

Appendix D Memory Map of the BASIC

0000 to 00D3 reserved for Advan BASIC as working storage
00D4 to 00FF used by Advan BASIC, but can be used by machine code
0100 to 06FF reserved for Advan BASIC
0700 to 1DAF Advan DOS
A000 to BFFF Advan execute module
C000 to FFFF ATARI operating system

If graphics mode 0 is used, the display occupies the region from 9C1C to 9FFF. BASIC and the user program occupy the region from 1DB0 to 9C1B. Note that in an XL or XE machine, 14K of the BASIC is transferred to upper memory during program execution.

If a graphics mode other than 0 is selected, 8000 to 9FFF is set aside as a display region, 7C00 to 7FFF for players, 7800 to 7AFF for an alternate character set, and 7B00 to 7BFF for missiles or for the top part of an alternate character set. The region from 1DB0 to 77FF is used for the program and the part of the BASIC not transferred to upper RAM.

Special Locations

Hex	Decimal	Description
54	84	row number of current cursor location
55,56	85,86	column number of current cursor location (use PEEKW(85%) to get column number)
52	82	contains column number of left screen margin
53	83	contains column number of right screen margin
2F0	752	cursor display control flag. POKE 752%,1% removes cursor; POKE 752%,0% restores cursor. Note that the cursor is not changed until the next print command.
290	656	row number of split screen text cursor
291,292	657,658	column number of split screen text cursor
4E3	1251	printer width