

Terminal Device

Terminal Device gives very simple, very basic API. The api provides a **write**, **read**, and **flush** function. All of this is accessed via a single interrupt. The register **r1** is set to which function you are using.

WRITE	<ul style="list-style-type: none">• 01• buffer as RAV in r2• length in r3• Writes the string of length in the buffer to the console
READ	<ul style="list-style-type: none">• 02• buffer as RAV in r2• length in r3• use_old in r4• use_old should be a single byte boolean• Reads a line from the input (or uses old buffered string if available and use_old is set) and then puts it into the buffer (or as much as can be put in there)• Returns in acu the total size of the string (at the start of this interrupt)
FLUSH	<ul style="list-style-type: none">• 03• No args• Clears out the buffered string that may have been previously read from the console

Note: The communication buffer is capped at 50 bytes, so this device moves stuff in chunks of 47 or 48 bytes. (1-3 byte loss for command,size descriptors and/or NULL terminating character)

This device uses the conventional FantasyConsole I/O device system that uses a device ID buffer to determine the start interrupt given a device name, and then that interrupt belongs to this device.

Device name: 0x7fu