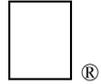


Apple II Technical Notes



Developer Technical Support

Apple IIGS #102: Various Vectors

Written by:
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This Technical Note describes system vectors that are not fully described in other documentation.

The **MOVE_INFO** vector

`MOVE_INFO` is a flexible, low-overhead data transfer routine. It can transfer buffer-to-buffer, buffer-to-location, location-to-buffer, and buffer-to-buffer reversing the order of the bytes.

Apple IIGS GS/OS Device Driver Reference tells you how to call `MOVE_INFO` from a GS/OS driver environment (`JSL` to `$01FC70`), but this requires the language-card RAM to be banked in correctly.

Another vector points to the same routine: `$E10200`. If you aren't a GS/OS device driver, it is more convenient to `JSL` to `$E10200`, because you don't have to worry about banking in the `$01FCxx` vectors. The `$E10200` vector is available whenever GS/OS is active, under System Software 5.0 or later.

The **DYN_SLOT_ARBITER** and **SET_SYS_SPEED** vectors

Two other GS/OS System Service vectors are duplicated in bank `$E1`: `SET_SYS_SPEED` (`$E10204`) and `DYN_SLOT_ARBITER` (`$E10208`). Like `MOVE_INFO`, these are available when GS/OS is active under System Software 5.0 or later.

Further Reference

- *Apple IIGS GS/OS Device Driver Reference*