ZEUS MONITOR Mar. 2022

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); counts number of memory banks in the system and enumerates them (address \$0007) then the number of banks is typed at bottom right display corner;

jumps to \$8000, configures system, switches to bank E and initiates it (writes reboot jump command to address \$0000);

enters HALT mode and awaits for interrupt.

List of commands

>clr

Fills most of TFT screen (everything except command line) with background color.

>dump (source)

Dumps on TFT screen 0x70 bytes starting from specified memory address.

>send (source) (bytes)

Sends to UART specified number of bytes starting from specified memory address.

>load (dest) (byte1) (byte2)

Writes specified byte set starting from specified memory address.

>move (dest) (source) (bytes)

Writes specified number of bytes starting from specified memory address to another memory address.

>jump (source)

Sets Program Counter register (jumps) to specified memory address.

>exec (source)

Executes specified byte set ended with 0xC9 (RET instruction).

>sysr (value)

Sets system register value. Low nibble of sys reg is used by mem module for bank switching so can be used for bank switching. Right after bank switch this new bank is initiated by writing corresponding jump instruction to address \$0000 (in order to keep RESET function operational).

>sysl (nibble)

Sets system register low nibble value. Doesn't affect system register high nibble value. The command is intended for memory bank switching. Right after bank switch this new bank is initiated by writing corresponding jump instruction to address \$0000 (in order to keep RESET function operational).

Take it into consideration before closing EEPROM write enable jumper on the MEM module or else your EEPROM becomes unbootable after power off. So close the jumper ONLY after "sysl f" command or you have to fix the jump address with use of LOAD command before power off.

>sysh (nibble)

Sets system register high nibble value. Doesn't affect system register low nibble value. The command is intended for sys reg bits control with no impact on memory bank switching.

>crc7 (byte1) (byte2)

Calculates crc7 sum augmented with bit0 = 1 (check SD phys layer specs) for specified byte set.

Example 1

```
>dump fe08
FE08: 84 00 00 00 00 0A 7F 3F
FE10: 15 9F 5D 14 09 CC 44 FF
FE18: 46 55 1D C2 43 45 00 3D
FE20: 3D 75 1D 80 5D 73 11 59
FE28: 3C 47 95 68 F5 D7 60 7C
FE30: 5D 54 8D D4 7D 48 DC 73
FE38: 5D F5 11 46 04 CF D7 11
FE40: CF 5D C6 FD 54 25 F5 F0
FE48: 73 F9 4D 54 13 FF D1 D0
FE50: 7F 35 70 14 5E 5F 1C 54
FE58: 23 7F D5 5C 5C 63 10 24
FE60: 13 51 55 3D OF
                     7D 14 10
FE68: 73 F7 7C 4D 4D 54 34 DD
FE70: 55 9F CD F4 5B F5 16 C7
```

```
>load fe0a 00 10
FE08: 84 00 00 00 00 0A 7F 3F
FE10: OF 9F 5D 14 09 CC 44 FF
FE18: 46 55 1D C2 43 45 00 3D
FE20: 3D 75 1D 80 5D 73 11 59
FE28: 3C 47 95 68 F5 D7 60 7C
FE30: 5D 54 8D D4 7D 48 DC 73
FE38: 5D F5 11 46 04 CF D7 11
FE40: CF 5D C6 FD 54 25 F5 F0
FE48: 73 F9 4D 54 13 FF D1 D0
                        1C 54
FE50: 7F 35 70 14
                  5E
                     5F
FE58: 23 7F D5 5C
                  5C
                     63 10 24
FE60: 13 51 55 3D OF
                     7D 14 1C
FE68: 73 F7 7C 4D 4D 54 34 DD
FE70: 55 9F CD F4 5B F5 16 C7
```



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
```

```
>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 OD 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 OF 15 OC 50
```

```
>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
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 F8 5C 45
7E68: 30 13 44 D4 0F 15 0C 5C
```

Example 3

```
>crc7 00 01 02 03
45
```

```
Oloo: 00 01 02 03 45 F7 FB BF
0108: 6B AC C8 4F 08 8E E3 FA
0110: 2F C3 A8 0F 43 B8 BB FE
0118: CF 9A 84 29 38 20 EB 0E
0120: B4 23 2C 8E AF C2 20 AB
0128: 8F 46 AA 34 F8 E2 3A 3E
0130: 8A EF EB 27 0A C0 70 B8
0138: FA 4A C8 08 22 3E BE 0C
0140: B4 CC C7 C4 A3 72 CE FA
0148: 2B 2B F2 38 96 4B 81 B8
0150: 8F 0B 3A FB F7 E2 3B BA
0158: F3 3E C8 EA D3 AA 68 9A
0160: 3E 4C 2A 0F 2C A0 AE 8F
0168: 28 CE C3 0F CC 0D B8 0E
```