



Apple IIe Computer : : OVERVIEW



Disk - Dos 3.3

DIRECTORY LISTING

DIR CATALOG
CHANGE DISK DRIVE <number>

LOAD BASIC PROGRAM

LOAD LOAD <file-name>
RUN RUN
LOAD AND RUN RUN <file-name>

LOAD BINARY PROGRAM

LOAD BLOAD <filename>
RUN BRUN <filename>

BOOT DISK

BOOT PR #6



Disk - Prodos

DIRECTORY LISTING

DIR CAT
DIR DRIVE 2 CAT,D2
CHANGE DIR PREFIX

BOOT DISK

BOOT PR #7

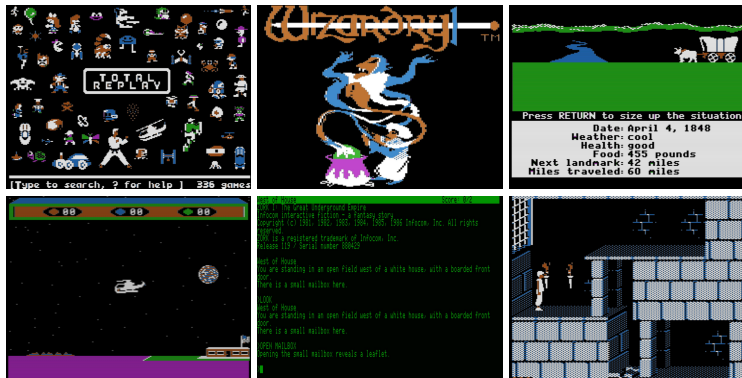
The Apple II was the first home computer with color graphics, released in 1979 with an expandable hardware architecture that influenced modern PCs. Later releases standardized features originally available as expansions. The MiSTer core re-implements an *Enhanced IIe* (a 1985 revision), with floppy disks, 128KB base RAM (expandable to 256KB), a Mockingboard A sound card, a 65C02 CPU, and PRODOS hard-drive support.

During its 10 year lifespan, the Apple II received a great game library with the early work of prominent game designers, and saw the beginning of many influential arcade, strategy, adventure, and role-playing franchises.



Earlier games use analog controls; this core is best paired with paddles, spinners, or an analog joystick. You can also map keyboard keys to a modern USB gamepad for nicer gameplay (in MiSTer OSD menu)

Joystick buttons are wired to the Open Apple key and the Close Apple key (same as original hardware)



SOFTWARE COLLECTIONS

Total Replay (by 4am)
Pitch Dark (by 4am)

```
dd if=diskimage.2mg of=diskimage.hdv  
bs=64 skip=1
```

HARDWARE SLOTS

Slot	Card
0	Language Card
1	Clock Card
2	Super Serial Card
3	(unused)
4	Mockingboard model A
5	Saturn 128K card
6	Disk II controller (floppy)
7	Smart Port Hard Drive

HIGH RES COLORS

#	Name	
0, 3	Black	
1	Purple	
2	Lt Green	
5	Orange	
6	Blue-Cyan	
4, 7	White	

LOW RES COLORS

#	Name	
0	Black	
1	Red	
2	Dark Blue	
3	Purple	
4	Dark Green	
5	Gray	
6	Blue-Cyan	
7	Lt Blue	
8	Brown	
9	Orange	
10	Gray	
11	Pink	
12	Lt Green	
13	Yellow	
14	Cyan	
15	White	

