

FIRMWARE MODULES AND TABLES

C000-C6BF	Math, utilities
C6C0-C718	Bank switching
C719-D100	BASIC handler
CBBF-CD8A	Strings BASIC commands
CD8B-CF01	Pointers to strings BASIC commands for List
CF02-CF7D	Pointers to execution routines BASIC commands
CF86-CF90	Table prefixes unitary operations
CF91-CFD7	Table binary operators
CFD8-CFE5	Table unitary operators
CFE6-D100	Table strings BASIC functions + Data
D101-D194	String handler
D195-D23C	Heap handler
D23D-D8FA	I/O hand
D8FB-D9F4	Interrupt handler
D9F5-DAD3	Error handler
DA94-DACB	Pointers to strings error messages
DC1C-DD19	Strings error messages
DAD4-DDD0	Print routines
DB6F-DC1B	Strings machine messages
DDD1-DE01	Encoding service routines
DE02-DEB4	Single/double byte utilities
ODEB5-OECA	BASIC execution/run-time module
OE9F0-OEA3F	Function indirection table
OECAB-OEFF	List handler
OECFB-OED39	Pointers list handling routines
1E000-1EE6D	Math package
1EE6E-1EFFF	Sound module
2E000-2EBF3	Screen driving package
2E030-2E0C2	Screen constants
2EBF4-2EFFF	Editor package
3E000-3E9FF	Encoding package
3E8C5-3E934	ASCII tables
3EA00-3EFFF	Utility package

MEMORY MAP

0000-003F	INTERRUPT VECTOR ROUTINES
0047-006F	UTILITY WORK AREA
0072-00CF	SCREEN VARIABLES
00D0-00FF	MATH. WORKING AREA
0100-02EB	BASIC VARIABLES:
02EC-BFFF	HEAP, PROGRAM AREA, SCREEN RAM
C000-F8FF	ROM AND CPU AREA
F900-FFFF	I/O DEVICE ADDRESSES