

PEEKs & POKES

FOR YOUR COMMODORE-64

Important Zero Page Memory Locations

Hex	Decimal	Description
\$0000	0	On-Chip Data Direction Register Bit 0 called LORAM 0= selects RAM at \$A000-\$BFFF 1= selects ROM at \$A000-\$BFFF Bit 1 called HIRAM 0= selects RAM at \$E000-\$FFFF 1= selects ROM at \$E000-\$FFFF Bit 2 called CHAREN 0= selects ROM at \$D000-\$DFFF 1= selects I/O at \$D000-\$DFFF
\$0001	1	On-Chip 8-Bit I/O Register
\$0003-\$0004	3-4	Jump vector: Convert Floating-Integer
\$0005-\$0006	5-6	Jump Vector: Convert Integer-Floating
\$000D	13	Data Type: \$FF= String, \$00= Numeric
\$000E	14	Data Type: \$80= Integer, \$00= Floating
\$002B-\$002C	43-44	Start of Basic Text
\$002D-\$002E	45-46	Start of Basic Variables
\$002F-\$0030	47-48	Start of Basic Arrays
\$0031-\$0032	49-50	End Of BASIC Arrays (+1)
\$0037-\$0038	55-56	End of BASIC RAM
\$0039-\$003A	57-58	Current BASIC line number
\$003F-\$0040	63-64	Current DATA line number
\$0073-\$008A	115-138	CHRGET routine
\$0090	144	I/O Status word: ST
\$0091	145	Flag STOP key / RVS key
\$0098	152	Number of Open Files / Index to File Table
\$0099	153	Default Input device (0)
\$009A	154	Default Output device (3)
\$00B8	184	Current logical file number
\$00B9	185	Current secondary address
\$00BA	186	Current device number
\$00C5	197	Current key pressed
\$00C6	198	Number of characters in keyboard buffer
\$00CC	204	Cursor Blink enable (0= Flash)
\$00CE	206	Character under cursor
\$00FB-\$00FE	251-254	Free Zero-page Space

Important Memory Locations

Hex	Decimal	Description
\$0100-\$010A	256-511	System Slack Area
\$0200-\$0258	256-318	System Input Buffer
\$0277-\$0280	631-640	Keyboard buffer
\$0286	646	Current Character Color
\$0287	647	Background Color under cursor
\$0288	648	Top of Screen memory (Page)
\$0289	649	Size of Keyboard buffer
\$028A	650	Flag: Repeat key used, \$80= Repeat
\$028D	653	Flag: SHIFT key/ CTRL key/ C= key
\$0291	657	Flag: \$00= Disable Shift, \$80= Enable Shift
\$02A7-\$02FF	679-767	Unused
\$0302-\$0303	770-771	BASIC Warm Start Vector
\$030C	780	6502 .A Register
\$030D	781	6502 .X Register
\$030E	782	6502 .Y Register
\$030F	783	6502 .SP Register
\$0314-\$0315	788-789	Hardware IRQ Interrupt Vector
\$0316-\$0317	790-791	BRK Instruction Interrupt Vector
\$0318-\$0319	792-793	Non-Maskable Interrupt Vector
\$031A-\$031B	794-795	KERNAL OPEN ROUTINE VECTOR
\$031C-\$031D	796-797	KERNAL CLOSE ROUTINE VECTOR
\$031E-\$031F	798-799	KERNAL CHKIN ROUTINE VECTOR
\$0320-\$0321	800-801	KERNAL CHKOUT ROUTINE VECTOR
\$0322-\$0323	802-803	KERNAL CLRCHN ROUTINE VECTOR
\$0324-\$0325	804-805	KERNAL CHRIN ROUTINE VECTOR
\$0326-\$0327	806-807	KERNAL CHROUT ROUTINE VECTOR
\$0328-\$0329	808-809	KERNAL STOP ROUTINE VECTOR
\$032A-\$032B	810-811	KERNAL GETIN ROUTINE VECTOR
\$032C-\$032D	812-813	KERNAL CLALL ROUTINE VECTOR
\$032E-\$032F	814-815	User defined Vector
\$0330-\$0331	816-817	KERNAL LOAD ROUTINE VECTOR
\$0332-\$0333	818-819	KERNAL SAVE ROUTINE VECTOR
\$0334-\$033B	820-827	Unused
\$033C-\$03FB	828-1019	Tape I/O Buffer
\$0400-\$07FF	1024-2047	1024 Byte Screen Memory
\$07F8-\$07FF	2040-2047	Sprite Data Pointers
\$0800-\$9FFF	2048-40959	Normal BASIC Program area
\$8000-\$9FFF	32768-40959	Cartridge ROM (8192 Bytes)
\$A000-\$BFFF	40960-49151	BASIC ROM or 8K RAM
\$C000-\$CFFF	49152-53247	I/O Devices & Color RAM or Character ROM or RAM (4K)
\$E000-\$EFFF	57344-65535	KERNAL ROM or 8K RAM

C-64 Pokes & Peeks

POKE 22,35	Turns off line numbers cause ?SYNTAX ERROR to restore
POKE 775,200 POKE 775,167	disable LIST To re-enable the list command.
POKE 808,225:POKE 818,32 POKE 808,237:POKE 818,237	To stop RUN STOP/RESTORE keys Enable RUN STOP/RESTORE keys
POKE 808,239 POKE 808,237	Disable the STOP key. Will turn the stop key on.
POKE 649,0 POKE 649,10	Disable the keyboard Turns the keyboard back on.
SYS 58260 SYS 64738	Warm start SYSTEM reset. Cold start SYSTEM reset.

Saving programs on the C-64 for loading into PET computers can be performed by the following method:
Type in the following line.

```
POKE 56576,5:POKE 53274,4:POKE 648,128:POKE 10240,0:
POKE 44,4:POKE 56,128:NEW
```

Now load the BASIC program into the C-64 and then save the program to tape or disk. The program should now load into the C-64 and the PET computer.

LOAD "PROGRAM NAME",8 : (SHIFT-RUN/STOP) will load & RUN a program.

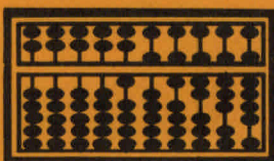
Others available in Peeks & Pokes for the Commodore 64

ROUTINES of the BASIC Interpreter

(Reprinted from The Anatomy of the COMMODORE 64)

Address	Description
\$A000	start vector
\$A002	NMI vector
\$A00C	addresses of BASIC commands minus 1
\$A052	addresses of the BASIC functions
\$A09E	list of BASIC command words
\$A19E	BASIC error messages
\$A642	BASIC command NEW
\$A65E	BASIC command CLR
\$A69C	BASIC command LIST
\$A742	BASIC command FOR
\$A81D	BASIC command RESTORE
\$A82F	BASIC command STOP
\$A831	BASIC command END
\$A857	BASIC command CONTINUE
\$A871	BASIC command RUN
\$A883	BASIC command GOSUB
\$A8A0	BASIC command GOTO
\$A8F8	BASIC command RETURN
\$A928	BASIC command IF
\$A93B	BASIC command REM
\$A985	BASIC command LET
\$AA86	BASIC command CMD
\$AAA0	BASIC command PRINT
\$AB7B	BASIC command GET
\$ABBF	BASIC command INPUT
\$AC06	BASIC command READ
\$AD1D	BASIC command NEXT
\$AED4	BASIC command NOT
\$AFE6	BASIC command OR
\$AFE9	BASIC command AND
\$B081	BASIC command DIM
\$E12A	BASIC command SYS
\$E156	BASIC command SAVE
\$E165	BASIC command VERIFY
\$E168	BASIC command LOAD
\$E1BE	BASIC command OPEN
\$E1C7	BASIC command CLOSE
\$E394	BASIC cold start
\$E3A2	Copy of CHRGET routine
\$E3BF	initialize RAM for BASIC

YOU CAN COUNT ON
Abacus



Software

P.O. BOX 7211 GRAND RAPIDS, MI 49510 — FOR QUICK SERVICE PHONE 616-241-5510