

Appendix A - Detailed Memory Allocation

DECIMAL	HEXIDECIMAL	CONTENTS
24576 - 27679	6000 - 6C1F	Normal program area shared with @ 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 (LC)
27777 - 27777	6C81 - 6C81	Halt Flag (any non-zero number HALTs program)
27778 - 27779	6C82 - 6C83	Current end of program (+2) pointer
27780 - 27780	6C84 - 6C84	Cursor enabled / disabled indicator
27781 - 27781	6C85 - 6C85	Keyboard 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	6C95 - 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 c0mmand 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 - 6DEB	< 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	Alternative program area for 16K BLUE RAM
28672 - -8065	7000 - E07F	Alternative program area for 32K BLUE RAM

Two-letter variables are in order:

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

SZ is not a variable but a calculation of $\%(28670)[\%(16FFE)]$ minus $\%(27778) [\%(16C82)]$

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