

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 source memory address.

>send (source) (bytes)

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

>load (dest) (byte1) (byte2)...

Writes specified byte set to specified destination memory address.

>move (dest) (source) (bytes)

Copies data block of specified number of bytes from source memory address to destination memory address.

>jump (dest)

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

>exec (dest)

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

>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 functional when this bank is ON).

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.

>out (port) (value)

Outputs specified byte value to specified IO port.

>crc7 (byte1) (byte2)

Calculates crc7 sum augmented with bit0 = 1 (check SD phys layer specs) for specified byte set. By default saves the byte set (the message) ended with calculated crc7 byte to \$0100.

Table of IO ports

port	description
Fxh	SYSR register (write only)
00h	UART channel data (SIO)
01h	PS/2 channel data (SIO)
02h	UART channel instructions (SIO)
03h	PS/2 channel instructions (SIO)
10h	TFT +SD controls data (PIO)
11h	TFT data bus data (PIO)
12h	TFT +SD controls instructions (PIO)
13h	TFT data bus instructions (PIO)
20h/ 24h /28h/ 2Ch	channel A data (PIO)
21h/ 25h /29h/ 2Dh	channel B data (PIO)
22h/ 26h /2Ah/ 2Eh	channel A instructions (PIO)
23h/ 27h /2Bh/ 2Fh	channel B instructions (PIO)

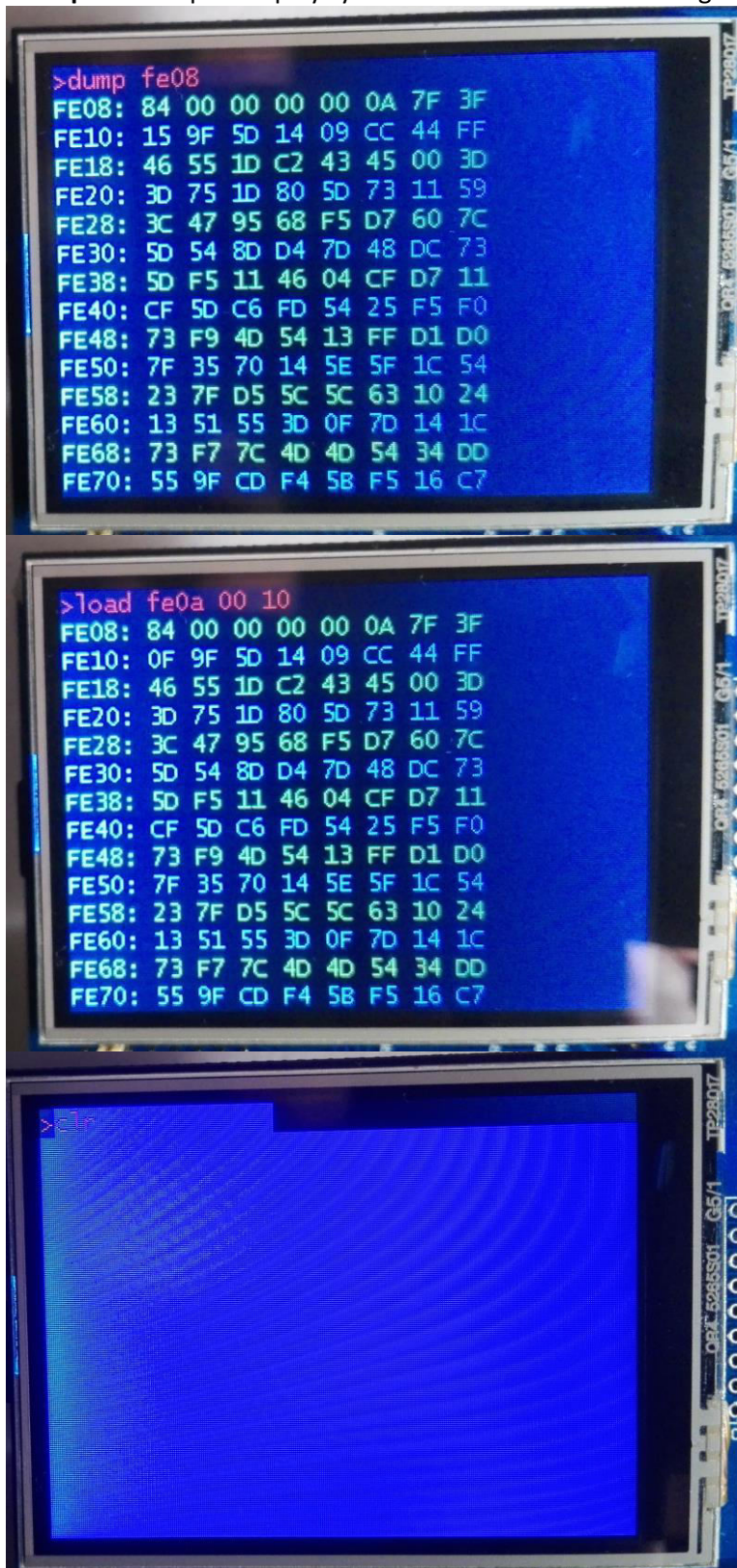
Table of variables and pointers (\$FE00h)

address	description	state on reset
FE00h	font table pointer	8200h
FE02h	keyboard scan codes table pointer	9200h
FE04h	keyb buffer pointer	FD00h
FE06h	UART buffer pointer	0100h
FE08h	font color (R=0080h, Y=0084h, W=1084h)	0080h
FE0Ah	background color	0000h
FE0Ch	TFT char position row/col	0000h
FE80h	prev keyb char	00h
FE81h	SYSR register state	FFh

Table of bootload memory blocks (highmem bank)

address	memory block description
8000h	page 0
8100h	interrupt vectors table
8200h	font table (8x16)
9200h	keyboard scan codes table
9300h	bios subroutines
9500h	command line parser
9700h	command routines
9B00h	SD command routines
A000h	setup

Example 1 Dump to display system variables block and change background color.



Example 2 Load a data block to free memory address and output it to UART, then jump to bootup address.



Example 3 Calculate crc7 sum of a message and dump it to display.

