

ZEUS MONITOR Nov. 2021

8-BIT HOBBY COMPUTER BOOTSTRAP CODE

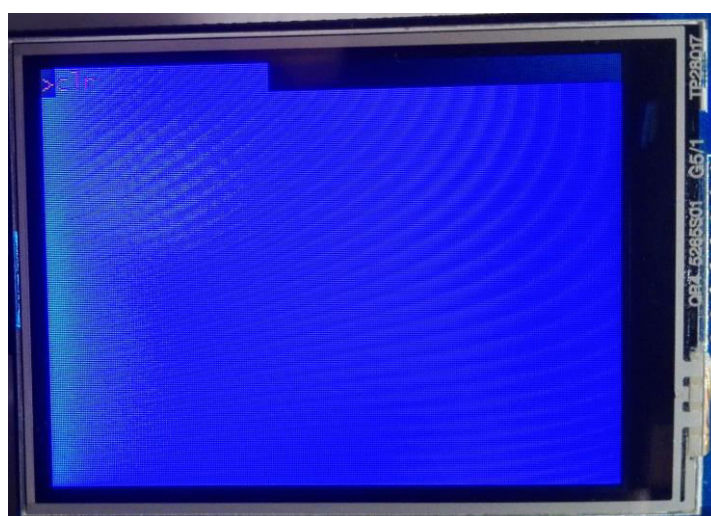
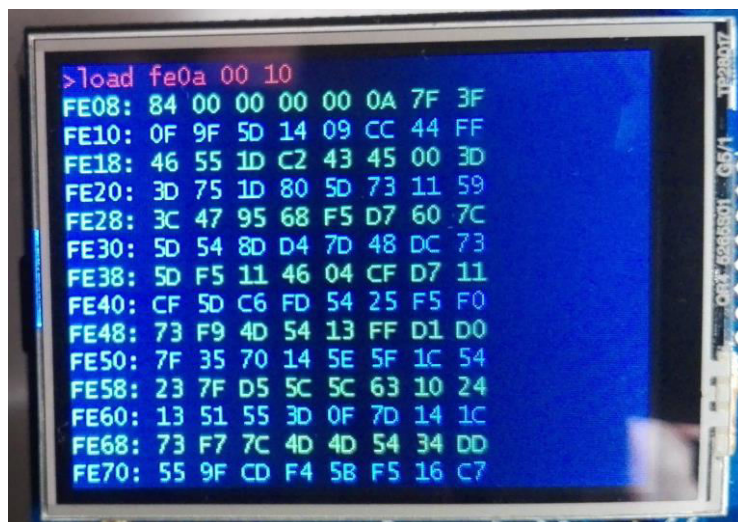
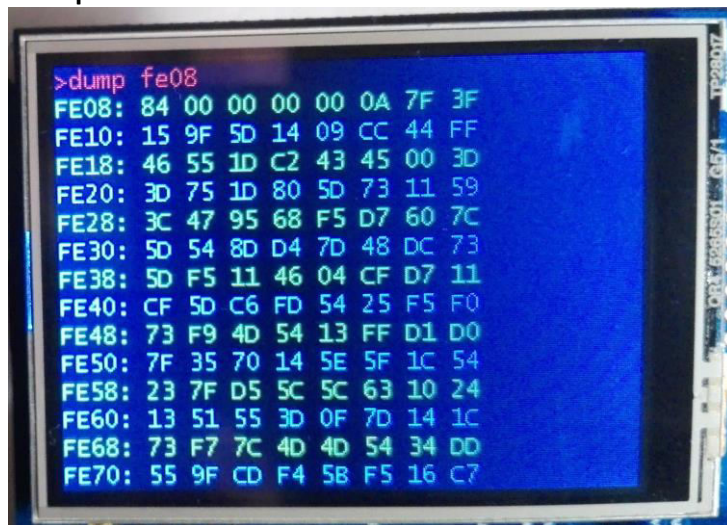
Bootup

At the bootup the Monitor copies memory block \$0000-\$3000 from bank F (EEPROM) to address \$8000 (highmem), then jumps to \$8000 and switch to bank E.

List of commands

- **>clr**
Fills most of TFT screen with background color.
- **>dump**
Dumps on TFT screen 0x70 bytes starting from specified memory address.
- **>send**
Sends to UART specified amount of bytes starting from specified memory address.
- **>sysr**
Sets system register value. Low nibble of sys reg is used by mem128 module for bank switching.
- **>load**
Writes specified byte set starting from specified memory address.
- **>jump**
Sets Program Counter register (jumps) to specified memory address.
- **>exec**
Executes specified byte set.
- **>crc7**
Calculates crc7 sum augmented with bit0 = 1 (check SD phys layer specs).

Example 1



Example 2

```
>load 7e00 30 31 32 33
7E00: 30 31 32 33 74 7D FF D4
7E08: F0 04 56 51 C3 73 F4 33
7E10: 45 68 4C CC D5 FC 75 18
7E18: C5 F3 30 12 13 57 75 D5
7E20: D5 FA F5 67 D0 7C 70 F1
7E28: 71 95 4D F6 D7 5F 47 FF
7E30: CD 44 1C 4E F5 38 1D F7
7E38: 54 0D 7C D9 1D C7 55 57
7E40: D1 6D 13 91 0C 14 51 F1
7E48: F5 30 74 29 D4 57 53 1D
7E50: 3D 7D 3F 7D 27 70 5C 15
7E58: 4D 36 90 4F 03 7F 57 DD
7E60: 33 93 3D 76 79 FB 5C 45
7E68: 30 13 44 D4 0F 15 0C 5C
```

```
>send 7e00 0008
7E00: 30 31 32 33 74 7D FF D4
7E08: F0 04 56 51 C3 73 F4 33
7E10: 45 68 4C CC D5 FC 75 18
7E18: C5 F3 30 12 13 57 75 D5
7E20: D5 FA F5 67 D0 7C 70 F1
7E28: 71 95 4D F6 D7 5F 47 FF
7E30: CD 44 1C 4E F5 38 1D F7
7E38: 54 0D 7C D9 1D C7 55 57
7E40: D1 6D 13 91 0C 14 51 F1
7E48: F5 30 74 29 D4 57 53 1D
7E50: 3D 7D 3F 7D 27 70 5C 15
7E58: 4D 36 90 4F 03 7F 57 DD
7E60: 33 93 3D 76 79 FB 5C 45
7E68: 30 13 44 D4 0F 15 0C 5C
```

```
>jump a000
7E00: 30 31 32 33 74 7D FF D4
7E08: F0 04 56 51 C3 73 F4 33
7E10: 45 68 4C CC D5 FC 75 18
7E18: C5 F3 30 12 13 57 75 D5
7E20: D5 FA F5 67 D0 7C 70 F1
7E28: 71 95 4D F6 D7 5F 47 FF
7E30: CD 44 1C 4E F5 38 1D F7
7E38: 54 0D 7C D9 1D C7 55 57
7E40: D1 6D 13 91 0C 14 51 F1
7E48: F5 30 74 29 D4 57 53 1D
7E50: 3D 7D 3F 7D 27 70 5C 15
7E58: 4D 36 90 4F 03 7F 57 DD
7E60: 33 93 3D 76 79 FB 5C 45
7E68: 30 13 44 D4 0F 15 0C 5C
```


Example 3

