

Table 6-4 (continued)
Peripheral-card I/O base addresses

Base address	Connector number						
	1	2	3	4	5	6	7
\$C08A	\$C09A	\$C0AA	\$C0BA	\$C0CA	\$C0DA	\$C0EA	\$C0FA
\$C08B	\$C09B	\$C0AB	\$C0BB	\$C0CB	\$C0DB	\$C0EB	\$C0FB
\$C08C	\$C09C	\$C0AC	\$C0BC	\$C0CC	\$C0DC	\$C0EC	\$C0FC
\$C08D	\$C09D	\$C0AD	\$C0BD	\$C0CD	\$C0DD	\$C0ED	\$C0FD
\$C08E	\$C09E	\$C0AE	\$C0BE	\$C0CE	\$C0DE	\$C0EE	\$C0FE
\$C08F	\$C09F	\$C0AF	\$C0BF	\$C0CF	\$C0DF	\$C0EF	\$C0FF

RAM addressing

A program on a peripheral card can use the eight base addresses shown in Table 6-3 to access the eight RAM locations allocated for its use. The program does this by putting its slot number into the Y index register and using indexed addressing mode with the base addresses. The base addresses can be defined as constants because they are the same no matter which slot the peripheral card occupies.

If you start with the correct slot number in the accumulator (by using the example shown earlier), then the following example uses all eight RAM locations allocated to the slot:

```
TAY
LDA      $0478,Y
STA      $04F8,Y
LDA      $0578,Y
STA      $05F8,Y
LDA      $0678,Y
STA      $06F8,Y
LDA      $0778,Y
STA      $07F8,Y
```

Warning

You must be very careful when you have your peripheral-card program store data at the base-address locations themselves since they are temporary storage locations; the RAM at those locations is used by the disk operating system. Always store the first byte of the ROM location of the expansion slot that is currently active (\$Cn) in location \$7F8, and the first byte of the ROM location of the slot holding the controller card for the startup disk drive in location \$5F8.