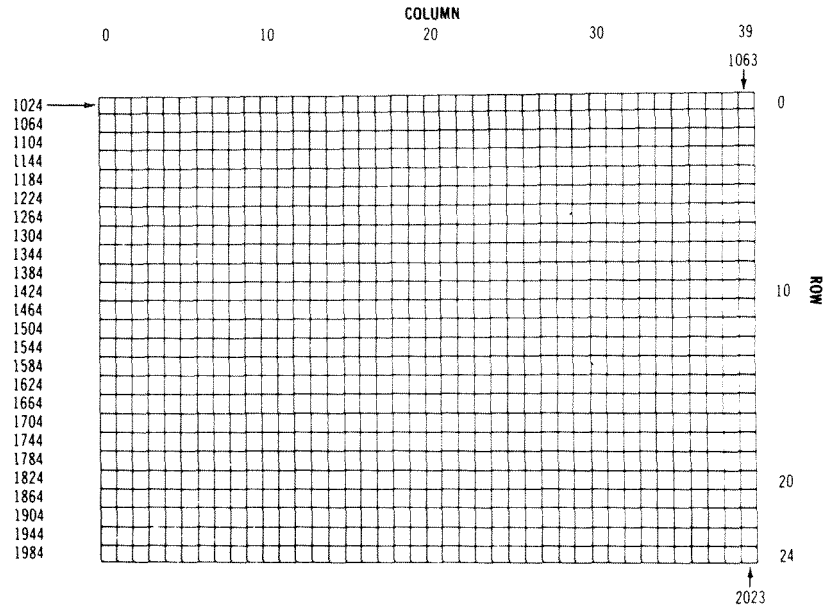


The Screen Map is POKEd with a Screen Display Code value (see Appendix D).  
For example:

**POKE 1024, 13** (from BANK 0 or 15)

will display the letter M in the upper-left corner of the screen.

## VIC CHIP (40-COLUMN) COLOR MEMORY MAP



If the color map is POKEd with a color value, this changes the character color. For example:

**POKE 55296,1** (from BANK 15)

will change the letter M inserted above from light green to white.

---

### COLOR CODES—40 COLUMNS

<b>0 Black</b>	<b>8 Orange</b>
<b>1 White</b>	<b>9 Brown</b>
<b>2 Red</b>	<b>10 Light Red</b>
<b>3 Cyan</b>	<b>11 Dark Gray</b>
<b>4 Purple</b>	<b>12 Medium Gray</b>
<b>5 Green</b>	<b>13 Light Green</b>
<b>6 Blue</b>	<b>14 Light Blue</b>
<b>7 Yellow</b>	<b>15 Light Gray</b>

**Border Control Memory 53280**

**Background Control Memory 53281**

---

## APPENDIX G

### DERIVED TRIGONOMETRIC FUNCTIONS

FUNCTION	BASIC EQUIVALENT
SECANT	$\text{SEC}(X) = 1/\text{COS}(X)$
COSECANT	$\text{CSC}(X) = 1/\text{SIN}(X)$
COTANGENT	$\text{COT}(X) = 1/\text{TAN}(X)$
INVERSE SINE	$\text{ARCSIN}(X) = \text{ATN}(X/\text{SQR}(-X^2 + 1))$
INVERSE COSINE	$\text{ARCCOS}(X) = -\text{ATN}(X/\text{SQR}(-X^2 + 1)) + \text{IT}/2$
INVERSE SECANT	$\text{ARCSEC}(X) = \text{ATN}(X/\text{SQR}(X^2 - 1))$
INVERSE COSECANT	$\text{ARCCSC}(X) = \text{ATN}(X/\text{SQR}(X^2 - 1)) + (\text{SGN}(X)) * \text{T}/2$
INVERSE COTANGENT	$\text{ARCCOT}(X) = -\text{ATN}(X) + \text{IT}/2$
HYPERBOLIC SINE	$\text{SINH}(X) = (\text{EXP}(X) - \text{EXP}(-X))/2$
HYPERBOLIC COSINE	$\text{COSH}(X) = (\text{EXP}(X) + \text{EXP}(-X))/2$
HYPERBOLIC TANGENT	$\text{TANH}(X) = \frac{\text{EXP}(X) - \text{EXP}(-X)}{\text{EXP}(X) + \text{EXP}(-X)}$
HYPERBOLIC SECANT	$\text{SECH}(X) = 2/(\text{EXP}(X) + \text{EXP}(-X))$
HYPERBOLIC COSECANT	$\text{CSCH}(X) = 2/(\text{EXP}(X) - \text{EXP}(-X))$
HYPERBOLIC COTANGENT	$\text{COTH}(X) = \frac{\text{EXP}(X) + \text{EXP}(-X)}{\text{EXP}(X) - \text{EXP}(-X)}$
INVERSE HYPERBOLIC SINE	$\text{ARCSINH}(X) = \text{LOG}(X + \text{SQR}(X^2 + 1))$
INVERSE HYPERBOLIC COSINE	$\text{ARCCOSH}(X) = \text{LOG}(X + \text{SQR}(X^2 - 1))$
INVERSE HYPERBOLIC TANGENT	$\text{ARCTANH}(X) = \text{LOG}((1 + X)/(1 - X))/2$
INVERSE HYPERBOLIC SECANT	$\text{ARCSECH}(X) = \text{LOG}(\text{SQR}(-X^2 + 1) + 1/X)$
INVERSE HYPERBOLIC COSECANT	$\text{ARCCSCH}(X) = \text{LOG}(\text{SGN}(X) * \text{SQR}(X^2 + 1) / X)$
INVERSE HYPERBOLIC COTANGENT	$\text{ARCCOTH}(X) = \text{LOG}((X + 1)/(X - 1))/2$

# APPENDIX H

## CONTROL AND ESCAPE CODES

### CONTROL CODES

The table below lists the control codes used by the Commodore 128. The print codes in the first column are used in PRINT statements. The key codes in the second column are the sequence of keys pressed to perform specific controls. Hold down the **CONTROL** key (or the key specified on the left in the key code column) and strike the key specified to the right in the key code column.

PRINT CODES	KEY CODES	FUNCTION	EFFECTIVE IN MODE:	
			C64	C128
(CHR\$(	KEY SEQUENCE			
CHR\$(2)	CTRLB	Underline (80)		y
CHR\$(5)	CTRL 2 or CTRL E	Set character color to white	/	y
CHR\$(7)	CTRL G	Produce bell tone		y
CHR\$(8)	CTRLH	Disable character set change	J	
CHR\$(9)	CTRL I	Enable character set change	J	
		Move cursor to next set tab position		y
CHR\$(10)	CTRL J	Line feed		y
CHR\$(11)	CTRLK	Enable character set change		y
CHR\$(12)	CTRL L	Disable character mode change		y
CHR\$(13)	CTRL M	Send a carriage return and line feed to the computer and enter a line of BASIC	J	y
CHR\$(14)	CTRL N	Set character set to upper/lower case	J	↵
CHR\$(15)	CTRL O	Turn flash on (80)		y
CHR\$(17)	CRSR DOWN/CTRL Q	Move the cursor down one row	y	y
CHR\$(18)	CTRL 9 or CTRL R	Cause characters to be printed in reverse field	y	y
CHR\$(19)	HOME	Move the cursor to the home po- sition (top left) of the display (the current window)	y	y

NOTE: (40) = 40-column screen only  
(80) = 80-column screen only

PRINT CODES		KEY CODES	EFFECTIVE IN MODE:	
(CHR\$)	KEY SEQUENCE	FUNCTION	C64	C128
CHR\$(20)	DEL or CTRL T	Delete last character typed and move all characters to the right of the deleted character one space to the left		
CHR\$(24)	CTRL X, CTRL TAB or O TAB	Tab set/clear		
CHR\$(27)	ESC or CTRL[	Send an ESC character		y
CHR\$(28)	CTRL 3 or CTRL £	Set character color to red (40) and (80)	•j	v'
CHR\$(29)	CRSR or CTRL]	Move cursor one column to the right	•j	y
CHR\$(30)	CTRL 6 or CTRL	Set character color to green (40) and (80)	v	v
CHR\$(31)	CTRL 7 or CTRL =	Set character color to blue (40) and (80)		
CHR\$(34)		Print a double quote on screen and place editor in quote mode	v	v
CHR\$(129)	O 1	Set character color to orange (40); dark purple (80)	v	v
CHR\$(130)		Underline off (80)		
CHR\$(131)		Run a program. This CHR\$ code does not work in PRINT CHR\$ (131), but works from keyboard buffer		
CHR\$(133)	F1	Reserved CHR\$ code for F1 key		
CHR\$(134)	F3	Reserved CHR\$ code for F3 key		
CHR\$(135)	F5	Reserved CHR\$ code for F5 key		
CHR\$(136)	F7	Reserved CHR\$ code for F7 key		
CHR\$(137)	F2	Reserved CHR\$ code for F2 key		
CHR\$(138)	F4	Reserved CHR\$ code for F4 key		
CHR\$(139)	F6	Reserved CHR\$ code for F6 key		
CHR\$(140)	F8	Reserved CHR\$ code for F8 key		
CHR\$(141)	SHIFT RETURN, CTRL ENTER, O ENTER or C' RETURN	Send a carriage return and line feed without entering a BASIC line		
CHR\$(142)		Set the character set to upper case/graphic		
CHR\$(143)		Turn flash off (80)		

NOTE: (40) = 40-column screen only.

(80) = 80-column screen only.

PRINT  
CODES      KEY CODES

EFFECTIVE  
IN MODE:  
C64 C128

(CHR\$)	KEY SEQUENCE	FUNCTION
CHR\$(144)	CTRL 1	Set character color to black (40) and (80)
CHR\$(145)	CRSR UP	Move cursor or printing position up one row
CHR\$(146)	CTRLO	Terminate reverse field display
CHR\$(147)	CLEAR HOME	Clear the window screen and move the cursor to the top-left position
CHR\$(148)	INST	Move character from cursor position end of line right one column
CHR\$(149)	O 2	Set character color to brown (40); dark yellow (80)
CHR\$(150)	O 3	Set character color to light red (40) and (80)
CHR\$(151)	O 4	Set character color to dark gray (40); dark cyan (80)
CHR\$(152)	O 5	Set character color to medium gray (40) and (80)
CHR\$(153)	O 6	Set character color to light green (40) and (80)
CHR\$(154)	O 7	Set character color to light blue (40) and (80)
CHR\$(155)	O 8	Set character color to light gray (40) and (80)
CHR\$(156)	CTRL 5	Set character color to purple (40) and (80)
CHR\$(157)	CRSR LEFT	Move cursor left by one column
CHR\$(158)	CTRL 8	Set character color to yellow (40) and (80)
CHR\$(159)	or CTRL 4	Set character color to cyan (40); light cyan (80)

NOTE: (40) = 40-column screen only.  
(80) = 80-column screen only.



## ESCAPE CODES

This table lists the key sequences for the ESCape functions available on the Commodore 128. ESCape sequences are entered by pressing and releasing the **ESC** key, followed by pressing the key listed in the right column.

ESCAPE FUNCTION	SEQUENCE KEY
<b>Cancel quote, reverse, flash</b>	<b>ESC O</b>
<b>Erase to end of current line</b>	<b>ESC Q</b>
<b>Erase to start of current line</b>	<b>ESC P</b>
<b>Clear to end of screen</b>	<b>ESC @</b>
<b>Move to start of current line</b>	<b>ESC J</b>
<b>Move to end of current line</b>	<b>ESC K</b>
<b>Enable auto-insert mode</b>	<b>ESC A</b>
<b>Disable auto-insert mode</b>	<b>ESC C</b>
<b>Delete current line</b>	<b>ESC D</b>
<b>Insert line</b>	<b>ESC I</b>
<b>Set default tab stop (8 spaces)</b>	<b>ESC Y</b>
<b>Clear all tab stops</b>	<b>ESC Z</b>
<b>Enable scrolling</b>	<b>ESC L</b>
<b>Disable scrolling</b>	<b>ESC M</b>
<b>Scroll up</b>	<b>ESC V</b>
<b>Scroll down</b>	<b>ESC W</b>
<b>Enable bell (by control-I-G)</b>	<b>ESC G</b>
<b>Disable bell</b>	<b>ESC H</b>
<b>Set cursor to nonflashing mode</b>	<b>ESC E</b>
<b>Set cursor to flashing mode</b>	<b>ESC F</b>
<b>Set bottom right corner of screen window at cursor position</b>	<b>ESC B</b>
<b>Set top left corner of screen window at cursor position</b>	<b>ESC T</b>
<b>Swap 40/80 column display output device</b>	<b>ESC X</b>

The following ESCape sequences have an effect on an 80-column screen only.

ESCAPE FUNCTION	SEQUENCE KEY
<b>Change to underlined cursor (80)</b>	<b>ESC U</b>
<b>Change to block cursor (80)</b>	<b>ESC S</b>
<b>Set screen to reverse video (80)</b>	<b>ESC R</b>
<b>Return screen to normal (non reverse video) state (80)</b>	<b>ESC N</b>

# APPENDIX I

## BASIC 7.0 ABBREVIATIONS

**NOTE:** The abbreviations below operate in upper case/graphics mode. Press the letter key(s) indicated, then hold down the **SHIFT** key and press the letter key following the word SHIFT.

KEYWORD	ABBREVIATION
ABS	A SHIFT B
APPEND	A SHIFT P
ASC	A SHIFT S
ATN	A SHIFT T
AUTO	A SHIFT U
BACKUP	BA SHIFT C
BANK	B SHIFT A
BEGIN	B SHIFT E
BEND	BE SHIFT N
BLOAD	B SHIFT L
BOOT	B SHIFT O
BOX	none
BSAVE	B SHIFT S
BUMP	B SHIFT U
CATALOG	C SHIFT A
CHAR	CH SHIFT A
CHR\$	C SHIFT H
CIRCLE	C SHIFT I
CLOSE	CL SHIFT O
CLR	C SHIFT L
CMD	C SHIFT M
COLLECT	COLL SHIFT E
COLLISION	COL SHIFT L
COLOR	COL SHIFT O
CONCAT	C SHIFT O
CONT	none
COPY	CO SHIFT P
COS	none
DATA	D SHIFT A
DEC	none
DCLEAR	DCL SHIFT E
DCLOSE	D SHIFT C
DEFFN	none
DELETE	DE SHIFT L
DIM	D SHIFT I

KEYWORD	ABBREVIATION
DIRECTORY	DISHIFT R
DLOAD	D SHIFT L
DO	none
DOPEN	D SHIFT O
DRAW	D SHIFT R
DS	none
D\$\$	none
DSAVE	D SHIFT S
DVERIFY	D SHIFT V
EL	none
END	none
ENVELOPE	E SHIFT N
ER	none
ERR\$	E SHIFT R
EXIT	EX SHIFT I
EXP	E SHIFT X
FAST	none
FETCH	F SHIFT E
FILTER	F SHIFT I
FOR	F SHIFT O
FRE	F SHIFT R
FNXX	none
GET	G SHIFT E
GETKEY	GETK SHIFT E
GET#	none
GOSUB	GO SHIFT S
GO64	none
GOTO	G SHIFT O
GRAPHIC	G SHIFT R
GSHAPE	G SHIFT S
HEADER	HE SHIFT A
HELP	X SHIFT X
HEX\$	H SHIFT E
IF ... GOTO	none
IF ... THEN . . ELSE	none
INPUT	none
INPUT#	I SHIFT N
INSTR	IN SHIFT S
INT	none
JOY	J SHIFT O
KEY	K SHIFT E
LEFTS	LE SHIFT F
LEN	none
LET	L SHIFT E
LIST	L SHIFT I
LOAD	L SHIFT O
LOCATE	LO SHIFT C
LOG	none

KEYWORD	ABBREVIATION
LOOP	LO SHIFT O
MID\$	M SHIFT I
MONITOR	MO SHIFT N
MOVSPR	M SHIFT O
NEW	none
NEXT	N SHIFT E
ON GOSUB	ON GO SHIFT S
ON GOTO	ONG SHIFT <b>O</b>
OPEN	O SHIFT p
PAINT	P SHIFT A
PEEK	PE SHIFT E
PEN	P SHIFT E
PI	none
PLAY	P SHIFT L
POINTER	PO SHIFT I
POKE	PO SHIFT K
POS	none
POT	P SHIFT O
PRINT	none
PRINT#	P SHIFT R
PRINT USING	US SHIFT I
PUDEF	p SHIFT U
RCLR	R SHIFT <b>C</b>
RDOT	R SHIFT D
READ	RE SHIFT A
RECORD	R SHIFT E
REM	none
RENAME	RE SHIFT N
RENUMBER	REN SHIFT U
RESTORE	RE SHIFT S
RESUME	RES SHIFT <b>u</b>
RETURN	RE SHIFT T
RGR	R SHIFT G
RIGHTS	R SHIFT I
RND	R SHIFT N
RREG	R SHIFT R
RSPCOLOR	RSP SHIFT C
RSPPOS	R SHIFT S
RSPR	none
RSPRITE	RSP SHIFT R
RUN	R SHIFT U
RWINDOW	R SHIFT <b>w</b>
SAVE	S SHIFT A
SCALE	<b>sc</b> SHIFT A
SCNCLR	<b>s</b> SHIFT C
SCRATCH	<b>sc</b> SHIFT R
SGN	<b>s</b> SHIFT G

KEYWORD	ABBREVIATION
SIN	<b>S</b> SHIFT I
SLEEP	<b>S</b> SHIFT L
SLOW	none
SOUND	<b>S</b> SHIFT O
SPC	none
SPRCOLOR	SPR SHIFT C
SPRDEF	SPR SHIFT D
SPRITE	<b>S</b> SHIFT P
SPRSAV	SPR SHIFT S
SQR	<b>S</b> SHIFT Q
SSHAPE	<b>S</b> SHIFT S
STASH	<b>S</b> SHIFT T
ST	none
STEP	ST SHIFT E
STOP	ST SHIFT O
STR\$	ST SHIFT R
SWAP	S SHIFT W
SYS	none
TAB(	T SHIFT A
TAN	none
TEMPO	T SHIFT E
TI	none
TIS	none
TO	none
TRAP	T SHIFT R
TROFF	TRO SHIFT F
TRON	TR SHIFT O
UNTIL	U SHIFT N
USR	U SHIFT S
VAL	none
VERIFY	V SHIFT E
VOL	V SHIFT O
WAIT	<b>W</b> SHIFT A
WHILE	<b>W</b> SHIFT H
WIDTH	WI SHIFT D
WINDOW	<b>W</b> SHIFT I
XOR	X SHIFT O

# APPENDIX J

## DISK COMMAND SUMMARY

This appendix lists the commands used for disk operation in C128 and C64 modes on the Commodore 128. For detailed information on any of these commands, see Chapter 2. Your disk drive manual also has information on disk commands.

The *new* **BASIC 7.0** commands can be used *only* in C128 mode. *All* BASIC 2.0 commands can be used in both C128 and C64 modes.

COMMAND	USE	BASIC 2.0	BASIC 7.0
<b>APPEND</b>	Append data to file		
<b>BLOAD</b>	Load a binary file starting at the specified memory location		
<b>BOOT</b>	Load and execute a bootable program		
<b>BSAVE</b>	Save a binary file from the specified memory location		
<b>CATALOG</b>	Display directory contents of disk on screen*		
<b>CLOSE</b>	Close logical disk file		
<b>CMD</b>	Redirect screen output to a peripheral device		
<b>COLLECT</b>	Free inaccessible disk space*		
<b>CONCAT</b>	Concatenate two data files*		
<b>COPY</b>	Copy files between devices*		
<b>DCLEAR</b>	Clear all open channels on disk drives		
<b>DCLOSE</b>	Close logical disk file		
<b>DIRECTORY</b>	Display directory of contents of disk on screen*		
<b>DLOAD</b>	Load a BASIC program from disk		
<b>DOPEN</b>	Open a disk file for a read and/or write operation		
<b>DSAVE</b>	Save a BASIC program to disk		
<b>DVERIFY</b>	Verify program in memory against program on disk		
<b>GET#</b>	Receive input from open disk file		
<b>HEADER</b>	Format a disk*		
<b>LOAD</b>	Load a file from disk		
<b>OPEN</b>	Open a file for input or output		
<b>PRINT#</b>	Output a data to file		
<b>RECORD</b>	Position relative file pointers*		
<b>RENAME</b>	Change name of a file on disk*		

COMMAND	USE	BASIC 2.0	BASIC 7.0
<b>RUN filename</b>	<b>Execute BASIC program from disk</b>		/
<b>SAVE</b>	<b>Store program in memory to disk</b>	/	
<b>VERIFY</b>	<b>Verify program in memory against program on disk</b>	/	

\*Although there is no single equivalent command in BASIC 2.0, there is an equivalent multi-command instruction. See your disk drive manual for these BASIC 2.0 conventions.

# APPENDIX K

## PART I—COMMODORE 128 CP/M

This appendix explains each CP/M BIOS, 8502 BIOS and User Function routine and how to call each in Z80 assembly language. This section assumes you already have some knowledge about Z80 machine language and the basic operations of the CP/M system. If you need more information about Z80 or CP/M, your local bookstore probably has several good reference books about these widely covered subjects. To fully cover these topics is beyond the scope of this reference guide. See "Suggestions for Reading" at the end of this guide.

Part I of this appendix first lists each CP/M BIOS, 8502 BIOS and User Function routine by number. Part II explains how and provides examples to call these routines. Part III lists the Z80 memory map.

The format used to describe these routines are as follows:

- a) Function Name
- b) Input Parameters
- c) Output Parameters
- d) Brief Description
- e) Other required preparatory/post routines (or additional information)

The 8502 BIOS and User Function routines require certain values to be placed into the Z80 microprocessor registers. In Chapter 5 you learned about the 8502 microprocessor registers: A, X, Y, Status (PSW), Stack Pointer (S) and Program Counter (PC). The Z80 also has applicable registers. The Z80 registers are named as follows:

A      (Accumulator)  
BC  
DE  
HL  
PSW   (Status Word)  
IX      (X register)  
IY      (Y index register)  
PC      (program counter)  
SP      (stack pointer)

Certain registers can be used as a register pair, to represent a 16 bit address, or as single 8-bit register. The Z80 has a duplicate set of registers for interrupt processing.

For more detailed information on the Z80 microprocessor consult the "Suggestions for Further Reading." For more detailed information on the CP/M system, refer to the *Commodore 128 System Guide* to receive the full set of CP/M Plus documentation, written by Digital Research Inc., through Commodore.



## COMMODORE 128 CP/M BIOS ROUTINES

The Commodore 128 CP/M system has a set of routines called the CP/M BIOS, which handle the low level input/output operations of the system. Each of these routines can be accessed via the CP/M BIOS jump table below. The jump vector numbers 0 through 29 are the CP/M BIOS jump vectors. The 30th jump vector is for system dependent User Functions. These are discussed following the CP/M BIOS routines.

The 8502 BIOS routines are a subset of the system dependent User Functions (specifically, User Function 4) contained in the Commodore 128 CP/M system. Many of the User Functions have subfunctions which require certain parameters to be passed through the Z80 registers. This is discussed in detail in the User Function section in this appendix. Examples of calling the CP/M BIOS and User Function routines are provided in Part II of this appendix.

NO.	INSTRUCTION	DESCRIPTION
0	JMP BOOT	Perform cold start initialization
1	JMP WBOOT	Perform warm start initialization
2	JMP CONST	Check for console input character ready
3	JMP CONIN	Read Console Character in
4	JMP CONOUT	Write Console Character out
5	JMP LIST	Write List Character out
6	JMP AUXOUT	Write Auxiliary Output Character
7	JMP AUXIN	Read Auxiliary Input Character
8	JMP HOME	Move to Track 00 on Selected Disk
9	JMP SELDSK	Select Disk Drive
10	JMP SETTRK	Set Track Number
11	JMP SETSEC	Set Sector Number
12	JMP SETDMA	Set DMA Address
13	JMP READ	Read Specified Sector
14	JMP WRITE	Write Specified Sector
15	JMP LISTST	Return List Status
16	JMP SECTRN	Translate Logical to Physical Sector
17	JMP CONOST	Return Output Status of Console
18	JMP AUXIST	Return Input Status of Aux. Port
19	JMP AUXOST	Return Output Status of Aux. Port
20	JMP DEVTBL	Return Address of Char. I/O Table
21	JMP DEVINI	Initialize Char. I/O Devices
22	JMP DRVTBL	Return Address of Disk Drive Table
23	JMP MULTIO	Set Number of Logically Consecutive sectors to be read or written
24	JMP FLUSH	Force Physical Buffer Flushing for user-supported deblocking
25	JMP MOVE	Memory to Memory Move
26	JMP TIME	Time Set/Get signal
27	JMP SELMEN	Select Bank of Memory
28	JMP SETBNK	Specify Bank for DMA Operation
29	JMP XMOVE	Set Bank When a Buffer is in a Bank other than 0 or 1
30	JMP USERF	Reserved for System Implementor
31	JMP RESERV1	Reserved for Future Use
32	JMP RESERV2	Reserved for Future Use

CP/M 3 BIOS Jump Vector Table

- 0 BOOT  
Bank: 0  
Input: None  
Output: None  
Function: This code does all of the hardware initialization, sets up zero page, prints any sign-on message and loads the CCP and then transfers control to the CCP.
- 1 WBOOT  
Bank: Oor 1  
Input: None  
Output: None  
Function: This code sets up page zero, reloads the CCP and then executes the CCP.
- 2 CONST  
Bank: Oor 1  
Input: None  
Output: A = OFFH if console character  
A = 00H if no console character  
Function: Checks the console input status of the current console devices. If any of the devices have a character available, FFH is returned, otherwise 00H is returned.
- 3 CONIN  
Bank: Oor 1  
Input: None  
Output: A = ASCII console character  
Function: Reads a character from any ONE of the assigned console input devices. A scan of each assigned device is done until an input character is found. The character is returned in the A register.
- CONOUT  
Bank: Oor 1  
Input: C = ASCII character to display  
Output: None  
Function: Sends the character in C to ALL devices that are currently assigned to the console. It waits for all assigned devices to accept a character before exiting.
- 5 LIST  
Bank: Oor 1  
Input: C = ASCII character to print  
Output: None  
Function: Sends the character in C to ALL devices that are currently assigned to the LIST device. It waits for all assigned devices to accept a character before exiting.

- 6 AUXOUT  
Bank: Oor 1  
Input: C = ASCII Character to send to AUX device  
Output: None  
Function: Sends the character in C to ALL devices that are currently assigned to the AUXOUT device. It waits for all assigned devices to accept a character before exiting.
- 7 AUXIN  
Bank: Oor 1  
Input: None  
Output: A = ASCII character from AUX device  
Function: Reads a character from any ONE of the assigned AUXIN devices. A scan of each assigned device is done until an input character is found. The character is returned in the A register.
- 8 HOME  
Bank: 0  
Input: None  
Output: None  
Function: Homes the head on the currently selected disk drive. This function sets the current track to 0 and does not move the head of the disk.
- 9 SELDSK  
Bank: 0  
Input: C = Disk Drive (0-15) (A = 0)  
E = Initial Select Flag (LSB)  
Output: HL = Address of Disk Parameter Header (DPH) if drive exists.  
HL = 000H if drive does not exist.  
Function: Selects the disk drive whose address is in C as the current drive for all further disk operations. If the LSB of the E register is a zero, then this is the first logging of this disk. The disk type (C64 CP/M, MFM or C128 CP/M) is checked and the DPB parameters adjusted for the diskette currently in the drive.
- 10 SETTRK  
Bank: 0  
Input: BC = Track number  
Output: None  
Function: Register pair BC contains the track number to be used in the subsequent disk access. This value is saved.
- 11 SETSEC  
Bank: 0  
Input: BC = Sector number  
Output: None  
Function: Register pair BC contains the sector number to be used in the subsequent disk access. This value is saved. The value in BC is the value returned by the sector translation routine (in HL).

- 12 SETDMA  
Bank: 0  
Input: BC = Direct memory access address  
Output: None  
Function: The value in BC is saved as the current DMA address. This is the address where ALL disk reads or writes occur. The DMA address that is set is used until it is changed by a future call to this routine to change it.
- 13 READ  
Bank: 0  
Input: None  
Output: A = 000H if no errors  
A = 001H if nonrecoverable error  
A = OFFH if media has changed  
Function: Reads the sector addressed by the current disk, track and sector to the current DMA address. If the data is read with no errors then A = 0 on return. If an error occurs, the operation is tried several more times, and if a successful read does not occur then A is set to 001H. A test for media change is performed each time this routine is called and A is set to -1 if the media has been changed.
- 14 WRITE  
Bank: 0  
Input: C = Deblocking code (not used)  
Output: A = 000H if no errors  
A = 001H if nonrecoverable error  
A = 002H if disk is read only  
A = OFFH if media has changed  
Function: Writes the sector addressed by the current disk track and sector from the current DMA address. If the data is written with no errors, then A is set to 0 on return. If an error occurs, the operation is tried several more times, and if a successful write does not occur, then A is set to 001H. A test for media change is performed each time this routine is called and A is set to -1 if the media has been changed. Also, if an attempt is made to write to a read-only disk, then the A register is set to 002H.
- 15 LISTST  
Bank: Oor 1  
Input: None  
Output: A = 00H if list device is not ready to accept a character.  
A = OFFH if list device is ready to accept a character.  
Function: This routine scans the currently assigned list devices and returns with A set to OFFH if ALL assigned devices are ready to accept a character. If any assigned device is not ready then A is set to 00H.

- 16** SECTRN  
 Bank: 0  
 Input: BC = Logical sector number (0-n)  
 DE = Translation table address (from DPB)  
 Output: HL = Physical sector number  
 Function: This routine converts the physical sector number to a logical sector number. If no translation is needed then it moves the BC register to HL and returns.
- 17** CONOST  
 Bank: Oor 1  
 Input: None  
 Output: A = OFFH if Ready  
 A = 000H if not Ready  
 Function: This routine scans the currently assigned console devices and returns with A set to OFFH if ALL assigned devices are ready to accept a character. If any assigned device is not ready then A is set to 000H.
- 18** AUXIST  
 Bank: Oor 1  
 Input: None  
 Output: A = OFFH if console character present  
 A = 000H if no console character  
 Function: Checks the status of the current AUXIN device. If any of the devices have a character available, OFFH is returned, otherwise 000H is returned.
- 19** AUXOST  
 Bank: Oor 1  
 Input: None  
 Output: A = OFFH if ready  
 A = 000H if not ready  
 Function: This routine scans the currently assigned AUXOUT devices and returns with A set to OFFH if ALL devices are ready to accept a character. If any assigned device is not ready then A is set to 000H.
- 20** DEVTBL  
 Bank: Oor 1  
 Input: None  
 Output: HL = address of character I/O table  
 Function: This routine returns the address of the Character I/O table. This table is used to name each of the driver modules and set/control the baud rate and XON/XOFF logic for each driver. Note: the device drive mechanism is used to replace the IOBYTE used with CP/M 2.2.

- 21 DEVINI  
Bank: Oor 1  
Input: C = device number  
Output: None  
Function: Initializes the physical character device specified in the C register to the BAUD rate in the DEVTBL.
- 22 DRVTBL  
Bank: 0  
Input: None  
Output: HL = address of the drive table  
Function: Returns the address of the drive table in HL (NOTE: first instruction MUST be LXI H, DRVTBL). The drive table is a list of 16 word pointers that point to the DPH for that drive. If a drive is not present in the system, then the pointer for that drive is set to zero.
- 23 MULTIO  
Bank: 0  
Input: C = multisector count  
Output: None  
Function: The multisector count is set before the track, sector, and DMA address and the read/write of the sectors occur. A maximum of 16K can be transferred by each multisector count.
- 24 FLUSH  
Bank: 0  
Input: None  
Output: A = 000H if no errors  
A = 001H if nonrecoverable error  
A = 002H if disk is read-only  
A = OFFH if media has changed  
Function: This routine is used only if blocking/deblocking is done in the BIOS. This code ALWAYS returns with A =000H.
- 25 MOVE  
Bank: Oor 1  
Input: HL = destination address  
DE = source address  
BC = count  
Output: HL = HL(in) + BC(in)  
DE = DE(in) + BC(in)  
Function: Moves a block of data. Data to be moved is to/from the current memory bank (or common) unless the XMOVE routine is called first, then the move is an interbank data movement.
- 26 TIME  
Bank: Oor 1  
Input: C = 000H (Time Get) / OFFH (Set Time)  
Output: None

Function: This function is called with C = 000H if the system time in the SCB needs to be updated by the clock. If C = 0FFH, then the time in the SCB has just been updated and the clock is set to the SCB time. NOTE: HL and DE MUST be preserved.

**27 SELMEM**

Bank: Oor 1  
 Input: A = memory bank  
 Output: None  
 Function: Changes the current memory bank. This code MUST be in common memory.

**NOTE:** ONLY A can be changed.

**28 SETBNK**

Bank: 0  
 Input: A = DMA memory bank  
 Output: None  
 Function: Sets the DMA bank for the next READ/WRITE operation.

**29 XMOVE**

Bank: 0  
 Input: B = destination bank  
       C = source bank  
 Output: None  
 Function: Provides the system with the ability to perform memory-to-memory DMA through the entire system space.

**30 USERF**

Banks Oor 1  
 Input: A = function number, L = subfunction number  
 Output: Outputs depend on the called function or subfunction.  
 Function: This calls the user functions and 8502 BIOS routines, which are defined in the Commodore 128 System Dependent User Function section.

**31 RESERV1**

Bank: N/A  
 Input: N/A  
 Output: N/A  
 Function: Not available to the user.

**32 RESERV2**

Bank: N/A  
 Input: N/A  
 Output: N/A  
 Function: Not available to the user.

# DATA STRUCTURES

## SYSTEM CONTROL BLOCK—(SCB)

The System Control Block is a 100-byte data structure. The data structure is used as the basic communication between the various modules that make up the CP/M Plus system. The contents of the data structure are system parameters and variables.

## DRIVE TABLE (DRVTBL)

### PHO through DPHIS

A list of 16 word pointers (reverse-byte format). The first pointer (DPHO) is drive A and the last pointer (DPH15) is drive P. The pointers point to the XDPH for that disk drive. Any drive that is not in the system has its pointers set to zero.

## EXTENDED DISK PARAMETER HEADER (XDPH) (NORMAL DPH WITH A HEADER)

---

WRT	READ	LOGIN	INIT	TYPE	UNIT	XLT	-0-	MF	DPB	CSV	ALV	DIRBCB	DTABCB	HASH	HBANK
16b	16b	16b	16b	8b	8b	16b	72b	8b	16b	16b	16b	16b	16b	16b	8b
-10	-8	-6	-4	-2		0	2	11	12	14	16	18	20	22	24

---

WRT	Contains the address of the sector write routine for this drive.
READ	Contains the address of the sector read routine for this drive.
LOGIN	Contains the address of the login routine for this drive.
INIT	Contains the address of the first time initialization routine for this drive.
TYPE	This byte is used by the BIOS to keep track of density and media type.
UNIT	Contains the drive number relative to the disk controller.
XLT	Contains the address of the sector translation table or zero if none.
-0-	BDOS scratch area (9 bytes).
MF	Media flag cleared to zero if disk logged in. BIOS sets to OFFH if media has changed.
DPB	Contains a pointer to the current DPB that describes the current media type.
CSV	Contains a pointer to directory checksum area (one per disk drive).
ALV	Contains a pointer to allocation vector area (one per disk drive).
DIRBCB	Contains a pointer to a single directory Buffer Control Block (BCB).
DTSCB	Contains a pointer to a single data Buffer Control Block (BCB).
HASH	Contains a pointer to an optional directory hashing table (FFFFH is not used).
HBANK	Contains a bank number of the directory hashing table.



**DISK PARAMETER BLOCK—DPB**

SPT	BSH	BLM	EXM	DSM	DRM	ALO	ALI	CKS	OFF	PSH	PHM
16b	8b	8b	8b	16b	16b	8b	8b	16b	16b	8b	8b

SPT	Number of 128 records per track
BSH	Data allocation block shift factor
BLM	Block mask
EXM	Extent mask
DSM	Number of allocation block on disk minus one
DRM	Number of directory entries minus one
ALO	First byte: directory block allocation vector. Filled from MSB to LSB
ALI	Second byte: (Up to 16 allocation blocks can be used for the directory)
CKS	Size of the directory check vector, (DRM+ 1)/4
OFF	Number of reserved tracks at the beginning of the disk
PSH	Physical record shift factor
PHM	Physical record mask

**BUFFER CONTROL BLOCK (LRU CONTROL BLOCK—BCB)**

DRV	REC#	WFLG	00	TRACK	SECTOR	BUFFAD	BANK	LINK
8b	24b	8b	8b	16b	16b	16b	8b	16b

DRV	Drive associated with this record. Set to OFFH when not used.
REC#	Contains the absolute sector number of the buffer.
WFLG	Set to OFFH when buffer contains data that must be written to disk.
00	Scratch byte used by BDOS
TRACK	Physical track address of buffer.
SECTOR	Physical sector address of buffer.
BUFFAD	Address of the buffer associated with this BCB.
BANK	Bank number of buffer associated with this BCB.
LINK	Contains the address of the next BCB in this linked list. Set to zero if last.

**COMMODORE 128 SYSTEM DEPENDENT  
USER FUNCTIONS**

The Z80 machine language routines discussed in this section pertain explicitly to the Commodore 128 Personal Computer. These routines are not part of the standard CP/M system that is transportable from one manufacturer's computer to another. They are written to run only on the Commodore 128.

Most of these customized C128 Z80 routines require certain parameters to be passed from the user into the appropriate Z80 registers. All these routines, listed by

function number, require that the function number be placed in the Z80 A register (accumulator). Many of these routines have subfunctions which require the user to place a value in the eight bit L register, which is used to call the appropriate subfunction. All other additional required parameters are noted if they are necessary. This section follows the same format as the preceding CP/M BIOS section:

- a) Function Name
  - b) Input Parameters
  - c) Output Parameters
  - d) Brief Description
  - e) Additional Information
- 0
- a) User Function 0: Read any Byte in RAM Bank 00
  - b) A = 0 (function number)  
DE = 16 bit address to be read
  - c) C = Value read from address in RAM Bank 0  
A = 0 on RETURN from routine
  - d) This reads a value from RAM BANK 0 (\$0-\$0FFF, \$1000-\$FFFF RAM) and places it in register C.
- I.
- a) User Function 1: Write Function in RAM Bank 0
  - b) A = 1 (function number)  
DE = 16-bit address where write operation occurs  
C = Value to be written to the address in Bank 0
  - c) A = 0 on RETURN from routine if write is successful  
A = -1 (\$FF) on RETURN from routine if write is unsuccessful
  - d) This function writes the value in register C to RAM in bank 0 specified by the address in register pair DE. An error is flagged if a write to ROM (\$0-\$DFFFH) or the top page of memory (\$FF00-\$FFFF) is attempted.
- II.
- a) User Function 2: Keyscan Function
  - b) A = 2 (function number)
  - c) B = -1 (\$FF) if no key is pressed  
B = Matrix position in the keyboard matrix table (if pressed)  
A = Contents (character value) of matrix position whether A is lower- or uppercase or containing the **C O N T R O L** key.  
HL = Address (pointer) where A (contents of matrix position) is found in memory  
Address = Tablestart + (4 \* B) + C (bits 1 and 0)  
C = Returns control code information, where each bit has a specific meaning as follows:  
  
Bits 1 & 0
- |   |   |   |             |
|---|---|---|-------------|
| 0 | 0 | = | lower case  |
| 0 | 1 | = | upper case  |
| 1 | 0 | = | shifted     |
| 1 | 1 | = | control key |

- C = Bit 2 1 = control key down, 0 = up
- Bit 3 Not implemented
- Bit 4 1 = Right shift key down, 0 = up
- Bit 5 1 = O key is active (not necessarily down)
- Bit 6 Not implemented
- Bit 7 1 = left shift key down, 0 = up

- d) The keyscan function allows the user to bypass the normal I/O BIOS keyboard processing and check for a particular key or key sequence being pressed.
- e) Additional Information—Important Addresses:  
 \$FD09 = Pointer to Tablestart (low byte first)

Each ASCII character has four coded definitions. Each key has a defined code for the following:

- a) lower case
- b) upper case
- c) shifted key and character
- d) control key and character

These four definitions are labeled in columns in the ASCII table.

ASCII\$TBL:		A	B	C	D
1292	7F7F7F16	DB	7FH,7FH,7FH,16H	INS DEL	matrix 0 position
1296	0D0D0D0D	DB	0DH,0DH,0DH,0DH	RETURN	
129A	06060101	DB	06H,06H,01H,01H	LFRT	
129E	86868787	DB	86H,86H,87H,87H	F7F8	
12A2	80808181	DB	80H,80H,81H,81H	F1 F2	
12A6	82828383	DB	82H,82H,83H,83H	F3F4	
12AA	84848585	DB	84H,84H,85H,85H	F5F6	
12AE	1717171A	DB	17H,17H,17H,1AH	UP DOWN	
12B2	333323A2	DB	33H,33H,23H,0A2H	3 #	
12B6	77575717	DB	77H,57H,57H,17H	W	
12BA	61414101	DB	61H,41H,41H,01H	A	
12BE	343424A3	DB	34H,34H,24H,0A3H	4 \$	
12C2	7A5A5A1A	DB	7AH,5AH,5AH,1AH	Z	
12C6	73535313	DB	73H,53H,53H,13H	S	
12CA	65454505	DB	65H,45H,45H,05H	E	
12CE	00000000	DB	00H,00H,00H,00H	(LF SHIFT)	
12D2	353525A4	DB	35H,35H,25H,0A4H	5 %	
12D6	72525212	DB	72H,52H,52H,12H	R	
12DA	64444404	DB	64H,44H,44H,04H	D	
ODE	363626A5	DB	36H,36H,26H,0A5H	6 &	
12E2	63434303	DB	63H,43H,43H,03H	C	
12E6	66464606	DB	66H,46H,46H,06H	F	

ASCII\$TBL:

12EA	74545414	DB	74H,54H,54H,14H	T
12EE	78585818	DB	78H,58H,58H,18H	X
12F2	373727A6	DB	37H,37H,27H,0A6H	7 '
12F6	79595919	DB	79H,59H,59H,19H	Y
12FA	67474707	DB	67H,47H,47H,07H	G
12FE	383828A7	DB	38H,38H,28H,0A7H	8(
1302	62424202	DB	62H,42H,42H,02H	B
1306	68484808	DB	68H,48H,48H,08H	H
130A	75555515	DB	75H,55H,55H,15H	U
130E	76565616	DB	76H,56H,56H,16H	V
1312	39392900	DB	39H,39H,29H,00H	9)
1316	69494909	DB	69H,49H,49H,09H	I
131A	6A4A4A0A	DB	6AH,4AH,4AH,0AH	J
131E	30303000	DB	30H,30H,30H,00H	0
1322	6D4D4D0D	DB	6DH,4DH,4DH,0DH	M
1326	6B4B4B0B	DB	6BH,4BH,4BH,0BH	K
132A	6F4F4F0F	DB	6FH,4FH,4FH,0FH	O
132E	6E4E4E0E	DB	6EH,4EH,4EH,0EH	N
1332	2B2B2B00	DB	2BH,2BH,2BH,00H	+
1336	70505010	DB	70H,50H,50H,10H	P
133A	6C4C4C0C	DB	6CH,4CH,4CH,0CH	L
133E	2D2D2D00	DB	2DH,2DH,2DH,00H	
1342	2E2E3E00	DB	2EH,2EH,3EH,00H	, <
1346	3A3A5B7B	DB	3AH,3AH,5BH,7BH	:{
134A	40404000	DB	40H,40H,40H,00H	@
134E	2C2C3C00	DB	2CH,2CH,3CH,00H	,<
1352	23232360	DB	23H,23H,23H,60H	POUND
1356	2A2A2A00	DB	2AH,2AH,2AH,00H	*
135A	3B3B5070	DB	3BH,3BH,5DH,7DH	;}
135E	000000F5	DB	00H,00H,00H,0F5H	CLEAR/HOME
1362	00000000	DB	00H,00H,00H,00H	(RT SHIFT)
1366	3D3D3D7E	DB	3DH,3DH,3DH,7EH	
136A	5E5E7C7C	DB	5EH,5EH,7CH,7CH	PI
136E	2F2F3F5C	DB	2FH,2FH,3FH,5CH	/ ? \
1372	313121A0	DB	31H,31H,21H,0A0H	1
1376	5F5F5F7F	DB	5FH,5FH,5FH,7FH	<-
137A	09153000	DB	09H,15H,30H,00H	(CONTROL) SOUND1
				SOUND2
137E	323222A1	DB	32H,32H,22H,0A1H	2 "
1382	20202000	DB	20H,20H,20H,00H	SPACE
1386	21200000	DB	21H,20H,00H,00H	(COMMODORE) SOUND3
138A	71515111	DB	71H,51H,51H,11H	Q
138E	000000F0	DB	00H,00H,00H,0F0H	RUN STOP

ASCII STBL:		A	B	C	D
1392	9F9F9F9F	DB	9FH,9FH,9FH,9FH		/HELP/
1396	383838B7	DB	38H,38H,38H,0B7H		/S/
139A	353535B4	DB	35H,35H,35H,0B4H		15/
139E	09090900	DB	09H,09H,09H,00H		/TAB/
13A2	323232B1	DB	32H,32H,32H,0B1H		11/
13A6	343434B3	DB	34H,34H,34H,0B3H		141
13AA	373737B6	DB	37H,37H,37H,0B6H		171
13AE	313131B0	DB	31H,31H,31H,0B0H		111
13B2	1B1B1B00	DB	1BH,1BH,1BH,00H		/ESC/
13B6	2B2B2B00	DB	2BH,2BH,2BH,00H		/+ /
13BA	2D2D2D00	DB	2DH,2DH,2DH,00H		/- /
13BE	0A0A0A0A	DB	0AH,0AH,0AH,0AH		/LINE FEED/
13C2	0D0D0DFF	DB	0DH,0DH,0DH,0FFH		/ENTR/
13C6	363636B5	DB	36H,36H,36H,0B5H		161
OCA	39393900	DB	39H,39H,39H,00H		191
13CE	333333B2	DB	33H,33H,33H,0B2H		13/
13D2	00000000	DB	00H,00H,00H,00H		/ALT/
13D6	30303000	DB	30H,30H,30H,00H		101
13DA	2E2E2E00	DB	2EH,2EH,2EH,00H		11
ODE	05050512	DB	05H,05H,05H,12H		/UP/
13E2	18181803	DB	18H,18H,18H,03H		/DN/
13E6	1313138D	DB	13H,13H,13H,08DH		/LF/
13EA	0404048E	DB	04H,04H,04H,08EH		/RT/
13EE	F1F1F1F2	DB	0F1H,0F1H,0F1H,0F2H		/NO SCROLL/

LOGICAL COLOR TABLE (USED WITH ESC ESC ESC CHAR)  
(WHERE CHAR IS 50H TO 7FH)

13F2	00112233	DB	00H,01H,02H,03H
13F6	44556677	DB	04H,05H,06H,07H
13FA	8899AABB	DB	08H,09H,0AAH,0BBH
13FE	CCDDEEFF	DB	0CCH,0DDH,0EEH,0FFH

- III. a) User Function 3: Execute a Z80 ROM function  
 b) A = 3  
 L = subfunction number  
 Additional input parameters may be necessary  
 c) Most of the ROM functions do not output values; they instead perform an action, which in this user function is assumed to be the output.  
 d) This function executes a Z80 ROM function. These ROM routines primarily perform screen manipulation routines.  
 All subfunction numbers are even numbers. The first 80 subfunctions are screen manipulating routines for the 40- and 80-column display. Only the 80-column subfunction is listed here. Add 2 to the 80-column subfunction number to get the corresponding 40-column subfunction number.

- III. 0a) Subfunction 0: Write Character
  - b) wr\$char
  - c) Register D = character to write auto advance cursor to next position
  - A) \_\_\_\_\_
  
- III. 4a) Subfunction 4: Cursor Position
  - b) cursor\$pos
  - c) Register D = row value  
Register E = column value
  - d) This subfunction sets the current position of the cursor on the 80-column screen.
  
- III. 8a) Subfunction 8: Cursor Up one position
  - b) cursor\$up
  - c) no values returned
  - d) This subfunction moves the cursor up one row on the current screen (40 or 80), but not past the top of the screen.
  
- III. 12a) Subfunction 12: Cursor down one row
  - b) cursor\$down
  - c) no values returned
  - d) This subfunction moves the cursor down one row on the current screen (40 or 80). The screen scrolls down if on bottom line.
  
- III. 14a) Subfunction 14: Not Implemented
  - b) \_\_\_\_\_
  - c) \_\_\_\_\_**
  
- III. 16a) Subfunction 16: Cursor left one column
  - b) cursor\$left
  - c) no values returned
  - d) This subfunction moves the cursor left one column, but not past the left margin.
  
- III. 20a) Subfunction 20: Cursor right one column
  - b) cursor\$rt
  - c) no values returned.
  - d) This subfunction moves the cursor right one column, but not past the right edge of the screen.
  
- III. 24a) Subfunction 24: Execute a carriage return
  - b) do\$cr
  - c) No values returned.
  - d) This subfunction executes a carriage return and places the cursor at the left margin.
  
- III. 28a) Subfunction 28: Clear to end of line
  - b) CEL
  - c) No values returned.
  - d) This subfunction clears the cursor row starting where the cursor is currently located and ending at the end of the line.

- III. 32a) Subfunction 32: Clear to end of screen
  - b) CES
  - c) No values returned.
  - d) This subfunction clears the screen starting where the cursor is currently located through the end of screen.
- III. 36a) Subfunction 36: Character insert
  - b) char\$ins
  - c) No values returned.
  - d) This subfunction inserts a character at the current cursor position, the last character on the line is lost.
- III. 40a) Subfunction 40: character delete
  - b) char\$del
  - c) No values returned.
  - d) This subfunction deletes a character at the current cursor position, and places a space in the last position in the line.
- III. 44a) Subfunction 44: Line insert
  - b) line\$ins
  - c) No values returned.
  - d) This subfunction inserts a line of spaces on the current cursor row, the current cursor row is moved down one and the last line (24) is lost.
- III. 48a) Subfunction 48: Line delete
  - b) line\$del
  - c) No values returned.
  - d) This subfunction deletes a line at the character row marked by the current cursor position. The bottom line (24) is filled with spaces.
- III. 50a) Subfunction 50: Not Implemented
  - b) ———
  - c) ———**
  - d) ———
- III. 52a) Subfunction 52: Set Cursor Color
  - b) color  
B register returns color code value
  - c) No values returned.
  - d) This function sets the current cursor color code with the value in color.
- III. 56a) Subfunction 56: Set 80-column Attributes
  - b) attr  
B = bit to set/clear  
C = bit value
  - c) No values returned.
  - d) This function enables/disables the 8563 attributes for the 80-column screen. Attributes are extra screen features such as foreground R,G,B and I, character blinking, underlining, reverse video and the alternate character set. The 40-column function (subfunction 58) controls only reverse video.

- III. 60a) Subfunction 60: Read Character Attribute (80)
  - b) rd\$chr\$atr
    - D = 8563 character row
    - E = 8563 character column
  - c) D = 8563 character row
    - L = 8563 character column
    - B = character value
    - C = attribute bit pattern of selected character location
  - d) This function reads the attribute byte of the selected character row and column on the 8563 screen, and returns the true RGBI color. The corresponding 40-column subfunction (62) controls only reverse video.
- III. 64a) Subfunction 64: Write Character Attribute (80)
  - b) wr\$chr\$atr
    - B = character value
    - C = attribute
  - c) No values returned
  - d) This function writes an attribute byte of the selected character value on the 8563 screen.
- III. 68a) Subfunction 68: Read Color
  - b) rd\$color
  - c) A = character color
    - B = background color
    - C = border color (40-column only)
    - D = 8563 attribute
  - d) This function reads the current color of the 8563 color sources. Subfunction 70 returns the VIC color sources.
- III. 80a) Subfunction 80: Convert record (GCR only)
  - b) @trk
  - c) VICStrk, VIC\$SEC
  - d) This function returns the physical track and sector from the disk drive, including skew, given the logical track.
- III. 82a) Subfunction 82: Check CBM code from disk (GCR only)
  - b) check\$CBM
  - c) zero flag = 1 if CBM (C128 mode disk) is present in drive
    - zero flag = 0 if CP/M 2.2 (C64 CP/M disk) is present in drive
    - A = 0 if single sided
    - A = \$FF if double sided
  - d) This function detects which type of GCR disk is in the drive. Reads data from t = 1, s = 0 into buffer at \$FE00.
- III. 84a) Subfunction 84: Bell Function
  - b) Sound 1, Sound 2, Sound 3 (\$FD10, \$FD12, \$FD14, respectively)
  - c) Outputs a bell sound
  - d) This function outputs a bell sound from the SID chip.  
Subfunctions 86-95 are not defined



- III. 96a) Subfunction 96: Track 40
  - b) `trk$40`
  - c) `@ off 40`
  - d) This function computes the logical (offset) position of the cursor on the physical 80-column screen. The variable `@ off40` is computed on 8-character boundaries, and is used in the next subfunction.
- III. 98a) Subfunction 98: Set cursor position
  - b) `set$cur$40`
  - c) No value returned.
  - d) This function calls Track 40 to check the offset between the logical (window) and physical (40-column) screen. It keeps the cursor within the 40-column logical window on the scrolled 80-column virtual screen for VIC screen output.
- III. 100a) Subfunction 100: Line Paint
  - b) `line$paint`
  - c) No value returned.
  - d) This function updates the current character line only if `@ off 40` and `old $offset` are the same. If `old $offset = -1`, TRACK 40 is called. If `@off40` and `old $offset` are not equal, Screen Paint is called to scroll the 40-column logical screen (window) over the virtual 80-column screen.
- III. 102a) Subfunction 102: Screen paint
  - b) `screen$paint`
  - c) No value returned.
  - d) This function updates (scrolls) the 40-column logical (window) screen across the VIC 80-column virtual screen based on the value of `@off40`. This and the three previous subfunctions (96, 98, 100) are intertwined to make the scrolled 40-column logical screen display as fast as possible. Normally you would only call Set Cursor Position or Line Paint, since they call the other related routines, if necessary. See file `CXROM.ASM` listing on the DRI disks that come with the documentation for the source listings.
- III. 104a) Subfunction 104: Print Message (BOTH)
  - b) `prt$msg$both`
  - c) No value returned.
  - d) This function prints simultaneous output to both screens, displaying the string pointed to by the top value on the stack. Place the address of the string on the stack, and terminate the string with a zero. Execution resumes with the byte following the zero terminator. This works like an "in-line Print"
- III. 106a) Subfunction 106: (Print Message (BOTH)
  - b) `prt$de$both`
  - c) No value returned.

- d) This function works like the previous one, except the start address of the string is taken from DE, and execution resumes with the return address from the stack.
- III. 108a) Subfunction 108: Incripted Messages
- b) update\$it
  - c) No value returned
  - d) This function displays incripted messages.  
Subfunction 110 is not implemented.
- III. 112a) Subfunction 112: ASCII to PET ASCII Conversion
- b) ASCII\$pet, B register = ASCII character (\$20-\$7F)
  - c) A register = converted PET ASCII character.
  - d) This function performs a standard ASCII to Pet ASCII conversion on the characters printed to the screen (from any input device)  
Control codes are not translated.
- HI. 114a) Subfunction 114: Place 40-column cursor at specified address
- b) cur\$adr\$40
  - c) HL = address of cursor on screen  
DE = cursor line (row) start address  
BC = # of characters to end of line (<80, not counting cursor)
  - d) This function places the cursor at the address specified in HL (in RAM bank 0). This address is of the logical screen, not the virtual one.
- HI. 116a) Subfunction 116: Place 80-column cursor at specified address
- b) cur\$adr\$80
  - c) HL = address of cursor on screen  
DE = cursor line (row) start address  
BC = # of characters to end of line (<80, not counting cursor)
  - d) This function places the cursor at the address specified in HL (in 8563 RAM).
- III. 118a) Subfunction 118: Look up color
- b) look\$color, B = color code (\$30-\$3F), C = max. Value of color code.
  - c) HL = pointer to logical color table (lower nybble = 80, high nybble = 40-  
B = \$0 (Character color)  
\$10 (Background color)  
\$20 (Border color)
  - d) This function sets the 8563 screen colors to the VIC screen colors.  
Subfunction 120 is not defined.
- III. 122a) Subfunction 122: Block Fill
- b) blk\$fill, put start address on stack (8563)  
BC = # of bytes to fill  
D = fill character  
E = attribute
  - c) No value returned.
  - d) This function fills a 256-byte block with data specified in the D register.

- III. 124a) Subfunction 124: Block move
- b) blk\$move, place source address (in 8563 RAM) on the stack  
DE = destination address (in 8563 RAM)  
BC = count
  - c) No value returned.
  - d) This function moves 256-byte blocks from one memory block to another in 8563 RAM.

NOTE: Subfunctions 122 and 124 and 126 must be direct Z80 calls. The example routines provided in this section for subfunctions 122, 124 and 126 will not work. They are usually not user-accessible, and must run in BANK 0.

- III. 126a) Subfunction 126: Character Install
- b) chr\$inst, stack = 8563 RAM address to install character definition  
DE = address of system memory (C128 RAM) bank 0) of new character definition (8 bytes per character).  
B = number of consecutive characters
  - c) No value
  - d) This function installs a user-defined character in 8563 RAM.
- IV. a) User Function 4: 8502 BIOS Functions
- b) A = 4 (function number)  
L = Subfunction number (-1 through 11)  
Additional input parameters may be required
  - c) Outputs depend on each subfunction
  - d) User function 4 allows you to call 8502 input/output functions that are performed by the 8502 processor. These functions are not part of the standard CP/M system and are completely hardware-dependent. This function enables you to go back and forth between the Z80 and 8502 processors.
  - e) Each subfunction is discussed in detail using the defined conventions.
- IV.-1.a) Subfunction - 1: Reboot C128 hardware
- b) A = 4  
L = -1
  - c) none
  - d) This subfunction reboots the Commodore 128 hardware when the value in the L register is equal to -1 (\$FF). This subfunction is not normally used. It performs the same actions as pressing reset.
- IV. O.a) Subfunction 0: Initialize 8502 BIOS
- b) A = 4  
L = 0
  - c1) Sets up interrupt vector \$0314—\$0319 to vector to the 8502 interrupt handler
  - c2) Copies ROM interrupt vector to RAM

- c3) Sets up PAL and NTSC variables (SYSFREQ)
- c4) Closes all open channels
  - d) This subfunction initializes 8502 system variables, interrupt processing and system frequencies so that the Z80 and 8502 may communicate back and forth. Processor control is given to either the Z80 or the 8502 at one particular time. The processors cannot run simultaneously.

IV. 1.a) Subfunction 1: 1541 Read (GCR format only)

- b) A = 4  
L = 1  
VICTRACK = (1-35)—Variable for track number on disk  
VICSECTOR = (0-21)—Variable for sector number on disk  
VICDRV = —Variable for disk drive device number where:

LOWER NYBBLE OF VICTORY		EQUIVALENT OPEN	
BIT VALUE	DEVICE NUMBER	DRIVE	STATEMENT IN BASIC
0001	8	0	OPEN 8,11,15
0010	= 9	0	OPEN <b>9,12,16</b>
0100	10	0	OPEN <b>10,13,17</b>
1000	11	0	OPEN <b>11,14,18</b>

Values of the Lower Nybble of VICDRV

- c) VICDATA = 11 (\$0B) if disk in drive has been changed  
VICDATA = 13 (SOD) if read/write or channel error occurs  
VICDATA = 0 if read is successful  
VICDATA = 15 (\$0F) if device is not present
  - d) This function reads a particular track and sector on the disk in the drive as specified by VICTRACK and VICSECTOR and VICDRV respectively. Data is read into the buffer at \$FE00H. The value returned in the variable VICDATA depends on the conditions described in c.
  - e) Additional Information: This subfunction assumes that both the data and command channels have been opened previously. An error will occur if this routine is called to read from a 1571.
- IV. 2.a) Subfunction 2: 1541 Write (GCR format only)
- b) A = 4  
L = 2  
VICTRACK = Same as for 1541 Read  
VICSECTOR = Same as 1541 Read  
VICDRV = Same as 1541 Read
  - c) VICDATA = Same as 1541 Read
  - d) This subfunction writes data to the specified track and sector on the disk in the drive as specified by VICTRACK, VICSECTOR and VICDRV respectively. The value returned in VICDATA depends on the conditions described for the outputs in c. See subfunction 1 for details.

- e) Additional Information: This subfunction assumes that both the data and command channels have been opened previously. Data is written from the buffer at \$FE00H.
- IV. 3.a) Subfunction 3: 1571 Read Set Up (MFM or GCR formats)
- b) A = 4  
L = 3
- \* VICTRACK = (1-35)—Variable for track number on disk
  - \* VICSECTOR = (0-21)—Variable for sector number on disk
  - \* VICDRV = —Variable for disk drive device number (See VICDRV table above.)
  - \* = Ranges apply to GCR format only. The ranges are different for MFM disks depending on the manufacturer.
- VICSCOUNT = Number of sectors to read (on the track)
- c) VICDATA = 11 (\$0B) if disk in drive has been changed  
VICDATA = 12 (\$0C) if drive is not a fast (1571) disk drive  
VICDATA = 13 (\$0D) if channel error occurs  
VICDATA = 15 (\$0F) if device is not present  
If FAST ANDed with VICDRV = 0 meaning drive is a 1541  
If FAST ANDed with VICDRV = 1 meaning drive is a 1571
- d) This subfunction sets up the 1571 disk drive for a read operation. However, the data transfer is not performed by the 8502 BIOS. The data is transferred by the Z80.
- e) Additional Information: To access the back side of an MFM disk set bit 7 (\$80) of VICSECTOR. For MFM formats, a dash between the track and sector on the display window means that the drive accesses the back side of the disk. This is usually performed by the BIOS.
- IV. 4.a) Subfunction 4: 1571 Write Set Up (MFM or GCR formats)
- b) A = 4  
L = 4
- \* VICTRACK = (1-35)—Variable for track number on disk
  - \* VICSECTOR = (0-21)—Variable for sector number on disk
  - VICDRV = —Variable for disk drive device number. See VICDRV table on previous page.
  - VICSCOUNT = Number of sectors to read
  - \* = Ranges apply to GCR format only. The ranges are different for MFM disks depending on the manufacturer.
- c) VICDATA = 11 (\$0B) if disk in drive has been changed  
VICDATA = 12 (\$0C) if drive is not a fast (1571) disk drive  
VICDATA = 13 (\$0D) if channel error occurs  
VICDATA = 15 (\$0F) if device is not present  
If FAST ANDed with VICDRV = 0 meaning drive is a 1541  
If FAST ANDed with VICDRV = 1 meaning drive is a 1571
- d) This subfunction sets up the 1571 disk drive for a write operation. However, the data is not performed by the 8502 BIOS. The data is transferred by the Z80.

- e) Additional Information. This is how the user should select between a 1541 and 1571 Drive. To access the back side of an MFM disk set bit 7 of VICSECTOR. To perform a write operation, the user will have to do so in their application.

IV. 5.a) Subfunction 5: Interrogate 1541 or 1571 Disk Drive

- b) A = 4  
L = 5  
VICDRV = (8-11)—Disk drive device number variable
- c) VICDATA = lower four bits returns status for FAST read/write (same as previous VICDATA Disk error codes, which are listed in the Disk Error Status table on the next page).  
= upper four bits return sector size for MFM disks
- d) This subfunction interrogates the disk drive for the disk sector size (MFM or GCR) and the drive status. In addition, this subfunction initializes the FAST variable, closes and reopens the channel for the corresponding drive, and clears the drive status.

IV. 6.a) Subfunction 6: Query to Disk

- b) A = 4  
L = 6  
VICTRACK = (1-35)—Variable for track number on disk  
VICSECTOR = (0-21)—Variable for sector number on disk  
VICDRV = —Variable for disk drive device number
- c) If error-free  
VICDATA = lower four bits returns status for FAST read/write  
= upper four bits return sector size for MFM disks and the subfunction inputs 6 bytes into a memory buffer starting at location \$FE00 (and ending at \$FEFF). These 6 bytes are defined as :
  - 1) \$FE00-TRACK STATUS (on track below)
  - 2) \$FE01 -Number of Sectors
  - 3) \$FE02-Logical Track
  - 4) \$FE03-Minimum Sector Number (on this track)
  - 5) \$FE04-Maximum Sector Number (on this track)
  - 6) \$FE05-Physical Interleave

If an error occurs:

- VICDATA = 11 (\$0B) if disk in drive has been changed
- VICDATA = 12 (\$0C) if drive is not a fast (1571) disk drive
- VICDATA = 13 (SOD) if channel error occurs
- VICDATA = 15 (\$0F) if device is not present

- d) This subfunction queries the disk, and returns the disk status and sector size (if MFM format). In addition, the buffer located between \$FE00 and \$FEFF receives 6 data items as described above.

## Disk Error Status Table

MD DN H 12 D1 D2 D3 D4

MD . . . . . Mode: 1 = MFM, 0 = GCR.  
 DN . . . . . Drive Number.  
 H, 12 . . . . . Sector Size.  
     a) 00 = 128 bytes  
     b) 01 = 256 bytes  
     c) 10 = 512 bytes  
     d) 11 = 1024 bytes  
 D1-D4 . . . . . Controller Status

## GCR

000x = Ok.  
 0010 = Sector not found.  
 0011 = No Sync.  
 0100 = Data block not found.  
 0101 = Data block checksum.  
 0110 = Format error.  
 0111 = Verify error.  
 1000 = Write protect error.  
 1001 = Header block checksum.  
 1010 = Data extends into next block.  
 1011 = Disk ID mismatch/Disk change.  
 1100 = Drive is not fast (1571).  
 1101 = Channel Error.  
 1110 = Syntax.  
 1111 = No Drive present.

## MFM

000x = Ok.  
 0010 = Sector not found.  
 0011 = No address mark.  
 0100 = Unused.  
 0101 = Data CRC error.  
 0110 = Format error.  
 0111 = Verify error.  
 1000 = Write protect error.  
 1001 = Header CRC error.  
 1010 = Unused.  
 1011 = Disk change.  
 1100 = Drive is not fast (1571).  
 1101 = Channel Error.  
 1110 = Syntax.  
 1111 = No Drive present.

- IV. 7.a) Subfunction 7: Print characters to a serial bus printer
- b) A = 4  
L = 7  
VICDRV = Printer number (either 4 or 5)  
VICTRACK = Secondary address in which device is opened as  
VICDATA = Character to be printed to the serial bus printer (if  
VICCOUNT = 0)
  - c) VICDATA = -1 (\$FF) if device is not present
  - d) This subfunction outputs characters to the previously opened serial bus printer.
  - e) Additional Information: If the secondary address (which is normally 7) is changed, the device is closed and reopened with the new secondary address. If a serial bus error besides device not present occurs, the channel is closed, reopened and the original operation is executed again.  
If VICCOUNT is not equal to zero, the data is printed from the buffer pointed to by \$FE00. The number of bytes printed is supplied in VICCOUNT.
- IV. 8.a) Subfunction 8: Format a 1541 or 1571 Diskette
- b) A = 4  
L = 8  
DRIVE#  
FAST
  - c) VICDATA
  - d) This subfunction formats a 1541 or 1571 diskette in the appropriate drive. If FAST is enabled, (FAST ANDed with DRIVE# (not equal to 0)), the length of a disk command is fetched from memory buffer location \$FE00. The command starting at location \$FE01 and ending at the location specified by the length of the command in \$FE00 is sent to the drive. For example, if \$FE00 = \$06, the command in the memory buffer between \$FE01 and \$FE06 is sent to the drive. All commands have a "U0" preceding them, so only the command from the memory buffer must be supplied.
- IV. 9.a) Subfunction 9: User Call to 8502 Code Routine
- b) A = 4  
L = 9  
VICOUNT = (\$FD05) low byte address of 8502 routine (pointer to the start of execution of the user routine)  
VICDATA = (\$FD06) high-byte address of 8502 routine
  - c) User defined outputs only
  - d) This is the routine that allows you to call an 8502 machine language subroutine from Z80 mode. The 8502 coded routine is usually user defined. It must execute in RAM bank 0 with the input/output registers enabled. The MMU value = \$3E. Control is transferred to the 8502 processor with the KERNAL disabled. If you want to call a C128



KERNAL routine, you must enable the KERNAL after you have transferred control to the 8502. Before you return to the Z80, you must disable the KERNAL again.

When control passes from the Z80 to the 8502 processor, the Z80 is idle. To return control to the Z80 processor, place the customary 8502 RTS instruction at the end of your 8502 coded routine and control is passed back to the Z80.

- e) Additional Information: Once control is passed from the Z80 to the 8502, the 8502 is running at the speed of 1 Mhz. You can increase the speed to 2 Mhz to speed up processing on the 8502 side of the computer. However, YOU MUST RETURN TO 1 Mhz SPEED BEFORE RETURNING TO THE Z80 OR A SYSTEM CRASH WILL OCCUR. The nature of the timing of the two processors dictates this. If you don't return to 1 Mhz, the clock cycle timing is thrown off and the system crashes.

IV. 10.a) Subfunction 10: RAM Disk Read

- b) A = 4  
L = 10
- c) Data is transferred to expansion RAM from RAM (BANK 0)
- d) All expansion RAM registers must be set up prior to calling this routine.

IV. 11.a) Subfunction 11: RAM Disk Write

- b) A = 4  
L = 11
- c) Data is transferred to expansion RAM from RAM (BANK 0)
- d) All expansion RAM registers must be set up prior to calling this routine.

V. a) User Function 5: Read 40/80 Column Key

- b) A = 5 (function number)
- c) A = Value stored in \$D505 (C128 Mode Configuration register)  
If bit 7 is high (1), 40/80 key is up, otherwise 40/80 is down.
- d) This function returns the value of location \$D505, the mode configuration register. Only bit 7 is significant as noted above. The 40/80 key is not in the keyboard matrix table, so this function is dedicated to reading its position.

VI. a) Functions 6 through 254 are not implemented.

- b) none
- c) HL = number of days (in binary) since 1/1/78

VII. a) User Function 255: System Date

- b) A = -1 (\$FF)
- c) HL = number of days (in binary) since 1/1/78
- d) By specifying A = -1, the system date is returned.

# APPENDIX K

## PART II

### CALLING CP/M BIOS, 8502 BIOS AND CP/M USER FUNCTIONS IN Z80 MACHINE LANGUAGE \_\_\_\_\_

The Commodore 128 CP/M system allows you to call the CP/M BIOS, 8502 BIOS and CP/M user functions in your own Z80 assembly language programs. However, in order to program in Z80 assembly language, you need either an assembler or machine language monitor. Many Z80 assemblers and monitors are available on the market; however, the full featured Digital Research CP/M Plus (3.0) system now available on the Commodore 128 comes with two Z80 assemblers, MAC and RMAC and CP/M plus documentation. These programs or documentation are not included in the Commodore 128 Personal Computer package; refer to the *Commodore 128 System Guide* for information on obtaining them.

Assuming you have the MAC and RMAC assemblers, you can now enter and assemble Z80 assembly language programs. At this point, this reference guide must make a substantially large assumption about its readers and their knowledge of Z80 assembly language programming. As you probably agree, this reference guide could not possibly introduce Z80 machine language and thoroughly cover it. That is simply beyond the scope of this book, considering how voluminous it is already. Your trusty local bookstore undoubtedly offers several excellent books on Z80 programming. See "Suggestions for Further Reading" for a few Z80 book titles.

Now that all the assumptions are out of the way, here's how to call a Z80 user or BIOS function. First, the user function call.

### CALLING A CP/M SYSTEM USER FUNCTION

As you saw in Part I of this appendix, certain user functions had subfunctions, others did not. User function 4 is the 8502 BIOS call function. The 8502 BIOS functions have 13 (-1-11) subfunctions which perform the machine level 8502 input and output routines. Do not confuse the 8502 BIOS with the CP/M BIOS. The CP/M BIOS comes standard with every CP/M Plus system regardless of the hardware running it. Remember that CP/M was designed to be transportable from one microcomputer to another. Each different microcomputer has its own machine level input and output which it must perform. The 8502 BIOS is completely hardware-dependent and will only run on the Commodore 128's 8502 microprocessor.

Another way of understanding the difference between the two BIOS types is

recalling the CP/M jump vector on page 677 of Appendix K. The first 30 jumps (0-29) are direct calls to CP/M BIOS routines. Jump number 30 is the call to the user functions, of which user function 4 is the 8502 BIOS. The 8502 BIOS is a subset of the CP/M user functions. The user function call is 1 of 31 system routine calls within the CP/M BIOS jump table.

The following example calls user function 2 the keyscan function. The calling routine starts at "waitkey" and the subroutine starts at "user\$fun".

```

        MVI useroffset,30
waitkey:
        MVI A,2           ; load A reg. with function no. 2
        CALL user$fun    ;calls subroutine user$fun
        INRB             ;increment B—test for -1 if no key is pressed
        JZ waitkey       ;jump to wait key if none
        DCRB             ;decrement B if B not equal to 0
                        ;this restores original matrix value

        Rest of Program

user$fun
        PUSHH           ;place HL reg. pair on stack
        LHLD 1          ;load address of jump vector 1 (WBOOT) into HL
        MVI L, useroffset * 3 ;get offset of 90 (30*3) to L
        XTHL           ;exchange HL with top of stack
        RET             ;jump to new HL pointer location of routine

```

First, the main program loads the user function number (2) into the A register. To call a user function, place the required input parameter, the user function number, in the A register. If a subfunction is going to be called, like in user function 4 (8502 BIOS), the input parameter for the subfunction number must be placed in L.

The second instruction in the main routine is a CALL to the subroutine user\$fun. However, in this example of the keyscan user function, the returned value B is -1 if no key is pressed. If this is the case, B is incremented to zero and the main program jumps to waitkey and scans the keyboard again. Otherwise, the rest of the program continues processing.

When the subroutine is called, the first instruction saves the HL register pair, the address pointer, on top of the stack. The next instruction loads memory location 1 (low) and 2 (high) into register pair HL. The high byte points to the page number that the jump vectors are on and the low byte is always 3 (Jump #1 the warm boot vector). Next the jump number times 3 is loaded into the low byte (L) of register pair HL. This adds the offset of 90 memory locations to base address of the CP/M BIOS jump table, which now points to jump number 30, USERF.

The XTHL instruction exchanges the HL register pair with the top of the stack. This places the computed address on the top of the stack and the entry values of HL back in HL. When the RETurn instruction is reached by the Z80, program control is therefore passed to the USERF vector, entry 30 in the CP/M BIOS jump table. When the function has completed, control returns to the instruction immediately following the CALL User\$Fun instruction (INR B).

In order for the routines to be called successfully, the proper required input parameters must be placed in the appropriate registers. The user function number must be placed in the A register, the subfunction number is placed in L, if any. Additional inputs must be placed in the correct register or variable prior to calling the user function.

The above example calls user function 2, the keyscan function. To call any other user function, load the subfunction number into the A register. To call a subfunction, load the L register with a subfunction number on the beginning of the main (calling) program as follows:

```
MVI L, subfun
```

The way this program is written, the value in L, which you will load at the beginning of the program with the above instruction, is placed back in L from the stack when the XTHL is reached at the end of the subroutine. Use this example as a template when calling other subfunctions. Make sure the proper inputs are present in the correct locations prior to calling the user function.

## CALLING A CP/N BIOS ROUTINE

Making a direct BIOS call is different from calling a user function. User function calls always enter jump number 30 in the CP/M BIOS jump table. A direct BIOS call enters any of the first 30 (0-29) jump vectors. These are the input and output routines that are a part of any CP/M system on any microcomputer. The standard method of calling a CP/M BIOS routine is via BIOS function 50. This function handles the banking of the two 64K RAM banks in the C128.

You could call a CP/M BIOS routine similar to the first example, but there is a limitation. With the user function call method, you are only able to call BIOS routines that reside in RAM bank 1. The TPA resides in bank 1, while the Z80 function code is stored in RAM bank 0. If you try to call a direct BIOS routine in bank 0, the system will crash because bank 1 is in context. This is why it is important to make direct CP/M BIOS calls through user function 50. Refer to the Digital Research CP/M Plus documentation for more details on user function 50.

Here's a program example that illustrates how to call a CP/M BIOS function.

```
main
    MVI C,50      ;store function no. 50 in reg. C
    LXI D,bios$pb ;load immediate a 16 bit pointer in DE
    CALL 5        standard BIOS call
```

Rest of Program

```

RET
bios$pb:      ;BIOS variable table
db FUNNUM    ;BIOS function no. variable
db AREG      ;temporary A reg. storage
dw BCREG     ;temp BC reg. pair storage
dw DEREK     ;temp DE reg. pair storage
dw HLREG     ;temp HL reg. pair storage

```

The first instruction in the main routine stores the function number 50 in the C register. The system expects the input parameter C to be the BIOS function number. The next instruction loads the address of the BIOS variable table bios\$pb into register pair DE. The third instruction calls BDOS function 50 through the call BDOS vector, the standard BIOS vector through which all direct BIOS functions are called. BDOS function 50 manipulates the banking in and out of RAM banks 0 and 1. This is the recommended way of directly calling a CP/M BIOS function over that of the first example which is designed primarily for calling user functions.

The variable table "bios\$pb" contains the necessary input parameters required for BDOS function 50. The "db" 's stand for a byte of storage (like .byte in 8502) while the "dw" 's stand for a 16 bit word (like .word in 8502).

This appendix is the only section of the book that crosses the Z80 programming barrier. It at least points you in the right direction and gives you the "hooks" into the machine level routines of the CP/M system. For more detailed Z80 programming information see the "Suggestions for Further Reading" at the back of the book. For more detailed CP/M information, refer to the Digital Research CP/M Plus documentation.

## MFM DISK FORMATS

The abbreviation MFM stands for Modified Frequency Modulation. This type of disk format is variable and programmable according to the specifications of the particular computer manufacturer.

The Commodore 128 CP/M system supports four standard MFM disk formats. These four formats constitute the majority of CP/M software formats available on the market. This does not mean that the Commodore 128 CP/M system can read every single CP/M disk format in the universe; however, the majority of available CP/M software can run on the Commodore 128, if the particular application is *not* hardware dependant.

The four major formats that are supported are as follows:

- a) Epson QX10 (double sided)
- a1) Epson QX10 (double sided)
- b) IBM-8 (single sided)
- b1) IBM-8 (double sided)
- c) KayPro IV (double sided)
- d) KayPro II (single sided)
- e) Osborne (single sided)

Each of these formats is compatible with the Commodore 128 CP/M system. At the present time, the system cannot format these disk types and successfully use them on the host system, but they can be used on the C128 system. This portion of the system is still in development.

The following table lists the parameters that these disk formats are looking for when reading third party CP/M software.

	Manufacturers						
	a	b	c	d	e	al	bl
Disk Type	DSDD	SSDD	DSDD	SSDD	SSDD	DSDD	DSDD
Starting pos. (t/s)	2/1	1/1	0/10	1/0	3/1	2/1	1/1
Sector size (bytes)	256	512	512	512	1024	512	512
Number of sec/trk	32	8	10	10	5	20	8
Number of tracks	40	40	80	40	40	40	80
Block alloc size	2048	1024	2048	1024	1024	2048	2048
# of dir entries	128	64	128	64	64	128	64
# of resvd tracks	2	1	1	1	3	2	1

SS = single sided  
 DS = double sided  
 DD = double density

**MFM Disk Format Table**

**NOTE:** Epson (a) labels sector numbers 1 through 16. The other Epson QX10 format (al) labels sectors from 1 to 10. Both the top and bottom of the disk are labeled the same way.

IBM (b) labels sector numbers 1 through 8. Both the top and bottom of the disk are labeled the same way.

KayPro IV and KayPro II (c and d) label sector numbers 0 through 9 on top and 10 through 19 on the bottom.

These values are taken from the MFM table. The vector at \$FD46 holds the pointer to the start of the table labeled MFM\$table. In the current system, these are the formats that are read and write compatible on the Commodore 128 CP/M Plus system.

The following is a listing of the MFM format table:

db	$S256*2 + (16*2-8) + 1$	; 256 byte sect, 16 sect/trk
db	MFM + S256 + Type0 + C0 + S1	DSDD
dw	0	start on track 2 sect 1 (2 ale)
dpb	256,32,40,2048,128,2	sect# 1 to 16
db	16	(top and bottom numbered the same)
db	'Epson QX10'	1 Epson QX10
db	80h + $S512*2 + (10*2-8) + 1$	512 byte sect, 10 sect/trk
db	S256*2	track 0 is 256 bytes/sector
db	MFM + S512 + Type0 + C0 + S1	DSDD
dw	0	start on track 2 sect 1 (2 ale)
dpb	512,20,40,2048,128,2	sect# 1 to 10
db	10	(top and bottom numbered the same)
db	'Epson QX10'	2
db	$S512*2 + (8*2-8) + 1$	512 byte sect 8 sect/trk
db	MFM + S512 + Type2 + C0 + S1	SSDD
dw	0	start on track 1 sector 1 (2 ale)
dpb	512,8,40,1024,64,1	sect# 1 to 8
db	8	
db	'IBM-8 SS'	
db	$S512*2 + (8*2-8) + 1$	512 byte sect 8 sect/trk
db	MFM + S512 + Type2 + C0 + S1	DSDD
dw	0	start on track 1 sector 1 (1 ale)
dpb	512,8,80,2048,64,1	sect# 1 to 8
db	8	(top and bottom numbered the same)
db	'IBM-8 DS'	
db	$S512*2 + (10*2-8) + 0$	512 byte sector, 10 sect/trk
db	MFM + S512 + Type1 + C1 + S0	DSDD
dw	0	start on track 0 sector 10 (2 ale)
dpb	512,10,80,2048,128,1	sect# 0 to 9 on top (even tracks)
db	10	sect# 10 to 19 on bottom (odd tracks)
db	'KayPro IV'	
db	$S512*2 + (10*2-8) + 0$	512 byte sect, 10 sect/trk
db	MFM + S512 + Type0 + C1 + S0	SSDD
dw	0	start on track 1 sector 0 (4 ale)
dpb	512,10,40,1024,64,1	sect# 0 to 9
db	10	
db	'KayPro II'	

```
db      S1024*2 + (5*2-8) +1      ; 1024 byte sect, 5 sect/trk
db      MFM + S1024 + Type0 + C0 + S1 ; SSDD
dw      0                          ; start on track 3 sector 1 (2 ale)
dpb     1024,5,40,1024,64,3        ; sect# 1 to 5

db      5                            ;
db      'Osborne DD'                ;7
```

MFM Format Table (continued)



## APPENDIX K

### PART III

## THE CP/M SYSTEM MEMORY MAP

The following pages contain the Z80 CP/M memory map for the Commodore 128. The memory map includes all the key CP/M locations, vectors and variable tables. Use it as a guide through the Z80 CP/M system within the Commodore 128.

The CP/M memory map is available as a disk file "CXEQU.LIB" on the disk that comes with the computer.

```

$*MACRO
false      equ    0
true       equ    not false
banked     equ    true
EXTSYS    equ    false ; use external system as disk and char I/O
preSrelease equ    false

; start at Jan 1,1978   78 79 80 81 82 83 84
dt$hx$yr equ    365+365+366+365+365+365+366
1985      equ    1 2 3 4 5 6 7 8 9 10 11 12
dateShex  equ    dt$hx$yr+31+28+31+30+31+30+31+30+31+30+31+30+6

date      macro
db        '6 Dec 85 '
endm

```

boot memory map (bank 0 only)

```

bios02     equ    3000h
block$buffer equ    3400h    uses 2K
boot$parm  equ    3C00h    uses about 256 bytes

```

; bank 0 low memory map

```

RDM        equ    0000h
VIC$color  equ    1000h    I/O page only (IO$0 selected)
SYS$key$area equ    1000h    3 256 byte blocks (allow 4)
screen$40  equ    1400h    2 X 80 X 25 = 4000
BftNK$parm$blk equ    2400h    allow 0.5K of parameters
BIOS8502   equ    2600h    1.5K
VIC$screen equ    2C00h    IK
ccp$buffer equ    3000h    0c80h (allow 4K)
bankOSfree equ    4000h    start of free area in bank 0

```

; mapped I/O locations

```

VIC        equ    0D000h
SID        equ    0D400h
MMU        equ    0D500h
DS8563     equ    0D600h    8563
VIC$C$H    equ    0D800h    (memory mapped only in IOS0)
VIC$C$L    equ    01000h    (memory and i/o mapped in IOS0)
CIA1       equ    0DC00h    6526
CIA2       equ    0DD00h    6526
USART      equ    0DE00h    6551 (extrn card)
RAM$dsk$base equ    0DFO0h    8726

```

Cannon memory allocation

```

int$block  OFC00h    mode 2 interrupt pointers (to FDFDh)
parm?block equ    OFD00h    system parameters
0 buffer   equ    OFE00h    disk buffer (256 bytes)
           equ    OFF00h    ; to OFFFFh used by 8502

```

the following are C128 system equates

```

enable$z80 equ    OFFD0h    8502 code
return$z80 equ    OFFDCh
enable$6502 equ    OFFE0h    Z80 cede
return$6502 equ    OFFEEh

vic$cmd    equ    parm$block+1 ; bios8502 coimand byte
vic$drv    equ    vic$cmd+1    bios8502 drive (bit 0 set, drv 0)
vic$trk    equ    vic$drv+1    ; bios8502 track #

```

```

vic$sect      equ    vic$trk+1    ; bios8502 sector #
vic$count     equ    vic$sect+1   ; bios8502 sector count
vic$data      equ    vic$count+1  ; bios8502 data byte to/from
cur$drv       equ    vic$data+1   ; current disk installed to Vir. drive
fast          equ    cur$drv+1    ; bit 0 set, drv 0 is fast. ect.

key$tbl       equ    fast+1       ; pointer to keyboard table
fun$tbl       equ    key$tbl+2    ; pointer to function table
color$tbl$ptr equ    fun$tbl+2    ; pointer to logical color table
fun$offset    equ    color$tbl$ptr+2 ; function # to be prepormed
sound$1       equ    fun$offset+1 ; unused
sound?2       equ    sound$1+2
sound$3       equ    sound$2+2

@trk          equ    sound$3+2    ; current track number
@dma          equ    @trk+2       ; current DMA address

; belcw here not used by ROM

@sect         equ    Odrna+2      ; current sector number
@cnt          equ    @sect+2      ; record count for multiseector transfer
@cbnk         equ    @cnt+1       ; bank for processor operations
@dbnk         equ    @cbnk+1      ; bank for DMA operations
(Ba$drv       equ    @dbnk+1      ; currently selected disk drive
($rdrv       equ    dadrv+1       ; controller relative disk drive
ccp$count     equ    @rdrv+1      ; number of records in the CCP
stat$enable   equ    ccp$count+1  ; status line enable
              7 kybrd, key codes(1), functions!0)
              6 40 column tracking on(0), off(1)
              0 disk stat, enabled), disable(0)
emulation$adr equ    stat$enable+1 ; address of current emulation
usart$adr     equ    emulation$adr+2 ; pointer to USART (6551) register
; CXIO equates
int$shl       equ    usart$adr+2  ; interrupt HL hold location
int$stack     equ    int$shl+2+20 ; currently only 5*2 used
user$hl$temp  equ    int$stack    ; user function HL hold location
hl$temp       equ    user$hl$temp+2 ; raise temp storage (used by VECTOR)
de$temp       equ    hl$terop+2   ; misc temp storage (used by VECTOR)
a$temp        equ    de$temp+2    ; misc temp storage (used by VECTOR)
source$bnk    equ    a$temp+1     ; inter bank move source bank #
dest$bnk      equ    source$bnk+1 ; inter bank move dest bank #
MFM$tbl$ptr   equ    dest$bnk+1  ; pointer to MFM table
; 1st release end
prt$convs$1   equ    MFM$tbl$ptr-r2
prt$convs$2   equ    prt$convs$1+2
key$FX$function equ    prt$convs$2+2
XxD$config    equ    key$FX$function+2
              bit 7 0 = no parity  1 = parity
              bit 6 0 = mark/space 1 - odd/even
              bit 5 0- space/even  1 - mark/odd

              bit 1 0 = 1 stop bit  1 = 2 stop bits
              bit 0 0 = 7 data bits 1 = 8 data bits

RS232$status  equ    XxD$config+1 ; bit 7, 1=send data, 0=no data
              bit 6, 1=sending data
              bit 5, 1=recv que active
              bit 4, 1=parity error
              bit 3, 1=framing error
              bit 2, 1=recv over run (no used)
              bit 1, 1=receiving data
              bit 0, 1=Data byte ready

xmit$data     equ    RS232$status+1 ; data byte to send
recv$data     equ    xmit$data+1    ; received data byte

```

The following equates are used by the interrupt driven keyboard handler

```

int$rate      equ    recv$data+1

    1st byte is a pointer into table, 2nd to 12th byte represent
    the keyboards current state (active low), NOTE: only
    current if key$buffer is not full

key$scan$tbl  equ    int$rate+1

    keyboard roll over buffer

key$buf$size  equ    8*2      ; must be an even number of bytes
key$get$ptr   equ    key$scan$tbl+12
key$put$ptr   equ    key$get$ptr+2
key$buffer    equ    key$put$ptr+2

;        software UA

RxD$buf$size  equ    64
RxD$buf$count equ    key$buffer+key$buf$size
RxD$buf$put   equ    RxD$buf$count+1
RxD$buf$get   equ    RxD$buf$put+1
RxD$buffer    equ    RxD$buf$get+1
tick$\`ol     equ    RxD$buffer+RxD$buf$size
              equ    tick$vol+1

INT$vector    eau    OFDFDh      contains a JMP int$handler
              (in common)

;=> 40 column misc parm
temp$1        equ    BANK$pann$blk
@ off40       equ    temp$1+2
cur$offset    equ    @off40
old$offset    equ    @off40+2
prt$flg       equ    old$offset+1
flash$pos     equ    prt$flg+1

;==> 40 column position and color stora<
paint$size    equ    flash$pos+2
char$adr$40   equ    paint$size+1
char$col$40   equ    char$adr$40+2
char$row$40   equ    char$col$40+1
attr$40       equ    char$row$40+1
bg$color$40   equ    attr$40-1
bd$color$40   equ    bg$color$40+1
rev$40        equ    bd$color$40+1

    => 80 column position and color storage
char$adr       equ    rev$40+1
char$col       equ    char$adr+2
char$row       equ    char$col+1
current$atr    equ    char$row+1
bg$color?80   equ    current$atr+1
char$color$80 equ    bg$color$80+1
    ROM uses localtions above this point

    => Qnulation parameters
parm$base      equ    char$color?80+1
parm$area$80   equ    parm$base+2
              ds    2          column exec$adr
              ds    1          column row #
parm$area$40   equ    parm$area$80+3
              ds    2          40 column exec$adr
              ds    1          40 column row #
buffer$80$col  equ    parm$area$40+3

;==> CXIO parameters
;        int$count not used by releases past 10 Oct 85
int$count      qu    buffer$80$col+40*2      ; one added every 1/60th sec
key$buf        a I    int$count+1

```

```

;=> CXKEYS parameters
key?down$tbl equ key$buf+1 ; not used any more (int code)
;;; free space above, new interrupt driven cede does not require this space
; control$keys equ key$down$tbl+11*2 ; byte, not used any more (int code)

commodore $mode equ key$down$tbl+11*2
msgptr equ commodore$mode+1
offset equ msgptr+2
cur$pos equ offset+1
string$index equ cur$pos+1
; 1st release end (3 June 85)
sys$freq equ string$index+1 ; -1=50Hz, 0=60Hz
; 2nd release end (1 Aug 85)
; equ sys$freq+1

;=> temp ROM boot data storage
blk?ptr$cnt equ 32
ioad$count equ boot$parm number of 128 byte blocks to load
ld$blk$ptr equ load$count+2 current sector dma pointer
blk$unld$ptr equ ld$blk$ptr+2 read memory block (1k,2K) pointer
block$size equ blk$unld$ptr+2 block size (1K=32 or 2K=64)
block$end equ block$size+1 allow 48K cpm.sys to load
block$ptrs equ block$end+2 end of block load buffer (+1K or +2K)
info$buffer equ block$ptrs+blk$ptr$cnt
; CPM3.sys load adr s and counts
ext$num equ info$buffer+12 CPM3.SYS current ext #
retry equ ext$num+1
bcot$stack equ retry+1+64 allow 64 bytes of stack
; boot$stack

;===> special equates used by CXKEY
special equ 00010111b
SF$exit equ 001h RETURN KEY
SF$insert equ 02 8h PLUS KEY
SF$delete equ 02Bh MINUS KEY
alpha$toggle equ 03Dh commodore key
alt$key equ 05 0h alterant key
SF$left equ 055h left arrow key
lf$arrow equ 05 5h left arrow key
SF$right equ 056h right arrow key
rt$arrow equ 05 6h right arrow key

buff$large equ 25
buff$small equ 7
buff$pos equ 7

;=> External RS232 interface controls
rx$d$6551 equ USART+0 read
tx$d$6551 equ USART+0 write
status$6551 equ USART+1 read
reset$6551 equ USART+1 write
command$6551 equ USART+2 read/write
control$6551 equ USART+3 read/write
txr$dy equ 10h
rxr$dy equ 08h
cmd$init equ 0bh no parity, enable txd + rxd, interrupts off
cntr$init$19200 equ 1Fh 1 stop, 8 bits, 19200 baud
cntr$init$9600 equ 1Eh 1 stop, 8 bits, 9600 baud (internal)
cntr$init$600 equ 017h 600 baud

;=> memory management loactions
mmu$start equ MMU
conf$reg equ MMU 3eh
conf$reg$1 equ MMU+1 3fh
conf$reg$2 equ MW+2 7fh
conf$reg$3 equ MMU+3 3eh
conf$reg$4 equ mu+i 7eh
mode$reg equ MMU+5 blh

```

```

ramsreg      equ    Md+6           Obh 16K top Cannon
page$0$l    equ    MMU+7           00h
page$0$h    equ    M4U+8           01h
page$1$l    equ    MMU+9           01h
page$1$h    equ    M4U+10          01h
rxcnu$version equ    MMU+11        ??h

enable$C64  equ    11110001b       FS=0
z80$off     equ    10110001b       value to be write to enable 8502
z80$on      equ    10110000b
fast$rd$en  equ    Z80$on+0        fast serial read
fast$wr$en  equ    Z80$on+8        fast serial write
common$4K   equ    09h             top 4K common
common$8K   equ    0ah             top 8K cannon
common$16K  equ    0bh             top 16K common

```

```

;=> preconfiguration maps
force$map   equ    Off00h
bank$0      equ    Off01h          3fh
bank$1      equ    Off02h          7fh
io          equ    Off03h          3eh
io$0        equ    Off03h          3eh
io$1        equ    Off04h          7eh

```

```

;=> 80 column display equates
DS$index$reg equ    DS8563
DS$status$reg equ    DS8563
DS$data$reg  equ    DS8563+1
;=> register pointers
DS$cursor$high equ    14
DS$cursor$low  equ    15
DS$rw$ptr$high equ    18
DS$rw$ptr$low  equ    19
DS$rw$data     equ    31
DS$color       equ    26
;=> status bits
DS$ready       equ    80h
DS$lt$pen      equ    40h
;=> display memory layout (16K) 0-3fffh
DS$screen      equ    0000h
DS$attribute   equ    0800h
DS$char$def    equ    2000h

```

```

;=> VIC equates
; vie colors
black         equ    0
white         equ    1
red           equ    2
cyan          equ    3
purple        equ    4
green         equ    5
blue          equ    6
yellow        equ    7
orange        equ    8
brown         equ    9
lt$red        equ    10
dark$grey     equ    11
med$gray      equ    12
lt$green      equ    13
lt$blue       equ    14
lt$grey       equ    15

```

```

RM$status     equ    RAM$dsk?base ;read only register
bit 7         Interrupt pending if 1
6             Transfer complete if 1
5             Block verify error if 1
note: bits 5-7 are cleared when read
4             128K if 0, 512K if 1
3-0          Version #

```

```

RM$command      equ      RAM$dsk$base+1  ;r/w
  bit 7         execute per current config. if set
  6             reserved
  5             enable auto reload if set (restores all register to
                value before command was done, else point to
                next byte to read/write.)
  4             disable FFOO decode if set (do operation after command writen)
  3,2          reserved
  1,0          00 = transfer C128 -> Ram Disk
                01 = Transfer C128 <- Ram Disk
                10 = swap    C128 <-> Ram Disk
                11 = Verify  C128 = Ram Disk

RM$128$low      equ      RAM$dsk$base+2  ;r/w
  bits 0 to 7 of C128 address

RM$128$mid      equ      RAM$dsk$base+3  ;r/w
  bits    to 15 of the C128 address

RM$ext$low      equ      RAM$dsk$base+4  ,r/w
  bits 0 to 7 of Ram Disk address

RM$ext$mid      equ      RAM$dsk$base+5  ;r/w
  bits    to 15 of Ram Disk address

RM$ext$hi       equ      RAM$dsk$base+6  ;r/w
  bit 16        of Ram Disk address if 128K version
  bits 16 to 18 of Ram Disk address if 512K version

RM$count$low    equ      RAM$dsk$base+7  ;r/w
  low byte transfer count (bits 0-7)

RM$count$hi     equ      RAM$dsk$base+8  ;r/w
  hi byte transfer count (bits 8-15)

RM$intr$mask    equ      RAM$dsk$base+9  ;r/w
  bit 7         1=enable chip interrupts
  6             1=enable end of block interrupts
  5             1=enable verify error interrupts

RM$control      equ      RAM$dsk$base+10 ;r/w
  bit 7,6      00    Increment both addresses (default)
                01    Fix expansion address
                10    Fix C128 address
                11    Fix both addresses

```

==> CIA equates

```

Data$a         equ      00h
Data$b         equ      01h
Data$dir$a     equ      02h
Data$dir$b     equ      03h
timer$a$low    equ      04h
timer$a$high   equ      05h
timer$b$low    equ      06h
timer$b$high   equ      07h
tod$sec$60     equ      08h
tod$sec        equ      09h
tod$min        equ      0ah
tod$hrs        equ      0bh
sync$data      equ      0ch
int$ctrl       equ      0dh
cia$ctrl$a     equ      0eh
cia$ctrl$b     equ      0fh
CIA$hours      equ      CIA1+tod$hrs

key$row        equ      CIA1+Data$a    ; output

```

```

key$col      equ    CIA1+Data$b    ; input
VIC$key$row  equ    0d02fh        ; output

data$hi      equ    4              ; RS232 data line HI
data$low     equ    0              ; RS232 data line LOW

if$shift$key equ    8 0h
rt$shift$key equ    10h
commodore$key equ   2 0h
control$key  equ    04h

type$lower   equ    0
type$upper   equ    1
type$shift   equ    2
type$ctrl    equ    3
type$field   equ    00000011b

bnk1 equ 1
page0 equ 0
page 1 equ 1

MMU$tbl$M    macro
db           3fh,3fh,7fh,3eh,7eh    ; config reg's
db           z 8 0 Son,common$ 8K   ; mode & mem
db           page0,bnk1,pagel,bnk1  ; page reg's
endm

ROM functions

macro x
rst 2 ! db x
endm

TCALL macro x
mvi l,x ! rst 4
endm

macro x
rst 3 ! db x
endm

RCALL macro x
mvi l,x ! rst 5
endm

FRS40 equ offset to 40 column ROM functions

FR$wr$char   equ    00h    D=char auto advance
FR$cursor$pos equ    04h    B=row, C^oolumn
FR$cursor$sup equ    08h
FR$cursor$down equ    0Ch
ER$cursor$left equ    10h
FR$cursor$rt equ    14h
FR$do$cr     equ    18h
FR$CEL       equ    1Ch
FR$CES       equ    2 0h
ER$char$ins  equ    24h
FR$char$del  equ    28h
ER$line$ins  equ    2Ch
BR$line$del  equ    30h
ER$color     equ    34h    B=color
FR$attr      equ    38h    B=bit to set/clear, C=bit value
FR$rd$chr$atr equ    3Ch    in D=row, E=col
                                out H=row, L=col, B=char, C=attr(real)
                                in D=row, E=col, B=char, G=attr(real)
                                out H=row, lr=col

EK$wr$chr$atr equ    40h

FR$rd$color  equ    44h
;FR$wr$color equ    48h
ecru         equ    4Ch

```



```

FR$trk$sect      equ    50h
ER$check$CBM    equ    52h
FR$bell         equ    54h
                equ    56h
                equ    58h
                equ    5Ah
                equ    5Ch
                equ    5Eh

FR$trk$40       equ    6 0h
FR$set$cur$40   equ    62h
FR$line$paint   equ    64h
FR$screen$paint equ    66h
FR$prt$msg$both equ    68h
FR$prt$de$both  equ    6Ah
FR$update$it     equ    6Ch
                equ    6Eh

FR$ASCII$to$pet equ    7 0h
FR$cur$adr$540  equ    72h
FR$cur$adr$80   equ    74h
FR$look$color   equ    76h
                equ    78h
FR$blk$fill     equ    7Ah      HL passed on the stack
FR$blk$move     equ    7Ch
ER$char$inst    equ    7Eh

```

## fixed ROM locations

```

R$cmp$hl$de     equ    100h-6
R$write$memory  equ    180h+0
R$read$memory   equ    180h+3
R$set$update$adr equ    180h+6
R$wait         equ    180h+9

R$status$color$tbl equ    1000h-246-16
R$color$convert$tbl equ    1000h-230-16

```

## Disk type byte definition

```
bit    7      0=GCR, 1=MFM
```

## if bit 7 is 1 (MFM)

```

6      C0=0,   C1=1   (side 2 #, 0 to (n/2)-1 or n/2 to n-1)
5,4    00=128, 01=256, 10=512, 11=1024  byte/sector
3,2,1  disk type (MFM)
0      starting sector # ( 0 or 1)

```

## if bit 7 is 0 (GCR)

```

6      unused (set to 0)
5,4    always 01 (256 byte sectors)
3,2,1  disk type (GCR)
        Type0 = none, set track and sector as passed
        Type1 = C64 type disk
        Type2 = C128 type disk
        unused (set to 0)

```

```

MEM     equ    1*128
CO      equ    0*64      2nd side start at beginning
Cl      equ    1*64      2nd side continues from first
CISbit  equ    6
Type0   equ    0*2      (MEM) top, bottom then next track
                          (TRK# 0 to (34 or 39))
Type1   equ    1*2      (MEM) top (trk 0 even), bottom (trk 1 odd)
                          (TRK# 0 to (69 or 79))
Type2   equ    2*2      (MFM) top TRK# 0 to 39, bottom TRK# 40 to 79
                          (TRK# on back start at 39 and go to 0)

```

Type7 equ 7\*2 (MH4) pass the byte values supplied in \*trk  
and 'sect

TypeX equ 7\*2

SO equ 0\*1 start at sector 0

SI equ 1\*1 start at sector 1

SI 28 equ 0\*16

S256 equ 1\*16

S512 equ 2\*16

S1024 equ 3\*16

dskShone equ Type0+S256 access to any sector on the disk

dsk\$c64 equ Type1+S256

dsk\$c128 equ Type2+S256

dir\$track equ 18 C64 disk dir track

; 6510 commands

vic\$reset	equ	-1	; reboot C128
vic\$init	equ	0	initilize the bios8502
vic\$rd	equ	1	read one sector of data (256 bytes)
vic\$wr	equ	2	write one sector of data
vic\$rdF	equ	3	set-up for fast read (many sectors)
vic\$wrF	equ	4	set-up for fast write
vic\$test	equ	5	test current disk in drive
vic\$query	equ	6	get start sectors and #sector/trk
vic\$prt	equ	7	print data character
vic\$fmt	equ	8	format a disk (1541)
vic\$user\$fun	equ	9	
vic\$RM\$rd	equ	10	RAM disk read
vic\$RM\$wr	equ	11	RAM disk write

control charactors

em	equ	0ch
bell	equ	07h
bs	equ	08h
If	equ	0ah
cr	equ	0dh
xon	equ	11h
xoff	equ	13h
esc	equ	1bh

003D	ALPHATOGGLE			0050	ALTKEY	FD43	ATEMP	240D	ATTR40
FF01	BANK0	4000	BANK0FREE	FF02	BANK1	FFFF	BANKED		
2400	BANKPARMBLK			240F	BDCOLOR40	0007	BELL	240E	BGCOLOR40
2416	BGCOLOR30	3000	BIOS02	2600	BIOS8502	0000	BLACK	0020	BLKPTRCNT
3C04	BLKUNLDPTR	3400	BLOCKBUFFER			3C07	BLOCKEND	3C09	BLOCKPTRS
3C06	BLOCKSIZE	0006	BLUE	0001	BNK1	3C00	BOOTPARG	3C77	BOOTSTACK
0009	BROWN	0008	BS	2420	BUFFER80COL			0019	BUFFLARGE
0007	BUFFPOS	0007	BUFFSMALL	0000	CO	0040	CI	0006	C1BIT
3000	CCPBUFFER	FD21	CCPCOUNT	2411	CHARADR	2409	CHARADR40	2413	CHARCOL
240B	CHARCOL40	2417	CHARCOLOR80			2414	CHARROW	240C	CHARROW40
DC00	CIA1	DD00	CIA2	000E	CIACTRLA	000F	CIACTRLB	DC0B	CIAHOURS
1001!	CMDINIT	001F	CNTRINIT19200			0017	CNTRINIT600		
001E	CNTRINIT9600			FD0D	COLORTBLPTR				
DE02	COMMAND6S51			0020	COMMODOREKEY				
2488	COMMODOREMODE			000B	COMMON16K	0009	COMMON4K	000A	COMMON8K
D500	CONFREG	D501	CONFREG1	0502	CONFREG2	0503	CONFREG3	D504	CONFREG4
DE03	CONTROL6551			0004	CONTROLKEY	000D	CR	FD07	CURDRV
2402	CUROFFSET	248C	CURPOS	2415	CURRENTATR	0003	CYAN	000B	DARKGREY
0000	DATAA	0001	DATAB	0002	DATADIRA	0003	DATADIRB	0004	DATAHI
0000	DATALOW	0B1C	DATEHEX	FD45	DESBNK	FD41	DETEMP	0012	DIRTRACK
10600	DS8563	0800	DSATTRIBUTE			2000	DSCHARDEF	001A	DSCOLOR
000E	DSCURSORSHIGH			000F	DSCURSORSLOW			D601	DSDATAREG
D600	DSINDEXREG	0014	DSKC128	0012	DSKC64	0010	DSKNONE	0040	DSLTPEN
0080	DSREADY	001F	DSRWDATA	0012	DSRWPTRHIGH			0013	DSRWPTRLOW
0000	DSSCREEN	D600	DSSTATUSREG			09FD	DTHXYR		
FD23	EMULATIONADR			FFEO	ENABLE6502	00F1	ENABLEC64	FFD0	ENABLEZ80
0000	EOM	001B	ESC	3C35	EXTNUM	0000	EXTSYS	0000	FALSE
FD08	FAST	00B0	FASTRDEN	00B8	FASTWREN	2406	FLASHPOS	FF00	FORCEMAP
0002	FR40	0070	FRASCIITOPET			0038	FRATTR	0054	FRBELL
007A	FRBLKFILL	007C	FRBLKMOVE	001C	FRCEL	0020	FRCES	0028	FRCHARDEL
0024	FRCHARINS	007E	FRCHARINST	0052	FRCHECKCBM	0034	FRCOLOR	0072	FRCURADR40
0074	FRCURADR80	000C	FRCURSORDOWN			0010	FRCURSORLEFT		
0004	FRCURSORSPOS			0014	FRCURSORSRT	0008	FRCURSORUP	0018	FRDOCR
0030	FRLINEDEL	002C	FRLINEINS	0064	FRLINEPAINT				
0076	FRLLOOKCOLOR			006A	FRPRTDEBOTH				
0068	FRPRTMSGBOTH			003C	FRRDCHRATR	0044	FRRDCOLOR		
0066	FRSCREENPAINT			0062	FRSETCUR40	0060	FRTRK40	0050	FRTRKSECT
006C	FRUPDATEIT	0000	FRWRCHAR	0040	FRWRCHRATR	FD0F	FUNOFFSET	FD0B	FUNTBL
0005	GREEN	FD3F	HLTEMP	3C29	INFOBUFFER	FC00	INTBLOCK	2470	INTCOUNT

## Variables

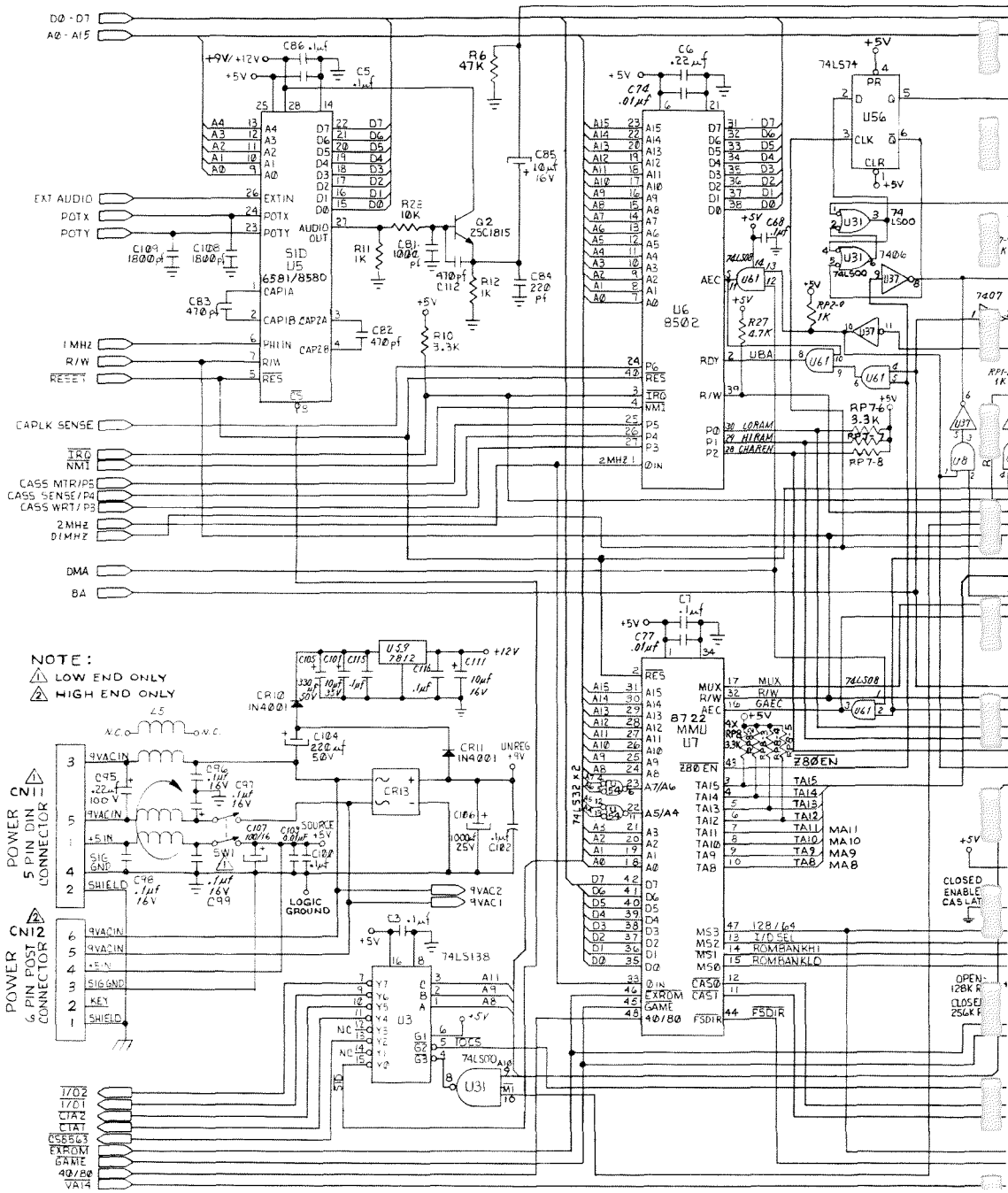
000D	INTCTRL	FD27	INTHL	FD52	INTRATE	FD3D	INTSTACK	DFD	INTVECTOR
FF03	IO	FF03	IOO	FF04	IOI	2471	KEYBUF	FD63	KEYBUFFER
0010	KEYBUFSIZE	DC01	KEYCOL	2472	KEYDOWNTBL	FD4C	KEYFXFUNCTION		
FD5F	KEYGETPTR	FD61	KEYPUTPTR	DC00	KEYROW	FD53	KEYSCANTBL	FD09	KEYTBL
3C02	LDBLKPTR	000A	LF	0055	LFARROW	0080	LFSHIFTKEY	3C00	LOADCOUNT
000E	LTBLUE	000D	LTGREEN	000F	LTGREY	000A	LTRED	000C	MEDGRAY
0080	MFM	FD46	MFMTBLPTR	D500	MMU	D500	MMUSTART	D50B	MMUVERSION
DS05	MODEREG	2489	MSGPTR	248B	OFFSET	2404	OLDOFFSET	0008	ORANGE
0000	PAGE0	D508	PAGE0H	D507	PAGE0L	0001	PAGE1	D50A	PAGE1H
D509	PAGE1L	2408	PAINTSIZE	241D	PARMAREA40	241A	PARMAREA80	2418	PARMBASE
FD00	PARMBLOCK	FD48	PRTCONV1	FD4A	PRTCONV2	2405	PRTFLG	0004	PURPLE
DF00	RAMDSKBASE	D506	RAMREG	00FA	RCMPHLDE	OFOA	RCOLORCONVERTTBL		
FD51	RECVDATA	0002	RED	DE01	RESET6551	3C36	RETRY	FFEE	RETURN6502
FFDC	RETURNZ80	2410	REV40	DF02	RM128LOW	DF03	RM128MID	DF01	RMCOMMAND
DFOA	RMCONTROL	DF08	RMCOUNTHI	DF07	RMCOUNTLOW	DF06	RMEXTHI	DF04	RMEXTLOW
DF05	RMEXTMID	DF09	RMINTRMASK	DF00	RMSTATUS	0000	ROM		
0183	RREADMEMORY			FD4F	RS232STATUS				
0186	RSETUPDATEADR			OEFA	RSTATUSCOLORTBL			0056	RTARROW
0010	RTSHIFTKEY	0189	RWAIT	0180	RWRITEMEMORY			DE00	RXD6551
FD73	RXDBUFACOUNT			FD76	RXDBUFFER	FD75	RXDBUFGET	FD74	RXDBUFPUT
003C	RXDBUFSIZE	0008	RXRDY	0000	SO	0001	SI	0030	S1024
0000	S128	0010	S256	0020	S512	1400	SCREEN40	002B	SFDELETE
0001	SFEXIT	0028	SFINSERT	0055	SFLEFT	0056	SFRIGHT	D400	SID
FD10	SOUND1	FD12	SOUND2	FD14	SOUND3	FD44	SOURCEBNK	0017	SPECIAL
FD22	STATENABLE	DE01	STATUS6551	248D	STRINGINDEX			000C	SYNCDATA
248E	SYSREQ	1000	SYSKEYAREA	2400	TEMPI	0005	TIMERAHIGH	0004	TIMERALOW
0007	TIMERBHIGH	0006	TIMERBLOW	000B	TODHRS	000A	TODMIN	0009	TODSEC
0008	TODSEC60	FFFF	TRUE	DE00	TXD6551	0010	TXRDY	0000	TYPE0
0002	TYPE1	0004	TYPE2	000E	TYPE7	0003	TYPECNTRL	0003	TYPEFIELD
0000	TYPELOWER	0002	TYPESHIFT	0001	TYPEUPPER	000E	TYPEX	DE00	USART
FD25	USARTADR	FD3D	USERHLTEMP	D000	VIC	D800	VICCH	1000	VICCL
FD01	VICCMD	1000	VICCOLOR	FD05	VICCOUNT	FD06	VICDATA	FD02	VICDRV
0008	VICFRMT	0000	VICINIT	D02F	VICKEYROW	0007	VICPRT	0006	VICQUERY
0001	VICRD	0003	VICRDF	FFFF	VICRESET	000A	VICMRD	000B	VICRMWR
2C00	VICSCREEN	FD04	VICSECT	0005	VICTEST	FD03	VICTRK	0009	VICUSERFUN
0002	VICWR	0004	VICWRF	0001	WHITE	FD50	XMITDATA	FD4E	XXDCONFIG
0007	YELLOW	00B1	Z80OFF	0114(1	Z80ON	FD1F	OADR	FE00	(ffi)BUFFER
FD1D	(SCBNK	FD1C	(ffiCNT	FD1E	(ffiDBNK	FD18	(@DMA	2402	(SOFF40
FD20	(SRDRV	FD1A	(ci)SECT	FD16	(ffiTRK				

## Variables

## APPENDIX L

### COMMODORE 128 SYSTEM SCHEMATICS

The following eight pages contain the full system schematics for the Commodore 128. Each two-page spread represents one full-size engineering schematic sheet. For easier readability, the right edge of the left-hand page and the left edge of the right-hand page have portions of the schematic that are duplicated. This overlap is provided so you can read the circuit diagram from either half of the two-page spread, then move to the adjacent page and pick up where you left off from the point where the opposite page ends. The arrow at the top of each page provides a frame of reference to mark the portion of the diagram that is overlapped.



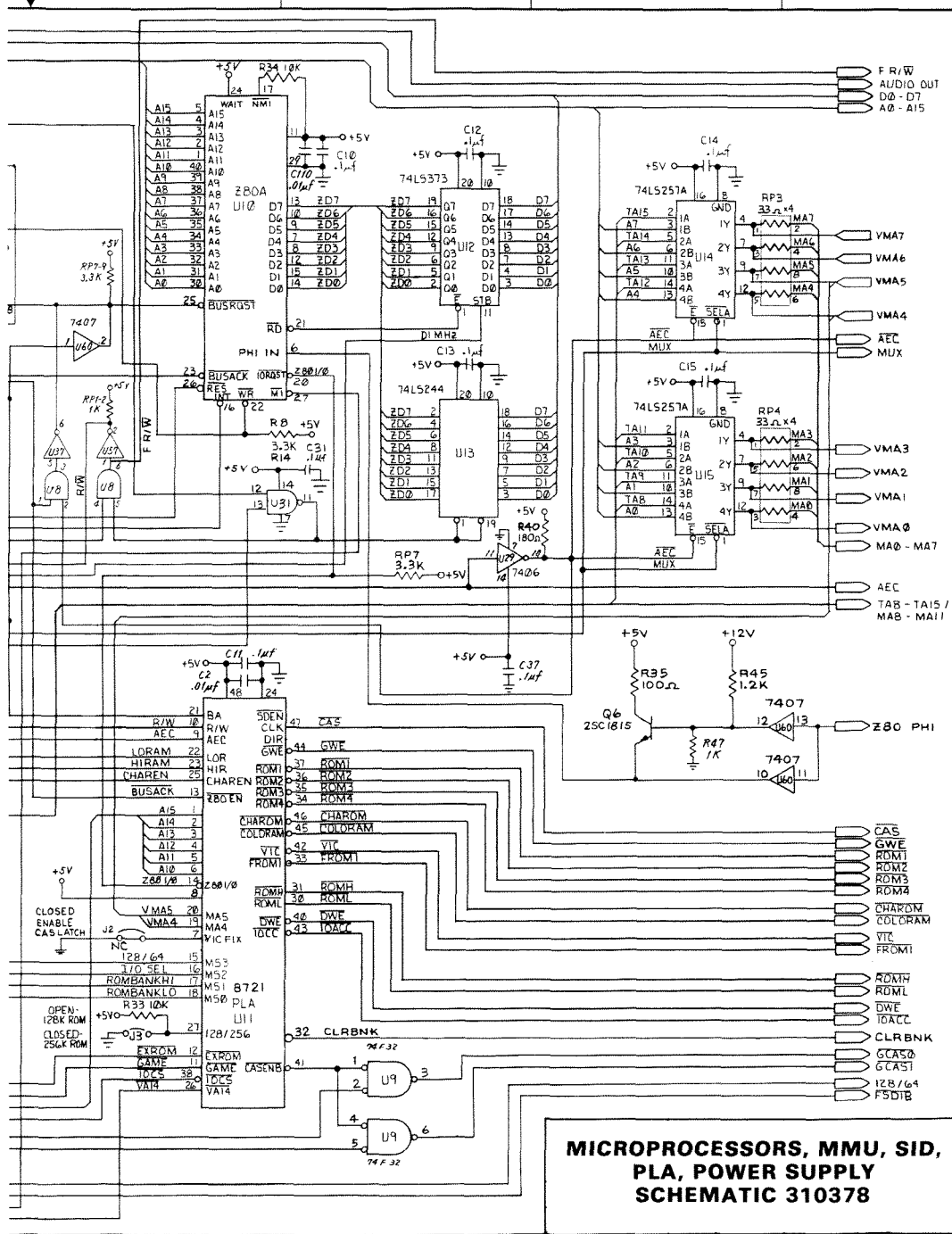
NOTE:  
 ▲ LOW END ONLY  
 ▲ HIGH END ONLY

POWER CN11  
 5 PIN DIN CONNECTOR

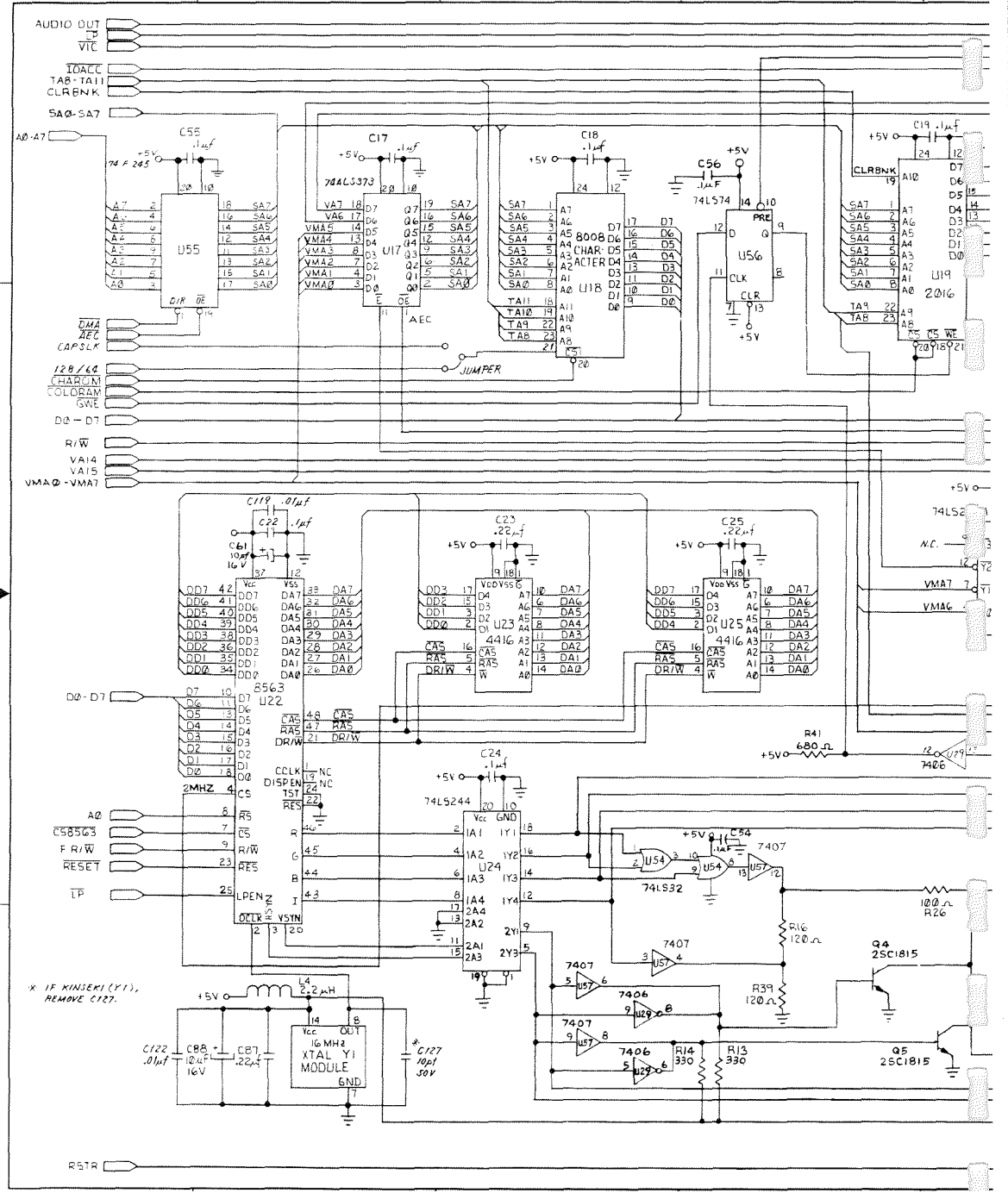
POWER CN12  
 6 PIN POST CONNECTOR

CLOSED ENABLE  
 CAS/LAT

OPEN  
 128K R  
 CLOSED  
 256K R

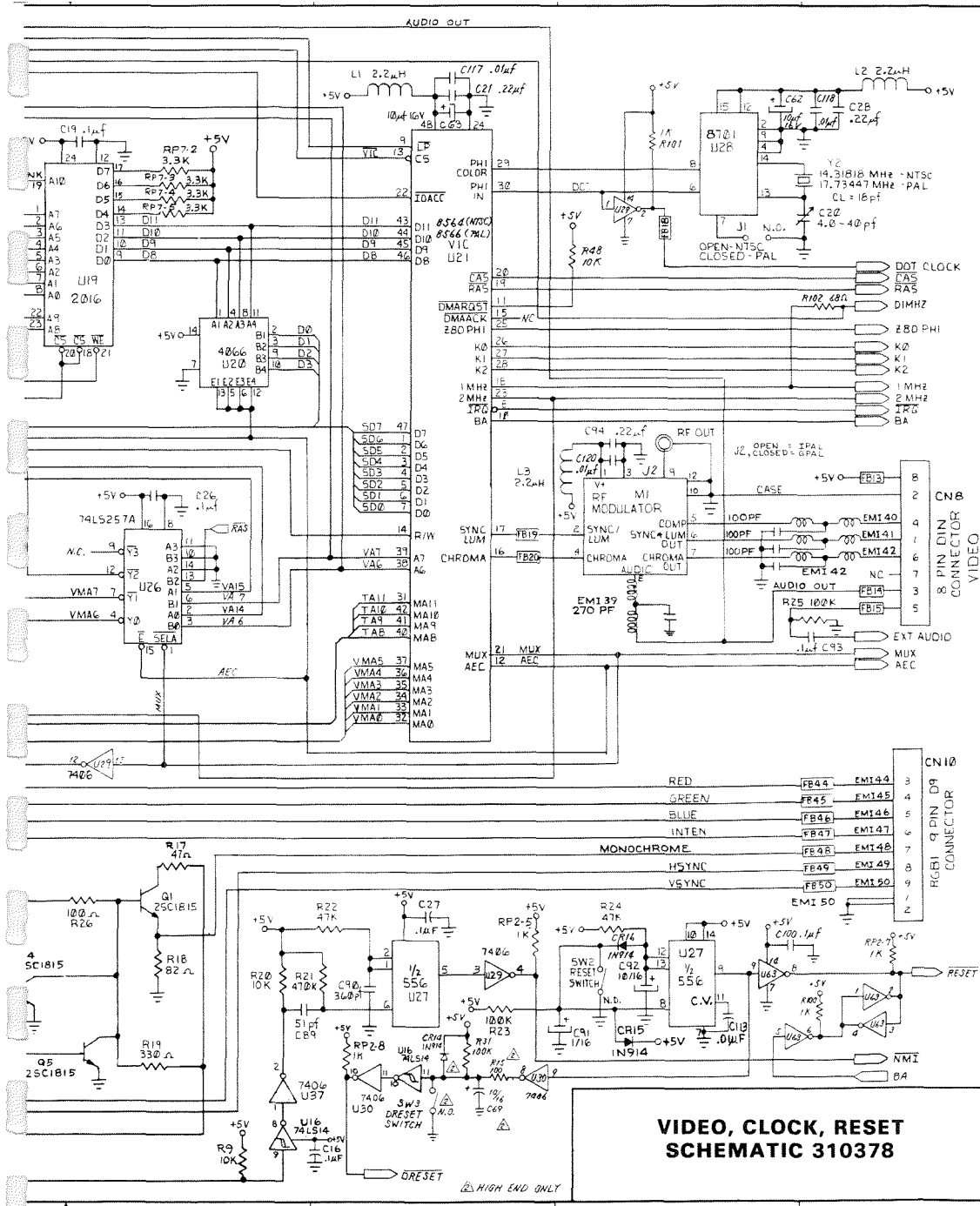


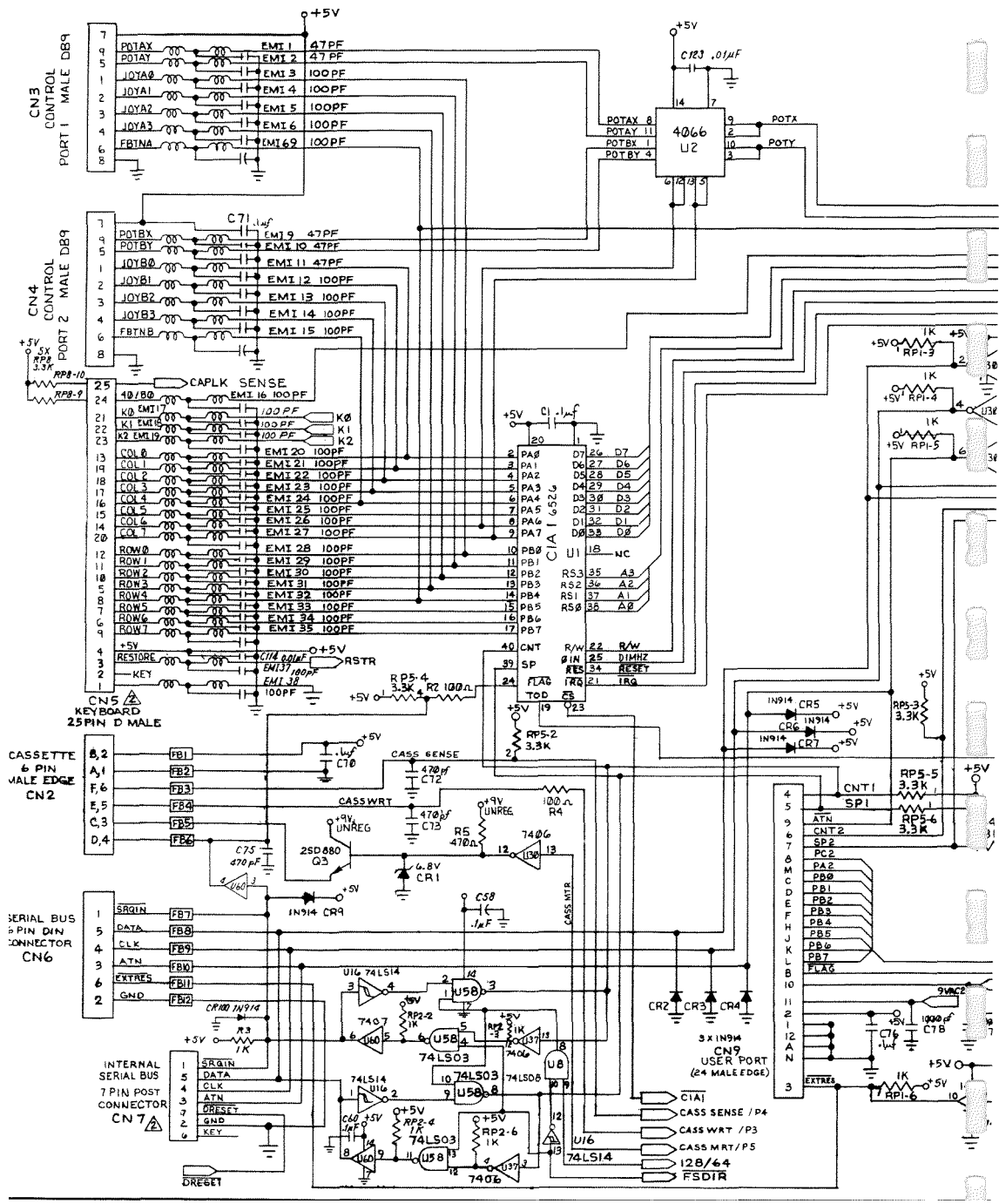
**MICROPROCESSORS, MMU, SID,  
PLA, POWER SUPPLY  
SCHEMATIC 310378**

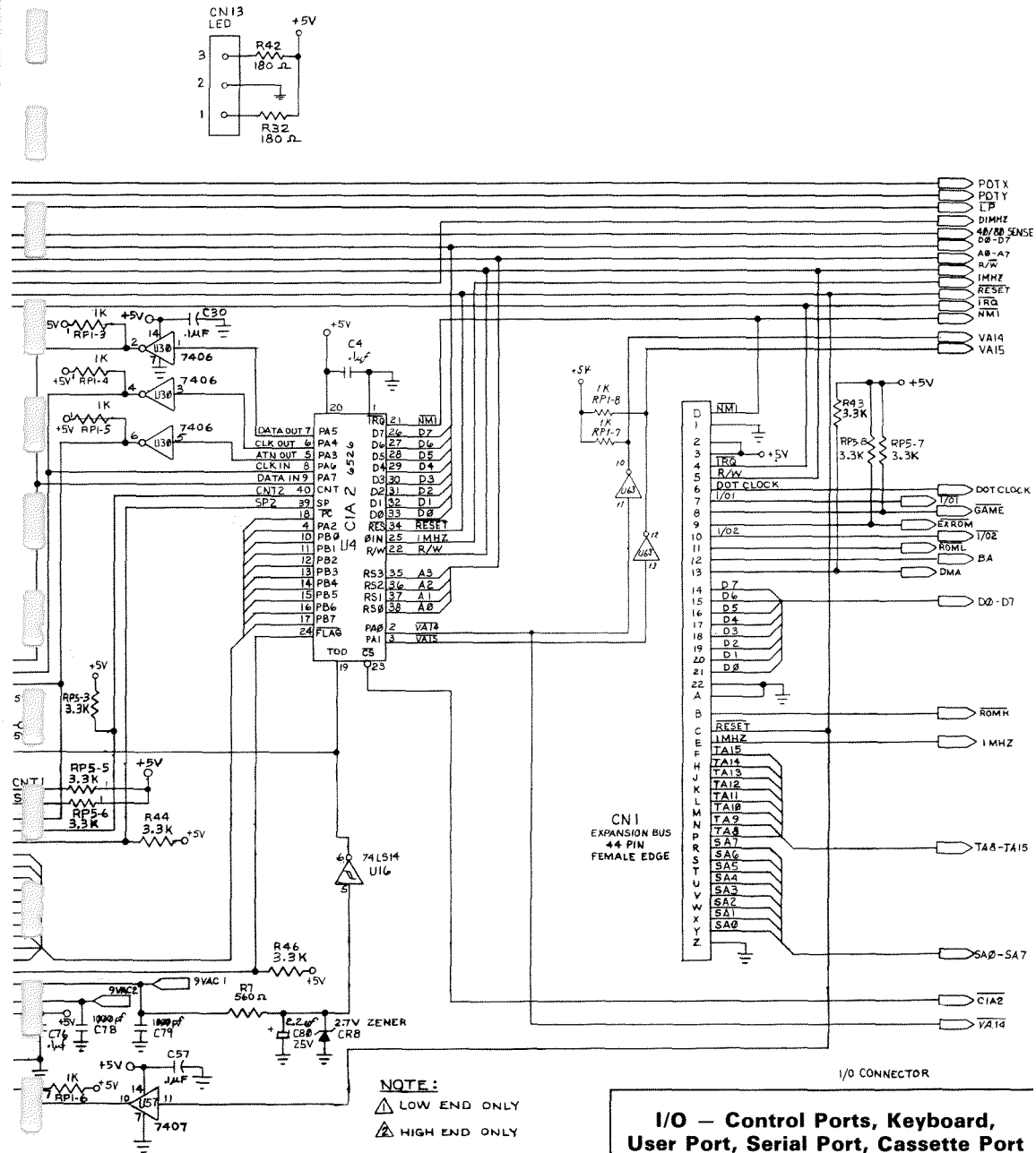


\* IF KINSEKI(Y1), REMOVE C127.





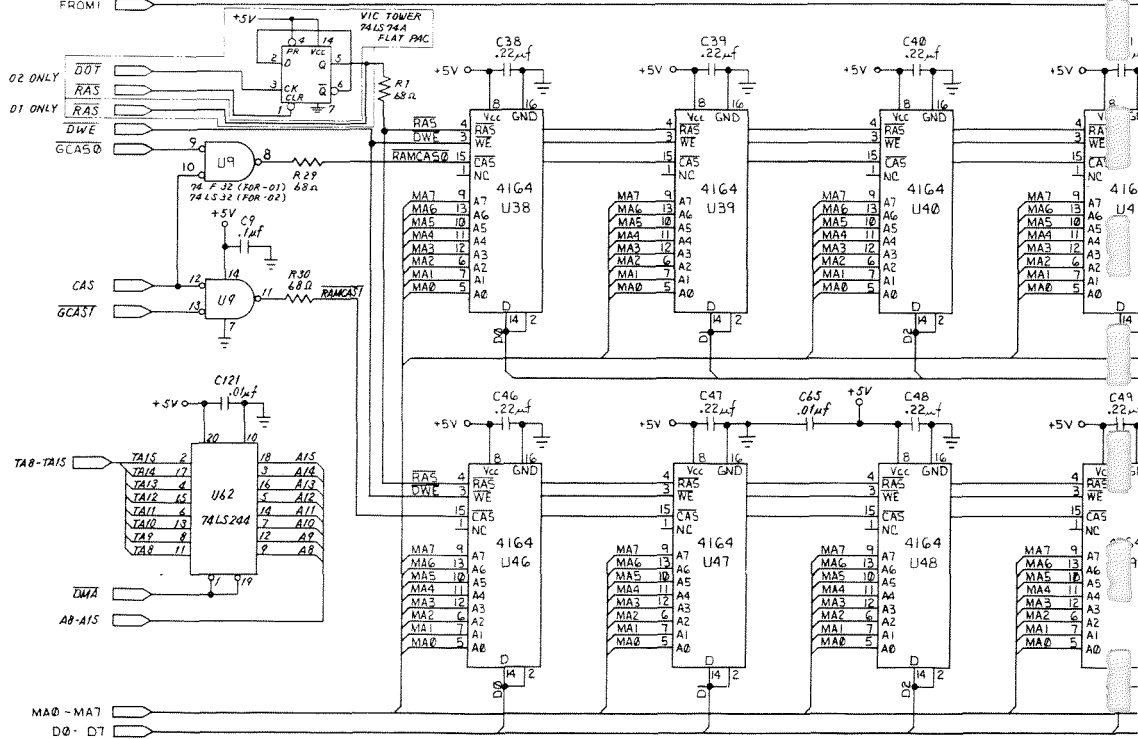
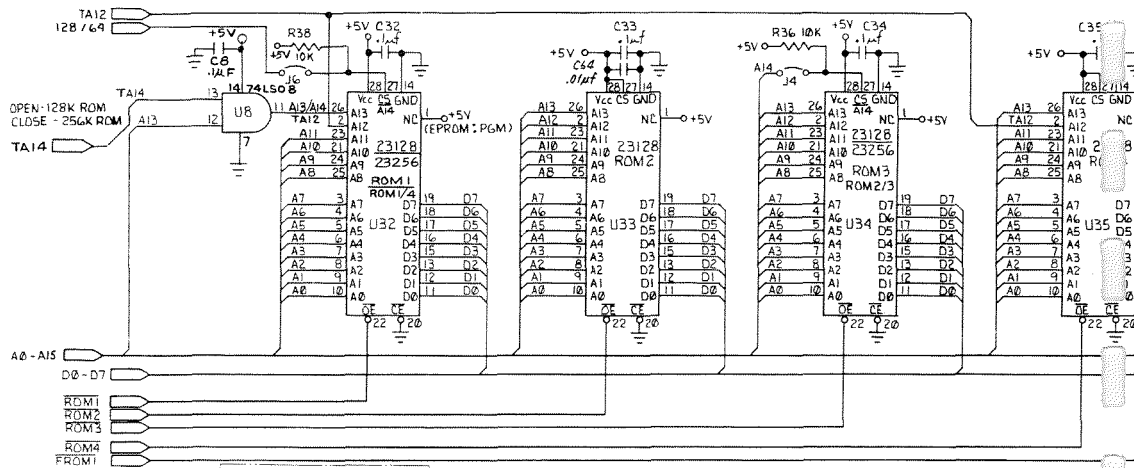


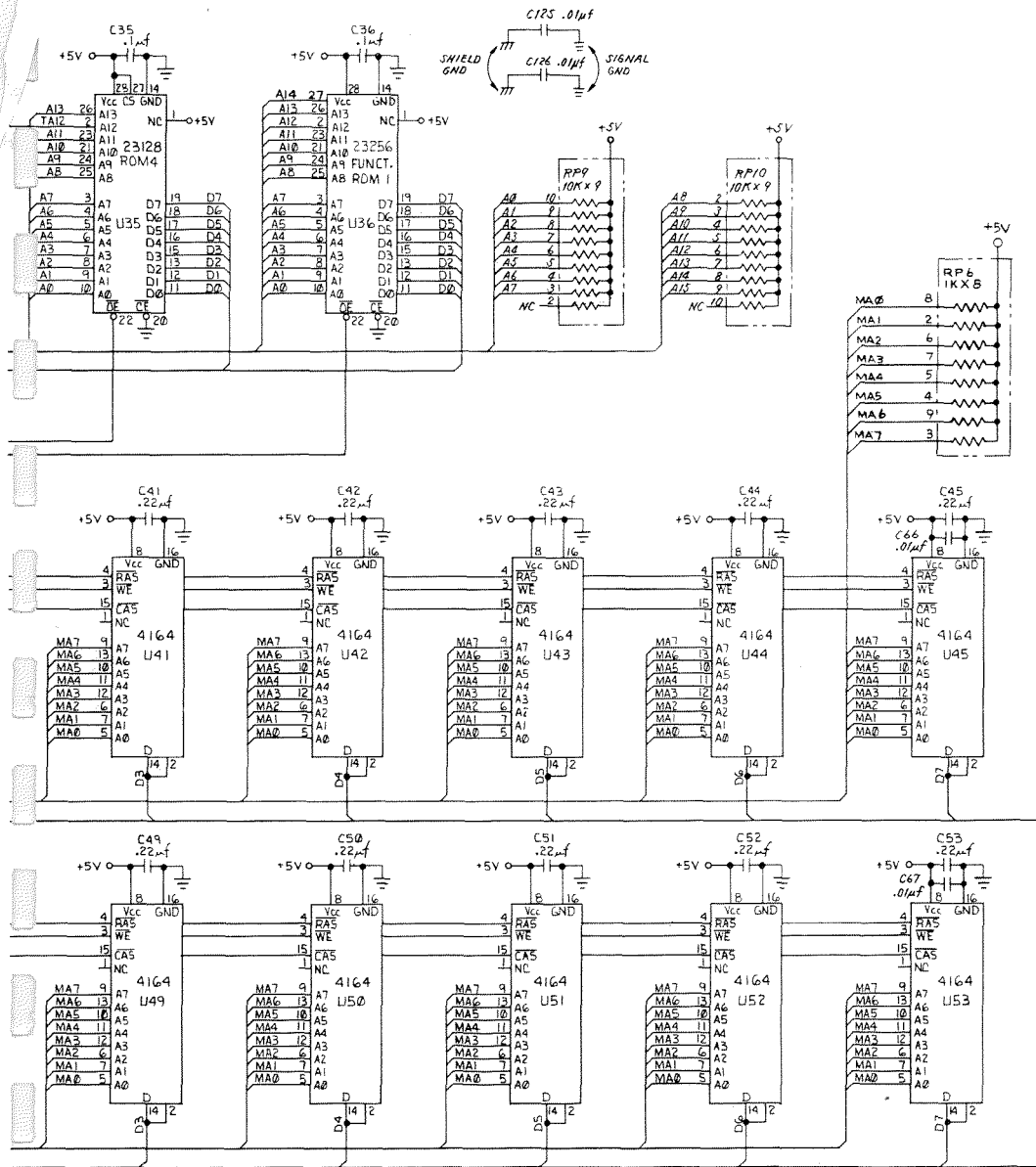


**NOTE:**  
 ▲ LOW END ONLY  
 ▽ HIGH END ONLY

I/O — Control Ports, Keyboard,  
 User Port, Serial Port, Cassette Port  
**SC SCHEMATIC 310378**

I/O CONNECTOR





RAM, ROM  
SCHEMATIC 310378



# GLOSSARY

This glossary provides brief definitions of frequently used computing terms.

**Acoustic Coupler or Acoustic Modem:** A device that converts digital signals to audible tones for transmission over telephone lines. Speed is limited to about 1200 baud, or bits per second (bps). Compare **Direct Connect Modem**.

**Address:** The label or number identifying the register or memory location where a unit of information is stored.

**Alphanumeric:** Letters, numbers and special symbols found on the keyboard, excluding graphic characters.

**ALU:** Arithmetic Logic Unit. The part of a Central Processing Unit (CPU) where mathematical operations are performed.

**Animation:** The use of computer instructions to simulate motion of an object on the screen through gradual, progressive movements.

**Array:** A data storage structure in which a series of related constants or variables is stored in consecutive memory locations. Each constant or variable contained in an array is referred to as an element. An element is accessed using a subscript. See **Subscript**.

**ASCII:** Acronym for American Standard Code for Information Interchange, which is a seven-bit code used to represent alphanumeric characters. It is a useful communication code for such things as sending information from a keyboard to the computer, and from one computer to another. See **Character String Code**.

**Assembler:** A program that translates assembly language instructions into machine language instructions.

**Assembly Language:** A machine-oriented language in which mnemonics are used to represent each machine language instruction. Each CPU has its own specific assembly language. See **CPU** and **Machine Language**.

**Assignment Statement:** A BASIC statement that sets a variable, constant or array element to a specific numeric or string value.

**Asynchronous Transmission:** A communication scheme in which data characters are sent at time intervals, independent of the system clock. Limits phone line transmission to about 2400 baud (bps). See **Synchronous Transmission**.

**Attack:** The rate at which the volume of a musical note rises from zero to peak volume.

**Background Color:** The color of the portion of the screen that the characters are placed upon.

**BASIC:** Acronym for Beginner's All-purpose Symbolic Instruction Code.

**Baud:** A unit of serial-data transmission speed. The term was originally used for measuring telegraph transmission speed. Three hundred baud is approximately equal to a transmission speed of 30 bytes, or characters, per second.

**Binary:** A base-2 number system. All numbers are represented as a sequence of 0s and 1s.

**Bit:** The abbreviation for Binary digit. A bit is the smallest unit in a computer's memory. Each binary digit can have one of two values, 0 or 1. A bit is referred to as set or "on" if it equals 1. A bit is clear or "off" if it equals 0.

**Bit Control:** A means of transmitting serial data in which each bit has a significant meaning and a single character is surrounded with start and stop bits.

**Bit Map Mode:** An advanced graphic mode in the Commodore 128 in which you can control every pixel on the screen.

**Border Color:** The color of the edges around the screen.

**Branch:** To jump to a section of a program and execute it. GOTO and GOSUB are examples of BASIC branch instructions.

**Bubble Memory:** A relatively new type of computer memory, it uses tiny magnetic "pockets" or "bubbles" to store data.

**Burst Mode:** A special high-speed mode of communication between a 1571 disk drive and a C128 computer, in which information is transmitted at many times the speed of the 1541 Disk Drive.

**Bus:** Parallel or serial lines used to transfer signals between devices. Computers are often described by their bus structure (i.e., S-100-bus computers, etc.).

**Bus Network:** A system in which all stations or computer devices communicate by using a common distribution channel or bus.

**Byte:** A group of 8 bits that make up the smallest unit of addressable storage in a computer. Each memory location in the Commodore 128 contains 1 byte of information. One byte is the unit of storage needed to represent one character in memory. See **Bit**.

**Carrier Frequency:** A constant signal transmitted between communicating devices that is modulated to encode binary information.

**Character:** Any symbol on the computer keyboard that is printed on the screen. Characters include numbers, letters, punctuation and graphic symbols.

**Character Memory:** The area in Commodore 128's memory that stores the encoded character patterns that are displayed on the screen.

**Character Set:** A group of related characters. The Commodore 128 character sets consist of upper case letters, lower case letters and graphic characters.

**Character String Code:** The numeric value assigned to represent a Commodore 128 character in the computer's memory.

**Chip:** A miniature electronic circuit that performs a computer operation such as graphics, sound and input/output.

**Clock:** The timing circuit for a microprocessor.

**Clocking:** A technique used to synchronize the sending and receiving of data that is modulated to encode binary information.

**Coaxial Cable:** A transmission medium, usually employed in local networks.



- Collision Detection:** Determination of collision between two or more sprites or between sprites and data.
- Color Memory:** The area in the Commodore 128's memory that controls the color of each location in screen memory.
- Command:** A BASIC instruction used in direct mode to perform an action. See **Direct Mode**.
- Compiler:** A program that translates a high-level language, such as BASIC, into machine language.
- Composite Monitor:** A device used to provide the C128 40-column video display.
- Computer:** An electronic, digital device that inputs, processes, and outputs information.
- Condition:** Expression(s) between the words IF and THEN, in an IF . . . THEN statement, evaluated as either true or false. The conditional IF . . . THEN statement gives the computer the ability to make decisions.
- Coordinate:** A single point on a grid having vertical (Y) and horizontal (X) values.
- Counter:** A variable used to keep track of the number of times an event has occurred in a program.
- CPU:** Acronym for Central Processing Unit, the part of the computer containing the circuits that control and perform the execution of computer instructions.
- Crunch:** To minimize the amount of computer memory used to store a program.
- Cursor:** The flashing square that marks the current location on the screen.
- Data:** Numbers, letters or symbols that are input into the computer and are to be processed.
- Database:** A large amount of related data stored in a well-organized manner. A database management system is a program that allows access to the information.
- Data Link Layer:** A logical portion of data communications control that mainly ensures that communication between adjacent devices is error-free.
- Data Packet:** A means of transmitting serial data in an efficient package that includes an error-checking sequence.
- Data Rate or Data Transfer Rate:** The speed at which data is sent to a receiving computer—given in baud, or bits per second (bps).
- Datassette:** A device used to store programs and data files sequentially on tape.
- Debug:** To correct errors in a program.
- Decay:** The rate at which the volume of a musical note decreases from its peak value to a midrange volume called the sustain level. See **Sustain**.
- Decrement:** To decrease an index variable or counter by a specific value.
- Dedicated Line or Leased Line:** A special telephone line arrangement supplied by the telephone company, and required by certain computers or terminals, whereby the connection is always established.
- Delay Loop:** An empty FOR . . . NEXT loop that slows the execution of a program.
- Dial-Up Line:** The normal switched telephone line that can be used as a transmission medium for data communications.
- Digital:** Of or relating to the technology of computers and data communications where all information is encoded as bits of Is or Os that represent on or off states.

**Dimension:** The property of an array that specifies the size and direction along an axis in which the array elements are stored. For example, a two-dimensional array has an X-axis for rows and a Y-axis for columns. See **Array**.

**Direct Connect Modem:** A device that converts digital signals from a computer into electronic impulses for transmission over telephone lines. Contrast with **Acoustic Coupler**.

**Direct Mode:** The mode of operation that executes BASIC commands immediately after the **RETURN** key is pressed. Also called **Immediate Mode**. See **Command**.

**Disable:** To turn off a bit, byte or specific operation of the computer.

**Disk Drive:** A random access, mass-storage device that saves and loads files to and from a floppy diskette.

**Disk Operating System:** A program used to transfer information to and from a disk. Often referred to as a **DOS**.

**Duration:** The length of time a musical note is played.

**Electronic Mail, or E-Mail:** A communications service for computer users in which textual messages are sent to a central computer, or electronic "mailbox," and later retrieved by the addressee.

**Enable:** To turn on a bit, byte or specific operation of the computer.

**Envelope Generator:** Portion of the Commodore 128 that produces specific waveforms (sawtooth, triangle, pulse width and noise) for musical notes. See **Waveform**.

**EPROM:** A PROM that can be erased by the user, usually by exposing it to ultraviolet light. Abbreviation for **Erasable Programmable Read Only Memory**. See **PROM**.

**Error Checking or Error Detection:** Software routines that identify, and often correct, erroneous data.

**Execute:** To perform the specified instructions in a command or program statement.

**Expression:** A combination of constants, variables or array elements acted upon by logical, mathematical or relational operators that return a numeric value.

**File:** A program or collection of data treated as a unit and stored on disk or tape.

**Firmware:** Computer instructions stored in ROM, as in a game cartridge.

**Frequency:** The number of sound waves per second of a tone. The frequency corresponds to the pitch of the audible tone.

**Full-Duplex Mode:** In this mode, two computers can transmit and receive data at the same time.

**Function:** A predefined operation that returns a single value.

**Function Keys:** The four keys on the far right of the Commodore 128 keyboard. Each key can be programmed to execute a series of instructions. Since the keys can be **SHIFTed**, you can create eight different sets of instructions.

**GCR:** The abbreviation for **Group Code Recording**, a method of storing information on a disk. The 1541 and 1571 disk drives can read, write and format GCR disks.

**Graphic Characters:** Nonalphanumeric characters on the computer's keyboard.

**Graphics:** Visual screen images representing computer data in memory (i.e., characters, symbols and pictures).

**Grid:** A two-dimensional matrix divided into rows and columns. Grids are used to design sprites and programmable characters.

- Program:** A series of instructions that direct the computer to perform a specific task. Programs can be stored on diskette or cassette, reside in the computer's memory, or be listed on a printer.
- Program Line:** A statement or series of statements preceded by a line number in a program. The maximum length of a program line on the Commodore 128 is 160 characters.
- Programmable:** Capable of being processed with computer instructions.
- PROM:** The acronym for Programmable Read Only Memory. A semiconductor memory chip whose contents can be changed.
- Protocol:** The rules under which computers exchange information, including the organization of the units of data to be transferred.
- Random Access Memory (RAM):** The programmable area of the computer's memory that can be read from and written to (changed). All RAM locations are equally accessible at any time in any order. The contents of RAM are erased when the computer is turned off.
- Random Number:** A nine-digit decimal number from 0.000000001 to 0.999999999 generated by the RaNDom (RND) function.
- Read Only Memory (ROM):** The permanent portion of the computer's memory. The contents of ROM locations can be read, but not changed. The ROM in the Commodore 128 contains the BASIC language interpreter, character-image patterns and the operating system.
- Register:** Internal storage compartments with the microprocessor that communicate between system ROM, RAM, and themselves.
- Release:** The rate at which the volume of a musical note decreases from the sustain level to 0.
- Remark:** Comments used to document a program. Remarks are not executed by the computer, but are displayed in the program listing.
- Resolution:** The fineness of detail of a displayed image, determined by the density of pixels on the screen.
- RGBI Monitor:** A high-resolution display device necessary to produce the C128 80-column screen format. RGBI stands for Red/Green/Blue/Intensity.
- Ribbon Cable:** A group of attached parallel wires, usually made up of 25 lines for RS-232 communication.
- Ring Network:** A system in which all stations are linked to form a continuous loop or circle.
- RS-232:** A recommended standard for electronic and electromechanical specifications for serial communication. The Commodore 128 parallel user port can be treated as a serial port if accessed through software, sometimes with the addition of an interface device.
- Screen:** A video display unit, which can be either a television or a video monitor.
- Screen Code:** The number assigned to represent a character in screen memory. When you type a key on the keyboard, the screen code for that character is entered into screen memory automatically. You can also display a character by storing its screen code directly into screen memory with the POKE command.
- Screen Memory:** The area of the Commodore 128's memory that contains the information displayed on the video screen.

**Serial Port:** A port used for serial transmission of data; bits are transmitted one bit after the other over a single wire.

**Serial Transmission:** The sending of sequentially ordered data bits.

**Software:** Computer programs (set of instructions) stored on disk, tape or cartridge that can be loaded into random access memory. Software, in essence, tells the computer what to do.

**Sound Interface Device (SID):** The MOS 6581 sound synthesizer chip responsible for all the audio features of the Commodore 128.

**Source Code:** A nonexecutable program written in a higher-level language than machine code. A compiler or an assembler must translate the source code into an object code (machine language) that the computer can understand.

**Sprite:** A programmable, movable, high-resolution graphic image. Also called a Movable Object Block (MOB).

**Standard Character Mode:** The mode the Commodore 128 operates in when you turn it on and when you write programs.

**Start Bit:** A bit or group of bits that identifies the beginning of a data word.

**Statement:** A BASIC instruction contained in a program line.

**Stop Bit:** A bit or group of bits that identifies the end of a data word and defines the space between data words.

**String:** An alphanumeric character or series of characters surrounded by quotation marks.

**Subroutine:** An independent program segment separate from the main program that performs a specific task. Subroutines are called from the main program with the GOSUB statement and must end with a RETURN statement.

**Subscript:** A variable or constant that refers to a specific element in an array by its position within the array.

**Sustain:** The midranged volume of a musical note.

**Synchronous Transmission:** Data communications using a synchronizing, or clocking, signal between sending and receiving devices.

**Syntax:** The grammatical rules of a programming language.

**Tone:** An audible sound of specific pitch and waveform.

**Transparent:** Describes a computer operation that does not require user intervention.

**Variable:** A unit of storage representing a changing string or numeric value. Variable names can be any length, but only the first two characters are stored by the Commodore 128. The first character must be a letter.

**Video Interface Controller (VIC):** The MOS chip (8564) responsible for the 40-column graphics features of the Commodore 128.

**Voice:** A sound-producing component inside the SID chip. There are three voices within the SID chip so the Commodore 128 can produce three different sounds simultaneously. Each voice consists of a tone oscillator/waveform generator, an envelope generator and an amplitude modulator.

**Waveform:** A graphic representation of the shape of a sound wave. The waveform determines some of the physical characteristics of the sound.

**Word:** Number of bits treated as a single unit by the CPU. In an 8-bit machine, the word length is 8 bits; in a 16-bit machine, the word length is 16 bits.

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- Half-Duplex Mode:** In this mode, data can be transmitted in only one direction at a time; if one device is sending, the other must simply receive data until it's time for it to transmit.
- Hardware:** Physical components in a computer system, such as the keyboard, disk drives and printer.
- Hexadecimal:** Refers to the base-16 number system. Machine language programs are often written in hexadecimal notation.
- Home:** The upper-left corner of the screen.
- IC:** The abbreviation for Integrated Circuit. A silicon chip containing an electrical circuit made up of components such as transistors, diodes, resistors and capacitors. Integrated circuits are smaller, faster and more efficient than the individual circuits used in older computers.
- Increment:** To increase an index variable or counter with a specified value.
- Index:** The variable counter within a programming loop.
- Input:** Data fed into the computer to be processed. Input sources include the keyboard, disk drive, Datassette or modem.
- Integer:** A whole number (i.e., a number containing no fractional part), such as 0, 1, 2, etc.
- Interface:** The point of meeting between a computer and an external entity, whether an operator, a peripheral device or a communications medium. An interface may be physical, involving a connector, or logical, involving software.
- I/O:** The abbreviation for Input/Output. Refers to the process of entering data into the computer, or transferring data from the computer to a disk drive, printer or storage medium.
- Keyboard:** Input component of a computer system.
- Kilobyte (K):** 1024 bytes.
- Local Network:** One of several short-distance data communications schemes typified by common use of a transmission medium by many devices at high-data speeds. Also called a Local Area Network, or LAN.
- Loop:** A program segment executed repetitively a specified number of times.
- Machine Language:** The lowest-level language the computer understands. The computer converts all high-level languages, such as BASIC, into machine language before executing any statements. Machine language is written in binary form, which a computer can execute directly. Also called machine code or object code.
- Matrix:** A two-dimensional rectangle with row and column values.
- Memory:** Storage locations inside the computer. ROM and RAM are two different types of memory.
- Memory Location:** A specific storage address in the computer. There are 131,072 memory locations (0-131,071) in the Commodore 128.
- MFEM:** The abbreviation for Modified Frequency Modulation, a method of storing information on disks. The 1571 disk drives can read and write to MFEM disks.
- Microprocessor:** A CPU that is contained on a single integrated circuit (IC). Microprocessors used in Commodore personal computers include the 6510, the 8502 and the Z80.
- Mode:** A state of operation.

**Modem:** The acronym for MODulator/DEModulator. A device that transforms digital signals from the computer into analog electrical impulses for transmission over telephone lines, and does the reverse for reception.

**Monitor:** A display device resembling a television set but with a higher-resolution (sharper) image on the video screen.

**Motherboard:** In a bus-oriented system, the board that contains the bus lines and edge connectors to accommodate the other boards in the system.

**Multi-Color Bit Map Mode:** A graphic mode that allows you to display one of four colors for each pixel within an 8 by 8 character grid. See **Pixel**.

**Multi-Color Character Mode:** A graphic mode that allows you to display four different colors within an 8 by 8 character grid.

**Multiple-Access Network:** A flexible system by which every station can have access to the network at all times; provisions are made for times when two computers decide to transmit at the same time.

**Null String:** An empty character (""). A character that is not yet assigned a character string code. Produces an illegal quantity error if used in a GET statement.

**Octave:** One full series of eight notes on the musical scale.

**Operating System:** A built-in program that controls everything a computer does.

**Operator:** A symbol that tells the computer to perform a mathematical, logical or relational operation on the specified variables, constants or array elements in the expression. The mathematical operators are +, -, \*, / and | • The relational operators are <, =, >, < =, > = and <>. The logical operators are AND, OR NOT and XOR.

**Order of Operations:** Sequence in which computations are performed in a mathematical expression. Also called Hierarchy of Operations.

**Parallel Port:** A port used for transmission of data 1 byte at a time using 8 data lines, one for each bit.

**Parity Bit:** A 1 or 0 added to a group of bits that identifies the sum of the bits as odd or even, for error checking purposes.

**Peripheral:** Any accessory device attached to the computer such as a disk drive, printer, modem or joystick.

**Pitch:** The highness or lowness of a tone that is determined by the frequency of the sound wave. See Frequency.

**Pixel:** Computer term for picture element. Each dot that makes up an image on the screen is called a pixel. Each character on the screen is displaced within an 8 by 8 grid of pixels. The entire screen is composed of a 320 by 200 pixel grid. In bit-map mode, each pixel corresponds to a bit in the computer's memory.

**Pointer:** A register used to indicate the address of a location in memory.

**Polling:** A communications control method used by some computer/terminal systems whereby a "master" station asks many devices attached to a common transmission medium, in turn, whether they have information to send.

**Port:** A channel through which data is transferred to and from the CPU.

**Printer:** Peripheral device that outputs the contents of the computer's memory onto a sheet of paper. This paper is referred to as a hard copy.