



Tech Info Library

Applesoft Reference Manual: Errata (2 of 2)

Revised: 11/7/84
Security: Everyone

Applesoft Reference Manual: Errata (2 of 2)

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Replace the top part with

260 POKE -16296,0

Clear game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL low (0.3 volts). This is the "off" condition: maximum current 8 milliamperes.

270 POKE -16295,0

Set game control "annunicator" output #0 (Game I/O connector, pin 15) to TTL high (3.5 volts). This is the "on" condition: maximum current 0.4 milliamperes.

280 POKE -16294,0

Clear game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL low (0.3 volts). This is the "off" condition: maximum current 8 milliamperes.

290 POKE -16293,0

Set game control "annunicator" output #1 (Game I/O connector, pin 14) to TTL high (3.5 volts). This is the "on" condition: maximum current 0.4 milliamperes.

300 POKE -16292,0

Clear game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL low (0.3 volts). This is the "off" condition: maximum current 8 milliamperes.

310 POKE -16291,0

Set game control "annunicator" output #2 (Game I/O connector, pin 13) to TTL high (3.5 volts). This is the "on" condition: maximum current 0.4 milliamperes.

320 POKE -16290,0

Clear game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL low (0.3 volts). This is the "off" condition: maximum current 8 milliamperes.

330 POKE -16289,0
Set game control "annunicator" output #3 (Game I/O connector, pin 12) to TTL high (3.5 volts). This is the "on" condition: maximum current 0.4 milliamperes.

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The table for string pointers is wrong.

STRING POINTERS				
-+	+-----+			
		NAME	(pos)	1st byte
			(neg)	2nd byte
-+	+-----+			
		length		1 byte
		address		low byte
		address		high byte
			0	
			0	
-+	+-----+			

STRING POINTERS				
-+	+-----+			
		NAME	(pos)	1st byte
			(neg)	2nd byte
-+	+-----+			