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## Zero-page locations

**Table H-9**

Zero-page locations used by the SSC

Address	Name	Description
\$24*	CH	Monitor pointer to current position of cursor on screen
\$26	SLOT16	Usually (slot x 16); that is, \$s0
\$27	CHARACTER	Input or output character
\$28*	BASL	Monitor pointer to current screen line
\$2A	ZPTMP1	Temporary storage (various uses)
\$2B	ZPTMP2	Temporary storage (various uses)
\$35	ZPTEMP	Temporary storage (various uses)
\$36*	CSWL	BASIC output hook (not for Pascal)
\$37*	CSWH	High byte of CSW
\$38*	KSWL	BASIC input hook (not for Pascal)
\$39*	KSWH	High byte of KSW
\$4E*	RNDL	Random number location, updated when looking for a keypress (not used when initialized by Pascal)

\* Not used when Pascal initializes SSC

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## Peripheral-card I/O space

There are 16 bytes of I/O space allocated to each slot in the Apple IIe. Each set begins at address \$C080 + (slot x 16); for example, if the SSC is in slot 3, its group of bytes extends from \$C0B0 to \$C0BF. Table H-10 interprets the six bytes the SSC uses.

**Table H-10**

Address register bits interpretation

Address	Register	Bits	Interpretation
\$C081+s0	DIPSW1 (SW1-x)	0	SW1-6 is OFF when 1, ON when 0.
		1	SW1-5 is OFF when 1, ON when 0.
		4-7	Same as above for SW1-4 through SW1-1.