Apple Clock Update.............. January, 1979

YEAR

The Apple Clock does not keep track of the year. In order to print the year along with the time, a variable YEAR must be set up. The Integer Date and Time Program on page 16 of the manual demonstrates this. In this case, YEAR$ is a string. Line 25 sets the year to 1978. This line can be changed accordingly. On page 16, line 30 of the Applesoft Date and Time Program sets the year.

YEAR$ does not need to be a string in this case because its value is numeric (1979). However, if the year were to be printed as "Nineteen-Hundred-Seventy-Eight", a string must be used and dimensioned accordingly.

YEARLY

Every year, by January 17th, your clock must be reset. The Apple Clock counters count up to 380 days. Therefore, the clock must be reset every January to reinitialize these counters. Read the section, "Setting the Time" in your manual.

INTERRUPTS

Interrupts should not be used with the disk operating systems versions 3.1 or earlier. DOS is not protected against interrupts and an interrupt during a disk transfer could result in the destruction of information already on the diskette (i.e., interrupts are enabled during disk operation).

In your interrupt handler program pointed to by 03FE and 03FF, the processor's registers should be saved at the beginning and restored before doing your RTI. However, the "A" register should not be saved at the beginning because it is automatically saved in location $45. Therefore, it must be restored by doing a LDA $45 before returning from the interrupt.

READING TIME IN ASSEMBLY LANGUAGE

The Apple Clock ROM looks at location KSWH ($39) to determine if the time is to be read.

In order to access the time using the ROM from a machine language program you must put $#CN into location KSWH ($39) to make the ROM software work (where N is the slot # the clock is in). Then a JSR to CN00 will put the time into location $280 and up as mentioned in the manual.

MANUAL CHANGES

Page 16, line 440 should read: 440 GOTO 80: REM READ TIME AGAIN