

Critical Information about Communications Programming on the Atari

- 1) there are 4 interrupts connect to the USART receive, receive error, transmit and transmit error. When enabling interrupts for either mode (rec or trans) it is expected that both the normal and error ISRs will be present and enabled. For the error ISR simply make it's code be an "illegal" instruction. It should never be invoked, but should it happen then it will crash your program
- 2) the H and L bits need to be set to the high setting; otherwise your data will not be transmitted correctly.
- 3) you can make the decision whether or not you run transmitter interrupts continuously or just turn them on when you need it and off when finished. Regardless of the method you select the transmitter will not start interrupting until a character is placed in the buffer, i.e. in order to get transmit interrupts going you must prime the USART data register with the first byte to be transmitted.