Applesoft: Internals--Miscellaneous Routines

```
PTRGET          DFE3
```
Read a variable name from CHRGET and find it in memory. On entry TXTPTR
points to the first character of the variable name. On exit the address to the
value of the variable is in VARPNT and Y,A. If PTRGET can't find a simple
variable it creates one. If it can't find an array it creates one dimensioned
from 0 to 10 and sets all elements equal to zero.

```
GETARYPT        F7D9
```
Read a variable name from CHRGET and find it in memory. On entry TXTPTR
points to the first character of the variable name. This routine leaves LOWTR
pointing to the name of the variable array. If the array can't be found the
result is an OUT OF DATA ERROR.

```
FNDLIN          D61A
```
Searches the program for the line whose number is in LINNUM.
On exit:
 C set LOWTR points to the link field of the desired line.
 C clear then not found. LOWTR points to the next higher line.

```
DATA            D995
```
Move TXTPTR to the end of the statement. Looks for the ":" or eol (0).

```
DATAN           D9A3
```
Calculate the offset in Y from TXTPTR to the next ":" or eol (0).

```
REMN            D9A6
```
Calculate the offset in Y from TXTPTR to the next eol (0).

```
ADDON           D998
```
Add Y to TXTPTR.

```
SCRTCH          D64B
```
The "NEW" command. Clears the program, variables, and stack.

```
CLEARC          D66C
```
The "CLEAR" command. Clears the variables and stack.

```
STKINI          D683
```
Clears the stack.

```
RESTOR          D849
```
Sets the DATA pointer, DATPTR, to the beginning of the program.

```
STXTPT          D697
Set TXTPTR to the beginning of the program.


BLTU            D393
Block transfer makes room by moving everything forward.
On entry:
Y,A and HIGHDS = destination of high address + 1
         LOWTR = lowest address to be moved
        HIGHTR = highest address to be moved + 1
On exit:
LOWTR is unchanged
HIGHTR = LOWTR - $100
HIGHDS = lowest address transfered - $100


REASON          D3E3
Makes sure there's enough room in memory for another variable. Checks to be
sure that the address Y,A is less than FRETOP.  May cause garbage collection.
Causes "OUT OF MEMORY ERROR" if there's no room.


GARBAG          E484
Move all currently used strings up in memory as far as possible. This
maximizes the free memory area for more strings or numeric variables.


CONT            D898
Moves OLDTXT and OLDLIN into TXTPTR and CURLIN.


NEWSTT          D7D2
Execute a new statement.  On entry TXTPTR points to the ":" preceding the
statement or the zero at the end of the previous line.  Use NEWSTT to restart
the program with CONT.  THIS ROUTINE DOES NOT RETURN.


RUN             D566
Run the program in memory.  THIS ROUTINE DOES NOT RETURN.


GOTO            D93E
Uses LINGET and FNDLIN to update TXTPTR.  GOTO assumes that the 6502 registers
and A have been set up by the CHRGET that fetched the first digit.


LET             DA46
Uses CHRGET to get address of the variable, "=", evaluate the formula, and
store it.  On entry TXTPTR points to the first character of the variable
name.
```
Apple Tech Notes

Keywords: <None>

===

This information is from the Apple Technical Information Library.

Tech Info Library Article Number: 80