

dastaZ80 Mark III
Programmer's Reference Guide

Disclaimer

The products described in this manual are intended for educational purposes, and should not be used for controlling any machinery, critical component in life support devices or any system in which failure could result in personal injury if any of the described here products fail.

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Document Conventions

The following conventions are used in this manual:

| | |
|------------------------|--|
| MUST | MUST denotes that the definition is and absolute requirement. |
| SHOULD | SHOULD denotes that it is recommended, but that there may exist valid reasons to ignore it. |
| DEVICE | Device names are displayed in bold all upper case letters, and refer to hardware devices. |
| <code>Courier</code> | Text appearing in the <code>Courier</code> font represents either an OS System Variable a Z80 CPU Register or a Z80 Flag. OS System Variables are identifiers for specific MEMORY addresses that can be used to read statuses and to pass information between routines or programs. |
| <code>0x14B0</code> | Numbers prefixed by 0x indicate an Hexadecimal value. Unless specified, memory addresses are always expressed in Hexadecimal. |
| <code>F_abcdef</code> | Text starting with F_ refers to the name of an OS routine that can be called via Jumpblocks. |
| <code>jp abcdef</code> | Refers to the Z80 mnemonic for <i>jump</i> , which transfers the CPU Program Counter to a specific MEMORY address. |

The SD card is referred as **DISK**, while the Floppy Disk Drive is referred as **DISK** or as **FDD**.

The 80 column text VGA output is referred as **CONSOLE** or as **High Resolution Display**.

The 40 column graphics Composite Video output is referred as **Low Resolution Display** or **VDP screen**.

The Operating System may be referred as DZOS, dzOS or simply OS.

MEMORY refers to both **ROM** and **RAM**.

Memory used by the **Low Resolution Display** is referred as **VRAM** (Video RAM).

The sound chip may be referred as **Sound Chip** or **PSG** (Programmable Sound Generator).

In the list of subroutines, the **Destroys** lists the **CPU** registers and OS System Variables that are destroyed by the subroutine. Nevertheless, a subroutine may call other subroutines that may have other **Destroys**. Refer to the **Calls** list to check the entire flow.

By **Destroys** is understood that the listed register or variable value is overwritten within the subroutine.

Related Documentation

- dastaZ80 User's Manual[\[1\]](#)
- dastaZ80 Technical Reference Manual[\[2\]](#)
- dzOS Github Repository[\[3\]](#)

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1 Memory Map

1.1 ROM

The **ROM** is a 16KB EEPROM, and is divided as follows:

| Address | | Description | | Size (bytes) |
|---------|--------|----------------------|-------------------|--------------|
| 0x0000 | 0x0007 | Cold Boot | BIOS | 8 |
| 0x0008 | 0x0215 | init SIO/2 | | 526 |
| 0x0216 | 0x133F | BIOS code | | 4,394 |
| 0x1340 | 0x26C7 | Kernel code | Kernel | 5,000 |
| 0x26B7 | 0x26C7 | dzOS version build | | 17 |
| 0x26C8 | 0x3A88 | CLI code | CLI | 5,057 |
| 0x3A89 | 0x3AB6 | Bootstrap | BOOTSTRAP | 46 |
| 0x3AB7 | 0x3E0E | VDP dastaZ80 Logo | | 856 |
| 0x3E4A | 0x3EFD | BIOS Jumpblock | Jumpblocks | 180 |
| 0x3EFE | 0x3FFF | Kernel Jumpblock | | 258 |

1.2 RAM

The **RAM** is a 64KB SRAM, and is divided as follows:

| Address | | Description | Size (bytes) |
|---------|--------|--------------------------------|--------------|
| 0x4000 | 0x401F | Stack | 32 |
| 0x4020 | 0x4174 | System Variables | 373 |
| 0x4188 | 0x421F | Reserved for future use | 139 |
| 0x4220 | 0x441F | DISK Buffer | 512 |
| 0x4420 | 0xFFFF | Free RAM | 48,096 |

1.2.1 Stack

A *Stack* is a list of words (2 bytes) that uses Last In First Out (LIFO) access method. It is used by the **CPU** to keep track of **MEMORY** addresses when executing a *call* instruction.

The programmer can also store (*PUSH*) or retrieve (*POP*) values on/from the top of the stack.

Usage of the Stack requires very careful attention. doing (*PUSH*) without the corresponding (*POP*) or vice versa, will set the CPU on the wrong path of execution. Most of the time just hanging the computer, but also potentially destroying information if an access to disk is triggered by the wrong call.

1.2.2 System Variables (SYSVARS)

The area of **RAM** called *System Variables (SYSVARS)* is an area heavily used by the OS, but it can also be used by a program to communicate with the OS.

The area has been *split* as follows:

- **SIO**

- 0x4020 - **SIO_CH_A_BUFFER** (64 bytes): Buffer for SIO Channel A.
- 0x4060 - **SIO_CH_A_IN_PTR** (2 bytes)
- 0x4062 - **SIO_CH_A_RD_PTR** (2 bytes)
- 0x4064 - **SIO_CH_A_BUFFER_USED** (1 byte)
- 0x4065 - **SIO_CH_A_LASTCHAR** (1 bytes)
- 0x4066 - **SIO_CH_B_BUFFER** (64 bytes): Buffer for SIO Channel B.
- 0x40A6 - **SIO_CH_B_IN_PTR** (2 bytes)
- 0x40A6 - **SIO_CH_B_RD_PTR** (2 bytes)
- 0x40AA - **SIO_CH_B_BUFFER_USED** (1 byte)

- **DISK Superblock**

- 0x40AB - **DISK_is_formatted** (1 byte): tells to the OS if the **DISK** can be used.
 - * 0xFF = formatted with *DZFS*.
 - * 0x00 = not formatted.
- 0x40AC - **DISK_show_deleted** (1 byte)
 - * 0x00 = do not show deleted files in *cat* command results.
 - * 0x01 = show also deleted files in *cat* command results.
- 0x40AD - **DISK_cur_sector** (2 bytes): current Sector being used by the OS.

- **DISK BAT**

- 0x40AF - **DISK_cur_file_name** (14 bytes): Filename of file currently being load or saved.
- 0x40BD - **DISK_cur_file_attr** (1 byte): Attributes of file currently being load or saved.

- * Bit 0: if set, file is Read Only.
 - * Bit 1: if set, file is Hidden (it does not display in *cat* command results).
 - * Bit 2: if set, file is System (it does not display in *cat* command results).
 - * Bit 3: if set, file is Executable.
 - * Bits 4-7: not used.
- 0x40BE - **DISK_cur_file_time_created** (2 bytes): time when currently being load or saved file was created.
 - 0x40C0 - **DISK_cur_file_date_created** (2 bytes): date when currently being load or saved file was created.
 - 0x40C2 - **DISK_cur_file_time_modified** (2 bytes): time when currently being load or saved file was last modified.
 - 0x40C4 - **DISK_cur_file_date_modified** (2 bytes): date when currently being load or saved file was last modified.
 - 0x40C6 - **DISK_cur_file_size_bytes** (2 bytes): size in bytes of file currently being load or saved.
 - 0x40C8 - **DISK_cur_file_size_sectors** (1 byte): size in sectors of file currently being load or saved.
 - 0x40C9 - **DISK_cur_file_entry_number** (2 bytes): entry number in the BAT, of file currently being load or saved.
 - 0x40CB - **DISK_cur_file_1st_sector** (2 bytes): sector number, of the first sector, where the bytes of file currently being load or saved are stored in the **DISK**.
 - 0x40CD - **DISK_cur_file_load_addr** (2 bytes): address where the bytes of file currently being load will be stored in **RAM**.
- **CLI**: buffers used by CLI to store temporary data.
 - 0x40CF - **CLI_prompt_addr** (2 bytes): The address of the CLI Prompt subroutine. Programs that need to return control to CLI on exit, MUST jump to the address stored here.
 - 0x40D1 - **CLI_buffer** (6 bytes): generic buffer.
 - 0x40D7 - **CLI_buffer_cmd** (16 bytes): when a user enters a command and its parameters, the command alone is stored here.
 - 0x40E7 - **CLI_buffer_parm1_val** (16 bytes): when a user enters a command and its parameters, the first parameter is stored here.

- 0x40F7 - **CLI_buffer_parm2_val** (16 bytes): when a user enters a command and its parameters, the second parameter is stored here.
- 0x4107 - **CLI_buffer_pgm** (32 bytes): generic buffer.
- 0x4127 - **CLI_buffer_full_cmd** (64 bytes): when a user enters a command and its parameters, the entire line entered by the user is stored here. This is useful for passing parameters to programs called with *run* command.

• RTC

- 0x4167 - **RTC_hour** (1 byte): 24h format, in hexadecimal (0x00-0x17).
- 0x4168 - **RTC_minutes** (1 byte): in hexadecimal (0x00-0x3B).
- 0x4169 - **RTC_seconds** (1 byte): in hexadecimal (0x00-0x3B).
- 0x416A - **RTC_century** (1 byte): 20 part of year 20xx, in hexadecimal (0x14 = 20).
- 0x416B - **RTC_year** (1 byte): xx part of year 20xx, in hexadecimal (e.g. 0x16 = 22). The **RTC** supports until 2079, therefore maximum value is 0x4F.
- 0x416C - **RTC_year4** (2 bytes): four digit year, in hexadecimal (e.g. 0x07E6 = 2022). The **RTC** supports until 2079, therefore maximum value is 0x081F.
- 0x416E - **RTC_month** (1 byte): in hexadecimal (0x00-0x0C).
- 0x416F - **RTC_day** (1 byte): in hexadecimal (0x00-0x1F).
- 0x4170 - **RTC_day_of_the_week** (1 byte): 0x00=Sunday, 0x01=Monday, 0x02=Tuesday, 0x03=Wednesday, 0x04=Thursday, 0x05=Friday, 0x06=Saturday

• Math

- 0x4171 - **MATH_CRC** (2 bytes): CRC-16 CRC.
- 0x4173 - **MATH_polynomial** (2 bytes): CRC-16 Polynomial.

• Generic

- 0x4175 - **SD_images_num** (1 byte): number of Disk Image Files found by **ASMDC**.
- 0x4175 - **DISK_current** (1 byte): current **DISK** unit active. All disk operations will be on this **DISK**.

- 0x4177 - **DISK_status** (1 byte): status of the **FDD**.
 - * Low Nibble (0x00 if all OK)
 - bit 0 = not used.
 - bit 1 = not used.
 - bit 2 = set if last command resulted in error.
 - bit 3 = not used.
 - * High Nibble: error code of last operation.
- 0x4177 - **DISK_status** (1 byte): status of the **SD card**.
 - * Low Nibble (0x00 if all OK)
 - bit 0 = set if **SD card** was not found.
 - bit 1 = set if Disk Image File was not found.
 - bit 2 = set if last command resulted in error.
 - bit 3 = not used.
 - * High Nibble: number of Disk Image Files found.
- 0x4178 - **DISK_file_type** (1 byte): File Type when creating (*save*) next file.
- 0x4179 - **DISK_loadsave_addr** (2 bytes): see [Read data from DISK](#) and [Write data to DISK](#).
- 0x417B - **tmp_addr1** (2 bytes): temporary storage for an address.
- 0x417D - **tmp_addr2** (2 bytes): temporary storage for an address.
- 0x417F - **tmp_addr3** (2 bytes): temporary storage for an address.
- 0x4181 - **tmp_byte** (1 byte): temporary storage for a byte.
- 0x4182 - **tmp_byte2** (1 byte): temporary storage for a byte.

• VDP

- 0x4183 - **NMI_enable**: Enable (1) / Disable (0) the execution of the [NMI subroutine](#).
- 0x4184 - **NMI_usr_jump**: Enable (1) / Disable (0) the user configurable *BIOS_NMI JP* jump of the [NMI subroutine](#).
- 0x4185 - **VDP_cur_mode**:

- * 0 = Text Mode
- * 1 = Graphics I Mode
- * 2 = Graphics II Mode
- * 3 = Multicolour Mode
- * 4 = Graphics II Mode Bitmapped
- 0x4186 - **VDP_cursor_x** (1 byte): Current horizontal position of the cursor on the **VDP** screen.
- 0x4187 - **VDP_cursor_y** (1 byte): Current vertical position of the cursor on the **VDP** screen.
- 0x4188 - **VDP_PTRNTAB_addr** (2 bytes): Address of current Mode's Pattern Table.
- 0x418A - **VDP_NAMETAB_addr** (2 bytes): Address of current Mode's Name Table.
- 0x418C - **VDP_COLRTAB_addr** (2 bytes): Address of current Mode's Colour Table.
- 0x418E - **VDP_SPRPTAB_addr** (2 bytes): Address of current Mode's Sprite Pattern Table.
- 0x4190 - **VDP_SPRATAB_addr** (2 bytes): Address of current Mode's Sprite Attribute Table.
- 0x4192 - **VDP_jiffy_byte1** (1 byte): [Jiffy Counter](#)'s byte 1.
- 0x4193 - **VDP_jiffy_byte2** (1 byte): [Jiffy Counter](#)'s byte 2.
- 0x4194 - **VDP_jiffy_byte3** (1 byte): [Jiffy Counter](#)'s byte 3.

1.2.3 DISK Buffer

Read and Write operations on **DISK** are done Sector by Sector (i.e 512 Bytes).

When loading a file, dzOS asks **ASMDC** for the first 512 bytes of the file, and stores it in this buffer. After the bytes are moved to **RAM**, dzOS asks **ASMDC** for the next 512 bytes, and so on until the file is read entirely.

When saving a file, dzOS copies the first 512 bytes of the file from **RAM** to this buffer. After sending the bytes to **ASMDC**, dzOS copies the next 512 bytes of the file, and so on until the file is saved entirely.

When doing a *cat* of a **DISK**, dzOS asks **ASMDC** for the first 512 bytes of the BAT, and stores it in this buffer. After the list of files is shown on

the screen, dzOS asks **ASMDC** for the next 512 bytes, and so on until the entire catalogue has been shown.

1.3 VDP

| | Text | Graphics I | Graphics II | Multicolour |
|------------------------------|--------|------------|-------------|-------------|
| Name Table | 0x0800 | 0x1400 | 0x3800 | 0x1400 |
| Colour Table | N/A | 0x2000 | 0x2000 | N/A |
| Pattern Table | 0x0000 | 0x0800 | 0x0000 | 0x0800 |
| Sprites Attrib. Table | N/A | 0x1000 | 0x3B00 | 0x1000 |
| Sprites Patt. Table | N/A | 0x0000 | 0x1800 | 0x0000 |

2 I/O Map

| | | |
|-----------------------|------|-------------------|
| VDP | 0x10 | Mode 0 (VRAM) |
| | 0x11 | Mode 1 (Register) |
| PSG | 0x20 | PSG Register |
| | 0x21 | PSG Data |
| ROM / RAM | 0x38 | ROM Paging |
| Joystick Ports | 0x40 | Joystick 1 |
| | 0x41 | Joystick 2 |
| SIO | 0x80 | Channel A Control |
| | 0x81 | Channel A Data |
| | 0x82 | Channel B Control |
| | 0x83 | Channel B Data |

3 BIOS Jumpblocks

3.1 Non-Maskable Interrupt (NMI)

When the chip used for the generation of the Composite Video (the *Texas Instruments TMS9918A VDP*) is done drawing the screen, it enters the so called *vertical refresh mode* and issues an interrupt that gives the **CPU** a window of 4.3 milliseconds (4300 μ s). This interrupt occurs about every 1/60th second.

But this chip doesn't have the *priority daisy-chain* feature of other Zilog chips, and when raising an interrupt to the **CPU** pin */INT* could create bus contention¹. Therefore, the interrupt pin */INT* of the TMS9918A is connected to the */NMI* pin of the **CPU**.

This means that 1) there is no standard way² to programatically disable these interrupts, and 2) that every 1/60th second the **CPU** will receive a Non-Maskable Interrupt and therefore, store the current Program Counter (PC) in the stack and jump to the location 0x0066.

At this address, dzOS contains a small piece of code that allows programs to enable and disable a jump to their own subroutine. For example, a video game playing a tune will need to update the **PSG** in an interrupt basis.

This code works as follows:

- All **CPU** registers are saved (with *PUSH*).
- The [Jiffy Counter](#) is incremented.
- If the flag *NMI_usr_jump* is enabled (1), the subroutine jumps to whatever address is in bytes 2 and 3 of *BIOS_NMI_JP*
- If the flag is disabled (0), **CPU** registers are restored, and the subroutine ends.

The end of your subroutine **MUST** be a *jp F_BIOS_NMI_END*. This is the part that restores the previously saved **CPU** registers and ends the subroutine with *RETN*. Otherwise the system will certainly crash.

When writing a subroutine that will be called at each interrupt, remember that the window given for **CPU** time is 4.3 milliseconds (4300 μ s). The

¹Bus contention occurs when all devices communicate directly with each other through a single shared channel (Address and Data buses), and more than one device attempts to place values on the channel at the same time.

²By design the **CPU** doesn't offer an instruction to enable/disable this type of interrupts, hence are called *non-maskable*. But this has been implemented programatically within dzOS, and therefore NMI can be enabled/disabled via the funtions [F_BIOS_VDP_EI](#) and [F_BIOS_VDP_DI](#)

current NMI routine takes 35.81 μ s. After this window, the **VDP** will start drawing again in the screen.

3.1.1 F_BIOS_NMI_END

| | |
|-----------------|---|
| Action | Performs <i>POP</i> instructions for all CPU registers. Reads the VDP Status Register , to acknowledge the interrupt and allow more to happen, and performs a return from non maskable interrupt (<i>RETN</i>). |
| Entry | None |
| Exit | None |
| Destroys | Restores CPU registers AF, BC,DE, HL, IX and IY to the values they had before the NMI was triggered. |
| Calls | F_BIOS_VDP_READ_STATREG |

3.1.2 BIOS_NMI_JP

This is the start address of three bytes corresponding to the instruction *jp BIOS_NMI_END*. The first byte (*C3*) **MUST** not be changed. The next two bytes are the ones a program can change to make the interrupt jump to a desired subroutine.

3.2 General Routines

3.2.1 F_BIOS_WBOOT

| | |
|-----------------|--|
| Action | Warm Boot. Executed after SIO/2 initialisation, or after a <i>reset</i> command |
| Entry | None |
| Exit | None |
| Destroys | None |
| Calls | <i>jp</i> F_KRN_START |

3.2.2 F_BIOS_SYSHALT

| | |
|-----------------|--|
| Action | Halts the computer. |
| Entry | None |
| Exit | Disables both Maskable and Non-Maskable interrupts, and then executes a <i>halt</i> command. |
| Destroys | None |
| Calls | None |

3.3 Serial Routines

3.3.1 F_BIOS_SERIAL_INIT

| | |
|-----------------|--|
| Action | Initialises SIO/2 : sets Channels A and B as 115,000 bps, 8N1, Interrupt in all characters Configures the interrupt vector to 0x60 Sets the CPU to Interrupt Mode 2 Enables Interrupts |
| Entry | None |
| Exit | None |
| Destroys | A, HL |
| Calls | <i>jp</i> F_BIOS_WBOOT |

3.3.2 F_BIOS_SERIAL_CONIN_A

| | |
|-----------------|---|
| Action | Reads a character from the SIO/2 Channel A |
| Entry | None |
| Exit | A = character read |
| Destroys | A |
| Calls | None |

3.3.3 F_BIOS_SERIAL_CONIN_B

| | |
|-----------------|---|
| Action | Reads a character from the SIO/2 Channel B |
| Entry | None |
| Exit | A = character read |
| Destroys | A |
| Calls | None |

3.3.4 F_BIOS_SERIAL_CONOUT_A

| | |
|-----------------|---|
| Action | Sends a character to the SIO/2 Channel A |
| Entry | A = character to be send |
| Exit | None |
| Destroys | None |
| Calls | None |

3.3.5 F_BIOS_SERIAL_CONOUT_B

| | |
|-----------------|---|
| Action | Sends a character to the SIO/2 Channel B |
| Entry | A = character to be send |
| Exit | None |
| Destroys | None |
| Calls | None |

3.4 DISK Routines

3.4.1 F_BIOS_SD_BUSY_WAIT

| | |
|-----------------|---|
| Action | Calls ASMDC to check if the DISK is busy, and loops until it is not busy. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.2 F_BIOS_SD_GET_STATUS

| | |
|-----------------|--|
| Action | Calls ASMDC to check the status of the SD Card module. |
| Entry | None |
| Exit | <i>SD_status</i> bit 0 = set if SD card was not found bit 1 = set if image file was not found bit 2 = set if last command resulted in error |
| Destroys | A |
| Calls | F_BIOS_SD_BUSY F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.3 F_BIOS_SD_PARK_DISKS

| | |
|-----------------|--|
| Action | Tells ASMDC to close the Image File |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SD_BUSY F_BIOS_SERIAL_CONOUT_B |

3.4.4 F_BIOS_SD_MOUNT_DISKS

| | |
|-----------------|--|
| Action | Tells ASMDC to open the Image File |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SD_BUSY F_BIOS_SERIAL_CONOUT_B |

3.4.5 F_BIOS_DISK_READ_SEC

| | |
|-----------------|--|
| Action | Reads a Sector (512 bytes), from the DISK and places the bytes into the CF_BUFFER_START |
| Entry | E = sector address LBA 0 (bits 0-7) D = sector address LBA 1 (bits 8-15) C = sector address LBA 2 (bits 16-23) B = sector address LBA 3 (bits 24-27) BC are not used (set to zero), because max sector is 65,535 |
| Exit | CF_BUFFER_START contains the 512 bytes read |
| Destroys | A, B, HL, DISK_BUFFER_START |
| Calls | F_BIOS_SD_BUSY F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.6 F_BIOS_DISK_WRITE_SEC

| | |
|-----------------|--|
| Action | Writes a Sector (512 bytes), from the DISK_BUFFER_START into the DISK |
| Entry | E = sector address LBA 0 (bits 0-7) D = sector address LBA 1 (bits 8-15) C = sector address LBA 2 (bits 16-23) B = sector address LBA 3 (bits 24-27) BC are not used (set to zero), because max sector is 65,535 |
| Exit | DISK_BUFFER_START contains the 512 bytes written |
| Destroys | A, HL, DISK_BUFFER_START |
| Calls | F_BIOS_SD_BUSY F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.7 F_BIOS_FDD_BUSY_WAIT

| | |
|-----------------|--|
| Action | Calls ASMDC to check if the FDD is busy, and loops until it is not busy. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.8 F_BIOS_FDD_CHANGE

| | |
|-----------------|--|
| Action | Tells the ASMDC that the current DISK for operations is now the FDD . |
| Entry | None |
| Exit | DISK_status is updated |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B |

3.4.9 F_BIOS_FDD_LOWLVL_FORMAT

| | |
|-----------------|---|
| Action | Tells the ASMDC to low-level format a DISK in the FDD . This function does not set up any file system. It just fills with 0xF6 all bytes of all sectors. |
| Entry | None |
| Exit | A = 0x00 if everything OK. Bit 2 set if command resulted in error. |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.10 F_BIOS_FDD_MOTOR_ON

| | |
|-----------------|--|
| Action | Tells the ASMDC to switch the FDD motor on. It is a recommended practice to switch the motor on and off manually if multiple sectors are to read or written. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B |

3.4.11 F_BIOS_FDD_MOTOR_OFF

| | |
|-----------------|---|
| Action | Tells the ASMDC to switch the FDD motor off. It is a recommended practice to switch the motor on and off manually if multiple sectors are to read or written. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B |

3.4.12 F_BIOS_FDD_CHECK_DISKIN

| | |
|-----------------|---|
| Action | Asks the ASMDC to check if a Floppy Disk is inside the FDD . |
| Entry | None |
| Exit | A = 0x00 yes / 0xFF no |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.4.13 F_BIOS_FDD_CHECK_WPROTECT

| | |
|-----------------|---|
| Action | Asks the ASMDC to check if the Floppy Disk is write protected. |
| Entry | None |
| Exit | A = 0x00 yes / 0xFF no |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.5 Real-Time Clock Routines

3.5.1 F_BIOS_RTC_GET_TIME

| | |
|-----------------|--|
| Action | Gets the current time from the ASMDC , and stores hour, minutes and seconds as hexadecimal values in SYSVARS. |
| Entry | None |
| Exit | RTC_hour, RTC_minutes, RTC_seconds |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.5.2 F_BIOS_RTC_GET_DATE

| | |
|-----------------|---|
| Action | Gets the current date from the ASMDC , and stores day, month, year and day of the week as hexadecimal values in SYSVARS. |
| Entry | None |
| Exit | RTC_day, RTC_month, RTC_year, RTC_day_of_the_week |
| Destroys | A, HL |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.5.3 F_BIOS_RTC_SET_TIME

| | |
|-----------------|--|
| Action | Tells ASMDC to store a new hour, minutes and seconds. |
| Entry | RTC_hour, RTC_minutes, RTC_seconds |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B |

3.5.4 F_BIOS_RTC_SET_DATE

| | |
|-----------------|---|
| Action | Tells ASMDC to store a new day, month, year and day of the week. |
| Entry | RTC_day, RTC_month, RTC_year, RTC_day_of_the_week |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B |

3.5.5 F_BIOS_CHECK_BATTERY

| | |
|-----------------|---|
| Action | Asks the ASMDC if the battery is healthy or has to be replaced. |
| Entry | None |
| Exit | A = 0x0A (Healthy) / 0x00 (Dead) |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.6 NVRAM Routines

3.6.1 F_BIOS_NVRAM_DETECT

| | |
|-----------------|---|
| Action | Asks the ASMDC if the NVRAM is present. |
| Entry | None |
| Exit | length (in bytes) of the NVRAM , or 0xFF if not detected. |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_B F_BIOS_SERIAL_CONIN_B |

3.7 VDP Routines

3.7.1 F_BIOS_VDP_SET_ADDR_WR

| | |
|-----------------|---|
| Action | Set a VRAM address for writting. |
| Entry | HL = address to be set |
| Exit | None |
| Destroys | C, H |
| Calls | None |

3.7.2 F_BIOS_VDP_SET_ADDR_RD

| | |
|-----------------|--|
| Action | Set a VRAM address for reading. |
| Entry | HL = address to be read |
| Exit | None |
| Destroys | A, C |
| Calls | None |

3.7.3 F_BIOS_VDP_SET_REGISTER

| | |
|-----------------|---------------------------------------|
| Action | Set a value to a VDP register. |
| Entry | A = register number, B = value to set |
| Exit | None |
| Destroys | C |
| Calls | None |

3.7.4 F_BIOS_VDP_EI

| | |
|-----------------|---|
| Action | Enable VDP Interrupts. This is independent of the value (bit 5) in the VDP Register 1 . What this does is that the NMI subroutine reads the VDP Status Register again in each run, and therefore it does allow more interrupts to happen. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_VDP_READ_STATREG |

3.7.5 F_BIOS_VDP_DI

| | |
|-----------------|--|
| Action | Disable VDP Interrupts. This is independent of the value (bit 5) in the VDP Register 1 . What this does is that the NMI subroutine does not read the VDP Status Register anymore, and therefore does not allow more interrupts to happen. IMPORTANT: Disabling VDP Interrupts will stop the Jiffy Counter . |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | None |

3.7.6 F_BIOS_VDP_READ_STATREG

| | |
|-----------------|--|
| Action | Read the read-only VDP Status Register . IMPORTANT: Reading the VDP Status Register clears (acknowledges) the VDP Interrupt. This is already done by the BIOS' NMI subroutine, so this function MUST not be used, unless NMI subroutines have been disabled with F_BIOS_VDP_DI |
| Entry | None |
| Exit | A = Status Register byte. |
| Destroys | A, C |
| Calls | None |

3.7.7 F_BIOS_VDP_VRAM_CLEAR

| | |
|-----------------|--|
| Action | Set all cells of the VRAM (0x0000- 0x3FFF) to zero. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR |

3.7.8 F_BIOS_VDP_VRAM_TEST

| | |
|-----------------|--|
| Action | Set a value to each VRAM cell and then reads it back. If the value is not the same, something went wrong. |
| Entry | None |
| Exit | C Flag set if an error occurred. |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_ADDR_RD |

3.7.9 F_BIOS_VDP_SET_MODE_TXT

| | |
|-----------------|---|
| Action | Set VDP to <i>Text Mode</i> display. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_REGISTER |

3.7.10 F_BIOS_VDP_SET_MODE_G1

| | |
|-----------------|---|
| Action | Set VDP to <i>Graphics I Mode</i> display. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_REGISTER |

3.7.11 F_BIOS_VDP_SET_MODE_G2

| | |
|-----------------|---|
| Action | Set VDP to <i>Graphics II Mode</i> display. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_REGISTER |

3.7.12 F_BIOS_VDP_SET_MODE_G2BM

| | |
|-----------------|---|
| Action | Set VDP to <i>Graphics II Bit-mapped Mode</i> display. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_REGISTER |

3.7.13 F_BIOS_VDP_SET_MODE_MULTICLR

| | |
|-----------------|---|
| Action | Set VDP to <i>Multicolour Mode</i> display. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, D, HL |
| Calls | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_SET_REGISTER |

3.7.14 F_BIOS_VDP_SHOW_DZ_LOGO

| | |
|-----------------|---|
| Action | Show dastaZ80 logo on the Low Resolution Display . |
| Entry | None |
| Exit | None |
| Destroys | A, BC, DE, HL, IX |
| Calls | F_BIOS_VDP_SET_ADDR_WR |

3.7.15 F_BIOS_VDP_BYTE_TO_VRAM

| | |
|-----------------|--|
| Action | Writes a byte to currently pointed VRAM cell. The VDP autoincrements the VRAM address whenever a Read or a Write to VRAM is performed. |
| Entry | A = byte to be written |
| Exit | VRAM address autoincremented |
| Destroys | C |
| Calls | None |

3.7.16 F_BIOS_VDP_VRAM_TO_BYTE

| | |
|-----------------|--|
| Action | Read a byte from VRAM . The VDP autoincrements the VRAM address whenever a Read or a Write to VRAM is performed. |
| Entry | None |
| Exit | A = read byte, VRAM address autoincremented. |
| Destroys | A, C |
| Calls | None |

3.7.17 F_BIOS_VDP_JIFFY_COUNTER

| | |
|-----------------|--|
| Action | Increments the Jiffy Counter . |
| Entry | None |
| Exit | None |
| Destroys | A, IX, VDP_jiffy_byte1, VDP_jiffy_byte2, VDP_jiffy_byte3 |
| Calls | None |

3.7.18 F_BIOS_VDP_VBLANK_WAIT

| | |
|-----------------|---|
| Action | Test <i>Status Register</i> for <i>Interrupt Flag</i> (0x80) and loop until flag is raised. |
| Entry | None |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_VDP_READ_STATREG |

3.7.19 F_BIOS_VDP_LDIR_VRAM

| | |
|-----------------|--|
| Action | Block transfer from RAM to VRAM . |
| Entry | BC = Block length (total number of bytes to copy) HL = Start address of VRAM DE = Start address of RAM |
| Exit | None |
| Destroys | A, BC, DE, HL, tmp_byte |
| Call | F_KRN_DIV1616 F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_BYTE_TO_VRAM |

3.7.20 F_BIOS_VDP_CHAROUT_ATXY

| | |
|-----------------|--|
| Action | Print a character in the Low Resolution display , at the <i>VDP_cursor_X</i> , <i>VDP_cursor_Y</i> postition. |
| Entry | A = Character to be printed, in Hexadecimal ASCII. |
| Exit | None |
| Destroys | A, BC, DE, HL, IX, VDP_cursor_x, VDP_cursor_y |
| Call | F_BIOS_VDP_SET_ADDR_WR F_BIOS_VDP_BYTE_TO_VRAM |

3.8 PSG Routines

3.8.1 F_BIOS_PSG_SET_REGISTER

| | |
|-----------------|---|
| Action | Set a value to a PSG Register. |
| Entry | A = register number to set, E = value to set. |
| Exit | None |
| Destroys | C |
| Calls | None |

3.8.2 F_BIOS_PSG_READ_REGISTER

| | |
|-----------------|-----------------------------------|
| Action | Read the value of a PSG Register. |
| Entry | A = register number to read. |
| Exit | A = value of the register. |
| Destroys | C |
| Calls | None |

3.8.3 F_BIOS_PSG_INIT

| | |
|-----------------|---|
| Action | Initialises the PSG to: Noise OFF, Audio OFF, I/O Port as Output. |
| Entry | None |
| Exit | None |
| Destroys | A, B, HL, DE |
| Calls | F_BIOS_PSG_SET_REGISTER |

3.8.4 F_BIOS_PSG_BEEP

| | |
|-----------------|---|
| Action | Makes a short beep-like sound. |
| Entry | None |
| Exit | None |
| Destroys | A, B, HL, E |
| Calls | F_BIOS_VDP_VBLANK_WAIT F_BIOS_PSG_SET_REGISTER |

3.9 Dual Joystick Routines

3.9.1 F_BIOS_JOYS_GET_STAT

| | |
|-----------------|--|
| Action | Get status of Joysticks. |
| Entry | A = Joystick Port to get status from (1=JOY1, 2=JOY2). |
| Exit | A 0x00 = None 0x01 = Up 0x02 = Down 0x04 = Left 0x08 = Right 0x10 = Fire |
| Destroys | A, C |
| Calls | None |

4 Kernel Jumpblocks

4.1 General Routines

4.1.1 F_KRN_SYSHALT

| | |
|-----------------|---|
| Action | Prepares the computer for a <i>HALT</i> . |
| Entry | None. |
| Exit | None |
| Destroys | A, HL |
| Calls | F_BIOS_SD_PARK_DISKS F_KRN_SERIAL_WRSTRCLR |

4.2 Serial Routines

4.2.1 F_KRN_SERIAL_SETFGCOLR

| | |
|-----------------|---|
| Action | Set the colour that will be used for the foreground (text). The colour will remain until a different one is set. |
| Entry | A = Colour number (as listed in Appendixes section) |
| Exit | None |
| Destroys | B, DE |
| Calls | F_BIOS_SERIAL_CONOUT_A <i>jp</i> F_KRN_SERIAL_SEND_ANSI_CODE |

4.2.2 F_KRN_SERIAL_WRSTR

| | |
|-----------------|--|
| Action | Outputs a string, terminated with Carriage Return to the CONSOLE . |
| Entry | HL = address in MEMORY where the first character of the string to be output is. |
| Exit | None |
| Destroys | A, HL |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.3 F_KRN_SERIAL_WRSTRCLR

| | |
|-----------------|---|
| Action | Outputs a string, terminated with Carriage Return to the CONSOLE , with a specific foreground colour. |
| Entry | A = Colour number (as listed in Appendixes section) HL = address in MEMORY where the first character of the string to be output is. |
| Exit | None |
| Destroys | B, DE |
| Calls | F_KRN_SERIAL_SETFGCOLR <i>jp</i> F_KRN_SERIAL_WRSTR |

4.2.4 F_KRN_SERIAL_WR6DIG_NOLZEROS

| | |
|-----------------|---|
| Action | Outputs to the CONSOLE a string of ASCII characters representing a number, without outputting the leading zeros. (.e.g. 30 30 31 32 30 34 is 001204, but the output will be 1024) |
| Entry | IX = address in MEMORY where the ASCII characters are stored. |
| Exit | None |
| Destroys | A, B, DE, IX |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.5 F_KRN_SERIAL_RDCHARECHO

| | |
|-----------------|--|
| Action | Reads with echo. Reads a character from the SIO/2 Channel A, and outputs it to the CONSOLE . |
| Entry | None |
| Exit | A = read character. |
| Destroys | None |
| Calls | F_BIOS_SERIAL_CONIN_A F_BIOS_SERIAL_CONOUT_A |

4.2.6 F_KRN_SERIAL_EMPTYLINES

| | |
|-----------------|--|
| Action | Outputs <i>n</i> number of empty lines to the CONSOLE . |
| Entry | B = number (<i>n</i>) of empty lines to output. |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.7 F_KRN_SERIAL_PRN_NIBBLE

| | |
|-----------------|---|
| Action | Outputs a single hexadecimal nibble in hexadecimal notation. |
| Entry | A = nibble to output. Nibble will be the less significant 4 bits of the byte. |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.8 F_KRN_SERIAL_PRN_BYTE

| | |
|-----------------|--|
| Action | Outputs a single hexadecimal byte in hexadecimal notation. |
| Entry | A = byte to output. |
| Exit | None |
| Destroys | A |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.9 F_KRN_SERIAL_PRN_BYTES

| | |
|-----------------|--|
| Action | Outputs n number of bytes as ASCII characters. |
| Entry | B = number (n) of bytes to output. HL = address in MEMORY where the first byte to output is. |
| Exit | None |
| Destroys | A, HL |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.10 F_KRN_SERIAL_PRN_WORD

| | |
|-----------------|---|
| Action | Outputs the 4 hexadecimal digits of a word in hexadecimal notation. |
| Entry | HL = word to be output. |
| Exit | None |
| Destroys | A |
| Calls | F_KRN_SERIAL_PRN_BYTE |

4.2.11 F_KRN_SERIAL_SEND_ANSI_CODE

| | |
|-----------------|--|
| Action | Writes an ANSI code to the SIO/2 Channel A. |
| Entry | DE = address in MEMORY where the first byte of ANSI escape code is. B = number of bytes in the ANSI escape code. |
| Exit | None |
| Destroys | A, DE |
| Calls | F_BIOS_SERIAL_CONOUT_A |

4.2.12 F_KRN_SERIAL_CLR_SIOCHA_BUFFER

| | |
|-----------------|--|
| Action | Clear (sets to zeros) the SIO Channel A Buffer. |
| Entry | None |
| Exit | None |
| Destroys | A, B, HL, SIO_CHA_BUFFER_USED, SIO_CHA_IN_PTR, SIO_CHA_RD_PTR |
| Calls | None |

4.3 DZFS (file system) Routines

4.3.1 F_KRN_DZFS_READ_SUPERBLOCK

| | |
|-----------------|--|
| Action | Reads 512 bytes from Sector 0 (corresponding to the DZFS <i>Superblock</i>) into the disk buffer in MEMORY . If the <i>Superblock</i> does not contain the correct DZFS signature, <code>DISK_is_formatted</code> is set to 0x00. Otherwise, is set to 0x01. |
| Entry | None |
| Exit | None |
| Destroys | A, DE, <code>DISK_is_formatted</code> |
| Calls | F_BIOS_SD_READ_SEC |

4.3.2 F_KRN_DZFS_READ_BAT_SECTOR

| | |
|-----------------|---|
| Action | Reads a BAT Sector from DISK into MEMORY . |
| Entry | <code>DISK_cur_sector</code> holds the sector number for the BAT. |
| Exit | <code>DISK Buffer</code> contains the BAT sector. |
| Destroys | HL |
| Calls | F_KRN_DZFS_SEC_TO_BUFFER |

4.3.3 F_KRN_DZFS_BATENTRY_TO_BUFFER

| | |
|-----------------|---|
| Action | Extracts the data of a BAT entry from the <code>DISK Buffer</code> in MEMORY and populates the values into System variables. |
| Entry | A = BAT entry number to extract data from. |
| Exit | <code>DISK BAT System Variables</code> are populated. See RAM Memory Map for details. |
| Destroys | A, BC, DE, HL, IX, <code>tmp_addr1</code> |
| Calls | F_KRN_MULTIPLY816_SLOW |

4.3.4 F_KRN_DZFS_SEC_TO_BUFFER

| | |
|-----------------|---|
| Action | Loads a Sector (512 bytes) from the DISK and copies the bytes into the <code>DISK Buffer</code> in MEMORY . |
| Entry | HL = Sector number to load. |
| Exit | <code>DISK Buffer</code> contains the bytes of Sector loaded. |
| Destroys | DE, HL |
| Calls | F_BIOS_SD_READ_SEC |

4.3.5 F_KRN_DZFS_GET_FILE_BATENTRY

| | |
|-----------------|--|
| Action | Gets the BAT's entry number of a specified filename. |
| Entry | HL = Address where the filename to check is stored |
| Exit | BAT Entry values are stored in the SYSVARS. DE = \$0000 if filename found. Otherwise, whatever value had at start. |
| Destroys | A, B, DE, HL, tmp_byte, tmp_addr2, tmp_addr3 |
| Calls | F_KRN_DZFS_SEC_TO_BUFFER F_KRN_DZFS_BATENTRY_TO_BUFFER F_KRN_STRLENMAX F_KRN_STRCMP |

4.3.6 F_KRN_DZFS_LOAD_FILE_TO_RAM

| | |
|-----------------|---|
| Action | Load a file from DISK . Copies the bytes stored in the DISK into MEMORY , at the specified MEMORY address in the BAT. |
| Entry | DE = 1st sector number in the DISK . IX = file length in sectors. |
| Exit | None |
| Destroys | BC, DE, HL, IX, tmp_addr1 |
| Calls | F_BIOS_SD_READ_SEC |

4.3.7 F_KRN_DZFS_DELETE_FILE

| | |
|-----------------|---|
| Action | Marks a file as deleted. The mark is done by changing the first character of the filename to 0x7E (~) |
| Entry | DE = BAT Entry number. |
| Exit | None |
| Destroys | A, DE, HL, |
| Calls | F_KRN_MULTIPLY816_SLOW F_KRN_DZFS_SECTOR_TO_SD |

4.3.8 F_KRN_DZFS_CHGATTR_FILE

| | |
|-----------------|---|
| Action | Changes the attributes (RHSE) of a file. |
| Entry | DE = BAT Entry number. A = attributes mask byte. |
| Exit | None |
| Destroys | DE, HL, |
| Calls | F_KRN_MULTIPLY816_SLOW F_KRN_DZFS_SECTOR_TO_SD |

4.3.9 F_KRN_DZFS_RENAME_FILE

| | |
|-----------------|--|
| Action | Changes the name of a file. |
| Entry | IY = MEMORY address where the new filename is stored. DE = BAT Entry number. |
| Exit | None |
| Destroys | A, BC, DE, HL, IY |
| Calls | F_KRN_MULTIPLY816_SLOW F_KRN_DZFS_SECTOR_TO_SD |

4.3.10 F_KRN_DZFS_FORMAT_DISK

| | |
|-----------------|--|
| Action | Formats a DISK with DZFS. |
| Entry | HL = MEMORY address where the disk label is stored. |
| Exit | None |
| Destroys | A, BC, DE, HL, IX, IY, tmp_addr1, tmp_byte |
| Calls | F_KRN_SERIAL_WRSTR F_KRN_DZFS_CALC_SN F_KRN_RTC_GET_DATE F_BIOS_RTC_GET_TIME F_KRN_BCD_TO_ASCII F_KRN_BIN_TO_BCD4 F_KRN_BIN_TO_BCD6 F_KRN_DZFS_SECTOR_TO_SD F_KRN_SETMEMRNG F_BIOS_SERIAL_CONOUT_A F_BIOS_SD_PARK_DISKS F_BIOS_SD_MOUNT_DISKS |

4.3.11 F_KRN_DZFS_CALC_SN

| | |
|-----------------|--|
| Action | Calculates the Serial Number (4 bytes) for a DISK . |
| Entry | IX = MEMORY address where the serial number will be stored. |
| Exit | None |
| Destroys | A, BC, DE, HL, IX |
| Calls | F_BIOS_RTC_GET_DATE F_BIOS_RTC_GET_TIME F_KRN_MULTIPLY816_SLOW |

4.3.12 F_KRN_DZFS_SECTOR_TO_DISK

| | |
|-----------------|--|
| Action | Calls the BIOS subroutine that will store the data (512 bytes) currently in DISK Buffer in MEMORY , to the DISK . |
| Entry | DISK_cur_sector = the sector number in the DISK that will be written. |
| Exit | None |
| Destroys | BC, DE |
| Calls | F_BIOS_SD_WRITE_SEC |

4.3.13 F_KRN_DZFS_GET_BAT_FREE_ENTRY

| | |
|-----------------|---|
| Action | Get number of available BAT entry. |
| Entry | None |
| Exit | DISK_cur_file_entry_number = entry number. |
| Destroys | A, IY, CF_cur_sector, CF_cur_file_entry_number |
| Calls | F_KRN_DZFS_READ_BAT_SECTOR F_KRN_DZFS_BATENTRY_TO_BUFFER |

4.3.14 F_KRN_DZFS_ADD_BAT_ENTRY

| | |
|-----------------|---|
| Action | Adds a BAT entry into the DISK . |
| Entry | DE = BAT entry number. DISK_cur_sector = Sector number where the BAT Entry is in the DISK . DISK_BUFFER_START = Sector (512 bytes) containing the BAT where the entry is. DISK BAT = BAT Entry data that will be saved to DISK . |
| Exit | None |
| Destroys | A, BC, DE, HL |
| Calls | F_KRN_MULTIPLY816_SLOW |

4.3.15 F_KRN_DZFS_CREATE_NEW_FILE

| | |
|-----------------|--|
| Action | Creates a new file (and its corresponding BAT Entry) in the DISK , from bytes stored in MEMORY . |
| Entry | HL = MEMORY address of the first byte to be stored. BC = number of bytes to be stored in the DISK . IX = MEMORY address where the filename is stored. |
| Exit | None |
| Destroys | A, BC, DE, HL, IX, tmp_addr1, tmp_addr2, tmp_addr3, tmp_byte |
| Calls | F_KRN_DZFS_GET_BAT_FREE_ENTRY F_KRN_DIV1616 F_KRN_MULTIPLY1616 F_KRN_COPYMEM512 F_KRN_CLEAR_MEMAREA F_KRN_CLEAR_DISKBUFFER F_KRN_DZFS_SECTOR_TO_SD F_BIOS_SD_BUSY_WAIT F_KRN_SERIAL_WRSTRCLR F_KRN_DZFS_CALC_FILETIME F_KRN_DZFS_CALC_FILEDATE F_KRN_DZFS_SEC_TO_BUFFER F_KRN_DZFS_ADD_BAT_ENTRY |

4.3.16 F_KRN_DZFS_CALC_FILETIME

| | |
|-----------------|--|
| Action | Packs current Real-Time Clock time into two bytes, which is the format used to store times (created/modified) for files in the DISK . The formula used is: $2048 * hours + 32 * minutes + seconds/2$ |
| Entry | None |
| Exit | HL = RTC time |
| Destroys | A, DE, HL |
| Calls | F_BIOS_RTC_GET_TIME |

4.3.17 F_KRN_DZFS_CALC_FILEDATE

| | |
|-----------------|---|
| Action | Packs current Real-Time Clock date into two bytes, which is the format used to store dates (created/modified) for files in the DISK . The formula used is: $512 * (year - 2000) + month * 32 + day$ |
| Entry | None |
| Exit | HL = RTC date |
| Destroys | A, DE, HL |
| Calls | F_BIOS_RTC_GET_DATE |

4.3.18 F_KRN_DZFS_SHOW_DISKINFO_SHORT

| | |
|-----------------|---|
| Action | Outputs to the CONSOLE some information of the DISK : volume label, serial number, date/time creation. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, DE, HL |
| Calls | F_KRN_SERIAL_WRSTRCLR F_KRN_SERIAL_PRN_BYTE F_KRN_SERIAL_PRN_BYTES F_BIOS_SERIAL_CONOUT_A F_KRN_SERIAL_EMPTYLINES |

4.3.19 F_KRN_DZFS_SHOW_DISKINFO

| | |
|-----------------|---|
| Action | Outputs to the CONSOLE all information of the DISK : volume label, serial number, date/time creation, file system ID, number of partitions, number of bytes per sector, number of sectors per block. |
| Entry | None |
| Exit | None |
| Destroys | A, BC, DE, HL, tmp_addr1 |
| Calls | F_KRN_DZFS_SHOW_DISKINFO_SHORT F_KRN_SERIAL_WRSTRCLR F_KRN_SERIAL_PRN_BYTE F_KRN_SERIAL_PRN_BYTES F_BIOS_SERIAL_CONOUT_A F_KRN_SERIAL_EMPTYLINES |

4.3.20 F_KRN_DZFS_CHECK_FILE_EXISTS

| | |
|-----------------|---|
| Action | Checks if a specified filename exists in the DISK . The filename MUST be terminated by a zero. |
| Entry | HL = MEMORY address where the filename to check is stored. |
| Exit | Z Flag set if filename is not found. |
| Destroys | A, DE, tmp_addr3 |
| Calls | F_KRN_DZFS_GET_FILE_BATENTRY |

4.4 Math Routines

4.4.1 F_KRN_MULTIPLY816_SLOW

| | |
|-----------------|--|
| Action | Multiplies an 8-bit number by a 16-bit number (HL = A * DE). It does a slow multiplication by adding the multiplier to itself as many times as multiplicand (e.g. 8 * 4 = 8+8+8+8). |
| Entry | A = Multiplicand DE = Multiplier |
| Exit | HL = Product |
| Destroys | B, HL |
| Calls | None |

4.4.2 F_KRN_MULTIPLY1616

| | |
|-----------------|--|
| Action | Multiplies two 16-bit numbers (HL = HL * DE) |
| Entry | HL = Multiplicand DE = Multiplier |
| Exit | HL = Product |
| Destroys | A, BC, DE, HL |
| Calls | None |

4.4.3 F_KRN_DIV1616

| | |
|-----------------|---|
| Action | Divides two 16-bit numbers (BC = BC / DE, HL = remainder) |
| Entry | BC = Dividend DE = Divisor |
| Exit | BC = Quotient HL = Remainder |
| Destroys | A, BC, HL |
| Calls | None |

4.4.4 F_KRN_CRC16.INI

| | |
|-----------------|--|
| Action | Initialises the CRC to 0 and the polynomial to the appropriate bit pattern, to generate a CRC-16/BUYPASS1 ³ . |
| Entry | None |
| Exit | MATH_CRC = 0 (initial CRC value) MATH_polynomial = CRC polynomial |
| Destroys | HL |
| Calls | None |

4.4.5 F_KRN_CRC16.GEN

| | |
|-----------------|---|
| Action | Combines the previous CRC with the CRC generated from the current data byte, to generate a CRC-16/BUYPASS1 ⁴ . |
| Entry | A = current data byte. MATH_CRC = previous CRC MATH_polynomial = CRC polynomial |
| Exit | MATH_CRC = CRC with current data byte included |
| Destroys | A, BC, DE, HL |
| Calls | None |

4.5 String manipulation Routines

4.5.1 F_KRN_IS_PRINTABLE

| | |
|-----------------|---|
| Action | Checks if a character is a printable ASCII character. |
| Entry | A = character to check. |
| Exit | C Flag is set if character is printable. |
| Destroys | None |
| Calls | None |

4.5.2 F_KRN_IS_NUMERIC

| | |
|-----------------|--|
| Action | Checks if a character is numeric (0, 1, 2, 3, 4, 5, 6, 7, 8 or 9). |
| Entry | A = character to check. |
| Exit | C Flag is set if character is numeric. |
| Destroys | None |
| Calls | None |

4.5.3 F_KRN_TOUPPER

| | |
|-----------------|--|
| Action | Converts a charcater to uppercase (e.g. <i>a</i> is converted to <i>A</i>). |
| Entry | A = character to convert. |
| Exit | A = uppercased character. |
| Destroys | None |
| Calls | None |

4.5.4 F_KRN_STRCMP

| | |
|-----------------|--|
| Action | Compares two strings. |
| Entry | A = length of string 1. HL = MEMORY address where the first byte of string 1 is located. B = length of string 2. DE = MEMORY address where the first byte of string 2 is located. |
| Exit | if str1 = str 2, Z Flag set and C Flag not set. if str1 != str 2 and str1 longer than str2, Z Flag not set and C Flag not set. if str1 != str 2 and str1 shorter than str2, Z Flag not set and C Flag set. |
| Destroys | A, BC, DE,HL |
| Calls | None |

4.5.5 F_KRN_STRCPY

| | |
|-----------------|---|
| Action | Copies <i>n</i> characters from string 1 to string 2. |
| Entry | HL = MEMORY address where the first byte of string 1 is located. DE = MEMORY address where the first byte of string 2 is located. B = number of characters to copy. |
| Exit | None |
| Destroys | A, DE, HL |
| Calls | None |

4.5.6 F_KRN_STRLEN

| | |
|-----------------|---|
| Action | Gets the length of a string that is terminated with a specified character. |
| Entry | HL = MEMORY address where the first byte of the string is located. A = terminating character. |
| Exit | B = length of the string. |
| Destroys | BC, HL |
| Calls | None |

4.5.7 F_KRN_STRLENMAX

| | |
|-----------------|--|
| Action | Gets the length of a string that is terminated with a specified character, but only check up to a maximum of characters. |
| Entry | HL = MEMORY address where the first byte of the string is located. A = terminating character. B = maximum length to be checked. |
| Exit | B = length of the string. |
| Destroys | BC, DE, HL |
| Calls | None |

4.5.8 F_KRN_INSTR

| | |
|-----------------|---|
| Action | Locates the first occurrence of a character within a string. |
| Entry | HL = MEMORY address where the first byte of the string is located. B = character to search in string. D = terminating character. |
| Exit | E = position of character in string. Carry Flag = Set if character was found. |
| Destroys | A, C, E |
| Calls | None |

4.6 Conversion Routines

4.6.1 F_KRN_ASCIIADR_TO_HEX

| | |
|-----------------|---|
| Action | Convert an address (or any 2 bytes) from hex ASCII to its hexadecimal value (e.g. 32 35 37 30 are converted into 2570). |
| Entry | IX = MEMORY address where the first byte is located. |
| Exit | HL = hexadecimal converted value. |
| Destroys | HL |
| Calls | F_KRN_ASCII_TO_HEX |

4.6.2 F_KRN_ASCII_TO_HEX

| | |
|-----------------|--|
| Action | Converts two ASCII characters (representing two hexadecimal digits) ; to one byte in hexadecimal (e.g. 0x33 and 0x45 are converted into 3E). |
| Entry | H = Most significant ASCII digit. L = Less significant ASCII digit. |
| Exit | A = Converted value. |
| Destroys | A, BC |
| Calls | None |

4.6.3 F_KRN_HEX_TO_ASCII

| | |
|-----------------|--|
| Action | Converts one byte in hexadecimal to two ASCII printable characters (e.g. 0x3E is converted into 33 and 45, which are the ASCII values of 3 and E). |
| Entry | A = Byte to convert. |
| Exit | H = Most significant ASCII digit. L = Less significant ASCII digit. |
| Destroys | A, BC, HL |
| Calls | None |

4.6.4 F_KRN_BCD_TO_BIN

| | |
|-----------------|---|
| Action | Converts a byte of BCD to a byte of hexadecimal (e.g. 12 is converted into 0x0C). |
| Entry | A = BCD. |
| Exit | A = Hexadecimal. |
| Destroys | A, BC |
| Calls | None |

4.6.5 F_KRN_BIN_TO_BCD4

| | |
|-----------------|--|
| Action | Converts a byte of unsigned integer hexadecimal to 4-digit BCD (e.g. 0x80 is converted into 0128). |
| Entry | A = Unsigned integer to convert. |
| Exit | H = Hundreds digits. L = Tens digits. |
| Destroys | A, BC, HL |
| Calls | None |

4.6.6 F_KRN_BIN_TO_BCD6

| | |
|-----------------|---|
| Action | Converts two bytes of unsigned integer hexadecimal to 6-digit BCD (e.g. 0xFFFF is converted into 065535). |
| Entry | HL = Unsigned integer to convert. |
| Exit | C = Thousands digits. D = Hundreds digits. E = Tens digits. |
| Destroys | A, BC, DE, HL |
| Calls | None |

4.6.7 F_KRN_BCD_TO_ASCII

| | |
|-----------------|--|
| Action | Converts 6-digit BCD to hexadecimal ASCII string (e.g. 512 is converted into 30 30 30 35 31 32). |
| Entry | DE = MEMORY address where the converted string will be stored. C = first two digits of the 6-digit BCD to convert. H = next two digits of the 6-digit BCD to convert. L = last two digits of the 6-digit BCD to convert. |
| Exit | None |
| Destroys | A, DE |
| Calls | None |

4.6.8 F_KRN_BITEXTRACT

| | |
|-----------------|---|
| Action | Extracts a group of bits from a byte and returns the group in the LSB position. |
| Entry | E = byte from where to extract bits. D = number of bits to extract. A = start extraction at bit number. |
| Exit | A = extracted group of bits |
| Destroys | A, BC, DE, HL |
| Calls | None |

4.6.9 F_KRN_BIN_TO_ASCII

| | |
|-----------------|---|
| Action | Converts a 16-bit signed binary number (-32768 to 32767) to ASCII data (e.g. 32767 is converted into 33 32 37 36 37). |
| Entry | D = High byte of value to convert. E = Low byte of value to convert. |
| Exit | CLI_buffer_pgm = converted ASCII data. First byte us the length. |
| Destroys | A, BC, DE, HL, CLI_buffer_pgm |
| Calls | None |

4.6.10 F_KRN_DEC_TO_BIN

| | |
|-----------------|--|
| Action | Converts an ASCII string consisting of the length of the number (in bytes), a possible ASCII - or + sign, and a series of ASCII digits to two bytes of binary data. Note that the length is an ordinary binary number, not an ASCII number. (e.g. 05 33 32 37 36 37 is converted into 7FFF). |
| Entry | HL = MEMORY address where the string to be converted is. |
| Exit | HL = converted bytes. |
| Destroys | A, BC, DE, HL, tmp_byte |
| Calls | None |

4.6.11 F_KRN_PKEDDATE_TO_DMY

| | |
|-----------------|--|
| Action | Extracts day, month and year from a packed date (used by DZFS to store dates). |
| Entry | HL = packed date. |
| Exit | A = day. B = month. C = year. |
| Destroys | A, BC, HL, tmp_addr1 |
| Calls | None |

4.6.12 F_KRN_PKEDTIME_TO_HMS

| | |
|-----------------|--|
| Action | Extracts hour, minutes and seconds from a packed time (used by DZFS to store times). |
| Entry | HL = packed time. |
| Exit | A = hour. B = minutes. C = seconds. |
| Destroys | A, BC, HL, tmp_addr1 |
| Calls | None |

4.7 MEMORY Routines

4.7.1 F_KRN_SETMEMRNG

| | |
|-----------------|--|
| Action | Sets (changes) a value in a MEMORY position range. |
| Entry | HL = MEMORY start position (first byte). BC = number of bytes to set. A = value to set. |
| Exit | None |
| Destroys | BC, HL |
| Calls | None |

4.7.2 F_KRN_COPYMEM512

| | |
|-----------------|---|
| Action | Copies bytes from one area of MEMORY to another, in group of 512 bytes (i.e. max. 512 bytes). If less than 512 bytes are to be copied, the rest will be filled with zeros. |
| Entry | HL = MEMORY origin position (from where to copy the bytes). DE = MEMORY destination position (to where to copy the bytes). BC = number of bytes to copy (MUST be less or equal to 512). |
| Exit | None |
| Destroys | A, BC, DE, HL |
| Calls | None |

4.7.3 F_KRN_SHIFT_BYTES_BY1

| | |
|-----------------|---|
| Action | Moves bytes (by one) to the right and replaces first byte with bytes counter. |
| Entry | HL = MEMORY address of last byte to move. BC = number of bytes to move. |
| Exit | None |
| Destroys | A, DE, HL |
| Calls | None |

4.7.4 F_KRN_CLEAR_MEMAREA

| | |
|-----------------|---|
| Action | Clears (with zeros) a number of bytes, starting at a specified MEMORY address. Maximum 256 bytes can be cleared. |
| Entry | IX = MEMORY address of first byte to clear. B = number of bytes to clear. |
| Exit | None |
| Destroys | A, BC, IX |
| Calls | None |

4.7.5 F_KRN_CLEAR_DISKBUFFER

| | |
|-----------------|---|
| Action | Clears (with zeros) the MEMORY area of the DISK buffer. |
| Entry | None |
| Exit | None |
| Destroys | BC, IX |
| Calls | F_KRN_CLEAR_MEMAREA |

4.8 Real-Time Clock Routines

4.8.1 F_KRN_RTC_GET_DATE

| | |
|-----------------|--|
| Action | Calls the BIOS function to get date from the RTC, and then calculates the year in four digits. |
| Entry | None |
| Exit | RTC_year4 |
| Destroys | A, DE, HL |
| Calls | None F_KRN_MULTIPLY816_SLOW |

4.8.2 F_KRN_RTC_SHOW_TIME

| | |
|-----------------|---|
| Action | Sends to the Serial Channel A the values of hour, minutes and seconds from SYSVARS, as hh:mm:ss |
| Entry | None |
| Exit | None |
| Destroys | A, BC, DE, tmp_addr1 |
| Calls | F_KRN_BIN_TO_BCD4 F_KRN_BCD_TO_ASCII F_BIOS_SERIAL_CONOUT_A |

4.8.3 F_KRN_RTC_SHOW_DATE

| | |
|-----------------|--|
| Action | Sends to the Serial Channel A the values of day, month, year (4 digits) and day of the week (3 letters) from SYSVARS, as dd/mm/yyyy www |
| Entry | None |
| Exit | None |
| Destroys | A, BC, DE, tmp_addr1 |
| Calls | F_KRN_BIN_TO_BCD4 F_KRN_BIN_TO_BCD6 F_KRN_BCD_TO_ASCII F_BIOS_SERIAL_CONOUT_A |

4.8.4 F_KRN_RTC_SET_TIME

| | |
|-----------------|--|
| Action | Converts ASCII values to Hexadecimal, RTC_hour, RTC_minutes, RTC_seconds and calls the BIOS function to change time via ASMDC . |
| Entry | IX = MEMORY address where the new time is stored in ASCII format. |
| Exit | None |
| Destroys | A, HL, RTC_hour, RTC_minutes, RTC_seconds |
| Calls | F_KRN_ASCII_TO_HEX F_KRN_BCD_TO_BIN F_BIOS_RTC_SET_TIME |

4.8.5 F_KRN_RTC_SET_DATE

| | |
|-----------------|--|
| Action | Converts ASCII values to Hexadecimal, RTC_year, RTC_month, RTC_day, RTC_day_of_the_week, and calls the BIOS function to change date via ASMDC . |
| Entry | IX = MEMORY address where the new date is stored in ASCII format. |
| Exit | None |
| Destroys | A, HL, RTC_year, RTC_month, RTC_day, RTC_day_of_the_week |
| Calls | F_KRN_ASCII_TO_HEX F_KRN_BCD_TO_BIN F_BIOS_RTC_SET_DATE |

5 dastaZ80 File System (DZFS)

In summary, a file system is a layer of abstraction to store, retrieve and update a set of files.

A file system manages access to the data and the metadata of the files, and manages the available space of the device, dividing the storage area into units of storage and keeping a map of every storage unit of the device.

DZFS main goal is to be very simple to implement. As the free **MEMORY** (i.e. **RAM** - OS - System variables and buffers) of the dastaZ80 is about 55,952 bytes, it makes no sense to have files bigger than that, as will not fit. Therefore, DZFS defines that *a Block can store only a single file*.

dastaZ80 access the **DISK** via Logical Block Addressing (LBA), which is a particularly simple linear addressing schema, in which each sector is assigned a unique number rather than referring to a cylinder, head, and sector (CHS) to access the disk.

A typical LBA scheme uses a 28-bit value that allows up to 8.4 GB of data storage capacity. DZFS schema is as follows:

| LBA 3 | LBA 2 | LBA 1 | LBA 0 |
|-------|-----------|-----------|-----------|
| XXXX | XXXX XXXX | BBBB BBBB | BBSS SSSS |

Where:

- S is Sector (6 bits)
- B is Block (10 bits)
- X not used (12 bits)

5.1 DZFS characteristics

- **Bytes per Sector:** 512
- **Sectors per Block:** 64
- **Bytes per Block:** 32,768 (64 * 512). This also defines the maximum size of a file and the BAT maximum size.
- **Bytes per BAT entry:** 32
- **BAT entries:** 1024 (32,768 / 32). This also defines the maximum number of files per **DISK**.
- **Maximum bytes per File:** 1 Block (32,768 bytes)
- **Maximum bytes per DISK:** 1024 Blocks (1 Block = 1 File) * 32,768 bytes per Block = 33,554,432 bytes (33.5 MB)

5.2 DISK anatomy

A **DISK** is divided into areas:

- **Superblock** = 512 bytes (1 Sector)
- **Block Allocation Table (BAT)** = 1 Block (64 Sectors = 32,768 bytes)
- **Data Area** = 1023 Blocks (65,472 Sectors = 33,521,664 bytes)

5.2.1 Superblock

The first 512 bytes on the **DISK** contain fundamental information about the geometry, and is used by the OS to know how to access every other information on the **DISK**. On IBM PC-compatibles, this is known as the *Master Boot Record* or *MBR* for short. In DZFS, it is called *Superblock*, as it is an orphan sector that doesn't belong to any block.

| Offset | Length (bytes) | Description | Example |
|-------------|----------------|---|--|
| 0x00 | 2 | Signature. Used to check that this is a Superblock. Set to 0xABBA | AB BA |
| 0x02 | 1 | Not used | 00 |
| 0x03 | 8 | File System Identifier. ASCII values for human-readable. Padded with spaces. | DZFSV1 |
| 0x0B | 4 | Volume Serial Number | 35 2A 15 F2 |
| 0x0F | 1 | Not used. | 00 |
| 0x10 | 16 | Volume Label. ASCII values. Padded with spaces. | dastaZ80 Main |
| 0x20 | 8 | Volume Date Creation. ASCII values (ddmmyyyy). | 03102022 |
| 0x28 | 6 | Volume Time Creation. ASCII values (hhmmss). | 142232 |
| 0x2E | 2 | Bytes per Sector (in Hexadecimal little-endian) | 00 02 |
| 0x30 | 1 | Sectors per Block (in Hexadecimal) | 40 |
| 0x31 | 1 | Not used. | 00 |
| 0x32 - 0x64 | 51 | Copyright notice (ASCII value) | Copyright 2022David Asta The MIT License (MIT) |

| Offset | Length (bytes) | Description | Example |
|---------------|-------------------|------------------------------------|----------------------------------|
| 0x65 0x1FF | - 411 | Not used (filled with 0x00) | 00 00 00 00 00 00 00 |

5.2.2 Block Allocation Table (BAT)

The BAT is an area of 32 bytes on the **DISK** used to store the details about the files saved in the Data Area, and is comprised of file descriptors called *entry*. Each entry holds information about a single file.

For simplicity, each entry works also as index. The first entry describes the first file on the **DISK**, the second entry describes the second file, and so on.

| Offset | Length (bytes) | Description | Example |
|--------|-------------------|---|---|
| 0x00 | 14 | Filename Padded with spaces at the end. (only allowed A to Z and 0 to 9. No spaces allowed. Cannot start with a number.) First character also indicates 00=available, 7E=deleted (will appear as ~) | 46 49 4C 45 30 30 30 30 31 20 20 20 20 20 |
| 0x0E | 14 | Attributes (0=Inactive / 1=Active) Bit 0 = Read Only Bit 1 = Hidden Bit 2 = System Bit 3 = Executable Bit 4-7 = File Type (see below) | Read Only, Sys- tem file, Ex- ecutable = 1101 = 0D |
| 0x0F | 2 | Time created 5 bits for hour (binary number 0-23) 6 bits for minutes (binary number 0-59) 5 bits for seconds (binary number seconds / 2) | F5 9A |
| 0x11 | 2 | Date created 7 bits for year since 2000 (max. is year 2127) | 69 1B |

| Offset | Length (bytes) | Description | Example |
|--------|----------------|--|---------|
| | | 4 bits for month (binary number 0-12) 5 bits for day (binary number 0-31) | |
| 0x13 | 2 | Time last modified (same formula as Time created) | F5 9A |
| 0x15 | 2 | Date last modified (same formula as Date created) | 69 1B |
| 0x17 | 2 | File size in bytes (little-endian) | 26 00 |
| 0x19 | 1 | File size in sectors (little-endian) | 01 |
| 0x1A | 2 | Entry number (little-endian) | 00 00 |
| 0x1C | 2 | 1st Sector (where the file data starts) It is calculated when the file is created. The formula is: $65 + 64 * \text{entry_number}$ | 41 00 |
| 0x1E | 2 | Load address (The start address little-endian where it will be loaded in RAM) | 68 25 |

| Bits 4-7 | File Type | Description |
|----------|------------|------------------------------|
| 0x00 | USR | User defined |
| 0x01 | EXE | Executable binary |
| 0x02 | BIN | Binary (non-executable) data |
| 0x03 | BAS | BASIC code |
| 0x04 | TXT | Plain ASCII Text file |
| 0x05 | | Not used |
| 0x06 | | Not used |
| 0x07 | | Not used |
| 0x08 | | Not used |
| 0x09 | | Not used |
| 0x0A | | Not used |
| 0x0B | | Not used |
| 0x0C | | Not used |
| 0x0D | | Not used |
| 0x0E | | Not used |
| 0x0F | | Not used |

5.2.3 Data Area

The Data Area is the area of the **DISK** used to store file data (e.g. programs, documents).

It is divided into Blocks of 64 Sectors each.

5.3 How Volume Serial Number is calculated

Calculated by combining the date and time at the point of format:

- first byte is calculated as follows:
 - day + milliseconds (converted to hexadecimal)
 - e.g. $3 + 50 = 53$ (0x35)
- second byte is calculated as follows:
 - month + seconds (converted to hexadecimal)
 - e.g. $10 + 32 = 42$ (0x2A)
- last two bytes are calculated as follows:
 - (hours [if pm + 12] * 256) + minutes + year (converted to hexadecimal)
 - e.g. $(2 + 12 = 14 * 256 = 3584) + 22 + 2012 = 5618$ (0x150xF2)

5.4 How Dates (creation/last modified) are calculated

Dates (day, month, 4-digit year) are converted into two bytes as follows:

- Remove century from year (e.g. $2013 - 2000 = 13$)
- Convert resulting number to hexadecimal (e.g. $13 = 0x0D$)
- Bitwise Shift Left 9 positions (e.g. $0x0D \ll 9 = 0x1A00$)
- Convert month to hexadecimal (e.g. $11 = 0x0B$)
- Bitwise Shift Left 5 positions (e.g. $0x0B \ll 5 = 0x0160$)
- Add converted month to converted year (e.g. $0x1A00 + 0x0160 = 0x1B60$)
- Convert day to hexadecimal (e.g. $9 = 0x09$)
- Add converted day to the sum of converted month and converted year (e.g. $0x1B60 + 0x09 = 0x1B69$)

5.5 How Times (creation/last modified) are calculated

Times (hours, minutes, seconds) are converted into two bytes as follows:

- Convert hours to hexadecimal (e.g. $19 = 0x13$)
-
- Bitwise Shift Left 3 positions (e.g. $0x13 \ll 3 = 0x98$)

- Convert minutes to hexadecimal (e.g. $23 = 0x17$)
- Bitwise Shift Left 5 positions (e.g. $0x17 \ll 5 = 0x02E0$)
- Logical OR most significant byte (MSB) of converted minutes with less significant byte (LSB) of converted hours (e.g. $0x02 \vee 0x98 = 0x9A$)
- Logical OR LSB of converted minutes with MSB of converted hours (e.g. $0xE0 \vee 0x00 = 0xE0$)
- Convert seconds to hexadecimal (e.g. $42 = 0x2A$)
- Divide the converted seconds by 2 (e.g. $0x2A / 2 = 0x15$)
- Add converted seconds to ORed converted hours and minutes (e.g. $0x9AE0 + 0x15 = 0x9AF5$)

5.6 Block Number, Sector Number and Addresses

To locate files in a Disk Image File it is useful to know how Blocks and Sector Numbers relate to the Address in the disk.

Given a Sector Number (*SecNum*), multiply it by the number of Bytes per Sector (512) to obtain the address where the data will start.

Below is provided a table for quick reference:

| Block | SecNum | Address |
|-------|----------------|------------|
| 0 | 1 (0x0000) | 0x00000200 |
| 1 | 65 (0x0041) | 0x00008200 |
| 2 | 129 (0x0081) | 0x00010200 |
| 3 | 193 (0x00C1) | 0x00018200 |
| 4 | 257 (0x0101) | 0x00020200 |
| 5 | 321 (0x0141) | 0x00028200 |
| 6 | 385 (0x0181) | 0x00030200 |
| 7 | 449 (0x01C1) | 0x00038200 |
| 8 | 513 (0x0201) | 0x00040200 |
| 9 | 577 (0x0241) | 0x00048200 |
| 10 | 641 (0x0281) | 0x00050200 |
| 11 | 705 (0x02C1) | 0x00058200 |
| 12 | 705 (0x0301) | 0x00060200 |
| 13 | 833 (0x0341) | 0x00068200 |
| 14 | 897 (0x0381) | 0x00070200 |
| 15 | 961 (0x03C1) | 0x00078200 |
| 16 | 1025 (0x0401) | 0x00080200 |
| 17 | 1089 (0x0441) | 0x00088200 |
| 18 | 1153 (0x0481) | 0x00090200 |
| 19 | 1217 (0x04C1) | 0x00098200 |
| 20 | 1281 (0x0501) | 0x000A0200 |
| 21 | 1345 (0x0541) | 0x000A8200 |
| 22 | 1409 (0x0581) | 0x000B0200 |
| 23 | 1473 (0x05C1) | 0x000B8200 |
| ... | ... | ... |
| 1023 | 65473 (0xFFC1) | 0x01FF8200 |

6 How To

6.1 Read data from DISK

Given `DISK_is_formatted` is equal to `0xFF` (i.e. **DISK** is formatted with DZFS file system), call `F_KRN_DZFS_LOAD_FILE_TO_RAM` with `DE` equal to first sector (512 bytes) to read and `IX` equal to how many sectors to read.

Read bytes will be copied into **MEMORY**, following these rules:

- if `DISK_loadsave_addr` \neq 0, load bytes to this address.
- if `DISK_loadsave_addr` = 0,
 - if `DISK_cur_file_load_addr` \neq 0, load bytes to this address.
 - if `DISK_cur_file_load_addr` = 0, load bytes to start of Free RAM (0x4420).

6.2 Write data to DISK

Given `DISK_is_formatted` is equal to `0xFF` (i.e. **DISK** is formatted with DZFS file system):

- Store the filename (in ASCII) somewhere in **MEMORY**.
- call `F_KRN_DZFS_GET_FILE_BATENTRY`, with `HL` equal to the **MEMORY** address where the filename is stored. If a file with the specified filename does not exist, flag `z` will be set to indicate that it is OK to save the file.
- call `F_KRN_DZFS_CREATE_NEW_FILE`, with:
 - `HL` equal to the address in **MEMORY** of first byte to be stored.
 - `BC` equal to the total number of bytes to be stored.
 - `IX` equal to the address in **MEMORY** where the filename is stored.
 - `DISK_loadsave_addr` equal to:
 - * zero, will use the address in **MEMORY** of first byte as the load address when loading the file (i.e. `DISK_loadsave_addr`).
 - * non zero, will use this number as the load address when loading the file (i.e. `DISK_loadsave_addr`).

6.3 Convert between HEX and DEC and ASCII

In many situations your programs will need to convert between different number notations (hexadecimal, decimal, ASCII). For example, all charac-

ters typed by the user are read by the function [F_BIOS_SERIAL_CONIN_A](#), which stores the ASCII value of the pressed key in the A register. In order to do manipulations of data, our program will need to convert this ASCII data into either hexadecimal or decimal notation.

Take as an example the CLI command for saving files to disk (*save*). As shown in the *dastaZ80 User's Manual* section 5.3 *Disk Commands*, this command takes two parameters: *<start_address>*, which is expressed in hexadecimal, and *<number_of_bytes>*, which is expressed in decimal. But in both cases, [F_BIOS_SERIAL_CONIN_A](#) will give us (in the A register) the ASCII representation of the numbers typed by the user.

Before we can set a pointer to the memory address specified by *<start_address>*, and set our counter to *<number_of_bytes>*, we need to convert those ASCII numbers into hexadecimal and decimal respectively.

The Kernel, offers a series of functions to help the programmer with the conversions:

- [F_KRN_ASCHIADR_TO_HEX](#): Converts ASCII 4 chars to HEX 2 bytes. (e.g. 32 35 37 30 to 0x2570)
- [F_KRN_ASCII_TO_HEX](#): Converts ASCII 2 chars to HEX 1 byte. (e.g. 33 45 to 0x3E)
- [KRN_HEX_TO_ASCII](#): Converts HEX 1 byte to ASCII 2 chars. (e.g. 0x3E to 33 45)
- [F_KRN_BCD_TO_BIN](#): Converts a byte of BCD to a byte of hexadecimal. (e.g. 12 is converted into 0x0C).
- [F_KRN_BIN_TO_BCD4](#): Converts HEX 1 byte to DEC 4 digits. (e.g. 0x80 to 0128)
- [F_KRN_BIN_TO_BCD6](#): Converts HEX 2 bytes to DEC 6 digits. (e.g. 0xFFFF to 065535)
- [F_KRN_BCD_TO_ASCII](#): Converts DEC 6 digits to ASCII 6 chars. (e.g. 512 to 30 30 30 35 31 32)
- [F_KRN_BIN_TO_ASCII](#): Converts HEX 2 bytes to ASCII string. (e.g. 0x7FFF to 33 32 37 36 37)
- [F_KRN_DEC_TO_BIN](#): Converts HEX n bytes to ASCII string. First byte tells the number of bytes to convert (e.g. 05 33 32 37 36 37 to 0x7FFF)

6.4 Develop software for dzOS

6.4.1 Available RAM

Programs can be loaded from disk to any area of **RAM**. Nevertheless, addresses below 0x4420 SHOULD not be used, as these contain the Operating System's variables. Modifying these without the proper care will result in undesired behaviour, system crash or even lost of data on the disk. Therefore, taking in consideration that the free RAM area starts at 0x4420 and ends at 0xFFFF, the programmer can load programs of maximum 48,095 bytes (48 KB).

6.4.2 Storing your variables

Variables for programs can be store anywhere in the free **RAM** space.

The OS is having its own internal variables that can be accessed by the user. Also, some variables are used only by CLI and therefore could be re-used during the execution of a program.

Refer to the section [System Variables \(SYSVARS\)](#) on this guide to know the exact locations.

- The **DISK Superblock** and **DISK BAT** areas can be re-used if you are not using **DISK** routines.
- The **CLI** area can safely be re-used in your program, as the CLI is not running meanwhile your program is.
- The **RTC** area can be re-used if you are not calling any **RTC** routines.
- The **Math** area can be re-used if you are not calling any **Math** routines.
- The **SIO**, **Generic** and **VDP** areas MUST not be touched.

All in all, you may end up having some extra 700 bytes here.

6.4.3 Receiving parameters from CLI

When a user types a command in CLI, the entered command is stored in an area of 64 bytes in the [System Variables \(SYSVARS\)](#) called *CLI_buffer_full_cmd*. From there, you can read the full command, which will be the name of your binary program, and the parameter or parameters.

6.4.4 Returning to CLI

If your program allows the user to return to CLI, it must then jump to the loop subroutine known as (CLI Prompt). The address of this subroutine is

stored in the [System Variables \(SYSVARS\)](#)' *CLI_prompt_addr*.

Simply make your program to load the value stored at that location and jump (*jp*) to it.

6.4.5 Developing with Z80 Assembler

In order for dzOS to know where to load the program in **RAM**, the executable code must provide the load address. For compatibility with SDCC ⁵, we will store it in the bytes 3 and 4 of the executable.

For programs developed in Z80 Assembler, add the following at the top of the source code:

```
.ORG      $4420                                ; start of code at
                                                ; start of free RAM
jp        $4425                                ; first instruction
                                                ; must jump to the
                                                ; executable code
.BYTE     $20 , $44                            ; load address
                                                ; (values must be
                                                ; same as .org above)

.ORG      $4425                                ; start of program
                                                ; (must be same as jp above)

; your program here
; your program here
; your program here
```

The first `.ORG` (`.ORG $4420`) indicates the start address used for creating the binary file after compilation.

0x4420 is where the Free **RAM** starts, giving you 48 KB for your program. Programs **SHOULD** not be loaded at a lower address, for the reason explained before.

The first instruction **MUST** be a jump (*jp*) instruction to the actual executable code (i.e. your program code) The `.BYTE` instruction just inserts the two bytes after the jump instruction. The values **MUST** be in hexadecimal little-endian format.

Because the `jp` instruction in Z80 is translated as `C3 nn nn` (where *nn* are the bytes where to jump), this will use the first three bytes (0x00, 0x01,

⁵Small Device C Compiler (SDCC) is a retargettable, optimizing Standard C (ANSI C89, ISO C99, ISO C11) compiler suite that targets (amongst others) the Zilog Z80 based MCUs. (<http://sdcc.sourceforge.net/>)

0x02) in the binary, therefore we store the load address at bytes 3 and 4 and your program can start just after, at byte 0x05.

Once assembled, the binary will be loaded by dzOS at the load address, and when executed, the first thing that will happen is a *jp* instruction and then the execution will continue from the executable code of your program.

If your program allows the user to return to CLI, add the following on your source code:

```
ld      HL, (CLI_prompt_addr)    ; return control
jp      (HL)                    ; to CLI
```

For convenience, two files are provided in the Github repository⁶: *_header.inc* and *_template.asm*

6.4.6 Developing with SDCC

In the Github repository, there is a file (*crt0.s* that sets:

- the start address for the binary at 0x4420
- the values 0x20 and 0x44 in the binary at bytes 5 and 6.
- first instruction of your program to be started located at 0x4425

Therefore, by using this file all programs will be loaded at the correct address.

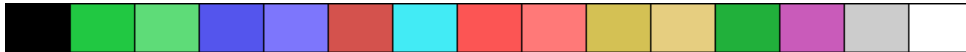
⁶<https://github.com/dasta400/dzSoftware>

7 Appendixes

7.1 ANSI Terminal colours

- `ANSI_COLR_BLK` - Black
- `ANSI_COLR_RED` - Red
- `ANSI_COLR_GRN` - Green
- `ANSI_COLR_YLW` - Yellow
- `ANSI_COLR_BLU` - Blue
- `ANSI_COLR_MGT` - Magenta
- `ANSI_COLR_CYA` - Cyan
- `ANSI_COLR_WHT` - White

7.2 VDP Composite colours



- `VDP_COLR_TRNSP` (Transparent) = \$00
- `VDP_COLR_BLACK` (Black) = \$01
- `VDP_COLR_M_GRN` (Medium Green) = \$02
- `VDP_COLR_L_GRN` (Light Green) = \$03
- `VDP_COLR_D_BLU` (Dark Blue) = \$04
- `VDP_COLR_L_BLU` (Light Blue) = \$05
- `VDP_COLR_D_RED` (Dark Red) = \$06
- `VDP_COLR_CYAN` (Cyan) = \$07
- `VDP_COLR_M_RED` (Medium Red) = \$08
- `VDP_COLR_L_RED` (Light Red) = \$09
- `VDP_COLR_D_YLW` (Dark Yellow) = \$0A
- `VDP_COLR_L_YLW` (Light Yellow) = \$0B
- `VDP_COLR_D_GRN` (Dark Green) = \$0C
- `VDP_COLR_MGNTA` (Magenta) = \$0D
- `VDP_COLR_GREY` (Grey) = \$0E
- `VDP_COLR_WHITE` (White) = \$0F

7.3 VDP Screen resolutions

7.3.1 Mode 0: Text Mode

- Screen is divided into 960 pattern positions each of which is capable of displaying a character. There are 40 characters in each row and 24 rows on the screen.
- Each character is 8x6 pixels.
- Each character can have 2 colours (Foreground and Background).
- Sprites cannot be used.
- The Name Table starts at **VRAM** address 0x0800.
 - Each entry in the Name Table represents a pattern position on the screen. Position 0 is in the top left of the screen. Position 39 is in the top right of the screen. The second row ranges from 40 to 79, and so on.
 - There is a one to one correspondence between the screen character position and the character code position in the Name Table. For example, the character in screen position 80 is contained in **VRAM** byte 80, which is the 79th entry in the Name Table.
- The Pattern Table starts at **VRAM** address 0x0000.
 - This table contains the character set, for a maximum of 256 characters.
 - Each character is defined in a 8 byte block, where the two least significant bits are always zero. Hence 8x6 pixels.
 - The **VDP** supports up to 7 different character sets held in **VRAM** at the same time. Each set **MUST** be located starting at an 0x800 boundary (i.e. 0x0000, 0x0800, 0x1000, 0x1800, 0x2000, 0x2800, 0x3000 and 0x3800).

7.3.2 Mode 1: Graphics I Mode

- Screen is divided into 768 blocks of 8x8 pixels each. There are 32 blocks in a row and 24 rows on the screen.
- Sprites can be used.
- The Name Table starts at **VRAM** address 0x1400.
 - This table has 768 entries, one for each block on the screen.

- If the Pattern Table is loaded with with a full ASCII character set, the entry of any ASCII value in the Name Table will result in the corresponding character being displayed on the screen.
- The Pattern Table starts at **VRAM** address 0x0800.
- The Colour Table starts at **VRAM** address 0x2000.
 - This table has 32 entries, each entry defining 2 colours (Foreground and Background) out of 15 colours available, for a block of 8 characters. In other words, colours cannot be assigned independently to each character in the screen, but instead to groups of 8 consecutive characters.

7.3.3 Mode 2: Graphics II Mode

- Also known as **Bitmap Mode**.
- Screen is divided into 768 blocks of 8x8 pixels each. There are 32 blocks in a row and 24 rows on the screen.
- Sprites can be used.
- The Name Table starts at **VRAM** address 0x3800.
 - This table is divided into three subtables of 256 each.
- The Pattern Table starts at **VRAM** address 0x0000.
- The Colour Table starts at **VRAM** address 0x2000.
 - Each entry in the Colour Table is 8 bytes and each byte defines the 2 colours (Foreground and Background) of each of the 8 rows of the character, from a total of 15 colours plus transparent available.

7.3.4 Mode 3: Multicolour Mode

- Screen is divided into 768 blocks of 2x2 squares. Each square is 4 pixels. There are 32 blocks in each row and 4 rows in each section. There are 6 sections, for a total of 24 rows on the screen.
- Blocks are arranged in columns with 4 blocks in each column.
- Columns are arranged in sections, with 32 columns in each section.
- There are a total of 6 sections on the screen.
- In summary:
 - $32 \text{ columns} * 6 \text{ sections} = 192 \text{ columns}$

- 192 columns * 4 blocks = 768 blocks
- No characters for text can be used.
- Sprites can be used.
- The Name Table starts at **VRAM** address 0x1400.
- The Colour Table is not used. Instead, the colour of the boxes are defined in the Pattern Table.
- The Pattern Table starts at **VRAM** address 0x0800.
 - Each entry in the table is 8 bytes, but only 2 bytes are used to define the colours of the 4 boxes that make up a character.

7.3.5 Mode 4: Graphics II Mode Bitmapped

- Same as Mode 2, but screen is bitmapped for addressing every pixel individually.

7.4 VDP Limitations

The maximum resolutions are: 240x192 pixels in Text Mode, 256x192 pixels in Graphics Modes (I, II, II Bit-mapped), and 512x384 in Multicolour Mode.

The maximum number of colours is 15 plus a transparent colour.

In Graphics I Mode, each entry in the Colour Table defines the colour for a group of eight patterns. Hence, individual character colouring is not possible.

In Graphics II Bit-mapped Mode, individual pixels can be addressed but individual colours cannot. Therefore it is not possible to assign different colours for each pixel.

7.4.1 Sprites

A maximum of 32 sprites can be shown on the screen, of sizes either 8x8 or 16x16 pixels. Though sprites can be magnified, thus showing as 16x16 or 32x32 respectively.

The location of a sprite is defined by the top left-hand corner of the sprite pattern.

When more than one sprite is located at the same screen coordinate, the sprite on the higher priority plane will be shown.

A maximum of 4 sprites can be displayed on the same horizontal line. If this rule is violated, the four highest priority sprites on the line are displayed normally, but the fifth and subsequent sprites are not displayed.

The *Coincidence Flag* (collision detection) only indicates that any two sprites have overlapping bits, but it does not tell which sprites are. This must be calculated programatically.

7.5 Jiffy Counter

A *Jiffy* is the time between two ticks of the system timer interrupt. On the dastaZ80, this timer is generated by the TMS9918A (**VDP**) at roughly each 1/60th second.

The counter is made of 3 bytes. Byte 1 is incremented in each **VDP** interrupt. Once it rolls over to zero (256 increments), the byte 2 is incremented. Once the byte 2 rolls over, the byte 3 is incremented. Once the three bytes together (24-bit) reach the value 0x4F1A00, the three bytes are initialised to zero.

0x4F1A00 (5,184,000 in decimal) is the number of jiffies in 24 hours: 24 hours x 60 minutes in an hour x 60 seconds in a minute x 60 jiffies in a second.

IMPORTANT: This counter **MUST** not be interpreted as an accurate clock, because when transferring data to the **VRAM** the OS disables the **NMI**⁷, and therefore the counter stops for a while.

7.6 OS Boot Sequence

After power on or after pressing the **RESET** button:

- **Bootstrap**

- Copy contents of the ROM into High RAM (0x8000 - 0xFFFF).
- Disable ROM chip and enable Low RAM (0x0000 - 0x7FFF). Therefore, all **MEMORY** is RAM from now on.
- Copy the copy of ROM into High RAM to Low RAM. Bootstrap code is not copied.
- Transfer control to BIOS (jp F_BIOS_SERIAL_INIT).

- **Initialise SIO/2 (F_BIOS_SERIAL_INIT)**

- Initialise SIO/2.
 - * Set Channel A as 115,000 bps, 8N1, Interrupt in all received characters.

⁷It is also highly recommended that in your programs you also disable the **NMI** when copying large amounts of data. Otherwise, the process will be interrupted 60 times per second, and therefore slow it down.

- * Set Channel B as 115,000 bps, 8N1, Interrupt in all received characters.
 - * Set Interrupt Vector to 0x60.
- Set CPU to Interrupt Mode 2.
- jp F_BIOS_WBOOT
- **BIOS Boot** (F_BIOS_WBOOT)
 - Set SIO/2 Channel A as primary I/O.
 - Transfer control to Kernel (jp F_KRN_START).
- **Kernel Boot** (F_KRN_START)
 - Display dzOS welcome message.
 - Display dzOS release version.
 - Display Kernel version.
 - Display available **RAM**.
 - Initialise **VDP**.
 - * Test write/read **VRAM**.
 - * Set **Low Resolution Display** as *Graphics II Bit-mapped Mode*.
 - * Show dastaZ80 Logo in the **Low Resolution Display**.
 - Initialise **PSG**.
 - * Set Noise OFF, Audio OFF, I/O Port as Output.
 - * Make a beep.
 - Initialise **FDD**.
 - Initialise **SD Card**.
 - * Detect **SD Card**.
 - * Display number of available Disk Image Files.
 - * Display disk unit and name of each Disk Image File.
 - Initialise **Real-Time Clock (RTC)**.
 - * Detect **RTC**.
 - * Display current date and time.
 - * Display **RTC**'s battery status.

- * Detect **NVRAM**.
- Initialise **SYSVARS**.
 - * Set show deleted files with *cat* command as OFF.
 - * Set default File Type as 0 (USR = User defined).
 - * Set default loadsave address to 0x0000 (i.e. will save/load starting from Free RAM (0x4420)).
- Set default **DISK** as 1 (i.e. first Disk Image File in the **SD card**).
- Transfer control to Command-line Interpreter (CLI) (`jp F_CLI_START`).
- **CLI** (`F_CLI_START`)
 - Display CLI version.
 - Clear command buffers
 - Display prompt (`>`).
 - Read command entered by user.
 - Parse command.
 - Execute corresponding subroutine.
 - Loop back to Display prompt.

7.7 dzOS Programming Style

When writting dzOS and software for dzOS, the following style has been followed:

- All CPU registers are witten in uppercase (e.g. *A*, *BC*, *DE*, *HL*).
- All CPU flags are witten in lowercase (e.g. *z*, *nz*, *c*, *nc*, *m*, *p*).
- All assembly mnemonics are written in lowercase (e.g. *ld A,0*).
- Labels for subroutines that will be public (i.e. called via a Jumpblock) are written in uppercase.
- No mnemonics are written in the same line as a label.
- Public subroutines contain comments specifying:
 - Short description.
 - Input CPU registers or variables (SYSVARS).
 - Output CPU registers or variables (SYSVARS).

- All hexadecimal values are written with a dollar sign as prefix.
- Tabs are written as 4 spaces.
- Mnemonics start after 2 tabs (8 spaces).
- When possible, comments are written in column 41. Otherwise in next closest tab.
- Source code is heavily commented. Mostly on each line.
- *The Telemark Assembler* (TASM) specific:
 - *.BYTE* is used instead of *.DB*
 - *.WORD* is used instead of *.DW*

References

- [1] David Asta. *dastaZ80 User's Manual*, 2022.
- [2] David Asta. *dastaZ80 Technical Reference Manual*, 2022.
- [3] David Asta. dzos github repository. <https://github.com/dasta400/dzOS>, 2022.