Learn Assembly Programming With ChibiAkumas!



65c02 Assembly programming for the Apple Ile

The Apple II saw many generations of it's hardware, from the early Apple II to the final Apple IIgs the hardware remained mostly compatible, however the harfdware was heavily upgraded, moving from a 4k 6502, to a 8mb 16 bit 65816

The most curious thing from our point of view is that the Apple II used 3 generations of the 6502, and it's the Apple IIe with its enhanced 8 bit 65C02 we'll cover in these tutorials







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There are many versions of the Apple 2, we're only going to cover the Apple IIe in these tutorials.

	Apple II	Apple IIe	Apple IIgs
Cpu	1mhz 6502	1mhz 65C02	2mhz 65C816 (16 bit)
Ram	4k	48k	up to 8mb
Resolution	Text Only	280�192	320x200
Sound	beeper	beeper	Ensonique 5503



Z80 Platforms

- Amstrad CPC
- Elan Enterprise
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 - MSX & MSX2
 - Sam Coupe
 - TI-83
 - ZX Spectrum
 - **Spectrum NEXT**
 - Camputers Lynx

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Lesson P3 - Ditilia	<u>o Functions on the</u>	<u>Apple II</u>

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Lesson P23 (Z80) - Sound with the 'Beeper' on the Apple II

Apple Ile Memory Map

The Apple IIc memory map is pretty typical.

We'll use Graphics Mode, and Page 2 - this means for our purposes the area \$0C00-\$3FFF can be used for our main program code.

Notice that the area \$C000-\$FFFF allows us to access the hardware...

Each "Port" has a different purpose, but rather strangely when we want to do something like set the graphics mode, we write ANY value to the graphics port... the value makes no difference!

From	То	Purpose
\$0000	\$00FF	Zero
\$0000	ψυσι ι	page
\$0100	\$01FF	Stack
\$0200	\$02FF	GETLN
\$0200	Ψ 021 1	buffer
\$0300	\$03CF	Free
Ψ0000	ΨΟΟΟΙ	Space
		DOS &
\$03D0	\$03FF	Interrupt
		vectors
\$0400	\$07FF	Text

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BBC Micro
Commodore 64

Commander x16

Super Nintendo (SNES)

Nintendo NES / Famicom

PC Engine (Turbografx-16)
Vic 20

		Screen Page 1
\$0800	\$0BFF	Text Screen Page 2
\$0C00	\$1FFF	Free space
\$2000	\$3FFF	Graphics Screen Page 1
\$4000	\$5FFF	Graphics Screen Page 2
\$6000	\$95FF	Applesoft String Data
\$9600	\$BFFF	Operating System Memory
\$C000	\$FFFF	System Harware ports

Hardware Ports Memory Map

Writing any value to these memory addreses causes the hardware	Address	Code	Details
change.	C050	TXTCLR	Display Graphics
	C051	TXTSET	Display Text
For example, to change the system to graphics mode:	C052	MIXCLR	Display Full Screen
Ida #0	C053	MIXSET	Display Split Screen
sta \$C050 ; Text off	C054	TXTPAGE1	Display Page 1
sta \$C052 ; Mixed Mode off	C055	TXTPAGE2	Display Page 2
sta \$c057 ; Display hires sta \$C055 ; Hires screen 2	C056	LORES	Display LoRes Graphics
Reading from the ports will also have the same effect!	C057	HIRES	Display HiRes Graphics

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Highres Screen - Screen Colors

Colors on the Apple II are effectively an 'Artifact' of the screen...

certain combinations of Off (0) and On (1) pixels will appear colored... this is known as Composite Artifact colors...

Unlike pretty much every system in existance, 8 bits of a byte draw 7 pixels!.... the top bit is a 'Color bit'... selecting 'Palette 0 or 1

The remaining 7 bits are the **7 pixels** of bitmap data... because each line is 40 bytes wide, the Apple II screen is a rather odd resolution of 280�192

Because of these artifacts, a '2 color' bitmap will show colors depending on the combination of the pixels...

My Akusprite editor offers a half horizontal resolution mode, where the 4 colors will be converted to the correct bit combinations



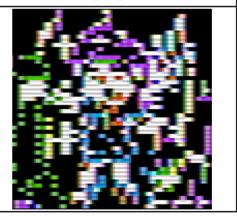
Bitnum	7	6	5	4	3	2	1	0
Function	Color	Pixel						
		1	2	3	4	5	6	7

	Pixel Pair				
Color Bit	00 01 10 11				
0	00	01	10	11	
1	00	01	10	11	

Normal Pixel data - 2 color



Half Horizontal resolution - 4 color



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TMS9900 Platforms

<u>Ti 99</u>

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6809/6309 Cheatsheet

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DevTools kit

6809 Platforms

Highres Screen Mode 2 - Memory map

Memory addresses for Screen Mode 2 is split into 3 chunks, also, every 8 lines we effectively 'reset' our high memory address and add \$80

1st Third

Lines 0-63

2nd Third

Lines 64-127

3rd Third

Lines 128-191

Pixels in Each line are in normal Left->Right format, however remeber 7 pixels are defined by each byte, with 1 bit defining the color palette.

We can calculate the address of the start of a line by splitting the bits of the Y line number...

YPOS:

7	6	5	4	3	2	1	0
Α	Α	В	В	В	С	С	C

Address= Base+(AA*\$0028) + (BBB*\$0080) + (CC*\$0400) + XPOS

	1st Third Lines 0-63	2nd Third Lines 64-127	3rd Third Lines 128- 191	Unused
0	\$4000-\$4027	\$4028-\$404F	\$4050-\$4077	\$4078-\$407F
1	\$4400-\$4427	\$4428-\$444F	\$4450-\$4477	\$4478-\$447F
2	\$4800-\$4827	\$4828-\$484F	\$4850-\$4877	\$4878-\$487F
3	\$4C00-\$4C27	\$4C28-\$4C4F	\$4C50-\$4C77	\$4C78-\$4C7F
4	\$5000-\$5027	\$5028-\$504F	\$5050-\$5077	\$5078-\$507F
5	\$5400-\$5427	\$5428-\$544F	\$5450-\$5477	\$5478-\$547F
6	\$5800-\$5827	\$5828-\$584F	\$5850-\$5877	\$5878-\$587F
7	\$5C00-\$5C27	\$5C28-\$5C4F	\$5C50-\$5C77	\$5C78-\$5C7F
8	\$4080-\$40A7	\$40A8-\$40CF	\$40D0-\$40F7	\$40F8-\$40FF
9	\$4480-\$44A7	\$44A8-\$44CF	\$44D0-\$44F7	\$44F8-\$44FF
10	\$4880-\$48A7	\$48A8-\$48CF	\$48D0-\$48F7	\$48F8-\$48FF
		\$4CA8-\$4CCF		\$4CF8-\$4CFF
	\$5080-\$50A7	\$50A8-\$50CF	\$50D0-\$50F7	\$50F8-\$50FF
	\$5480-\$54A7	\$54A8-\$54CF	\$54D0-\$54F7	\$54F8-\$54FF
	\$5880-\$58A7	\$58A8-\$58CF	\$58D0-\$58F7	\$58F8-\$58FF
		\$5CA8-\$5CCF		\$5CF8-\$5CFF
	\$4100-\$4127	\$4128-\$414F	\$4150-\$4177	\$4178-\$417F
	\$4500-\$4527	\$4528-\$454F	\$4550-\$4577	\$4578-\$457F
	\$4900-\$4927	\$4928-\$494F	\$4950-\$4977	\$4978-\$497F
	\$4D00-\$4D27	\$4D28-\$4D4F	\$4D50-\$4D77	\$4D78-\$4D7F
20	T T -	\$5128-\$514F	\$5150-\$5177	\$5178-\$517F
21	\$5500-\$5527	\$5528-\$554F	\$5550-\$5577	\$5578-\$557F
	\$5900-\$5927	\$5928-\$594F	\$5950-\$5977	\$5978-\$597F
	\$5D00-\$5D27	\$5D28-\$5D4F	\$5D50-\$5D77	\$5D78-\$5D7F
	\$4180-\$41A7	\$41A8-\$41CF	\$41D0-\$41F7	\$41F8-\$41FF
	\$4580-\$45A7	\$45A8-\$45CF	\$45D0-\$45F7	\$45F8-\$45FF
	\$4980-\$49A7	\$49A8-\$49CF	\$49D0-\$49F7	\$49F8-\$49FF
	•	\$4DA8-\$4DCF	\$4DD0-\$4DF7	\$4DF8-\$4DFF
	\$5180-\$51A7		\$51D0-\$51F7	\$51F8-\$51FF
29	\$5580-\$55A7	\$55A8-\$55CF	\$55D0-\$55F7	\$55F8-\$55FF

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Fujitsu FM7
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```
30 $5980-$59A7 $59A8-$59CF $59D0-$59F7 $59F8-$59FF
31 $5D80-$5DA7 $5DA8-$5DCF $5DD0-$5DF7 $5DF8-$5DFF
32 $4200-$4227 $4228-$424F $4250-$4277 $4278-$427F
33 $4600-$4627 $4628-$464F $4650-$4677 $4678-$467F
34 $4A00-$4A27 $4A28-$4A4F $4A50-$4A77 $4A78-$4A7F
35 $4E00-$4E27 $4E28-$4E4F $4E50-$4E77 $4E78-$4E7F
36 $5200-$5227 $5228-$524F $5250-$5277 $5278-$527F
37 $5600-$5627 $5628-$564F $5650-$5677 $5678-$567F
38 $5A00-$5A27 $5A28-$5A4F $5A50-$5A77 $5A78-$5A7F
39 $5E00-$5E27 $5E28-$5E4F $5E50-$5E77 $5E78-$5E7F
40 $4280-$42A7 $42A8-$42CF $42D0-$42F7 $42F8-$42FF
41 $4680-$46A7 $46A8-$46CF $46D0-$46F7 $46F8-$46FF
42 $4A80-$4AA7 $4AA8-$4ACF $4AD0-$4AF7 $4AF8-$4AFF
43 $4E80-$4EA7 $4EA8-$4ECF $4ED0-$4EF7 $4EF8-$4EFF
44 $5280-$52A7 $52A8-$52CF $52D0-$52F7 $52F8-$52FF
45 $5680-$56A7 $56A8-$56CF $56D0-$56F7 $56F8-$56FF
46 $5A80-$5AA7 $5AA8-$5ACF $5AD0-$5AF7 $5AF8-$5AFF
47 $5E80-$5EA7 $5EA8-$5ECF $5ED0-$5EF7 $5EF8-$5EFF
48 $4300-$4327 $4328-$434F $4350-$4377 $4378-$437F
49 $4700-$4727 $4728-$474F $4750-$4777 $4778-$477F
50 $4B00-$4B27 $4B28-$4B4F $4B50-$4B77 $4B78-$4B7F
51 $4F00-$4F27 $4F28-$4F4F $4F50-$4F77 $4F78-$4F7F
52 $5300-$5327 $5328-$534F $5350-$5377 $5378-$537F
53 $5700-$5727 $5728-$574F $5750-$5777 $5778-$577F
54 $5B00-$5B27 $5B28-$5B4F $5B50-$5B77 $5B78-$5B7F
55 $5F00-$5F27 $5F28-$5F4F $5F50-$5F77 $5F78-$5F7F
56 $4380-$43A7 $43A8-$43CF $43D0-$43F7 $43F8-$43FF
57 $4780-$47A7 $47A8-$47CF $47D0-$47F7 $47F8-$47FF
58 $4B80-$4BA7 $4BA8-$4BCF $4BD0-$4BF7 $4BF8-$4BFF
59 $4F80-$4FA7 $4FA8-$4FCF $4FD0-$4FF7 $4FF8-$4FFF
60 $5380-$53A7 $53A8-$53CF $53D0-$53F7 $53F8-$53FF
61 $5780-$57A7 $57A8-$57CF $57D0-$57F7 $57F8-$57FF
62 $5B80-$5BA7 $5BA8-$5BCF $5BD0-$5BF7 $5BF8-$5BFF
63 $5F80-$5FA7 $5FA8-$5FCF $5FD0-$5FF7 $5FF8-$5FFF
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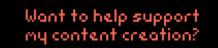
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