# **Superboard II Quick Reference**

# For the Briel Computers Superboard ///

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General Specifications				
CPU	65C02			
Clock Speed	1 MHz			
RAM	32 KB			
ROM	10 KB			
Keyboard	Integral 53-key			
Video	Composite			
Power Input	USB 5V host or power supply 1000mA or more			
Serial Port Settings	9600 bps 8N1, no handshaking, no flow control			

# **Memory Map**

Address Range	Comments
\$0000 - \$00FF	Zero page RAM.
\$0100 - \$01FF	Stack RAM.
\$0000 - \$7FFF	RAM (32K Superboard ///).
\$A000 - \$BFFF	ROM (BASIC).
\$D085 - \$D39D	Video memory (25x25 mode).
\$D080 - \$D3FF	Video memory (32x28 mode).
\$DF00	Keyboard (write row, read column). Decimal 57088.
\$F000	6850 ACIA status/control register. Decimal 61440.
\$F001	6850 ACIA data register. Decimal 61441.
\$F800-\$FFFF	ROM (OSI routines and monitor).

## **ROM Monitor Commands**

Display: AAAA DD

In address mode, enter 4 character hex address. In data mode, enter 2 character hex data.

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<sup>&</sup>quot;/" enters data mode.

<sup>&</sup>quot;." enters address mode.

<sup>&</sup>lt;Return> (in data mode) advances to next address.

<sup>&</sup>quot;L" (in address mode) loads from cassette tape/serial port.

<sup>&</sup>quot;G" (in address mode) starts execution from current address mode.

# **Useful Routines**

Address	Description				
\$000B,\$000C	Address to call get argument of USR() function. Value is returned in \$00AE,F.				
\$000D	Number of NULLs to send as per BASIC NULL command.				
\$000F	BASIC terminal width.				
\$0064	BASIC <control>O flag.</control>				
\$00FB	ROM monitor load flag(non-zero=load mode).				
\$00FC	ROM monitor contents of current address.				
\$00FE,\$00FF	ROM monitor current address.				
\$0100	NMI address.				
\$01C0	IRQ address.				
\$0200	Cursor position for BASIC output is \$D300 +(\$0200). Default (bottom left) is \$65.				
\$0203	LOAD flag (\$80=load from tape).				
\$0205	SAVE flag (0=not in save mode). In BASIC, POKE 517,0 to turn off save mode				
\$0212	BASIC <control>C flag (non-zero=ignore <control>C). Reset by RUN.</control></control>				
\$023E,\$023F	Address of BASIC USR() function.				
\$A274	BASIC warm start.				
\$BD11	BASIC cold start.				
\$BF2D	Send character in A to terminal screen. Handles CR, LF, etc.				
\$FCB1	Send character in A to ACIA.				
\$FD00	Get key from keyboard and return in A.				
\$FE00	ROM monitor entry point.				
\$FE80	Get character from ACIA and return in A.				
\$FEED	Calls \$FD00.				
\$FF00	Reset address.				
\$FF69	Output character to screen via \$BF2D, and if SAVE flag is non-zero, also to serial/tape.				
\$FFBA	Get key from keyboard, or if LOAD flag has high bit set, from serial/tape.				
\$FFEB	BASIC input routine. Via vector in \$0218,9 calls \$FFBA.				
\$FFEE	BASIC output routine. Via vector in \$021A,B calls \$FF69.				
\$FFFA,\$FFFC	NMI vector.				
\$FFFC,\$FFFD	Reset vector.				
\$FFFE,\$FFFF	IRQ vector.				

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### **Microsoft BASIC**

Commands: CONT, LIST, NEW, NULL, RUN

Statements: CLEAR, DATA, DEF, DIM, END, FN, FOR, GOSUB, GOTO, IF, INPUT, LET, LOAD, NEXT, NOT, NULL, ON, OR, POKE, PRINT, READ, REM, RESTORE, RETURN, SAVE, STEP, STOP, THEN, TO, WAIT, ?

Functions: ABS(), ASC(), ATN(), CHR\$(), COS(), EXP(), FRE(), INT(), LEFT\$(), LEN(), LOG(), MID\$(), PEEK(), POS(), RIGHT\$(), RND(), SGN(), SIN(), SPC(), SQR(), STR\$(), TAB(), TAN(), USR(), VAL()

Operators: +, -, \*, /, ^, NOT, AND, OR, =, <, >, <>, >=, <=

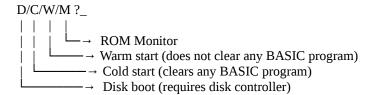
#### Editing:

```
<Shift>N ^ character <Shift>+O Erase last character
```

<Shift>+P Erase current line <Control>+C Interrupt running program or LIST command

<Control>+O Suspend output until typed again

### **Boot Prompt**



### Miscellaneous

Default video is 25 chars x 25 lines. Power on with BREAK key down to get 32 chars x 28 lines. BASIC always uses 24x24.

Serial Port protocol: 9600 bps, 8N1, no flow control or hardware handshaking. For BASIC, use 50ms char delay, 200ms line delay.

Sample Linux commands to initialize serial port and send file: stty -hup -clocal raw 9600 </dev/ttyUSB0 ascii-xfr -s -l 200 -c 50 program.bas >/dev/ttyUSB0

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# Video Memory

#### 25x25 Video Mode

```
Hex Dec
                 Hex
                    Dec
DOA5 53413 DOBD 53437 DOBD
DOC5 53445 _____ 53469 DODD
D105 53505 _____ 53533 D11D
D125 53541 D13D 53565 D13D
D145 53573 D15D 53597 D15D
D165 53605 D17D 53629 D17D
D185 53637 D19D 53661 D19D
D1A5 53669 _____ 53693 D1BD
D1C5 53701 ______ 53725 D1DD
D1E5 53733 D1FD 53757 D1FD
D205 53765 D21D 53789 D21D
D225 53797 ______ 53821 D23D
D265 53861 ______ 53885 D27D
D285 53893 DD1 DD1 DD1 DD1 53917 D29D
D2A5 53925 ______ 53949 D2BD
D2C5 53957 ______ 53981 D2DD
D2E5 53989 ______ 54014 D2FD
D305 54021 ______ 54045 D31D
D365 54117 D37D
D385 54149 ______ 54172 D39D
```

#### 32x28 Video Mode

32X28 Video Mode							
Hex De	C	Hex	Dec				
D080 53	376		□ 53407	D09F			
D0A0 53	408		□ 53439	D0BF			
D0C0 53	440		□ 53471	D0DF			
D0E0 53	472 DDDC		□ 53503	D0FF			
D100 53	504		□ 53535	D11F			
D120 53	536		□ 53567	D13F			
D140 53	568 <b></b>		□ 53599	D15F			
D160 53	600 🗆		□ 53631	D17F			
D180 53	632		□ 53663	D19F			
D1A0 53	664 DDDC		□ 53695	D1BF			
D1C0 53	696		□ 53727	D1DF			
D1E0 53	728		□ 53759	D1FF			
D200 53	760		□ 53791	D21F			
D220 53	792		□ 53823	D23F			
D240 53	824		□ 53855	D25F			
D260 53	856		□ 53887	D27F			
D280 53	888		□ 53919	D29F			
D2A0 53	920		□ 53951	D2BF			
D2C0 53	952		□ 53983	D2DF			
D2E0 53	984		□ 54016	D2FF			
D300 54	016		□ 54047	D31F			
D320 54	048		□ 54079	D33F			
D340 54	080		54111	D35F			
D360 54	112		□ 54143	D37F			
D380 54	144		□ 54175	D39F			
D3A0 54	176		□ 54207	D3BF			
D3C0 54	208		54239	D3DF			
D3E0 54	240		54271	D3FF			

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