

Internal Registers from SID-Wizard V1.5 Playroutine; **ADRESS** = **BASE\_ADRESS** + **OFFSET**

Label	Offset Voice 1	Offset Voice 2	Offset Voice 3	Description
FREQLO	\$1E	\$25	\$2C	(SID.0) FREQUENCY (PITCH) LO-BYTE GHOST-REGISTERS
FREQHI	\$1F	\$26	\$2D	FREQUENCY (PITCH) PITCH HI-BYTE GHOST-REGISTERS
PWLOGHO	\$20	\$27	\$2E	(SID.2) PULSEWIDTH LOW-BITE GHOST- REGISTERS
PWHIGHO	\$21	\$28	\$2F	(SID.3) PULSEWIDTH HI-BYTE GHOST- REGISTERS
WFGHOST	\$22	\$29	\$30	(SID.4) WAVEFORM/CTRL GHOST- REGISTERS
PTNGATE	\$23	\$2A	\$31	GATE OFF/ON STATUS CONTROLLED BY PATTERN (AND MUTE/SOLO IN EDITOR?)
PWEEPCNT	\$24	\$2B	\$32	PULSEWIDTH SWEEP-LENGTH TIMER
PACKCNT	\$33	\$3A	\$41	PACKED NOP/REST (\$70..\$77) COUNTER
SPDCNT	\$34	\$3B	\$42	FRAMESPEED COUNTERS (INCREMENTAL)
SEQPOS	\$35	\$3C	\$43	ORDERLIST SEQUENCE PLAYPOSITION- SHOULDN'T BE ON PAGE-BOUNDARY!
PTNPOS	\$36	\$3D	\$44	PATTERN PLAY-POSITION (IN MEMORY)
WFTPOS	\$37	\$3E	\$45	WF-ARP TABLE POSITION-INDEX
PWTPOS	\$38	\$3F	\$46	PW-TABLE POSITION-INDEX
ARPSCNT	\$39	\$40	\$47	ARPEGGIO-SPEED COUNTERS; also used as multispeed 1st frame detector for multispeed
CURPTN	\$48	\$4F	\$56	CURRENT PATTERN
CURNOT	\$49	\$50	\$57	CURRENT NOTES/GATEOFF ON TRACK 0..2 (+FX0, VIB,RING)
DPITCH	\$4A	\$51	\$58	CURRENT DISCRETE NOTE-PITCH (ISN'T AFFECTED BY EFFECTS)
CURIFX	\$4B	\$52	\$59	CURRENT INSTR/ONESHOT-FX ON TRACK 0..2
CURINS	\$4C	\$53	\$5A	CURRENT (SELECTED) INSTRUMENT - NOT OVERWRITTEN BY FX/LEGATO
CURFX2	\$4D	\$54	\$5B	CURRENT FX2-NUMBERS ON TRACK 0..2
CURVAL	\$4E	\$55	\$5c	CURRENT FX2-VALUES ON TRACK 0..2