Table F-1. CBM Memory Map (Rev. 2 ROMs)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				Page 0 (0-255)
				USR Function Locations
0	0000	76	4C	Constant 6502 JMP instruction
1-2	0001-0002	826	033A	User address jump vector
				Terminal I/O Maintenance
3	0003	0	00	Active input device number (0=keyboard)
4	0004	0	00	No. of nulls to print after CR/LF (0=normal)
5	0005	0	00	Cursor position for POS function (0-255)
6	0006	127	7F	Terminal width (unused)
7	0007	127	7F	Limit for scanning source columns (unused)
8	0008	60	3C	Line number storage preceding buffer
9	0009	3	03	Constant
10-89	000A-0059	48	30	BASIC input line buffer (80 bytes)
90	005A	0	00	General counter for BASIC
91	005B	0	00	Delimiter flag for quote mode scan
92	005C	255	FF	Input buffer pointer, general counter
				Evaluation of Variables
93	005D	0	00	Flag for dimensioned variables
94	005E	0	00	Flag for variable type: 00=numeric FF=string
95	005F	0	00	Flag for numeric variable type: 00=floating point 80=integer
96	0060	0	00	Flag to allow reserved words in strings and remarks
97	0061	0	00	Flag to allow subscripted variable
98	0062	0	00	Flag for input type: 0=INPUT 64=GET 152=READ
99	0063	0	00	Flag sign of TAN function
100	0064	0	00	Flag to suppress output: + normal − suppressed
101	0065	104	68	Index to next available descriptor
102-103	0066-0067	101	0065	Pointer to last string temporary
104-111	0068-006F	2	0002	Table of double-byte descriptors that point to variables (8 bytes)
112-113	0070-0071	14525	38BD	Indirect index #1
114-115	0072-0073	62983	F607	Indirect index #2
116	0074	1	01	Pseudo-register for function operands (6 bytes)
117	0075	234	EA	
118	0076	0	00	
119	0077	0	00	
120	0078	0	00	
121	0079	0	00	

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				Data BASIC Storage Maintenance
122-123	007A-007B	1025	0401	Pointer to start of text
124-125	007C-007D	1946	079A	Pointer to start of variables
126-127	007E-007F	2072	0818	Pointer to end of variables
128-129	0080-0081	2231	08B7	Pointer to end of arrays
130-131	0082-0083	8192	2000	Pointer to start of strings (moving down)
132-133	0084-0085	8191	1FFF	Pointer to end of strings (top of available RAM)
134-135	0086-0087	8192	2000	Pointer to limit of BASIC memory
136-137	0088-0089	2000	07D0	Line number of current line being executed −1 in 137=direct mode statement
138-139	008A-008B	110	006E	Line number for last line executed before CONT
140-141	008C-008D	1922	0782	Pointer to next line to be executed after CONT
142-143	008E-008F	1150	047E	Line number of current DATA line
144-145	0090-0091	1879	0757	Pointer to current DATA line
146-147	0092-0093	13	000D	Next DATA item within line
148-149	0094-0095	89	0059	Current variable name
150-151	0096-0097	2032	07F0	Pointer to current variable
152-153	0098-0099	2032	07F0	Pointer to next FOR. . . NEXT variable
154-155	009A-009B	31999	7CFF	Pointer to current operator in ROM table
156	009C	0	00	Mask for current logical operator
157-158	009D-009E	898	0382	Pointer to user function FN definition
159-160	009F-00A0	104	0068	Pointer to a string description
161	00A1	221	DD	Length of string
162	00A2	3	03	Constant used by garbage collection routine
163	00A3	76	4C	Constant 6502 JMP instruction
164-165	00A4-00A5	0	0000	Jump vector for user function FN
166-171	00A6-00AB	129	81	Floating point accumulator #3 (6 bytes)
172-173	00AC-00AD	0	00	Block transfer pointer #1
174-175	00AE-00AF	0	00	Block transfer pointer #2
176-181	00B0-00B5			Floating point accumulator (FAC) #1 (6 bytes)
		0	00	176 00B0 Exponent +128
		0	00	177 00B1 Fraction MSB Floating Point
		0	00	178 00B2 Fraction
		0	00	179 00B3 Fraction MSB Integer
		0	00	180 00B4 Fraction LSB
		0	00	181 00B5 Sign of fraction (0 if zero or positive, −1 if negative)
182	00B6	0	00	Copy of FAC #1 sign of fraction
183	00B7	0	00	Counter for number of bits to shift to normalize FAC #1
184-189	00B8-00BD	0	00	Floating point accumulator #2 (6 bytes)
190	00BE	0	00	Overflow byte for floating argument
191	00BF	0	00	Copy of FAC #2 sign of fraction
192-193	00C0-00C1	258	0102	Conversion pointer

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				RAM Subroutines
194-199	00C2-00C7	230	E6	Routine to fetch next BASIC character
200	00C8	173	AD	Entry to refetch current character
201-202	00C9-00CA	1929	0789	Pointer to source text
203-223	00CB-00DF	201	C9	Work area for RND function
				OS Page Zero Storage
224-225	00E0-00E1	33728	83C0	Pointer to start of line where cursor is flashing
226	00E2	0	00	Column position where cursor is flashing (0-79)
227-228	00E3-00E4	33792	8400	Utility pointer
229-230	00E5-00E6	1929	0789	End of current program
231-233	00E7-00E9	254	FE	Utility
234	00EA	0	00	Flag for quote mode. 0=not quote mode
235-237	00EB-00ED	192	C0	Utility
238	00EE	0	00	No. of characters in current file name
239	00EF	5	05	Current logical file number
240	00F0	255	FF	GPIB primary address
241	00F1	63	3F	GPIB device number
242	00F2	39	27	Max. no. of characters on current line (39,79)
243-244	00F3-00F4	634	027A	Pointer to start of current tape buffer (634 or 826)
245	00F5	23	17	Line number where cursor is flashing (0-24)
246	00F6	10	0A	I/O storage
247-248	00F7-00F8	1024	0400	OS pointer to program
249-250	00F9-00FA	3100	0C1C	Pointer to current file name
251	00FB	0	00	Number of Insert keys pushed to go
252	00FC	9	09	Serial bit shift word
253	00FD	0	00	Number of blocks remaining to read/write
254	00FE	0	09	Serial word buffer
255	00FF	243	F3	Overflow byte for binary to ASCII conversions
				Page 1 (256-511)
256-up	0100-up	32	20	Tape read working storage (up to 511) and conversion stg. 256-318 For error correction in tape reads (62 bytes) 256-266 Binary to ASCII conversion (11 bytes)
511-down	01FF-down	0	00	Stack (down to 256)
				Page 2-3 (512-1023)
				OS Working Storage
512-514	0200-0202	3801352	3A0108	24-hour clock incremented every 1/60 second (jiffy). Resets every 5,184,000 jiffies (24 hours). Stored in low to high order.

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
515	0203	255	FF	Matrix coordinate of key depressed at current jiffy. 1-80=key 255=no key
516	0204	0	00	Status of SHIFT key: 0=unshifted (up) 1=shifted (down)
517-518	0205-0206	37916	941C	Secondary jiffy clock
519	0207	52	34	Interrupt driver flag for cassette #1 ON switch
520	0208	0	00	Interrupt driver flag for cassette #2 ON switch
521	0209	255	FF	Keyswitch PIA
522	020A	0	00	Utility
523	020B	0	00	I/O flag: 0=LOAD 1=VERIFY
524	020C	0	00	I/O status byte
525	020D	0	00	Number of characters in keyboard buffer (0 to 9)
526	020E	0	00	Flag to indicate reverse field on (0=normal)
527-536	020F-0218	85	55	Keyboard buffer (10 bytes)
537-538	0219-021A	34048	8500	Hardware interrupt vector
539-540	021B-021C	0	0000	6502 BRK instruction interrupt vector
541-546	021D-0222			Input routine storage (6 bytes)
		13	0D	542 021E No. of characters on screen line
547	0223	255	FF	Key image
548	0224	1	01	Flag for cursor enable: 0=Enable 1=Disable
549	0225	11	0B	Counter to flip cursor (20 to 1)
550	0226	32	20	Copy of character at current cursor position
551	0227	0	00	Flag for cursor on/off: 0=cursor moved 1=blink started
552	0228	0	00	Flag for tape write
553-577	0229-0241			High byte of screen line addresses 553-559=128 (lines 1-7) 560-565=129 (lines 8-13) 566-572=130 (lines 14-20) 573-577=131 (lines 21-25)
578-587	0242-024B	5	05	Table of logical numbers of open files
588-597	024C-0255	5	05	Table of device numbers of open files
598-607	0256-025F	255	FF	Table of secondary address modes of open files
608	0260	0	00	Flag for input source: 0=keyboard buffer 1=screen memory
609	0261	0	00	I/O utility
610	0262	1	01	Number of open files (index into tables)

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
611	0263	0	00	Default input device number (0=keyboard)
612	0264	3	03	Default output device number (3=screen)
613	0265	0	00	Tape parity byte
614	0266	0	00	I/O utility
615	0267	0	00	I/O utility
616	0268	0	00	Byte pointer in filename transfer
617	0269	0	00	I/O utility
618	026A	255	FF	I/O utility
619	026B	0	00	I/O utility
620	026C	8	08	Serial bit count
621	026D	0	00	Count of redundant tape blocks
622	026E	0	00	Tape utility
623	026F	0	00	Cycle counter flip for each bit read from tape
624	0270	0	00	Countdown synchronization on tape write
625	0271	0	00	Tape buffer 1 index to next character
626	0272	0	00	Tape buffer 2 index to next character
627	0273	0	00	Countdown synchronization on tape read
628	0274	0	00	Flag to indicate bit/byte tape error
629	0275	0	00	Flag to indicate tape error 0=first half-byte marker not written
630	0276	0	00	Flag to indicate tape error 0=2nd half-byte marker not written /Tape dropout counter
631	0277	0	00	Tape dropout counter
632	0278	128	80	Flag for tape read current function
633	0279	9	09	Checksum utility
634-825	027A-0339	1	01	Tape buffer for cassette #1 (192 bytes)
826-1017	033A-03F9	173	AD	Tape buffer for cassette #2 (192 bytes)
1018-1023	03FA-03FF	28	1C	Utility space/unused
		Page 4-32 (1024-8191)		
1024-8191	0400-1FFF	0	00	User program area
		Page 33-128 (8192-32767)		
8192-32767	2000-7FFF	0	00	Expansion RAM
		Page 129-144 (32768-36863)		
32768-36863	8000-8FFF	12	0C	TV RAM 32768-33767 Display memory (1000 bytes)
		Page 145-192 (36864-49151)		
36864-49151	9000-BFFF	0	00	Expansion ROM
		Page 193-232 BASIC (49152-59391)		
				Pointers to BASIC Routines
49152-49153	C000-C001	50973	C71D	Pointer −1 to END*
49154-49155	C002-C003	50760	C648	Pointer −1 to FOR
49156-49157	C004-C005	52277	CC35	Pointer −1 to NEXT

* These memory locations contain the address of the byte preceding the specified BASIC routines.

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
49158-49159	C006-C007	51183	C73F	Pointer −1 to DATA
49160-49161	C008-C009	51909	CAC5	Pointer −1 to INPUT#
49162-49163	C00A-C00B	51935	CADF	Pointer −1 to INPUT
49164-49165	C00C-C00D	53104	CF70	Pointer −1 to DIM
49166-49167	C00E-C00F	52003	CB23	Pointer −1 to READ
49168-49169	C010-C011	51356	C89C	Pointer −1 to LET
49170-49171	C012-C013	51100	C79C	Pointer −1 to GOTO
49172-49173	C014-C015	51060	C774	Pointer −1 to RUN
49174-49175	C016-C017	51231	C81F	Pointer −1 to IF
49176-49177	C018-C019	50956	C70C	Pointer −1 to RESTORE
49178-49179	C01A-C01B	51071	C77F	Pointer −1 to GOSUB
49180-49181	C01C-C01D	51145	C7C9	Pointer −1 to RETURN
49182-49183	C01E-C01F	51250	C832	Pointer −1 to REM
49184-49185	C020-C021	50971	C71B	Pointer −1 to STOP
49186-49187	C022-C023	51266	C842	Pointer −1 to ON
49188-49189	C024-C025	55041	D701	Pointer −1 to WAIT
49190-49191	C026-C027	65492	FFD4	Pointer −1 to LOAD
49192-49193	C028-C029	65495	FFD7	Pointer −1 to SAVE
49194-49195	C02A-C02B	65498	FFDA	Pointer −1 to VERIFY
49196-49197	C02C-C02D	53908	D294	Pointer −1 to DEF
49198-49199	C02E-C02F	55032	D6F8	Pointer −1 to POKE
49200-49201	C030-C031	51582	C97E	Pointer −1 to PRINT#
49202-49203	C032-C033	51614	C99E	Pointer −1 to PRINT
49204-49205	C034-C035	51012	C744	Pointer −1 to CONT
49206-49207	C036-C037	50599	C5A7	Pointer −1 to LIST
49208-49209	C038-C039	51055	C76F	Pointer −1 to CLR
49210-49211	C03A-C03B	51588	C984	Pointer −1 to CMD
49212-49213	C03C-C03D	65501	FFDD	Pointer −1 to SYS
49214-49215	C03E-C03F	65471	FFBF	Pointer −1 to OPEN
49216-49217	C040-C041	65474	FFC2	Pointer −1 to CLOSE
49218-49219	C042-C043	51870	CA9E	Pointer −1 to GET
49220-49221	C044-C045	50512	C550	Pointer −1 to NEW
49222-49223	C046-C047	56075	DB0B	Pointer to SGN**
49224-49225	C048-C049	56222	DB9E	Pointer to INT
49226-49227	C04A-C04B	56106	DB2A	Pointer to ABS
49228-49229	C04C-C04D	0	0000	Pointer to USR pointer
49230-49231	C04E-C04F	53860	D264	Pointer to FRE
49232-49233	C050-C051	53893	D285	Pointer to POS
49234-49235	C052-C053	56868	DE24	Pointer to SQR
40236-49237	C054-C055	57157	DF45	Pointer to RND
49238-49239	C056-C057	55487	D8BF	Pointer to LOG
49240-49241	C058-C059	56992	DEA0	Pointer to EXP
49242-49243	C05A-C05B	57246	DF9E	Pointer to COS
49244-49245	C05C-C05D	57253	DFA5	Pointer to SIN
49246-49247	C05E-C05F	57326	DFEE	Pointer to TAN
49248-49249	C060-C061	57416	E048	Pointer to ATN
49250-49251	C062-C063	55014	D6E6	Pointer to PEEK
49252-49253	C064-C065	54868	D654	Pointer to LEN
49254-49255	C066-C067	54089	D349	Pointer to STR$
49256-49257	C068-C069	54917	D685	Pointer to VAL
49258-49259	C06A-C06B	54883	D663	Pointer to ASC
49260-49261	C06C-C06D	54724	D5C4	Pointer to CHR$
49262-49263	C06E-C06F	54744	D5D8	Pointer to LEFT$

** These memory locations contain the address of the first byte of the specified BASIC routines.

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
49264-49265	C070-C071	54788	D604	Pointer to RIGHT$
49266-49267	C072-C073	54799	D60F	Pointer to MID$
49268-57343	C074-DFFF			**BASIC Routines**
				Starting Address Function
				49836 C2AC FOR. . . NEXT stack check
				49882 C2DA Insert line space marker
				49949 C31D Stack overflow check
				50007 C357 Error message abort
				50057 C389 READY
				50068 C394 Execute line
				50092 C3AC Handle new line
				50224 C430 Rechain lines after insert/delete
				50274 C462 Input line
				50297 C479 Get character from input line
				50317 C48D Keyword encoder
				50466 C522 Line number search
				50513 C551 NEW
				50586 C59A Set pointer to start of program
				50600 C5A8 LIST
				50761 C649 FOR. . .NEXT
				50869 C6B5 Statement processor
				50930 C6F2 Statement execute
				50957 C70D RESTORE
				50972 C71C STOP
				50974 C71E END
				51013 C745 CONT
				51056 C770 CLR
				51061 C775 RUN
				51072 C780 GOSUB
				51101 C79D GOTO
				51146 C7CA RETURN
				51184 C7F0 DATA
				51198 C7FE Next line scan
				51232 C820 IF
				51251 C833 REM
				51267 C843 ON. . . GOTO/GOSUB
				51299 C863 Number fetch
				51357 C89D LET=
				51484 C91C Digit check
				51583 C97F PRINT#
				51589 C985 CMD
				51615 C99F PRINT
				51751 CA27 Print string
				51780 CA44 Print character
				51831 CA77 Input data error
				51871 CA9F GET

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				51910 CAC6 INPUT#
				51936 CAED INPUT
				51991 CB17 Input prompt
				52004 CB24 READ
				52242 CC12 Error messages
				52278 CC36 NEXT
				52370 CC92 Format checker
				52408 CCB8 Expression evaluator
				52538 CD3A Stack argument
				52637 CD9D Symbol evaluator
				52668 CDBC Pi
				53105 CF71 DIM
				53207 CFD7 Variable table look-up
				53415 D0A7 Floating-to-integer
				53860 D264 FRE
				53880 D278 Integer-to-floating
				53893 D285 POS
				53909 D295 DEF
				54089 D349 STR$
				54724 D5C4 CHR$
				54744 D5D8 LEFT$
				54788 D604 RIGHT$
				54799 D60F MID$
				54868 D654 LEN
				54883 D663 ASC
				54917 D685 VAL
				55014 D6E6 PEEK
				55033 D6F9 POKE
				55042 D702 WAIT
				55080 D728 Subtraction
				55103 D73F Addition
				55487 D8BF LOG
				55552 D900 Multiplication
				55646 D95E Load number to AFAC
				55650 D962 Load variable to AFAC
				55780 D9E4 Division
				55924 DA74 Load Accumulator (FAC)
				55928 DA78 Load variable to FAC
				55979 DAAB Store variable from FAC
				56075 DB0B SGN
				56106 DB2A ABS
				56222 DB9E INT
				56868 DE24 SQR
				56878 DE2E Raise AFAC to power FAC
				56992 DEA0 EXP
				57157 DF45 RND
				57246 DF9E COS
				57253 DFA5 SIN
				57326 DFEE TAN

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
57344-59391	E000-E7FF			**Screen Editor** Starting Address Function 57416 E048 ATN 57525 E0B5 Initialize BASIC system 57910 E236 Clear screen 57981 E27D Character fetch
58004-58986	E294-E66A			Video driver 58282 E3AA Scroll processor 58346 E3EA Video display routine 58185 E349 Quote mode ($EA) switcher 58346 E3EA Print character 58713 E559 Scroll 1 line 58758 E586 Interrupt Request (IRQ)
58987-59012	E66B-E684			Interrupt handler
59013-59198	E685-E73E			Clock update
59199-59227	E73F-E75B			Keyboard scan
59228-59348	E75C-E7D4			Keyboard encoding table
Page 233-240 I/O Ports and Expansion I/O (PIA's and VIA) (59392-61439)				
				Keyboard PIA (59408-59411)
59408	E810	233	E9	I/O Port A and Data Direction register
59409	E811	60	3C	Control Register A -- screen blanking 52=Screen off (blanked) 60=Screen on
59410	E812	255	FF	I/O Port B and Data Direction register 255=all keys except: 254=RVS key 253=key 251=SPACE key 247= < key
59411	E813	61	3D	Control Register B -- #1 cassette motor 53=motor on 61=motor off
				IEEE Port PIA (59424-59427)
59424	E820	255	FF	I/O Port A and Data Direction register PEEK (59424) reads input data.
59425	E821	188	BC	Control Register A -- set output line CA2 POKE 59425,52=low POKE 59425,60=high
59426	E822	255	FF	I/O Port B and Data Direction register POKE 59426,data writes output data POKE 59426,255 before a read to Port A
59427	E823	60	3C	Control Register B -- set output line CB2 POKE 59427,52=low POKE 59427,60=high

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				Parallel User Port VIA (59456-59471)
59456	E840	254	FE	I/O Port B 207=#2 cassette motor on 223=#2 cassette motor off WAIT 59456,23,23 waits for vertical retrace of display Bit 1=PB1 (NFRD on IEEE connector) output line Bit 3=PB3 (ATN on IEEE connector) output line
59457	E841	255	FF	I/O Port A with handshaking
59458	E842	30	1E	Data Direction register for I/O Port B
59459	E843	0	00	Data Direction register for I/O Port A For each bit 1=output, 0=input =0 all input =255 all output
59460-59461	E844-E845	25248	62A0	(Low, high order) Read Timer 1 Counter; write to Timer 1 Latch and (high byte) initiate count
59462-59463	E846-E847	65381	FF65	(Low, high order) Read Timer 1 Latch
59464	E848	113	71	Read Timer 2 Counter low byte and reset interrupt; write to Timer 2 low byte PEEK (59464) Clock decrements every microsecond POKE 59464,n sets SR rate of shift from high (n=0) to low (n=255) for music from User Port.
59465	E849	200	C8	Read Timer 2 Counter high byte; write to Timer 2 high byte and reset interrupt. PEEK (59465) Clock decrements every millisecond
59466	E84A	1	01	Serial I/O Shift register (SR) POKE 59466,15 or 51 or 85 to generate square wave output at CB2 for playing music from User Port.
59467	E84B	0	00	Auxiliary Control register. =16 Sets SR to free-running mode for music from User Port. =0 for proper operation of tape drive
59468	E84C	14	0E	Peripheral Control register =12 for graphics on shifted characters =14 for lower-case letters on shifted characters
59469	E84D	0	00	Interrupt Flag register
59470	E84E	128	80	Interrupt Enable register
59471	E84F	255	FF	I/O Port A without handshaking
Page 241-256 Operating System (61440-65535)				
61622-61904	F086-F1D0			**File Control** Starting Address Function
61905-63532	F1D1-F82C			61905 F1D1 Get a character (without cursor) 61921 F1E1 Input a character (with cursor)

Table F-1. CBM Memory Map (Rev. 2 ROMs) (Continued)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
				62002 F232 Display a character
				62026 F24A Close all files
				62121 F2A9 CLOSE
				62250 F32A STOP search
				62278 F346 Tape playback
				62402 F3C2 LOAD
				62481 F411 Display filename
				62515 F433 Fetch file number
				62556 F45C Number fetch
				62647 F4B7 VERIFY
				62724 F504 Fetch filename
				62741 F515 Fetch tape character
				62753 F521 OPEN
				62824 F568 Record SAVE routine
				62894 F5AE Tape header search
				62947 F5E3 Clear current tape buffer
				62957 F5ED Write tape end block
				63101 F67D Set up tape end pointer
				63108 F684 SYS
				63134 F69E SAVE
				63153 F6B1 SAVE memory block on cassette
				63273 F729 Update secondary jiffy clock
				Tape Control
63533-64789	F82D-FD15			
				63582 F85E Check for cassette on
				63615 F87F Tape read to buffer
				63684 F8C4 Write block to tape
				63765 F915 Interrupt wait
64824-65458	FD38-FFB2			**Power-On Diagnostics**
				64824 FD38 System reset SYS (64824) simulates power-on reset
				64909 FD8D Reset BASIC (does not affect User Program)
				64912 FD90 EOT-buffer compare
65472-65516	FFC0-FFEC			**Jump Vectors**
65472-65474	FFC0-FFC2	76 62753	4C F521	JMP OPEN
65475-65477	FFC3-FFC5	76 62121	4C F2A9	JMP CLOSE
65487-65489	FFCF-FFD1	76 61921	4C F1E1	JMP RDT
65490-65492	FFD2-FFD4	76 62002	4C F232	JMP WRT
65493-65495	FFD5-FFD7	76 62402	4C F3C2	JMP LOAD
65496-65498	FFD8-FFDA	76 63134	4C F69E	JMP SAVE
65499-65501	FFDB-FFDD	76 62647	4C F4B7	JMP VERIFY
65502-65504	FFDE-FFED	76 63108	4C F684	JMP SYS
65508-65510	FFE4-FFE6	76 61905	4C F1D1	JMP GETC
65514-65516	FFEA-FFEC	76 63273	4C F729	JMP Clock Update
65530-65535	FFFA-FFFF			**6502 Interrupt Vectors**
65530-65531	FFFA-FFFB	51808	CA60	Non-maskable interrupt (NMI)
65532-65533	FFFC-FFFD	64824	FD38	System reset (RESET)
65534-65535	FFFE-FFFF	58987	E66B	Interrupt request, break (IRQ+BRK)

Table F-2. CBM Memory Map (Rev. 3 ROMs)

Memory Address		Sample Value		Description
Decimal	Hexadecimal	Decimal	Hexadecimal	
			Page 0 (0-255)	
				USR Function Locations
0	0000	76	4C	Constant 6502 JMP instruction
1-2	0001-0002	826	033A	User address jump vector
				Evaluation of Variables and Terminal I/O Maintenance
3	0003	0	00	Search character
4	0004	0	00	Delimiter flag for quote mode scan
5	0005	255	FF	Input buffer pointer, general counter
6	0006	0	00	Flag for dimensioned variables
7	0007	0	00	Flag for variable type: 00=numeric FF=string
8	0008	0	00	Flag for numeric variable type: 00=floating point 80=integer
9	0009	0	00	Flag for DATA scan; LIST quote; memory
10	000A	0	00	Flag to allow subscripted variable; FNx flag
11	000B	0	00	Flag for input type: 0=INPUT 64=GET 152=READ
12	000C	0	00	Flag for ATN sign; comparison evaluation
13	000D	0	00	Flag to suppress output: + normal -- suppressed
14	000E	0	00	Current I/O device for prompt-suppress
15	000F	40	28	Terminal width (unused)
16	0010	30	1E	Limit for scanning source columns (unused)
17-18	0011-0012	828	033C	Basic integer address (for SYS, GOTO, etc.)
19	0013	22	16	Index to next available descriptor
20-21	0014-0015	19	13	Pointer to last string temporary
22-29	0016-001D	2	0002	Table of double-byte descriptions that point to variables (8 bytes)
30-31	001E-001F	16451	4043	Indirect index #1
32-33	0020-0021	26119	6607	Indirect index #2
34	0022	1	01	Pseudo-register for function operands (6 bytes)
35	0023	140	8C	
36	0024	0	00	
37	0025	0	00	
38	0026	0	00	
39	0027	0	00	