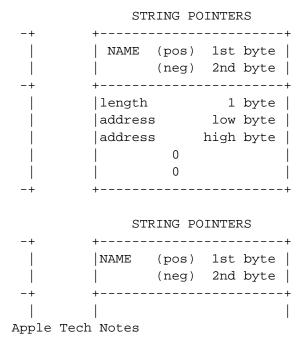


## Tech Info Library

## Applesoft Reference Manual: Errata (2 of 2)

```
Page 135
Replace the top part with
260 POKE -16296,0
Clear game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.
270 POKE -16295,0
Set game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.
280 POKE -16294,0
Clear game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.
290 POKE -16293,0
Set game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.
300 POKE -16292,0
Clear game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.
310 POKE -16291,0
Set game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.
320 POKE -16290,0
Clear game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL
low (0.3 volts). This is the "off" condition: maximum current 8
milliamperes.
330 POKE -16289,0
Set game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL
high (3.5 volts). This is the "on" condition: maximum current 0.4
milliamperes.
```

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The table for string pointers is wrong.



Keywords: <None>

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