APPENDIX H
OS SUBROUTINE LIBRARY

NAME	INPUT REGISTERS										DESCRIPTION	SECTION
	B	L	D	E	e	C	A	F	IX	IY		
ACTIVATE	x	x						x			Moves pattern and color generator to VRAM	3.3.2.4
ADD816	x	x					x				Adds 8-bit signed (A) to 16-bit unsigned (HL)—>(HL)	9.1
CONT_SCAN											Moves controller port data to CRAM	6.4
DECLSN	x	x									Decrements least significant nibble pointed to by (HL)	9.2
DECMSN	x	x									Decrements most significant nibble pointed to by (HL)	6.3
DECODER	x	x									Calls CONT_SCAN	6.3
ENLARGE	x	x	x	x	x	x	x				Doubles the size of the original object	3.2.2.4
FILL_VRAM	x	x	x	x			x				Writes a specific value to VRAM	3.1.5
FREE_SIGNAL							x				Releases a timer to the free list based on SIGNAL_NUM	5.8
GET_VRAM	x	x	x	x			x			x	Moves VRAM table entry to CRAM	3.2.1.2
INIT_SPR_ORDER							x				Initialises SPRITE_ORDER data area to zero	3.2.3.1
INIT_TABLE	x	x					x				Initialises the VDP base address for given table	3.2.2.1
INIT_TIMER	x	x	x	x							Initialises timer data areas	5.4
INIT_WRITER	x	x					x				Initialises queue size, head and tail addresses and queue head and tail	8.1
LOAD_ASCII											Writes ASCII generator set to pattern generator table	9.6
MODE_1											Sets VDP to graphics mode 1 and sprite size 0	3.1.6
MSNTOLSN	x	x									(HL)—>byte.MSN to (HL)—>byte.LSN	9.4
PLAY_IT					x						Called to start a sound	7.3
PLAY_SOUND											Moves frequency and attenuation data to sound chips	7.5
POLLER											Reads, decodes and debounces all active portions of both controllers	6.2
PUTOBJ					x			x			Changes an object's frame or location on the display	3.3.4
PUT_VRAM	x	x	x	x			x			x	Moves data from CRAM to VRAM table	3.2.1.3
RAND_GEN											16-bit random number generator	9.5
READ_REGISTER											Reads and returns the contents of the VDP register	3.1.3
READ_VRAM	x	x	x	x	x	x					Reads from VRAM writes to buffer in CRAM	3.1.1
REFLECT_HORIZONTAL	x	x	x	x	x	x					Reflection of generators about the horizontal axis	3.2.2.2
REFLECT_VERTICAL	x	x	x	x	x	x	x				Reflection of generator about the vertical axis	3.2.2.1
REQUEST_SIGNAL	x	x				x					Sets up a timer for the caller	5.6
ROTATE_90	x	x	x	x	x	x	x				90-degree clockwise rotation of generator	3.2.2.3
SOUND_INIT					x						Initialises various sound data areas	7.2
SOUND_RAM											Called every VDP interrupt, manages sound data base	7.4
TEST_SIGNAL						x					Tests for a time-out of a timer	5.7
TIME_MGR											Maintains all OS software timers	5.5
UPDATE_SPINNER											Services controller spinner switch interrupts	6.5
WRITER											Performs deferred PUTOBJ operations	4.2
WRITE_REGISTER					x	x					Writes a value to a selected VDP register	3.1.4
WRITE_VRAM	x	x	x	x	x	x					Moves Data from CRAM to VRAM	3.2.3.2
WR_SPR_NM_TBL						x					Moves local sprite data to VRAM sprite attribute table	3.2.3.2