

Appendix 7 KERNAL Functions

System Interrupt Table for the VC-3 system, running on the SD-8516.

Introduction

The following is a list and short explanation of the System Interrupt Table; the user-facing part of the KERNAL that you can interact with.

For more information and examples, please see the [SD-8516 Programmer's Reference Guide](#). Over time, more information will be added here but it is intended solely as a catalog of the system calls.

Example Code

```
LDAL #'A'      ; AL has the variable name
LDB #1234      ; B has the value to set
LDAH $11       ; VAR_SET
INT $05

LDELM @string  ; address of string containing a number
LDAH $62       ; IO_GETNUM
INT $05
; B now contains the number from the string
```

INT 05h - CAM/IL

```
;
=====
; INT 05h - "TinyBASIC" Interpretive Language
; Complete implementation of a TinyBASIC IL + Stellar BASIC extensions
;
=====
; Function dispatch via AH register:
;
; === EXECUTION CONTROL (AH=$00-$0F) ===
; AH=$00: RUN_PROGRAM      - Start execution from line number or beginning
; AH=$01: STOP_PROGRAM     - Stop execution
; AH=$02: CONTINUE         - Continue from current position
; AH=$03: EXEC_IL_STEP     - Execute one IL instruction
; AH=$04: EXEC_IL_CONT     - Execute IL until completion
; AH=$05: GET_STATUS       - Get interpreter status
; AH=$06: SET_STATUS       - Set interpreter status flags
; AH=$07: RESET_INTERP     - Reset interpreter state
```

```

;
; === VARIABLE MANAGEMENT (AH=$10-$1F) ===
; AH=$10: VAR_GET           - Get variable value by letter
; AH=$11: VAR_SET           - Set variable value by letter
; AH=$12: VAR_CLEAR_ALL     - Clear all variables to 0
; AH=$13: VAR_GET_ADDR      - Get address of variable storage
;
; === NAMED VARIABLE SERVICES (AH=$14-$1F) ===
; AH=$14: NVAR_GET          - Find variable by name
; AH=$15: NVAR_SET          - Insert or update variable
; AH=$16: NVAR_DELETE       - Remove variable
; AH=$17: NVAR_CLEAR        - Clear all named variables
;
; === EXPRESSION STACK (AH=$20-$2F) ===
; AH=$20: EXPR_PUSH         - Push value to expression stack
; AH=$21: EXPR_POP          - Pop value from expression stack
; AH=$22: EXPR_PEEK         - Peek at top of stack
; AH=$23: EXPR_CLEAR        - Clear expression stack
; AH=$24: EXPR_DEPTH        - Get current stack depth
;
; === STACK MANIPULATION (AH=$28-$2F) ===
; AH=$25: EXPR_DUP          - Duplicate top of stack
; AH=$26: EXPR_SWAP         - Swap top two values
; AH=$27: EXPR_DROP         - Drop top value
; AH=$28: EXPR_OVER         - Copy second value to top
; AH=$29: EXPR_ROT          - Rotate top 3 values
;
; === PROGRAM LINE MANAGEMENT (AH=$30-$3F) ===
; $30-$37: Search/Navigate
; $30: LINE_FIND            - Find line by number (forward)
; $31: LINE_NEXT            - Get next line
; $32: LINE_FIND_REVERSE    - Find line by number (backward)
; $33: LINE_PREV            - Get previous line
; $36-$39: Modify
; $36: LINE_INSERT          - Insert or replace line
; $37: LINE_DELETE          - Delete line by number
; $38: LINE_REMOVE_SPACE    - Add space for new program line
; $39: LINE_MAKE_SPACE      - remove unused line space
; $3A-$3F: Utility
; $3A: LINE_FIRST           - Get first line
; $3B: LINE_CLEAR_ALL       - Clear entire program (NEW)
; $3C: LINE_COUNT           - Count total lines
; $3F: PROGRAM_END          - ELM points to end of program
;
; === GOSUB/RETURN STACK (AH=$40-$4F) ===
; AH=$40: GOSUB_PUSH        - Push return address for GOSUB
; AH=$41: GOSUB_POP         - Pop return address for RETURN
; AH=$42: GOSUB_CLEAR       - Clear GOSUB stack
;
; === FOR/NEXT STACK (AH=$50-$5F) ===

```

```

; AH=$50: FOR_PUSH      - Push FOR loop context
; AH=$51: FOR_POP       - Pop FOR loop context
; AH=$52: FOR_PEEK      - Peek at current FOR loop
; AH=$53: FOR_CLEAR     - Clear FOR stack
; AH=$54: FOR_FIND_VAR  - Find FOR loop by variable letter
;
; === INPUT/OUTPUT HELPERS (AH=$60-$6F) ===
; AH=$60: IO_GETCHAR    - Get next character from input buffer
; AH=$61: IO_PUTCHAR    - Output character to screen
; AH=$62: IO_GETNUM     - Parse number from input
; AH=$63: IO_PUTNUM     - Output number to screen
; AH=$64: IO_NEWLINE    - Output CR/LF
; AH=$65: IO_GETLINE    - Get line of input from use/publiir
; AH=$66: IO_PRINT_STR  - Print string at pointer
; AH=$67: IO_PROCESS_STRING - Process a string in quotes for printing.
; AH=$68: IO_INPUT     - for the INPUT command. Simple string input.
;
; === STRING/TOKEN HELPERS (AH=$70-$8F) ===
; AH=$70: STR_COMPARE   - Compare strings for keyword matching
; AH=$71: STR_TO_UPPER  - Convert string to uppercase
; AH=$72: STR_SKIP_SPACE - Skip whitespace in ELM string
; AH=$73: STR_IS_DIGIT  - Check if character is digit
; AH=$74: STR_IS_ALPHA  - Check if character is letter
; AH=$75: STR_LENGTH    - Get string length
; AH=$76: STR_COPY      - Copy string from src to dst
; AH=$77: STR_CONCAT    - Concatenate two strings
; AH=$78: STR_LEFT      - Extract left N characters (LEFT$)
; AH=$79: STR_RIGHT     - Extract right N characters (RIGHT$)
; AH=$7A: STR_MID       - Extract middle substring (MID$)
; AH=$7B: STR_CHR       - Convert byte to character (CHR$)
; AH=$7C: STR_ASC       - Convert character to byte (ASC)
; AH=$7D: STR_VAL       - Convert string to number (VAL)
; AH=$7E: STR_STR       - Convert number to string (STR$)
; AH=$7F: STR_FIND      - Find substring within string (INSTR)
; AH=$80: STR_LTRIM     - Trim leading whitespace
; AH=$81: STR_RTRIM     - Trim trailing whitespace
; AH=$82: STR_TRIM      - Trim both leading and trailing whitespace
; AH=$83: STR_REVERSE   - Reverse a string
; AH=$84: STR_REPEAT    - Repeat character N times (STRING$)
; AH=$85: STR_SPLIT     - Split string at delimiter
; AH=$86: STR_REPLACE   - Replace substring with another
; AH=$87-$8F: (Reserved for future string operations)
;
; === ARITHMETIC/LOGIC HELPERS (AH=$90-$9F) ===
; AH=$90: MATH_ADD      - Pop two values, push sum
; AH=$91: MATH_SUB      - Pop two values, push difference
; AH=$92: MATH_MUL      - Pop two values, push product
; AH=$93: MATH_DIV      - Pop two values, push quotient
; AH=$94: MATH_NEG      - Negate top of stack
; AH=$95: MATH_RAND     - Generate random integer
; AH=$96: MATH_RND      - Generate random number between 0 and 1

```

```

;
; === ADVANCED MATH (AH=$96-$9F) ===
; AH=$9A: MATH_MOD      - Modulo (remainder)
; AH=$9B: MATH_ABS      - Absolute value
; AH=$9C: MATH_MIN      - Minimum of two values
; AH=$9D: MATH_MAX      - Maximum of two values
; AH=$9E: MATH_SGN      - Sign (-1, 0, or 1)
;
; === COMPARISON HELPERS (AH=$A0-$AF) ===
; AH=$A0: CMP_EQ        - Compare equal
; AH=$A1: CMP_NE        - Compare not equal
; AH=$A2: CMP_LT        - Compare less than
; AH=$A3: CMP_GT        - Compare greater than
; AH=$A4: CMP_LE        - Compare less than or equal
; AH=$A5: CMP_GE        - Compare greater than or equal
; AH=$A6-$AF: (Reserved)
;
;
=====

;
=====

; INT 05h - PALO ALTO TINY BASIC SYSTEM
; Memory map and constants
;
=====

.equ PATB_TBUF          $01DB00    ; tokenizer buffer (as listed in memory
map) CHECKME: not really being used?
.equ PATB_VARIABLES     $01EE00    ; 26 vars x 2 bytes = 52 bytes ($01EE00-
$01EE33)
.equ PATB_EXPR_STACK    $01EE34    ; Expression stack, 64 bytes ($01EE34-
$01EE73)
.equ PATB_EXPR_SP       $01EE74    ; Expression stack pointer (2 bytes)
.equ PATB_GOSUB_STACK   $01EE76    ; GOSUB stack, 48 bytes (16 levels x 3
bytes)
.equ PATB_GOSUB_SP      $01EEA6    ; GOSUB stack pointer (2 bytes)
.equ PATB_FOR_STACK     $01EEA8    ; FOR stack, 40 bytes (8 levels x 5 bytes)
.equ PATB_FOR_SP        $01EED0    ; FOR stack pointer (2 bytes)
.equ PATB_GOTO_TARGET   $01EED2    ; 2 bytes: 0 = no goto, nonzero = target
line#
.equ PATB_STATUS        $01EED4    ; 1 byte
                                   ; Bit 0: Running (1) / Stopped (0)
                                   ; Bit 1: Error flag
                                   ; Bit 2: Break flag

.equ PATB_RANDSEED      $01EED5    ; 2 bytes
.equ PATB_PROGRAM_PTR   $01EED7    ; 3 bytes
.equ PATB_IL_PTR        $01EEDA    ; 3 bytes
.equ PATB_INPUT_PTR     $01EEDD    ; 3 bytes
.equ PATB_BANK          $01EEE0    ; 1 byte

```

```
.equ PATB_DIM_NAMEPTR    $01EEE1    ; 3 bytes - saved var name pointer for DIM
loop
.equ PATB_VARTOP         $01EEE4    ; 3 bytes - bottom of variable storage
(grows down)
.equ PATB_DATA_PTR       $01EEE7    ; 3 bytes - for DATA and READ statements
.equ PATB_MS_PTR         $01EEEA    ; 3 bytes - multiline statement pointer
.equ PATB_LINE_NO        $01EEED    ; 2 bytes - current line no.

; RESERVED: $01EEED-$01EEFF = 17 bytes free

; Refer to memorymap.sda if these change
.equ PATB_PARSEBUF       $0000D0    ; 16 bytes
.equ PATB_LET_NAMEBUF    $0000E0    ; 32 bytes (until $0000FF) -- just before
BASIC space.
.equ PATB_PROGRAM_BASE   $000100    ; Start of program storage (Bank 3, offset
$100)
.equ PATB_PROGRAM_END    $00FFFF    ; End (almost 64KB for programs)
```

INT 10h - Terminal Services

```
;
=====
; INT 10h - KEYBOARD / TERMINAL SERVICES
; PC BIOS-style keyboard interrupt handler
;
=====
; Function dispatch via AH register:
;   AH=00h: Read character (non-blocking)
;   AH=01h: Check if key available (in keyboar buffer)
;   AH=02h: Read character (blocking)
;   AH=03h: Get keyboard flags/shift state
;   AH=04h: Clear keyboard buffer
;   AH=05h: Push character into buffer

;   AH=10h: Clear screen (blank characters only)
;   AH=11h: Write character at cursor location
;   AH=12h: Read character at cursor location
;   AH=13h: Set color data at cursor location
;   Ah=14h: Get color data at cursor location
;   AH=15h: Set cursor position
;   AH=16h: Get cursor position
;   AH=17h: Print character at cursor (teletype)
;   AH=18h: Print string at cursor
;   Ah=19h: Read string between X,Y and cursor
;   AH=1Ah: Carriage Return
;   AH=1Bh: Issue Linefeed
;   AH=1Ch: Scroll screen up (linefeed_push forced linefeed)

;   AH=20h: Cursor Left (move cursor left one column)
```

```
; AH=21h: Cursor Right (move cursor right one column)
; AH=22h: Cursor Up (move cursor up one row)
; AH=23h: Cursor Down (move cursor down one row)
; AH=24h: Bell (audible beep - optional)
; AH=25h: Backspace (move left and erase character)
; AH=26h: Delete (pull line left from cursor to end of line)
; AH=27h: Tab (move to next tab stop)
; AH=28h: Home (move cursor to 0,0)
; AH=29h: Advance Cursor with Line Link Hook (links to term.sda)
; links to term.sda:
; AH=$2A: int10_cursor_blink -- Blink cursor (main loop)
; AH=$2B: int10_cursor_on -- Turn cursor on
; AH=$2C: int10_cursor_off -- Turn cursor off
; AH=$2D: int10_cursor_toggle -- Toggle cursor
; AH=$2E: int10_set_cursor_colors -- Set char/cursor colors

; AL=30h: Clear to End of Line (erase from cursor to end of line)
; AL=31h: Clear to End of Screen (erase from cursor to end of screen)
; AL=32h: Insert Line (insert blank line at cursor row)
; AL=33h: Delete Line (delete line at cursor row)
; AL=34h: link line
; AL=35h:
; AL=36h:
; AL=37h:
; AH=38h: Scroll Line Links

; AH=40h: Set video mode
; AH=41h: Get current video mode
; AH=42h: Get MAX ROWS (mode 0:23, 1:25, 2:25, 3: 30)
; AH=43h: Get MAX COLS (mode 0:22, 1:40, 2:80, 3: 120)
; AH=44h: Get pointer to VIDEO_TEXT_BASE for current mode (or start of
framebuffer for graphics modes)
; AH=45h: Get pointer to VIDEO_COLOR_BASE for current mode (or palette
space for graphics modes)
; AH=46h: is text mode?
; AH=47h: get char rom base
```

INT 11h - Sound Services

Please see the interrupt table and function discussion in [Appendix 5 Sound System](#) of the [SD-8516 Programmer's Reference Guide](#).

INT 12h - String Services

- [INT 12h String Services](#)

INT 13h - Math Services

```
;
=====
; INT 13h - MATH SERVICES
; Stellar BIOS Math operations interrupt handler
;
=====
; Function dispatch via AH register:
;   AH=00h: Random number (16-bit)
;   AH=01h: Random number in range
;   AH=02h: Seed random number generator
;   AH=03h: Square root (integer)
;   AH=04h: Power (base^exponent)
;   AH=05h: Sine (8-bit fixed point)
;   AH=06h: Cosine (8-bit fixed point)
;   AH=07h: Tangent (8-bit fixed point)
;   AH=08h: Arctangent2 (for angles)
;   AH=09h: Absolute value
;   AH=0Ah: Min of two values
;   AH=0Bh: Max of two values
;   AH=0Ch: Clamp value to range
;
;
=====
```

INT 18h - Graphics Services

```
;
=====
; INT 18h - GRAPHICS SERVICES
; Stellar BIOS Graphics operations interrupt handler
;
=====
; Function dispatch via AH register:
;   AH=00h: reserved (for set graphics mode see int 10h ah=40h)
;   AH=01h: Plot MODE 3 pixel (4bpp)
;   AH=02h: Plot MODE 3b pixel (8bpp)
;   AH=11h: Get MODE 3 pixel (4bpp)
;   AH=12h: Get MODE 3b pixel (8bpp)

;   AH=20h: Clear screen (fill with color)
;   AH=21h: Draw line
;   AH=22h: Draw rectangle (outline)
;   AH=23h: Fill rectangle
;   AH=24h: Draw circle (outline)
;   AH=25h: Fill circle
;   AH=26h: Draw ellipse
```

```
; AH=30h: Blit sprite/image

; AH=40h: Set color mode for video mode
; AH=41h: Get current color mode
; AH=42h: Set palette entry (AL=0, use 0-15. Anything else, use 0-255)
; AH=43h: Get palette entry (AL=0, use 0-15. Anything else, use 0-255)
; AH=44h: Load palette (AL=0, use 16color, anything else, all 256.
ELM=source for palette data)
; AH=45h: Set draw color (deprecated for now)
; AH=46h: Flood fill (PAINT) (deprecated for now)

; AH=50h: Scroll region
; AH=51h: Copy region
;

=====
; Graphics Mode 3: 320x200x16 or 320x200x256
; Framebuffer: Bank 2, $020000-$027CFF (32,000 bytes)
; Framebuffer: Bank 2, $020000-$02F9FF (64,000 bytes) (3b)
; Palettes: Bank 2, $02FA00-$02FCFF (768 bytes, RGB triplets)
; Each pixel = 4 bits (colormode palettes)
; Each pixel = 1 byte (palette index 0-255) (3b)
; Each palette entry = 3 bytes (R, G, B, 0-255 each)
;

=====
```

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