

These are called system variables, and have names, but do not confuse them with the variables used by the BASIC. The computer will not recognize the names as referring to system variables, and they are given solely as mnemonics for we humans.

NOTES	VARIABLE	ADDRESS			CONTENTS
		ZX80	ZX81	SPECTRUM	
N2	ACC	16418	NA	NA	Value of the last expression or variable: in practice this is the parameter of PEEK so that PEEK(16418) yields 34 and PEEK(16419) yields 64 always.
1	ATTR_P	NA	NA	23693	Permanent current colours, etc (as set up by colour statements).
N1	ATTR_T	NA	NA	23695	Temporary current colours, etc (as set up by colour items).
1	BORDCR	NA	NA	23624	Border colour * 8; also contains the attributes normally used for the lower half of the screen.
SN1	BREG	NA	16414	23655	Calculator's b register.
S1	CDFLAG	NA	16443	NA	Various flags. Bit 7 is on (1) during compute & display mode.
SX2	CH_ADD	16422	16406	23645	Address of the next character to be interpreted: the character after the argument of PEEK, or the NEWLINE at the end of a POKE statement.
X2	CHANS	NA	NA	23631	Address of channel data.
2	CHARS	NA	NA	23606	256 less than address of character set (which starts with space and carries on to the copyright symbol). Normally in ROM, but you can set up your own in RAM and make CHARS point to it.
S1	COORDS	NA	16438	23677	x-coordinate of last point PLOTted.
S1	COORDS (Byte 2)	NA	16439	23678	y-coordinate of last point PLOTted.
X2	CURCHL	NA	NA	23633	Address of information currently being used for input and output.
SX2	D_FILE	16396	16396	NA	Points to the starting location of the Display File.
X2	DATADD	NA	NA	23639	Address of terminator of last DATA item.
SN1	DB_ST	NA	16423	NA	Debounce status of keyboard.
N2	DEFADD	NA	NA	23563	Address of arguments of user defined function if one is being evaluated; otherwise 0.
SN2	DEST	NA	16402	23629	Address of variable in assignment.
S2	DF_CC	NA	16398	23684	Address of PRINT position in display file. Can be poked so that PRINT output is sent elsewhere.
N2	DF_EA	16398	NA	NA	Points to the start of the lower part of the display file.
N2	DF_END	16400	NA	NA	Points to the end of the lower part of the display file.
SX1	DF_SZ	16402	16418	23659	The number of lines (including one blank line) in the lower part of the Screen.
2	DFCCL	NA	NA	23686	Like DF_CC for lower part of screen.
2	E_ADDR	16388	NA	NA	Position in RAM of [K] or [L] cursor last line any input or editing was done.
SX2	E_LINE	16394	16404	23641	Address of command being typed in.
S2	E_PPC	16390	16394	23625	Number of current line (with program cursor).
2	ECHO_E	NA	NA	23682	33 column number and 24 line number (in lower half) of end of input buffer.
1	ERR_NR	16384	16384	23610	For ZX80 and ZX81, 1 less than the report code. Starts off at 255 (for - 1), so PEEK 16384, if it works at all, gives 255. On Spectrum, 1 less than the report code. Starts off at 255 (for 1) so PEEK 23610 gives 255.
X2	ERR_SP	NA	16386	23613	Address of first item on machine stack (after GOSUB returns).
X1	FLAGS	16385	16385	23611	Various flags to control the BASIC system.
1	FLAGS2	NA	NA	23658	More flags.
SN1	FLAGX	16409	16429	23665	Various flags.
S2(3)	FRAMES	16414	16436	23672	Counts the frames displayed on the television. 2 byte (least significant first) on ZX80 & ZX81, 3 byte for ZX Spectrum.
X2	K CUR	NA	NA	23643	Address of cursor.
N1	K DATA	NA	NA	23565	Stores 2nd byte of colour controls entered from keyboard .
N8	KSTATE	NA	NA	23552	Used in reading the keyboard.
SN2	LAST_K	NA	16421	23560	Shows which keys pressed.
N2	LIST_SP	NA	NA	23615	Address of return address from automatic listing.
SN1	MARGIN	NA	16424	NA	Number of blank lines above or below picture: 55 for PAL, 31 for NTSC
1	MASK_P	NA	NA	23694	Used for transparent colours, etc. Any bit that is 1 shows that the corresponding attribute bit is taken not from ATTR P, but from what is already on the screen.
N1	MASK_T	NA	NA	23696	Like MASK P, but temporary.
SN2	MEM	NA	16415	23656	Address of area used for calculator's memory. (Usually MEMBOT, but not always.)
SN30	MEMBOTT	NA	16477	23698	Calculator's memory area; used to store numbers that cannot conveniently be put on the calculator stack.
N1	MODE	NA	16390	23617	Specified K, L, F or G cursor.
2	NEWPPC	NA	NA	23618	Line to be jumped to.
2	NMIADD	NA	NA	23728	This is the address of a user supplied NMI address which is read by the standard ROM when a peripheral activates the NMI. Probably intentionally disabled so that the effect is to perform a reset if both locations hold zero, but do nothing if the locations hold a non-zero value. Interface 1's with serial number greater than 87315 will initialize these locations to 0 and 80 to allow the RS232 "T" channel to use a variable line width. 23728 is the current print position and 23729 the width - default 80.
1	NSPPC	NA	NA	23620	Statement number in line to be jumped to. Poking first NEWPPC and then NSPPC forces a jump to a specified statement in a line.
SX2	NXTLIN	NA	16425	23637	Address of next program line to be executed.
S2	OLDPCC	16407	16427	23662	Line number of which CONT / CONTINUE jumps.
1	OSPCC	NA	NA	23664	Number within line of statement to which CONTINUE jumps.
1	P_FLAG	NA	NA	23697	More flags.
1	P_POSN	NA	NA	23679	33 column number of printer position.
2	P_RAMT	NA	NA	23732	Address of last byte of physical RAM.
1	PIP	NA	NA	23609	Length of keyboard click.
N2	PPC	16386	16391	23621	Line number of statement currently being executed. Poking this has no lasting effect except in the last line of the program.
S1	PR_CC	NA	16440	23680	Less significant byte of address of next position for LPRINT to print as (in PRBUFF).
S33	PRBUFF	NA	16444	NA	Printer buffer (33rd character is NEWLINE).
X2	PROG	NA	NA	23635	Address of BASIC program.
2	RAMTOP	NA	16388	23730	Address of first byte above BASIC system area. You can poke this to make NEW reserve space above that area (see chapter 26) or to fool CLS into setting up a minimal display file (chapter 27). Poking RAMTOP has no effect until one of these two is executed.
1	RASP	NA	NA	23608	Length of warning buzz.
1	REPDEL	NA	NA	23561	Time (in 50ths of a second in 60ths of a second in N. America) that a key must be held down before it repeats. This starts off at 35, but you can POKE in other values.
1	REPPER	NA	NA	23562	Delay (in 50ths of a second in 60ths of a second in N. America) between successive repeats of a key held down: initially 5.
SX1	S_POSN	16420	16441	23688	Column number for PRINT position.
SX1	S_POSN (Byte 2)	16421	16442	23689	Line number for PRINT position.
S2	S_TOP	16403	16419	23660	The number of the top program line in automatic listings.
1	SCR_CT	NA	NA	23692	Counts scrolls: it is always 1 more than the number of scrolls that will be done before stopping with scroll? If you keep poking this with a number bigger than 1 (say 255), the screen will scroll on and on without asking you.
S2	SEED	16412	16434	23670	The seed for RND. This is the variable that is set by RAND / RANDOMIZE.
S1	SPARE1	NA	16417	NA	Not Used
S2	SPARE2	NA	16507	NA	Not Used
X2	SPOSNL	NA	NA	23690	Like S POSN for lower part.
SX2	STKBOT	NA	16410	23651	Address of bottom of calculator stack.
SX2	STKEND	NA	16412	23653	Address of start of spare space.
SN2	STRLEN	NA	16430	23666	Length of string type destination in assignment.
X38	STRMS	NA	NA	23568	Addresses of channels attached to streams.
1	SUBPPC	NA	NA	23623	Number within line of statement being executed.
SN2	T_ADDR	16410	16432	23668	Address of next item in syntax table (very unlikely to be useful).
X1	TV_FLAG	NA	NA	23612	Flags associated with the television.
N2	TVDATA	NA	NA	23566	Stores bytes of colour, AT and TAB controls going to television.
2	UDG	NA	NA	23675	Address of 1st user defined graphic You can change this for instance to save space by having fewer user defined graphics.
N2	V_ADDR	16416	NA	NA	Address of 1st character of 1st variable name in last LET, INPUT, FOR, NEXT, or DIM statement. Thus in LET ABC= PEEK(16416) ABC is assigned the remainder when the address of the A is divided by 256. (Not likely to be very useful).
SX2	VARS	16392	16400	23627	Address of variables.
S1	VERSN	NA	16393	NA	0 Identifies ZX81 BASIC in saved programs.
X2	WORKSP	NA	NA	23649	Address of temporary work space.
S2	X_PTR	16405	16408	23647	Address of the character preceding the 'S' (ZX81) or '?' (Spectrum) marker.