INTERPRETER VARIABLES V0.002 9/10/82

NAME	SIZE (bytes)	USAGE
STLN	2	Physical pointer to first byte of line # table
ENLN	2	Physical pointer to last byte of line # table (ENLN)+1 is first byte of text.
PGMTOP	2	Physical pointer to last byte of text.

NOTE: STLN, ENLN, PGMTOP are word-sized physical pointers because they are restricted to pointing to the first 64K of Physical Ram. STLN will be fixed for any given edition of armadillo Basic.

CURLIN	2 (EXTRAM)	Physical pointer to current line number table entry.
TEXT	2	Physical pointer to current line of text.
PGMPTR	2 (CHPTR)	Physical pointer to current execution point. An absolute logical pointer, assuming line is mapped into the beginning of its standard window.
CMTOP	4	Physical pointer to last available byte of CPU ram.
USER	4	Physical pointer to first byte of ram allocated to user. (Initially (CMTOP)+1). (Last byte of available to interpreter is in (USER)-1.)
CHAT	1	Next byte of statement being interpreted.
VSPTR	2	Logical pointer to top of value stack, assuming standard window.
STKTP4	4	Physical equivalent of STKTOP.
STKBEG	4	Physical equivalent of STVSPT.(Value changes if PAB) AEM
SYMTAB	4	Physical pointer to low end of symbol table.
SYMPTR	4	Physical pointer to the free space of symbol table area. WEY
STRSP	4	Physical pointer to high end of string space.
STREND	4	Physical pointer to low end of string space.
SREF	4	Physical pointer to temporary string.
TEMP5	4	Physical ptr to string to be copied by LITSTR. AM
SPSAL	2	VDP pointer to individual sprite attribute list. JF10/82
PNT	2	VPD pointer to pattern name table.
SAL	2	VPD pointer to sprite attribute list.
SMT	2	VPD pointer to sprite motion table.
PGT	2	VPD pointer to pattern/sprite generator table.
VMODE	1	Current VDP mode.
VWIDTH	1	Physical video line width. (depends on mode.)
LEFT	1	Left margin.
LWIDTH	1	Logical line width. (right margin is VWIDTH-LWIDTH-LEFT.)
TOP	1	Top margin.
LINES	1	Number of logical lines. (bottom margin is 24-LINES-TOP.)
SCRBUF	40	Scroll buffer (also scratch)
LLENG	24	Current line lengths. (for smart scroll)
MAXPG	2	Maximum program size to save as PROGRAM file.

S C R A T C H P A D A L L O C A T I O N

>8000-0FF	Memory Mapper files, #0-#7, on 64 byte boundaries
>8100-11F	Memory Mappper XOP workspace (MEMWS)
>8110-113	CMTOP - (R8 and R9 in MEMWS) Physical pointer first unusable byte. (NOTE: this is different from MEMTOP at >8370, which is the last usable byte in VDP RAM.)
>8120-82FF	

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>8300-303   STLN first byte of line number table (always zero?)
>8304-307   ENLN last byte of line number table
>8308-30B   PGMTOP last byte of program
>830C-30F   CURLIN line number table entry of current line
>8310-313   EXTRAM address of line number table entry
>8314-317


>834A-36D   FAC/ARG floating point accumulators
>836E-36F   VSPTR value stack pointer
>8370-371   MEMTOP last free byte in VDP RAM
>8372       Data stack pointer
>8373       Subroutine stack pointer
>8374       Keyboard number for scan
>8375       Input character
>8376       Joystick Y
>8377       Joystick X
>8378       8-bit random number
>8379       Timer
>837A       Sprite motion
>837B       VDP status register copy
>837C       Status
>837D       Screen character buffer
>837E       XPT
>837F       YPT
>8380-38F   Subroutine stack
>83C0-3D8   Interpreter work area
>83C0-3C1   Random number seed
>83C2-3C3   VDP Interrupt flags
>83C4-3C5   User timer interrupt routine pointer
>83C6       KBD flag
>83C7       Saved modifier flags
>83C8       KBD 0 debounce
>83C9       KBD 1 debounce
>83CA       KBD 2 debounce
>83CB       Save grom address of header
>83CC-3CD   Sound list address
>83CE-3CF   Number of sound bytes.
>83D0-3D1   CRU list
>83D2-3D3   SADDR
>83D4-3D5   SAVVDP
>83D6-3D7   TIMOUT counter (for screen)
>83D8-3D9   Save R11 in keyscan
>83DA-3DF   Interrupt workspace (R13-R15)
>83E0-3FF   GPL workspace
>8400-403   SOUND CHPI ACCESS - DO NOT USE
>8408-4FF
>8500-5FF   Crunch buffer
>8600-6FF
>8700-7FF
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