APPENDIX A - DETAILED MEMORY ALLOCATION

DECIMAL	HEXIDECIMAL	CONTENTS
24576 ~ 27679	6000 ~ 6C1F	Normal program area shared with @(n) strings
27680 ~ 27681	6C20 ~ 6C21	300 BAUD tape input buffer pointers
27682 ~ 27729	6C22 ~ 6C51	300 BAUD tape input buffer
27730 ~ 27733	6C52 ~ 6C55	Random number seed
27734 ~ 27735	6C56 ~ 6C57	Keyboard buffer pointers
27736 ~ 27775	6C58 ~ 6C7F	Keyboard buffer
27776 ~ 27776	6C80 ~ 6C80	Last key from keyboard
27777 ~ 27777	6C81 ~ 6C81	Halt flag (a non-zero value HALTs program)
27778 ~ 27779	6C82 ~ 6C83	Current end-of-program (+2) pointer
27780 ~ 27780	6C84 ~ 6C84	Cursor enabled/disabled indicator
27781 ~ 27781	6C85 ~ 6C85	Keypad scan timer
27782 ~ 27783	6C86 ~ 6C87	PRINT note timer
27784 ~ 27784	6C88 ~ 6C88	PRINT note master oscillator setting
27785 ~ 27785	6C89 ~ 6C89	PRINT note value
27786 ~ 27786	6C8A ~ 6C8A	PRINT note sharp/flat indicator
27787 ~ 27788	6C8B ~ 6C8C	Current graphics/text window pointer
27789 ~ 27792	6C8D ~ 6C90	Math variable for LINE command
27793 ~ 27794	6C91 ~ 6C92	Graphics control variables for LINE command
27795 ~ 27796	6C93 ~ 6C94	Line edit flag and pointer
27797 ~ 27803	6C96 ~ 6C9B	Variables for CIRCLE command
27804 ~ 27805	6C9C ~ 6C9D	Current line number
27806 ~ 27807	6C9E ~ 6C9F	Auto line number (GO+10) variables
27808 ~ 27809	6CA0 ~ 6CA1	Old (previous) line number
27810 ~ 27816	6CA2 ~ 6CA8	"LARGE" font table
27817 ~ 27817	6CA9 ~ 6CA9	Keyboard debounce tracker
27818 ~ 27869	6CAA ~ 6CDD	BASIC one-letter variables (A through Z)
27870 ~ 27911	6CDE ~ 6D07	BASIC two-letter variables (BC through RM)*
27912 ~ 27929	6D08 ~ 6D19	Interpreter arguments (9/9)
27930 ~ 27930	6D1A ~ 6D1A	300 BAUD tape status indicator
27931 ~ 27946	6D1B ~ 6D2A	Current FOR/NEXT and GOSUB stack pointers
27947 ~ 27947	6D2B ~ 6D2B	<spacer>
27948 ~ 28107	6D2C ~ 6DCB	160 character line buffer
28108 ~ 28110	6DCC ~ 6DCE	User OP command interpreter linkage vector
28111 ~ 28113	6DCF ~ 6DD1	User background processor linkage vector
28114 ~ 28116	6DD2 ~ 6DD4	User RESET/PRINT start up routine vector
28117 ~ 28119	6DD5 ~ 6DD7	User RST 3 (24) linkage vector
28120 ~ 28122	6DD8 ~ 6DDA	User output character trap linkage vector
28123 ~ 28139	6DDB ~ 6DEE	<spare>
28140 ~ 28667	6DEC ~ 6FFB	Primary Z80 stack
28668 ~ 28669	6FFC ~ 6FFD	Beginning of program area pointer
28670 ~ 28671	6FFE ~ 6FFF	End of program area (-2) pointer
28672 ~ -24449	7000 ~ A07F	Alternate program area for 16K BLUE RAM
28672 ~ -8065	7000 ~ E07F	Alternate program area for 32K BLUE RAM

Two-letter variables are in the order:

BC FA FB FC XR XL YT YB NT CX CY CC LC CF CR CL CT CE NB XY RM

SZ IS A CALCULATION OF %(23670 [%(.6FFE)] MINUS %(27778 [%(.6C82)

IT IS NOT A VARIABLE!!

NOTE: Use PRINT <back arrow><variable name> to determine the address of
a particular one- or two-letter variable.