

PANEL MONITOR

XCON-8

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INTRODUCTION

This Manual describes the functions and operations of the Heath H8 Panel Monitor Program, XCON-8, which resides permanently in a ROM on the H8 CPU board. XCON-8 provides a sophisticated front panel display and keyboard emulation as well as handling master clear and interrupt operations. Some of the major features of XCON-8 are:

- Memory contents display and alteration.
- Register contents display and alteration.
- Program execution control (both breakpoint and single instruction operation).
- Self-contained bootstraps for program loading and dumping.
- Port input and output routines.

In addition to the above features, XCON-8 can be instructed (by means of a flag byte contained in the H8 RAM) to bypass some or all of its normal functions so the sophisticated user can augment or totally replace them.

Communication with the Panel Monitor is accomplished through three devices: the keypad, the 7-segment displays, and the audio alert. The user enters commands and values through the 16-key keypad, and XCON-8 responds visually through the front panel displays. In addition to the front panel displays, XCON-8 provides the keypad entry and function feedback to the built-in speaker. Appropriate signals (short, medium, and long beeps) indicate that commands and data are accepted or rejected.

THEORY OF OPERATION

This section will supplement the information contained in the "Operation" and "Circuit Description" sections of your H8 Operation Manual. In order to fully understand how XCON-8 operates, you must be familiar with the H8 front panel and CPU. A thorough knowledge of the 8080 instruction set and its architecture is also essential.

Power Up and Master Clear

XCON-8 initializes the H8 whenever you power-up or master clear (RST). You initiate the power-up operation by turning on the rear panel Power switch. You can master clear by simultaneously depressing both the lower right-hand (RST \emptyset) and lower left-hand (\emptyset) keys of the H8 front panel keypad. Both power-up and RST cause a level zero (highest priority) interrupt and result in a long beep from the audio alert.

During initialization, XCON-8 enters a routine which determines the high limit of continuous RAM. Once the high limit of available RAM is determined, the H8 stack pointer (SP) is set to this value. XCON-8 then determines if the RAM starts at \emptyset , and copies itself from ROM into that RAM space. Control is passed to the front panel command loop. Using this feature, you can immediately determine the total amount of continuous memory above 8K by displaying the stack pointer value.

Clock Interrupts

The Clock Interrupt is a crucial element in the operation of the H8 front panel system. This level one interrupt is generated by the front panel hardware every 2,000 μ S. XCON-8 uses this interrupt to check for some keyboard commands, to check for user program breakpoints, and to refresh the front panel displays.

XCON-8 performs these functions using a series of subroutines which are executed as necessary when indicated by the interrupts. For this reason, all user programs must maintain a valid stack (at high memory) containing at least 80 free bytes at all times. If this stack space is not available and XCON-8 is running (it can be disabled; see the Advanced Control Section), unpredictable software damage can occur in your program. In the same manner, if your program should execute a DI (Disable Interrupt) instruction, no front panel services including the RTM (Return To Monitor) function are available until an EI (Enable Interrupt) instruction is executed or until a master clear (RST/ \emptyset) is performed.

XCON-8 Modes /Using RST and RTM

XCON-8 is always in either the monitor mode or the user mode. In the monitor mode no user program is executing, XCON-8 loops reading the keypad and refreshing the displays. All commands entered via the keypad are valid; however, the RTM command is meaningless.

When your program is being executed, XCON-8 is in the user mode and the MON LED on the front panel is extinguished. Only two keyboard commands are valid in this mode: RST (master clear) and RTM (Return To Monitor). NOTE: Both of these commands are dual key commands. No single key command is recognized, so a user program may have free use of the entire keypad.

You can return XCON-8 to the monitor mode by using the RTM command (simultaneously press the Ø and the # keys). This command stops program execution at the end of the current instruction, stores the current value of each register, and returns XCON-8 to the monitor mode. You can then continue your program by pressing the GO key. The RST command (simultaneously press the Ø and the / keys) performs the master clear operation described earlier and does not save any register values.

Normally, when a user program is running, XCON-8 is also running. Thus, if XCON-8 is displaying the contents of the HL register pair and the user program is started, it continues to display the contents of this register pair as the program is run. If the user program changes the contents of the HL pair, the change is immediately reflected in the front panel displays. In a similar manner, if a memory location is displayed when a user program is started, it is displayed during the time the user program is run. If the user program changes the contents of the display memory location, the front panel display changes.

Since XCON-8 does not recognize keypad commands in the user mode, the RTM command must be used before the memory location or register being displayed is changed to a new location or a different register. Once you select the new location or different register, you can resume program execution by pressing GO.

NOTE: XCON-8 requires about 10% of the H8 CPU's resources to process the display interrupts. Programs which are compute-bound may be slowed down by simultaneous operation of XCON-8. In this situation, you may wish to turn off the clock interrupts to improve execution time. See "Using Interrupts" on Page 1-24.

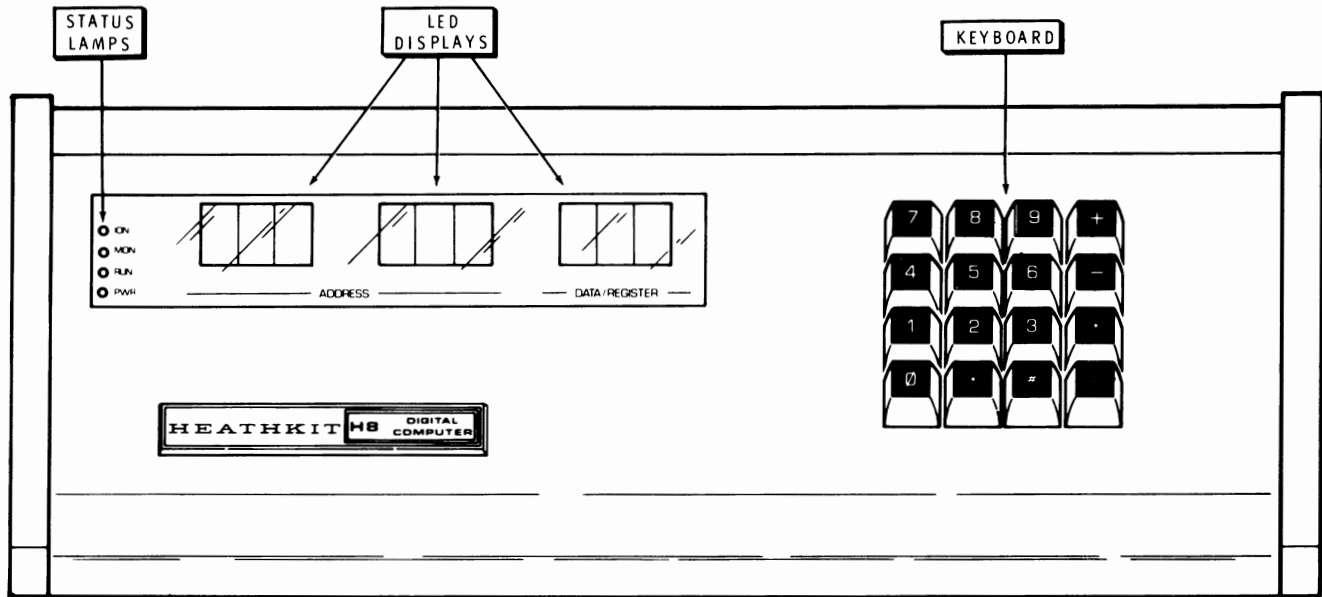


Figure 1-1

H8 Displays

You must understand the H8 front panel presentation in order to use XCON-8. The display is made up of 9 digits, in three groups of three digits each. See Figure 1-1. Each group of three digits displays one byte (eight bits) of information. This information may be the contents of a designated register or memory location, or it may be the address of a memory location itself. The register names are also displayed.

All binary numbers are converted to octal format for display on the H8 front panel. The following table shows binary to octal conversion.

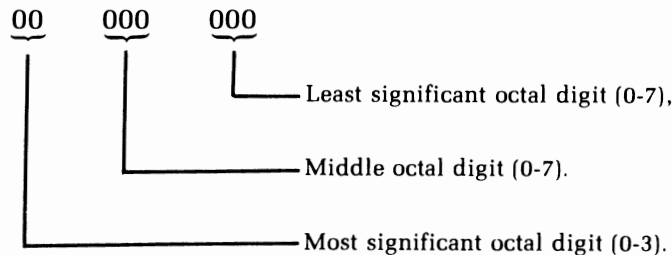
BINARY NUMBER

OCTAL NUMBER

000
001
010
011
100
101
110
111

0
1
2
3
4
5
6
7

Each byte is displayed as two-and-one-half octal digits. The octal numbers lie in the range of 000 to 377 for binary numbers in the range 00000000 to 11111111, as shown below.



NOTE: As there are only eight bits in a byte, the most significant octal digit only represents two bits and is therefore displayed as 0 to 3. If the user should inadvertently enter the octal digits 4 to 7 into the most significant digit, the most significant bit is lost. Losing this bit converts 4 through 7 into the digits 0 through 3 respectively.

Also note that 16-bit numbers, such as memory addresses and certain register contents, are still displayed as two eight-bit numbers. Therefore, the H8 front panel representation of the number is made up of **two** groups of three octal numbers in the range of 000 to 377. This representation of 16-bit binary numbers is known as **offset octal**, and is used consistently throughout all H8 displays of 16-bit numbers. Offset octal must not be confused with octal. For example:

$\overbrace{1\ 1\ 1\ 1\ 1\ 1\ 1\ 1}^{11111111}$ $\downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow$ 3 7 7 3 7 7	A 16-bit binary number
$\overbrace{1\ 1\ 1\ 1\ 1\ 1\ 1\ 1}^{11111111}$ $\downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow$ 3 7 7 3 7 7	Offset octal representation (377 377)

$\overbrace{1\ 1\ 1\ 1\ 1\ 1\ 1\ 1}^{11111111}$ $\downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow$ 1 7 7 7 7 7	A 16-bit binary number
$\overbrace{1\ 1\ 1\ 1\ 1\ 1\ 1\ 1}^{11111111}$ $\downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow\ \downarrow$ 1 7 7 7 7 7	True Octal representation (177777)

The lower example shows true octal representation of a 16-bit binary number. This is **not** used by the H8 front panel displays or any H8 software. Occasionally you will see offset octal numbers printed with a decimal point separating the upper and lower bytes. For example:

377.377

Hi Byte Lo Byte

H8 Keypad

The H8 Keypad consists of 16 keys, as shown in Figure 1-1 on Page 1-7. When the keypad is operating under the control of XCON-8, it exhibits a number of unique properties.

- Each keystroke is verified by a short beep from the audio alert.
- Octal digits are entered using the keys 0 through 7.
- Holding a key down continuously repeats the key's function.
- The + key increments memory port or register locations.
- The – key decrements memory port or register locations.
- The * key cancels previous keypad entries.
- The ALTER key causes XCON-8 to enter the alter mode.
- The MEM key causes XCON-8 to enter the display memory mode.
- The REG key causes XCON-8 to enter the register mode.

Many of the keys on the keypad have multiple functions, depending on the XCON-8 mode being used. In the register mode, for example, the numeric keys (1-6) call the register indicated in the upper left-hand corner of the key. When the XCON-8 is in neither the register nor the memory mode, the keys perform the functions indicated in the lower right-hand corner of the key.

The # and / keys have additional special functions, as indicated earlier. When the / key is pressed simultaneously with the Ø key, the RST (master clear) sequence is initiated. When the # sign key is pressed simultaneously with the Ø key, the RTM (Return To Monitor) function is initiated, the user program is stopped, and XCON-8 regains control.

Each key is covered in greater detail as the various function are discussed.

DISPLAYING AND ALTERING MEMORY LOCATIONS

One of the major features of XCON-8 is its ability to examine the contents of any H8 memory location and to modify the contents of that memory location if it is RAM.

When the H8 is first powered up, XCON-8 is in the display memory mode. This mode is indicated by all digits displaying octal numbers and no decimal points being on.

Specifying a Memory Address

If you wish to display or alter the contents of a memory location, you must first place XCON-8 in the memory address mode and then enter the desired memory address. Place XCON-8 in the memory address mode (if not already there) by pressing the MEM (Memory) key. Specify the address to be displayed or altered by entering the 6-digit address (offset octal).

When you press the MEM key, all the decimal points will light. This indicates that the address may now be entered. Once the full 6-digit address is entered, the decimal points turn off, indicating that address entry is completed. After all 6 digits are entered, the address is displayed in the left-most six displays, and the contents of the addressed memory location are displayed in the right-hand 3 digits.

NOTE: As you press each key, including the MEM key, a short beep indicates successful entry. As each group of three octal digits is successfully entered, a medium beep is sounded. The sequence by which you specify a memory address is shown in Figure 1-2.

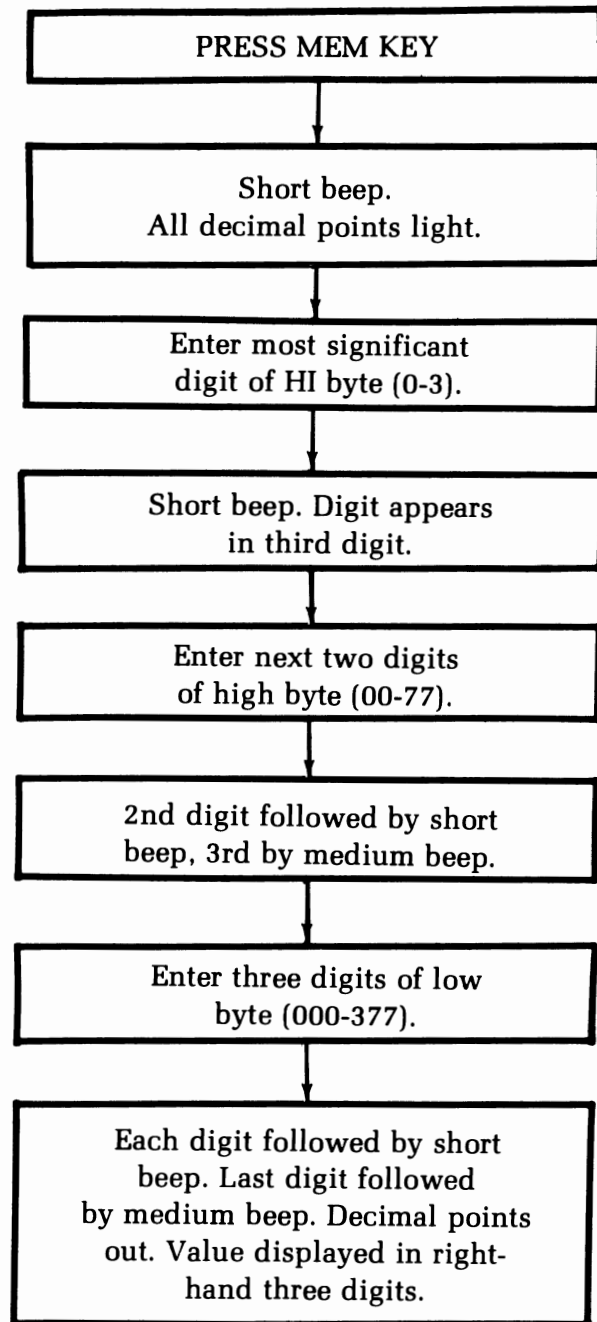


Figure 1-2

Entering a memory address through XCON-8.

NOTE: If you press a non-octal digit key as one of the six address digits, an error is flagged (a long beep). Once this error is flagged, the XCON-8 considers the address complete and extinguishes the decimal points. The entire sequence must be repeated.

Altering a Memory Location

Before you can alter a memory location, you must first display the contents of the memory location by specifying the memory address as described in the preceding paragraphs. After you specify the memory address, press the ALTER key. This will cause XCON-8 to enter the memory alter mode.

When XCON-8 enters the memory alter mode, a single decimal point rotates from right to left through all 9 digits. You can now alter the contents of the displayed location by entering the new octal value (three digits on the keypad). When the three digits have been entered, acoustical verification (a short beep) is given **and the memory address is incremented**. You can then alter this new location by entering three more digits or pressing one of the following keys, causing the monitor to perform the indicated function:

<u>KEY</u>	<u>FUNCTION</u>
+	Increment the address.
-	Decrement the address.
MEM	Specify a new memory address (leave the memory alter mode).
REG	Specify a register for display (leave the memory alter mode).
ALTER	Exit from the alter mode (into the display mode).

NOTE: XCON-8 automatically increments the memory address as each entry (3 octal digits) is complete. Therefore, you may load a program in sequential locations very rapidly. Each location is modified by simply entering the three octal digits.

The following example reviews each step as the H8 is turned on; the memory address mode is entered; and the location 040 123 is addressed, altered to 345, checked, and closed.

<u>DISPLAY</u>			<u>COMMENTS</u>
X X X	X X X	X X X	Random memory display at power up (X=random number.)
X.X.X.	X.X.X.	X.X.X.	MEM key pressed. (In memory address mode, a short beep.)
X.X.0.	X.X.X.	X.X.X.	0 key pressed. (Short beep.)
X.0.4.	X.X.X.	X.X.X.	4 key pressed. (Short beep.)
0.4.0.	X.X.X.	X.X.X.	0 key pressed. (Medium beep.) Contents of location 040 XXX displayed.)
0.4.0.	X.X.1.	X.X.X.	1 key pressed. (Short beep. Contents of 040 XX1 displayed.)
0.4.0.	X.1.2.	X.X.X.	2 key pressed. (Short beep. Contents of 040 X12 displayed.)
0 4 0	1 2 3	X X X	3 key pressed. (Medium beep. Contents of desired location 040 123 displayed, decimal points out.)
0.4.0	1.2.3	X.X.X	ALTER key pressed. (Short beep. Decimal points rotate .)
0.4.0.	1.2.3.	X.X.3.	3 key pressed. (Short beep. Decimal points rotate .)
0.4.0.	1.2.3.	X.3.4.	4 key pressed. (Short beep. Decimal points rotate .)
0.4.0.	1.2.4.	X.X.X.	5 key pressed. (Medium beep. Address increments one location. Decimal points rotate .)
0.4.0	1.2.3	3.4.5	- key pressed. (Short beep. Address decrements one location. Decimal points rotate .)
0 4 0	1 2 3	3 4 5	ALTER key pressed. (Short beep. Decimal points go out.)

Stepping Through Memory

When XCON-8 is either in the display memory or alter memory modes, the + and - keys increment and decrement the memory address. Each time you press the key, XCON-8 increments (or decrements) the memory address one location. If you hold the key down, the auto-repeat function of XCON-8 causes the memory address to increment or decrement repeatedly (approximately one location every second).

DISPLAYING AND ALTERING REGISTERS

XCON-8 can display and alter the contents of the 8080 CPU registers, just as it displays and alters the contents of H8 memory locations. Although the process is quite similar, a few special features should be noted.

Specifying a Register for Display

Press the REG key to specify that a register is to be displayed. After you press the REG key, press a second key (SP through PC, see the Table below) to specify the desired register or register pair.

When the REG key is pressed, six decimal points light, indicating that you must now select a register. NOTE: Simply pressing the REG key causes a register name to appear in the right-hand digits. However, you must select a register using the Register Select key before a register is definitely selected and its true contents are displayed. Once a register is selected, the decimal points are extinguished.

The contents of the selected register pair are displayed in the six left-most displays. The register name (or names) are displayed in the two right-most digits of the right-hand three displays. The registers are selected and displayed in accordance with the following table:

<u>KEY</u>	<u>LEFT 3 DIGITS</u>	<u>MIDDLE 3 DIGITS</u>	<u>RIGHT PAIR</u>	<u>COMMENTS</u>
SP (1)	000 to 377	000 to 377	<i>SP</i>	Stack pointer
AF (2)	000 to 377	000 to 377	<i>AF</i>	AF Register pair
BC (3)	000 to 377	000 to 377	<i>BC</i>	BC Register pair
DE (4)	000 to 377	000 to 377	<i>DE</i>	DE Register pair
HL (5)	000 to 377	000 to 377	<i>HL</i>	HL Register pair
PC (6)	000 to 377	000 to 377	<i>PC</i>	Program counter

NOTE: The contents of any single eight-bit register may lie in the range of 000 to 377 octal. The stack pointer (SP) and the program counter (PC) are 16-bit registers and are displayed as two sets of three octal numbers. Each 3-digit grouping corresponds to one byte (8 bit number). When a register pair is displayed, the left three digits correspond to the left register and the middle three digits correspond to the right register. For example:

256 312 AF

Register A contains 256 and register F contains 312.

Altering the Contents of a Selected Register

To alter the contents of a register (or register pair), you must first specify it as described in the preceding paragraphs. After you select the register or register pair, press the ALTER key. This will cause the six left-hand decimal points to rotate right to left, indicating that you may enter 6 digits to alter the contents of the indicated register or register pair.

Alternately, you may press one of the following command keys.

<u>KEY</u>	<u>FUNCTION</u>
+	Changes the register pair being displayed.
-	Changes the register pair being displayed.
MEM	Specify a new memory address (leave the alter register mode).
REG	Specify a new register for display (leave the alter register mode).
ALTER	Exit the register alter mode.

NOTE: Stack pointer register (SP) is not a direct display of the real stack pointer register, but simply a copy of the real stack pointer register and is used for display purposes only. The stack pointer cannot be altered from the front panel. To alter the stack pointer register, an SPHL (SPHL = 371) instruction must be written into memory. The desired new stack pointer value is then placed in the HL register pair. XCON-8 single instruction mode is used to execute the SPHL swap instructions, loading the stack pointer with the contents loaded in the HL register pair.

Stepping Through the Registers

Use + and - keys to change the register pair being displayed. For example, if the DE register pair is being displayed, pressing the + key causes the next sequential register pair to be displayed (the HL pair). In the same manner, pressing the - key causes the register to decrement to the preceding pair. For example, if the DE pair is being displayed, pressing the - key displays the BC register pair. NOTE: Holding down either the + key or the - key causes the display to continuously increment or decrement through all the six registers/register pairs.

PROGRAM EXECUTION CONTROL

XCON-8 supports three basic program execution control facilities:

- Beginning or starting execution.
- Breakpointing.
- Single instruction.

Each of these execution controls permits the programmer to execute the desired portions of a program and examine its effects. He may execute the entire program, or a small group of instructions, or a single program instruction.

Initiating Program Execution

To begin the execution of a program residing in H8 memory, place the address of the first instruction to be executed in the PC (program counter). Use the methods described in “Displaying and Altering Registers” (Page 1-14). Once the address of this first instruction is placed in the program counter, press the GO key and program execution will begin. NOTE: Unless the program disables the front panel, the display continues to be actively updated, although the front panel commands are no longer active (except for RST and RTM). If the program counter is displayed when you press the GO key, XCON-8 continuously monitors the program counter.

Breakpointing

Breakpointing permits the programmer to execute small portions of a program and then return to XCON-8. Breakpointing is especially useful when a program is being “debugged.” Small portions of the program may be executed and their results observed. If there is an error, it may be corrected before an entire program is involved.

When the H8 executes a program and encounters a halt instruction, it re-enters XCON-8 and sounds the alarm. All of the registers are preserved and the program counter points to the address **following** the address of the halt instruction. Thus, you can breakpoint a program from the front panel by inserting halt instructions (HLT = 166) at the desired points throughout the program. When a particular

section of the program is tested and the breakpoint feature is no longer required, you can change the halt to a “no operation” (NOP = 000). Once the halts are changed to NOPs, execution of the NOP simply passes control to the next successive instruction. Program execution for breakpointing uses the GO key as previously described.

NOTE: If you temporarily replace an existing instruction with a halt, you must restore the instruction before resuming program execution. The contents of the program counter point to the address **following** the halt. Therefore, if the instruction which replaced the halt is to be executed, when the program continues, the contents of the program counter must be decremented one location before execution is resumed.

Single Instruction Operation

Any user program may be operated in the single instruction mode. This procedure is identical to the GO command, except that the SI key is pressed rather than the GO key. When the SI key is pressed, a single **instruction** (not a single machine cycle) is executed and then control is returned to XCON-8. Single instruction operation is available for careful inspection of program results and for executing special programs, such as swapping the HL register pair with the stack pointer as discussed in “Altering the Contents of a Selected Register” (Page 1-15).

Interrupting a Program During Execution

You can interrupt a running program (with all registers preserved at the point of interruption) by pressing RTM & Ø. You can then examine and/or alter the contents of various memory locations and all the registers as required. Resume execution of the program at the next sequential instruction by simply pressing the GO key. NOTE: Although all registers and memory locations are preserved when RTM & Ø are pressed, it is very difficult to stop a program at an exact location. Therefore, use the breakpoint feature if you want to stop the program at an exact location.

LOAD/DUMP ROUTINES

XCON-8 contains a routine that lets you load and dump memory contents from or to a tape. This feature is especially important, as most computers require one of two successive “boot strap” routines to be hand-loaded before a desired program can be loaded into the main memory. All these “boot strap” routines are contained within the XCON-8 ROM, and use sophisticated error checking techniques. Thus, a program can be loaded or dumped by simply pressing a single key.

Loading From Tape

To load from a tape, ready the reader device with the tape to be loaded prior to executing the load command. Place XCON-8 in the display memory mode and press the LOAD key. Once the LOAD key is pressed, XCON-8 starts the tape transport and scans the tape for the first file record.

No change will be seen on the front panel displays until XCON-8 finds the first file. When the first file record is located, XCON-8 checks it to see if it is the first (or only) record in a sequence, and the record is a memory dump record. If it is not a memory dump record, a number two error is flagged (see “Tape Errors” on Page 1-20).

Once a correct record is found, loading proceeds. The loading procedure places the entry point address of the program being loaded in the H8 program counter. The H8 memory is then loaded. The displays continuously show the address being loaded and the data being loaded at these addresses. When the load is complete, XCON-8 sounds a long beep and displays the final memory address. If the load is faulty, a number one error is displayed and the audio alarm continuously beeps. (See “Tape Errors,” Page 1-20.)

NOTE: You may abort a partial load by using the CANCEL key. Naturally, the load image resulting from this action is incorrect, and should not be executed.

Dumping to Tape

Before dumping a memory image onto tape, the following three dump parameters are required:

- The entry point address (the program starting address).
- The dump starting address.
- The dump ending address.

Set the desired entry point address by placing this value in the program counter (PC). This value will be placed in the program counter whenever you load the program so execution will begin at this address when you press the GO key.

Place the dump starting address into the first two H8 RAM cells. These are: 040 000 (offset octal) and 040 001 (offset octal). NOTE: The low order byte of the address should be placed into location 040 000 and the high order byte of the starting address should be placed into location 040 001.

Enter the dump ending address as a memory address using the # (MEM) key. Then ready the tape transport and press the DUMP key. As the tape dump takes place, the number of bytes left to be dumped and the contents of the memory location being dumped are displayed on the front panel. You can abort a dump by using the CANCEL key. If the CANCEL key is used, an incomplete dump image is left on the tape. This cannot be loaded at a future date. NOTE: A successful load automatically sets up the following three dump parameters:

- A. The program starting locations are stored in locations 040 000 and 040 001.
- B. The program ending location is displayed.
- C. The program counter contains the program entry point.

Figure 1-3A shows the steps of a typical dump sequence and Figure 1-3B shows the steps of a typical load sequence.

1. Set PC to 040 100; (040 100 = entry address).
2. Set 040 000 to 100 (100 = low byte of dump start).
3. Set 040 001 to 040 (040 = high byte of dump start).
4. Enter memory address 052 340 (052 340 = end address of dump).
5. Be sure tape is ready.
6. Press DUMP.

Figure 1-3A
The H8 memory image dump.

1. Be sure tape is ready.
2. Press LOAD.

Figure 1-3B
The H8 memory image load.

Copying a Tape

The beginning and final address of the load image are placed at the appropriate points. Thus, to copy a tape, simply load the tape as described in “Loading From Tape” (Page 1-18). Then ready the dump tape drive and press the DUMP key. A dump then takes place, including entry point, initial address, and final address.

In a similar manner, to load, alter, and then dump, enter only the ending address. The other parameters are unchanged from the load if locations 040 000, 040 001 or the program counter have not been modified during the altering procedure.

Tape Errors

XCON-8 detects two types of tape errors: record errors and checksum errors. In either case, when an error is detected, the tape transport is halted. The error number is then displayed in the center three digits (001 for a checksum error, 002 for a record error) and the alarm is repeatedly sounded. To halt the alarm and return to the command mode, press the CANCEL key.

RECORD ERRORS

The following are typical causes of record errors.

- Attempting to load a file which is not a memory image. For example, loading an editor text file or a BASIC program file.
- Attempting to start a load in the middle of a load image. Therefore missing the initialization information at the start of the file.
- A tape error which causes a portion of the load image to be missed so the next record read is not in the proper sequence.

CHECKSUM ERRORS

A checksum error is flagged when the CRC (Cyclical Redundancy Check) checksum following a record does not match the CRC calculated by PAM-8. This error means that the record is either incorrectly recorded or the load is faulty. In either case, the load should be attempted again. If successive loads result in repeated failures, the original tape must be suspected as faulty.

I/O FACILITIES

XCON-8 supports two commands that allow you to perform input and output functions on H8 I/O ports. These front panel instructions permit simple manipulation of the H8 I/O ports without your having to write extensive routines to perform these functions.

Inputting From a Port

To input from a port, press the # key. Then enter three zero digits and the three-digit address (octal) of the desired port. NOTE: The front panel should now display 000 AAA, where AAA is the port address and 000 is meaningless. Press the IN key to read the port, the value is displayed in the three left-most digits of the front panel display.

Outputting to a Port

To output to a specified port, press the # key. Then enter the value to be supplied to the port in the three left-most displays. The port address is entered into the middle three displays. The display is of the form VVV AAA, where V stands for value, and A for address. Pressing the OUT key causes the value to be outputted to the indicated port.

Addressing Port Pairs

Frequently, ports are assigned in pairs, where one of the two port addresses is the control and status register and the other port is the data port. Address port pairs by using the + and – key to change ports. Once the initial port has been defined, the + key increments the port address to a new higher numbered port, and the – key is used to decrement to a lower numbered port.

ADVANCED CONTROL

One of the advanced features of XCON-8 is its provisions allowing sophisticated users to augment or replace XCON-8's functions. Augmenting or replacing XCON-8 functions is usually done in conjunction with assembly language programs. Sometimes it is possible to implement these features by using the POKE and PEEK commands in BASIC.

16-Bit Tick Counter (TICCNT)

XCON-8 maintains a 16-bit (2 byte) tick counter known as TICCNT. The value of this counter is incremented each time a clock interrupt is processed. As an interrupt occurs once every 2 mS, the counter is incremented once every 2 mS. As long as clock interrupts are not disabled, this value can be used by any program to compute elapsed time. The tick counter may be set to any desired value, but it should not be frequently reset, as this interferes with the front panel refresh cycle. The contents of the tick counter are contained in memory locations 040 033 (the least significant byte) and 040 034 (the most significant byte).

Using the Keypad

When your program is running, XCON-8 does not recognize any single key command. Thus, all single key patterns are available for your program. To read keypad patterns, you can use one of two routines. First, you may take an input from port IP. PAD; or second, your program may use XCON-8 RCK (read Console Keypad) routine. The input port IP. PAD is permanently assigned to port location 360. Inputting a binary number from this port detects which of the 16 keys are depressed.

The RCK routine provides keypad decoding, keypad debounce routines, auto-repeat routines, and acoustical feedback.

NOTE: If you use two key combinations, each key must reside in a separate bank. The first bank includes keys 0-7 and the second bank includes keys 8-#. RCK cannot decode two key combinations.

Display Usage

When a user program is running, XCON-8 normally displays the contents of the selected register or memory location. However, you may disable this process and display any arbitrary segment pattern, or completely disable the display to provide greater computational through-put. The display usage is primarily controlled by setting various bits in the .MFLAG memory cell. This memory cell is found at location 040 010.

MANUAL UPDATING

By setting the UO.DDU bit in the .MFLAG memory location, you can instruct XCON-8 to continue refreshing the front panel displays and to disable updating. When this is done, XCON-8 continues to refresh the LED's from a 9-byte block of RAM cells found at locations 040 013 thorough 040 023. When the UO.DDU bit is set in .MFLAG, the contents of these bytes are not altered in any manner by XCON-8.

You can use this technique to display numbers, letters, or arbitrary bar patterns on the front panel displays. For instance, your program may alter the display by inserting any value into FPLEDs. The front panel LED segments will display a decimal integer if you use the octal to 7-segment pattern (DODA) display.

MANUAL DISPLAY REFRESHING

By setting the UO.NFR (User Option.No Front Panel Refresh) bit in the .MFLAG memory cell, you can instruct XCON-8 to stop refreshing the front panel displays. Setting the UO.NFR bit does not disable the clock interrupts; therefore, the tick counter (TICCNT) is still incremented. But XCON-8 does not refresh the displays from the information contained in the FPLEDs bytes.

NOTE: If you desire, you may write a program to refresh the front panel LED displays. Usually this is done using the clock interrupts. If you undertake an independent front panel refresh program, take extreme care to avoid burning the displays due to excessive refreshing. **The total power dissipated in the LEDs is determined by the refresh cycle, and too frequent refreshing will result in excessive display heating.**

Using Interrupts

All H8 interrupts cause control to be transferred into the low 64 bytes of memory. XCON-8 occupies this memory space so all interrupts are first processed by XCON-8. Except for level zero interrupts, which are used as master clears, you can supply an interrupt processing routine for each of the seven additional interrupts. The following sections explain the use of each of these interrupts.

I/O INTERRUPTS

Interrupts numbered 3 through 7 are I/O interrupts. XCON-8 does not process these interrupts in any way. When a level 3 through level 7 interrupt is received, XCON-8 immediately transfers to the user interrupt vectors contained in memory locations 040 037 through 040 064. Each location must contain a jump instruction pointing to the appropriate program location which processes these interrupts.

NOTE: If any of these interrupts occur, you must supply a processing routine for them. This routine must be complete including both entry and exit processing. When you use H8 interrupts, you must use only the available vector which is 6 to insure compatibility with future H8 products. You may also use 2 if you will not be using BUG-8.

CLOCK INTERRUPTS

The level one interrupts are generated by the front panel hardware every 2 mS. XCON-8 normally processes these interrupts. However, by setting a processing vector in UIVC and setting the UO.INT bit in the .MFLAG cell, XCON-8 enters the users routine each time a clock interrupt is generated.

SINGLE INSTRUCTION AND BREAKPOINT INTERRUPTS

Level two interrupts are generated by the single instruction hardware contained on the CPU card. When a single instruction is requested, the result of the interrupt is processed by XCON-8. If the single instruction interrupt was generated by XCON-8 in response to a Monitor Mode Single Instruction register condition, XCON-8 processes it. Otherwise, XCON-8 jumps to the user level two interrupt vector (UIVC). Since the level two interrupt does not affect XCON-8, a level two restart instruction can be used as a breakpoint instruction by the user programs.

FLOPPY BOOT

XCON-8 contains the code necessary to boot-up an operating system from a floppy disk. Two forms of "Boot" let you select the device (H17 or H47) and drive number (0-2 or 0-3). "Boot Primary" refers to the device that you will use most often. "Boot Secondary" provides you with a convenient way to boot from your alternate device, if you have one.

BOOT PRIMARY

The primary boot device is selected by switch SW1 sections 4, 1, and 0 on the extended configuration board. This switch is preset for H17 primary device. You may change the switch sections to select H47 primary device.

DISPLAY

ACTION

COMMENTS

PFI H 17

Press "1"

Boot H17 primary

or

PFI H 47

Press "1"

Boot H47 primary

BOOT SECONDARY

SEC H 17

Press "2"

Boot H17 secondary

or

SEC H 47

Press "2"

Boot H47 secondary

You may use the "CANCEL" key to abort the boot command and return to the monitor.

AUTO BOOT

If Switch SW1 section 7 is set to 1, the floppy disk will boot from the primary device automatically at power-up and master clear.

NOTE: We do not recommend auto-booting with a diskette in the drive and the door closed at power-up. Damage could occur to the diskette if you attempt to do so. Rather, power-up the H8 and H17 (H47), insert the diskette, and close the door within 15 seconds. Rebooting with Auto-Boot is the prime reason for its implementation. Software may accomplish this by executing an RST Ø.

BOOT FROM DRIVE OTHER THAN DRIVE Ø

Primary and secondary Boot are both designed to access drive Ø on either the H17 or the H47. However, if you have not selected Auto Boot, you may boot from H47 drive 1 or 2 or H17 drive 1, 2, or 3 by following this procedure:

1. Use XCON-8 "Altering the Contents of a Selected Register" procedures to set register A to the drive number that you want to boot from.
2. If you are booting from a primary alternate drive, simply press "GO."
3. If you are booting from a secondary alternate drive, set register PC to 007 367 (the secondary drive address) and press "GO."

NOTE: Register PC is already set for the primary drive address (007 364) at power-up and master clear.

ERRORS

The front panel will display  if any of the following conditions occur:

1. The boot device does not respond within 15 seconds.
2. Switch SW1 is set to an undefined setting.
3. A disk error occurs.

NOTE: The "boot Err" message will only remain on the display a few seconds. XCON-8 will then return to the panel monitor mode.

SWITCH SW1

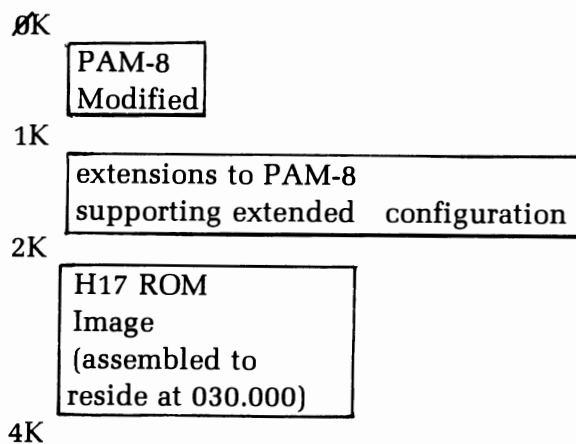
The sections of SW1 (on the HA8-8 Extended Configuration Board) have been defined as follows:

SWITCH SECTION <u>7 6 5 4 3 2 1 0</u>	DESCRIPTION
X X X X X X 0 0	Port 174/177 = H17
X X X X X X 0 1	Port 174/177 = H47
X X X X 0 0 X X	Port 170/173 = unused
X X X X 0 1 X X	Port 170/173 = H47
X X X 0 X X X X	Boot primary from port 174/177
X X X 1 X X X X	Boot primary from port 170/173
0 X X X X X X X	Normal
1 X X X X X X X	Auto-Boot

Note that switches 5 and 6 are reserved.

MEMORY MAP

The lower 4K of memory is used as follows:



```

4  ***      PAM/8 - H8 FRONT PANEL MONITOR.
5  *
6  *      J. G. LETWIN, 05/01/76.
7  *
8  *      FOR *WINTEK* INC.
9  *
10 *      COPYRIGHT 05/1976, MINTEK CORPORATION,
11 *                902 N. 9TH ST.
12 *                LAFAYETTE, IND.
13 *
14 *      Modified:
15 *      25 Aug 79      PAM8GO      JMTittsler
16 *                   added single button boot from H17
17 *      31 Dec 79      PAM8AT      JMTittsler
18 *                   added automatic power on boot from H17
19 *      04 Mar 80      PAM8GO      JMTittsler
20 *                   changed default display to PC
21 *      20 Jun 80      RAM8GO      JMTittsler
22 *                   added RAM at zero capability
23 *      07 Aug 80      Ram8Go      G. Chandler      /Ram8Go 2/
24 *                   Issue: 01.02.00
25 *                   H17 Boot
26 *                   H47 Boot
27 *                   Auto-Boot
28 *                   Primary/Secondary Support
29 *                   Modified RAM at Zero (No double move)
30 *                   Remove 030.000 default PC to avoid confusion

```

```

32 ***      PAM/8 - H8 FRONT PANEL MONITOR.
33 *
34 *      THIS PROGRAM RESIDES (IN ROM) IN THE LOW 1024 BYTES OF THE HEATH
35 *      H8 COMPUTER. IT ACTUALLY CONSISTS OF TWO VIRTUALLY INDEPENDANT
36 *      ROUTINES: A TASK-TIME PROGRAM WHICH PROVIDES SOPHISTICATED
37 *      FRONT PANEL MONITOR SERVICE, AND AN INTERRUPT-TIME PROGRAM WHICH
38 *      PROVIDES BOTH A REAL-TIME CLOCK AND EMULATES AN EFFECTIVE
39 *      HARDWARE FRONT PANEL.

```

```

41 ***      INTERRUPTS.
42 *
43 *      PAM/8 IS THE PRIMARY PROCESSOR FOR ALL INTERRUPTS.
44 *      THEY ARE PROCESSED AS FOLLOWS:
45 *
46 *      RST      USE
47 *
48 *      0      MASTER CLEAR. (NEVER USED FOR I/O OR RST)
49 *
50 *      1      CLOCK INTERRUPT. NORMALLY TAKEN BY PAM/8,
51 *              SETTING BIT *UO.CLK* IN BYTE *.MFLAG* ALLOWS
52 *              USER PROCESSING (VIA A JUMP THROUGH *UIVEC*).
53 *              UPON ENTRY OF THE USER ROUTINE, THE STACK
54 *              CONTAINS:

```

```

55 *      (STACK+0) = RETURN ADDRESS (TO PAM/8)
56 *      (STACK+2) = (STACKPTR+14)
57 *      (STACK+4) = (AF)
58 *      (STACK+6) = (BC)
59 *      (STACK+8) = (DE)
60 *      (STACK+10) = (HL)
61 *      (STACK+12) = (PC)
62 *      THE USER'S ROUTINE SHOULD RETURN TO PAM/8 VIA
63 *      A *RET* WITHOUT ENABLING INTERRUPTS.
64 *
65 *      2      SINGLE STEP. SINGLE STEP INTERRUPTS GENERATED
66 *      BY PAM/8 ARE PROCESSED BY PAM/8.
67 *      ANY SINGLE STEP INTERRUPT RECEIVED WHEN IN
68 *      USER MODE CAUSES A JUMP THROUGH *UIVEC*+3.
69 *      STACK UPON USER ROUTINE ENTRY:
70 *      (STACK+0) = (STACKPTR+12)
71 *      (STACK+2) = (AF)
72 *      (STACK+4) = (BC)
73 *      (STACK+6) = (DE)
74 *      (STACK+8) = (HL)
75 *      (STACK+10) = (PC)
76 *      THE USER'S ROUTINE SHOULD HANDLE IT'S OWN RETURN
77 *      FROM THE INTERRUPT.
78 *
79 *
80 *      THE FOLLOWING INTERRUPTS ARE VECTORED DIRECTLY THROUGH *UIVEC*.
81 *      THE USER ROUTINE MUST HAVE SETUP A JUMP IN *UIVEC* BEFORE ANY
82 *      OF THESE INTERRUPTS MAY OCCUR.
83 *
84 *      3      I/O 3. CAUSES A DIRECT JUMP THROUGH *UIVEC*+6
85 *
86 *      4      I/O 4. CAUSES A DIRECT JUMP THROUGH *UIVEC*+9
87 *
88 *      5      I/O 5. CAUSES A DIRECT JUMP THROUGH *UIVEC*+12
89 *
90 *      6      I/O 6. CAUSES A DIRECT JUMP THROUGH *UIVEC*+15
91 *
92 *      7      I/O 7. CAUSES A DIRECT JUMP THROUGH *UIVEC*+18

```

95 ** ASSEMBLY CONSTANTS

97 ** IO PORTS

	98				
000.360	99	IP.PAD	EQU	360Q	PAD INPUT PORT
000.360	100	OP.CTL	EQU	360Q	CONTROL OUTPUT PORT
000.360	101	OP.DIG	EQU	360Q	DIGIT SELECT OUTPUT PORT
000.361	102	OP.SEG	EQU	361Q	SEGMENT SELECT OUTPUT PORT
000.371	103	IP.TPC	EQU	371Q	TAPE CONTROL IN
000.371	104	OP.TPC	EQU	371Q	TAPE CONTROL OUT
000.370	105	IP.TPD	EQU	370Q	TAPE DATA IN
000.370	106	OP.TPD	EQU	370Q	TAPE DATA OUT
000.362	107	IP.CON	EQU	362Q	Configure Port
000.362	108	OP.CTL2	EQU	362Q	Secondary Control Port

/RamdGo 2/
/Ram8Go 2/

110 ** ASCII CHARACTERS.

	111				
000.026	112	A.SYN	EQU	026Q	SYNC CHARACTER
000.002	113	A.STX	EQU	002Q	STX CHARACTER

115 ** FRONT PANEL HARDWARE CONTROL BITS.

	116				
000.020	117	CB.SSI	EQU	00010000B	SINGLE STEP INTERRUPT
000.040	118	CB.MTL	EQU	00100000B	MONITOR LIGHT
000.100	119	CB.CLI	EQU	01000000B	CLOCK INTERRUPT ENABLE
000.200	120	CB.SPK	EQU	10000000B	SPEAKER ENABLE

122 ** Secondary Control Bytes

/Ram8Go 2/

	123				
000.001	124	CB2.SSI	EQU	00000001B	Single-Step Enable
000.002	125	CB2.CLI	EQU	00000010B	Clock Interrupt Enable
000.040	126	CB2.ORG	EQU	00100000B	URG-0 Enable
000.100	127	CB2.SID	EQU	01000000B	Side-1 Select

129 ** DISPLAY MODE FLAGS (IN #DSPMOD*)

	130				
000.000	131	DM.MR	EQU	0	MEMORY READ
000.001	132	DM.MW	EQU	1	MEMORY WRITE
000.002	133	DM.RR	EQU	2	REGISTER READ
000.003	134	DM.RW	EQU	3	REGISTER WRITE

```

136 ** Configuration Flags /Ram8Go 2/
137
000.003 138 CN.174M EQU 00000011B Port 1740 Device-Type Mask
000.014 139 CN.170M EQU 00001100B Port 1700 Device-Type Mask
000.020 140 CN.PRI EQU 00010000B Primary/Secondary: 1 => Primary == 1700
000.040 141 CN.MEM EQU 00100000B Memory Test/Normal
000.100 142 CN.8AU EQU 01000000B Baud Rate: 0 => 9600; 1 => 19200
000.200 143 CN.ABO EQU 10000000B Auto-Boot: 1 => Auto-Boot
144
000.000 145 CND.H17 EQU 00B H-17 Disk Valid only in CN.174M
000.000 146 CND.NDI EQU 00B No Disk Installed Valid only in CN.170M
000.001 147 CND.H47 EQU 01B H-47

```

```

149 ** Boot Constants (H17 Rom Dependant) /Ram8Go 2/
150
041.061 151 AIO.UNI EQU 41061A Boot Device Unit Number
037.132 152 BOOTA EQU 37132A Disk Constants ROM Source
000.130 153 BOOTAL EQU 130Q Disk Constants Length
000.012 154 ERPTCNT EQU 10 Soft Error Retry Count
036.073 155 R.SDP. EQU 36073A Common ROM Code
034.031 156 ROMCLK EQU 34031A H17 Clock Vector

```

```

158 ** Segment Definitions /Ram8Go 2/
159
000.001 160 S0 EQU 00000001B
000.002 161 S1 EQU 00000010B
000.004 162 S2 EQU 00000100B
000.010 163 S3 EQU 00001000B
000.020 164 S4 EQU 00010000B
000.040 165 S5 EQU 00100000B
000.100 166 S6 EQU 01000000B
000.200 167 S7 EQU 10000000B

```

```

169 ** Key Definitions /Ram8Go 2/
170
000.257 171 K.PLUS EQU 10101111B +
000.217 172 K.MINU EQU 10001111B -
000.157 173 K.STAR EQU 01101111B *
000.117 174 K.DIVD EQU 01001111B /
000.057 175 K.NUMB EQU 00101111B #
000.017 176 K.DOT EQU 00001111B .
000.000 177 XTEXT TAPE TAPE DEFINITIONS

```

	199	**	MACHINE INSTRUCTIONS.		
	200				
000.166	201	MI.HLT	EQU	01110110B	HALT
000.311	202	MI.RET	EQU	11001001B	RETURN
000.333	203	MI.IN	EQU	11011011B	INPUT
000.303	204	MI.JMP	EQU	11000011B	Jump /Ram8Go 2/
000.323	205	MI.OUT	EQU	11010011B	OUTPUT
000.072	206	MI.LDA	EQU	001111010B	LDA
000.346	207	MI.ANI	EQU	11100110B	ANI
000.021	208	MI.LXI D	EQU	00010001B	LXI D

	210	**	USER OPTION BITS.		
	211	*			
	212	*	THESE BITS ARE SET IN CELL .MFLAG.		
	213				
000.200	214	UD.HLT	EQU	10000000B	DISABLE HALT PROCESSING
000.100	215	UD.NFR	EQU	CB.CLI	NO REFRESH OF FRONT PANEL
000.002	216	UD.DDU	EQU	00000010B	DISABLE DISPLAY UPDATE
000.001	217	UD.CLK	EQU	00000001B	ALLOW PRIVATE INTERRUPT PROCESSING

000.000	219	XTEXT	HOSEQU
---------	-----	-------	--------

	221X **	H00S SYSTEM EQUIVALENCES.		
	222X *			
	223X			
024.000	224X S.GRT0	EQU	24000A	SYSTEM AREA FOR GRT0
025.000	225X S.GRT1	EQU	25000A	SYSTEM AREA FOR GRT1
026.000	226X S.GRT2	EQU	26000A	SYSTEM AREA FOR GRT2
	227X			
030.000	228X ROMBOOT	EQU	30000A	ROM BOOT ENTRY
	229X			
040.100	230X	ORG	40100A	FREE SPACE FROM PAM-8
	231X			
040.100	232X	DS	8	JUMP TO SYSTEM EXIT
040.110	233X D.CON	DS	16	DISK CONSTANTS
040.130	234X SYDD	EQU	*	SYSTEM DISK ENTRY POINT
040.130	235X D.VEC	DS	24*3	SYSTEM ROM ENTRY VECTORS
040.240	236X D.RAM	DS	31	SYSTEM ROM WORK AREA
040.277	237X S.VAL	DS	36	SYSTEM VALUES
040.343	238X S.INT	DS	115	SYSTEM INTERNAL WORK AREAS
041.126	239X	DS	16	
041.146	240X S.SOVR	DS	2	STACK OVERFLOW WARNING
041.150	241X	DS	42200A-*	SYSTEM STACK
001.032	242X STACKL	EQU	*-S.SOVR	STACK SIZE
	243X			
042.200	244X STACK	EQU	*	LMA+1 SYSTEM STACK
042.200	245X USERFMA	EQU	*	USER FMA
042.200	246	XTEXT	EDRAM	
	248X **	EDRAM - DISK RAM WORKAREA DEFINITION.		
	249X *			
	250X *	ZEROED UPON BOOTING UP.		
	251X *			
	252X *	H00SEQU MUST BE CHANGED WHEN THIS DECK IS CHANGED.		
	253X			
	254X			
040.240	255X	ORG	D.RAM	
	256X			
040.240	257X D.TT	DS	1	TARGET TRACK (CURRENT OPERATION)
040.241	258X D.TS	DS	1	TARGET SECTOR (CURRENT OPERATION)
	259X			
040.242	260X D.DVCTL	DS	1	DEVICE CONTROL BYTE
	261X			
040.243	262X D.DLYMO	DS	1	MOTOR ON DELAY COUNT
040.244	263X D.DLYHS	DS	1	HEAD SETTLE DELAY COUNTER
	264X			
040.245	265X D.TRKPT	DS	2	ADDRESS IN D.DRVTB FOR TRACK NUMBER
040.247	266X D.VOLPT	DS	2	ADDRESS IN D.DRVTB FOR VOLUME NUMBER
	267X			
040.251	268X D.DRVTB	DS	2*4	TRACK NUMBER AND VOLUME NUMBER FOR 4 DRIVES
	269X			
040.261	270X D.HECNT	DS	1	HARD ERROR COUNT
040.262	271X D.SECNT	DS	2	SOFT ERROR COUNT
040.264	272X D.OECNT	DS	1	OPERATION ERROR COUNT
	273X			

```

274X *      GLOBAL DISK ERROR COUNTERS
275X
040.265      276X D.ERR  DS      0      BEGINNING OF ERROR BLOCK
040.265      277X D.E.MDS DS      1      MISSING DATA SYNC
040.266      278X D.E.HSY DS      1      MISSING HEADER SYNC
040.267      279X D.E.CHK DS      1      DATA CHECKSUM
040.270      280X D.E.HCK DS      1      HEADER CHECKSUM
040.271      281X D.E.VOL DS      1      WRONG VOLUME NUMBER
040.272      282X D.E.TRK DS      1      BAD TRACK SEEK
040.273      283X D.ERRL DS      0      LIMIT OF ERROR COUNTERS
284X
285X *      I/O OPERATION COUNTS
286X
040.273      287X D.OPR  DS      2
040.275      288X D.OPM  DS      2
289X
000.037      290X D.RAML EQU      *-D.RAM
040.277      291      XTEXT  EDVEC

293X **      JMP VECTORS FOR ROM CODE
294X *
295X *      SEE DISK ROM FOR ADDRESSES
296X *
297X *      HOSEQU MUST BE ALTERED WHEN THIS TABLE IS ALTERED.
298X
040.130      299X      ORG      D.VEC
300X
040.130      301X D.SYDD DS      3      JMP R.SYDD (MUST BE FIRST)
040.133      302X D.MOUNT DS      3      JMP R.MOUNT
040.136      303X D.XOK  DS      3      JMP R.XOK
040.141      304X D.ABORT DS      3      JMP R.ABORT
040.144      305X D.XIT  DS      3      JMP R.XIT
040.147      306X D.READ DS      3      JMP R.READ
040.152      307X D.READR DS      3      JMP R.READR
040.155      308X D.WRITE DS      3      JMP R.WRITE
040.160      309X D.CDE  DS      3      JMP R.CDE
040.163      310X D.DTS  DS      3      JMP R.DTS
040.166      311X D.SDT  DS      3      JMP R.SDT
040.171      312X D.MAI  DS      3      JMP R.MAI
040.174      313X D.MAO  DS      3      JMP R.MAO
040.177      314X D.LPS  DS      3      JMP R.LPS
040.202      315X D.RDB  DS      3      JMP R.RDB
040.205      316X D.SDP  DS      3      JMP R.SDP
040.210      317X D.STS  DS      3      JMP R.STS
040.213      318X D.STZ  DS      3      JMP R.STZ
040.216      319X D.UDLY DS      3      JMP R.UDLY
040.221      320X D.WSC  DS      3      JMP R.WSC
040.224      321X D.WSP  DS      3      JMP R.WSP
040.227      322X D.WNB  DS      3      JMP R.WNB
040.232      323X D.ERRT DS      3      JMP R.ERRT
040.235      324X D.DLY  DS      3      JMP R.DLY
040.240      325      XTEXT  H17DEF

```

```

327X **      H17 CONTROL INFORMATION.
328X
000.177      329X DP.DC EQU 07FH DISK CONTROL PORT
330X
000.001      331X DF.HD EQU 00000001B HOLE DETECT
000.002      332X DF.TO EQU 00000010B TRACK 0 DETECT
000.004      333X DF.WP EQU 00000100B WRITE PROTECT
000.010      334X DF.SD EQU 00001000B SYNC DETECT
335X
000.001      336X DF.WG EQU 00000001B WRITE GATE ENABLE
000.002      337X DF.DS0 EQU 00000010B DRIVE SELECT 0
000.004      338X DF.DS1 EQU 00000100B DRIVE SELECT 1
000.010      339X DF.DS2 EQU 00001000B DRIVE SELECT 2
000.020      340X DF.MD EQU 00010000B MOTOR ON (BOTH DRIVES)
000.040      341X DF.DI EQU 00100000B DIRECTION (0=OUT)
000.100      342X DF.ST EQU 01000000B STEP COMMAND (ACTIVE HIGH)
000.200      343X DF.WR EQU 10000000B WRITE ENABLE RAM
344X
345X
346X
347X **      DISK UART PORTS AND CONTROL FLAGS.
348X
000.174      349X UP.DP EQU 07CH DATA PORT
000.175      350X UP.FC EQU 07DH FILL CHARACTER
000.175      351X UP.ST EQU 07DH STATUS FLAGS
000.176      352X UP.SC EQU 07EH SYN CHARACTER (OUTPUT)
000.176      353X UP.SR EQU 07EH SYNC RESET (INPUT)
354X
000.001      355X UF.RDA EQU 00000001B RECEIVE DATA AVAILABLE
000.002      356X UF.ROR EQU 00000010B RECEIVER OVERRUN
000.004      357X UF.RPE EQU 00000100B RECEIVER PARITY ERROR
000.100      358X UF.FCT EQU 01000000B FILL CHAR TRANSMITTED
000.200      359X UF.TBM EQU 10000000B TRANSMITTER BUFFER EMPTY
360X
361X
362X
363X **      CHARACTER DEFINITIONS.
364X
000.375      365X C.DSYN EQU 0FDH PREFIX SYNC CHARACTER
040.240      366 XTEXT H47DEF

368X **      H47DEF - H47 Constant Definitions
369X *

```

```

371X *      Z-80 INSTRUCTIONS
372X
242.355    373X M.INI   EQU    101000108*256+111011010    INI   INSTRUCTION
243.355    374X M.OUTI  EQU    101000118*256+111011010    OUTI  INSTRUCTION

```

```

376X **      DISK INTERFACE CONSTANTS
377X *
378X
000.000    379X D.STAI  EQU    0                        INTERFACE STATUS PORT Index
000.001    380X D.DATI  EQU    D.STAI+1                DATA PORT Index
381X
000.001    382X S.ERR   EQU    00000001B              ERROR BIT
000.040    383X S.DON   EQU    00100000B              DONE
000.100    384X S.IEM   EQU    01000000B              INTERRUPT ENABLE
000.200    385X S.DTR   EQU    10000000B              DATA TERMINAL REQUEST
386X
000.002    387X S.SW0   EQU    00000010B              DIP SWITCH: 0
000.004    388X S.SW1   EQU    00000100B              DIP SWITCH: 1
000.010    389X S.SW2   EQU    00001000B              DIP SWITCH: 2
000.020    390X S.SW3   EQU    00010000B              DIP SWITCH: 3
391X
000.002    392X M.RES   EQU    00000010B              RESET COMMAND

```

```

394X **      STATUS BYTE FLAGS
395X *
396X
000.200    397X SB.UMR   EQU    10000000B              UNIT NOT READY
000.100    398X SB.WPD   EQU    01000000B              WRITE PROTECTED DRIVE
000.040    399X SB.DLD   EQU    00100000B              DELETED DATA
000.020    400X SB.NRF   EQU    00010000B              NO RECORD FOUND
000.010    401X SB.CRC   EQU    00001000B              CRC ERROR
000.004    402X SB.LTD   EQU    00000100B              LATE DATA
000.002    403X SB.ILC   EQU    00000010B              ILLEGAL COMMAND
000.001    404X SB.BTO   EQU    00000001B              BAD TRACK OVERFLOW

```

```

406X **      AUXILLARY STATUS BYTE FLAGS
407X *
408X
000.100    409X AS.ODD   EQU    01000000B              TRACK 0 DOUBLE DENSITY
000.040    410X AS.1DD   EQU    00100000B              TRACK 1-76 DOUBLE DENSITY
000.020    411X AS.S1A   EQU    00010000B              SIDE 1 AVAILABLE
000.003    412X AS.SLM   EQU    00000011B              SECTOR LENGTH MASK

```

```

414X **      DISK COMMANDS
415X *
416X
000.000      417X      ORG      0
000.000      418X DD.BOOT DS      1      BOOT
000.001      419X DD.RST DS      1      READ STATUS
000.002      420X DD.RAS DS      1      READ AUX. STATUS
000.003      421X DD.LSC DS      1      LOAD SECTOR COUNT
000.004      422X DD.RAD DS      1      READ ADDRESS OF LAST SECTOR ACCESSED
000.005      423X DD.REA DS      1      READ SECTORS
000.006      424X DD.WRI DS      1      WRITE SECTORS
000.007      425X DD.REAB DS      1      READ SECTORS BUFFERED
000.010      426X DD.WRIB DS      1      WRITE SECTORS BUFFERED
000.011      427X DD.WRD DS      1      DD.WRI + DELETED
000.012      428X DD.WRBD DS      1      DD.WRIB + DELETED
000.013      429X DD.CPY DS      1      COPY
000.014      430X DD.FRM0 DS      1      FORMAT IBM SD
000.015      431X DD.FRM1 DS      1      FORMAT      SD
000.016      432X DD.FRM2 DS      1      FORMAT IBM DD
000.017      433X DD.FRM3 DS      1      FORMAT      DD
000.020      434X DD.RRDY DS      1      Read Ready (conflict with DD.SPF0)

```

```

436X **      Special De-Bug Functions
437X *
438X
000.020      439X      ORG      010H
000.020      440X DD.SPF0 DS      1      SPECIAL FUNCTION 0
000.021      441X DD.SPF1 DS      1      SPECIAL FUNCTION 1
000.022      442X DD.SPF2 DS      1      SPECIAL FUNCTION 2
000.023      443X DD.SPF3 DS      1      SPECIAL FUNCTION 3
000.024      444X DD.SPF4 DS      1      SPECIAL FUNCTION 4
000.025      445X DD.SPF5 DS      1      SPECIAL FUNCTION 5

```

```

447X **      Special Heath Functions
448X *
449X
000.200      450X      ORG      080H
000.200      451X DD.SDC DS      1      SET DRIVE CHARACTERISTICS
000.201      452X DD.ST DS      1      SEEK TO TRACK
000.202      453X DD.DS DS      1      DISK STATUS
000.203      454X DD.RDL DS      1      READ LOGICAL
000.204      455X DD.WTL DS      1      WRITE LOGICAL
000.205      456X DD.RDBL DS      1      READ BUFFERED LOGICAL
000.206      457X DD.WTBL DS      1      WRITE BUFFERED LOGICAL
000.207      458X DD.WTDL DS      1      WRITE DELETED DATA LOGICAL
000.210      459X DD.WDLB DS      1      WRITE BUFFERED DELETED DATA LOGICAL

```

```

461X **      Useful Flags
462X *
463X
000.000      464X UNT.0   EQU      000000008      Unit: 0
000.040      465X UNT.1   EQU      001000008      Unit: 1
000.100      466X UNT.2   EQU      010000008      Unit: 2
000.140      467X UNT.3   EQU      011000008      Unit: 3
468X
000.140      469X UNT.M   EQU      UNT.0!UNT.1!UNT.2!UNT.3 Unit Mask
470X
471X
472X
000.000      473X SID.0   EQU      000000008      Side: 0
000.200      474X SID.1   EQU      100000008      Side: 1
475X
000.200      476X SID.M   EQU      SID.0!SID.1      Side Mask
477X
478X
479X
000.037      480X SEC.M   EQU      000111118      Track Mask
481X
482X
483X
004.000      484X SSIZ.M  EQU      1024      Maximum Sector Size
485X
486X
487X *C.128 EQU      128
488X *C.256 EQU      256
489X *C.26  EQU      26
000.211      490      XTEXT  U8251      DEFINE 8251 USART BITS

```

	493X **	8251 USART BIT DEFINITIONS.		
	494X *			
	495X			
	496X **	PORT ADDRESSES		
	497X			
000.000	498X UDR	EQU	0	DATA REGISTER IS EVEN
000.001	499X USR	EQU	1	STATUS REGISTER IS NEXT
	500X			
000.372	501X SC.UART	EQU	3720	CONSOLE USART ADDRESS (IFF 8251)
	502X			
	503X			
	504X **	MODE INSTRUCTION CONTROL BITS.		
	505X			
000.100	506X UMI.1B	EQU	01000000B	1 STOP BIT
000.200	507X UMI.HB	EQU	10000000B	1 1/2 STOP BITS
000.300	508X UMI.2B	EQU	11000000B	2 STOP BITS
000.040	509X UMI.PE	EQU	00100000B	EVEN PARITY
000.020	510X UMI.PA	EQU	00010000B	USE PARITY
000.000	511X UMI.L5	EQU	00000000B	5 BIT CHARACTERS
000.004	512X UMI.L6	EQU	00000100B	6 BIT CHARACTERS
000.010	513X UMI.L7	EQU	00001000B	7 BIT CHARACTERS
000.014	514X UMI.L8	EQU	00001100B	8 BIT CHARACTERS
000.001	515X UMI.1X	EQU	00000001B	CLOCK X 1
000.002	516X UMI.16X	EQU	00000010B	CLOCK X 16
000.003	517X UMI.64X	EQU	00000011B	CLOCK X 64
	518X			
	519X **	COMMAND INSTRUCTION BITS.		
	520X			
000.100	521X UCI.IR	EQU	01000000B	INTERNAL RESET
000.040	522X UCI.RO	EQU	00100000B	READER-ON CONTROL FLAG
000.020	523X UCI.ER	EQU	00010000B	ERROR RESET
000.004	524X UCI.RE	EQU	00000100B	RECEIVE ENABLE
000.002	525X UCI.IE	EQU	00000010B	ENABLE INTERRUPTS FLAG
000.001	526X UCI.TE	EQU	00000001B	TRANSMIT ENABLE
	527X			
	528X **	STATUS READ COMMAND BITS.		
	529X			
000.040	530X USR.FE	EQU	00100000B	FRAMING ERROR
000.020	531X USR.OE	EQU	00010000B	OVERRUN ERROR
000.010	532X USR.PE	EQU	00001000B	PARITY ERROR
000.004	533X USR.TXE	EQU	00000100B	TRANSMITTER EMPTY
000.002	534X USR.RXR	EQU	00000010B	RECEIVER READY
000.001	535X USR.TXR	EQU	00000001B	TRANSMITTER READY

```

538 ***      INTERRUPT VECTORS.
539 *
540

542 **      LEVEL 0 - RESET
543 *
544 *      THIS 'INTERRUPT' MAY NOT BE PROCESSED BY A USER PROGRAM.
545
000.000      546      ORG      00A
000.000      547
548 RAM8GO EQU      *      RAM8GO Address      /Ram8Go 2/
549
550 *
000.000 021 000 000 551 INIT0 LXI      D,RAM8GO      ROM COPY OF RAM      /Ram8Go 2/
000.003 303 016 004 552      JMP      XINIT      DD EXTENDED INITIALIZATION (ROM)/RAM8GO JUN80/
000.006 303 073 000 553      JHP      INIT      INITIALIZE
377.073      554      ERRPL      INIT-1000A      BYTE IN WORD 10A MUST BE 0

556 **      LEVEL 1 - CLOCK
557
000.010      558 INT1 EQU      100      INTERRUPT ENTRY POINT
559
000.000      560      ERRNZ *-110      INTO TAKES UP ONE BYTE
000.011 315 132 000 561      CALL      SAVALL      SAVE USER REGISTERS
000.014 026 000      562      MVI      0,0
000.016 303 201 000 563      JHP      CLOCK      PROCESS CLOCK INTERRUPT
377.201      564      ERRPL      CLOCK-1000A      EXTRA BYTE MUST BE 0

566 **      LEVEL 2 - SINGLE STEP
567 *
568 *      IF THIS INTERRUPT IS RECEIVED WHEN NOT IN MONITOR MODE,
569 *      THEN IT IS ASSUMED TO BE GENERATED BY A USER PROGRAM
570 *      (SINGLE STEPPING OR BREAKPOINTING). IN SUCH CASE, THE
571 *      USER PROGRAM IS ENTERED THROUGH (UIVEC+3)
572
000.020      573 INT2 EQU      20A      LEVEL 2 ENTRY
574
000.000      575      ERRNZ *-21A      INT1 TAKES EXTRA BYTE
000.021 315 132 000 576      CALL      SAVALL      SAVE REGISTERS
000.024 032      577      LDAX      D      (A) = (CTLFLG)
040.011      578      SET      CTLFLG
000.025 303 244 001 579      JMP      STPRTN      STEP RETURN

```



```

581 ***      I/O INTERRUPT VECTORS.
582 *
583 *      INTERRUPTS 3 THROUGH 7 ARE AVAILABLE FOR GENERAL I/O USE.
584 *
585 *      THESE INTERRUPTS ARE NOT SUPPORTED BY PAM/8, AND SHOULD
586 *      NEVER OCCUR UNLESS THE USER HAS SUPPLIED HANDLER ROUTINES
587 *      (THROUGH UIVEC)
588
000.030      589      ORG      30A
000.030 303 045 040 590 INT3  JMP      UIVEC+6      JUMP TO USER ROUTINE
591
000.033 064 064 064 592      DB      '44470'      Heath Part Number      /Ram8Go 2/

000.040      594      ORG      40A
000.040 303 050 040 595 INT4  JMP      UIVEC+9      JUMP TO USER ROUTINE
596
000.043 100 112 107 597      DB      100Q,112Q,107Q,114Q,100Q      Support Code      /Ram8Go 2/

000.050      599      ORG      50A
000.050 303 053 040 600 INT5  JMP      UIVEC+12     JUMP TO USER ROUTINE
601
602
603 **      DLY - DELAY TIME INTERVAL.
604 *
605 *      ENTRY (A) = MILLISECOND DELAY COUNT/2
606 *      EXIT NONE
607 *      USES A,F
608
000.053 365      609 DLY      PUSH     PSW      SAVE COUNT
000.054 257      610      XRA      A      DONT SOUND HORN
000.055 303 143 002 611      JMP      HRNO      PROCESS AS HORN

000.060      613      ORG      60A
000.060 303 056 040 614 INT6  JMP      UIVEC+15     JUMP TO USER ROUTINE
615
616
000.063 076 320      617 GO.    MVI      A,C8,SSI+C8,CLI+C8,SPK OFF MONITOR MODE LIGHT
000.065 303 235 001 618      JMP      SST1      RETURN TO USER PROGRAM

000.070      620      ORG      70A
000.070 303 061 040 621 INT7  JMP      UIVEC+18     JUMP TO USER ROUTINE

```

```

624 **      INIT - INITIALIZE SYSTEM
625 *
626 *      INIT IS CALLED WHENEVER A HARDWARE MASTER-CLEAR IS INITIATED.
627 *
628 *      SETUP PAM/8 CONTROL CELLS IN RAM.
629 *      DECODE HOW MUCH MEMORY EXISTS, SETUP STACKPOINTER, AND
630 *      ENTER THE MONITOR LOOP.
631 *
632 *      ENTRY FROM MASTER CLEAR
633 *      EXIT INTO PAM/8 MAIN LOOP
634 *
635 *
000.073 032 636 INIT LDAX D COPY *PRSR0M* INTO RAM
000.074 167 637 MOV M,A MOVE BYTE
000.075 053 638 DCX H DECREMENT DESTINATION
000.076 034 639 INR E INCREMENT SOURCE
000.077 302 073 000 640 JNZ INIT IF NOT DONE
641 *
004.000 642 SINCR EQU 4000A SEARCH INCREMENT
643 *
000.102 026 004 644 MVI D,SINCR/256 (DE) = SEARCH INCREMENT
000.104 041 000 040 645 LXI H,START (HL) = FIRST RAM /RAM8GO JUN80/
646 *
647 *      DETERMINE MEMORY LIMIT.
648 *
000.107 303 000 004 649 INIT1 JMP XINIT1 JUMP TO FREE SPACE /RAM8GO JUN80/
650 *
000.112 110 105 101 651 DB *HEATH* /RAM8GO JUN80/
000.000 652 ERRNZ *-000117A /RAM8GO JUN80/
653 *
654 *      RETURN TO INLINE CODE WITH HL SET TO FIRST NON-EXISTANT LOCATION
655 *
000.117 053 656 INIT2 DCX H
000.120 371 657 SPHL SET STACKPOINTER = MEMORY LIMIT -1 /Ram8Go 2/
000.121 041 364 007 658 LXI H,DEFFPC /Ram8Go 2/
000.124 345 659 PUSH H Set *PC* value on stack /Ram8Go 2/
000.125 315 254 007 660 CALL PATCH1 Tape UART/Auto-Boot /Ram8Go 2/
000.130 345 661 PUSH H Set Return Address /Ram8Go 2/
000.131 257 662 XRA A Leave addresses the same & A=0 /Ram8Go 2/

```

```

665 ** SAVALL - SAVE ALL REGISTERS ON STACK.
666 *
667 * SAVALL IS CALLED WHEN AN INTERRUPT IS ACCEPTED, IN ORDER TO
668 * SAVE THE CONTENTS OF THE REGISTERS ON THE STACK.
669 *
670 * ENTRY CALLED DIRECTLY FROM INTERRUPT ROUTINE.
671 * EXIT ALL REGISTERS PUSHED ON STACK,
672 * IF NOT YET IN MONITOR MODE, REGPTR = ADDRESS OF REGISTERS
673 * ON STACK.
674 * (DE) = ADDRESS OF CTLFLG
675
000.132 343 677 SAVALL XTHL SET H,L ON STACK TOP
000.133 325 678 PUSH D
000.134 305 679 PUSH B
000.135 365 680 PUSH PSM
000.136 353 681 XCHG (D,E) = RETURN ADDRESS
000.137 041 012 000 682 LXI H,10
000.142 071 683 DAD SP (H,L) = ADDRESS OF USERS SP
000.143 345 684 PUSH H SET ON STACK AS 'REGISTER'
000.144 325 685 PUSH D SET RETURN ADDRESS
000.145 021 011 040 686 LXI D,CTLFLG
000.150 032 687 LDAX D (A) = CTLFLG
000.151 057 688 CHA
000.152 346 060 689 ANI CB.MTL+CB.SSI SAVE REGISTER ADDR IF USER OR SINGLE-STEP
000.154 310 690 RZ RETURN IF WAS INTERRUPT OF MONITOR LOOP
000.155 041 002 000 691 LXI H,2
000.160 071 692 DAD SP (H,L) = ADDRESS OF 'STACKPTR' ON STACK
000.161 042 035 040 693 SHLD REGPTR
000.164 311 694 RET

```

```

696 ** CUI - CHECK FOR USER INTERRUPT PROCESSING.
697 *
698 * CUI IS CALLED TO SEE IF THE USER HAS SPECIFIED PROCESSING
699 * FOR THE CLOCK INTERRUPT.
700
040.010 701
000.165 012 702 . MFLAG REFERENCE TO MFLAG
000.000 703 CUI1 LDAX B (A) = .MFLAG
000.166 017 704 ERRNZ UD.CLK-1 CODE ASSUMED = 01
000.167 334 037 040 705 RRC
706 CC UIVEC IF SPECIFIED, TRANSFER TO USER
707
708 * RETURN TO PROGRAM FROM INTERRUPT.
709
000.172 361 710 INTXIT POP PSM REMOVE FAKE 'STACK REGISTER'
000.173 361 711 POP PSM
000.174 301 712 POP B
000.175 321 713 POP D
000.176 341 714 POP H
000.177 373 715 EI
000.200 311 716 RET

```

```
719 ***      CLOCK - PROCESS CLOCK INTERRUPT
720 *
721 *      CLOCK IS ENTERED WHENEVER A MILLISECOND CLOCK INTERRUPT IS
722 *      PROCESSED.
723 *
724 *      TICCNT IS INCREMENTED EVERY INTERRUPT.
725 *
726 *
000.201 052 033 040 727 CLOCK LHL0 TICCNT
000.204 043 728 INX H
000.205 042 033 040 729 SHL0 TICCNT      INCREMENT TICCOUNT
730 *
731 **      REFRESH FRONT PANEL.
732 *
733 *      THIS CODE DISPLAYS THE APPROPRIATE PATTERN ON THE
734 *      FRONT PANEL LEDS. THE LEDS ARE PAINTED IN REVERSE ORDER,
735 *      ONE PER INTERRUPT. FIRST, NUMBER 9 IS LIT, THEN NUMBER 8,
736 *      ETC.
737 *
738 *
000.210 041 010 040 739 LXI H,MFLAG
000.213 176 740 MOV A,M
000.214 107 741 MOV B,A      (B) = CURRENT FLAG
000.215 346 100 742 ANI UO.NFR      SEE IF FRONT PANEL REFRESH WANTED
000.217 043 743 INX H
000.000 744 ERRNZ CTLFLG-MFLAG-1
000.220 176 745 MOV A,M      (A) = CTLFLG
000.221 112 746 MOV C,D      (C) = 0 IN CASE NO PANEL DISPLAY
000.222 302 237 000 747 JNZ CLK3      IF NOT
000.225 043 748 INX H      (H,L) = (REFIND)
000.000 749 ERRNZ REFIND-CTLFLG-1
000.226 065 750 DCR H      DECREMENT DIGIT INDEX
000.227 302 234 000 751 JNZ CLK2      IF NOT WRAP-AROUND
000.232 066 011 752 MVI M,9      WRAP DISPLAY AROUND
000.234 136 753 CLK2 MOV A,M
000.235 031 754 DAD D      (H,L) = ADDRESS OF PATTERN
000.236 113 755 MOV C,E
000.237 756 CLK3 EQU *      (A) = CTNLG
000.237 261 757 ORA C      (A) = INDEX + FIXED BITS
000.240 323 360 758 OUT OP.DIG      SELECT DIGIT
000.242 176 759 MOV A,M
000.243 323 361 760 OUT OP.SEG      SELECT SEGMENT
761 *
762 *      SEE IF TIME TO DECODE DISPLAY VALUES.
763 *
000.245 056 033 764 MVI L,#TICCNT
000.247 176 765 MOV A,M
000.250 346 037 766 ANI 370      EVERY 32 INTERRUPTS
000.252 314 161 003 767 CZ UFD      UPDATE FRONT PANEL DISPLAYS
768 *
769 *      EXIT CLOCK INTERRUPT.
770 *
000.255 001 011 040 771 LXI B,CTLFLG
000.260 012 772 LDAX B      (A) = CTLFLG
000.261 346 040 773 ANI CB.MTL
000.263 302 172 000 774 JNZ INTXIT      IF IN MONITOR MODE
```

```

000.266 013      775      DCX      B
000.000      776      ERRNZ    CTLFLG-.MFLAG-1
000.267 012      777      LDAX    B      (A) = .MFLAG
000.000      778      ERRNZ    UD.HLT-2000  ASSUME HIGH-ORDER
000.270 027      779      RAL
000.271 332 313 000 780      JC      CLK4      SKIP IT
      781
      782 *      NOT IN MONITOR MODE. CHECK FOR HALT
      783
000.274 076 012      784      MVI      A,10      (A) = INDEX OF *P* REG
000.276 315 052 003 785      CALL    LRA.      LOCATE REGISTER ADDRESS
000.301 136      786      MOV      E,M
000.302 043      787      INX      H
000.303 126      788      MOV      D,M      (D,E) = PC CONTENTS
000.304 033      789      DCX      D
000.305 032      790      LDAX    D
000.306 376 166      791      CPI      MI.HLT  CHECK FOR HALT
000.310 312 322 000 792      JE      ERROR    IF HALT, BE IN MONITOR MODE
      793
      794 *      CHECK FOR 'RETURN TO MONITOR' KEY ENTRY.
      795
000.313      796      CLK4    EQU      *
000.313 333 360      797      IN      IP.PAD
000.315 376 056      798      CPI      560      SEE IF '0' AND '*'
000.317 302 165 000 799      JNE      CUI1      IF NOT, ALLOW USER PROCESSING OF CLOCK

```

```

803 ***      ERROR - COMMAND ERROR.
804 *
805 *      ERROR IS CALLED AS A 'BAIL-OUT' ROUTINE.
806 *
807 *      IT RESETS THE OPERATIONAL MODE, AND RESTORES THE STACKPOINTER.
808 *
809 *      ENTRY      NONE
810 *      EXIT      TO MTR LOOP
811 *      CTLFLG SET
812 *      .MFLAG CLEARED
813 *      USES      ALL
814 *
815
000.322      816 ERROR EQU *
000.322 041 010 040 817 LXI H,.MFLAG
000.325 176 818 MOV A,M (A) = .MFLAG
000.326 346 275 819 ANI 3770-UO.DDU-UO.MFR RE-ENABLE DISPLAYS
000.330 167 820 MOV M,A REPLACE
000.331 043 821 INX H
000.332 066 360 822 MVI M,CB.SSI+CB.MTL+CB.CLI+CB.SPK RESTORE *CTLFLG*
000.000 823 ERRNZ CTLFLG-.MFLAG-1
000.334 373 824 EI
000.335 052 035 040 825 LHLD REGPTR
000.340 371 826 SPHL RESTORE STACK POINTER TO EMPTY STATE
000.341 315 136 002 827 CALL ALARM ALARM FOR 200 MS

```

```

829 **      MTR - MONITOR LOOP.
830 *
831 *      THIS IS THE MAIN EXECUTIVE LOOP FOR THE FRONT PANEL EMULATOR.
832 *
833
000.344      834 MTR EQU *
000.344 373 835 EI
836
000.345 041 345 000 837 MTR1 LXI H,MTR1
000.350 345 838 PUSH H SET 'MTR1' AS RETURN ADDRESS
000.351 001 007 040 839 LXI B,DSPMOD (BC) = #DSPMOD
000.354 012 840 LDAX B
000.355 346 001 841 ANI 1 (A) = 1 IF ALTER
000.357 057 842 CMA
000.360 062 006 040 843 STA DSPROT SET FLAG BIT IF ALTER
844
845 *      READ KEY
846
000.363 315 260 003 847 CALL RCK READ CONSOLE KEYS
000.366 052 024 040 848 LHLD ABUSS
000.371 376 012 849 CPI 10
000.373 322 005 001 850 JNC MTR4 IF IN 'ALWAYS VALID' GROUP
000.376 137 851 MOV E,A SAVE VALUE
040.007 852 . SET DSPMOD
000.377 012 853 LDAX B (A) = DSPMOD
001.000 017 854 RRC
001.001 332 051 001 855 JC MTR5 IF IN ALTER MODE

```

```

001.004 173      856      MOV      A,E          (A) = CODE
                  857
                  858 *          HAVE A COMMAND (NOT A VALUE)
                  859
001.005 326 004      860 MTR4    SUI      4          (A) = COMMAND
001.007 332 160 004  861      JC      EXTCHD      Extended Commands /Ram8Go 2/
001.012 137      862      MOV      E,A
001.013 345      863      PUSH     H          SAVE ABUSS VALUE
001.014 041 035 001  864      LXI      H,MTRA
001.017 026 000      865      MVI      D,0
001.021 031      866      DAD      D          (H,L) = ADDRESS OF TABLE ENTRY
001.022 136      867      MOV      E,M
001.023 031      868      DAD      D          (H,L) = ADDRESS OF PROCESSOR
001.024 343      869      XTHL
                  870      LXI      D,REGI      SET ADDRESS, (H,L) = (ABUSS)
001.025 021 005 040  871      SET     DSPMOD      (D,E) = ADDRESS OF REG INDEX
040.007      872      LDAX      B          (A) = DSPMOD
001.030 012      873      ANI      2          SET '2' IF MEMORY
001.031 346 002      874      LDAX      B          (A) = DSPMOD
001.033 012      875      RET          JUMP TO PROCESSOR
001.034 311      876
                  877
001.035      878 MTRA    EQU      *          JUMP TABLE
001.035 165      879      DB      GO-*      4 - GO
001.036 141      880      DB      IN-*      5 - INPUT
001.037 143      881      DB      OUT-*     6 - OUTPUT
001.040 165      882      DB      SSTEP-*   7 - SINGLE STEP
001.041 220      883      DB      RMEM-*    8 - CASSETTE LOAD
001.042 332      884      DB      WMEM-*    9 - CASSETTE DUMP
001.043 067      885      DB      NEXT-*    + - NEXT
001.044 104      886      DB      LAST-*    - - LAST
001.045 102      887      DB      ABORT-*   * - ABORT
001.046 060      888      DB      RSW-*    / - DISPLAY/ALTER
001.047 116      889      DB      MEMM-*   # - MEMORY MODE
001.050 034      890      DB      REGM-*   . - REGISTER MODE

                  892 **      PROCESS MEMORY/REGISTER ALTERATIONS.
                  893 *
                  894 *      THIS CODE IS ENTERED IF
                  895 *
                  896 *      1) AM IN ALTER MODE, AND
                  897 *      2) A KEY FROM 0-7 WAS ENTERED.
                  898
001.051 017      899 MTR5    RRC
001.052 173      900      MOV      A,E          (A) = VALUE
001.053 332 072 001  901      JC      MTR6      IS REGISTER
001.056 067      902      STC          INDICATE 1ST DIGIT IS IN (A)
001.057 315 066 003  903      CALL     IOB      INPUT OCTAL BYTE
001.062 043      904      INX      H          DISPLAY NEXT LOCATION

```

```

          906 **      SAE - STORE ABUSS AND EXIT.
          907 *
          908 *      ENTRY (HL) = ABUSS VALUE
          909 *      EXIT TO (RET)
          910 *      USES NONE
          911
001.063 042 024 040 912 SAE SHLD ABUSS
001.066 311          913 RET
          914
000.000          915 ERRNZ *-1067A
001.067 303 066 007 916 H89PIN JMP PIN H89 Compatible PIN routine /Ram8Go 2/
          917
001.072 365          918 MTR6 PUSH PSH SAVE CODE
001.073 315 047 003 919 CALL LRA LOCATE REGISTER ADDRESS
001.076 247          920 ANA A
001.077 303 274 007 921 JMP PATCH2 /Ram8Go 2/
001.102          922 DS 2 Reserve Space /Ram8Go 2/
000.000          923 ERRNZ *-1104A Insure good routine addresses /Ram8Go 2/

```



```

          927 **      REGM - ENTER REGISTER DISPLAY MODE.
          928 *
          929 *      ENTRY      (A) = DSPMOD
          930
001.104 076 002 931 REGM  MVI  A,2      SET DISPLAY REGISTER MODE
040.007          932 *      SET      DSPMOD
001.106 002     933      STAX  B      SET DISPLAY REGISTER MODE
000.000          934      ERNZ  DSPMOD-DSPROT-1
001.107 013     935      DCX   B      (BC) = #DSPROT
001.110 257     936      XRA   A
001.111 002     937      STAX  B      SET ALL PERIODS ON
001.112 315 260 003 938      CALL RCK      READ KEY ENTRY
001.115 075     939      DCR   A      DISPLACE
001.116 376 006   940      CPI   6
001.120 322 322 000 941      JNC   ERROR      NOT 1-6
001.123 007     942      RLC
001.124 022     943      STAX  D      SET NEW REG IND
040.005          944 *      SET      REGI
001.125 311     945      RET

```

```

          947 **      R$W - TOGGLE DISPLAY/ALTER MODE.
          948 *
          949 *      ENTRY      (A) = DSPMOD
          950 *      (BC) = ADDRESS OF DSPMOD
          951
040.007          952 *      SET      DSPMOD
001.126 356 001   953 R$W  XRI  1
001.130 002     954      STAX  B
001.131 311     955      RET

```

```

          957 **      NEXT - INCREMENT DISPLAY ELEMENT.
          958 *
          959 *      ENTRY      (HL) = (ABUSS)
          960 *      (DE) = ADDRESS OF REGIND
          961
001.132 043     962 NEXT  INX   H
001.133 312 063 001 963      JZ    SAE      IF MEMORY, STORE ABUSS AND EXIT
          964
          965 *      IS REGISTER MODE.
          966
040.005          967 *      SET      REGI
001.136 032     968      LDAX  D      (A) = REGI
001.137 306 002   969      ADI   2      INCREMENT REG INNEX
001.141 022     970      STAX  D      WRAP TO *SP*
001.142 376 014   971      CPI   12
001.144 330     972      RC     IF NOT TOO LARGE, EXIT
001.145 257     973      XKA   A      OVERFLOW
001.146 022     974      STAX  D
001.147 311     975 ABORT RET

```

```

977 **      LAST - DECREMENT DISPLAY ELEMENT.
978 *
979 *      ENTRY  (HL) = (ABUSS)
980 *      (DE) = ADDRESS OF REGIND
981
982
001.150 053      983 LAST    DCX    H
001.151 312 063 001 984      JZ     SAE             IF MEMORY, STORE AND EXIT
985
986 *      IS REGISTER MODE.
987
040.005      988 .      SET     REGI
001.154 032      989 LST2   LDAX   0             (A) = REGI
001.155 326 002      990      SUI    2
001.157 022      991      STAX   0
001.160 320      992      RNC             IF JK
001.161 076 012      993      MVI    A,10        UNDERFLOW TO *PC*
001.163 022      994      STAX   0
001.164 311      995      RET
996

```

```

998 **      MEMM - ENTER DISPLAY MEMORY MODE.
999 *
1000 *      ENTRY  (BC) = ADDRESS OF DSPMOD
1001
001.165 257      1002 MEMM   XRA     A             (A) = 0
040.007      1003 .      SET     DSPMOD
001.166 002      1004      STAX   B             SET DISPLAY MEMORY MODE
000.000      1005      ERRNZ   DSPMOD-DSPROT-1
001.167 013      1006      DCX    B             (BC) = #DSPROT
001.170 002      1007      STAX   B             SET ALL PERIODS ON
001.171 041 025 040 1008      LXI    H,ABUSS+1
001.174 303 062 003 1009      JMP     IQA             INPUT OCTAL ADDRESS

```

```

1011 **      IN - INPUT DATA BYTE.
1012 *
1013
1014 **      OUT - OUTPUT DATA BYTE.
1015 *
1016 *      ENTRY  (HL) = (ABUSS)
1017
001.177 006 333      1018 IN    MVI    B,MI.IN
001.201 021      1019      DB     MI.LX10        SKIP NEXT INSTRUCTION
001.202 006 323      1020 OUT   MVI    B,MI.OUT
001.204 174      1021      MOV    A,H             (A) = VALUE
001.205 145      1022      MOV    H,L             (H) = PORT
001.206 150      1023      MOV    L,B             (L) = IN/OUT INSTRUCTION
001.207 042 002 040 1024      SHLD   IOWRK
001.212 315 002 040 1025      CALL   IOWRK        PERFORM IO
001.215 154      1026      MOV    L,H             (L) = PORT
001.216 147      1027      MOV    H,A             (H) = VALUE

```

RAM8GD - H8 FRONT PANEL MONITOR #01.02.00.
MONITOR TASK SUBROUTINES.

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IN 16:53:03 11-SEP-80

001.217 303 063 001 1028

JMP SAE

STORE ABUSS AND EXIT

GO AND *STEP* FUNCTIONS

16:53:03 11-SEP-80

```

1033 **      GO - RETURN TO USER MODE
1034 *
1035 *      ENTRY  NONE
1036
001.222 303 063 000 1037 GO      JMP      GO.          ROUTINE IS IN WASTE SPACE

1039 **      SSTEP - SINGLE STEP INSTRUCTION.
1040 *
1041 *      ENTRY  NONE
1042
001.225 1043 SSTEP EQU      *          SINGLE STEP
001.225 363 1044 DI          DISABLE INTERRUPTS UNTIL THE RIGHT TIME
001.226 072 011 040 1045 LDA      CTLFLG
001.231 356 020 1046 XRI      CB.SSI      CLEAR SINGLE STEP INHIBIT
001.233 323 360 1047 OUT      OP.CTL      PRIME SINGLE STEP INTERRUPT
001.235 062 011 040 1048 SSI1 STA      CTLFLG      SET NEW FLAG VALUES
001.240 341 1049 POP      H          CLEAN STACK
001.241 303 172 000 1050 JMP      INTXIT      RETURN TO USER ROUTINE FOR STEP

1052 **      STPRTN - SINGLE STEP RETURN
1053
001.244 1054 STPRTN EQU      *
001.244 366 020 1055 ORI      CB.SSI      DISABLE SINGLE STEP INTERRUPTION
001.246 323 360 1056 OUT      OP.CTL      TURN OFF SINGLE STEP ENABLE
040.011 1057 SET      CTLFLG
001.250 022 1058 STAX      D
001.251 346 040 1059 ANI      CB.MTL      SEE IF IN MONITOR MODE
001.253 302 344 000 1060 JNZ      MTR
001.256 303 042 040 1061 JMP      UIVEC+3      TRANSFER TO USER'S ROUTINE

1063 **      RMEM - LOAD MEMORY FROM TAPE.
1064 *
1065
001.261 041 244 002 1066 RMEM LXI      H,TPABT
001.264 042 031 040 1067 SHLD     TPERRX      SETUP ERROR EXIT ADDRESS
1068 *      JMP      LOAD

```

```

1070 ***      LOAD - LOAD MEMORY FROM TAPE.
1071 *
1072 *      READ THE NEXT RECORD FROM THE CASSETTE TAPE.
1073 *
1074 *      USE THE LOAD ADDRESS IN THE TAPE RECORD.
1075 *
1076 *      ENTRY (HL) = ERROR EXIT ADDRESS
1077 *      EXIT  USER P-REG (IN STACK) SET TO ENTRY ADDRESS
1078 *            TO CALLER IF ALL OK
1079 *            TO ERROR EXIT IF TAPE ERRORS DETECTED.
1080
1081
001.267      1082 LOAD EQU *
001.267 001 000 376 1083 LXI B,1000A-RT.HI*256-256 (BC) = - REQUIRED TYPE AND #
001.272 315 265 002 1084 LOAO CALL SRS SCAN FOR RECORD START
001.275 157 1085 MOV L,A (HL) = COUNT
001.276 353 1086 XCHG (DE) = COUNT, (HL) = TYPE AND #
001.277 015 1087 DCR C (C) = - NEXT #
001.300 011 1088 DAD B
001.301 174 1089 MOV A,H
001.302 305 1090 PUSH B SAVE TYPE AND #
001.303 365 1091 PUSH PSW SAVE TYPE CODE
001.304 346 177 1092 ANI 1770 CLEAR END FLAG BIT
001.306 265 1093 ORA L
001.307 076 002 1094 MVI A,2 SEQUENCE ERROR
001.311 302 205 002 1095 JNE TPERR IF NOT RIGHT TYPE OR SEQUENCE
001.314 315 325 002 1096 CALL RNP READ ADDR
001.317 104 1097 MOV B,H
001.320 117 1098 MOV C,A (BC) = P-REG ADDRESS
001.321 076 012 1099 MVI A,10
001.323 325 1100 PUSH D SAVE (DE)
001.324 315 052 003 1101 CALL LRA. LOCATE REG ADDRESS
001.327 321 1102 POP D RESTORE (DE)
001.330 161 1103 MOV M,C SET P-REG IN MEM
001.331 043 1104 INX H
001.332 160 1105 MOV M,B
001.333 315 325 002 1106 CALL RNP READ ADDRESS
001.336 157 1107 MOV L,A (HL) = ADDRESS, (DE) = COUNT
001.337 042 000 040 1108 SHLD START
1109
001.342 315 331 002 1110 LOAI CALL RNB READ BYTE
001.345 167 1111 MOV M,A
001.346 042 024 040 1112 SHLD ABUSS SET ABUSS FOR DISPLAY
001.351 043 1113 INX H
001.352 033 1114 DCX D
001.353 172 1115 MOV A,D
001.354 263 1116 ORA E
001.355 302 342 001 1117 JNZ LOAI IF MORE TO GO
1118
001.360 315 172 002 1119 CALL CTC CHECK TAPE CHECKSUM
1120
1121 *      READ NEXT BLOCK
1122
001.363 361 1123 POP PSW (A) = FILE TYPE BYTE
001.364 301 1124 POP B (BC) = -(LAST TYPE, LAST #)
001.365 007 1125 RLC

```

001.366 332 133 002 1126
001.371 303 272 001 1127

JC TFT
JMP LOAD

ALL DONE - TURN OFF TAPE
READ ANOTHER RECORD

```

1130 ***      DUMP - DUMP MEMORY TO MAG TAPE.
1131 *
1132 *      DUMP SPECIFIED MEMORY RANGE TO MAG TAPE.
1133 *
1134 *      ENTRY      (START) = START ADDRESS
1135 *                  (ABUSS) = END ADDRESS
1136 *                  USER PC = ENTRY POINT ADDRESS
1137 *      EXIT      TO CALLER.
1138
1139
001.374      1140 WMEM      EQU      *
001.374      041 244 002 1141      LXI      H,TPABT
001.377      042 031 040 1142      SHLD     TPERRX      SETUP ERROR EXIT
1143
002.002      076 001      1144 DUMP      MVI      A,UCI.TE
002.004      323 371      1145      OUT      OP.TPC      SETUP TAPE CONTROL
002.006      076 026      1146      MVI      A,A.SYN
002.010      046 040      1147      MVI      H,32      (H) = # OF SYNC CHARACTERS
002.012      315 024 003 1148 WME1      CALL     WNB
002.015      045      1149      DCR      H
002.016      302 012 002 1150      JNZ      WME1      WRITE SYN HEADER
002.021      076 002      1151      MVI      A,A.STX
002.023      315 024 003 1152      CALL     WNB      WRITE STX
002.026      154      1153      MOV      L,H      (HL) = 00
002.027      042 027 040 1154      SHLD     CRCSUM      CLEAR CRC 16
002.032      041 001 201 1155      LXI      H,RT.MI+80H*256+1      FIRST AND LAST MI RECORD
002.035      315 017 003 1156      CALL     WNP      WRITE HEADER
002.040      052 000 040 1157      LHLD     START
002.043      353      1158      XCHG      (D,E) = START ADDRESS
002.044      052 024 040 1159      LHLD     ABUSS      (H,L) = STOP ADDR
002.047      043      1160      INX      H      COMPUTE WITH STOP+1
002.050      175      1161      MOV      A,L
002.051      223      1162      SUB      E
002.052      157      1163      MOV      L,A
002.053      174      1164      MOV      A,H
002.054      232      1165      SBB      D
002.055      147      1166      MOV      H,A      (HL) = COUNT
002.056      315 017 003 1167      CALL     WNP      WRITE COUNT
002.061      345      1168      PUSH     H
002.062      076 012      1169      MVI      A,10
002.064      325      1170      PUSH     D      SAVE (DE)
002.065      315 052 003 1171      CALL     LRA.      LOCATE P-REG ADDRESS
002.070      176      1172      MOV      A,M
002.071      043      1173      INX      H
002.072      146      1174      MOV      H,M
002.073      157      1175      MOV      L,A      (HL) = CONTENTS OF PC
002.074      315 017 003 1176      CALL     WNP      WRITE HEADER
002.077      341      1177      POP      H      (HL) = ADDRESS
002.100      321      1178      POP      D      (DE) = COUNT
002.101      315 017 003 1179      CALL     WNP
1180
002.104      176      1181 WME2      MOV      A,M
002.105      315 024 003 1182      CALL     WNB      WRITE BYTE
002.110      042 024 040 1183      SHLD     ABUSS      SET ADDRESS FOR DISPLAY
002.113      043      1184      INX      H
002.114      033      1185      DCX      D

```

```

002.115 172      1186      MOV     A,D
002.116 263      1187      ORA     E
002.117 302 104 002 1188      JNZ     WMEZ      IF MORE TO GO
                        1189
                        1190 *      WRITE CHECKSUM
                        1191
002.122 052 027 040 1192      LHLD    CRCSUM
002.125 315 017 003 1193      CALL    WNP      WRITE IT
002.130 315 017 003 1194      CALL    WNP      FLUSH CHECKSUM
                        1195 *      JMP     TFT

```

```

1197 **      TFT - TURN OFF TAPE.
1198 *
1199 *      STOP THE TAPE TRANSPORT.
1200 *
1201

```

```

002.133 257      1202 TFT     XRA     A
002.134 323 371 1203      OUT     OP,TPC      TURN OFF TAPE

```

```

1205 **      HORN - MAKE NOISE.
1206 *
1207 *      ENTRY (A) = (MILLISECOND COUNT)/2
1208 *      EXIT  NONE
1209 *      USES  A,F
1210
1211

```

```

002.136 076 144      1212 ALARM  MVI     A,200/2      200 MS BEEP
002.140 365      1213 HORN    PUSH    PSW
002.141 076 200      1214      MVI     A,CB,SPK      TURN ON SPEAKER
                        1215
002.143 343      1216 HRNO    XTHL      SAVE (HL), (H) = COUNT
002.144 325      1217      PUSH    D      SAVE (DE)
002.145 353      1218      XCHG      (D) = LOOP COUNT
002.146 041 011 040 1219      LXI     H,CTLFLG
002.151 256      1220      XRA     M
002.152 136      1221      MOV     E,M      (E) = OLD CTLFLG VALUE
002.153 167      1222      MOV     M,A      TURN ON HORN
002.154 056 033      1223      MVI     L,#TICCNT
                        1224
002.156 172      1225      MOV     A,D      (A) = CYCLE COUNT
002.157 206      1226      ADD     M
002.160 276      1227 HRN2    CMP     M      WAIT REQUIRED TICCOUNTS
002.161 302 160 002 1228      JNE     HRN2
002.164 056 011      1229      MVI     L,#CTLFLG
002.166 163      1230      MOV     M,E      TURN HORN OFF
002.167 321      1231      POP     D
002.170 341      1232      POP     M
002.171 311      1233      RET

```



```

1238 **      CTC - VERIFY CHECKSUM.
1239 *
1240 *      ENTRY  TAPE JUST BEFORE CRC
1241 *      EXIT   TO CALLER IF OK
1242 *      TO *TPERR* IF BAD
1243 *      USES   A,F,H,L
1244
1245
002.172 315 325 002 1246 CTC      CALL      RNP          READ NEXT PAIR
002.175 052 027 040 1247          LHL D      CRCSUM
002.200 174          1248          MOV      A,H
002.201 265          1249          ORA      L
002.202 310          1250          RZ
002.203 076 001     1251          MVI      A,1          RETURN IF OK
1252 *          JMP      TPERR          CHECKSUM ERROR
                                           (B) = CODE

1254 **      TPERR - PROCESS TAPE ERROR.
1255 *
1256 *      DISPLAY ERR NUMBER IN LOW BYTE OF ABUSS
1257 *
1258 *      IF ERROR NUMBER EVEN, DONT ALLOW #
1259 *      IF ERROR NUMBER ODD, ALLOW #
1260 *
1261 *      ENTRY  (B) = PATTERN
1262
1263
002.205 062 024 040 1264 TPERR   STA      ABUSS
002.210 107          1265          MOV      B,A          (B) = CODE
002.211 315 133 002 1266          CALL     TFT          TURN OFF TAPE
1267
1268 *      IS #, RETURN (IF PARITY ERROR)
1269
002.214 346          1270          DB      MI.ANI          FALL THROUGH WITH CARRY CLEAR
002.215 170          1271 TER3    MOV      A,B
1272
002.216 017          1273          RRC
002.217 330          1274          RC          RETURN IF OK
1275
1276 *      BEEP AND FLASH ERROR NUMBER
1277

002.220 334 136 002 1278 TER1    CC      ALARM          ALARM IF PROPER TIME
002.223 315 252 002 1279          CALL     TPXIT          SEE IF *
002.226 333 360          1280          IN      IP.PAD
002.230 376 057          1281          CPI      00101111B      CHECK FOR #
002.232 312 215 002 1282          JE      TER3          IF #
002.235 072 034 040 1283          LDA      TICCNT+1
002.240 037          1284          RAR
002.241 303 220 002 1285          JMP      TER1          'C' SET IF 1/2 SECOND

```

```

1287 **      TPABT - ABORT TAPE LOAD OR DUMP.
1288 *
1289 *      ENTERED WHEN LOADING OR DUMPING, AND THE '**' KEY
1290 *      IS STRUCK.
1291
1292
1293 TPABT  XRA  A
1294      OUT  OP.TPC      OFF TAPE
1295      JMP  ERROR
002.244 257
002.245 323 371
002.247 303 322 000

```

```

1297 **      TPXIT - CHECK FOR USER FORCED EXIT.
1298 *
1299 *      TPXIT CHECKS FOR AN '**' KEYPAD ENTRY. IF SO, TAKE
1300 *      THE TAPE DRIVER ABNORMAL EXIT.
1301 *
1302 *      ENTRY  NONE
1303 *      EXIT   TO *RET* IF NOT '**'
1304 *            (A) = PORT STATUS
1305 *            TO (TPERRX) IF '**' DOWN
1306 *      USES   A,F
1307
1308
1309 TPXIT  IN    IP.PAD
1310      CPI    01101111B      *
1311      IN     IP.TPC      READ TAPE STATUS
1312      RNE                    NOT '**', RETURN WITH STATUS
1313      LHLD   TPERRX
1314      PCHL                    ENTER (TPERRX)
002.252 333 360
002.254 376 157
002.256 333 371
002.260 300
002.261 052 031 040
002.264 351

```

```

1316 **      SRS - SCAN RECORD START
1317 *
1318 *      SRS READS BYTES UNTIL IT RECOGNIZES THE START OF A RECORD.
1319 *
1320 *      THIS REQUIRES
1321 *      AT LEAST 10 SYNC CHARACTERS
1322 *      1 STX CHARACTER.
1323 *
1324 *      THE CRC-16 IS THEN INITIALIZED.
1325 *
1326 *      ENTRY  NONE
1327 *      EXIT   TAPE POSITIONED (AND MOVING), CRC SUM = 0
1328 *            (DE) = HEADER BYTES
1329 *            (HA) = RECORD COUNT
1330 *      USES   A,F,D,E,H,L
1331
1332
1333 SRS    EQU  *
1334 SRS1   MVI  D,0
1335      MOV  H,D
1336      MOV  L,D      (HL) = 0
002.265
002.265 026 000
002.267 142
002.270 152

```

```

002.271 315 331 002 1337 SRS2 CALL RNB READ NEXT BYTE
002.274 024 1338 INR D
002.275 376 026 1339 CPI A,SYN
002.277 312 271 002 1340 JE SRS2 HAVE SYN
002.302 376 002 1341 CPI A,STX
002.304 302 265 002 1342 JNE SRS1 NOT STX - START OVER
1343
002.307 076 012 1344 MVI A,10
002.311 272 1345 CMP D SEE IF ENOUGH SYN CHARACTERS
002.312 322 265 002 1346 JNC SRS1 NOT ENOUGH
002.315 042 027 040 1347 SHLD CRCSUM CLEAR CRC-16
002.320 315 325 002 1348 CALL RNP READ LEADER
002.323 124 1349 MOV D,H
002.324 137 1350 MOV E,A
1351 * JMP RNP READ COUNT

1353 ** RNP - READ NEXT PAIR.
1354 *
1355 * RNP READS THE NEXT TWO BYTES FROM THE INPUT DEVICE.
1356 *
1357 * ENTRY NONE
1358 * EXIT (H,A) = BYTE PAIR
1359 * USES A,F,H
1360
002.325 315 331 002 1362 RNP CALL RNB READ NEXT BYTE
002.330 147 1363 MOV H,A
1364 * JMP RNB READ NEXT BYTE

1366 ** RNB - READ NEXT BYTE
1367 *
1368 * RNB READS THE NEXT SINGLE BYTE FROM THE INPUT DEVICE.
1369 * THE CHECKSUM IS TAKEN FOR THE CHARACTER.
1370 *
1371 * ENTRY NONE
1372 * EXIT (A) = CHARACTER
1373 * USES A,F
1374
002.331 076 064 1376 RNB MVI A,UCI.RO+UCI.ER+UCI.RE TURN ON READER FOR NEXT BYTE
002.333 323 371 1377 OUT OP.TPC
002.335 315 252 002 1378 RNB1 CALL TPXIT CHECK FOR *, READ STATUS
002.340 346 002 1379 ANI USR.RXR
002.342 312 335 002 1380 JZ RNB1 IF NOT READY
002.345 333 370 1381 IN IP.TPD INPUT DATA
1382 * JMP CRC CHECKSUM

```

1-60

CHAPTER ONE

```

1432 **      WNP - WRITE NEXT PAIR.
1433 *
1434 *      WPT WRITES THE NEXT TWO BYTES TO THE CASSETTE DRIVE.
1435 *
1436 *      ENTRY  (H,L) = BYTES
1437 *      EXIT   WRITTEN.
1438 *      USES   A,F
1439
1440
003.017 174      1441 WNP      MOV     A,H
003.020 315 024 003 1442      CALL   WNB
003.023 175      1443      MOV     A,L
1444 *      JMP      WNB              WRITE NEXT BYTE

1446 **      WNB - WRITE BYTE
1447 *
1448 *      WNB WRITES THE NEXT BYTE TO THE CASSETTE TAPE.
1449 *
1450 *      ENTRY  (A) = BYTE
1451 *      EXIT   NONE.
1452 *      USES   F
1453
1454
003.024 365      1455 WNB      PUSH    PSW
003.025 315 252 002 1456 WNB1   CALL    TPXIT      CHECK FOR *, READ STATUS
003.030 346 001      1457      ANI     USR.TXR
003.032 312 025 003 1458      JZ      WNB1      IF MORE TO GO
003.035 076 021      1459      MVI     A,UCI.ER+UCI.TE  ENABLE TRANSMITTER
003.037 323 371      1460      OUT     OP.TPC      TURN ON TAPE
003.041 361      1461      POP     PSW
003.042 323 370      1462      OUT     OP.TPD      OUTPUT DATA
003.044 303 347 002 1463      JMP     CRC        COMPUTE CRC

```

```
1467 **      LRA - LOCATE REGISTER ADDRESS.
1468 *
1469 *      ENTRY  NONE.
1470 *      EXIT   (A) = REGISTER INDEX
1471 *            (H,L) = STORAGE ADDRESS
1472 *            (D,E) = (0,A)
1473 *      USES   A,D,E,H,L,F
1474
1475
1476
003.047 072 005 040 1477 LRA    LDA    REGI
003.052 137          1478 LRA.   MOV    E,A
003.053 026 000      1479          MVI    D,0
003.055 052 035 040 1480          LHL    REGPTR
003.060 031          1481          DAD    D
003.061 311          1482          RET                      (DE) = (REGPTR)+(REGI)
```

```
1484 **      IOA - INPUT OCTAL ADDRESS.
1485 *
1486 *      ENTRY  (H,L) = ADDRESS OF RECEPTION DOUBLE BYTE.
1487 *      EXIT   TO *RET* IF ERROR.
1488 *            TO *RET*+1 IF OK, VALUE IN MEMORY.
1489 *      USES   A,D,E,H,L,F
1490
1491
003.062 315 066 003 1492 IOA    CALL  IOB          INPUT BYTE
003.065 053          1493          DCX    H
```

```
1495 **      IOB - INPUT OCTAL BYTE.
1496 *
1497 *      READ ONE OCTAL BYTE FROM THE KEYSSET.
1498 *
1499 *      ENTRY  (H,L) = ADDRESS OF BYTE TO HOLD VALUE
1500 *            'C' SET IF FIRST DIGIT IN (A)
1501 *      EXIT   TO *RET* IF ALL OK
1502 *            TO *ERROR* IF ERROR
1503 *      USES   A,D,E,H,L,F
1504
1505
1506
003.066 026 003      1507 IOB    MVI    D,3          (D) = DIGIT COUNT
003.070 324 260 003 1508 IOB1   CNC    RCK          READ CONSOLE KEYSSET
1509
003.073 376 010      1510          CPI    8
003.075 322 322 000 1511          JNC    ERROR        IF ILLEGAL DIGIT
1512
003.100 137          1513          MOV    E,A          (E) = VALUE
003.101 176          1514          MOV    A,M
003.102 007          1515          RLC          SHIFT 3
003.103 007          1516          RLC
```

```

003.104 007      1517      RLC
003.105 346 370    1518      ANI      3700
003.107 263      1519      ORA      E
003.110 167      1520      MOV      M,A      REPLACE
003.111 025      1521      DCR      D
003.112 302 070 003 1522      JNZ      I0B1      IF NOT DONE
003.115 076 017    1523      MVI      A,30/2      BEEP FOR 30 MS
003.117 303 140 002 1524      JMP      HORN

1526 **      DOD - DECODE FOR OCTAL DISPLAY.
1527 *
1528 *      ENTRY      (H,L) = ADDRESS OF LED REFRESH AREA
1529 *      (B) = *OR* PATTERN TO FORCE ON BARS OR PERIODS
1530 *      (A) = OCTAL VALUE
1531 *      EXIT      (H,L) = NEX DIGIT ADDRESS
1532 *      USES      A,B,C,D,H,L
1533
1534
003.122 325      1535 DOD      PUSH      D
003.123 026 003    1536      MVI      D,DODA/256
003.125 016 003    1537      MVI      C,3
003.127 027      1538 DOD1     RAL      LEFT 3 PLACES
003.130 027      1539      RAL
003.131 027      1540      RAL
003.132 365      1541      PUSH      PSW      SAVE FOR NEXT DIGIT
003.133 346 007    1542      ANI      7
003.135 306 356    1543      ADI      #DODA
003.137 137      1544      MOV      E,A      (D) = INDEX
003.140 032      1545      LDAX      D      (A) = PATTERN
003.141 250      1546      XRA      B
003.142 346 177    1547      ANI      177Q
003.144 250      1548      XRA      B
003.145 167      1549      MOV      M,A      SET IN MEMORY
003.146 043      1550      INX      H
003.147 170      1551      MOV      A,B
003.150 007      1552      RLC
003.151 107      1553      MOV      B,A
003.152 361      1554      POP      PSW      (A) = VALUE
003.153 015      1555      DCR      C
003.154 302 127 003 1556      JNZ      DOD1      IF MORE TO GO
003.157 321      1557      POP      D
003.160 311      1558      RET      RETURN

```

```

1561 **      UFD - UPDATE FRONT PANEL DISPLAYS.
1562 *
1563 *
1564 *      UFD IS CALLED BY THE CLOCK INTERRUPT PROCESSOR WHEN IT IS
1565 *      TIME TO UPDATE THE DISPLAY CONTENTS. CURRENTLY, THIS IS DONE
1566 *      EVERY 32 INTERRUPTS, OR ABOUT 32 TIMES A SECOND.
1567 *
1568 *      ENTRY (H,L) = ADDRESS OF REFCNT
1569 *      EXIT  NONE
1570 *      USES  ALL
1571
1572
003.161      1573 UFD      EQU      *
003.161 076 002 1574      MVI      A,UO.DDU
003.163 240      1575      ANA      B
003.164 300      1576      RNZ              IF NOT TO HANDLE UPDATE
1577
003.165 056 006 1578      MVI      L,#DSPROT
003.167 176      1579      MOV      A,M
003.170 007      1580      RLC
003.171 167      1581      MOV      M,A          ROTATE PATTERN
003.172 107      1582      MOV      B,A
003.173 043      1583      INX      H
000.000      1584      ERNZ      DSPMOD-DSPROT-1
003.174 176      1585      MOV      A,M          (A) = DSPMOD
003.175 346 002 1586      ANI      2
003.177 052 024 040 1587      LHLD      ABUSS
003.202 312 227 003 1588      JZ       UFD1          IF MEMORY
1589
1590 *      AM DISPLAYING REGISTERS.
1591
003.205 315 047 003 1592      CALL      LRA          LOCATE REGISTER ADDRESS
003.210 345      1593      PUSH      H
003.211 041 342 003 1594      LXI      H,DSPA
003.214 031      1595      DAD      D          (H,L) = ADDRESS OF REG NAME PATTERNS
003.215 176      1596      MOV      A,M
003.216 043      1597      INX      H
003.217 146      1598      MOV      H,M
003.220 157      1599      MOV      L,A          (H,L) = REG NAME PATTERN
003.221 343      1600      XTHL
003.222 264      1601      ORA      H          CLEAR 'Z'
003.223 176      1602      MOV      A,M
003.224 043      1603      INX      H
003.225 146      1604      MOV      H,M
003.226 157      1605      MOV      L,A          (HL) = ADDRESS OF REGISTER PAIR CONTENTS
1606
1607 *      SETUP DISPLAY
1608
003.227 365      1609 UFD1    PUSH      PSH
003.230 353      1610      XCHG
003.231 041 013 040 1611      LXI      H,ALEDS
003.234 172      1612      MOV      A,D
003.235 315 122 003 1613      CALL      DDD          FORMAT ABANK HIGH HALF
003.240 173      1614      MOV      A,E
003.241 315 122 003 1615      CALL      DDD          FORMAT ABANK LOW HALF
003.244 361      1616      POP      PSH

```


RAM8G0 - H8 FRONT PANEL MONITOR #01.02.00.
UFD - UPDATE FRONT PANEL DISPLAYS.

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```
003.245 032      1617      LDAX    D
003.246 312 122 003 1618      JZ      000      IF MEMORY, DECODE BYTE VALUE
                                1619
                                1620 *      IS REGISTER. SET REGISTER NAME.
                                1621
003.251 066 377      1622      MVI     M,3770      CLEAR DIGIT
003.253 341      1623      POP      M
003.254 042 022 040 1624      SHLD    DLEDS+1
003.257 311      1625      RET
```

```

1629 **      RCK - READ CONSOLE KEYSER.
1630 *
1631 *      RCK IS CALLED TO READ A KEYSTROKE FROM THE CONSOLE KEYSER.
1632 *      WHENEVER A KEY IS ACCEPTED.
1633 *      RCK PERFORMS DEBOUNCING, AND AUTO-REPEAT. A *BIP* IS SOUNDED
1634 *      WHEN A VALUE IS ACCEPTED.
1635 *
1636 *      KEY PAD VALUES:
1637 *
1638 *      1111 1110 - 0
1639 *      1111 1100 - 1
1640 *      1111 1010 - 2
1641 *      1111 1000 - 3
1642 *      1111 0110 - 4
1643 *      1111 0100 - 5
1644 *      1111 0010 - 6
1645 *      1111 0000 - 7
1646 *      1110 1111 - 8
1647 *      1100 1111 - 9
1648 *      1010 1111 - +
1649 *      1000 1111 - -
1650 *      0110 1111 - *
1651 *      0100 1111 - /
1652 *      0010 1111 - #
1653 *      0000 1111 - .
1654 *
1655 *
1656 *      ENTRY  NONE
1657 *      EXIT   TO CALLER WHEN A KEY IS HIT
1658 *      (A) = 0 - '0'
1659 *      1 - '1'
1660 *      2 - '2'
1661 *      3 - '3'
1662 *      4 - '4'
1663 *      5 - '5'
1664 *      6 - '6'
1665 *      7 - '7'
1666 *      8 - '8'
1667 *      9 - '9'
1668 *      10 - '+'
1669 *      11 - '-'
1670 *      12 - '*'
1671 *      13 - '/'
1672 *      14 - '#'
1673 *      15 - '.'
1674 *
1675 *      USES  A,F
1676 *
003.260 1677 RCK EQU *
003.260 345 1678 PUSH H
003.261 305 1679 PUSH B
003.262 016 024 1680 MVI C,400/20 WAIT 400 MS
003.264 041 026 040 1681 LXI H,RCKA
1682
003.267 333 360 1683 RCK1 IN IP,PAD INPUT PAD VALUE
003.271 107 1684 MOV B,A (B) = VALUE

```

RAM8G0 - H8 FRONT PANEL MONITOR #01.02.00.
RCK - READ CONSOLE KEYSÊT.

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```

003.272 076 012      1685      MVI      A,20/2
003.274 315 053 000  1686      CALL     DLY          WAIT 20 MS
003.277 170          1687      MOV      A,B
003.300 276          1688      CMP      H
003.301 302 310 003  1689      JNE      RCK2      HAVE A CHANGE
003.304 015          1690      DCR      C
003.305 302 267 003  1691      JNZ      RCK1      WAIT N CYCLES
                      1692
                      1693 *      HAVE KEY VALUE
                      1694
003.310 167          1695      RCK2     MOV      M,A      UPDATE RCKA
003.311 356 376      1696      XRI      3760      INVERT ALL BUT GROUP 0 FLAG
003.313 017          1697      RRC
003.314 322 326 003  1698      JNC      RCK3      HIT BANK 0
003.317 017          1699      RRC
003.320 017          1700      RRC
003.321 017          1701      RRC
003.322 017          1702      RRC
003.323 322 267 003  1703      JNC      RCK1      NO HIT AT ALL
003.326 107          1704      RCK3     MOV      B,A      (B) = CODE
003.327 076 002      1705      MVI      A,4/2
003.331 315 140 002  1706      CALL     HORN      MAKE BIP
003.334 170          1707      MOV      A,B
003.335 346 017      1708      ANI      170
003.337 301          1709      POP      B
003.340 341          1710      POP      H
003.341 311          1711      RET              RETURN

```

```

1715 **      DISPLAY SEGMENT CODING:
1716 *
1717 *      BYTE = 76 543 210
1718 *
1719 *      1
1720 *      6 2
1721 *      0
1722 *      5 3
1723 *      4
1724 *      7

```

```

1728 **      REGISTER INDEX TO 7-SEGMENT PATTERN
1729
003.342      1730 DSPA DS      0
003.342 244 230 1731 DW      10011000101001008 SP
003.344 220 234 1732 DW      10011100100100008 AF
003.346 206 215 1733 DW      10001101100001108 BC
003.350 302 214 1734 DW      10001100110000108 DE
003.352 222 217 1735 DW      10001111100100108 HL
003.354 230 316 1736 DW      11001110100110008 PC

```

```

1738 **      OCTAL TO 7-SEGMENT PATTERN
1739
003.356      1740 DODA DS      0
003.356 001 1741 DB      000000018 0
003.357 163 1742 DB      011100118 1
003.360 110 1743 DB      010010008 2
003.361 140 1744 DB      011000008 3
003.362 062 1745 DB      001100108 4
003.363 044 1746 DB      001001008 5
003.364 004 1747 DB      000001008 6
003.365 161 1748 DB      011100018 7
003.366 000 1749 DB      000000008 8
003.367 040 1750 DB      001000008 9

```

```

1752 **      IO ROUTINES TO BE COPIED INTO AND USED IN RAM.
1753 *
1754 *      MUST CONTINUE TO 3777A FOR PROPER COPY.
1755 *      THE TABLE MUST ALSO BE BACKWARDS TO THE FINAL RAM
1756
003.371      1757 ORG      4000A-7
1758
003.371      1759 PRSR0M EQU      *
003.371 001 1760 DB      1 REFIND
003.372 000 1761 DB      0 CTLFLG
003.373 000 1762 DB      0 .MFLAG

```

RAM8GO - H8 FRONT PANEL MONITOR #01.02.00.
CONSTANTS AND TABLES.

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003.374	002	1763	DB	DM.RR	DSPMOD	DISPLAY REGISTER	/PAM8GO 04MAR80/
003.375	000	1764	DB	0	DSPROT		
003.376	000	1765	DB	0	REGI	Show *SP*	/Ram8Go 2/
003.377	311	1766	DB	HI.REY			
		1767					
000.000		1768		ERRNZ *-4000A			

```

1772 **      XINIT1 - SIZE MEMORY                                /RAM8GO JUN80/
1773 *
1774 *      XINIT1 IS JUMPED TO DURING PAM8'S MEMORY SIZING
1775 *      THIS ROUTINE DIFFERS FROM THE STANDARD PAM8 FUNCTION
1776 *      IN THAT IT IS NON-DESTRUCTIVE TO WHAT MAY BE RAM BELOW
1777 *      040000A, AND IT WILL NOT WRAP-AROUND IN A 64K RAM SYSTEM
1778 *
1779 *      ENTRY   JUMPED TO FROM OLD INIT1
1780 *              (DE) = SEARCH INCREMENT
1781 *              (HL) = FIRST RAM SEARCH LOCATION
1782 *      EXIT   (HL) = FIRST LOCATION WHERE NO RAM FOUND
1783 *              (OR ZERO IF RAM THROUGH 64K)
1784 *              (E)  = 0 AS REQUIRED
1785
004.000 176   1786 XINIT1 MOV    A,M      GET THE VALUE OF THE CURRENT TRIAL ADDRESS
004.001 065   1787 DCR    M        ATTEMPT TO CHANGE IT
004.002 276   1788 CMP    M        COMPARE IT TO ITS OLD VALUE
004.003 167   1789 MOV    M,A      RESTORE OLD VALUE
004.004 312 117 000 1790 JZ     INIT2     THERE WAS NO CHANGE => NO RAM
004.007 031   1791 DAD    D        INCREMENT THE SEARCH ADDRESS
004.010 322 000 004 1792 JNC    XINIT1    HAS NOT WRAPPED AROUND
004.013 303 117 000 1793 JMP    INIT2     BACK INTO INLINE CODE

```

```

1797 **      XINIT - EXTENDED INITIALIZATION                      /Ram8Go 2/
1798 *
1799 *      DECIDE IF THERE IS RAM AT ZERO,
1800 *      IF THERE IS, THEN COPY RAM FRONT PANEL AND H17 ROM TO
1801 *      APPROPRIATE POSITIONS
1802 *      JUMP BACK TO INLINE INIT
1803 *
1804 *      Modified to only do one move directly to RAM.          /Ram8Go 2/
1805 *
1806 *      ENTRY (DE) = RAM8GO                                      /Ram8Go 2/
1807 *
1808 *      EXIT (DE) = PRSR0M
1809 *      (HL) = PRSRAM+PRSL-1
1810 *      RAM AT ZERO SET UP IF PRESENT
1811 *
1812 *
030.000      1813 H17ROM EQU 030000A      H17 Rom Address
010.000      1814 H17ROML EQU 2*1024      Length of H17 ROM
1815 *
004.016 257      1816 XINIT XRA A
004.017 062 066 040 1817 STA CTLFLG2      Initialize the flag
1818 *
1819 *      Copy check routine to RAM
1820 *
004.022 016 012      1821 MVI C,XINAL
004.024 021 146 004 1822 LXI D,XINA
004.027 041 004 040 1823 LXI H,XINB
004.032 032      1824 XIN1 LDAX D
004.033 167      1825 MOV M,A
004.034 023      1826 INX D
004.035 043      1827 INX H
004.036 015      1828 DCR C
004.037 302 032 004 1829 JNZ XIN1
1830 *
1831 *      Check for RAM at Zero
1832 *
004.042 041 000 000 1833 LXI H,RAM8GO
004.045 072 066 040 1834 LDA CTLFLG2
004.050 107      1835 MOV B,A      Save original in B
004.051 366 362      1836 ORI DP,CTL2      Turn on RAM at Zero
004.053 021 061 004 1837 LXI D,XIN2      DE = return address
004.056 303 004 040 1838 JMP XINB
004.061 312 135 004 1839 XIN2 JZ XIN5      No change with decrement
1840 *
1841 *      Copy ROM to RAM
1842 *
004.064 001 000 010 1843 LXI B,RAM8GOL      Length to Copy
004.067 021 000 000 1844 LXI D,RAM8GO
004.072 032      1845 XIN3 LDAX D      Move RAM8GO into place
004.073 022      1846 STAX D
004.074 023      1847 INX D
004.075 013      1848 DCX B
004.076 170      1849 MOV A,B
004.077 261      1850 ORA C
004.100 302 072 004 1851 JNZ XIN3      Not all moved yet
1852

```

```

1853 *      Copy H17 ROM to its final resting place (RIP)
1854
004.103 001 000 010 1855      LXI      B,H17ROML
004.106 041 000 030 1856      LXI      H,H17ROM
004.111 032      1857      LDAX      D      Move H17 ROM into place
004.112 167      1858      MOV      M,A
004.113 023      1859      INX      D
004.114 043      1860      INX      H
004.115 013      1861      DCX      B
004.116 170      1862      MOV      A,B
004.117 261      1863      ORA      C
004.120 302 111 004 1864      JNZ      XIN4      Not all moved yet
1865
004.123 072 066 040 1866      LDA      CTLFLG2
004.126 366 040      1867      ORI      C82.ORG
004.130 062 066 040 1868      STA      CTLFLG2
004.133 323 362      1869      OUT      OP.CTL2      Turn on Ram at 0
1870
004.135 021 371 003 1871      XIN5      LXI      D,PRSR0M      RESTORE NORMAL VALUES
004.140 041 012 040 1872      LXI      H,PRSR0M+PRSL-1
1873
004.143 303 073 000 1874      JMP      INIT      RETURN TO INLINE CODE
1875
004.146 323 362      1876      XINA      OUT      OP.CTL2      Select RAM
004.150 176      1877      MOV      A,M
004.151 065      1878      DCR      M
004.152 276      1879      CMP      M      check for a change
004.153 170      1880      MOV      A,B
004.154 323 362      1881      OUT      OP.CTL2      Select ROM
004.156 353      1882      XCHG
004.157 351      1883      PCHL
000.012      1884      XINAL      EQU      *-XINA

```


			1887	***	Extended Command Table			/Ram8Go 2/	
			1888	*					
			1889						
004.160	306	004	1890	EXTCMD	ADI	4			
004.162	207		1891		ADD	A	A = 2 * A		
004.163	021	177 004	1892		LXI	D,EXTCMA			
004.166	157		1893		MOV	L,A			
004.167	046	000	1894		MVI	H,0			
004.171	031		1895		DAD	D	*(HL) = Processor Address		
004.172	176		1896		MOV	A,M			
004.173	043		1897		INX	H			
004.174	146		1898		MOV	H,M			
004.175	157		1899		MOV	L,A	HL = Processor Address		
004.176	351		1900		PCHL		Enter Processor		
			1901						
004.177	322	000	1902	EXTCMA	DW	ERROR	'0' Illegal		
004.201	253	004	1903		DW	PRI800	'1' => Primary Boot		
004.203	236	004	1904		DW	SEC800	'2' => Secondary Boot		
004.205	322	000	1905		DW	ERROR	'3' Illegal		
			1907	**	AUTOB - Auto Boot			/Ram8Go 2/	
			1908	*					
			1909	*	AUTOB performs an auto boot of the primary device.				
			1910	*					
			1911	*	ENTRY:	NONE			
			1912	*					
			1913	*	EXIT:	To PRI800			
			1914	*					
			1915	*	USES:	ALL			
			1916	*					
			1917						
004.207	041	010 040	1918	AUTOB	LXI	H,.MFLAG			
004.212	176		1919		MOV	A,M			
004.213	346	275	1920		ANI	3770-U0.DDU-U0.NFR			
004.215	167		1921		MOV	M,A	Enable Display Update, and Re-Fresh		
004.216	043		1922		INX	H			
000.000			1923		ERRNZ	CTLFLG-.MFLAG-1			
004.217	066	360	1924		MVI	M,CB.SSI+CB.MTL+Ca.CLI+CB.SPK			
004.221	076	377	1925		MVI	A,-1			
004.223	062	006 040	1926		STA	DSPROT	All Periods OFF		
004.226	373		1927		EI				
004.227	052	035 040	1928		LHLD	REGPTR			
004.232	371		1929		SPLH				
004.233	303	253 004	1930		JMP	PRI800	boot Primary device		

```
1933 ***      PRI800 - Primary Boot                                /Ram8Go 2/
1934 *
1935 *      PRI800 is called to boot from the primary boot device
1936 *      as defined in the configuration port IP.CON. The
1937 *      alternate entry, SEC800, is called to boot from the
1938 *      secondary boot device. If the CN.PRI switch is one,
1939 *      then address 170 is the primary device, otherwise,
1940 *      address 174 is the boot device. From there, the
1941 *      configuration switch further determines device type
1942 *      with the appropriate masks.
1943 *
1944
004.236 257      1945 SEC800 XRA      A
004.237 062 061 041 1946 SEC800 STA      AIO.UNI      Zero Boot Unit
004.242 001 140 005 1947 LXI      B,MSGSEC
004.245 333 362      1948 IN      IP.CON
004.247 057      1949 CMA
004.250 303 264 004 1950 JMP      B001      Invert Primary Flag
                                Boot Secondary Device
1951
004.253 257      1952 PRI800 XRA      A
004.254 062 061 041 1953 PRI800 STA      AIO.UNI
004.257 001 135 005 1954 LXI      B,MSGPRI
004.262 333 362      1955 IN      IP.CON
1956
004.264 061 200 042 1957 B001 LXI      SP,STACK      Initialize the stack-pointer
004.267 346 020      1958 ANI      CN.PRI
004.271 333 362      1959 IN      IP.CON
004.273 365      1960 PUSH     PSW
004.274 312 317 004 1961 JZ      B002      174 is the device to boot
1962
1963 *      Boot Device is 170
1964
004.277 076 170      1965 MVI      A,1700
004.301 062 120 041 1966 STA      BDA      Save Boot Device Address
004.304 361      1967 POP      PSW
004.305 346 014      1968 ANI      CN.170M      Mask Device Type
004.307 312 143 005 1969 JZ      BERR      No Device Installed at 170
000.000      1970 ERRNZ   CND.NDI      No-Device-Installed Flag
004.312 017      1971 RRC
004.313 017      1972 RRC      Device Type converted to index
004.314 303 327 004 1973 JMP      B003
1974
1975 *      Boot Device is 174
1976
004.317 076 174      1977 B002 MVI      A,1740
004.321 062 120 041 1978 STA      BDA      Save Boot Device Address
004.324 361      1979 POP      PSW
004.325 346 003      1980 ANI      CN.174M      Mask out device type
1981
1982 *      Initialize Vectors and Display
1983
004.327 365      1984 B003 PUSH     PSW      Save Device Index
004.330 305      1985 PUSH     B
1986
004.331 076 320      1987 MVI      A,CB.SSI+CB.CLI+CB.SPK
004.333 062 011 040 1988 STA      CTLFLG      Turn off monitor mode
```

1989									
004.336	076	007	1990	MVI	A,7				
004.340	041	037 040	1991	LXI	H,UIVEC				
004.343	066	303	1992	MVI	H,H1.JMP	Stuff Interrupt Vectors			
004.345	043		1993	INX	H				
004.346	066	002	1994	MVI	H,#EIRET				
004.350	043		1995	INX	H				
004.351	066	007	1996	MVI	H,EIRET/256				
004.353	043		1997	INX	H				
004.354	075		1998	DCR	A				
004.355	302	343 004	1999	JNZ	8004				
2000									
004.360	257		2001	XRA	A				
004.361	062	122 041	2002	STA	TIMEOUT	Zero Time-Out Counter			
004.364	041	031 034	2003	LXI	H,ROMCLK	H17 Rom Clock Routine			
004.367	042	124 041	2004	SHLD	USRCLK				
004.372	041	221 005	2005	LXI	H,CLKINT				
004.375	042	040 040	2006	SHLD	UIVEC+1	Initialize Clock Interrupt Vector			
2007									
005.000	001	132 037	2008	LXI	B,B00TA				
005.003	021	110 040	2009	LXI	D,D.COM				
005.006	315	151 007	2010	CALL	SMOV	Initialize Rom/Ram Vectors			
005.011	130		2011	DB	B00TAL				
2012									
005.012	041	240 040	2013	LXI	H,D.RAM				
005.015	006	037	2014	MVI	B,D.RAML				
005.017	315	323 007	2015	CALL	\$ZERO	Zero Memory			
2016									
005.022	072	010 040	2017	LDA	.MFLAG				
005.025	366	003	2018	ORI	U0.CLK+U0.0DU	Enable Clock Int. turn off Display Update			
005.027	062	010 040	2019	STA	.MFLAG				
2020									
005.032	301		2021	POP	B				
005.033	021	013 040	2022	LXI	D,FPLEDS				
005.036	315	151 007	2023	CALL	SMOV				
005.041	003		2024	DB	MSGLEN				
005.042	056	006	2025	MVI	L,9-MSGLEN				
005.044	076	377	2026	MVI	A,-1				
005.046	022		2027	STAX	D	Blank some			
005.047	023		2028	INX	D				
005.050	055		2029	DCR	L				
005.051	302	046 005	2030	JNZ	B005				
2031									
005.054	361		2032	POP	PSW				
005.055	021	101 005	2033	LXI	D,B006				
005.060	325		2034	PUSH	D	Force Boot to return to B006			
2035									
005.061	062	121 041	2036	STA	BDF	Save Boot Device Flag			
005.064	207		2037	ADD	A	A = 2 * A			
005.065	157		2038	MOV	L,A				
005.066	046	000	2039	MVI	H,0				
005.070	021	125 005	2040	LXI	D,B00A				
005.073	031		2041	DAD	D				
005.074	176		2042	MOV	A,M				
005.075	043		2043	INX	H				
005.076	146		2044	MOV	H,M				

005.077	157	2045	MOV	L,A	HL = Device Processor Address
005.100	351	2046	PCML		
		2047			
005.101	072 010 040	2048	8006	LDA	.MFLAG
005.104	346 375	2049		ANI	3770-U0,DDU
005.106	062 010 040	2050		STA	.MFLAG
005.111	052 124 041	2051		LHLD	USRCLK
005.114	042 040 040	2052		SHLD	UIVEC+1
005.117	332 322 000	2053		JC	ERROR
		2054			
005.122	303 200 042	2055	JMP	USERFMA	
		2057	**	Device Processors	
		2058	*		
		2059			
005.125		2060	800A	EQU	*
		2061			
000.000		2062		ERRNZ	*-800A/2-CND.H17
005.125	032 006	2063		DW	8H17
		2064			
000.000		2065		ERRNZ	*-800A/2-CND.H47
005.127	152 006	2066		DW	8H47
		2067			
005.131	143 005	2068		DW	BERR
005.133	143 005	2069		DW	BERR
		2070			
		2071			
005.135	230 336 337	2072	MSGPRI	DB	100110008,110111108,110111118
000.003		2073	MSGLEN	EQU	*-MSGPRI
		2074			
005.140	244 214 215	2075	MSGSEC	DB	101001008,100011008,100011018
000.000		2076		ERRNZ	*-MSGSEC-MSGLEN

```

2080 **      BERR      - Boot Error                                /Ram8Go 2/
2081 *
2082 *      BERR handles boot errors.
2083 *
2084
005.143 072 010 040 2085 BERR LDA  .MFLAG
005.146 366 002 2086 ORI  U0.DDU      Disable Display Update
005.150 062 010 040 2087 STA  .MFLAG
2088
005.153 001 210 005 2089 LXI  B,BERRA
005.156 021 013 040 2090 LXI  D,FPLEDS
005.161 315 151 007 2091 CALL SHOV      Set up Error Message in LED's
005.164 011 2092 DB      BERRAL
2093
005.165 001 000 000 2094 LXI  B,BERRB      BC = Time-Out Count
005.170 013 2095 BERRI DCX  B
005.171 170 2096 MOV  A,B
005.172 261 2097 ORA  C
005.173 312 322 000 2098 JZ   ERROR      Done displaying message
2099
005.176 333 360 2100 IN   IP.PAD
005.200 376 157 2101 CPI  K.STAR      *
005.202 312 322 000 2102 JZ   ERROR      Cancel was hit
005.205 303 170 005 2103 JMP  BERR1
2104
005.210 206 2105 BERRA DB      377Q-S0-S3-S4-S5-S6      b
005.211 306 2106 DB      377Q-S0-S3-S4-S5      o
005.212 306 2107 DB      377Q-S0-S3-S4-S5      o
005.213 362 2108 DB      377Q-S0-S2-S3      t
005.214 377 2109 DB      377Q
005.215 377 2110 DB      377Q
005.216 214 2111 DB      377Q-S0-S1-S4-S5-S6      E
005.217 336 2112 DB      377Q-S0-S5      r
005.220 336 2113 DB      377Q-S0-S5      r
000.011 2114 BERRAL EQU  *-BERRA
2115
000.000 2116 BERRB EQU  0      Time-Out Count (Full #rap)

```

```

2119 *** CLKINT - Clock Interrupt Processor /Ram8Go 2/
2120 *
2121 * CLKINT processes the clock interrupts by:
2122 *
2123 * Checking for abort
2124 * Checking for Time-Out
2125 * Passing the Interrupts on to the user
2126 *
2127 * This clock routine is only to be used at boot
2128 * time.
2129 *
2130
005.221 365 2131 CLKINT PUSH PSW
005.222 333 360 2132 IN IP.PAD
005.224 376 157 2133 CPI K.STAR
005.226 312 322 000 2134 JZ ERROR Cancel is down, so abort the BOOT
2135
005.231 072 033 040 2136 LDA TICCNT
005.234 247 2137 ANA A
005.235 302 331 005 2138 JNZ CKI3 Not time to increment internal timer
2139
005.240 072 122 041 2140 LDA TIMEOUT
005.243 074 2141 INR A
005.244 062 122 041 2142 STA TIMEOUT
005.247 376 036 2143 CPI 30
005.251 332 331 005 2144 JC CKI3 Not the end yet
2145
2146 * Time-Out Error
2147
005.254 072 121 041 2148 LDA BDF A = Boot device flag
005.257 376 000 2149 CPI CND.H17
005.261 302 305 005 2150 JNZ CKI1 Not an H17
2151
2152 * Abort H17
2153
005.264 257 2154 XRA A
005.265 062 243 040 2155 STA D.DLYMO
005.270 072 242 040 2156 LDA D.DVCTL A = Device Control
005.273 346 200 2157 ANI DF.WR Remove all but Ram/Write
005.275 062 242 040 2158 STA D.DVCTL
005.300 323 177 2159 OUT DP.DC Turn of Motor
005.302 303 317 005 2160 JMP CKI2
2161
2162 * Abort H47
2163
005.305 376 001 2164 CKI1 CPI CND.H47
005.307 302 317 005 2165 JNZ CKI2 Should never happen
005.312 315 033 007 2166 CALL OBD. Reset H47
005.315 002 000 2167 DB W.RES,D.STAI
000.000 2168 ERRNZ CKI2-*
2169
2170 * Restore User Clock Vector
2171
005.317 052 124 041 2172 CKI2 LHLD USRCLK Restore User Clock
005.322 042 040 040 2173 SHLD UIVEC+1
005.325 373 2174 EI

```

```
005.326 303 143 005 2175      JMP      BERR      boot Time-Out Error
                2176
005.331 361          2177 CKI3  POP      PSW
005.332 345          2178      PUSH    H
005.333 052 124 041 2179      LHLD     USRCLK
005.336 343          2180      XTHL
005.337 311          2181      RET      Enter User's Clock Routine
```

```

2184 *** H89 COM/DAT /Ram8Go 2/
2185 *
2186 * H89COM and H89DAT are provided as common entry points
2187 * between HTR-89 and RAM8GD.
2188 *
2189
006.023 2190 . SET 6023A
000.063 2191 ERRMI .-*
005.340 2192 DS .-*
006.023 303 361 006 2193 H89DAT JMP DAY.
2194
006.027 2195 . SET 6027A
000.001 2196 ERRMI .-*
006.026 2197 DS .-*
006.027 303 334 006 2198 H89COM JMP COM.

```



```

2201 **      BH17 - Boot H17                                /Ram8Go 2/
2202 *
2203 *      BH17 boots the specified unit of an H-17 disk. The
2204 *      unit to boot is specified in AIO.UNI.
2205 *
2206 *      ENTRY: AIO.UNI = Unit of H-17 to boot.
2207 *      all H-17 Ram Vectors Initialized
2208 *
2209
006.032 001 146 006 2210 BH17 LXI      B,BH17A
006.035 021 020 040 2211 LXI      D,FPLEDS+3+2
006.040 315 151 007 2212 CALL     SMUV      Move in H17 Message
006.043 004          2213 DB        BH17AL
2214
006.044 257          2215 XRA      A
006.045 323 177      2216 OUT      DP.DC      Turn off disk
2217
006.047 041 111 007 2218 LXI      H,R.SDP
006.052 042 206 040 2219 SHLD     D.SDP+1      Re-Vector set device parameter for SY2:
2220
006.055 036 012      2221 BH170 MVI      E,10      Watch for 10 holes
006.057 315 126 006 2222 BH171 CALL     BH174      Watch inter-hole gap
006.062 346 001      2223 ANI      DF.HD
006.064 312 057 006 2224 JZ       BH171
006.067 315 126 006 2225 BH172 CALL     BH174      Watch entire hole
006.072 346 001      2226 ANI      DF.HD
006.074 302 067 006 2227 JNZ      BH172
006.077 035          2228 DCR      E
006.100 302 057 006 2229 JNZ      BH171      Find another hole
2230
006.103 315 141 040 2231 BH173 CALL     D.ABORT
006.106 021 200 042 2232 LXI      D,USERFWA
006.111 001 000 011 2233 LXI      B,9*256
006.114 041 000 000 2234 LXI      H,0
006.117 315 147 040 2235 CALL     D.READ
006.122 332 055 006 2236 JC       BH170      Error Reading Sectors, keep trying
2237
006.125 311          2238 RET
2239
006.126 072 061 041 2240 BH174 LDA      AIO.UNI
006.131 107          2241 MOV      B,A
006.132 004          2242 INR      B
006.133 257          2243 XRA      A
006.134 315 304 007 2244 CALL     BITS      Select device
000.000          2245 ERRNZ    DF.DS0-2
000.000          2246 ERRNZ    DF.DS1-4
000.000          2247 ERRNZ    DF.DS2-8
006.137 366 020      2248 ORI      DF.HD      Turn on motor
006.141 323 177      2249 OUT      DP.DC      Turn on Motor and drive select
006.143 333 177      2250 IN       DP.DC      Look at the drive status
006.145 311          2251 RET
2252
006.146 222          2253 BH17A DB      3770-S0-S2-S3-S5-S6      'H'
006.147 377          2254 DB      3770
006.150 363          2255 DB      3770-S2-S3      '1'
006.151 361          2256 DB      3770-S1-S2-S3      '7'

```

RAM8G0 - H8 FRONT PANEL MONITOR #01.02.00.
BH17 - Boot H17

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000.004 2257 BH17AL EQU *-BH17A

```

2260 **      BH47      - Boot H47                               /Ram8Go 2/
2261 *
2262 *      BH47 boots the specified unit of an H-47 disk. The
2263 *      unit to boot is specified in AIO.UNI.
2264 *
2265 *      ENTRY:  AIO.UNI = Unit of H-47 to boot.
2266 *      all H-17 Ram Vectors initialized
2267 *
2268
006.152 001 324 006 2269 BH47 LXI      B,BH47A
006.155 021 020 040 2270          LXI      D,FPLEDS+3+2
006.160 315 151 007 2271          CALL     SHOV      Move in H-47 Message
006.163 004          2272          DB      BH47AL
2273
006.164 315 200 006 2274 BH471 CALL     BH472
006.167 320          2275          RNC      NO errors at boot
2276
006.170 076 372 2277          MVI      A,500/2      Wait 1/2 Second
006.172 315 053 000 2278          CALL     DLY
006.175 303 164 006 2279          JMP      BH471      Errors, so try again

```

```

2281 **      BH472
2282 *
2283
2284 *      Wait for Done
2285
006.200 315 033 007 2286 BH472 CALL     OBD.
006.203 002 000 2287          DB      W.RES,D.STAI
006.205 315 167 007 2288          CALL     WDN
006.210 330          2289          RC      Try again
2290
2291 *      Wait for Device Ready
2292
006.211 315 134 007 2293 BH473 CALL     RRDY
006.214 330          2294          RC
006.215 315 134 007 2295          CALL     RRDY      L = Ready Bits
006.220 330          2296          RC
2297
006.221 072 061 041 2298          LDA      AIO.UNI
006.224 107          2299          MOV      B,A
006.225 257          2300          XRA      A
006.226 315 304 007 2301          CALL     BITS
006.231 245          2302          ANA      L
006.232 302 211 006 2303          JNZ      BH473      Specified Unit is not ready
2304
2305 *      Boot the Device
2306
006.235 315 330 006 2307          CALL     COM      Output Load Sector Count Command
006.240 003          2308          DB      DD.LSC
006.241 330          2309          RC
006.242 315 355 006 2310          CALL     DAT      Output data
006.245 000          2311          DB      0
006.246 330          2312          RC

```

006.247	315 355 006	2313		CALL	DAT	Transfer count of 2
006.252	002	2314		DB	2	
006.253	330	2315		RC		
006.254	315 167 007	2316		CALL	WDM	
006.257	330	2317		RC		Try again
		2318				
006.260	315 330 006	2319		CALL	COM	Output Read Command
006.263	007	2320		DB	DD.REAB	
006.264	330	2321		RC		
006.265	315 355 006	2322		CALL	DAT	Track Number
006.270	000	2323		DB	0	
006.271	330	2324		RC		
006.272	072 061 041	2325		LDA	A10.UNI	
006.275	017	2326		RRC		
006.276	017	2327		RRC		
006.277	017	2328		RRC		
000.000		2329		ERRNZ	UNT.M-01100000B	
006.300	366 001	2330		ORI	1	Start at sector 1
000.000		2331		ERRNZ	SEC.M-00011111B	
006.302	315 361 006	2332		CALL	DAT.	
006.305	330	2333		RC		
		2334				
006.306	021 200 042	2335		LXI	D,USERFWA	
006.311	315 066 007	2336	BH474	CALL	PIN	
006.314	332 167 007	2337		JC	WDM	Pre-Mature DONE means end, error set if S.ERR
006.317	022	2338		STAX	D	
006.320	023	2339		INX	D	
006.321	303 311 006	2340		JMP	BH474	Get another byte
		2341				
006.324	222	2342	BH47A	DB	377Q-S0-S2-S3-S5-S6	'H'
006.325	377	2343		DB	377Q	
006.326	262	2344		DB	377Q-S0-S2-S3-S6	'4'
006.327	361	2345		DB	377Q-S2-S3-S1	'7'
000.004		2346	BH47AL	EQU	*-BH47A	

```

2350 **      COM      - Command                                /Ram8Go 2/
2351 *
2352 *      COM output a command byte.
2353 *
2354 *      ENTRY: *(RET+1)= Command byte
2355 *
2356 *      EXIT:  PSW    = 'C' Set if ERROR
2357 *              'C' Clear if NO error
2358 *
2359 *      USES:  PSW,BC
2360 *
2361 *
006.330 343    2362 COM    XTHL
006.331 176    2363      MOV    A,M          A = command byte
006.332 043    2364      INX    H
006.333 343    2365      XTHL          Restore return address
2366 *
006.334 365    2367 COM.   PUSH    PSW
006.335 315 167 007 2368      CALL   MDM
006.340 332 352 006 2369      JC      COM1      Error
006.343 361    2370      POP     PSW
006.344 315 037 007 2371      CALL   OBD      Output to data port
006.347 001    2372      DB      D.DATI
006.350 247    2373      ANA     A
006.351 311    2374      RET
2375 *
006.352 063    2376 COM1   INX     SP      Ignore saved PSW
006.353 063    2377      INX     SP
006.354 311    2378      RET

2380 **      DAT      - Data                                /Ram8Go 2/
2381 *
2382 *      DAT outputs data to the boot H47 with a DTR handshake.
2383 *
2384 *      ENTRY: *(RET+1)= data to output
2385 *
2386 *      EXIT:  To RET+1
2387 *
2388 *      USES:  PSW,BC
2389 *
2390 *
006.355 343    2391 DAT    XTHL
006.356 176    2392      MOV    A,M          A = Data
006.357 043    2393      INX    H
006.360 343    2394      XTHL
2395 *
006.361 365    2396 DAT.   PUSH    PSW
006.362 315 222 007 2397      CALL   WTR
006.365 332 377 006 2398      JC      DAT1      Error
006.370 361    2399      POP     PSW
006.371 315 037 007 2400      CALL   OBD      Output to Data Port
006.374 001    2401      DB      D.DATI
006.375 247    2402      ANA     A

```

```

006.376 311      2403      RET
                  2404
006.377 063      2405 DAT1  INX   SP      Discard Saved Data
007.000 063      2406      INX   SP
007.001 311      2407      RET

                  2409 **      EIRET - EI RETURN                      /Ram8Go 2/
                  2410 *
                  2411 *      EIRET is a simple routine which Re-Enables Interrupts,
                  2412 *      and executes a RETURN instruction
                  2413 *
                  2414
007.002 373      2415 EIRET  EI
007.003 311      2416      RET

                  2418 **      IBD - Input from Boot Device                      /Ram8Go 2/
                  2419 *
                  2420 *      IBD inputs data from the Boot Port as saved at boot time.
                  2421 *
                  2422 *      ENTRY: BDA = Boot Device Address
                  2423 *      *(RET+1)= Port Index
                  2424 *
                  2425 *      EXIT: A = Data input from port
                  2426 *      IDWRK destroyed
                  2427 *
                  2428 *      USES: PSW
                  2429 *
                  2430
007.004 343      2431 IBD   XTHL
007.005 365      2432      PUSH  PSW
007.006 325      2433      PUSH  D
007.007 126      2434      MOV   D,H      D = Port Index
007.010 043      2435      INX   H
007.011 072 120 041 2436      LDA   BDA
007.014 202      2437      ADD   D
007.015 353      2438      XCHG
007.016 147      2439      MOV   H,A      H = Actual Output Address
007.017 056 333      2440      MVI   L,MI.IN
007.021 042 002 040 2441      SHLD  IDWRK      Stuff Instruction and Port
007.024 353      2442      XCHG
007.025 321      2443      POP   D
007.026 361      2444      POP   PSW
007.027 343      2445      XTHL
007.030 303 002 040 2446      JMP   IDWRK      Do the actual input

```

```

2448 **      OBD      - Output to Boot Device                /Ram8Go 2/
2449 *
2450 *      OBD outputs the data to the indexed Boot Device.
2451 *
2452 *      ENTRY:  BDA      = Boot Device Address
2453 *               *(RET+1)= Port Address Index
2454 *
2455 *      EXIT:   IOWRK destroyed
2456 *               Data output to the port
2457 *
2458 *      USES:   PSW,IOWRK
2459 *
2460
007.033 343 2461 OBD.  XTHL
007.034 176 2462      MOV      A,M          A = data byte to output
007.035 043 2463      INX      H
007.036 343 2464      XTHL
2465
007.037 343 2466 OBD  XTHL
007.040 365 2467      PUSH     PSW
007.041 325 2468      PUSH     D
007.042 126 2469      MOV      D,M          D = Port Index
007.043 043 2470      INX      H
007.044 072 120 041 2471      LDA      BDA          A = Boot Device Address
007.047 202 2472      ADD      D
007.050 353 2473      XCHG
007.051 147 2474      MOV      H,A          H = Actual Device address
007.052 056 323 2475      MVI      L,M1.0UT
007.054 042 002 040 2476      SHLD     IOWRK      Stuff Instruction and address
007.057 353 2477      XCHG
007.060 321 2478      POP      D
007.061 361 2479      POP      PSW
007.062 343 2480      XTHL
007.063 303 002 040 2481      JMP      IOWRK      Do the actual I/O

```

```

2483 **      PIN      - Port In                /Ram8Go 2/
2484 *
2485 *      PIN inputs a byte of data from the H-47 with
2486 *      a data-transfer-ready handshake.
2487 *
2488 *      ENTRY:  NONE
2489 *
2490 *      EXIT:   PSW      = 'C' Set if ERROR
2491 *               'C' Clear if NO error
2492 *               A = data
2493 *
2494 *      USES:   PSW
2495 *
2496
007.066 315 004 007 2497 PIN  CALL     IBD
007.071 000 2498      DB      D.STAI
007.072 346 249 2499      ANI      S.DTR+S.DDM
007.074 312 066 007 2500      JZ       PIN      Not done, and not ready to transfer

```

```
2501
007.077 346 040 2502 ANI S.DDN
007.101 067 2503 STC
007.102 300 2504 RNZ Error because done before DTR
2505
007.103 315 004 007 2506 CALL IBD
007.106 001 2507 DB D.DATI
007.107 247 2508 ANA A
007.110 311 2509 RET
```

```
2511 ** R.SDP - Set-Up Device Parameters /Ram8Go 2/
2512 *
2513 * R.SDP sets up arguments for the specific unit.
2514 *
2515 * D.DVCTL = Motor ON
2516 * D.TRKPT = Address of device track number
2517 *
2518 * Modified to access drive 3, or sy2:.
2519 *
2520 * ENTRY: AIO.UNI = Unit Number
2521 *
2522 * EXIT: HL = D.TRKPT
2523 *
2524 * USES: PSH,HL
2525 *
2526
007.111 076 012 2527 R.SDP MVI A,ERPTCNT
007.113 062 264 040 2528 STA D.DECNT Set the max error count for the operation
007.116 072 061 041 2529 LDA AIO.UNI
007.121 365 2530 PUSH PSH
007.122 376 002 2531 CPI 1+1
2532
007.124 332 073 036 2533 JC R.SDP. Unit 0 or 1
000.000 2534 ERRNZ DF.DS0-2
000.000 2535 ERRNZ DF.DS1-4
2536
007.127 076 003 2537 MVI A,3 Unit 2
000.000 2538 ERRNZ DF.DS2-8
007.131 303 073 036 2539 JMP R.SDP.
```

```
2541 ** RRDY - Read Ready /Ram8Go 2/
2542 *
2543 * RRDY checks to see if the drive specified in
2544 * AIO.UNI is ready.
2545 *
2546 * ENTRY: AIO.UNI = unit number
2547 *
2548 * EXIT: L = Ready Bits
2549 *
2550 * USES: PSH,L
```



```

2551 *
2552
007.134 315 330 006 2553 RRDY CALL COM
007.137 020 2554 DB DO:RRDY
007.140 315 066 007 2555 CALL PIN
007.143 330 2556 RC Bad Error(Pre-mature DONE)
007.144 157 2557 MOV L,A L = Ready Bits
007.145 315 167 007 2558 CALL WDN
007.150 311 2559 RET Unit return ERROR

```

```

2561 ** SMOV - Short Move /Ram8Go 2/
2562 *
2563 * SMOV performs a short (<256) byte move)
2564 *
2565 * ENTRY: BC = source
2566 * DE = destination
2567 * *RET = byte count
2568 *
2569 * EXIT: RET+1
2570 *
2571 * USES: PSW,BC,DE,L
2572 *
2573
007.151 343 2574 SMOV XTHL
007.152 176 2575 MOV A,H
007.153 043 2576 INX H
007.154 343 2577 XTHL
007.155 157 2578 MOV L,A L = Byte Count
2579
007.156 012 2580 SMOV. LDAX B
007.157 022 2581 STAX D
007.160 003 2582 INX B
007.161 023 2583 INX D
007.162 055 2584 DCR L
007.163 302 156 007 2585 JNZ SMOV. Move more bytes
2586
007.166 311 2587 RET

```

```

2589 ** WDN - Wait for Done /Ram8Go 2/
2590 *
2591 * WDN waits for the done bit to be set. A time-out
2592 * is kept track of in order that the command may be
2593 * re-tried.
2594 *
2595 * ENTRY: NONE
2596 *
2597 * EXIT: PSW = 'C' set if there is an error or time-out
2598 * 'C' clear if no error
2599 *
2600 * USES: PSW,BC

```

```

2601 *
2602
007.167 001 000 175 2603 WDN LXI B,WDNA
2604
007.172 013 2605 WDN1 DCX B
007.173 170 2606 MOV A,B
007.174 261 2607 ORA C
007.175 067 2608 STC
007.176 310 2609 RZ Time-Out
2610
007.177 315 004 007 2611 CALL IBD
007.202 000 2612 DB D.STAI
007.203 346 040 2613 ANI S.DON
007.205 312 172 007 2614 JZ WDN1 Wait longer
2615
007.210 315 004 007 2616 CALL IBD Error is only valid after DONE is set
007.213 000 2617 DB D.STAI
007.214 346 001 2618 ANI S.ERR
007.216 067 2619 STC
007.217 300 2620 RNZ Error from H47
2621
007.220 247 2622 ANA A Clear Error flag
007.221 311 2623 RET
2624
175.000 2625 WDNA EQU 32000 Time-Out Counter
2626

2627 ** WTR - Wait for Transfer Request /Ram8Go 2/
2628 *
2629 * WTR waits for a transfer request. It checks for DONE
2630 * first, and if it is found, flags an error. The code
2631 * will also time-out waiting for *S.DTR*.
2632 *
2633 * ENTRY: NONE
2634 *
2635 * EXIT: PSW = 'C' set if ERROR
2636 * 'C' clear if NO error
2637 *
2638 * USES: PSW,BC
2639 *
2640
007.222 001 000 175 2641 WTR LXI B,WTRA BC = time-out count
2642
007.225 315 004 007 2643 WTR1 CALL IBD Check for DONE
007.230 000 2644 DB D.STAI
007.231 346 040 2645 ANI S.DON
007.233 067 2646 STC
007.234 300 2647 RNZ DONE is set, must be problems
2648
007.235 013 2649 DCX B
007.236 170 2650 MOV A,B
007.237 261 2651 ORA C
007.240 067 2652 STC
007.241 310 2653 RZ Time-out ERROR

```

WTR

```

2654
007.242 315 004 007 2655 CALL IBD
007.245 000 2656 DB D.STAI
007.246 346 200 2657 ANI S.DTR
007.250 312 225 007 2658 JZ WTR1 No DTR yet
2659
007.253 311 2660 RET
2661
175.000 2662 WTRA EQU 32000 Time-Out count
```

```

2666 **      PATCH1                                /Ram8Go 2/
2667 *
2668 *      PATCH1 replaces code which initially only initialized
2669 *      the Tape UART with code which also checks for Auto-Boot.
2670 *      Since the return address is already on the stack, if
2671 *      Auto-Boot is set, INIT exits to AUTOB instead of ERROR.
2672 *
2673 *
2674 *      ENTRY:  NONE
2675 *
2676 *      EXIT:   HL = INIT exit address
2677 *              Tape UART Initialized
2678 *
2679 *      USES:   PSW,BC
2680 *
2681 *
007.254      2682 PATCH1 EQU      *
2683 *
2684 *      Initialize LOAD/DUMP Uart
2685 *
007.254 076 116      2686 MVI      A,UMI.18+UMI.L6+UMI.16X
007.256 323 371      2687 OUT      OP.TPC          SET 8 BIT, NO PARITY, 1 STOP, X16
2688 *
2689 *      Check for Auto-Boot
2690 *
007.260 041 322 000      2691 LXI      H,ERROR
007.263 333 362      2692 IN       OP.CTL2
007.265 346 200      2693 ANI      CN.ABO
007.267 310          2694 RZ                      No Auto-Boot
2695 *
007.270 041 207 004      2696 LXI      H,AUTOB
007.273 311          2697 RET

2699 **      PATCH2                                /Ram8Go 2/
2700 *
2701 *      PATCH2 moves the MTR6 code out of its original place
2702 *      in the ROM to permit providing for H89/H8 common PIN
2703 *      routine.
2704 *
2705 *
007.274 312 322 000      2706 PATCH2 JZ      ERROR          NOT ALLOWED TO ALTER STACKPOINTER
007.277 043          2707 INX      H
007.300 361          2708 POP      PSW          RESTORE VALUE AND CARRY FLAG
007.301 303 062 003      2709 JMP      IOA          INPUT OCTAL ADDRESS

```

007.304 2712 XTEXT BITS /Ram8Go 2/

```

2714X **      BITS      = BIT SET
2715X *
2716X *      BITS SETS THE SPECIFIED BIT IN THE ACCUMULATOR.
2717X *
2718X *      ENTRY:  A      = ORIGINAL  A
2719X *              B      = NUMBER OF BIT TO SET ( 7=HIGH,...,0=LOW )
2720X *
2721X *      EXIT:   A      = ORIGINAL  A WITH BIT(B) SET
2722X *
2723X *      USES:   PSW
2724X *
2725X
007.304 305 2726X BITS  PUSH  B
2727X
007.305 365 2728X      PUSH  PSW
007.306 076 200 2729X      MVI   A,10000000h
007.310 004 2730X      INR    B
007.311 007 2731X BITS1  RLC
007.312 005 2732X      DCR    B
007.313 302 311 007 2733X      JNZ   BITS1
2734X
007.316 117 2735X      MOV   C,A
007.317 361 2736X      POP   PSW
007.320 261 2737X      ORA   C
2738X
007.321 301 2739X      POP   BC
007.322 311 2740X      RET
007.323 2741X      XTEXT  ZERO

```

/Ram8Go 2/

```

2743X **      $ZERO - ZERO MEMORY
2744X *
2745X *      $ZERO ZEROS A BLOCK OF MEMORY.
2746X *
2747X *      ENTRY  (HL) = ADDRESS
2748X *              (B) = COUNT
2749X *      EXIT   (A) = 0
2750X *      USES  A,B,F,H,L
2751X
2752X
007.323 257 2753X $ZERO  XRA   A
007.324 167 2754X ZR01  MOV   M,A
007.325 043 2755X      INX   H
007.326 005 2756X      DCR   B
007.327 302 324 007 2757X      JNZ   ZR01      IF MORE
007.332 311 2758X      RET

```


	2781				
	2782	**	THE FOLLOWING ARE CONTROL CELLS AND FLAGS USED BY THE KEYS		
	2783	*	MONITOR.		
	2784				
040.000	2785	ORG	40000A	8192	
040.000	2786	START	DS	2	DUMP STARTING ADDRESS
040.002	2787	IOWRK	DS	2	IN OR OUT INSTRUCTION
040.004	2788	XINB	EQU	*	Transient Routine Area /Ram8Go 2/
040.004	2789	PRSRAM	EQU	*	FOLLOWING CELLS INITIALIZED FROM ROM
040.004	2790	DS	1		RET
	2791				
040.005	2792	REGI	DS	1	INDEX OF REGISTER UNDER DISPLAY
040.006	2793	DSPROT	DS	1	PERIOD FLAG BYTE
040.007	2794	DSPMOD	DS	1	DISPLAY MODE
	2795				
040.010	2796	.MFLAG	DS	1	USER FLAG OPTIONS
	2797	*			SEE *UO.XXX* BITS DESCRIBED AT FRONT
	2798				
040.011	2799	CTLFLG	DS	1	FRONT PANEL CONTROL BITS
040.012	2800	REFIND	DS	1	REFRESH INDEX (0 TO 7)
000.007	2801	PRSL	EQU	*-PRSRAM	END OF AREA INITIALIZED FROM ROM
	2802				
040.013	2803	FPLEDS	EQU	*	FRONT PANEL LED PATTERNS
040.013	2804	ALEDS	DS	1	ADDR 0
040.014	2805		DS	1	ADDR 1
040.015	2806		DS	1	ADDR 2
	2807				
040.016	2808		DS	1	ADDR 3
040.017	2809		DS	1	ADDR 4
040.020	2810		DS	1	ADDR 5
	2811				
040.021	2812	DLEDS	DS	1	DATA 0
040.022	2813		DS	1	DATA 1
040.023	2814		DS	1	DATA 2
	2815				
040.024	2816	ABUSS	DS	2	ADDRESS BUSS
040.026	2817	RCKA	DS	1	RCK SAVE AREA
040.027	2818	CRCSUM	DS	2	CRC-16 CHECKSUM
040.031	2819	TPERRX	DS	2	TAPE ERROR EXIT ADDRESS
040.033	2820	TICCNT	DS	2	CLOCK TIC COUNTER
	2821				
040.035	2822	REGPTR	DS	2	REGISETR CONTENTS POINTER
	2823				
040.037	2824	UIVEC	DS	0	USER INTERRUPT VECTORS
040.037	2825		DS	3	JUMP TO CLOCK PROCESSOR
040.042	2826		DS	3	JUMP TO SINGLE STEP PROCESSOR
040.045	2827		DS	3	JUMP TO I/O 3
040.050	2828		DS	3	JUMP TO I/O 4
040.053	2829		DS	3	JUMP TO I/O 5
040.056	2830		DS	3	JUMP TO I/O 6
040.061	2831		DS	3	JUMP TO I/O 7
	2832				
040.064	2833	NMIRET	DS	2	Used by H-88/H-89 /Ram8Go 2/
040.066	2834	CTLFLG2	DS	1	Control byte for DP2.CTL /Ram8Go 2/
	2835				
	2836				

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CHAPTER ONE

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\$ZERO	007323	2015	2753L										
.	007364	578S	702S	852S	871S	932S	944S	952S	967S	988S	1003S	1057S	2190S
		2191	2192	2195S	2196	2197	2764S	2765	2766				
MFLAG	040010	702	739	744	776	817	823	1918	1923	2017	2019	2048	2050
		2085	2087	2796L									
A.STX	000002	113E	1151	1341									
A.SYN	000026	112E	1146	1339									
ABORT	001147	887	975L										
ABUSS	040024	848	912	1008	1112	1159	1183	1264	1587	2816L			
AIO.UNI	041061	151E	1946	1953	2240	2298	2325	2529					
ALARM	002136	827	1212L	1278									
ALEDS	040013	1611	2804L										
AS.00D	000100	409E											
AS.10D	000040	410E											
AS.S1A	000020	411E											
AS.SLM	000003	412E											
AUTOB	004207	1918L	2696										
BDA	041120	1966	1978	2436	2471	2839L							
BDF	041121	2036	2148	2840L									
BERR	005143	1969	2068	2069	2085L	2175							
BERR1	005170	2095L	2103										
BERRA	005210	2089	2105L	2114									
BERRAL	000011	2092	2114E										
BERRB	000000	2094	2116E										
BH17	006032	2063	2210L										
BH170	006055	2221L	2236										
BH171	006057	2222L	2224	2229									
BH172	006067	2225L	2227										
BH173	006103	2231L											
BH174	006126	2222	2225	2240L									
BH17A	006146	2210	2253L	2257									
BH17AL	000004	2213	2257E										
BH47	006152	2066	2269L										
BH471	006164	2274L	2279										
BH472	006200	2274	2286L										
BH473	006211	2293L	2303										
BH474	006311	2336L	2340										
BH47A	006324	2269	2342L	2346									
BH47AL	000004	2272	2346E										
BITS	007304	2244	2301	2726L									
BITS1	007311	2731L	2733										
BLKSIZ	002000	190E											
B001	004264	1950	1957L										
B002	004317	1961	1977L										
B003	004327	1973	1984L										
B004	004343	1992L	1999										
B005	005046	2027L	2030										
B006	005101	2033	2048L										
B00A	005125	2040	2060E	2062	2065								
BOOTA	037132	152E	2008										
BOOTAL	000130	153E	2011										
C.DSYN	000375	365E											
CB.CLI	000100	119E	215	617	822	1924	1987						
CB.MTL	000040	118E	689	773	822	1059	1924						
CB.SPK	000200	120E	617	822	1214	1924	1987						
CB.SSI	000020	117E	617	689	822	1046	1055	1924	1987				
CB2.CLI	000002	125E											

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D.OPR	040273	287L								
D.OPW	040275	288L								
D.RAM	040240	236L	255	290	2013					
D.RAML	000037	290E	2014							
D.RDB	040202	315L								
D.READ	040147	306L	2235							
D.READR	040152	307L								
D.SDP	040205	316L	2219							
D.SDT	040166	311L								
D.SECMT	040262	271L								
D.STAI	000000	379E	380	2167	2287	2498	2612	2617	2644	2656
D.STS	040210	317L								
D.STZ	040213	318L								
D.SYDD	040130	301L								
D.TRKPT	040245	265L								
D.TS	040241	258L								
D.TT	040240	257L								
D.UDLY	040216	319L								
D.VEC	040130	235L	299							
D.VOLPT	040247	266L								
D.MNB	040227	322L								
D.WRITE	040155	308L								
D.WSC	040221	320L								
D.WSP	040224	321L								
D.XIT	040144	305L								
D.XOK	040136	303L								
DAT	006355	2310	2313	2322	2391L					
DAT.	006361	2193	2332	2396L						
DAT1	006377	2398	2405L							
DD.BOOT	000000	418L								
DD.CPY	000013	429L								
DD.DS	000202	453L								
DD.FRM0	000014	430L								
DD.FRM1	000015	431L								
DD.FRM2	000016	432L								
DD.FRM3	000017	433L								
DD.LSC	000003	421L	2308							
DD.RAD	000004	422L								
DD.RAS	000002	420L								
DD.RDBL	000205	456L								
DD.RDL	000203	454L								
DD.REA	000005	423L								
DD.REAB	000007	425L	2320							
DD.RRDY	000020	434L	2554							
DD.RST	000001	419L								
DD.SOC	000200	451L								
DD.SPFO	000020	440L								
DD.SPFI	000021	441L								
DD.SPFI	000021	441L								
DD.SPFI	000022	442L								
DD.SPFI	000023	443L								
DD.SPFI	000024	444L								
DD.SPFI	000025	445L								
DD.ST	000201	452L								
DD.WDLB	000210	459L								
DD.WRBD	000012	428L								
DD.WRD	000011	427L								
DD.WRI	000006	424L								

DD.WRIB	000010	426L																		
DD.WTBL	000206	457L																		
DD.WTDL	000207	458L																		
DD.WTL	000204	455L																		
DEFFC	007364	658	2768L																	
DF.DI	000040	341E																		
DF.DSO	000002	337E	2245	2534																
DF.DS1	000004	338E	2246	2535																
DF.DS2	000010	339E	2247	2538																
DF.HD	000001	331E	2223	2226																
DF.HO	000020	340E	2248																	
DF.SD	000010	334E																		
DF.ST	000100	342E																		
DF.TO	000002	332E																		
DF.WG	000001	336E																		
DF.WP	000004	333E																		
DF.WR	000200	343E	2157																	
DLEDS	040021	1624	2812L																	
OLY	000053	609L	1686	2278																
DM.MR	000000	131E																		
DM.MW	000001	132E																		
DM.RR	000002	133E	1763																	
DM.RW	000003	134E																		
DDO	003122	1535L	1613	1615	1618															
DDO1	003127	1538L	1556																	
DDDA	003356	1536	1543	1740L																
DP.DC	000177	329E	2159	2216	2249	2250														
DSPA	003342	1594	1730L																	
DSPMOD	040007	839	852	871	932	934	952	1003	1005	1584	2794L									
DSPROT	040006	843	934	1005	1578	1584	1926	2793L												
DUMP	002002	1144L																		
EIRET	007002	1994	1996	2415L																
ERPTCNT	000012	154E	2527																	
ERROR	000322	792	816E	941	1295	1511	1902	1905	2053	2098	2102	2134	2691							
		2706																		
EXTCMD	004160	861	1890L																	
EXTCMDA	004177	1892	1902L																	
FPLEDS	040013	2022	2090	2211	2270	2803E														
GO	001222	879	1037L																	
GO.	000063	617L	1037																	
H17ROM	030000	1813E	1856																	
H17ROML	010000	1814E	1855																	
H89COM	006027	2198L																		
H89DAT	006023	2193L																		
H89PIN	001067	916L																		
HORN	002140	1213L	1524	1706																
HRNO	002143	611	1216L																	
HRN2	002160	1227L	1228																	
IBD	007004	2431L	2497	2506	2611	2616	2643	2655												
IN	001177	880	1018L																	
INIT	000073	553	554	636L	640	1874														
INIT0	000000	551L																		
INIT1	000107	649L																		
INIT2	000117	656L	1790	1793																
INT1	000010	558E																		
INT2	000020	573E																		
INT3	000030	590L																		

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INT4	000040	595L						
INT5	000050	600L						
INT6	000060	614L						
INT7	000070	621L						
INTXIT	000172	710L	774	1050				
IOA	003062	1009	1492L	2709				
IOB	003066	903	1492	1507L				
IOB1	003070	1508L	1522					
IOWRK	040002	1024	1025	2441	2446	2476	2481	2787L
IP.COM	000362	107E	1948	1955	1959			
IP.PAD	000360	99E	797	1280	1309	1683	2100	2132
IP.TPC	000371	103E	1311					
IP.TPD	000370	105E	1381					
K.DIVD	000117	174E						
K.DOT	000017	176E						
K.MINU	000217	172E						
K.NUMB	000057	175E						
K.PLUS	000257	171E						
K.STAR	000157	173E	2101	2133				
LAST	001150	886	983L					
LOA0	001272	1084L	1127					
LOA1	001342	1110L	1117					
LOAD	001267	1082E						
LRA	003047	919	1477L	1592				
LRA.	003052	785	1101	1171	1478L			
LST2	001154	989L						
M.INI	242355	373E						
M.OUTI	243355	374E						
MEMM	001165	889	1002L					
MI.ANI	000346	207E	1270					
MI.HLT	000166	201E	791					
MI.IM	000333	203E	1018	2440				
MI.JMP	000303	204E	1992					
MI.LOA	000072	206E						
MI.LXID	000021	208E	1019					
MI.OUT	000323	205E	1020	2475				
MI.RET	000311	202E	1766					
MSGLEN	000003	2024	2025	2073E	2076			
MSGPRI	005135	1954	2072L	2073				
MSGSEC	005140	1947	2075L	2076				
MTR	000344	834E	1060					
MTR1	000345	837	837L					
MTR4	001005	850	860L					
MTR5	001051	855	899L					
MTR6	001072	901	918L					
MTRA	001035	864	878E					
NEXT	001132	885	962L					
NNIRET	040064	2833L						
OBD	007037	2371	2400	2466L				
OBD.	007033	2166	2286	2461L				
OP.CTL	000360	100E	1047	1056				
OP.CTL2	000362	108E	1836	1869	1876	1881	2692	
OP.DIG	000360	101E	758					
OP.SEG	000361	102E	760					
OP.TPC	000371	104E	1145	1203	1294	1377	1460	2687
OP.TPD	000370	106E	1462					
OUT	001202	881	1020L					

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SAE	001063	912L	963	984	1028				
SAYALL	000132	561	576	677L					
SB.BTO	000001	404E							
SB.CRC	000010	401E							
SB.DLD	000040	399E							
SB.ILC	000002	403E							
SB.LTD	000004	402E							
SB.NRF	000020	400E							
SB.UNR	000200	397E							
SB.WPD	000100	398E							
SC.UART	000372	501E							
SEC.M	000037	480E	2331						
SEC800	004236	1904	1945L						
SEC800.	004237	1946L	2770						
SID.O	000000	473E	476						
SID.1	000200	474E	476						
SID.M	000200	476E							
SINCR	004000	642E	644						
SMOV	007151	2010	2023	2091	2212	2271	2574L		
SMOV.	007156	2580L	2585						
SRS	002265	1084	1333E						
SRS1	002265	1334L	1342	1346					
SRS2	002271	1337L	1340						
SSIZ.M	004000	484E							
SST1	001235	618	1048L						
SSTEP	001225	882	1043E						
STACK	042200	244E	1957						
STACKL	001032	242E							
START	040000	645	1108	1157	2786L				
STPRTN	001244	579	1054E						
SYDD	040130	234E							
TD.IN	000370	194E							
TD.OUT	000370	195E							
TER1	002220	1278L	1285						
TER3	002215	1271L	1282						
TFT	002133	1126	1202L	1266					
TICCNT	040033	727	729	764	1223	1283	2136	2820L	
TIMEOUT	041122	2002	2140	2142	2841L				
TPABT	002244	1066	1141	1293L					
TPERR	002205	1095	1264L						
TPERRX	040031	1067	1142	1313	2819L				
TPXIT	002252	1279	1309L	1378	1456				
TS.IN	000371	196E							
TS.OUT	000371	197E							
UCI.ER	000020	523E	1376	1459					
UCI.IE	000002	525E							
UCI.IR	000100	521E							
UCI.RE	000004	524E	1376						
UCI.RO	000040	522E	1376						
UCI.TE	000001	526E	1144	1459					
UDR	000000	498E							
UF.FCT	000100	358E							
UF.RDA	000001	355E							
UF.RDR	000002	356E							
UF.RPE	000004	357E							
UF.TBM	000200	359E							
UFD	003161	767	1573E						

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UFD1	003227	1588	1609L										
UIVEC	040037	590	595	600	614	621	706	1061	1991	2006	2052	2173	2824L
UMI.16X	000002	516E	2686										
UMI.18	000100	506E	2686										
UMI.1X	000001	515E											
UMI.28	000300	508E											
UMI.64X	000003	517E											
UMI.H8	000200	507E											
UMI.L5	000000	511E											
UMI.L6	000004	512E											
UMI.L7	000010	513E											
UMI.L8	000014	514E	2686										
UMI.PA	000020	510E											
UMI.PE	000040	509E											
UNT.0	000000	464E	469										
UNT.1	000040	465E	469										
UNT.2	000100	466E	469										
UNT.3	000140	467E	469										
UNT.M	000140	469E	2329										
UD.CLK	000001	217E	704	2018									
UD.BDU	000002	216E	819	1574	1920	2018	2049	2086					
UD.HLT	000200	214E	778										
UD.NFR	000100	215E	742	819	1920								
UP.OP	000174	349E											
UP.FC	000175	350E											
UP.SC	000176	352E											
UP.SR	000176	353E											
UP.ST	000175	351E											
USERFWA	042200	245E	2055	2232	2335								
USR	000001	499E											
USR.FE	000040	530E											
USR.OE	000020	531E											
USR.PE	000010	532E											
USR.RXR	000002	534E	1379										
USR.TXE	000004	533E											
USR.TXR	000001	535E	1457										
USRCLK	041124	2004	2051	2172	2179	2843L							
W.RES	000002	392E	2167	2287									
WDM	007167	2288	2316	2337	2368	2558	2603L						
WDM1	007172	2605L	2614										
WDM2	175000	2603	2625E										
WME1	002012	1148L	1150										
WME2	002104	1181L	1188										
WMEM	001374	884	1140E										
WNB	003024	1148	1152	1182	1442	1455L							
WN81	003025	1456L	1458										
WNP	003017	1156	1167	1176	1179	1193	1194	1441L					
WTR	007222	2397	2641L										
WTR1	007225	2643L	2658										
WTRA	175000	2641	2662E										
XIN1	004032	1824L	1829										
XIN2	004061	1837	1839L										
XIN3	004072	1845L	1851										
XIN4	004111	1857L	1864										
XIN5	004135	1839	1871L										
XINA	004146	1822	1876L	1884									
XINAL	000012	1821	1884E										

RAM8GO - H8 FRONT PANEL MONITOR #01.02.00.

XREF V1.2.1

Cross Reference Table

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XINIT	004016	552	1816L	
XINITI	004000	649	1786L	179Z
ZR01	007324	2754L	2757	

30454 bytes free

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