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Subject: SOS-ProDOS compatability  
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Originally posted by: F1.EGS%ISUMVS.BITNET ("E. G. Schnoebelen")

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Re: Apple /// SOS and Apple // ProDOS

Software written on one of the operating systems will not run on the other without a change in the format of the operating system calls and a recompilation on the other OS.

ProDOS uses a 4 byte sequence in this format :  
JSR MLI ; goto the OS entry point.  
; byte specifying what is to be done.

SOS on the other hand uses a two byte sequence as follows:  
BRK ;Jump to the OS through the interrupt routine.  
; byte specifying the OS operation.

The OS opcodes are the same between SOS and ProDOS, so the only changes needed to switch OS's is to change the JSR MLI to a BRK or visa-versa.

The above can be found in the ProDOS Technical Reference Manual ( I don't remember what pages, It's not here ) and in the SOS Technical Reference Manual ( I was remembering from SOS 1.3 ).

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Standard Disclaimers apply -- I work for no one, except maybe myself.