

---

---

## Developing cards for slot 3

---

**Original Iie** In the original Apple Iie firmware, the internal slot 3 firmware was always switched in if there was an 80-column card (either 1K or 64K) in the auxiliary slot. This means that peripheral cards with their own ROM were effectively switched out of slot 3 when the system was turned on.

---

With the enhanced Apple Iie Monitor ROM, the rules are different. A peripheral card in slot 3 is now switched in when the system is started up or when Reset is pressed *if* the card's ROM has the following ID bytes:

\$C305 = \$38  
\$C307 = \$18

The enhanced Apple Iie firmware requires that interrupt code be present in the \$C3 page (either external or internal). A peripheral card in slot 3 must have the following code to support interrupts. After this segment, the code continues execution in the internal ROM at \$C400.

```
$C3F4:IRQDONE    STA    $C081    ;Read ROM, write RAM
                  JMP     $FC7A    ;Jump to $F8 ROM
                  IRQ
                  BIT     $C015    ;slot or internal ROM
                  STA     $C007    ;force in internal ROM
```

When programming for cards in slot 3:

- ☐ You must support the AUXMOVE and XFER routines at \$C311 and \$C314.
- ☐ Don't use unpublished entry points into the internal \$Cn00 firmware, because there is no guarantee that they will stay the same.
- ☐ If your peripheral card is a character I/O device, you must follow the Pascal 1.1 firmware protocol, described in the next section.

For more information about the \$C300 firmware, see the Monitor ROM listing in Appendix J of this manual. Especially note the portion from \$C300 through \$C420.