

Table 6-10
Memory configuration Information

Bit 7 = 1	if auxiliary zero page and auxiliary stack are switched in
Bit 6 = 1	if 80STORE and PAGE2 both on
Bit 5 = 1	if auxiliary RAM switched in for reading
Bit 4 = 1	if auxiliary RAM switched in for writing
Bit 3 = 1	if bank-switched RAM being read
Bit 2 = 1	if bank-switched \$D000 Page 1 switched in and RAMREAD set
Bit 1 = 1	if bank-switched \$D000 Page 2 switched in and RAMREAD set
Bit 0 = 1	if internal Cs ROM was switched in (Ile only)

Interrupt differences: Apple IIe versus Apple IIc

If you are writing software for both the Apple IIe and the Apple IIc, you should know that there are several important differences between the interrupts on the enhanced Apple IIe and those on the Apple IIc. They are the following:

- In the Apple IIc ROM, \$FFFE points to \$C803; in the Apple IIe ROM, to \$C3FA. To ensure that the proper interrupt vectors are placed into the Language Card RAM space, always copy them to the RAM from the ROM. (When you initialize built-in devices on the IIc, these vectors are automatically updated).
- There is no shared \$C800 ROM in the Apple IIc. Peripheral cards share this space in the Apple IIe. Thus it is crucial that the slot address of the peripheral card using the \$C800 space is stored in MSLOT (\$07F8). When the interrupt handler goes to the internal \$C3 space, the IIe hardware switches in its own \$C800 space. When the interrupt handler finishes, it restores the \$C800 space to the slot whose address is in MSLOT.
- The Apple IIc \$C800 space is always switched in. The enhanced Apple IIe's interrupt handler preserves the state of the \$C800-space switch and then switches in the slot I/O space. This means that when restoring the state of the system using the value placed in location \$44, break-handling routines must restore one more value on the Apple IIe than on the Apple IIc.