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## Peripheral-card RAM space

There are 56 bytes of main memory allocated to the peripheral cards, eight bytes per card, as shown in Table 6-3. These 56 locations are actually in the RAM memory reserved for the text and low-resolution graphics displays, but these particular locations are not displayed on the screen and their contents are not changed by the built-in output routine COUT1. Programs in ROM on peripheral cards use these locations for temporary data storage.

**Table 6-3**  
Peripheral-card RAM memory locations

Base address	Slot number						
	1	2	3*	4	5	6	7
\$0478	\$0479	\$047A	\$047B*	\$047C	\$047D	\$047E	\$047F
\$04F8	\$04F9	\$04FA	\$04FB*	\$04FC	\$04FD	\$04FE	\$04FF
\$0578	\$0579	\$057A	\$057B*	\$057C	\$057D	\$057E	\$057F
\$05F8	\$05F9	\$05FA	\$05FB*	\$05FC	\$05FD	\$05FE	\$05FF
\$0678	\$0679	\$067A	\$067B*	\$067C	\$067D	\$067E	\$067F
\$06F8	\$06F9	\$06FA	\$06FB*	\$06FC	\$06FD	\$06FE	\$06FF
\$0778	\$0779	\$077A	\$077B*	\$077C	\$077D	\$077E	\$077F
\$07F8	\$07F9	\$07FA	\$07FB*	\$07FC	\$07FD	\$07FE	\$07FF

\* If there is a card in the auxiliary slot, it takes over these locations.

A program on a peripheral card can use the eight base addresses shown in the table to access the eight RAM locations allocated for its use, as shown in the next section, "I/O Programming Suggestions."

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### Warning

The Apple IIe firmware sets the value of \$04FB to \$FF on a reset, even if there is no 80-column card installed.

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## I/O programming suggestions

A program in ROM on a peripheral card should work no matter which slot the card occupies. If the program includes a jump to an absolute location in one of the 256-byte memory spaces, then the card will work only when it is plugged into the slot that uses that memory space. If you are writing the program for a peripheral card that will be used by many people, you should avoid placing such a restriction on the use of the card.