

- ❖ *Sharing memory:* In order to have enough memory locations for all of the soft switches and remain compatible with the Apple II and Apple II Plus, the soft switches listed in Table 4-7 share their memory locations with the keyboard functions listed in Table 2-1. The operations—read or write—shown in Table 4-7 for controlling the auxiliary memory are just the ones that are not used for reading the keyboard and clearing the strobe.

Auxiliary-memory subroutines

If you want to write assembly-language programs that use auxiliary memory but you don't want to manage the auxiliary memory yourself, you can use the built-in auxiliary-memory subroutines. These subroutines make it possible to use the auxiliary memory without having to manipulate the soft switches described in the previous section.

Important The subroutines described below make it easier to use auxiliary memory, but they do not protect you from errors. You still have to plan your use of auxiliary memory to avoid catastrophic effects on your program.

You use these built-in subroutines the same way you use the I/O subroutines described in Chapter 3: by making subroutine calls to their starting locations. Those locations are shown in Table 4-8.

Table 4-8
48K RAM transfer routines

Name	Action	Hex	Function
AUXMOVE	JSR	\$C311	Moves data blocks between main and auxiliary 48K memory
XFER	JMP	\$C314	Transfers program control between main and auxiliary 48K memory