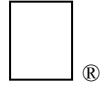


# Apple II Technical Notes



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Developer Technical Support

## Apple IIGS

### #102: Various Vectors

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

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#### 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*