HOME Home cursor and clear $FC58

HOME clears the display and puts the cursor in the home position: the upper-left corner of the screen.

IOREST Restore all registers $FF3F

IOREST loads the 65C02's internal registers with the contents of memory locations $45 through $49.

IOSAVE Save all registers $FF4A

IOSAVE stores the contents of the 65C02's internal registers in locations $45 through $49 in the order A, X, Y, P, S. The contents of A and X are changed and the decimal mode is cleared.

KEYIN Read the keyboard $FD1B

KEYIN is the keyboard input subroutine. It reads the Apple IIe's keyboard, waits for a keypress, and randomizes the random number seed at $4E–$4F. When a key is pressed, KEYIN removes the blinking cursor from the display and returns with the keycode in the accumulator. KEYIN is described in Chapter 3.

MOVE Move a block of memory $FE2C

MOVE copies the contents of memory from one range of locations to another. This subroutine is the same as the MOVE command in the Monitor, except that it takes its arguments from pairs of locations in memory, low-byte first. The destination address must be in A4 ($42–$43), the starting source address in A1 ($3C–$3D), and the ending source address in A2 ($3E–3F) when your program calls MOVE. Register Y must contain $00 when your program calls MOVE.

NEXTCOL Increment color by 3 $F85F

NEXTCOL adds 3 to the current color (set by SETCOL) used for low-resolution graphics.

PLOT Plot on the low-resolution screen $F800

PLOT puts a single block of the color value set by SETCOL on the low-resolution display screen. The block's vertical position is passed in the accumulator, its horizontal position in the Y register. PLOT returns with the accumulator scrambled, but X and Y intact.