

PREAD is described in Appendix B.

To read the analog inputs from machine language, you can use a program loop that resets the timers and then increments a counter until the bit at the appropriate memory location changes to 0, or you can use the built-in routine named PREAD. High-level languages, such as BASIC, also include convenient means of reading the analog inputs: refer to your language manuals.

Summary of secondary I/O locations

Table 2-11 shows the memory locations for all of the built-in I/O devices except the keyboard and display. As explained earlier, some soft switches should only be accessed by means of read operations; those switches are marked.

Table 2-11
Secondary I/O memory locations

Function	Address		Access
	Decimal	Hex	
Speaker	49200 -16336	\$C030	Read only
Cassette out	49184 -16352	\$C020	Read only
Cassette in	49248 -16288	\$C060	Read only
Annunciator 0 on	49241 -16295	\$C059	
Annunciator 0 off	49240 -16296	\$C058	
Annunciator 1 on	49243 -16293	\$C05B	
Annunciator 1 off	49242 -16294	\$C05A	
Annunciator 2 on	49245 -16291	\$C05D	
Annunciator 2 off	49244 -16292	\$C05C	
Annunciator 3 on	49247 -16289	\$C05F	
Annunciator 3 off	49246 -16290	\$C05E	
Strobe output	49216 -16320	\$C040	Read only
Switch input 0 (C)	49249 -16287	\$C061	Read only
Switch input 1 (A)	49250 -16286	\$C062	Read only
Switch input 2	49251 -16285	\$C063	Read only
Analog input reset	49264 -16272	\$C070	
Analog input 0	49252 -16284	\$C064	Read only
Analog input 1	49253 -16283	\$C065	Read only
Analog input 2	49254 -16282	\$C066	Read only
Analog input 3	49255 -16281	\$C067	Read only

Note: For connector identification and pin numbers, refer to Tables 7-18 and 7-19.