

Prestel Server Memory Map

2800	Page nos for autosave feature.
2800	Phone nos & ID code.
2AB5	
2870	RXCQ
2877	TXCB for data (Port #10)
2881	TXCB for autosave area. port # 11
28BF	< space to allow for econet III >
28C0	Incoming data buffer.
28E0	Outgoing data buffer.
2C10	
2C70	Page Buffer.
302F	
3030	Buffer for data → prestel.
3060	Buffer for data from prestel
3260	
3261	

Memory Map

DD00-DFFF	Character set
D000-DCFF	ATOMTEL program
8000-97FF	Video RAM
	(used for ATOMTEL display & storage of retrieved telesoftware)
3B00-3BFF	Fast COS (optional)
3800-3AFF	Utilities program space
3500-37FF	Telesoftware program <i>space</i>
3400-34FF	Alternative character set loading program space
3300-33FF	ATOMTEL workspace
3060-32FF	Videotex input buffer
3030-3057	Keyboard output buffer
2C70-302F	ATOMTEL text
2B00-2C67	ATOMTEL workspace
2800-2AFF	Alternative character set space
0020-0080	ATOMTEL workspace
0020	Pointer to character set in use

Control Codes

CTRL B	BLACK background to screen display
CTRL C	Jump to alternate CHARACTER set loading program (#3400)
CTRL L	LOAD frame from disk or tape
CTRL Q	QUIT videotex (drop telephone line)
CTRL R	REVEAL page
CTRL S	SAVE frame to disk or tape
CTRL T	Jump to TELESOFTWARE program (#3500)
CTRL U	Jump to UTILITIES program (#3800)
CTRL W	WHITE background to screen display

- ✓107 ZZ1 NO. BITS LEFT OF CHAR BEING SENT TO PRESTEL
 ✓107 ZZ2 CHAR BEING SENT TO PRESTEL
 ✓107 ZZ3 TIME/5
 ✓107 ZZ4 TIME 1200
 ✓107 ZZ5 CHAR CONTING FROM PRESTEL?
 ✓107 ZZ6 CHAR BEING SENT TO PRESTEL?
 ✓107 ZZ7 PATTERN *incoming char.*
 ✓107 ZZ8 COUNTER
 ✓107 ZZ9 COUNTER
 -120 ZZ10 KEY RELEASED
 ✓107 ZZ11 BUFFER BOTTOM K/R *(entry count & flap frequency)*
 ✓207 ZZ12 BUFFER TOP K/R *flap 1/2/3/4/5*
 ✓307 ZZ13 TEMP STORE USED BY Q225 *← can use this VU0 etc.*
 ✓1407 ZZ14 *105 bits @ 1200 baud.*
 ✓1507 ZZ15 BUFFER BOTTOM PRESTEL
 ✓1607 ZZ16 BUFFER TOP PRESTEL
 -170 ZZ17
 -180 ZZ18 *Unstable*
 ✓1907 ZZ19 ROW OF CURSOR (0-23)
 ✓2008 ZZ20 COLUMN OF CURSOR (0-39)
 -210 ZZ21 TEMP STORE USED BY U01
 -220 ZZ22 CURSOR (ON/OFF)
 ✓2307 ZZ23 FLAG TO SHOW IF PREVIOUS CHAR WAS ESC
 -240 ZZ24 TEMP STORE
 250
 260
 510 WW1 POINTS TO 1ST OF THE PRESENT 4 BYTES OF TEXT (A,B,C,D)
 520 WW2 POINTS TO 1ST OF THE PRESENT 3 BYTES OF TEXT (E,F,G)
 530 WW3 COUNTER
 540 WW4 POINTER TO 1ST BYTE OF CHAR PATTERN OF PRESENT CHAR
 550 WW5 COUNTER
 560 WW6 COUNTER
 ✓5707 WW7 POINTER TO START OF PRESENT LINE OF TEXT
 580 WW8 POINTER TO 1ST BYTE OF PRESENT CHAR PATTERN (CHARS
 590 APPROXIMATED VERTICALLY) 8 BYTES EA OF 6 BITS PER BYTE
 600 WW9 TEMP STORE
 610 WW10 TEMP STORE
 620 WW11 TEMP STORE
 630 WW12 TEMP STORE
 ✓6409 WW13 GRAPHICAL CHARACTERS FLAG *used by VU22 load it as w/s.*
 ✓6509 WW14 CHARACTERS FLAG *VU18 reverse.*
 ✓6609 WW15 DOUBLE HEIGHT FLAG
 ✓6709 WW16 HOLD CHARACTER FLAG
 ✓6809 WW17 FLASHING FLAG
 690 WW18 GENERAL FLAG
 -690 WW19 REVERSE PAGE FLAG
 -700 WW20 *white screen*
 -710 WW21 POINTER TO 1ST OF 24 BYTES ACTING AS FLAGS TO SHOW IF
 720 EA LINE IS THE 2ND HALF OF A D.M. ROW

WW20
 points to next
 empty space in tx buff
 points to next char in
 tx buff
 WW21 he pulled out of
 tx buff.



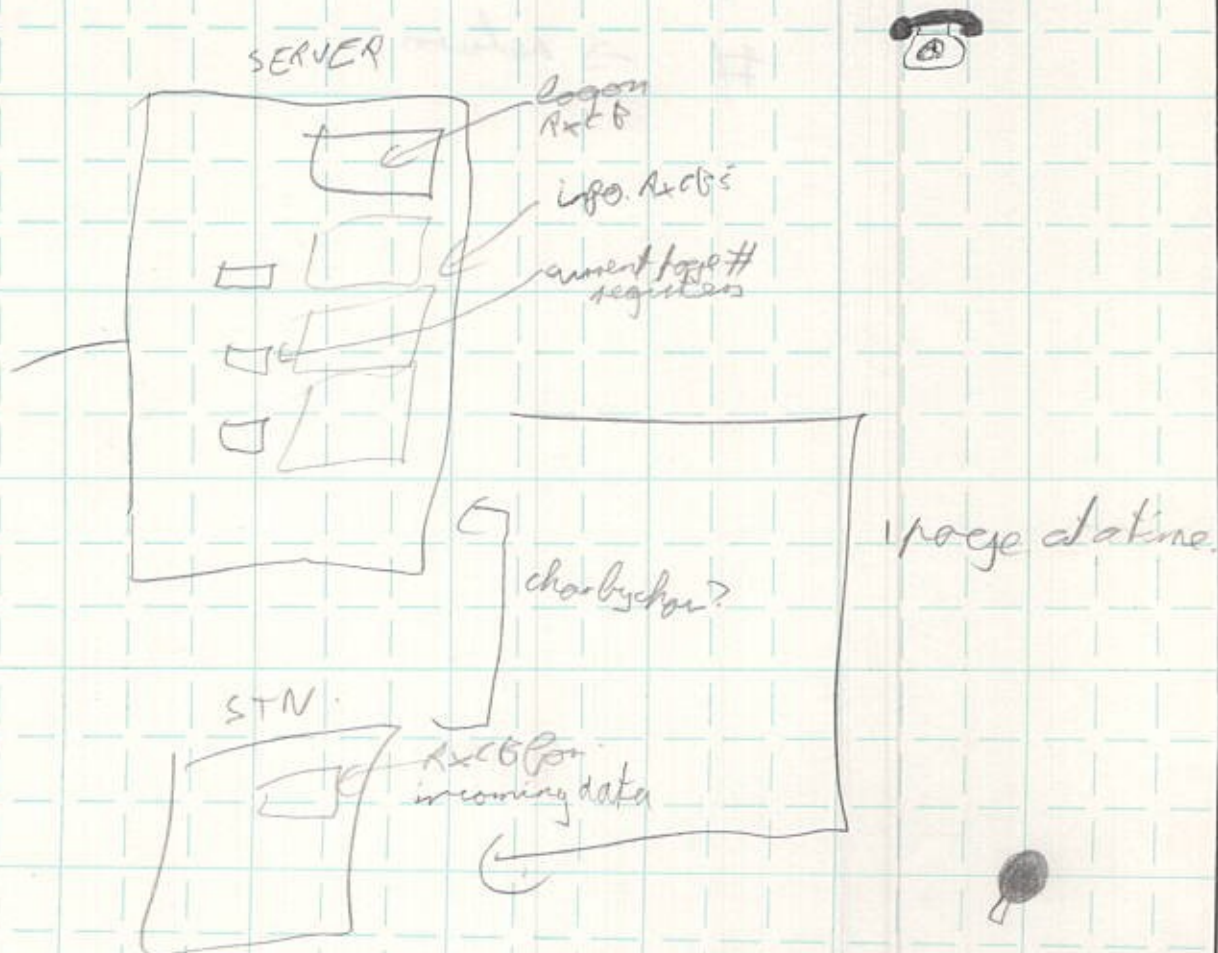
PROGRAMME PROCESSING DETAILS

Printel Thinks

PROGRAM:

DATE: / /

PAGE OF



Econet int vector? Disable immediates

- 1/ page no. blocking in stn or server
- 2/ saving on file server " " and how specified
- all pages saved or come on demand?
- page load of disk or printel in server or stn
- 3/ facility to auto-start PS → how to tell if unit in use?
- 4/ how large an incoming packet is required to spool software UART
- 5/ printel has repeat last 5 pages facility - do we have enough Ram? (Easy if saving all pages on disc)

When will F.S. support and Access Files? >

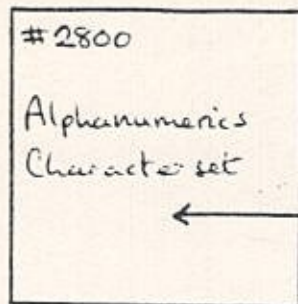
Atomtel PAGES

loading frames, record line of D.H.
is garbage or loading another page
flash doesn't.

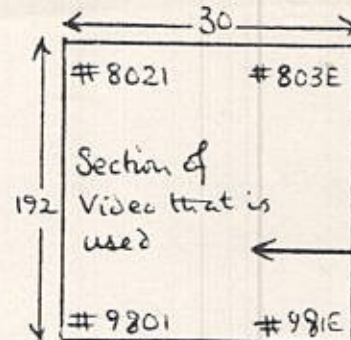
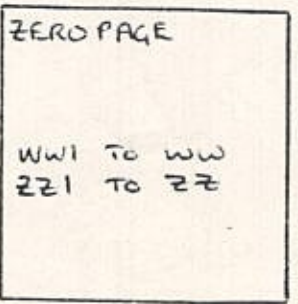
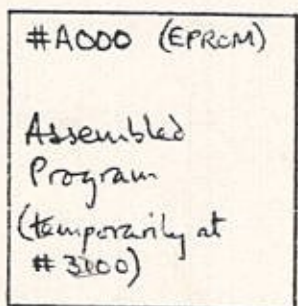
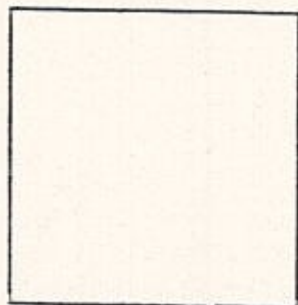
*DOS : will fail on Load
because int driven

*COS & DOS : overwrites ^{Page}
w/s

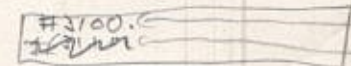
PRESTEL VDU - Memory Map



WW4
(alphanumeric)



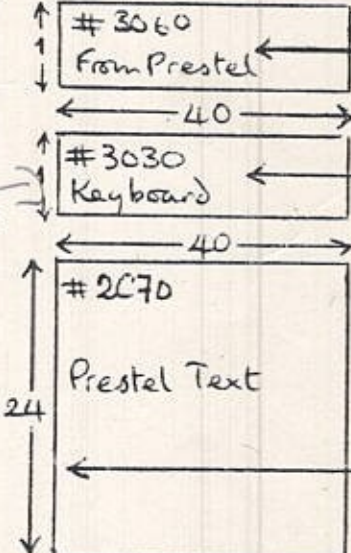
WW2



RxCB has
byte count. #3060 is a byte count
data starting at H 3060

I/O Buffers

change to a
TxCB with
space for one byte.
at H 3040.



ZZ15 (B)

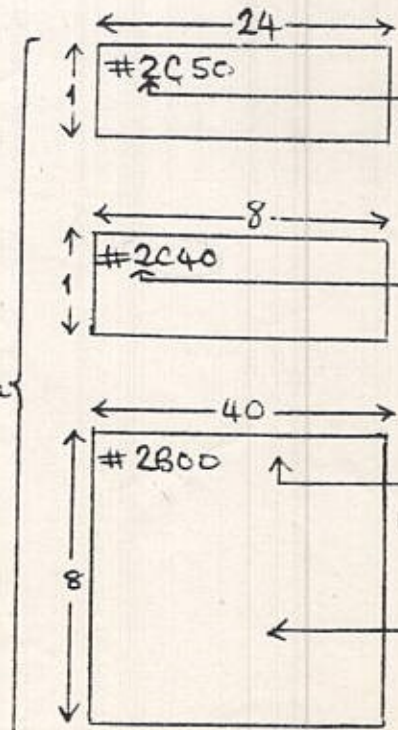
ZZ16 (T)

displacement
from H 3000 point

ZZ11 (B)

ZZ12 (T)

ZZ11 is
parity count



WW21

double
height 80

WW4

(graphics)
high resolution

WW8

whole line
assembly

WW1

Workspace