



# **ROMWBW**

## **System Guide**

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# Chapter 1

## Overview

The objective of RomWBW is to provide firmware, operating systems, and applications targeting the Z80 family of CPUs. The firmware, in the form of a ROM module, acts as the hardware interface layer with a well-defined API (the HBIOS). The associated operating systems and applications are adapted to the HBIOS API, not specific hardware.

The HBIOS is modular and configurable. New hardware interfaces can be added in the form of straightforward driver modules. Within certain constraints, new hardware platforms can be supported by simply adjusting values in a build configuration file.

RomWBW is geared toward hardware being developed in modern retro-computing hobbyist communities, not as a replacement for legacy hardware. As a result, RomWBW requires at least 128KB of bank switched RAM.

The CP/M family of operating systems has been adapted to run under RomWBW including CP/M 2.2, Z-System, CP/M 3, and several other variants.

RomWBW firmware (ROM) includes:

- System startup code (bootstrap) and bootloader
- A basic system/debug monitor
- HBIOS (Hardware BIOS) with support for most typical hardware components used in Z80 family computers
- Diagnostics and customizable debugging information.
- ROM-hosted operating systems (both CP/M 2.2 and Z-System)

- A ROM disk containing the standard OS applications and a RAM disk for working storage.

It is appropriate to note that much of the code and components that make up a complete RomWBW package are derived from pre-existing work. Most notably, the embedded operating system is simply a ROM-based copy of generic CP/M or ZSDOS. Much of the hardware support code was originally produced by other members of the RetroBrew Computers Community.

The remainder of this document focuses on HBIOS which is the fundamental basis of RomWBW.

# Chapter 2

## Background

The Z80 CPU architecture has a limited, 64K address range. In general, this address space must accommodate a running application, disk operating system, and hardware support code.

Modern retro-computing Z80 CPU platforms provide a physical address space that is much larger than the CPU address space (typically 512K or 1MB of physical RAM). This additional memory can be made available to the CPU using a technique called bank switching. To achieve this, the physical memory is divided up into chunks (banks) of 32K each. A designated area of the CPU's 64K address space is then reserved to "map" any of the physical memory chunks. You can think of this as a window that can be adjusted to view portions of the physical memory in 32K blocks. In the case of RomWBW, the lower 32K of the CPU address space is used for this purpose (the window). The upper 32K of CPU address space is assigned a fixed 32K area of physical memory that never changes. The lower 32K can be "mapped" on the fly to any of the 32K banks of physical memory at a time. The only constraint is that the CPU cannot be executing code in the lower 32K of CPU address space at the time that a bank switch is performed.

By utilizing the pages of physical RAM for specific purposes and swapping in the correct page when needed, it is possible to utilize substantially more than 64K of RAM. Because the retro-computing community has now produced a very large variety of hardware, it has become extremely important to implement a bank switched solution to accommodate the maximum range of hardware devices and desired functionality.

## Chapter 3

### General Design Strategy

The design goal is to locate as much of the hardware dependent code as possible out of normal 64KB CP/M address space and into a bank switched area of memory. A very small code shim (proxy) is located in the top 512 bytes of CPU memory. This proxy is responsible for redirecting all hardware BIOS (HBIOS) calls by swapping the “driver code” bank of physical RAM into the lower 32K and completing the request. The operating system is unaware this has occurred. As control is returned to the operating system, the lower 32KB of memory is switched back to the original memory bank.

HBIOS is completely agnostic with respect to the operating system (it does not know or care what operating system is using it). The operating system makes simple calls to HBIOS to access any desired hardware functions. Since the HBIOS proxy occupies only 512 bytes at the top of memory, the vast majority of the CPU memory is available to the operating system and the running application. As far as the operating system is concerned, all of the hardware driver code has been magically implemented inside of the small 512 byte area at the top of the CPU address space.

Unlike some other Z80 bank switching schemes, there is no attempt to build bank switching into the operating system itself. This is intentional so as to ensure that any operating system can easily be adapted without requiring invasive modifications to the operating system itself. This also keeps the complexity of memory management completely away from the operating system and applications.

There are some operating systems that have built-in support for bank switching (e.g., CP/M 3). These operating systems are allowed to make use of the bank switched memory and are compatible with HBIOS. However, it is necessary that the customization of these operating systems take into account the banks of memory used by HBIOS and not attempt to use those specific banks.



Note that all code and data are located in RAM memory during normal execution. While it is possible to use ROM memory to run code, it would require that more upper memory be reserved for data storage. It is simpler and more memory efficient to keep everything in RAM. At startup (boot) all required code is copied to RAM (shadowed) for subsequent execution.

## **Chapter 4**

# **Runtime Memory Layout**

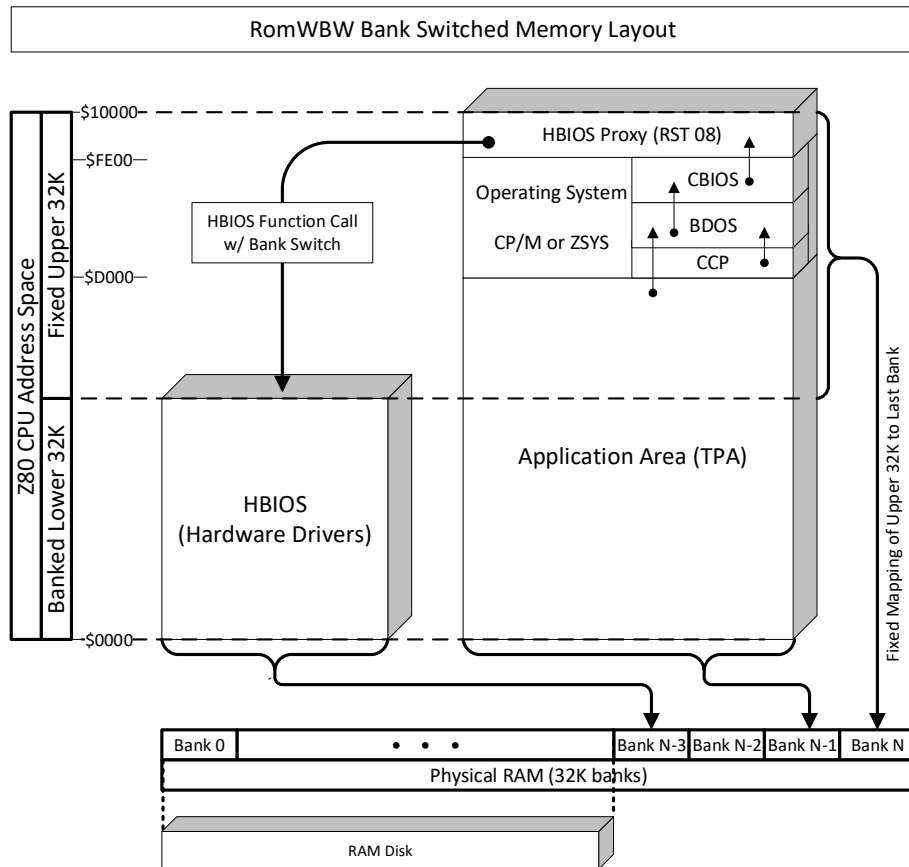


Figure 4.1: Bank Switched Memory Layout

# Chapter 5

## System Boot Process

A multi-phase boot strategy is employed. This is necessary because at cold start, the CPU is executing code from ROM in lower memory which is the same area that is bank switched.

RomWBW supports multiple boot techniques as described below. The most common of these is the ROM boot.

### 5.1 ROM Boot

The ROM boot process normally begins with a system cold start (power on or hardware reset). The hardware is responsible for ensuring that the lower 32K of CPU memory (bank window) is mapped to the initial 32K of the ROM. The Z80 CPU begins execution at address zero which will be address zero of the ROM.

The following steps occur during the ROM boot process:

1. The ROM code performs basic hardware initialization and ensures that the top 32K of CPU memory is mapped to the proper RAM bank.
2. The ROM code installs the HBIOS proxy code into the top 512 bytes of the CPU memory (0xFE00-0xFFFF).
3. Using the proxy code services, the full HBIOS code is copied from the ROM bank to the RAM bank that it will use for normal processing.
4. Again using the proxy code services, the RAM copy of HBIOS is activated in the bank window and execution transitions to the RAM copy of HBIOS.

5. The HBIOS initializes the system console so that output can now be displayed to the user.
6. The HBIOS now performs the full hardware discovery and initialization process while displaying it's progress.
7. The HBIOS displays a final summary of the hardware device unit assignments and various configuration information.
8. The HBIOS loads the RomWBW Boot Loader from ROM into RAM and jumps to it.

At this point, the user would normally use Boot Loader commands to select and launch an operating system or applications from either ROM or disk.

Note that the boot process is entirely operating system agnostic. It is unaware of the operating system being loaded. The Boot Loader prompts the user for the location of the binary image to load, but does not know anything about what is being loaded (the image is usually an operating system, but could be any executable code image). Once the Boot Loader has loaded the image at the selected location, it will transfer control to it. Assuming the typical situation where the image was an operating system, the loaded operating system will then perform it's own initialization and begin normal operation.

## 5.2 Application Boot

Once the system is running (operating system loaded), it is possible to reboot the system from a system image (file) contained on the OS file system. This is referred to as an "Application Boot". The process is similar to a ROM boot, but the HBIOS code is loaded from an image file instead of ROM. This boot technique is useful to: 1) test a new build of a system image before programming it to the ROM; or 2) easily switch between system images on the fly.

During the RomWBW build process, one of the output files produced is an actual CP/M application (an executable .COM program file). Once you have a running CP/M (or compatible) system, you can upload/copy this application file to the filesystem. By executing this file, you will initiate an Application Boot using the system image contained in the application file itself.

Upon execution, the Application Boot program is loaded into memory by the previously running operating system starting at \$0100. Note that the program image contains a full copy of the HBIOS to be installed and run. Once the Application Boot program is loaded by the previous operating system, control is passed to it and it performs a system initialization similar to the ROM Boot, but using the image loaded in RAM. Once the new HBIOS completes it's initialization, it will launch the Boot Loader just like a ROM boot.

The Application Boot program actually contains two other components beyond the new HBIOS.

It has a copy of the Boot Loader and a copy of the Z-System OS. This is done in case the new HBIOS requires updated versions of the Boot Loader or OS to run. The Boot Loader is aware of this boot mode and automatically adapts it's menu appropriately.

If you restart your system, then it will revert to a ROM Boot from the currently installed ROM.

### **5.3 RAM Boot**

Some hardware supported by RomWBW has a special mechanism for loading the boot and HBIOS code. These systems have no ROM chips. However, they have a small hardware bootstrap that loads a chunk of code from a disk device directly into RAM at system startup.

The startup then proceeds very much like the Application Boot process described above. HBIOS is installed in it's operating bank and control is passed to the Boot Loader.

# Chapter 6

## Driver Model

The framework code for bank switching also allows hardware drivers to be implemented mostly without concern for memory management. Drivers are coded to simply implement the HBIOS functions appropriate for the type of hardware being supported. When the driver code gets control, it has already been mapped to the CPU address space and simply performs the requested function based on parameters passed in registers. Upon return, the bank switching framework takes care of restoring the original memory layout expected by the operating system and application.

Drivers do need to be aware of the bank switching if a buffer address is being used in the function call.

- If the buffer address is in the lower 32K of RAM, then the memory it points to will be from the User Bank, not the HBIOS bank which is now active. In this case, the driver must use an inter-bank copy to access the data.
- If the buffer address is in the top 32K of RAM, then the driver will have access to it directly even after a bank switch, so no special steps are required.

For some functions, the location of the buffer is required to be in the top 32K of RAM to simplify the operation of the driver.

It is usually better if the OS or application calling a buffered function places the buffer in the top 32K because this may avoid a double-copy operation.

If driver code must make calls to other code, drivers, or utilities in the HBIOS bank, it must make those calls directly (it must not use RST 08). This is to avoid a nested bank switch which is not supported at this time.

# Chapter 7

## Character / Emulation / Video Services

In addition to a generic set of routines to handle typical character input/output, HBIOS also includes functionality for managing built-in video display adapters. To start with there is a basic set of character input/output functions, the CIOXXX functions, which allow for simple character data streams. These functions fully encompass routing byte stream data to/from serial ports. Note that there is a special character pseudo-device called "CRT". When characters are read/written to/from the CRT character device, the data is actually passed to a built-in terminal emulator which, in turn, utilizes a set of VDA (Video Display Adapter) functions (such as cursor positioning, scrolling, etc.).

Figure 7.1 depicts the relationship between these components of HBIOS video processing:

Normally, the operating system will simply utilize the CIOXXX functions to send and receive character data. The Character I/O Services will route I/O requests to the specified physical device which is most frequently a serial port (such as UART or ASCII). As shown above, if the CRT device is targeted by a CIOXXX function, it will actually be routed to the Emulation Services which implement TTY, ANSI, etc. escape sequences. The Emulation Services subsequently rely on the Video Display Adapter Services as an additional layer of abstraction. This allows the emulation code to be completely unaware of the actual physical device (device independent). Video Display Adapter (VDA) Services contains drivers as needed to handle the available physical video adapters.

Note that the Emulation and VDA Services API functions are available to be called directly. Doing so must be done carefully so as to not corrupt the "state" of the emulation logic.

Before invoking CIOXXX functions targeting the CRT device, it is necessary that the underlying layers (Emulation and VDA) be properly initialized. The Emulation Services must be initialized to specify the desired emulation and specific physical VDA device to target. Likewise, the VDA





Figure 7.1: Character / Emulation / Video Services

Services may need to be initialized to put the specific video hardware into the proper mode, etc.

# Chapter 8

## HBIOS Reference

### 8.1 Invocation

HBIOS functions are invoked by placing the required parameters in CPU registers and executing an RST 08 instruction. Note that HBIOS does not preserve register values that are unused. However, the values of the Z80 alternate registers and IX/IY will be preserved (these registers may be used within HBIOS, but will be saved and restored internally).

An alternate method of invoking HBIOS functions is to use CALL 0xFFF0. Since the RST 08 vector exists in page zero of the CPU address space, it may be paged out when alternate memory banks are selected. If this may be true when you are invoking a function, you should use the CALL method.

Normally, applications will not call HBIOS functions directly. It is intended that the operating system makes all HBIOS function calls. Applications that are considered system utilities may use HBIOS, but must be careful not to modify the operating environment in any way that the operating system does not expect.

In general, the desired function is placed in the B register. Register C is frequently used to specify a subfunction or a target device unit number. Additional registers are used as defined by the specific function. Register A should be used to return function result information. See below for result code definitions.

The character, disk, and video device functions all refer to target devices using a logical device unit number that is passed in the C register. Keep in mind that these unit numbers are assigned dynamically at HBIOS initialization during the device discovery process. The assigned unit numbers are displayed on the console at the conclusion of device initialization. The unit assignments will never change after HBIOS initialization. However, they can change at the

next boot if there have been hardware or BIOS customization changes. Code using HBIOS functions should not assume fixed unit assignments.

Some functions utilize pointers to memory buffers. Unless otherwise stated, such buffers can be located anywhere in the Z80 CPU 64K address space. However, performance sensitive buffers (primarily disk I/O buffers) will require double-buffering if the caller's buffer is in the lower 32K of CPU address space. For optimal performance, such buffers should be placed in the upper 32K of CPU address space.

## 8.2 Result Codes

The following function result codes are defined generically for all HBIOS functions. Most function calls will return a result in register A.

Code	Definition
0	function succeeded
-1	undefined error
-2	function not implemented
-3	invalid function
-4	invalid unit numberr
-5	out of memory
-6	parameter out of range
-7	media not present
-8	hardware not present
-9	I/O error
-10	write request to read-only media
-11	device timeout
-12	invalid configuration

### 8.3 Character Input/Output (CIO)

Character Input/Output functions require that a Character Unit number be specified in register C. This is the logical device unit number assigned during the boot process that identifies all character devices uniquely. A special value of 0x80 can be used for the Character Unit to refer to the current console device.

All character units are assigned a Device Type ID which indicates the specific hardware device driver that handles the unit. The table below enumerates these values.

Device Type	ID	Description	Driver
CIODEV_UART	0x00	16C550 Family Serial Interface	uart.asm
CIODEV_ASCII	0x10	Z180 Built-in Serial Ports	ascii.asm
CIODEV_TERM	0x20	Terminal	ansi.asm
CIODEV_PRPCON	0x30	PropIO Serial Console Interface	prp.asm
CIODEV_PPPCON	0x40	ParPortProp Serial Console Interface	ppp.asm
CIODEV_SIO	0x50	Zilog Serial Port Interface	sio.asm
CIODEV_ACIA	0x60	MC68B50 Asynchronous Interface	acia.asm
CIODEV_PIO	0x70	Zilog Parallel Interface Controller	pio.asm
CIODEV_UF	0x80	FT232H-based ECB USB FIFO	uf.asm
CIODEV_DUART	0x90	SCC2681 Family Dual UART	duart.asm
CIODEV_Z2U	0xA0	Zilog Z280 Built-in Serial Ports	z2u.asm
CIODEV_LPT	0xB0	Parallel I/O Controller	lpt.asm

Character devices can usually be configured with line characteristics such as speed, framing, etc. A word value (16 bit) is used to describe the line characteristics as indicated below:

Bits	Characteristic
15-14	Reserved (set to 0)
13	RTS
12-8	Baud Rate (see below)
7	DTR
6	XON/XOFF Flow Control
5	Stick Parity (set for true)
4	Even Parity (set for true)
3	Parity Enable (set for true)
2	Stop Bits (set for true)
1-0	Data Bits (5-8 encoded as 0-3)

The 5-bit Baud Rate value (V) is encoded as  $V = 75 * 2^X * 3^Y$ . The bits are defined as YXXXX.

Actual character values are a single byte (8 bits). The Character I/O functions do not modify or interpret the values being sent/received so they can be used to pass 8-bit binary data without corruption. Note that some OSes will modify character data (truncate to 7 bits, etc.).

### 8.3.1 Function 0x00 – Character Input (CIOIN)

Entry Parameters	Returned Values
B: 0x00	A: Status
C: Character Unit	E: Character

Read and return a Character (E) from the specified Character Unit (C). If no character(s) are available in the unit's input buffer, this function will wait indefinitely. The returned Status (A) is a standard HBIOS result code.

### 8.3.2 Function 0x01 – Character Output (CIOOUT)

Entry Parameters	Returned Values
B: 0x01	A: Status (0-OK, else error)
C: Character Unit	
E: Character	

Send a Character (E) via the specified Character Unit (C). If there is no space available in the unit's output buffer, the function will wait indefinitely. The returned Status (A) is a standard HBIOS result code.

### 8.3.3 Function 0x02 – Character Input Status (CIOIST)

Entry Parameters	Returned Values
B: 0x02	A: Status / Characters Pending
C: Character Unit	

Return the count of Characters Pending (A) in the input buffer of the specified Character Unit (C). If the unit has no input buffer or the buffer utilization is not available, the function may

return simply 0 or 1 where 0 means there is no character available and 1 means there is at least one character available.

The value returned in register A is used as both a Status (A) code and the return value. Negative values (bit 7 set) indicate a standard HBIOS result (error) code. Otherwise, the return value represents the number of characters in the input buffer.

### 8.3.4 Function 0x03 – Character Output Status (CIOOST)

Entry Parameters	Returned Values
B: 0x03 C: Character Unit	A: Status / Space Free

Return the count of buffer Space Free (A) for the specified Character Unit (C). For example, if a 16 byte output buffer contains 6 characters waiting to be sent out the unit's serial interface, this function would return 10; the number of positions available in the output buffer. If the port has no output buffer or the buffer utilization is not available, the function may return simply 0 or 1 where 0 means there is no buffer space available and 1 means there is space in the output buffer for at least one character.

The return value in register A is used as both a status code and the return value. Negative values (bit 7 set) indicate a standard HBIOS result (error) code. Otherwise, the return value represents the buffer space available.

### 8.3.5 Function 0x04 – Character I/O Initialization (CIOINIT)

Entry Parameters	Returned Values
B: 0x04 C: Character Unit DE: Line Characteristics	A: Status

Condition the interface of the specified Character Unit (C) according to the specified Line Characteristics (DE). The definition of the line characteristics value is described above. If DE contains -1 (0xFFFF), then the device will be reinitialized with the previous line characteristics used (a reset) and any buffer contents will be flushed. The Status (A) is a standard HBIOS result code.

Not all line characteristics are supported by all character interfaces. It is up to the driver of the character unit to decide how to deal with characteristics that are not available. For example,

many character drivers do not allow flow control settings (RTS/CTS, XON/XOFF) to be modified dynamically. In most cases, these settings are ignored by the driver in this function call.

### 8.3.6 Function 0x05 – Character I/O Query (CIOQUERY)

Entry Parameters	Returned Values
B: 0x05	A: Status
C: Character Unit	DE: Line Characteristics

Returns the current Line Characteristics (DE) of the specified Character Unit (C). The definition of the line characteristics value is described above. The returned status (A) is a standard HBIOS result code.

### 8.3.7 Function 0x06 – Character I/O Device (CIODEVICE)

Entry Parameters	Returned Values
B: 0x06	A: Status
C: Character Unit	C: Device Attributes
	D: Device Type
	E: Device Number
	H: Device Mode
	L: Device I/O Base Address

Returns device information for the specified Character Unit (C). The status (A) is a standard HBIOS result code.

Device Attribute (C) values are: 0 = RS/232, 1 = Terminal, 2 = Parallel.

Device Type (D) indicates the specific hardware driver that handles the specified Character Unit. Values are listed at the start of this section. Device Number (E) indicates the physical device number assigned per driver. For example, a Device Type of 0x50 with a Device Number of 2 refers to the third port being handled by the SIO driver.

Device Mode (H) is used to indicate the variant of the chip or circuit that is used by the specified unit. For example, for a UART, the value indicates the chip variant. The Device I/O Base Address (L) indicates the starting port address of the hardware interface that is servicing the specified unit. Both of these values are considered driver specific. Refer to the associated hardware driver for the values used.



## 8.4 Disk Input/Output (DIO)

Disk Input/Output functions require that a Disk Unit number be specified in register C. This is the logical device unit number assigned during the boot process that identifies all disk devices uniquely.

All character units are assigned a Device Type ID which indicates the specific hardware device driver that handles the unit. The table below enumerates there values.

Device Type	ID	Description	Driver
DIODEV_MD	0x00	Memory Disk	md.asm
DIODEV_FD	0x10	Floppy Disk	fd.asm
DIODEV_RF	0x20	RAM Floppy	rf.asm
DIODEV_IDE	0x30	IDE Disk	ide.asm
DIODEV_ATAPI	0x40	ATAPI Disk (not implemented)	
DIODEV_PPIDE	0x50	PPIDE Disk	ppide.asm
DIODEV_SD	0x60	SD Card	sd.asm
DIODEV_PRPSD	0x70	PropIO SD Card	prp.asm
DIODEV_PPPSD	0x80	ParPortProp SD Card	ppp.asm
DIODEV_HDSK	0x90	SIMH HDSK Disk	hdsk.asm

A fixed set of media types are defined. The currently defined media types identifiers are listed below. Each driver will support one or more of the defined media types.

Media	ID	Format
MID_NONE	0	No media installed
MID_MDROM	1	ROM Drive
MID_MDRAM	2	RAM Drive
MID_RF	3	RAM Floppy (LBA)
MID_HD512	4	Hard Disk (LBA) w/ 512 directory entries
MID_FD720	5	3.5" 720K Floppy
MID_FD144	6	3.5" 1.44M Floppy
MID_FD360	7	5.25" 360K Floppy
MID_FD120	8	5.25" 1.2M Floppy
MID_FD111	9	8" 1.11M Floppy
MID_HD1K	10	Hard Disk (LBA) w/ 1024 directory entries

HBIOS supports both Cylinder/Head/Sector (CHS) and Logical Block Addresses (LBA) when locating a sector for I/O (see DIOSEEK function). For devices that are natively CHS (e.g., floppy

disk), the HBIOS driver can convert LBA values to CHS values according to the geometry of the current media. For devices that are natively LBA (e.g., hard disk), the HBIOS driver simulates CHS using a fictitious geometry provided by the driver (typically 16 sectors per track and 16 heads per cylinder).

#### 8.4.1 Function 0x10 – Disk Status (DIOSTATUS)

Entry Parameters	Returned Values
B: 0x10	A: Status
C: Disk Unit	

Returns the driver specific Status (A) of the specified disk device unit (C) based on the last operation performed.

The return value in register A is used as both a device status and a standard HBIOS result code. Negative values (bit 7 set) indicate a standard HBIOS result (error) code. Otherwise, the return value represents a driver-specific device status. In call cases, the value 0 means OK.

#### 8.4.2 Function 0x11 – Disk Reset (DIORESET)

Entry Parameters	Returned Values
B: 0x11	A: Status
C: Disk Unit	

This function performs a device dependent reset operation on the Disk Unit specified (C). The driver will clear any error status on the disk unit, attempt to reset the interface, and flag the disk unit for initialization on the next I/O function call. Any prior media identification will be cleared. The returned Status (A) is a standard HBIOS result code.

If the specified disk unit (C) is one of multiple units on a single hardware bus, then all units on that bus will be reset. For example, if the master disk on an IDE bus is reset, then the slave disk will also be reset.

#### 8.4.3 Function 0x12 – Disk Seek (DIOSEEK)

Entry Parameters	Returned Values
B: 0x12	A: Status
C: Disk Unit	
DEHL: Sector Address	

This function will set the desired sector to be used for the next I/O operation on the specified Disk Unit (C). The returned Status (A) is a standard HBIOS result code.

An actual seek operation is generally not performed on the disk hardware by this function. The function typically just records the sector address for subsequent I/O function calls.

The double-word Sector Address (DEHL) can represent either a Logical Block Address (LBA) or a Cylinder/Head/Sector (CHS). If the high bit of register D is set, then an LBA value is specified. Otherwise, the value is CHS.

For LBA mode operation, the high bit is cleared and the entire double-word is then treated as the logical sector address.

For CHS mode operation, the Sector Address (DEHL) registers are interpreted as: D=Head, E=Sector, and HL=Track. All values (including sector) are 0 relative.

Prior versions of the floppy driver did not accept LBA mode addresses. However, this restriction has been removed as of HBIOS v3.1. At this point, all disk drivers support both LBA and CHS addressing.

#### 8.4.4 Function 0x13 – Disk Read (DIOREAD)

Entry Parameters	Returned Values
B: 0x13	A: Status
C: Disk Unit	E: Sectors Read
D: Buffer Bank ID	
E: Sector Count	
HL: Buffer Address	

Read Sector Count (E) sectors into the buffer located in Buffer Bank ID (D) at Buffer Address (HL) starting at the Current Sector. The returned Status (A) is a standard HBIOS result code.

The Current Sector is established by a prior DIOSEEK function call; however, multiple read/write/verify function calls can be made after a seek function. The Current Sector is

incremented after each sector successfully read. On error, the Current Sector will be the sector where the error occurred. Sectors Read (E) indicates the number of sectors successfully read.

The caller must ensure that the Buffer Address is large enough to contain all sectors requested. Disk data transfers will be faster if the buffer resides in the top 32K of memory because it avoids a double buffer copy.

#### 8.4.5 Function 0x14 – Disk Write (DIOWRITE)

Entry Parameters	Returned Values
B: 0x14	A: Status
C: Disk Unit	E: Sectors Written
D: Buffer Bank ID	
E: Sector Count	
HL: Buffer Address	

Write Sector Count (E) sectors from the buffer located in Buffer Bank ID (D) at Buffer Address (HL) starting at the Current Sector. The returned Status (A) is a standard HBIOS result code.

The Current Sector is established by a prior DIOSEEK function call; however, multiple read/write/verify function calls can be made after a seek function. The Current Sector is incremented after each sector successfully written. On error, the Current Sector will be the sector where the error occurred. Sectors Written (E) indicates the number of sectors successfully written.

Disk data transfers will be faster if the buffer resides in the top 32K of memory because it avoids a double copy.

#### 8.4.6 Function 0x15 – Disk Verify (DIOVERIFY)

Entry Parameters	Returned Values
B: 0x15	A: Status
C: Disk Unit	E: Sectors Verified
E: Sector Count	

\*\*\* Function Not Implemented \*\*\*

### 8.4.7 Function 0x16 – Disk Format (DIOFORMAT)

Entry Parameters	Returned Values
B: 0x16	A: Status
C: Disk Unit	
D: Head	
E: Fill Byte	
HL: Cylinder	

\*\*\* Function Not Implemented \*\*\*

### 8.4.8 Function 0x17 – Disk Device (DIODEVICE)

Entry Parameters	Returned Values
B: 0x17	A: Status
C: Disk Unit	C: Device Attributes
	D: Device Type
	E: Device Number
	H: Device Unit Mode
	L: Device I/O Base Address

Reports device information about the specified Disk Unit (C). The Status (A) is a standard HBIOS result code.

Bit 7 of the Device Attribute (C) value returned indicates whether the device is a floppy disk. If it is a floppy disk, the Device Attribute (C) value is encoded as follows:

Bits	Definition
7	= 1 (Floppy Disk)
6-5	Form Factor: 0=8", 1=5.25", 2=3.5", 3=Other
4	Sides: 0=SS, 1=DS
3-2	Density: 0=SD, 1=DD, 2=HD, 3=ED
1-0	Reserved

If the Disk Unit (C) specified is a not floppy disk, then the Device Attribute (C) encoding is as follows:

Bits	Definition
7	= 0 (not Floppy Disk)
6	Removable
5-3	Type: 0=Hard, 1=CF, 2=SD, 3=USB, 4=ROM, 5=RAM, 6=RAMF, 7=FLASH
2-0	Reserved

Device Type (D) indicates the specific hardware driver that handles the specified Disk Unit (C). Values are listed at the start of this section. Device Number (E) indicates the physical device number assigned per driver. For example, a Device Type of 0x30 with a Device Number of 1 refers to the second disk being handled by the IDE driver.

Device Mode (H) is used to indicate the variant of the chip or circuit that is used by the specified unit. For example, for an IDE unit, the value indicates the IDE circuit variant. The Device I/O Base Address (L) indicates the starting port address of the hardware interface that is servicing the specified unit. Both of these values are considered driver specific. Refer to the associated hardware driver for the values used.

#### 8.4.9 Function 0x18 – Disk Media (DIOMEDIA)

Entry Parameters	Returned Values
B: 0x18	A: Status
C: Disk Unit	E: Media ID
E: Flags	

Report the Media ID (E) for the for media in the specified Disk Unit (C). If bit 0 of Flags (E) is set, then media discovery or verification will be performed. The Status (A) is a standard HBIOS result code. If there is no media in device, function will return an error status.

#### 8.4.10 Function 0x19 – Disk Define Media (DIODEFMED)

Entry Parameters	Returned Values
B: 0x19	A: Status
C: Disk Unit	
E: Media ID	

\*\*\* Function Not Implemented \*\*\*

### 8.4.11 Function 0x1A – Disk Capacity (DIOCAPACITY)

Entry Parameters	Returned Values
B: 0x1A	A: Status
C: Disk Unit	DEHL: Sector Count
	BC: Block Size

Report the current media capacity information for the specified Disk Unit (C). The Sector Count (DEHL) is a double-word number representing the total number of blocks on the device. Block Size (BC) contains the block size in bytes. The Status (A) is a standard HBIOS result code. If the media is unknown, an error will be returned.

This function will not attempt to discover or verify the media loaded in the unit specified. You can use precede this function with the DIOMEDIA function to force this if desired.

### 8.4.12 Function 0x1B – Disk Geometry (DIOGEOMETRY)

Entry Parameters	Returned Values
B: 0x1B	A: Status
C: Disk Unit	D: Heads
	E: Sectors
	HL: Cylinder Count
	BC: Block Size

Report the geometry for the media in the specified Disk Unit (C). If a device uses LBA mode addressing natively, then the drivers simulated geometry will be returned. The Status (A) is a standard HBIOS result code. If the media is unknown, an error will be returned.

Heads (D) refers to the number of heads per cylinder. Sectors (E) refers to the number of sectors per track. Cylinder Count (HL) is the total number of cylinders addressable for the media. Block Size (BC) is the number of bytes in one sector.

## 8.5 Real Time Clock (RTC)

The Real Time Clock functions provide read/write access to the clock and related Non-Volatile RAM.

HBIOS only supports a single RTC device since there is no reason to have more than one at a time. The RTC unit is assigned a Device Type ID which indicates the specific hardware device driver that handles the unit. The table below enumerates these values.

Device Type	ID	Description	Driver
RTCDEV_DS	0x00	Maxim DS1302 Real-Time Clock w/ NVRAM	dsrtc.asm
RTCDEV_BQ	0x10	BQ4845P Real Time Clock	bqrtc.asm
RTCDEV_SIMH	0x20	SIMH Simulator Real-Time Clock	simrtc.asm
RTCDEV_INT	0x30	Interrupt-based Real Time Clock	intrtc.asm
RTCDEV_DS7	0x40	Maxim DS1307 PCF I2C RTC w/ NVRAM	ds7rtc.asm
RTCDEV_RP5	0x50	Ricoh RPC01A Real-Time Clock w/ NVRAM	rp5rtc.asm

The time functions to get and set the time (RTCGTM and RTCSTM) require a 6 byte date/time buffer in the following format. Each byte is BCD encoded.

Offset	Contents
0	Year (00-99)
1	Month (01-12)
2	Date (01-31)
3	Hours (00-24)
4	Minutes (00-59)
5	Seconds (00-59)

### 8.5.1 Function 0x20 – RTC Get Time (RTCGTTIM)

Entry Parameters	Returned Values
B: 0x20	A: Status
HL: Date/Time Buffer Address	

Read the current value of the real-time clock and store the date/time in the Date/Time Buffer pointed to by HL. The Status (A) is a standard HBIOS result code.



### 8.5.2 Function 0x21 – RTC Set Time (RTCSETTIM)

Entry Parameters	Returned Values
B: 0x21	A: Status
HL: Date/Time Buffer Address	

Set the current value of the real-time clock based on the Date/Time Buffer pointed to by HL. The Status (A) is a standard HBIOS result code.

### 8.5.3 Function 0x22 – RTC Get NVRAM Byte (RTCGETBYT)

Entry Parameters	Returned Values
B: 0x22	A: Status
C: Index	E: Value

Read a single byte Value (E) from the Non-Volatile RAM of the RTC at the byte offset Index (C). The Status (A) is a standard HBIOS result code.

### 8.5.4 Function 0x23 – RTC Set NVRAM Byte (RTCSETBYT)

Entry Parameters	Returned Values
B: 0x23	A: Status
C: Index	
E: Value	

Set a single byte Value (E) of the Non-Volatile RAM of the RTC at the byte offset Index (C). The Status (A) is a standard HBIOS result code.

### 8.5.5 Function 0x24 – RTC Get NVRAM Block (RTCGETBLK)

Entry Parameters	Returned Values
B: 0x24	A: Status
HL: Buffer Address	

Read the entire contents of the Non-Volatile RAM into to a buffer pointed to by Buffer Address (HL). The Status (A) is a standard HBIOS result code.

### 8.5.6 Function 0x25 – RTC Set NVRAM Block (RTCSETBLK)

Entry Parameters	Returned Values
B: 0x25	A: Status
HL: Buffer Address	

Write the entire contents of the Non-Volatile RAM from the buffer pointed to by Buffer Address (HL). The Status (A) is a standard HBIOS result code.

### 8.5.7 Function 0x26 – RTC Get Alarm (RTCGETALM)

Entry Parameters	Returned Values
B: 0x26	A: Status
HL: Date/Time Buffer Address	

Work in progress, documentation required...

### 8.5.8 Function 0x27 – RTC Set Alarm (RTCSETALM)

Entry Parameters	Returned Values
B: 0x27	A: Status
HL: Date/Time Buffer Address	

Work in progress, documentation required...

### 8.5.9 Function 0x28 – RTC DEVICE (RTCDEVICE)

Entry Parameters	Returned Values
B: 0x28	A: Status
	C: Device Attributes
	D: Device Type
	E: Device Number
	H: Device Unit Mode

---

Entry Parameters	Returned Values
	L: Device I/O Base Address

---

Returns device information for the RTC unit. The Status (A) is a standard HBIOS result code.

Device Attribute (C) values are not yet defined. Device Type (D) indicates the specific hardware driver that handles the specified character unit. Values are listed at the start of this section. Device Number (E) indicates the physical device number assigned per driver which is always 0 for RTC.

Device Mode (H) is used to indicate the variant of the chip or circuit that is used by the specified unit. The Device I/O Base Address (L) indicates the starting port address of the hardware interface that is servicing the specified unit. Both of these values are considered driver specific. Refer to the associated hardware driver for the values used.

## 8.6 Video Display Adapter (VDA)

The VDA functions are provided as a common interface to Video Display Adapters. Not all VDAs will include keyboard hardware. In this case, the keyboard functions should return a failure status.

All video units are assigned a Device Type ID which indicates the specific hardware device driver that handles the unit. The table below enumerates there values.

Device Type	ID	Description	Driver
VDADEV_VDU	0x00	MC6845 Family Video Display Controller	vdu.asm
VDADEV_CVDU	0x10	MC8563-based Video Display Controller	cvdu.asm
VDADEV_GDC	0x20	uPD7220 Video Display Controller	gdc.asm
VDADEV_TMS	0x30	TMS9918/38/58 Video Display Controller	tms.asm
VDADEV_VGA	0x40	HD6445CP4-based Video Display Controller	vga.asm

Depending on the capabilities of the hardware, the use of colors and attributes may or may not be supported. If the hardware does not support these capabilities, they will be ignored.

Color byte values are constructed using typical RGBI (Red/Green/Blue/Intensity) bits. The high four bits of the value determine the background color and the low four bits determine the foreground color. This results in 16 unique color values for both foreground and background. The following table illustrates the color byte value construction:

	Bit	Color
Background	7	Intensity
	6	Blue
	5	Green
	4	Red
Foreground	3	Intensity
	2	Blue
	1	Green
	0	Red

The following table illustrates the resultant color for each of the possible 16 values for foreground or background:

Foreground	Background	Color
n0 nnnn0000	0n 0000nnnn	Black
n1 nnnn0001	1n 0001nnnn	Red
n2 nnnn0010	2n 0010nnnn	Green
n3 nnnn0011	3n 0011nnnn	Brown
n4 nnnn0100	4n 0100nnnn	Blue
n5 nnnn0101	5n 0101nnnn	Magenta
n6 nnnn0110	6n 0110nnnn	Cyan
n7 nnnn0111	7n 0111nnnn	White
n8 nnnn1000	8n 1000nnnn	Gray
n9 nnnn1001	9n 1001nnnn	Light Red
nA nnnn1010	An 1010nnnn	Light Green
nB nnnn1011	Bn 1011nnnn	Yellow
nC nnnn1100	Cn 1100nnnn	Light Blue
nD nnnn1101	Dn 1101nnnn	Light Magenta
nE nnnn1110	En 1110nnnn	Light Cyan
nF nnnn1111	Fn 1111nnnn	Bright White

Attribute byte values are constructed using the following bit encoding:

Bit	Effect
7	n/a (0)
6	n/a (0)
5	n/a (0)
4	n/a (0)
3	n/a (0)
2	Reverse
1	Underline
0	Blink

The following codes are returned by a keyboard read to signify non-ASCII keystrokes:

Value	Keystroke	Value	Keystroke
0xE0	F1	0xF0	Insert
0xE1	F2	0xF1	Delete
0xE2	F3	0xF2	Home
0xE3	F4	0xF3	End

Value	Keystroke	Value	Keystroke
0xE4	F5	0xF4	PageUp
0xE5	F6	0xF5	PageDown
0xE6	F7	0xF6	UpArrow
0xE7	F8	0xF7	DownArrow
0xE8	F9	0xF8	LeftArrow
0xE9	F10	0xF9	RightArrow
0xEA	F11	0xFA	Power
0xEB	F12	0xFB	Sleep
0xEC	SysReq	0xFC	Wake
0xED	PrintScreen	0xFD	Break
0xEE	Pause	0xFE	
0xEF	App	0xFF	

### 8.6.1 Function 0x40 – Video Initialize (VDAINI)

Entry Parameters	Returned Values
B: 0x40	A: Status
C: Video Unit	
E: Video Mode	
HL: Font Bitmap	

Performs a full (re)initialization of the specified Video Unit (C). The screen is cleared and the keyboard buffer is flushed. If the specified Video Unit (C) supports multiple video modes, a Video Mode (E) can be specified (set to 0 for default/not specified). Video Mode (E) values are specific to each VDA. The returned Status (A) is a standard HBIOS result code.

If the hardware and driver support it, you can specify a Font Bitmap (HL) buffer address containing the character bitmap data to be loaded into the video processor. The buffer **must** be located entirely in the top 32K of the CPU memory space. HL must be set to zero if no character bitmap is specified (the driver will utilize a default character bitmap).

### 8.6.2 Function 0x41 – Video Query (VDAQRY)

Entry Parameters	Returned Values
B: 0x41	A: Status

Entry Parameters	Returned Values
C: Video Unit	C: Video Mode
HL: Font Bitmap	D: Rows
	E: Columns
	HL: Font Bitmap

Return information about the specified Video Unit (C). Video Mode (C) will be set to the current video mode. Rows (D) and Columns (E) will return the dimensions of the video display as measured in rows and columns. Note that this is the **count** of rows and columns, not the **last** row/column number. The returned Status (A) is a standard HBIOS result code.

If the hardware and driver support it, you can specify a Font Bitmap (HL) buffer address that will be filled with the current character bitmap data. The buffer **must** be located entirely in the top 32K of the CPU memory space. Font Bitmap (HL) **must** be set to zero if it does not point to a proper buffer area or memory corruption will result.

If HL is not zero, it must point to a suitably sized memory buffer in the upper 32K of CPU address space that will be filled with the current character bitmap data. It is critical that HL be set to zero if it does not point to a proper buffer area or memory corruption will result. If the video device driver does not have the ability to provide character bitmap data, then Font Bitmap (HL) will be set to zero on return.

### 8.6.3 Function 0x42 – Video Reset (VDARES)

Entry Parameters	Returned Values
B: 0x42	A: Status
C: Video Unit	

Performs a soft reset of the specified Video Unit (C). Will clear the screen, home the cursor, and restore active attribute/color to defaults. Keyboard will be flushed. The current video mode will not be changed. The returned Status (A) is a standard HBIOS result code.

### 8.6.4 Function 0x43 – Video Device (VDADEV)

Entry Parameters	Returned Values
B: 0x43	A: Status
C: Video Unit	C: Device Attributes

Entry Parameters	Returned Values
	D: Device Type
	E: Device Number
	H: Device Unit Mode
	L: Device I/O Base Address

Reports device information about the specified Video Unit (C). The Status (A) is a standard HBIOS result code.

Device Attribute (C) values are not yet defined.

Device Type (D) indicates the specific hardware driver that handles the specified Video Unit (C). Values are listed at the start of this section. Device Number (E) indicates the physical device number assigned per driver.

Device Mode (H) is used to indicate the variant of the chip or circuit that is used by the specified unit. For example, for an TMS video unit, the value indicates the TMS circuit variant. The Device I/O Base Address (L) indicates the starting port address of the hardware interface that is servicing the specified unit. Both of these values are considered driver specific. Refer to the associated hardware driver for the values used.

### 8.6.5 Function 0x44 – Video Set Cursor Style (VDASCS)

Entry Parameters	Returned Values
B: 0x44	A: Status
C: Video Unit	
D: Start/End	
E: Style	

If supported by the specified Video Unit (C), adjust the format of the cursor such that the cursor starts at the pixel specified in the top nibble of Start/End (D) and ends at the pixel specified in the bottom nibble of Start/End (D). So, if D=0x08, a block cursor would be used that starts at the top pixel of the character cell and ends at the ninth pixel of the character cell. The Status (A) is a standard HBIOS result code.

Style (E) is reserved to control the style of the cursor (blink, visibility, etc.), but is not yet implemented.

Adjustments to the cursor style may or may not be possible for any given video hardware and may be dependent on the active video mode.



### 8.6.6 Function 0x45 – Video Set Cursor Position (VDASCP)

Entry Parameters	Returned Values
B: 0x45	A: Status
C: Video Unit	
D: Row	
E: Column	

Reposition the cursor of the specified Video Unit (C) to the specified Row (D) and Column (E). Specifying a row/column that exceeds the boundaries of the display results in undefined behavior. Cursor coordinates are 0 based (0,0 is the upper left corner of the display). The Status (A) is a standard HBIOS result code.

### 8.6.7 Function 0x46 – Video Set Character Attribute (VDASAT)

Entry Parameters	Returned Values
B: 0x46	A: Status
C: Video Unit	
E: Attribute	

Assign the specified character Attribute (E) code to be used for all subsequent character writes/fills on the specified Video Unit (C). This attribute is used to fill new lines generated by scroll operations. The character attributes values are listed above. Note that a given video display may or may not support any/all attributes. The Status (A) is a standard HBIOS result code.

### 8.6.8 Function 0x47 – Video Set Character Color (VDASCO)

Entry Parameters	Returned Values
B: 0x47	A: Status
C: Video Unit	
E: Color	

Assign the specified Color (E) code to be used for all subsequent character writes/fills. This color is also used to fill new lines generated by scroll operations. Refer to the color code table above for a list of the available color codes. Note that a given video display may or may not support any/all colors. The Status (A) is a standard HBIOS result code.

### 8.6.9 Function 0x48 – Video Write Character (VDAWRC)

Entry Parameters	Returned Values
B: 0x48	A: Status
C: Video Unit	
E: Character	

Write the Character (E) value to the display of the specified Video Unit (C). The character is written starting at the current cursor position and the cursor is advanced. If the end of the line is encountered, the cursor will be advanced to the start of the next line. The display will **not** scroll if the end of the screen is exceeded. The Status (A) is a standard HBIOS result code.

### 8.6.10 Function 0x49 – Video Fill (VDAFIL)

Entry Parameters	Returned Values
B: 0x49	A: Status
C: Video Unit	
E: Character	
HL: Count	

Write the Character (E) value to the Video Unit (C) display the number of times specified by Count (HL). Characters are written starting at the current cursor position and the cursor is advanced by the number of characters written. If the end of the line is encountered, the characters will continue to be written starting at the next line as needed. The display will **not** scroll if the end of the screen is exceeded. Writing characters beyond the end of the screen results in undefined behavior. The Status (A) is a standard HBIOS result code.

### 8.6.11 Function 0x4A – Video Copy (VDACPY)

Entry Parameters	Returned Values
B: 0x4A	A: Status
C: Video Unit	
D: Source Row	
E: Source Column	
L: Count	

Copy Count (L) bytes from the specified Video Unit (C) display Source Row (D) and Source Column (E) to the current cursor position. The cursor position is not updated. The maximum Count (L) value is 255. Copying to/from overlapping areas is not supported and will have an undefined behavior. The display will **not** scroll if the end of the screen is exceeded. Copying beyond the active screen buffer area is not supported and results in undefined behavior. The Status (A) is a standard HBIOS result code.

### 8.6.12 Function 0x4B – Video Scroll (VDASCR)

Entry Parameters	Returned Values
B: 0x4B	A: Status
C: Video Unit	
E: Lines	

Scroll the video display of the specified Video Unit (C) forward or backwards by number of Lines (E) specified. If Lines (E) is positive, then a forward scroll is performed. If Lines (E) contains a negative number, then a reverse scroll will be performed. This function will scroll the entire screen contents. New lines revealed during the scroll operation will be filled with space characters (0x20) using the active character attribute and color. The cursor position will **not** be updated. The Status (A) is a standard HBIOS result code.

### 8.6.13 Function 0x4C – Video Keyboard Status (VDAKST)

Entry Parameters	Returned Values
B: 0x4C	A: Status / Codes Pending
C: Video Unit	

Return a count of the number of key Codes Pending (A) in the keyboard buffer for the specified Video Unit (C). If it is not possible to determine the actual number in the buffer, it is acceptable to return 1 to indicate there are key codes available to read and 0 if there are none available.

The value returned in register A is used as both a Status (A) code and the return value. Negative values (bit 7 set) indicate a standard HBIOS result (error) code. Otherwise, the return value represents the number of key codes pending.

### 8.6.14 Function 0x4D – Video Keyboard Flush (VDAKFL)

Entry Parameters	Returned Values
B: 0x4D C: Video Unit	A: Status

If a keyboard buffer is in use on the Video Unit (C) specified, it should be purged and all contents discarded. The Status (A) is a standard HBIOS result code.

### 8.6.15 Function 0x4E – Video Keyboard Read (VDAKRD)

Entry Parameters	Returned Values
B: 0x4E C: Video Unit	A: Status C: Scancode D: Keystate E: Keycode

Read the next key data from keyboard of the specified Video Unit (C). If a keyboard buffer is used, return the next key code in the buffer. If no key data is available, this function will wait indefinitely for a keypress. The Status (A) is a standard HBIOS result code.

The Scancode (C) value is the raw scancode from the keyboard for the keypress. Scancodes are from the PS/2 scancode set 2 standard.

The Keystate (D) is a bitmap representing the value of all modifier keys and shift states as they existed at the time of the keystroke. The bitmap is defined as:

Bit	Keystate Indication
7	Key pressed was from the num pad
6	Caps Lock was active
5	Num Lock was active
4	Scroll Lock was active
3	Windows key was held down
2	Alt key was held down
1	Control key was held down
0	Shift key was held down

The Keycode (E) is generally returned as appropriate ASCII values, if possible. Special keys, like function keys and arrows, are returned as reserved codes as described at the start of this section.

**8.6.16 Function 0x4F – Read a character at current video position (VDARDC)**

Entry Parameters	Returned Values
B: 0x4F	A: Status
C: Video Unit	E: Character
	B: Color
	E: Attribute

This function will return the character data from the current cursor position of the display of the specified Video Unit (C). The data returned includes the Character (E) value, the Color (B), and the Attribute (E) corresponding to the current cursor position. If the display does not support colors or attributes then this function will return color white on black with no attributes. The ability to perform this function may not be available for all video devices. The Status (A) is a standard HBIOS result code.

## 8.7 Sound (SND)

Sound functions require that a Sound Unit number be specified in register C. This is the logical device unit number assigned during the boot process that identifies all sound devices uniquely.

All sound units are assigned a Device Type ID which indicates the specific hardware device driver that handles the unit. The table below enumerates these values.

Device Type	ID	Description	Driver
SND- DEV_SN76489	\$00	SN76489 Programmable Sound Generator	sn76489.asm
SND- DEV_AY38910	\$10	AY-3-8910/YM2149 Programmable Sound Generator	ay38910.asm
SNDDEV_BIT- MODE	\$20	Bit-bang Speaker	spk.asm
SND- DEV_YM2612	\$30	YM2612 Programmable Sound Generator	ym2612.asm

The Sound functions defer the actual programming of the sound chip until the SNDPLAY function is called. You will call the volume and period/note functions to preset the desired sound output, then call SNDPLAY when you want the sound to change.

The Sound functions do not manage the duration of the sound played. A sound will play indefinitely – the caller must implement an appropriate timing mechanism to manage the playing of a series of sounds.

```
HBIOS B=51 C=00 L=80      ; Set volume to half level
HBIOS B=53 C=00 HL=152    ; Select Middle C (C4)
HBIOS B=54 C=00 D=01      ; Play note on Channel 1
```

### 8.7.1 Function 0x50 – Sound Reset (SNDRESET)

Entry Parameters	Returned Values
B: 0x50 C: Sound Unit	A: Status

Reset the sound chip of specified Sound Unit (C). Turn off all sounds and set volume on all channels to silence. The returned Status (A) is a standard HBIOS result code.

### 8.7.2 Function 0x51 – Sound Volume (SNDVOL)

Entry Parameters	Returned Values
B: 0x51	A: Status
C: Sound Unit	
L: Volume	

This function sets the sound chip Volume (L) for the specified Sound Unit (C). Volume (L) is a binary value ranging from 0 (silence) to 255 (maximum). The volume will be applied when the next SNDPLAY function is invoked. The returned Status (A) is a standard HBIOS result code.

Note that not all sounds chips implement 256 volume levels. The driver will scale the volume to the closest possible level the chip provides.

### 8.7.3 Function 0x52 – Sound Period (SNDPRD)

Entry Parameters	Returned Values
B: 0x52	A: Status
C: Sound Unit	
HL: Period	

This function sets the sound chip Period (HL) for the specified Sound Unit (C). The period will be applied when the next SNDPLAY function is invoked. The returned Status (A) is a standard HBIOS result code.

The Period (HL) value is **not** a standardized value. The value is programmed directly into the period or frequency register of the sound chip. It is therefore a hardware dependent value. To play standardized notes, use the SNDNOTE function.

### 8.7.4 Function 0x53 – Sound Note (SNDNOTE)

Entry Parameters	Returned Values
B: 0x53	A: Status
C: Sound Unit	
HL: Note	

This function sets the frequency generated by the sound of the specified Sound Unit (C). The frequency is standardized and is specified by using values that correspond to musical notes. The frequency will be applied when the next SNDPLAY function is invoked. The returned Status (A) is a standard HBIOS result code.

The Note (HL) values correspond to quarter notes. Increasing/decreasing the value by 4 results in a full note increment/decrement.

Increasing/decreasing the value by 48 results in a full octave increment/decrement. The value 0 corresponds to Bb/A# in octave 0.

The sound chip resolution and its oscillator limit the range and accuracy of the notes played. The typical range of the AY-3-8910 is six octaves: Bb2/A#2 to A7, where each value is a unique tone. Values above and below can still be played but each quarter tone step may not result in a note change.

The following table shows the mapping of the Note (HL) value to the corresponding octave and note.

Note	Octave							
	0	1	2	3	4	5	6	7
<b>C</b>	-	8	56	104	152	200	248	296
<b>C#/Db</b>	-	12	60	108	156	204	252	300
<b>D</b>	-	16	64	112	160	208	256	304
<b>D#/Eb</b>	-	20	68	116	164	212	260	308
<b>E</b>	-	24	72	120	168	216	264	312
<b>F</b>	-	28	76	124	172	220	268	316
<b>F#/Gb</b>	-	32	80	128	176	224	272	320
<b>G</b>	-	36	84	132	180	228	276	324
<b>G#/Ab</b>	-	40	88	136	184	232	280	328
<b>A</b>	-	44	92	140	188	236	284	332
<b>A#/Bb</b>	0	48	96	144	192	240	288	336
<b>B</b>	4	52	100	148	196	244	292	340

### 8.7.5 Function 0x54 – Sound Play (SNDPLAY)

Entry Parameters	Returned Values
B: 0x54	A: Status
C: Sound Unit	
D: Channel	



This function applies the previously specified volume and frequency of the specified Sound Unit (C) by programming the sound chip with the appropriate values. The values are applied to the specified Channel (D) of the chip. The returned Status (A) is a standard HBIOS result code.

Note that there is no duration for the sound output – the programmed sound will be played indefinitely. It is up to the user to wait the desired amount of time, then change or silence the sound output as desired.

The number of channels available on a sound chip varies. It is up to the caller to ensure that the appropriate number of channels are being programmed.

### 8.7.6 Function 0x55 – Sound Query (SNDQUERY)

Entry Parameters	Returned Values
B: 0x55	A: Status
C: Sound Unit	
E: Subfunction	

This function will return a variety of information for a specified Sound Unit (C) according to the Subfunction (E) specified. The returned Status (A) is a standard HBIOS result code.

#### SNDQUERY Subfunction 0x01 – Get count of audio channels supported (SNDQ\_CHCNT)

Entry Parameters	Returned Values
B: 0x55	A: Status
C: Sound Unit	B: Tone Channels
E: 0x01	C: Noise Channels

#### SNDQUERY Subfunction 0x02 – Get current volume setting (SNDQ\_VOL)

Entry Parameters	Returned Values
B: 0x55	A: Status
C: Sound Unit	L: Volume
E: 0x02	

**SNDQdERY Subfunction 0x03 – Get current period setting (SNDQ\_PERIOD)**

Entry Parameters	Returned Values
B: 0x55	A: Status
C: Sound Unit	HL: Period
E: 0x03	

**SNDQUERY Subfunction 0x04 – Get device details (SNDQ\_DEV)**

Entry Parameters	Returned Values
B: 0x55	A: Status
C: Sound Unit	B: Driver Identity
E: 0x04	HL: Ports
	DE: Ports

This subfunction reports detailed device informatoin for the specified Sound Unit (C).

Driver Identity (B) reports the audio device type. Ports (HL & DE) return relevant port addresses for the hardware specific to each device type.

The following table defines the specific port information per device type:

<i>Audio ID</i>	<i>Value</i>	<i>Device</i>	<i>Returned Registers</i>
SND_SN76489	0x01	SN76489	E=Left channel port, L=Right channel port
SND_AY38910	0x02	AY-3-8910	D=Address port, E=Data port
SND_BITMODE	0x03	I/O PORT	D=Address port, E=Bit mask
SND_YM2612	0x04	YM2612	Part 0: D=Address port, E=Data port Part 1: D=Address port, L=Part 1 Data port

**8.7.7 Function 0x56 – Sound Duration (SNDDUR)**

Entry Parameters	Returned Values
B: 0x56	A: Status
C: Sound Unit	
HL: Duration	

This function sets the Duration (HL) of the note to be played in milliseconds for the specified Sound Unit (C). This function just sets the duration, the actual duration is applied in the SNDPLAY function.

If the Duration (HL) is set to zero, then the SNDPLAY function will operate in a non-blocking mode. i.e. a tone will start playing and the play function will return. The tone will continue to play until the next tone is played. If the Duration (HL) is greater than zero, the the sound will play for the duration defined in HL and then return.

\*\*\*\*\* Function Not Implemented \*\*\*\*

### 8.7.8 Function 0x57 – Sound Device (SNDDEVICE)

Entry Parameters	Returned Values
B: 0x57	A: Status
C: Disk Unit	C: Device Attributes
	D: Device Type
	E: Device Number
	H: Device Unit Mode
	L: Device I/O Base Address

Reports device information about the specified Sound Unit (C). The Status (A) is a standard HBIOS result code.

The Device Attributes (C) value is not yet defined.

Device Type (D) indicates the specific hardware driver that handles the specified Sound Unit (C). Values are listed at the start of this section. Device Number (E) indicates the physical device number assigned per driver.

Device Mode (H) is used to indicate the variant of the chip or circuit that is used by the specified unit. The Device I/O Base Address (L) indicates the starting port address of the hardware interface that is servicing the specified unit. Both of these values are considered driver specific. Refer to the associated hardware driver for the values used.

## 8.8 System (SYS)

### 8.8.1 Function 0xF0 – System Reset (SYSRESET)

Entry Parameters	Returned Values
B: 0xF0	A: Status
C: Subfunction	

This function performs various forms of a system reset depending on the value of Subfunction (C):

**Soft Reset (0x00):** Perform a soft reset of HBIOS. Releases all HBIOS memory allocated by current OS. Does not reinitialize physical devices.

**Warm Start (0x01):** Warm start the system returning to the boot loader prompt. Does not reinitialize physical devices.

**Cold Start (0x02):** Perform a system cold start (like a power on). All devices are reinitialized.

The Status (A) is a standard HBIOS result code.

### 8.8.2 Function 0xF1 – System Version (SYSVER)

Entry Parameters	Returned Values
B: 0xF1	A: Status
C: Reserved	DE: Version
	L: Platform

This function will return the HBIOS Version (DE) number and Platform (L) identifier. The Status (A) is a standard HBIOS result code.

The Version (DE) number is encoded as BCD where the 4 digits are:

[Major Version][Minor Version][Patch Level][Build Number]

So, for example, a Version (L) number of 0x3102 would indicate version 3.1.0, build 2.

The hardware Platform (L) is identified as follows:

Name	Id	Platform
PLT_SBC	1	ECB Z80 SBC
PLT_ZETA	2	ZETA Z80 SBC
PLT_ZETA2	3	ZETA Z80 V2 SBC
PLT_N8	4	N8 (HOME COMPUTER) Z180 SBC
PLT_MK4	5	MARK IV
PLT_UNA	6	UNA BIOS
PLT_RCZ80	7	RCBUS W/ Z80
PLT_RCZ180	8	RCBUS W/ Z180
PLT_EZZ80	9	EASY/TINY Z80
PLT_SCZ180	10	RCBUS SC126, SC130, SC131, SC140
PLT_DYNO	11	DYNO MICRO-ATX MOTHERBOARD
PLT_RCZ280	12	RCBUS W/ Z280
PLT_MBC	13	NHYODYNE MULTI-BOARD COMPUTER
PLT_RPH	14	RHYOPHYRE GRAPHICS SBC

### 8.8.3 Function 0xF2 – System Set Bank (SYSSETBNK)

Entry Parameters	Returned Values
B: 0xF2	A: Status
C: Bank ID	C: Prior Bank ID

Activates the specified memory Bank ID (C) and returns the Prior Bank ID (C). The function **must** be invoked from code located in the upper 32K and the stack **must** be in the upper 32K. The Status (A) is a standard HBIOS result code.

### 8.8.4 Function 0xF3 – System Get Bank (SYSGETBNK)

Entry Parameters	Returned Values
B: 0xF3	A: Status
	C: Bank ID

Returns the currently active Bank ID (C). The Status (A) is a standard HBIOS result code.

### 8.8.5 Function 0xF4 – System Set Copy (SYSSETCPY)

Entry Parameters	Returned Values
B: 0xF4	A: Status
D: Destination Bank ID	
E: Source Bank ID	
HL: Byte Count	

Prepare for a subsequent interbank memory copy (SYSBNKCPY) function call by setting the Source Bank ID (E), Destination Bank ID (D), and Byte Count (HL) to be copied. The bank ID's are not range checked and must be valid for the system in use. The Status (A) is a standard HBIOS result code.

No bytes are copied by this function. The SYSBNKCPY function must be called to actually perform the copy. The values setup by this function will remain unchanged until another call is made to this function. So, after calling SYSSETCPY, you may make multiple calls to SYSBNKCPY as long as you want to continue to copy between the already established Source/Destination Banks and the same size copy is being performed.

### 8.8.6 Function 0xF5 – System Bank Copy (SYSBNKCPY)

Entry Parameters	Returned Values
B: 0xF5	A: Status
DE: Destination Address	DE: New Destination Address
HL: Source Address	HL: New Source Address

Copy a block of memory between banks. The Source Bank, Destination Bank, and Byte Count to copy **must** be established with a prior call to SYSSETCPY. However, it is not necessary to call SYSSETCPY prior to subsequent calls to SYSBNKCPY if the source/destination banks and copy length do not change.

On return, the New Destination Address (DE) will be value of the original Destination Address (DE) incremented by the count of bytes copied. Likewise for the New Source Address (HL). This allows iterative invocations of this function to continue copying where the prior invocation left off.

The Status (A) is a standard HBIOS result code.

WARNINGS:

- This function is inherently dangerous and does not prevent you from corrupting critical areas of memory. Use with **extreme** caution.
- Overlapping source and destination memory ranges are not supported and will result in undetermined behavior.
- Copying of byte ranges that cross bank boundaries is undefined.

### 8.8.7 Function 0xF6 – System Alloc (SYSALLOC)

Entry Parameters	Returned Values
B: 0xF6	A: Status
HL: Block Size	HL: Block Address

This function will attempt to allocate a Block Size (HL) bytes block of memory from the internal HBIOS heap. The HBIOS heap resides in the HBIOS bank in the area of memory left unused by HBIOS. If the allocation is successful, the Block Address (HL) of the allocated memory block is returned in HL. You will typically need to use the SYSBNKCPY function to read/write the allocated memory. The Status (A) is a standard HBIOS result code.

### 8.8.8 Function 0xF7 – System Free (SYSFREE)

Entry Parameters	Returned Values
B: 0xF7	A: Status
HL: Block Address	

#### \*\*\* Function Not Implemented \*\*\*

Note that all allocated memory can be freed by calling the SYSRESET function with a subfunction code of 0x00 (Soft Reset).

### 8.8.9 Function 0xF8 – System Get (SYSGET)

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: Subfunction	

This function will report various system information based on the sub-function value. The following lists the subfunctions available along with the registers/information utilized. The Status (A) is a standard HBIOS result code.

#### **SYSGET Subfunction 0x00 – Get Character Device Unit Count (CIOCNT)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x00	E: Count

Return the Count (E) of character device units. The Status (A) is a standard HBIOS result code.

#### **SYSGET Subfunction 0x01 – Get Serial Unit Function (CIOFN)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x01	HL: Function Address
D: Function	DE: Unit Data Address
E: Unit	

This function will lookup the actual driver function address and unit data address inside the HBIOS driver. On entry, place the CIO function number to lookup in D and the CIO unit number in E. On return, HL will contain the address of the requested function in the HBIOS driver (in the HBIOS bank). DE will contain the associated unit data address (also in the HBIOS bank). See Appendix A for details. The returned Status (A) is a standard HBIOS result code.

This function can be used to speed up HBIOS calls by looking up the function and data address for a specific driver function. After this, the caller can use interbank calls directly to the function in the driver which bypasses the overhead of the normal function invocation lookup.

#### **SYSGET Subfunction 0x10 – Get Disk Device Unit Count (DIOCNT)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x10	E: Count

Return the Count (E) of disk device units. The Status (A) is a standard HBIOS result code.



**SYSGET Subfunction 0x11 – Get Disk Unit Function (DIOFN)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x11	HL: Function Address
D: Function	DE: Unit Data Address
E: Unit	

This function will lookup the actual driver function address and unit data address inside the HBIOS driver. On entry, place the DIO function number to lookup in D and the DIO unit number in E. On return, HL will contain the address of the requested function in the HBIOS driver (in the HBIOS bank). DE will contain the associated unit data address (also in the HBIOS bank). See Appendix A for details. The returned Status (A) is a standard HBIOS result code.

This function can be used to speed up HBIOS calls by looking up the function and data address for a specific driver function. After this, the caller can use interbank calls directly to the function in the driver which bypasses the overhead of the normal function invocation lookup.

**SYSGET Subfunction 0x20 – Get RTC Device Unit Count (RTCCNT)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x20	E: Count

Return the Count (E) of RTC device units. The Status (A) is a standard HBIOS result code.

**SYSGET Subfunction 0x40 – Get Video Device Unit Count (VDACNT)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x40	E: Count

Return the Count (E) of video device units. The Status (A) is a standard HBIOS result code.

**SYSGET Subfunction 0x41 – Get Video Unit Function (VDAFN)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x41	HL: Function Address
D: Function	DE: Unit Data Address
E: Unit	

This function will lookup the actual driver function address and unit data address inside the HBIOS driver. On entry, place the VDA function number to lookup in D and the VDA unit number in E. On return, HL will contain the address of the requested function in the HBIOS driver (in the HBIOS bank). DE will contain the associated unit data address (also in the HBIOS bank). See Appendix A for details. The returned Status (A) is a standard HBIOS result code.

This function can be used to speed up HBIOS calls by looking up the function and data address for a specific driver function. After this, the caller can use interbank calls directly to the function in the driver which bypasses the overhead of the normal function invocation lookup.

#### **SYSGET Subfunction 0x50 – Get Sound Device Unit Count (SND CNT)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x50	E: Count

Return the Count (E) of sound device units. The Status (A) is a standard HBIOS result code.

#### **SYSGET Subfunction 0x51 – Get Sound Unit Function (SND FN)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0x51	HL: Function Address
D: Function	DE: Unit Data Address
E: Unit	

This function will lookup the actual driver function address and unit data address inside the HBIOS driver. On entry, place the SND function number to lookup in D and the SND unit number in E. On return, HL will contain the address of the requested function in the HBIOS driver (in the HBIOS bank). DE will contain the associated unit data address (also in the HBIOS bank). See Appendix A for details. The returned Status (A) is a standard HBIOS result code.

This function can be used to speed up HBIOS calls by looking up the function and data address for a specific driver function. After this, the caller can use interbank calls directly to the function in the driver which bypasses the overhead of the normal function invocation lookup.

**SYSGET Subfunction 0xD0 – Get Timer Tick Count (TIMER)**

Entry Parameters	Returned Values
B: 0xF8 C: 0xD0	A: Status DEHL: Tick Count C: Frequency

Return the value of the global system timer Tick Count (DEHL). This is a double-word binary value. The frequency of the system timer in Hertz is returned in Frequency (C). The returned Status (A) is a standard HBIOS result code.

Note that not all hardware configuration have a system timer. You can determine if a timer exists by calling this function repeatedly to see if it is incrementing.

**SYSGET Subfunction 0xD1 – Get Seconds Count (SECONDS)**

Entry Parameters	Returned Values
B: 0xF8 C: 0xD1	A: Status DEHL: Seconds Count C: Ticks per Second

Return the a Seconds Count (DEHL) with the number of seconds that have elapsed since the system was started. This is a double-word binary value. Additionally, the number of Ticks per Second (C) is returned.

The returned Status (A) is a standard HBIOS result code.

This availability of the Seconds Count (DEHL) is dependent on having a system timer active. If the hardware configuration has no system timer, then Seconds Count (DEHL) will not increment.

**SYSGET Subfunction 0xE0 – Get Boot Information (BOOTINFO)**

Entry Parameters	Returned Values
B: 0xF8	A: Status

Entry Parameters	Returned Values
C: 0xE0	L: Boot Bank ID D: Boot Disk Unit E: Boot Disk Slice

This function returns information about the most recent boot operation performed. It includes the Boot Bank ID (L), the Boot Disk Unit (D), and the Boot Disk Slice (E). The returned Status (A) is a standard HBIOS result code.

#### SYSGET Subfunction 0xF0 – Get CPU Information (CPUINFO)

Entry Parameters	Returned Values
B: 0xF8 C: 0xF0	A: Status H: Z80 CPU Variant L: CPU Speed MHz DE: CPU Speed KHz BC: Oscillator Speed KHz

This function returns information about the active CPU environment. The Z80 CPU Variant (H) will be one of: 0=Z80, 1=Z180, 2=Z180-K, 3=Z180-N, 4=Z280. The current CPU speed is provided as both CPU Speed MHz (L) and CPU Speed KHz (DE). The raw oscillator speed is provided as Oscillator Speed KHz (BC). The returned Status (A) is a standard HBIOS result code.

#### SYSGET Subfunction 0xF1 – Get Memory Information (MEMINFO)

Entry Parameters	Returned Values
B: 0xF8 C: 0xF1	A: Status D: ROM Bank Count E: RAM Bank Count

This function returns the systems ROM Bank Count (D) and RAM Bank Count (E). Each bank is 32KB by definition. The returned Status (A) is a standard HBIOS result code.

**SYSGET Subfunction 0xF2 – Get Bank Information (BNKINFO)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0xF2	D: BIOS Bank ID
	E: User Bank ID

Certain memory banks within a RomWBW system are special. The exact bank id for each of these varies depending on the configuration of the system. This function can be used to determine the BIOS Bank ID (D) and the User Bank ID (E). The returned Status (A) is a standard HBIOS result code.

**SYSGET Subfunction 0xF3 – Get CPU Speed (CPUSPD)**

Entry Parameters	Returned Values
B: 0xF8	A: Status
C: 0xF3	L: Clock Mult
	D: Memory Wait States
	E: I/O Wait States

This function will return the running CPU speed attributes of a system. The Clock Mult (L) returned indicates the frequency multiple being applied to the raw oscillator clock. If is defined as: 0=Half, 2=Full, and 3=Double. The wait states for the system are also provided as Memory Wait States (D) and I/O Wait States (E). The value of Memory Wait States (D) is the actual number of wait states, not the number of wait states added. The returned Status (A) is a standard HBIOS result code.

**8.8.10 Function 0xF9 – System Set (SYSSET)**

Entry Parameters	Returned Values
B: 0xF9	A: Status
C: Subfunction	

This function will set various system parameters based on the sub-function value. The following lists the subfunctions available along with the registers/information utilized. The Status (A) is a standard HBIOS result code.

**SYSSET Subfunction 0xD0 – Set Timer Tick Count (TIMER)**

Entry Parameters	Returned Values
B: 0xF9	A: Status
C: 0xD0	DEHL: Timer Tick Count

This function will explicitly set the system Timer Tick Count (DEHL) value. DEHL is a double-word binary value. The Status (A) is a standard HBIOS result code.

**SYSSET Subfunction 0xD1 – Set Seconds Count (SECONDS)**

Entry Parameters	Returned Values
B: 0xF9	A: Status
C: 0xD1	
DEHL: Seconds Count	

This function will explicitly set the system Seconds Count (DEHL) value. DEHL is a double-word binary value. The Status (A) is a standard HBIOS result code.

**SYSSET Subfunction 0xE0 – Set Boot Information (BOOTINFO)**

Entry Parameters	Returned Values
B: 0xF9	A: Status
C: 0xE0	
L: Boot Bank ID	
D: Boot Disk Unit	
E: Boot Disk Slice	

This function sets information about the most recent boot operation performed. It includes the Boot Bank ID (L), the Boot Disk Unit (D), and the Boot Disk Slice (E). The returned Status (A) is a standard HBIOS result code.

**SYSSET Subfunction 0xF3 – Set CPU Speed (CPUSPD)**

Entry Parameters	Returned Values
B: 0xF9	A: Status
C: 0xF3	
L: Clock Mult	
D: Memory Wait States	
E: I/O Wait States	

This function will modify the running CPU speed attributes of a system. Note that it is frequently impossible to tell if a system is capable of dynamic speed changes. This function makes the changes blindly. You can specify 0xFF for either of the wait state settings to have them left alone. If an attempt is made to change the speed of a system that is definitely incapable of doing so, then an error result is returned. The returned Status (A) is a standard HBIOS result code.

The function will attempt to set the CPU speed based on the Clock Mult (L) value: 0=Half, 1=Full, 2=Double. Memory Wait States (D) and I/O Wait States (E) will be set if possible. The value of Memory Wait States (D) is the actual number of wait states, not the number of wait states added.

Some peripherals are dependant on the CPU speed. For example, the Z180 ASCI baud rate and system timer are derived from the CPU speed. The Set CPU Speed function will attempt to adjust these peripherals for correct operation after modifying the CPU speed. However, in some cases this may not be possible. The baud rate of ASCI ports have a limited set of divisors. If there is no satisfactory divisor to retain the existing baud rate under the new CPU speed, then the baud rate of the ASCI port(s) will be affected.

### 8.8.11 Function 0xFA – System Peek (SYSPEEK)

Entry Parameters	Returned Values
B: 0xFA	A: Status
D: Bank ID	E: Byte Value
HL: Memory Address	

This function retrieves and returns the Byte Value from the specified Bank ID (D) and Memory Address (HL). The bank specified is not range checked. The Status (A) is a standard HBIOS result code.

### 8.8.12 Function 0xFB – System Poke (SYSPOKE)

Entry Parameters	Returned Values
B: 0xFB	A: Status
D: Bank ID	
HL: Memory Address	
E: Byte Value	

This function sets the Byte Value (E) in the specified Bank ID (D) and Memory Address (HL). The bank specified is not range checked. The Status (A) is a standard HBIOS result code.

### 8.8.13 Function 0xFC – System Interrupt Management (SYSINT)

Entry Parameters	Returned Values
B: 0xFC	A: Status
C: Subfunction	

This function allows the caller to query information about the interrupt configuration of the running system and allows adding or hooking interrupt handlers dynamically. Register C is used to specify a subfunction. Additional input and output registers may be used as defined by the sub-function. The Status (A) is a standard HBIOS result code.

Note that during interrupt processing, the lower 32K of CPU address space will contain the RomWBW HBIOS code bank, not the lower 32K of application TPA. As such, a dynamically installed interrupt handler does not have access to the lower 32K of TPA and must be careful to avoid modifying the contents of the lower 32K of memory. Invoking RomWBW HBIOS functions within an interrupt handler is not supported.

Interrupt handlers are different under IM1 and IM2.

**Interrupt Mode 1:** The new interrupt handler is responsible for chaining (JP) to the previous vector if the interrupt is not handled. If the interrupt is handled, the new handler may simply return (RET). When chaining to the previous interrupt handler, ZF must be set if interrupt is handled and ZF cleared if not handled. The interrupt management framework takes care of saving and restoring AF, BC, DE, HL, and IY. Any other registers modified must be saved and restored by the interrupt handler.

**Interrupt Mode 2:** The new interrupt handler may either replace or hook the previous interrupt handler. To replace the previous interrupt handler, the new handler just returns (RET)



when done. To hook the previous handler, the new handler can chain (JP) to the previous vector. Note that initially all IM2 interrupt vectors are set to be handled as “BAD” meaning that the interrupt is unexpected. In most cases, you do not want to chain to the previous vector because it will cause the interrupt to display a “BAD INT” system panic message.

The interrupt framework will take care of issuing an EI and RETI instruction. Do not put these instructions in your new handler. Additionally, interrupt management framework takes care of saving and restoring AF, BC, DE, HL, and IY. Any other registers modified must be saved and restored by the interrupt handler.

If the caller is transient, then the caller must remove the new interrupt handler and restore the original one prior to termination. This is accomplished by calling this function with the Interrupt Vector set to the Previous Vector returned in the original call.

The caller is responsible for disabling interrupts prior to making an INTSET call and enabling them afterwards. The caller is responsible for ensuring that a valid interrupt handler is installed prior to enabling any hardware interrupts associated with the handler. Also, if the handler is transient, the caller must disable the hardware interrupt(s) associated with the handler prior to uninstalling it.

#### **SYSINT Subfunction 0x00 – Interrupt Info (INTINF)**

Entry Parameters	Returned Values
B: 0xFC	A: Status
C: 0x00	D: Interrupt Mode
	E: IVT Size

Return current Interrupt Mode (D) of the system. Also return the number of Interrupt Vector Table (IVT) entries in IVT Size (E). interrupt mode in D and size of interrupt vector table in E. For IM1, the size of the table is the number of vectors chained together. For IM2, the size of the table is the number of slots in the vector table. The Status (A) is a standard HBIOS result code.

#### **SYSINT Subfunction 0x10 – Get Interrupt (INTGET)**

Entry Parameters	Returned Values
B: 0xFC	A: Status
C: 0x10	HL: IVT Address

---

**Entry Parameters**

---

**Returned Values**

---

---

E: IVT Index

---

This function will return the IVT Address (HL) of the current interrupt vector for the specified IVT Index (C). The Status (A) is a standard HBIOS result code.

**SYSINT Subfunction 0x20 – Set Interrupt (INTSET)**

---

**Entry Parameters**

---

**Returned Values**

---

B: 0xFC

A: Status

C: 0x20

HL: Previous Interrupt Address

E: IVT Index

HL: Interrupt Address

---

This function will set a new Interrupt Address (HL) at the IVT Index (E) specified. On return, the Previous Interrupt Address (HL) will be provided.

# Chapter 9

## Errors and diagnostics

ROMWBW tries to provide useful information when a run time or build time error occurs. Many sections of the code also have code blocks that can be enable to aid in debugging and in some cases the level of reporting detail can be customized.

### 9.1 Run Time Errors

#### 9.1.1 PANIC

A panic error indicates a non-recoverable error. The processor status is displayed on the console and interrupts are disabled and execution is halted. A cold boot or reset is required to restart.

Example error message:

```
>>> PANIC: @06C4[DFA3:DFC3:0100:F103:04FC:0000:2B5E]
```

```
*** System Halted ***
```

The format of the information provided is

```
@XXXX [-AF-:-BC-:-DE-:-HL-:-SP-:-IX-:-IY-]
```

Where @XXXX is the address the panic was called from. The other information is the CPU register contents.

Possible reasons a PANIC may occur are:

- RAM Bank range error when attempting a read or write to a RAM disk.

- Sector read function has not been setup but a read was attempted.
- An interrupt vector has not been set up when an interrupt was received.
- There was an attempt to add more devices than the device table had room for.
- An illegal SD card command was encountered.

The @XXXX memory address can be cross referenced with the build source code to identify which section of the software or hardware caused the fault.

### 9.1.2 SYSCHK

A syschk error is identified when an internal error is detected. When this occurs an error code is returned to the calling program in the A register. A non-zero result indicates an error.

Syschk errors may be reported to the console. Whether this occurs depends on the value of the diagnosis level equate DIAGLVL. By default syschk errors are not reported to the console.

If the diagnosis level is set to display the diagnosis information, then memory address, register dump and error code is displayed. A key difference with the PANIC error is that execution may be continued.

Example error message:

```
>> SYSCHK: @06C4 [DFA3:DFC3:0100:F103:04FC:0000:2B5E] FD Continue (Y/N)
```

The format of the information provided is similar the PANIC report.

```
@XXXX [-AF:-BC:-DE:-HL:-SP:-IX:-IY] YY
```

The syschk error codes YY is returned in the A register.

Error	Code YY
Success	0x00
Undefined Error	0xFF
Function Not Implemented	0xFE
Invalid Function	0xFD
Invalid Unit Number	0xFC
Out Of Memory	0xFB
Parameter Out Of Range	0xFA
Media Not Present	0xF9
Hardware Not Present	0xF8
I/O Error	0xF7
Write Request To Read-Only Media	0xF6
Device Timeout	0xF5

Error	Code YY
Invalid Configuration	0xF4
Internal Error	0xF3

### 9.1.3 Error Level reporting

placeholder

## 9.2 Build time errors

### 9.2.1 Build chain tool errors

place holder

### 9.2.2 Assembly time check errors

placeholder

## 9.3 Diagnostics

### 9.3.1 Diagnostic LEDs

Progress through the boot and initialization process can be difficult to monitor due to the lack of console or video output. Access to these output devices does not become available until late in the boot process. If these output devices are also involved with the issue trying to be resolved then trouble shooting is even more difficult.

ROMWBW can be configured to display boot progress with the assistance of additional hardware. This takes the form of an LED breakout debugging board connected to an 8-bit output port. As the boot code executes, the LED output display is updated.

To use a LED breakout board, it must be connected to the computer's data, reset and port select lines.

To enable the DIAG option the following settings must be made in the system's .ini configuration file, where 0xnn is the port address.

```
DIAGENABLE .SET TRUE DIAGPORT .SET 0xnn
```

The following table shows the ROMWBW process steps in relation to the LED display.

LED	RomWBW Processes
. . . . .	Initial boot
	Jump to start address
	Disable interrupts
	Set interrupt mode
	Initialize critical ports and baud rate
. . . . .0	Setup initial stack
	Memory manager and CPU configuration
	Set top bank to be RAM
. . . . .00	Get and save battery condition
	Install HBIOS proxy in upper memory
	If platform is MBC reconfigure memory manager
	Setup "ROMLESS" HBIOS image or ...
	Copy HBIOS from ROM to RAM if RAM flag not set
	Jump to HBIOS in RAM
	Set running in RAM flag
. . . . .000	Finalize configuration for running in RAM
	Check battery condition
	Check for recovery mode boot
. . . . .0000	Identify CPU type
. . . . .00000	Set cpu oscillator speed
	Setup counter-timers
	Setup heap
. . . . .000000	Preconsole initialization
. . . . .0000000	Boot delay
	Set boot console device
	Bios announcement
00000000	Display platform information
	Display memory configuration
	Display CPU family
	Verify ROM checksum
	Report battery condition
	Perform device driver initialization
	Report watchdog status
	Mark HBIOS heap so it is preserved
	Switch from boot console to CRT if active
	Display device summary
	Execute boot loader

### 9.3.2 Appendix A Driver Instance Data fields

This section is a work in progress...

The following section outlines the read only data referenced by the SYSGET, subfunctions xxxFN for specific drivers.

#### TMS9918 Driver:

Name	Offset	Bytes	Description
PPIA	0	1	PPI PORT A
PPIB	1	1	PPI PORT B
PPIC	2	1	PPI PORT C
PPIX	3	1	PPI CONTROL PORT
DATREG	4	1	IO PORT ADDRESS FOR MODE 0
CMDREG	5	1	IO PORT ADDRESS FOR MODE 1
<i>Below are the register mirror values that HBIOS used for initialisation</i>			
REG. 0	6	1	\$00 - NO EXTERNAL VID
REG. 1	7	1	\$50 or \$70 - SET MODE 1 and interrupt if enabled
REG. 2	8	1	\$00 - PATTERN NAME TABLE := 0
REG. 3	9	1	\$00 - NO COLOR TABLE
REG. 4	10	1	\$01 - SET PATTERN GENERATOR TABLE TO \$800
REG. 5	11	1	\$00 - SPRITE ATTRIBUTE IRRELEVANT
REG. 6	12	1	\$00 - NO SPRITE GENERATOR TABLE
REG. 7	13	1	\$F0 - WHITE ON BLACK
DCNTL*	14	1	Z180 DMA/WAIT CONTROL

- ONLY PRESENT FOR Z180 BUILDS