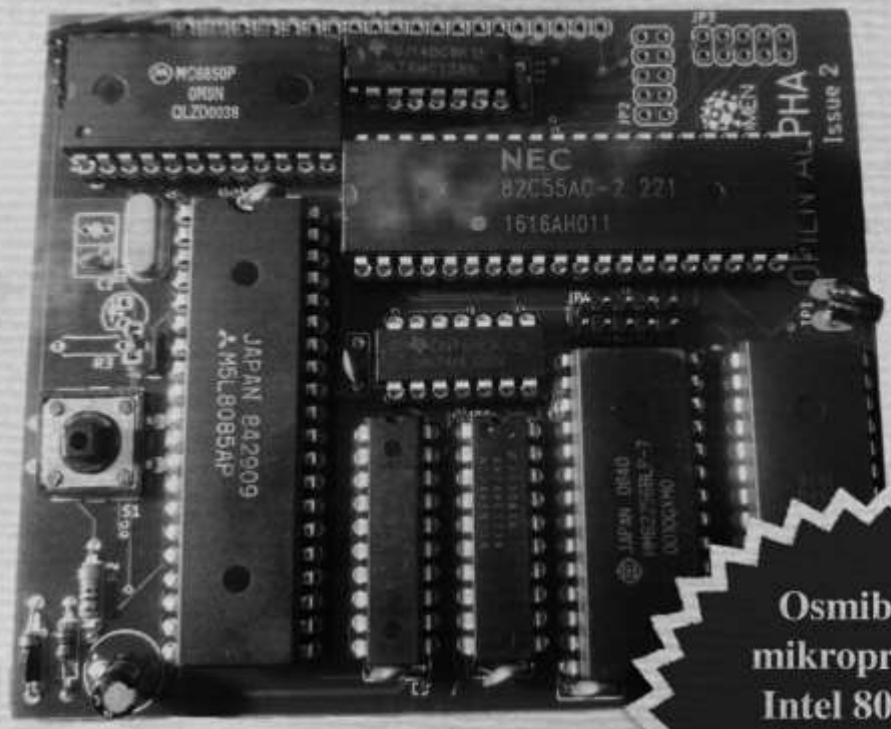


Osmibitový mikroprocesor Intel 8085, 32 kilobyte RAM a 32 kilobyte ROM

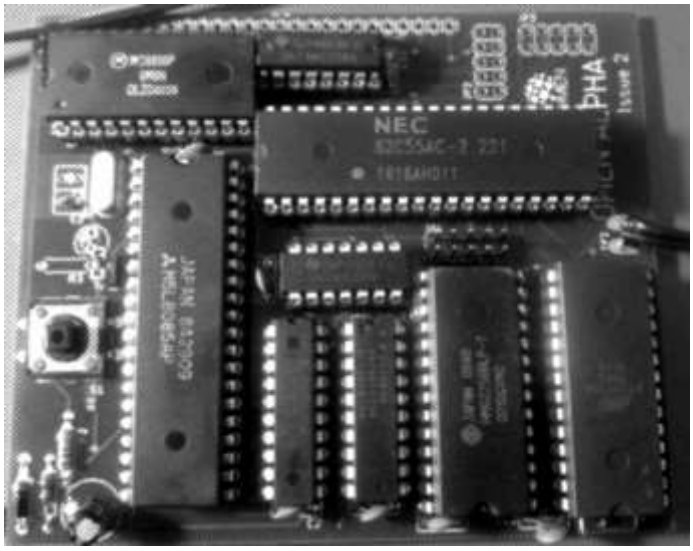
OMEN ALPHA

Jednoduchý, výkonný, rozšiřitelný

Ideální osmibitový počítač pro každého správného nadšence! Jednoduchý, výkonný, rozšiřitelný. Můžete použít připravená rozšíření, nebo si postavit vlastní periferie, fantazii se meze nekladou. Vhodný pro výuku číslicové a mikroprocesorové techniky i pro výuku programování v assembleru nebo v dalších jazycích (BASIC, C, ...) Díky zabudovaným obvodům pro řízení periferií jej můžete použít i pro řízení dalších komponent.

OMEN Alpha / issue 4

Technická dokumentace



ÚVOD

OMEN Alpha /Osmibitový Mikropočítač pro Elektronické Nadšence/ je jednoduchý jednodeskový počítač, postavený na procesoru Intel 8085. Jeho základní parametry jsou:

- 8085 / 80C85 CPU na frekvenci 1.8432 MHz
- 32 kB RAM
- 32 kB EEPROM
- Sériový komunikační port s rychlostí až 115.200 Bd / MC6850
- 3 paralelní porty / Intel 8255
- Aplikační sběrnice

NÁVOD K SESTAVENÍ

==========

1. Zapájejte patice pro integrované obvody
2. Zkontrolujte, zda spojení fungují
    a. Otestujte, zda všechny piny jsou propojené jak mají
    b. Proměřte, zda není zkrat mezi napájením a zemí
    c. Zkontrolujte, jestli všechny integrované obvody mají přivedené napájení
3. Připájejte pasivní součástky /kondenzátory, diodu, tlačítko, krystal, rezistory/
4. Připojte napájecí napětí a zkontrolujte, zda vše funguje
5. Vložte procesor do patice /pozor na správnou orientaci!/ a zkuste zapnout napájecí napětí. Zkontrolujte, zda oscilátor funguje / CPU vývod 37/
6. Vložte do patic všechny ostatní integrované obvody. Opět: dbejte na správnou orientaci! Otočení obvodu může vést k jeho zničení.
7. Připojte sériové signály TxD, RxD a GND /pinhead JP1/ k převodníku na USB. Nezapomeňte, že TxD na desce musí být připojeno k RxD na převodníku a obráceně!
8. Spust'te terminálový program na PC, vyberte správný port a parametry nastavte na 115.200 Bd, 8 data bits, no parity, 1 stop bit.
9. Zapněte napájení a sledujte terminál. Měl by se ohlásit Monitor

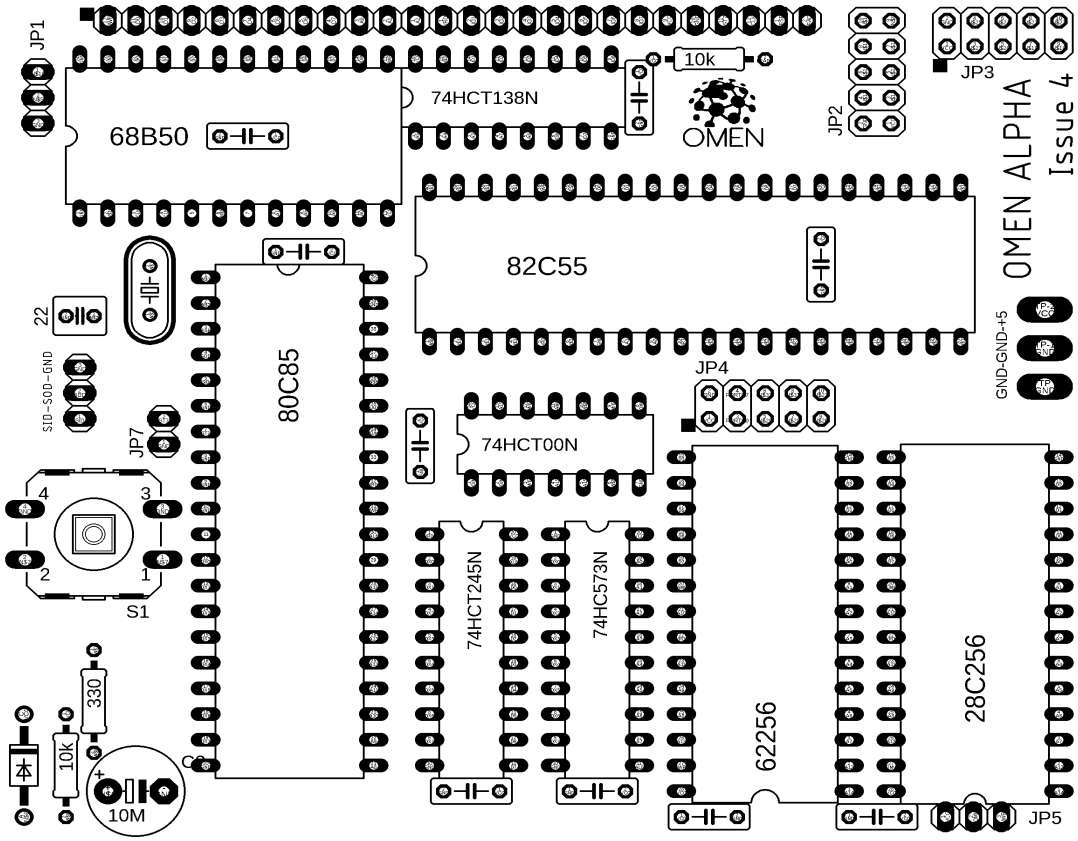
MONITOR

=======

Základní programové vybavení OMEN Alpha tvoří monitor MON85 od Dave Dunfielda, ve verzi upravené Romanem Bórikem.

Manuál najdete na https://8bt.cz/mon85 nebov Příloze 1

Můžete spustit zabudovaný TINY Basic příkazem “G1000” /bez uvozovek/ a stiskem ENTER. Z BASICu se zpět do Monitoru dostanete příkazem BYE.



Vývody, piny a přepínače

JP1: Sériový port. Vývody jsou GND, TxD, RxD zleva doprava, RxD je vedle nápisu JP1

JP2, JP3, JP4: Paralelní porty, viz níže. Značka označuje pin 1 - Vcc

JP5: Povolení zápisu do EEPROM. Spojení pinů 1 a 2 zakazuje zápis, spojení 2 a 3 jej povoluje. Normálně jsou propojeny 1 a 2. Pin 1 je vlevo, pin 3 vedle nápisu

JP7: Povolení vstupu RST7.5. Nechte propojené, případně zapojte rezistor 10 k

JP8: Sériové signály SID a SOD

PARALELNÍ PORTY

==========

JP2:

GND	PA7	PA6	PA5	PA4
Vcc	PA0	PA1	PA2	PA3

JP3:

GND	PB7	PB6	PB5	PB4
Vcc	PB0	PB1	PB2	PB3

JP4:

GND	PC7	PC6	PC5	PC4
Vcc	PC0	PC1	PC2	PC3

APLIKAČNÍ KONEKTOR

==========

Konektor je na horním okraji desky, pin 1 je označen značkou a je vlevo

Pins:

1 /WR
2 D0
3 D1
4 D2
5 D3
6 D4
7 D5
8 D6
9 D7
10 A0
11 A1
12 A2
13 /RD
14 IO1 --- 20h - 27h
15 IO2 --- 10h - 17h
16 IO3 --- 30h - 37h
17 IO4 --- 08h - 0Fh IOx signály jsou dekódovány z adresy
18 IO5 --- 28h - 2Fh
19 IO6 --- 18h - 1Fh
20 IO7 --- 38h - 3Fh
21 Vcc
22 GND
23 RST7.5 -- viz JP7
24 CLK
25 RESET -- výstup
26 READY -- Úroveň 0 vyvolá WAIT stav
27 /BUSRQ /není použito v této verzi/
28 /BUSACK /není použito v této verzi /
29 /není použito v této verzi /
30 /není použito v této verzi /

ADRESY PERIFERIÍ

ACIA 6850 - sériový port:

DEh - Controll Register / Status Register

DFh - Data Register

PPI 8255 - paralelní port:

04h - PORT A

05h - PORT B

06h - PORT C

07h - Control port

MAPA PAMĚTI
==========

0000h - 7FFFh - EEPROM 32k

8000h - FFFFh - System RAM

PŘÍLOHA 1 - Monitor MON85

==========

MON85

A
Software Debug Monitor

For the 8085/8080

Dunfield Development Systems

High quality tools for
Embedded Development
at low prices.

http://www.dunfield.com

MON85

OBSAH

1. ÚVOD

MON85 is a ROMable interactive debugging program for the 8085 processor, which contains a full complement of commands to monitor and control the execution of your program. It may also be used on an 8080 processor, as long as you do not attempt to use the 8085 specific SIM and RIM instructions, or the '.5' type interrupt vectors.

MON85 must be installed beginning at location $0000 in the 8085 processor memory map, allowing it to intercept the interrupt vectors. Provision has been made to re-vector interrupts to locations within the user program.

All functions of MON85 are performed via software without hardware assist. The only hardware specific subroutines required by the monitor are used to communicate with the console terminal, and are located at the very end of the monitor source code listing:

INIT - Called to initialize any hardware required for I/O.

OUT - Write the character in A to the console. No processor registers should be modified by this routine.

IN - Test for a character from the console, and return it in A if one is available. Otherwise clear A to zero. No other registers should be modified by this routine.

1.1 8085 Restart Interrupts

MON85 reserves two "restart" interrupts: RST 0 is similar to a physical RESET, causes a cold restart of the monitor. This instruction should be used with CAUTION during a debugging session because any breakpoints set in the user program will be "forgotten", and not properly removed. RST 1 is used by MON85 to regain control at breakpoints. Opcodes of breakpointed instructions are replaced by RST 1 whenever the user program is executed, and are restored whenever the monitor is re-entered. This insures that the operation of breakpoints is transparent to you during the debugging session.

If for any reason a 'RST 1' ($CF) instruction is encountered in the user program (and is not a breakpoint), command mode will be entered without the '** Breakpoint' message.

All other "restart" interrupts are re-vectored to the corresponding locations in the first page of memory occupied by the user program (as identified by the 'U' command).

1.2 Breakpoints

MON85 allows you to set breakpoints in your program, such that you will be given control whenever the program reaches a breakpoint, and can examine or change things before proceeding. MON85 also allows you to TRACE a program, so that you can see each instruction and register contents as it executes.

MON85 is completely transparent to the program being tested (unless timing loops are interrupted with BREAKPOINTS or TRACE). When a breakpoint is encountered, or an instruction is traced, MON85 uses one stack entry on the user program stack. Since this consists of a PUSH and a POP, it should not affect any information stacked by the user program. However, you should be aware of this, in case you are examining the stack, or your program trys to reclaim data already popped from the stack. (It is very poor practice, to write programs which depend on the stack contents below the stack pointer).

When a breakpoint is encountered, the message '** Breakpoint n' is printed where n is the number of the breakpoint (0-7). If TRACE is ON, no other action is taken, otherwise command mode is entered (If the 'A' switch (see below) is ON the registers are also displayed).

2. MON85 COMMANDS

The following commands are recognized by MON85, and may be entered whenever MON85 is in COMMAND MODE, which is indicated by the 'C> ' prompt:

2.1 A ON|OFF

This switch turns ON or OFF the automatic register display which occurs whenever a breakpoint is encountered or an instruction is stepped in trace mode (see below). The default value for 'A' is ON.

2.2 B [0-7 address]

Sets one of eight breakpoints [0-7] at the specified address. Once

set, a breakpoint remains in effect until it is removed by setting it to address ZERO (0). Breakpoints are completely invisible, and may be added, removed or changed at any time without adverse affects. If the 'B' command is issued with no operands, the current breakpoints, and the settings of the 'A', 'S' and 'T' flags (see below) are displayed. A displayed address of '****' indicates that a breakpoint is not set.

2.3 C <zdroj> <cíl> <počet>

Kopíruje <počet> bytů paměti z místa daného adresou <zdroj> do oblasti od adresy <cíl>.

2.4 D <adresa>

Displays memory in assembly listing format, starting at <address>, continuing until an ESCAPE character is entered. Output can be temporarily stopped with the SPACE BAR, and restarted with the RETURN key (Additional SPACE's will output single lines). The output is displayed in the following form:

'<address> <opcodes> <ascii> <instruction>'

<address> is the current memory location, <opcodes> is the instruction opcodes (1, 2 or 3 bytes), <ascii> is ASCII representation of <opcodes> (all non-printable characters are displayed as dots), and <instruction> is the assembly language instruction and operands which <opcodes> represents.

2.5 E <address>

Edits memory, starting at <address>. The address, and its contents are displayed, followed by a '=' prompt. Sub commands are:

nn [nn ...] - Replace memory contents with HEX data bytes
'text ... - Replace memory contents with ASCII text
- - Backup to previous locations
<blank line>- Advance to next location with change
<ESCAPE> - Return to MON85 command prompt

2.6 F <start> <end> <value>

Fills memory between the <start> and <end> addressses with the specified <value>.

2.7 G [address]

Loads the user program registers, and begins execution at the specified address. If no [address] is given, execution begins at the address contained in the user program program counter (PC). A simple 'G' with no operands, is all that is needed to resume execution after a breakpoint interrupt, or to resume trace mode exection.

2.8 I <port>

Reads the specified 8085 I/O port, and displays the data.

2.9 L [address]

Downloads code from the console port. MON85 will recognize and

accept either INTEL or MOTOROLA hex format download records. The address in the FIRST download record is recorded as the program BASE address (See 'U' command). If an [address] is given, the address fields of each record are adjusted so that the code image will be loaded into memory beginning at that address, otherwise it is placed in memory at the absolute address contained in each record.

If you accidently enter this command, you may enter either 'S9' or ':00' to signify a null download file and return to the command prompt.

2.10 M <address>

Displays memory in HEX/ASCII dump format starting at the specified address. ESCAPE, SPACE, and CARRIAGE-RETURN can be used to control the listing, the same is with the 'D' command.

2.11 O <port> <data>

This command writes the <data> byte to the specified 8085 I/O <port>.

2.12 R [rp value]

Changes the contents of the user program register pair <rp> to the specified <value>. Valid pairs are BC, DE, HL, SP, PC, and PSW. If no operands are given, the contents of the user program registers are displayed.

2.13 S ON|OFF

Controls the handling of subroutine calls when in trace mode (see below). When 'S' is set ON, subroutines will be be traced in the normal fashion. When set OFF, subroutines calls are not traced, and trace will resume at the next instruction following the CALL (After the subroutine executes).

WARNING: DO NOT SET BREAKPOINTS IN THE SUBROUTINES WHEN 'S' IS SET OFF. When 'S' is set off, MON85 considers the subroutine (and all of it's embedded instructions) to be one single operation. If a breakpoint is encountered inside the subroutine, TRACE will lose the address at which to resume following the subroutine call. This will cause unpredictable action when the subroutine returns. Otherwise, 'S' may be turned on and off at any time with no adverse effects. The default value for 'S' is ON.

2.14 T ON|OFF

Turns TRACE mode ON and OFF. When TRACE is set ON, and the GO command is issued, MON85 will first prompt with 'T>' before beginning program execution.

Entering a space (' ') will display and execute one instruction, and return to the 'T>' prompt.

Entering '?' will display the processor registers. (If the 'A' switch is set ON, they will always be displayed following every instruction that is traced).

An ESCAPE charecter will cause MON85 to return to the usual command prompt (TRACE remains ON, and will resume with the next

'G' command).

Trace may be turned on and off at any time in a program, with no adverse effects. (If you begin execution with TRACE off, you will have to hit a breakpoint to get you back to command mode before you can turn TRACE on).

When a breakpointed instruction is encountered by the tracer, The message '** Breakpoint n' will be issued at the end of the previous instruction, indicating that the breakpointed instruction occurs NEXT. Pressing the SPACE BAR would then execute the breakpointed instruction. The default value for 'T' is OFF.

2.15 U [address]

Identifies the starting address of a user program. MON85 uses this address to re-map the "restart" interrupt vectors. When a 'L'oad command is performed, MON85 initializes 'U' to the address contained in the first download record. If no [address] is specified, MON85 will display the current user program starting address.

2.16 ?

This command displays a short summary of the other MON85 commnds.

3. COMMAND SUMMARY

A ON/OFF - Enables/Disables auto register display.

B [0-7 address] - Sets/Removes/Displays breakpoints.

C <src> <dest> <size> - Copy memory

D <address> - Displays memory in disassembly format.

E <address> - Edit memory contents.

F <start> <end> <value> - Fill memory with a value.

G [address] - Begin/Resume program execution.

I <port> - Input from port

L [address] - Download from host

M <address> - Displays memory in dump format.

O <port> <data> - Output to port

R [rp value] - Sets/Displays register contents.

S ON|OFF - Enables/Disables subroutine traceing.

T ON|OFF - Enables/Disables TRACE mode.

U [address] - Set/Displays program base address.

? - Display command summary

MON85 Improvements by Martin Borik:

- Support for undocumented 8085 instructions DSUB B, ARHL, RDEL, LDHI d8, LDSI d8, LHLX D, SHLX D, JNK a16, JK a16, RSTV
- Command R displays all flags of F register (SZKA3PVC). If flag is not set dash '-' is displayed.
- Added restart vector RST 8 (0040h) for possibility to handle RSTV call.
- Changed TRACE mode. After entering TRACE mode, instruction on actual PC and content of registers (if it is switched on) are displayed. Entering a space ' ' executes this instruction, and returns to the 'T>' prompt with the next instruction.
- Instructions LXI, DAD, INX, DCX displays argument 'SP' rather than 'S'.
- Commands that requires 1 byte parameter raises error if entered value not fit to 1 byte.
- Command 'C' checks overlap of source and destination block and for copying uses appropriate direction.
- Command 'F' checks <start> and <end> parameters and raises error, if <end> is lower than <start>.
- Added command 'H' to send out memory content in Intel HEX format.
- Sending of LF and CR characters were reversed and are sent in the usual order - CR first and followed by LF.