

```
;  
;  
;*****  
;*  
;*      N E W   R O M  Vers. 4.8  
;*      For N.E. Computer  
;*  
;*****  
;  
;  
;          title Rom 4.8 for NE CP/M 2.2 with Hard-Disk  
;          subttl Copyright Studio Lg, Genova - Last rev 18/08/1984 17:30  
;          Programmer: Martino Stefano  
;          All Modified by Gallerani Paolo  
;  
;  
004B    vers    equ     'H'      ; Version for Hard-Disk  
0030    rev     equ     48       ; Revision level  
;  
;  
0000    false   equ     0  
FFFF    true    equ     not false  
;  
;  
F000    rom     equ     0F000h      ; <--- rom start  
FFFF    necnt   equ     true        ; fdd controller by n.e.  
0000    mdcnt   equ     false       ; fdd controller by micro design  
0000    md80vid equ     false       ; video int. 80*24 by micro design  
FFFF    ne80vid  equ     true        ; video int. 80*24 by n.e.  
FFFF    hard    equ     true        ; hard disk with xebec cnt  
;  
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```
;  
;*****  
;*  
;*      Ram data areas equates  
;*  
;*****  
  
0040    ram     equ     00040h      ; top of ram data areas  
0040    fd0otr  equ     ram       ; fdd0 old track num.  
0041    fdiotr  equ     ram+1    ; fdd1 old track num.  
0042    fd2otr  equ     ram+2    ; fdd2 old track num.  
0043    fd3otr  equ     ram+3    ; fdd3 old track num.  
0044    unit    equ     ram+4    ; fdd old unit select  
0045    hladrs  equ     ram+5    ; two byte for HL save  
0047    ix.pnt   equ     ram+7    ; routines table address  
0049    spare    equ     ram+9    ; not used  
004A    task    equ     ram+10   ; six byte for wdd cmd out  
1000    ipldma  equ     01000h   ; IPL dma address  
1000    stack   equ     ipldma   ; stack ram area for IPL  
        ;  
;  
;*****  
;*  
;*      ASCII EQUIVALENTS  
;*  
;*****  
  
0007    bell    equ     'G'-'@'  ; ring beeper  
0008    backsp  equ     'H'-'@'  ; back space char.  
000C    ffeed   equ     'L'-'@'  ; form feed char.  
000D    cr      equ     'M'-'@'  ; carriage-return char.  
000A    lf      equ     'J'-'@'  ; line-feed char.  
0024    endmsg  equ     '$'      ; end of print message  
;  
        page
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```
;*****  
;*  
;*          ROM  
;*  
;*****  
  
0000'      aseg  
            org    100h      ; Put in standard TPA  
;  
            .phase rom      ; EPROM PC  
;  
F000 C3 F061      jp     reset      ; jmp here to hardware reset  
F003 C3 F209      jp     cin        ; console input  
F006 C3 F233      jp     cout       ; console output  
F009 C3 F202      jp     csts       ; console status  
F00C C3 F1F8      jp     lout       ; printer output  
F00F C3 F1F2      jp     lsts       ; printer status  
F012 C3 F56F      jp     fdios      ; fdd I/O 128 byte  
F015 C3 F572      jp     fdiod      ; fdd I/O 256 byte  
F018 C3 F752      jp     wdini      ; wdd initialization  
F01B C3 F6B4      jp     vdio       ; wdd I/O 256 byte  
F01E C3 F562      jp     strout      ; print string -> DE until endmsg  
F021 C3 F0CC      jp     boot        ; load IPL and exec. it  
F024 C3 F55D      jp     printat    ; print string -> DE until endmsg at cursor -> HL  
F027 C3 F344      jp     movcurs    ; move video cursor at -> HL  
F02A C3 F4E5      jp     initialize  ; initialize video  
;  
F02D      CompFlg:  
F02D 30           db     rev        ; current revision level  
;  
            page
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```
; ****
;*      Jump here after hardware reset
;*
;****

F051      reset:
F051    AF          xor   a           ; clear accumulator
F052    D3 D6       out  (fddlch),a ; deselect any drive.
F054    31 1000     ld    sp,stack  ; set stack pointer
F057    21 0040     ld    hl,ram   ; top of ram data areas
F05A    06 10       ld    b,16     ; number of byte to clear
F06C      rst00:
F06C    77          ld    (hl),a   ; clear ram
F06D    23          inc   hl        ; inc. ram pointer
F06E    10 FC       djnz rst00   ; repeat until end of ram data areas
F070    DD 21 1500  ld    ix,ipldma+500h ; IX = reset routines table
F074    CD F4E5     call  initialize ; initialize video and video table
;
F077    11 F036     ld    de,inimsg ; D.E = initial message
F07A    CD F562     call  strout   ; print it
;
; if hard ;
;
; ****
; * W D B O T
; * Do Boot according if there is
; * Hard Disk interface and reading errors
; * else boot from Floppy
; ****
;
; Last Revision 08/05/85 17:18 by Gallerani Paolo
;
; Now test if there are hard disk interface
;
F07D    DB B9       in    a,(rport1) ; load cntlr status
F07F    E6 E0       and   1110000b ; mask bit 5,6,7. Hard disk exist ?
F081    20 31       jr    nz,fdbtvt ; no, then go to fdd boot
;
;
F083    D3 B9       out  (wport1),a ; reset hard cntrl
F085    11 F123     ld    de,wdfmsg ; D.E = question message
F088    CD F55A     call  pr@12.12 ; print it @ 12,12
;
;
F08B      WaitKey:
F08B    .           ; wait for push 'F' or wdd ready
F08B    CD F202     call  cststs   ; get console status
;
F08E    28 19       jr    z,CkRdy ; no, then check for wdd ready
F090    CD F209     call  cin      ; wait one char.
F093    CB AF       res   5,a     ; convert up-case
F095    FE 46       cp    'F'     ; is 'F' ?
```

```
;  
;  
;***** Rom data areas *****  
;  
;***** Rom data areas *****  
;  
F02E      DPBIPL:  
          ; Disk Parameter Block  
          ; for fd & wd IPL boot  
          ;  
F02E  00          defb  0          ; first unit & side 0  
F02F  0000        defw  0          ; first track = 0000  
F031  01          defb  1          ; first sector = 1  
F032  1000        defw  ipldma    ; ipl dma address  
F034  00          defb  0          ; read code  
F035  01          defb  1          ; 1 sector to read  
          ; for wdd read  
          ;  
          ;  
          ;  
F036      inimsg:  
F036  0C 0D 0A 13  defb  ffeed,cr,lf,19,'L'  
F03A  4C          defb  ' NEW FIRMWARE Vers. ',vers  
F03B  20 20 4E 45  defb  ' rev ',rev/10+'0','.',rev mod 10+'0'  
F03F  57 20 46 49  
F043  52 4D 57 41  
F047  52 45 20 56  
F04B  65 72 73 2E  
F04F  20 48          defb  ' ',19,'@',bell,cr,lf,endmsg  
F051  20 72 65 76  
F055  20 34 2E 38  
F059  20 20 13 40  
F05D  07 0D 0A 24  
          ;  
          ; page
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F097 20 F2          jr    nz,WaitKey      ; no, then ignore
;
; Selected boot from floppy
; Wait for Hard-Disk ready
;
F099 11 F15E        ld    de,fdbtmsg   ; D.E = 'ok for .. ' message
F09C CD F55A        call  pr@12.12    ; print it @ 12,12
;
F09F          WtHdRdy:
F09F  CD F792        call  wtwdrdy    ; wdd ready ?
FOA2  20 FB          jr    nz,WtHdRdy  ; no, loop
FOA4  CD F752        call  wdini      ; yes, then initialize wdd
FOA7  18 17          jr    FddBot     ; and go to fdd boot
;
FOA9          CkRdy:
FOA9  CD F792        call  wtwdrdy    ; wdd ready ?
FOAC  20 DD          jr    nz,WaitKey   ; no, return to test console
FOAE  CD F752        call  wdini      ; else can initialize wdd
FOB1  AF             xor   a          ; set A=0 for wdd boot
FOB2  18 1B          jr    WdBoot     ; do boot
;
; Wait aproax 3 seconds
; then boot from floppy
;
FOB4          fdbtwt:
FOB4  06 04          ld    b,4
FOB6          timer:
FOB6  11 8000        ld    de,8000h   ; set soft timer
FOB9          timer1:
FOB9  1B             dec   de          ; timer 1 down
FOBA  7B             ld    a,e
FOBB  B2             or    d
FOBC  20 FB          jr    nz,timer1  ;
FOBE  10 F6          djnz timer     ; timer 2 down
;
; Restore Unit 1 (option)
;
FOC0          FddBot:
FOC0  3E 02          ld    a,2
FOC2  D3 D6          out  (fddlch),a  ; set unit 1
FOC4  AF             xor   a          ; restore cmd without verify
FOC5  D3 D0          out  (fddcmd),a  ; send out to 1771
FOC7  CD F641        call  waitfd    ; wait until end command
FOCA  18 47          jr    FdBoot     ; set boot from FDD
;
; page
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```
;  
;  
; **** Boot Entry point ****  
; * If A=0 then boot from Hard else Floppy *  
; ****  
  
FOCC          boot:  
FOCC  B7          or     a           ; Is A = 0 ?  
FOCD  20 44        jr     nz,FdBoot   ; no, then go to fdd boot  
;  
;  
; **** Boot from Hard ****  
; * ****  
  
FOCF          WdBoot:  
FOCF  F5          push   af          ; save flag  
F0D0  21 F02E      ld     hl,DPBIPL    ; H.L -> IPL boot para adrs  
F0D3  CD F6B4      call   wdio        ; read one sector  
;  
; Check for Errors  
; then test for IPL ok  
;  
F0D6          ipltest:  
F0D6  B7          or     a           ; read error ?  
F0D7  20 21        jr     nz,ioerr    ; yes, then goto I/O error  
;  
F0D9  21 1006      ld     hl,ipldma+6  ; H.L = IPL message  
F0DC  7E          ld     a,(hl)      ; get 1' char.  
F0DD  FE 49        cp     'I'         ; is 'I' ?  
F0DF  20 14        jr     nz,noipl    ; no, then go to no IPL  
F0E1  23          inc    hl          ; H.L point next char.  
F0E2  7E          ld     a,(hl)      ; get 2' char.  
F0E3  FE 50        cp     'P'         ; is 'P' ?  
F0E5  20 0E        jr     nz,noipl    ; no, then go to no IPL  
F0E7  23          inc    hl          ; H.L point next char.  
F0E8  7E          ld     a,(hl)      ; get 3' char.  
F0E9  FE 4C        cp     'L'         ; is 'L' ?  
F0EB  20 08        jr     nz,noipl    ; yes, then goto IPL ok  
;  
; IPL has been loaded  
; compute entry point  
;  
FOED          iplok:  
FOED  F1          pop    af          ; IPL Flag  
FOEE  B7          or     a           ;  
FOEF  CA 1000      jp     z,ipldma    ; if A = 0 then wdd bios boot  
FOF2  C3 1003      jp     ipldma+3  ; else fdd bios boot  
;  
page
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```
;  
;  
; ***** No IPL Error *****  
F0F5      noipl:  
F0F5 11 F1A9      ld    de,noiplmsg ; D.E = no IPL message  
F0F8 18 03      jr    io.01      ; print it and retry  
;  
; Print I/O error msg then boot from floppy  
; ***** I/O Error *****  
FOFA      ioerr:  
FOFA 11 F19A      ld    de,ioermsg ; D.E = I/O error message  
FOFD      io.01:  
FOFD CD F562      call  strout   ; print it  
F100 F1      pop   af        ; take off boot flag  
F101 11 F1BD      ld    de,setwnew ; D.E = set new disk message  
F104 CD F562      call  strout   ; print message  
F107      waitcr:  
F107 CD F209      call  cin      ; wait one char.  
F10A FE 0D      cp    cr      ; is return ?  
F10C 20 F9      jr    nz,waitcr ; no, wait cr  
F10E 0E 07      ld    c,bell   ;  
F110 CD F233      call  cout     ; ring beeper  
;  
;  
; **** Boot from floppy 0 ****  
; **** Recalibrate Unit 0, then load IPL from it  
;  
F113      FdBoot:  
F113 3E 01      ld    a,1      ;  
F115 D3 D6      out  (fddlch),a ; set unit 0  
F117 F5      push  af      ; use for Boot from floppy flag  
F118 CD F619      call  fdsek0 ; move fdd head to track 0  
F11B 21 F02E      ld    h1,DPBIPL ; H.L -> IPL boot para adrs.  
F11E CD F572      call  fdiod   ; read one sector  
F121 18 B3      jr    ipltest  ; check for errors  
;  
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```
;  
;***** Data area *****  
;  
F123      wdfdmsg:  
F123      50 75 73 68      defb    'Push [F] for boot from floppy disk or wait hard disk ready',endmsg  
F127      20 5B 46 5D  
F12B      20 66 6F 72  
F12F      20 62 6F 6F  
F133      74 20 66 72  
F137      6F 6D 20 66  
F13B      6C 6F 70 70  
F13F      79 20 64 69  
F143      73 6B 20 6F  
F147      72 20 77 61  
F14B      69 74 20 68  
F14F      61 72 64 20  
F153      64 69 73 6B  
F157      20 72 65 61  
F15B      64 79 24  
  
F15E      fdbtmsg:  
F15E      07 4F 6B 20      defb    bell,'Ok for boot from floppy disk.'  
F162      66 6F 72 20  
F166      62 6F 6F 74  
F16A      20 66 72 6F  
F16E      6D 20 66 6C  
F172      6F 70 70 79  
F176      20 64 69 73  
F17A      6B 2E 20  
F17D      57 61 69 74      defb    'Wait until hard disk ready.',endmsg  
F181      20 75 6E 74  
F185      69 6C 20 68  
F189      61 72 64 20  
F18D      64 69 73 6B  
F191      20 72 65 61  
F195      64 79 2E 20  
F199      24  
  
F19A      ioerrmsg:  
F19A      0D 0A 13 48      defb    cr,lf,19,'H','DISK ERROR',endmsg  
F19E      44 49 53 4B  
F1A2      20 45 52 52  
F1A6      4F 52 24  
  
F1A9      noiplmsg:  
F1A9      0D 0A 13 48      defb    cr,lf,19,'H','No IPL on disk.',endmsg  
F1AD      4E 6F 20 49  
F1B1      50 4C 20 6F  
F1B5      6E 20 64 69  
F1B9      73 6B 2E 24  
;
```

```
F1BD      setnew:  
F1BD  0D 0A 53 65      defb  cr,lf,'Set system diskette in disk A,'  
F1C1  74 20 73 79  
F1C5  73 74 65 6D  
F1C9  20 64 69 73  
F1CD  6B 65 74 74  
F1D1  65 20 69 6E  
F1D5  20 64 69 73  
F1D9  6B 20 41 2C  
F1DD  0D 0A 61 6E      defb  cr,lf,'and push return',19,'@',bell,endmsg  
F1E1  64 20 70 75  
F1E5  73 6B 20 72  
F1E9  65 74 75 72  
F1ED  6E 13 40 07  
F1F1  24  
  
;      endif  
;  
page
```

```
;*****  
;*          Console routines          *  
;*  
;*****  
;  
;      if      neB0vid  
;  
;*****  
;*          Video, Keyboard, Printer routines      *  
;*          for video interface B0*24            *  
;*          by Nuova Elettronica                  *  
;*  
;*****  
;  
;  
; Copyright (C) 1983, 1984 by Studio Lg, Genova - Italy  
; Author: Martino Stefano  
; Third Modify by Gallerani Paolo  
; Last Revision 06/08/84 21:00  
;  
; Compatibility Version 4.1-1  
;  
;      if      rev lt 41  
;      .printx .*** Warning:Incompatible Video Board Driver ***.  
;      endif  
;  
;  
0000    strvid  equ     0           ; start video cursor  
077F    endvid   equ     77fh        ; end video cursor  
;  
;      ***** PIO command code *****  
;  
000F    mode0    equ     00fh        ; mode 0 command code (output)  
004F    mode1    equ     04fh        ; mode 1 command code (input)  
008F    mode2    equ     08fh        ; mode 2 command code (bidirectional)  
00CF    mode3    equ     0cfh        ; mode 3 command code (bit control)  
;  
0080    ioadd    equ     080h        ; i/o port top address  
;  
;      ; PIO 0 data and control port address  
0080    data0a   equ     ioadd+0      ; read/write ram 0  
0081    data0b   equ     ioadd+1      ; write printer  
0082    cont0a   equ     ioadd+2  
0083    cont0b   equ     ioadd+3  
;  
;      ; PIO 1 data and control port address  
0084    data1a   equ     ioadd+4      ; read/write ram 1  
0085    data1b   equ     ioadd+5      ; read keyboard  
0086    cont1a   equ     ioadd+6  
0087    cont1b   equ     ioadd+7  
;  
;      ; PIO 2 data and control port address
```

```
0088           data2a equ    ioadd+8      ; read/write ram 2
0089           data2b equ    ioadd+9      ; board flag
008A           cont2a equ    ioadd+10
008B           cont2b equ    ioadd+11
;
;
008C           addreg equ   ioadd+12      ; 6545 address register port
008D           datreg equ   ioadd+13      ; 6545 register port
;
008E           vidatr equ   ioadd+14      ; video ram attribute
;
008F           beep    equ   ioadd+15      ; beeper port address
;
;
;       ***** board flag (data2b) *****
;
;       bit    direction      function
;
;       0      <---      Printer Busy
;       1      --->     1 = 40  0 = 80 char/line
;       2      --->      Spare
;       3      --->      Spare
;       4      <---      Spare
;       5      <---      Spare
;       6      <---      Spare
;       7      <---      Spare
;
;
;       ***** Video Attributes (vidatr) *****
;
;       bit    direction      function
;
;       0      <--->     Blinking
;       1      <--->     Reverse
;       2      <--->     Under-score
;       3      <--->     High-light
;       4      <--->     Graphics
;       5      ---       Not used
;       6      ---       Not used
;       7      ---       Not used
;
;
page
```

```
;  
;  
;*****  
;* L s t S *  
;* Return printer status *  
;*****  
;  
F1F2    lsts:  
F1F2    DB 89      in     a,(data2b) ; read board flag  
F1F4    E6 01      and    00000001b ; mask printer busy bit  
F1F6    3D         dec    a          ; 0 -> ff, 1 -> 00  
F1F7    C9         ret    ; 0 printer not ready  
                           ; 255 printer ready  
;  
;  
;*****  
;* L O u t *  
;* Print char on printer *  
;*****  
;  
F1F8    lout:  
F1F8    DB 89      in     a,(data2b) ; wait printer ready  
F1FA    CB 47      bit    0,a       ;  
F1FC    20 FA      jr    nz,lout  ;  
F1FE    79         ld    a,c       ; load char. to print  
F1FF    D3 81      out   (data0b),a ; send out to printer  
F201    C9         ret    ; and ret  
;  
;  
;*****  
;* C S t s *  
;* Return console status *  
;*****  
;  
F202    csts:  
F202    DB 85      in     a,(data1b) ; read console  
F204    E6 80      and    10000000b ; only strobe  
F206    07         rlca  ; to bit 1  
F207    3D         dec    a          ; 1 -> 0, 0 -> ff  
F208    C9         ret    ; 0 if no key pushed  
                           ; 255 if key pushed  
;  
;  
;*****  
;* C I n *  
;* Wait a Key from console *  
;*****  
;  
F209    cin:  
F209    DD 2A 0047  ld    ix,(ix.pnt) ; IX = routines table  
F20D    DB 85      in     a,(data1b) ; wait pushed key  
F20F    CB 7F      bit    7,a       ;  
F211    20 F6      jr    nz,(cin  ;  
F213    F5         push   af        ; save key  
F214    cinp00:  
F214    DB 85      in     a,(data1b) ; wait depress key
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F216 CB 7F           bit    7,a      ;
F218 28 FA           jr     z,cinp00   ;
F21A F1              pop    af       ; restore pushed key
F21B EE 7F           xor    01111111b  ; complements
F21D DD CB 04 6E     bit    5,(ix+004) ; key beep bit on ?
F221 20 02           jr     nz,cinp11  ; no, then count
F223 D3 8F           out   (beep),a  ; yes, then ring bell
F225                 cinp11:   bit    6,(ix+004) ; alpha lock bit on ?
F229 C0              ret    nz       ; no, then return
F22A FE 61           cp     'a'      ; yes, then convert upper case
F22C DB              ret    c        ; ret if A < 'a'
F22D FE 7B           cp     'z'+1   ;
F22F D0              ret    nc       ; ret if A > 'z'
F230 CB AF           res    5,a      ; convert up-case
F232 C9              ret                    ; and ret
;
;
***** C O u t *****
;*          Print char on console *
;***** C O u t *****
;
F233 cout:             ld     ix,(ix.pnt) ; IX = routines table
F237 DD 2A 0047         ld     l,(ix+000) ; load video pointer (L)
F23A DD 6E 00           ld     h,(ix+001) ; load video pointer (H)
F23D DD 7E 05           ld     a,(ix+005) ; load prefix location
F240 B7              or     a       ; any prefix are set ?
F241 20 20             jr     nz,pfxset ; yes, then goto prefix set
F243 79              ld     a,c      ; load char. to print
F244 FE 20             cp     ''       ; if char. < space
F246 DA F364           jp     c,cntchar ; then go to control caracter
F249 CD F3F2           call   charout  ; print char. at HL
F24C 23              inc    hl       ; increase video pointer
F24D cout1:            cout1:   call   vidcompare ; end of screen ?
F250 38 07             jr     c,cout00  ; no, then count
F252 11 FFB0           ld     de,Offb0h ;
F255 19              add    hl,de   ;
F256 CD F460           call   uptdstart ; update display start (scrolling)
F259 DD 75 00           ld     (ix+000),l ; save video pointer
F25C DD 74 01           ld     (ix+001),h ;
F25F CD F43B           call   updtvid   ; update video pointer
F262 C9              ret                    ; and ret
;
;
F263 pfxset:           pfxset: ; any prefix are set
F263 FD 21 F278         ld     iy,pfxtab-2 ; IY -> prefix table
F267 B7              add    a,a      ; A prefix code * 2
F268 5F              ld     e,a      ;
F269 16 00           ld     d,0      ; DE = pfx * 2
F26B FD 19             add    iy,de   ; IY -> pfx routine address
F26D 11 F35F           ld     de,clrpfx ; DE = clear prefix address
F270 D5              push   de       ; store in stack
F271 FD 5E 00           ld     e,(iy+000) ;
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F274 FD 56 01          ld    d,(iy+001)      ; DE = pfx routine address
F277 D5                push   de              ; store in stack
F278 79                ld    a,c            ; A = char. to print
F279 C9                ret               ; and go to pfx routine
;
;
F27A                 pfxtab:
F27A F28E              defw   pfx01          ; video attribute prefix
F27C F421              defw   pfx02          ; cursor off/on prefix
F27E F29F              defw   pfx03          ; scroll/no scroll
F280 F2AD              defw   pfx04          ; keyboard normal/alpha lock prefix
F282 F2C9              defw   pfx05          ; escape prefix
F284 F2D0              defw   pfx06          ; ESC '+' prefix
F286 F317              defw   pfx07          ; ESC '=' prefix
F288 F2F5              defw   pfx08          ; ESC '=' Yco prefix
F28A F324              defw   pfx09          ; ESC '=' Yco prefix
F28C F2BB              defw   pfx10          ; keyboard mute/beep
;
;
;
F28E                 pfx01:
; set video attribute
F28E D6 40              sub    '@'           ; subtract offset
F290 FE 10              cp    16             ; max number attribute
F292 D0                ret    nc             ; ret if A > 15
F293 2F                cpl               ; complements
F294 47                ld    b,a            ; save video attribute on B
F295 DD 7E 04              ld    a,(ix+004)      ; load old video attribute
F298 F6 1F              or    00011111b     ; clear old attribute
F29A A0                and   b               ; mask new attribute with scroll and keyb. para
F29B DD 77 04              ld    (ix+004),a      ; set new video attribute
F29E C9                ret               ; and return
;
;
;
F29F                 pfx03:
; set scroll/no scroll
F29F CB 47              bit    0,a            ; is pair
F2A1 20 05              jr    nz,pfx033      ; no, then no scrolling
F2A3 DD CB 04 FE              set    7,(ix+004)      ; set scrolling flag
F2A7 C9                ret               ; and ret
F2A8                 pfx033:
F2A8 DD CB 04 BE              res    7,(ix+004)      ; reset scrolling flag
F2AC C9                ret               ; and ret
;
;
;
F2AD                 pfx04:
; set keyboard normal/alpha lock
F2AD CB 47              bit    0,a            ; is pair
F2AF 20 05              jr    nz,pfx044      ; no, then alpha lock
F2B1 DD CB 04 F6              set    6,(ix+004)      ; set normal keyb.
F2B5 C9                ret               ; and ret
F2B6                 pfx044:
F2B6 DD CB 04 B6              res    6,(ix+004)      ; set alpha lock keyb.
F2BA C9                ret               ; and ret
;
;
;
F2BB                 pfx10:
```

```
; set keyboard mute/beep
F2BB CB 47          bit 0,a           ; is pair
F2BD 20 05          jr nz,pfx101    ; no, then beep key
F2BF DD CB 04 EE    set 5,(ix+004)   ; set mute keyb.
F2C3 C9             ret               ; and ret
F2C4 pfx101:        res 5,(ix+004)   ; set beep keyb.
F2C8 C9             ret               ; and ret
;
;
F2C9 pfx05:         ; escape prefix (move cursor and graphics)
F2C9 D1             pop de           ; take off clear prefix address
F2CA FE 2B          cp '+'           ; is '=' ?
F2CC 20 05          jr nz,pfx055   ; no, then retry
;
; ESC '+'
F2CE DD 36 05 06    ld (ix+005),6  ; set ESC '+' prefix
F2D2 C9             ret               ; and return
;
F2D3 pfx055:        ; 
F2D3 FE 3D          cp '='           ; is '=' ?
F2D5 C2 F35F         jp nz,clrpxf  ; * no, then retry
;
; ESC '='
F2D8 DD 36 05 07    ld (ix+005),7  ; set ESC '=' prefix
F2DC C9             ret               ; and return
;
;pfx056:
; ESC 'graphics commands'
; da implementare
;
;pfx05end:
; push de            ; set clear prefix address
; ret                ; go to it
;
;
F2DD pfx06:          ; compute Yco in ESC '+'
F2DD CD F307         call relcompute  ; subct. offset and return X,Y curs. pos.
F2E0 20 03          jr nz,pfx066   ; BIT 7 of A = 1 then cursor <-->
F2E2 84             add a,h          ; BIT ' of A = 0 then cursor -->
F2E3 1B 03          jr pfx067    ;
F2E5 pfx066:         ; 
F2E5 94             sub h            ; compute Yco
F2E6 ED 44          neg              ;
F2E8 pfx067:         ; 
F2E8 06 18          ld b,24         ; max Yco
F2EA CD F359         call xyicompare ; compare A with max Yco
F2ED DD 77 06         ld (ix+006),a  ; set new Yco
F2F0 3E 08          ld a,B          ; set ESC '=' Yco prefix
F2F2 C3 F3C9         jp setpxf      ; restore clear prefix address
;
F2F5 pfx08:          ; compute Xco in ESC '=' and move cursor
F2F5 CD F307         call relcompute  ; subct. offset and return X,Y curs. pos.
F2F8 20 03          jr nz,pfx088   ; BIT 7 of A = 1 then cursor up
F2FA 85             add a,l          ; BIT ' of A = 0 then cursor down
```

```
F2FB 18 03          jr    pfx089      ;
F2FD          pfx088:
F2FD 95           sub   1           ; compute Xco
F2FE ED 44         neg
F300          pfx089:
F300 06 50         ld    b,80        ; max Xco
F302 CD F359       call  xyicompare ; compare A with max Xco
F305 18 22         jr    pfx099      ; compute cursor address and set it
F307          ;
F307          relcompute:
F307 D6 20         sub   ' '        ; subtract offset
F309 F5           push  af        ; save relative Xco or Yco
F30A 01 0050       ld    bc,80        ; BC = char/row
F30D CD F4DC       call  divide      ; compute actual Xco and Yco
F310 67           ld    h,a        ; H = Yco, L = Xco
F311 F1           pop   af        ; restore relative X/Y
F312 CB 7F         bit   7,a        ; set flag for plus or minus
F314 CB BF         res   7,a        ;
F316 C9           ret
F317          ;
F317          pfx07:
F317          ; compute Yco in ESC '='
F317 06 18         ld    b,24        ; max Yco
F319 CD F357       call  xyicompare ; compare with max Yco
F31C DD 77 06       ld    (ix+006),a  ; set Yco
F31F 3E 09         ld    a,9         ; set ESC '=' Yco prefix
F321 C3 F3C9       jp    setpfx     ; restore clear prefix address
F324          ;
F324          pfx09:
F324          ; compute Xco in ESC '=' and move cursor
F324 06 50         ld    b,80        ; max Xco
F326 CD F357       call  xyicompare ; compare with max Xco
F329          pfx099:
F329 DD 6E 06       ld    1,(ix+006)  ;
F32C          pfx09a:
F32C 26 00         ld    h,0        ; HL = Yco
F32E 29           +
F32F 29           +
F330 29           +
F331 29           +
F332 E5           ;
F332          ;
F332          push  h1        ; save Yco * 16
F332          ;
F332          rept  2
F332          add   h1,h1      ; multiplay Yco per 16
F332          endm
F333 29           +
F334 29           +
F335 D1           ;
F336 19           +
F337 5F           +
F338 16 00         ld    d,0        ; DE = Xco
```

```
F33A 19 add h1,de ; HL = Yco*80 + Xco
;
F33B setnvcpo:
; set new cursor position
F33B DD 75 07 ld (ix+007),l ; set last cursor position
F33E DD 74 08 ld (ix+008),h ;
F341 C3 F259 jp cout00 ; set new video pointer and ret
;
;
F344 movcurs:
; move cursor at H = Yco, L = Xco
F344 DD 2A 0047 ld ix,(ix.pnt) ; IX = routines table
F348 7C ld a,h ; load Yco
F349 06 18 ld b,24 ; max Yco
F34B CD F359 call xyicompare ; compare with max Yco
F34E 7D ld a,1 ; load Xco
F34F 06 50 ld b,80 ; max Xco
F351 CD F359 call xyicompare ; compare with max Xco
F354 6C ld l,h ; L = Yco, A = Xco
F355 18 D5 jr pfx09a ; compute cursor address, move it and ret
;
;
F357 xyicompare:
; A = Xco or Yco + offset, B = max Xco or Yco
F357 D6 20 sub ' ' ; subtract offset
F359 xyicompare:
F359 B8 cp b ; compare with max Xco or Yco
F35A D8 ret c ; ret if A < Xco or Yco
F35B D3 8F out (beep),a ; ring beeper
F35D D1 pop de ; restore normal return address
F35E C9 ret ; and return to clear prefix
;
;
F35F clrpx:
; clear prefix
F35F DD 36 05 00 ld (ix+005),0 ; clear prefix
F363 C9 ret ; and ret
;
;
F364 cntchar:
; control character
F364 FE 04 cp 4 ;
F366 D8 ret c ; ret if char. < 4
F367 FE 1C cp 28 ;
F369 D0 ret nc ; ret if char. > 27
F36A 11 F259 ld de,cout00 ; DE = return address
F36D D5 push de ; store in stack
F36E FD 21 F37B ld iy,chr$tab - 8 ; IY -> chr$ table (char 4 - 27)
F372 87 add a,a ; A = A*2
F373 5F ld e,a ;
F374 16 00 ld d,0 ;
F376 FD 19 add iy,de ; IY -> chr$ routine address
F378 FD 5E 00 ld e,(iy+000) ; load routine address (L)
F37B FD 56 01 ld d,(iy+001) ; load routine address (H)
F37E D5 push de ; put it on stack
F37F 11 0050 ld de,80 ; DE = char for line for utility
F382 C9 ret ; go to chr$(xx) routine
;
```

F383 chr\$tab:
 ; control character table
F383 F3D2 defw chr\$04 ; move cursor at last addressement
F385 F493 defw chr\$05 ; clear to end of line
F387 F4A0 defw chr\$06 ; clear to end of screen
F389 F3CE defw chr\$07 ; beeper
F38B F3E9 defw chr\$08 ; cursor left (back space)
F38D F3CC defw nochr\$; not implemented
F38F F3D9 defw chr\$10 ; cursor down (line feed)
F391 F3DE defw chr\$11 ; cursor beginning of screen (home)
F393 F49D defw chr\$12 ; clear screen
F395 F4CC defw chr\$13 ; cursor beginning of line (carriage return)
F397 F3E2 defw chr\$14 ; cursor right
F399 F3EC defw chr\$15 ; cursor up
F39B F3CC defw nochr\$; not implemented
F39D F3CC defw nochr\$; not implemented
F39F F3CC defw nochr\$; not implemented
F3A1 F3B3 defw chr\$19 ; video attribute prefix
F3A3 F3B7 defw chr\$20 ; cursor off/on prefix
F3A5 F3BB defw chr\$21 ; scroll yes/no prefix
F3A7 F3BF defw chr\$22 ; keyboard normal/alpha look prefix
F3A9 F3C3 defw chr\$23 ; keyboard mute/beep
F3AB F3CC defw nochr\$; not implemented
F3AD F3CC defw nochr\$; not implemented
F3AF F3CC defw nochr\$; not implemented
F3B1 F3C7 defw chr\$27 ; cursor and graphics prefix
;
;
F3B3 chr\$19:
 ; video attribute prefix
F3B3 3E 01 ld a,001 ; set pfx code
F3B5 18 12 jr setpfx ; and ret
;
;
F3B7 chr\$20:
 ; cursor off/on prefix
F3B7 3E 02 ld a,002 ; set pfx code
F3B9 18 0E jr setpfx ; and ret
;
;
F3BB chr\$21:
 ; scroll/no scroll prefix
F3BB 3E 03 ld a,003 ; set pfx code
F3BD 18 0A jr setpfx ; and ret
;
;
F3BF chr\$22:
 ; keyboard normal/alpha look prefix
F3BF 3E 04 ld a,004 ; set pfx code
F3C1 18 06 jr setpfx ; and ret
;
;
F3C3 chr\$23:
 ; keyboard mute/beep prefix
F3C3 3E 0A ld a,010 ; set pfx code
F3C5 18 02 jr setpfx ; and ret
;

F3C7 chr\$27:
F3C7 3E 05 ld a,005 ; set pfx code
; and ret
F3C9 DD 77 05 ;
setpfx: ld (ix+005),a ; set prefix code
F3CC D1 pop de ; restore cout00 return address
F3CD C9 ret ; and return to caller
;
F3CE chr\$07:
F3CE D3 8F out (beep),a ; ring beeper
F3D0 18 FA jr nochr\$; and ret
;
F3D2 chr\$04:
; move cursor at last addressement
F3D2 DD 6E 07 ld l,(ix+007) ; load last cursor position
F3D5 DD 66 08 ld h,(ix+008) ;
F3D8 C9 ret ; set it and return
;
F3D9 chr\$10:
F3D9 19 add hl,de ; DE = char. for line
F3DA D1 pop de ; HL point to next line
F3DB C3 F24D jp cout11 ; restore return address
; and go to eventually scrolling
F3DE chr\$11:
; move cursor at start of screen
F3DE 21 0000 ld hl,strvid ; HL = start video
F3E1 C9 ret ; return
;
F3E2 chr\$14:
; cursor right
F3E2 23 inc hl ; increase video pointer
F3E3 CD F41B call vidcompare ; end of screen + 1 ?
F3E6 D8 ret c ; no, then ret
F3E7 2B dec hl ; dec. video pointer
F3E8 C9 ret
;
F3E9 chr\$08:
; back space
F3E9 11 0001 ld de,1 ; DE = one char. to subtract
; go to subtract HL with DE
;
F3EC chr\$15:
; cursor up
; DE = character for line
;
F3EC subpointer:
F3EC AF xor a ; clear carry
F3ED ED 52 sbc hl,de ; HL = video pointer - one line
F3EF D0 ret nc ; ret if HL >= start video

```
F3F0 19          add   hl,de      ; restore originally video pointer
F3F1 C9          ret               ; and ret
;
;
; ***** various routines entry point *****
;
;
F3F2 charout:
; sen out character contained in A register at HL cursor position
F3F2 D5          push  de        ; save register
F3F3 E5          push  hl        ;
F3F4 F5          push  af        ;
F3F5 CD F43B     call   updtvid  ; update video pointer
F3F8 F1          pop    af        ; restore char. to print
F3F9 CD F3FF     call   sendout  ; send out to RAM 0
F3FC E1          pop    hl        ; restore register
F3FD D1          pop    de        ;
F3FE C9          ret               ; and ret
;
;
F3FF sendout:
; send out character contained in reg. A to video RAM 0
F3FF F5          push  af        ; save character
F400 sendo0:
in   a,(addreg)  ; load 6545 status
F402 CB 7F       bit   7,a      ; test sync bit
F404 28 FA       jr    z,sendo0  ; wait if busy
F406 E3          ex    (sp),hl  ; delay
F407 E3          ex    (sp),hl  ; delay
F408 DD 7E 04     ld    a,(ix+004) ; load video attribute
F40B F6 F0       or    11110000b ; mask video attribute
F40D D3 8E       out   (vidatr),a ; send out on video attribute ram (RAM 3)
F40F F1          pop   af        ; restore char.
F410 F5          push  af        ; resave char.
F411 D3 80       out   (data0a),a ; write char. on video ram (RAM 0)
F413 AF          xor   a         ; clear accumulator
F414 D3 80       out   (datreg),a ; write 0 to register 6545
F416 F1          pop   af        ; restore character
F417 C9          ret               ; and ret
;
;
F418 vidcompare:
; compare for HL = endvid+1
F418 E5          push  hl        ; save video pointer
F419 11 0780     ld    de,endvid+1 ; DE = end video + 1
F41C AF          xor   a         ; clear carry
F41D ED 52       sbc   hl,de    ; subtract HL with DE
F41F E1          pop   hl        ; restore video pointer
F420 C9          ret               ; and ret
;
;
F421 pfx02:
; set cursor off/on
F421 CB 47       bit   0,a      ; is pair
F423 20 0E       jr    nz,curson ; no, then cursor on
; yes, then cursor off
;
;
F425 cursoff:
```

```
; cursor off
F425 06 20           ld    b,00100000b ; no cursor type
F427          outdat:
F427 3E 0A           ld    a,10      ; cursor start register
F429 D3 8C           out   (addrreg),a ; set 6545 cursor start register
F42B 78              ld    a,b      ; cursor type
F42C D3 8D           out   (datreg),a ; send out to 6545 cursor start register
;
F42E          setdummy:
F42E 3E 1F           ld    a,31      ; A = dummy location
F430 D3 8C           out   (addrreg),a ; send out to 6545 register address
F432 C9              ret
;
F433          cursor:
; cursor on
F433 3E 0A           ld    a,10      ; cursor start register
F435 D3 8C           out   (addrreg),a ; set 6545 cursor start register
F437 06 00           ld    b,00000000b ; cursor fixed (blinking hardware)
F439 18 EC           jr    outdat    ; set it
;
F43B          updtvid:
; update video pointer
F43B DD 5E 02         ld    e,(ix+002) ; load currently display start (L)
F43E DD 56 03         ld    d,(ix+003) ; load currently display start (H)
F441 19              add   hl,de     ; compute relative position
; and count with updtcpur
F442          updtcpur:
; update 6545 cursor position and 6545 update register at HL
F442 3E 0E           ld    a,14      ; cursor position (H) register
F444 D3 8C           out   (addrreg),a ; set it
F446 7C              ld    a,h      ; load cursor address (H)
F447 D3 8D           out   (datreg),a ; set it
F449 3E 0F           ld    a,15      ; cursor position (L) register
F44B D3 8C           out   (addrreg),a ; set it
F44D 7D              ld    a,1      ; load cursor address (L)
F44E D3 8D           out   (datreg),a ; set it
;
F450          updtureg:
; update 'update register' at HL
F450 3E 12           ld    a,18      ; update address (H) register
F452 D3 8C           out   (addrreg),a ; set it
F454 7C              ld    a,h      ; load cursor address (H)
F455 D3 8D           out   (datreg),a ; set it
F457 3E 13           ld    a,19      ; update address (L) register
F459 D3 8C           out   (addrreg),a ; set it
F45B 7D              ld    a,1      ; load cursor address (L)
F45C D3 8D           out   (datreg),a ; set it
F45E 18 CE           jr    setdummy ; set dummy location and return
;
F460          uptdstart:
; update display start
F460 DD CB 04 7E     bit   7,(ix+004) ; test no scroll flag; is zero ?
F464 28 26           jr    z,noupdstart ; yes, then no scrolling
F466 E5              push  hl     ; save video pointer
F467 DD 6E 02         ld    1,(ix+002) ; load currently display start (L)
```

```
F46A DD 66 03           ld    h,(ix+003) ; load currently display start (H)
F46D 11 0050           ld    de,B0   ; DE = char. for line
F470 19                add   hl,de   ; point to next line
F471 CB 9C             res   3,h    ;
F473 DD 75 02           ld    (ix+002),1 ; save currently display start (L)
F476 DD 74 03           ld    (ix+003),h ; save currently display start (H)
F479 3E 0C             ld    a,12   ; disp. start (H) register
F47B D3 BC             out   (addreg),a ; set it
F47D 7C                ld    a,h    ; load disp. start address (H)
F47E D3 8D             out   (datreg),a ; set it
F480 3E 0D             ld    a,13   ; disp. start (L) register
F482 D3 BC             out   (addreg),a ; set it
F484 7D                ld    a,1    ; load disp. start address (L)
F485 D3 8D             out   (datreg),a ; set it
F487 21 0780           ld    hl,endvid+1 ; set new video pointer
F48A 18 1E             jr    cescr1  ; go to clear to end screen
;
F48C                 noupdstart:
F48C 01 0050           ld    bc,B0   ; BC = char/row
F48F CD F4DC           call  divide  ; HL = Xco
F492 C9                ret   ; and ret
;
;
F493                 chr$05:
F493 cendlin:          ; clear to end line starting at HL
F493 E5                push  hl    ; save video pointer
F494 CD F4CC           call  cbeglin ; call cursor begin of line
F497 19                add   hl,de   ;
F498 EB                ex    de,hl   ;
F499 E1                pop   hl    ; restore video pointer
F49A E5                push  hl    ; resave it
F49B 18 07             jr    cescr0  ; go to clear 'DE' char.
;
F49D                 chr$12:
F49D 21 0000           ld    hl,strvid ; HL = start video
; and clear to end of screen
;
F4A0                 chr$06:
F4A0 cendscr:          ; clear to end of screen starting at HL
F4A0 E5                push  hl    ; save video pointer
F4A1 11 07D0           ld    de,endvid+81 ; DE = end video + one line + 1
F4A4 cescr0:            ; clear to end of screen starting at HL
F4A4 F3                di    ; ;
F4A5 AF                xor   a     ; clear carry
F4A6 EB                ex    de,hl   ; computer number of
F4A7 ED 52             sbc   hl,de   ; character then remaining
F4A9 EB                ex    de,hl   ; until end (line or screen)
F4AA cescr1:            ; clear to end of screen starting at HL
F4AA D5                push  de    ; save number of char.
F4AB CD F43B           call  updtvid ; update video pointer
F4AE D1                pop   de    ; restore char. number
F4AF cescr2:            ; clear to end of screen starting at HL
F4AF 7A                ld    a,d    ; DE is zero ?
F4B0 B3                or    e     ;
F4B1 28 16             jr    z,cescr3 ; yes, then exit
```

```
F4B3          cescr4:  
F4B3  DB BC          in   a,(addreg)    ; load 6545 status  
F4B5  CB 7F          bit   7,a        ; test sync bit  
F4B7  28 FA          jr    z,cescr4   ; wait if busy  
F4B9  E3             ex    (sp),hl    ; delay  
F4BA  E3             ex    (sp),hl    ; delay  
F4BB  3E 20          ld    a,' '      ; load space  
F4BD  D3 B0          out   (data0a),a  ; write char. on video ram (RAM 0)  
F4BF  3E FF          ld    a,1111111b  ; video normal mode attribute  
F4C1  D3 BE          out   (vidatr),a  ; send out on video attribute ram (RAM 3)  
F4C3  AF             xor   a           ; clear accumulator  
F4C4  D3 BD          out   (datreg),a  ; write 0 to register 6545  
F4C6  1B             dec   de          ; dec. char counter  
F4C7  1B E6          jr    cescr2   ; and count  
F4C9          cescr3:  
F4C9  E1             pop   hl          ; restore video pointer  
F4CA  FB             ei               ;  
F4CB  C9             ret               ; and return  
;  
;  
F4CC  chr$13:  
F4CC  cbegin:  
; cursor beginning of line  
F4CC  C5             push  bc          ; save register  
F4CD  42             ld    b,d        ;  
F4CE  4B             ld    c,e        ; bc = char. for line  
F4CF  CD F4DC          call  divide    ;  
F4D2  2E 00          ld    l,0        ;  
F4D4  50             ld    d,b        ;  
F4D5  59             ld    e,c        ;  
F4D6  C1             pop   bc          ; restore register  
F4D7  cbeg10:  
F4D7  C8             ret   z          ;  
F4D8  19             add   hl,de    ;  
F4D9  3D             dec   a          ;  
F4DA  18 FB          jr    cbeg10   ;  
;  
;  
F4DC  divide:  
; division routine: divide HL with BC; quo in A, resto in HL  
F4DC  AF             xor   a           ; clear accumulator and carry flag  
F4DD  hl.gt.0:  
F4DD  ED 42          sbc   hl,bc    ;  
F4DF  3C             inc   a          ;  
F4E0  30 FB          jr    nc,hl.gt.0 ;  
F4E2  3D             dec   a          ;  
F4E3  09             add   hl,bc    ;  
F4E4  C9             ret               ;  
;  
;  
;  
F4E5  initialize:  
; PIO, 6545 and IX table initialization  
;  
F4E5  DD 22 0047          ld    (ix.pnt),ix    ; set IX table address  
F4E9  3E 8F             ld    a,mode2     ; bidirectional mode  
F4EB  D3 B2             out  (cont0a),a  ; set port a PIO 0  
F4ED  D3 86             out  (contia),a  ; set port a PIO 1
```

F4EF	D3 BA	out	(cont2a),a	; set port a PIO 2
F4F1	3E CF	ld	a,mode3	; control mode
F4F3	D3 B3	out	(cont0b),a	;
F4F5	08	ex	AF,AF'	; save control mode
F4F6	3E 00	ld	a,0000000b	; set i/o bit
F4F8	D3 83	out	(cont0b),a	; set port b PIO 0
F4FA	08	ex	AF,AF'	; restore control mode
F4FB	D3 87	out	(cont1b),a	;
F4FD	08	ex	AF,AF'	; save control mode
F4FE	3E FF	ld	a,1111111b	; set i/o bit
F500	D3 87	out	(cont1b),a	; set port b PIO 1
F502	08	ex	AF,AF'	; restore control mode
F503	D3 8B	out	(cont2b),a	;
F505	3E F1	ld	a,11110001b	; set i/o bit
F507	D3 8B	out	(cont2b),a	; set port b PIO 2
		;		
F509	DB 89	in	a,(data2b)	; read board flag
F50B	CB 8F	res	1,a	; set 80 char for line
F50D	D3 89	out	(data2b),a	;
		;		
F50F	21 F53D	ld	h1,tab6545	; HL --> 6545 initialization table
F512	06 0C	ld	b,12	; data output counter
F514		init00:		
F514	78	ld	a,b	; load on a
F515	3D	dec	a	;
F516	D3 8C	out	(addreg),a	; set 6545 register
F518	7E	ld	a,(h1)	; get data for init
F519	D3 8D	out	(datreg),a	; send out on 6545 register
F51B	23	inc	h1	; point to next data
F51C	10 F6	djnz	init00	; and count until are output
		;		
F51E	06 0B	ld	b,8	; filling rimanents register with 00
F520		init01:		
F520	78	ld	a,b	;
F521	C6 0B	add	a,11	;
F523	D3 8C	out	(addreg),a	; set 6845 register
F525	AF	xor	a	; clear accumulator
F526	D3 8D	out	(datreg),a	; sen out to 6545 register
F528	10 F6	djnz	init01	; and count until all are output
		;		
F52A	3E 1F	ld	a,31	; A = dummy location
F52C	D3 8C	out	(addreg),a	; send out to 6545 register
		;		
F52E	AF	xor	a	; clear accumulator
F52F	2A 0047	ld	h1,(ix.pnt)	; HL -> routines table
F532	06 10	ld	b,16	; 16 byte to clear
F534		init02:		
F534	77	ld	(h1),a	; clear byte of table
F535	23	inc	h1	; increase table pointer
F536	10 FC	djnz	init02	; count untill all are cleared
		;		
F538	3D	dec	a	; initial video attribute, scroll flag, ; no alpha look and mute keyboard
F539	DD 77 04	ld	(ix+004),a	; set initial video attribute
F53C	C9	ret		; and return to caller
		;		
F53D		tab6545:		; 6545 initialization table


```
; **** Print string pointed by DE ****
; *** Print @ position 12,12 ***
pr@12.12: ld hl,12 * 256 + 12 ; @ 12,12
; *** Print string @ positon HL ***
printat:
F55D DS push de      ; save string pointer
F55E CD F344 call movcurs ; move cursor at HL
F561 D1 pop de       ; restore str pointer and count
                        ; with stout
; *** Print string pointed by DE ***
strout:
F562 1A    ld a,(de)   ; load char.
F563 FE 24 cp endmsg ; end message
F565 C8    ret z       ; yes, then return
F566 4F    ld c,a     ; else move to register C
F567 D5    push de     ; save text pointer
F568 CD F233 call cout  ; and print it
F569 D1    pop de      ; restore text pointer
F56C 13    inc de      ; point to next char
F56D 18 F3    jr stout  ; and repeat
; page
```

```
;*****  
;*  
;*      Floppy disk routines  
;*  
;*****  
  
;  
;      if      necnt  
;  
;*****  
;*  
;*      Floppy disk driver and subroutine  
;*      for N.E. 5 Inc. floppy disk controller  
;*  
;*****  
  
;  
; Copyright (C) 1983, 1984 by Studio Lg, Genova - Italy  
; Author: Martino Stefano  
; Third Modify by Gallerani Paolo  
; Last Revision 06/08/84 21:00  
;  
; Compatibility Version 4.2-1  
;  
;      if      rev lt 42  
;      .printx .*** Warning:Incompatible Floppy Disk Driver ***.  
;      endif  
;  
0003    rtycnt equ 3           ; max retries before disk I/O error  
0002    rstcnt equ 2           ; max restore before disk I/O error  
;  
;      page
```

```
;  
;  
;*****  
;*  
;*      FD 1771 I/O port  
;*  
;*****  
;  
00D0    fddsts  equ     0d0h      ; fdd status port  
00D1    fddtrk  equ     0d1h      ; fdd track port  
00D2    fddsec  equ     0d2h      ; fdd sector port  
00D6    fddlch  equ     0d6h      ; fdd lach port  
00D7    fdmdat  equ     0d7h      ; fdd data port  
00D0    fddcmd  equ     fddsts  ; fdd command port  
  
;  
;  
;*****  
;*  
;*      FD 1771 Command Summary  
;*  
;*****  
;  
0006    fddrest equ     00000110b ; fdd restore command code  
0016    fddsek  equ     00010110b ; fdd seek command code  
0088    fddrd   equ     10001000b ; fdd read command code  
00A8    fddvt   equ     10101000b ; fdd write command code  
00D0    fddrst  equ     11010000b ; fdd reset int. command code  
;  
page
```

```
; ; **** Routines Entry point ****;  
; ; **** F D I O S Fdd I/O 128 byte ****;  
; ; **** F D D I O D Fdd I/O 256 byte ****;  
; ; ****  
F56F AF xor a ; CY = 0 then 128 byte r/w  
F570 18 01 jr fdio ; go to commom entry point  
; ; ****  
F572 37 scf ; CY = 1 then 256 byte r/w  
; ; ****  
F573 DD 2A 0047 ld ix,(ix.pnt) ; IX = routines table  
F577 DD CB 09 C6 set 0,(ix+009) ; set 256 byte r/w  
F57B 3B 04 jr c,fdio00 ; jmp if cy = 1  
F57D DD CB 09 86 res 0,(ix+009) ; set 128 byte r/w  
F581 fdio00:  
F581 7E ld a,(hl) ; get unit num. and side  
F582 57 ld d,a ; save for side select  
F583 E6 03 and 00000011b ; mask bit 0 and bit 1 (unit num.)  
F585 CD F661 call newdrv ; select drive and restore old trk num.  
F588 23 inc hl ; H.L track para adrs  
F589 22 0045 ld (hladrs),hl  
F58C 0E 02 ld c,rstcnt ; C = restore count  
F58E rty00:  
F58E 06 03 ld b,rtycnt ; B = retry count  
F590 rty01:  
F590 C5 push bc  
F591 2A 0045 ld hl,(hladrs) ; H.L track para adrs  
F594 46 ld b,(hl) ; B = track num.  
F595 23 inc hl ; skip track hi byte for Wdd comp.  
F596 23 inc hl ; H.L sector para adrs  
F597 7E ld a,(hl) ; A = sector num.  
F598 D3 D2 out (ffdsec),a ; set sector num.  
F59A 78 ld a,b ; set new track  
F59B D3 D7 out (ffddat),a ; number and  
F59D 3E 16 ld a,fddsek ; execute seek  
F59F D3 D0 out (fddcmd),a ; command  
F5A1 CD F623 call errget ; wait until end command  
F5A4 B7 or a ; error detect ?  
F5A5 20 54 jr nz,fdderchk ; yes ! go to error check
```

```

F5A7          trkok:
                ; track and sector are ok
F5A7  23      inc   hl           ; H.L dma para adrs
F5A8  5E      ld    e,(hl)       ; E = dma adrs low
F5A9  23      inc   hl           ;
F5AA  56      ld    d,(hl)       ; D = dma adrs high
F5AB  23      inc   hl           ; H.L R/W para adrs (0 = read ,1 = write)
F5AC  DD CB 09 46    bit   0,(ix+009)  ; test bit 0 of (ix+009) for fdd num byte
F5B0  3E 80    ld    a,128        ; if bit 0 = 0 then 128 byte r/w
F5B2  28 01    jr    z,trkok1    ;
F5B4  AF      xor   a            ; else 256 byte r/w
F5B5          trkok1:
F5B5  47      ld    b,a          ; B = num. byte to R/W
F5B6  0E D7    ld    c,fddat     ; C = fdd data I/O port
                ;
F5B8  7E      ld    a,(hl)       ; A = R/W para
F5B9  EB      ex    de,hl        ; HL = dma adrs
F5BA  B7      or    a            ; test for read or write
F5BB  20 18    jr    nz,ffwrite  ; if nz then write
F5BD          fdread:
                ; else fdd read
F5BD  3E 88    ld    a,fddrd     ; fdd read command
F5BF  D3 D0    out   (fddcmd),a  ; exec. command
F5C1  CD F63C  call  fdelay     ; wait aproax 56 microS
F5C4  18 03    jr    fdrd01     ;
                ;
F5C6          fdrd00:
F5C6  0F      rrca             ; busy bit --> CY
F5C7  30 22    jr    nc,fdioend ; if busy = 0 then end read
F5C9          fdrd01:
F5C9  DB D0    in    a,(fddsts)  ; test fdd status
F5CB  CB 4F    bit   1,a          ; data request active ?
F5CD  28 F7    jr    z,fdrd00  ; no ! then test busy bit
F5CF  ED A2    ini   a            ; read one byte
F5D1  20 F6    jr    nz,fdrd01  ; and wait until all are read
                ;
F5D3  18 16    jr    fdioend    ; go to end fdio
F5D5          fdwrite:
                ; fdd write
F5D5  3E A8    ld    a,fddwt     ; fdd write command
F5D7  D3 D0    out   (fddcmd),a  ; exec. command
F5D9  CD F63C  call  fdelay     ; wait aproax 56 microS
F5DC  18 03    jr    fdwt01     ;
                ;
F5DE          fdwt00:
F5DE  0F      rrca             ; busy bit --> CY
F5DF  30 0A    jr    nc,fdioend ; if busy = 0 then end write
F5E1          fdwt01:
F5E1  DB D0    in    a,(fddsts)  ; test fdd status
F5E3  CB 4F    bit   1,a          ; data request active ?
F5E5  28 F7    jr    z,fdwt00  ; no ! then test busy bit
F5E7  ED A3    outi  a            ; write one byte
F5E9  20 F6    jr    nz,fdwt01  ; and wait until all are write
                ;
F5EB          fdioend:
                ; end of read or write
F5EB  60      ld    h,b          ; save byte counter
F5EC  CD F63C  call  err2get    ; wait until end command

```

```
F5EF B7          or   a           ; error occurs ?
F5F0 20 09       jr   nz,fdderchk ; then error check else A=0
F5F2 B4          or   h           ; all byte are read or write ?
F5F3 3E 02       ld   a,00000010b ; set density error
F5F5 20 04       jr   nz,fdderchk ; no, then i/o error
F5F7 AF          xor  a           ; clear accumulator for normal return
F5F8 C1          pop  bc          ; else restore BC
F5F9 18 1B       jr   fddret    ; and ret to call
;
;
F5FB             fdderchk:
; fdd check for any error
F5FB C1          pop  bc          ; B = rtycnt. C = rstcnt
F5FC F5          push af          ; save fdd status
F5FD E6 03       and  00000011b ; bit 0 = time-out error
; bit 1 = density error
F5FF 20 13       jr   nz,fddrt1 ; ret if one
F601 F1          pop  af          ; restore fdd status
F602 05          dec  b           ; retry count down
F603 20 8B       jr   nz,rty01 ; repeat until rtycnt = 0
F605 0D          dec  c           ; restore count down
F606 28 0B       jr   z,fddret  ; retry error return
F608 F5          push af          ; save fdd status
F609 CD F619     call fdsek0  ; fdd seek to track 0
F60C B7          or   a           ; error ?
F60D 20 05       jr   nz,fddrt1 ; then rty err
F60F F1          pop  af          ; restore fdd status
F610 C3 F5BE     jp   rty00    ; and retry
F613             fddret:
F613 F5          push af          ; save fdd status
F614 AF          xor  a           ; clear register A
F615 D3 D6       out  (fddlch),a ; deselect any drive
F617 F1          pop  af          ; restore fdd status
F618 C9          ret              ; and ret
;
;
F619             fdsek0:
; fdd seek to track 0
F619 C5          push bc          ; save register
F61A 3E 06       ld   a,fddrest ; fdd restore command
F61C D3 D0       out  (fddcmd),a ; exec. command
F61E CD F641     call waitfd  ; wait until end command
F621 C1          pop  bc          ; restore register
F622 C9          ret              ; and ret
;
;
F623             errget:
; return error in A register for type 1 command
F623 CD F641     call waitfd  ; wait until end command
F626 B7          or   a           ; time out error ?
F627 C0          ret  nz          ; yes , return to call
F628 78          ld   a,b          ; else load fdd status
F629 E6 10       and  00010000b ; mask bit 4 (seek error)
F62B CB 27       sla   a           ; move to bit 5
F62D 4F          ld   c,a          ; save seek error bit
F62E 78          ld   a,b          ; reload fdd status
F62F E6 08       and  00001000b ; mask bit 3 (crc error)
F631 B1          or   c           ; A: bit 3 = crc ,bit 5 = seek
```

```
F632 C9          ret      ; return to call
;
F633           ; err2get:
F633 CD F641      ; return error in A register for type 2 command
F636 B7          call    waitfd   ; wait until end command
F637 C0          or     a        ; time out error ?
F638 78          ret    nz       ; yes ,return to caller
F639 E6 5C          ld     a,b     ; load fdd status
F63B C9          and    01011100b ; mask wrt-prtc,rnf,crc,lst-dat error
F63B           ; and return
;
F63C           ; fdelay:
F63C           ;      rept   4
F63C           ;      ex    (sp),hl  ; delay beetwen write command reg.
F63C           ;      endm
F63C E3          +      ex    (sp),hl  ; delay beetwen write command reg.
F63D E3          +      ex    (sp),hl  ; delay beetwen write command reg.
F63E E3          +      ex    (sp),hl  ; delay beetwen write command reg.
F63F E3          +      ex    (sp),hl  ; delay beetwen write command reg.
F640 C9          ret
;
F641           ; waitfd:
F641           ;      wait until fdd busy is reset.
F641 CD F63C      call    fdelay   ; wait aproax 56 microS
F644 06 02          ld     b,2     ; set soft timer
F646           ; wait00:
F646 11 0000        ld     de,0    ; for aproax five seconds
F649           ; wait01:
F649 DB D0          in     a,(fddsts) ; input to fdd status
F64B CB 47          bit    0,a     ; test busy bit
F64D 28 0F          jr    z,wait02 ; jump if no command is in progress
F64F 1B          dec    de      ;
F650 7A          ld     a,d     ; timer down
F651 B3          or     e      ;
F652 20 F5          jr    nz,wait01 ; ;
F654 05          dec    b      ;
F655 20 EF          jr    nz,wait00 ; time out
F657           ; timeout:
F657 3E D0          ld     a,fddrst ; reset fdd controller
F659 D3 D0          out   (fdcmd),a ; exec. command
F65B 3E 01          ld     a,00000001b ; set time-out bit error
F65D C9          ret
F65E           ; wait02:
F65E 47          ld     b,a     ; save fdd status in B register
F65F AF          xor    a      ; clear accumulator for
F660 C9          ret
;
F661           ; newdrv:
F661           ;      select new drive and restore old trk num.
F661 E5          push   hl      ; save para pointer
F662 4F          ld     c,a     ;
F663 06 00          ld     b,0     ; BC = new unit num.
F665 21 F68A        ld     hl,fddtab ; ;
F668 09          add    hl,bc   ; HL byte to select drive
F669 5E          ld     e,(hl)  ; E = byte to select drive
F66A 7A          ld     a,d     ; A = unit num. and side
F66B E6 10          and    00010000b ; mask bit 4 (side)
```

```
F66D CB 27          sla    a      ; move side to bit 5
F66F B3            or     e      ; A = unit + 5/B sel + side
F670 D3 D6          out    (fddlch),a ; select new drive and side
F672 21 0044        ld     hl,unit ; H.L old unit num.
F675 7E            ld     a,(hl)  ; A = old unit num.
F676 B9            cp     c      ; old unit equ new unit ?
F677 28 0F          jr     z,drvequ ; skip if yes
F679 71            ld     (hl),c ; save new unit num.
F67A 21 0040        ld     hl,fdostr ; 
F67D E5            push   hl    ;
F67E 85            add    a,l    ; * Version for less space (4/6)
F67F 6F            ld     l,a    ;      add only low byte *

;      ld    e,a    ;
;      ld    d,0    ; DE = old unit num.
;      add   hl,de  ; H.L old trk of old unit num.
F680 DB D1          in     a,(fddtrk) ; save track num.
F682 77            ld     (hl),a ; of old unit num.
F683 E1            pop    hl    ;
F684 09            add    hl,bc ; H.L old trk of new unit num.
F685 7E            ld     a,(hl)  ; select old track
F686 D3 D1          out   (fddtrk),a ; num. of new unit
F688 drvequ:        ; 
F688 E1            pop    hl    ; restore para pointer
F689 C9            ret    ; and ret
;
F68A fddtab:        ; if fdd controller by n.e.
F68A 01 02 04 08    defb   01,02,04,08 ; unit 0 to 3 are 5 inch (bit 5 = 0)
;
page
```

```
        endif
;
        page
```

```
;*****  
;* Hard disk routines *  
;*****  
  
; if hard ; hard disk exist  
;  
;*****  
; * Size Table for *  
; * Hard Disk BASF 6188 *  
;*****  
  
0168 Cyls equ 360 ; number of cylinders  
0004 Heads equ 4 ; number of heads  
;  
F68E initab:  
F68E 01 68 defb high Cyls,low Cyls; number of cylinders  
F690 04 defb Heads ; number of heads  
F691 00 80 defb 0,128 ; starting reduced current cylinder  
F693 00 40 defb 0,64 ; starting write precompensation cylinder  
F695 0B defb 11 ; maximum ECC data burst length  
;  
;  
;  
;*****  
;* Winchester disk driver and subroutine *  
;*****  
  
; Copyright (C) 1983, 1984 Studio Lg, Genova - Italy  
; Author: Martino Stefano  
; Third Modify by Gallerani Paolo  
; Last Revision 06/08/84 21:07  
;  
; Compatibility Version 4.2-1  
;  
if rev lt 42  
.printx .*** Warning:Incompatible Hard Disk Driver ***.  
endif  
;  
;  
page
```

```
;*****  
;*      HARD DISK OUTPUT AND INPUT PORTS      *  
;*  
;*****  
  
00B8    wport0 equ    0b8h      ; sasi write port 0 - write data  
00B9    wport1 equ    0b9h      ; sasi write port 1 - software reset  
00BA    wport2 equ    0bah      ; sasi write port 2 - cntlr select  
00BB    wport3 equ    0bbh      ; sasi write port 3 - not used  
00B8    rport0 equ    0b8h      ; sasi read port 0 - read data  
00B9    rport1 equ    0b9h      ; sasi read port 1 - read status  
00BA    rport2 equ    0bah      ; sasi read port 2 - not used  
00BB    rport3 equ    0bbh      ; sasi read port 3 - not used  
  
;*****  
;*      HARD DISK VARIOUS EQUATES      *  
;*  
;*****  
  
0000    reqbit equ    000h      ; request line bit position  
0001    reqmsk equ    001h      ; request mask for bit test  
0001    busybit equ    001h      ; busy line bit position  
0002    busymsk equ    002h      ; busy mask for bit test  
0002    msgbit equ    002h      ; message line bit position  
0004    msgmsk equ    004h      ; message mask for bit test  
0003    cdbit equ    003h      ; command/data bit position  
0008    cdmsk equ    008h      ; command/data mask for bit test  
0004    iobit equ    004h      ; input/output bit position  
0010    iomsk equ    010h      ; input/output mask for bit test  
0002    errmask equ    002h      ; test for an error  
  
;*****  
;*      HARD DISK CONTROLLER COMMAND EQUATES      *  
;*  
;*****  
  
0000    drvrdy equ    000h      ; test drive ready command  
0004    format equ    004h      ; format command code  
0008    read equ    008h      ; read command code  
000A    write equ    00ah      ; write command code  
0003    sense equ    003h      ; status sense command code  
000C    initl equ    00ch      ; initialize disk size command  
000B    seek equ    00bh      ; seek command size  
0001    recal equ    001h      ; recalibrate command code  
0003    sense equ    003h      ; sense status command code  
00E0    ramdiag equ    0e0h      ; ram diagnostic command code  
  
;  
;  
F696    parowmsg:  
F696    OD 0A 48 61          defb    cr,lf,'HardDisk Parameter overflow',endmsg  
F69A    72 64 44 69  
F69E    73 6B 20 50
```

F6A2 61 72 61 6D
F6A6 65 74 65 72
F6AA 20 6F 76 65
F6AE 72 66 6C 6F
F6B2 77 24

page

```
; ; ;***** Routines Entry point ***** ; ; ;***** wdio: ; wdd i/o 256 byte ; F6B4 DB B9 in a,(rport1) ; load cntlr status ; F6B6 E6 E0 and 11100000b ; mask bit 5,6,7. Hard disk exist ? ; F6B8 C0 ret nz ; ret if not ; F6B9 22 0045 ld (hladr),hl ; save r/w para adrs ; ; wdio1: ; F6BC 7E ld a,(hl) ; A = unit & side ; F6BD 47 ld b,a ; save in B for unit ; F6BE E6 30 and 00110000b ; mask side number ; rept 4 ; srl a ; move side number to bit 0,1 ; endm ; ; F6C0 CB 3F + srl a ; move side number to bit 0,1 ; F6C2 CB 3F + srl a ; move side number to bit 0,1 ; F6C4 CB 3F + srl a ; move side number to bit 0,1 ; F6C6 CB 3F + srl a ; move side number to bit 0,1 ; F6CB FE 02 cp Heads/2 ; test for side overflow ; F6CA D2 F732 jp nc,parover ; if side > (Heads/2)-1 then para overflow ; F6CD CB 40 bit 0,b ; test unit number ; F6CF 28 02 jr z,wdio2 ; jump if unit 0 ; F6D1 C6 02 add a,(Heads/2) ; ; wdio2: ; F6D3 4F ld c,a ; C = head address (0 to Heads-1) ; F6D4 23 inc hl ; H.L = track para adrs. ; F6D5 5E ld e,(hl) ; E = low byte track number ; F6D6 23 inc hl ; point to high byte ; F6D7 56 ld d,(hl) ; D = track high byte ; F6D8 23 inc hl ; point to sector ; F6D9 E5 push hl ; save sec para pointer ; F6DA A7 and a ; cy=0 ; F6DB 21 0167 ld hl,Cyls-1 ; Max # of Cyl ; F6DE ED 52 sbc hl,de ; compare with par ; F6E0 38 4F jr c,parov0 ; overflow: out of disk bounds ; F6E2 21 0000 ld hl,0 ; reset product ; F6E5 44 ld b,h ; BC = head address ; rept Heads ; Repeat # of Heads Times ; add hl,de ; HL = track * Heads ; endm ; ; F6E6 19 + add hl,de ; HL = track * Heads ; F6E7 19 + add hl,de ; HL = track * Heads ; F6E8 19 + add hl,de ; HL = track * Heads ; F6E9 19 + add hl,de ; HL = track * Heads ; F6EA 09 add hl,bc ; HL = (track * Heads) + head address ; rept 5 ; add hl,hl ; HL = (track * Heads + head address)*32 ; endm ;
```

F6EB 29 + add hl,hl ; HL = (track * Heads + head address)*32
F6EC 29 + add hl,hl ; HL = (track * Heads + head address)*32
F6ED 29 + add hl,hl ; HL = (track * Heads + head address)*32
F6EE 29 + add hl,hl ; HL = (track * Heads + head address)*32
F6EF 29 + add hl,hl ; HL = (track * Heads + head address)*32
F6F0 EB ex de,hl ; DE = (track * Heads + head address)*32
F6F1 E1 pop hl ; H.L = track para adrs.
F6F2 7E ld a,(hl) ; A = sector number
F6F3 3D dec a ; convert sector to base 0
F6F4 FE 20 cp 32 ; test for sector overflow
F6F6 30 3A jr nc,parower ; if sector-1 > 31 then para overflow
F6F8 4F ld c,a ; BC= sector number
F6F9 EB ex de,hl ; HL= (trk*Hds+hda)*32 , D.E = sec para adrs
F6FA 09 add hl,bc ; HL= (track * Hds + head address)*32 + sec num
F6FB 7C ld a,h ; A = middle address
F6FC 65 ld h,l ;
F6FD 6F ld l,a ; swap H with L
F6FE 22 004C ld (task+2),hl ; set middle and low address
F701 EB ex de,hl ; H.L = sec para adrs
F702 23 inc hl ; H.L = dma para adrs
F703 5E ld e,(hl) ;
F704 23 inc hl ;
F705 56 ld d,(hl) ; DE = dma address
F706 D5 push de ; save dma address
F707 23 inc hl ; H.L = r/w para adrs
F708 7E ld a,(hl) ; A = r/w flag (0 = read, 1 = write)
F709 F5 push af ;
F70A 23 inc hl ; H.L = block count
F70B 7E ld a,(hl) ; A = num sec to r/w
F70C 32 004E ld (task+4),a ; set block count
F70F 5F ld e,a ; E = num sec to r/w
F710 F1 pop af ; A = r/w flag
F711 E1 pop hl ; HL = dma address
F712 01 00B8 ld bc,wport0 ; wdd data port
; B = 0 = r/w 256 byte
F715 B7 or a ; read or write ?
F716 20 23 jr nz,wdwrite ; A = 1 then write

F718 wdread:
; wdd read 256 byte
F718 CD F77F call selcntlr ; select the controller
F71B 3E 08 ld a,read ; read sector command
F71D CD F79E call taskout ; send out to controller

F720 wdrd1:
F720 CD F7DE call reqwait ; wait for controller request
F723 C0 ret nz ; no cntlr request then error (wd.rty)
F724 E6 08 and cdmsk ; check for input status
F726 20 05 jr nz,wdsts ; C/D- active, read status
F728 ED B2 inir ; read 256 byte (one sector)
F72A 1D dec e ; sector counter down
F72B 20 F3 jr nz,wdrd1 ; no zero then read next sector

F72D wdsts:
F72D CD F7B2 call getstat ; get completion status
F730 C9 ret ; return status

F731 E1 ;
F732 ;
parov0: pop hl ; pop parameter pointer
parover:

```
; wdd i/o para overflow
F732 11 F696      ld    de,parovmsg ; D.E = par overflow message
F735 CD F562      call  strout   ; print it
F738 3E 40        ld    a,40h    ; 'Parameter Overflow'
F73A C9          ret     ; return with error
;
;
F73B wdwrite:      ; wdd write 256 byte
F73B CD F77F      call  selcntlr ; select the controller
F73E 3E 0A        ld    a,write  ; write sector command
F740 CD F79E      call  taskout  ; send out to controller
F743           wdwt1:      ; wait for controller request
F743 CD F7DE      call  reqwait ; no cntlr request then error
F746 C0          ret   nz      ; check for input status
F747 E6 08        and   cdmask ; C/D- active, read status
F749 20 E2        jr    nz,wdsts ; write 256 byte (one sector)
F74B ED B3        otir   e      ; sector counter down
F74D 1D          dec   e      ; no zero then read next sector
F74E 20 F3        jr    nz,wdwt1
F750 18 DB        jr    wdsts  ; return with status
;
;
F752 wdini:        ; initialize Drive Characteristics
F752 D3 B9        out   (wport1),a ; send out a reset pulse
;
F754 wddrdy:       ; wdd ready ?
F754 CD F792      call  wtwrdy  ; error if not
F757 C0          ret   nz
;
F758 CD F77F      call  selcntlr ; select the controller
F758 3E 0C        ld    a,initl  ; initialize disk size command
F75D CD F79E      call  taskout  ; send out the command
F760 21 F68E      ld    hl,initab ; point to drive size tab.
F763 06 08        ld    b,0      ; set up a byte counter
F765 CD F7DE      call  reqwait ; wait for controller request
F768 C0          ret   nz      ; no zero then error
F769           iniz00:      ; get a byte to send out
F769 7E          ld    a,(hl)
F76A D3 B8        out   (wport0),a ; send it to the controller
F76C 23          inc   hl      ; bump the drive size tab. pointer
F76D 10 FA        djnz  iniz00 ; decrement the byte count and
; wait until all are output
F76F CD F7B2      call  getstat ; get completion status
F772 C0          ret   nz      ; ret if error completion
;
F773 CD F77F      call  selcntlr ; select the controller
F776 3E 01        ld    a,recal  ; recalibrate command code
F778 CD F79E      call  taskout  ; send command to cntlr
F77B CD F7B2      call  getstat ; get completion status
F77E C9          ret     ; ret with status
;
F77F           selcntlr:    ; selects the default controller
F77F DB B9        in    a,(rport1) ; read status port
F781 E6 02        and   busymsk ; mask busy bit
F783 20 FA        jr    nz,selcntlr ; loop if busy
```

```

F785  3E 01          ld    a,1           ; cntrl default select code
F787  D3 B8          out   (wport0),a  ; send it to transparent latch
F789  D3 BA          out   (wport2),a  ; generate a select strobe
F78B          selc00:
F78B  DB B9          in    a,(rport1)  ; get cntrl response
F78D  E6 02          and   busymsk   ; isolate the busy mask
F78F  28 FA          jr    z,selc00  ; wait for cntrl busy
F791  C9             ret   ; busy has arrived,exit
;
F792          wtvdrdy:
F792          ; test for drive ready
F792  CD F77F        call  selcntlr  ; select the controller
F795  3E 00          ld    a,drvrdy   ; drive ready command
F797  CD F79E        call  taskout   ; send out the command
F79A  CD F7B2        call  getstat   ; get completion status
F79D  C9             ret   ; and ret to caller
;
;
F79E          taskout:
F79E          ; send out the command contained in A register
F79E  E5             push  hl           ; Save Ptr
F79F  21 004A        ld    hl,task    ; Point to table
F7A2  77             ld    (hl),a    ; store command
F7A3  16 06          ld    d,6         ; six bytes
F7A5  CD F7DE        call  reqwait   ; wait for request
F7AB  C0             ret   nz           ; no, error
F7A9  7E             task1: ld   a,(hl)    ; get one byte
F7AA  D3 B8          out   (wport0),a  ; send it
F7AC  23             inc   hl           ; point to next
F7AD  15             dec   d            ; dec counter
F7AE  20 F9          jr    nz,task1   ; loop until zero
F7B0  E1             pop   hl           ; restore
F7B1  C9             ret   ; cmd send
;
F7B2          getstat:
F7B2  CD F7DE        call  reqwait   ; wait for request
F7B5  C0             ret   nz           ; no, error
F7B6  DB B8          in    a,(rport0)  ; get status byte
F7B8  57             ld    d,a         ; save
F7B9  CD F7DE        call  reqwait   ; wait for another
F7BC  C0             ret   nz           ; no, error
F7BD  DB B8          in    a,(rport0)  ; get fill byte
F7BF  7A             ld    a,d         ; restore
F7C0  E6 02          and   errmask   ; only status bit
F7C2  C8             ret   z            ; no error, return A=0
;
; Get Sense Status
;
F7C3  CD F77F        call  selcntlr  ; select the controller
F7C6  3E 03          ld    a,sense    ; sense status command
F7CB  CD F79E        call  taskout   ; send out to controller
F7CB  CD F7DE        call  reqwait   ; wait for controller request
F7CE  C0             ret   nz           ; no cntlr request then error
F7CF  DB B8          in    a,(rport0)  ; get error code
F7D1  5F             ld    e,a         ; save
F7D1  rept  3          ; three bytes to discard
F7D1  in    a,(rport0)  ; get one bytes
F7D1  endm
;
```

```
F7D2 DB B8      +      in   a,(rport0) ; get one bytes
F7D4 DB B8      +      in   a,(rport0) ; get one bytes
F7D6 DB B8      +      in   a,(rport0) ; get one bytes
F7D8 CD F7B2    call  getstat ; get completion status
F7DB 7B          ld    a,e   ; restore error code
F7DC B7          or    a     ; set flag
F7DD C9          ret   ; return it
;
;
F7DE      reqwait:
F7DE  C5          push  bc   ; save register
F7DF  D5          push  de   ;
F7E0  06 08        ld    b,8   ; set soft timer for aproax 15 Second
F7E2      reqwt0:
F7E2  11 0000      ld    de,0   ;
F7E5      reqwt1:
F7E5  DB B9        in   a,(rport1) ; get cntlr status bits
F7E7  4F          ld    c,a   ; save on c
F7E8  E6 01        and   reqmsk ; only request bit (A=0 or A=1)
F7EA  20 09        jr    nz,reqwtex ; exit if (REQ=1)
F7EC  1B          dec   de   ; timer 1 down
F7ED  7A          ld    a,d   ; check for elapsed
F7EE  B3          or    e    ;
F7EF  20 F4        jr    nz,reqwt1 ; no, loop
F7F1  10 EF        djnz  reqwt0 ; timer 2 down
F7F3  0E FF        ld    c,Offh ; time out error (A=FF)
F7F5      reqwtex:
F7F5  3D          dec   a    ; A=A-1 (A=0 , A=FF)
F7F6  79          ld    a,c   ; set flag (Z=REQ, NZ=timeout)
F7F7  D1          pop   de   ; return status on a
F7F8  C1          pop   bc   ; restore registers
F7F9  C9          ret   ; and ret
;
;
;
;
wdio:      ;
           ld    a,1   ; wdd i/o error
           ret   ;
;
wdini:      ;
           ret   ; return
;
;
;
;
.dephase      ;
end   100h ; end of this program
```

Macros:

Symbols:

ADDREG	00BC	BACKSP	0008	BEEP	00BF	BELL	0007
BOOT	F0CC	BUSYBI	0001	BUSYMS	0002	CBEGLO	F4D7
CBEGLI	F4CC	CDBIT	0003	CDMSK	0008	CENDLI	F493
CENDSC	F4A0	CESCR0	F4A4	CESCR1	F4AA	CESCR2	F4AF
CESCR3	F4C9	CESCR4	F4B3	CHAROU	F3F2	CHR\$04	F3D2
CHR\$05	F493	CHR\$06	F4A0	CHR\$07	F3CE	CHR\$08	F3E9
CHR\$10	F3D9	CHR\$11	F3DE	CHR\$12	F49D	CHR\$13	F4CC
CHR\$14	F3E2	CHR\$15	F3EC	CHR\$19	F3B3	CHR\$20	F3B7
CHR\$21	F3BB	CHR\$22	F3BF	CHR\$23	F3C3	CHR\$27	F3C7
CHR\$TA	F3B3	CIN	F209	CINPOO	F214	CINP11	F225
CKRDY	F0A9	CLRPFX	F35F	CNTCHA	F364	COMPFL	F02D
CONT0A	00B2	CONT0B	00B3	CONT1A	00B6	CONT1B	00B7
CONT2A	00BA	CONT2B	00B8	COUT	F233	COUT00	F259
COUT11	F24D	CR	000D	CSTS	F202	CURSOF	F425
CURSDN	F433	CYLS	0168	DATA0A	00B0	DATA0B	00B1
DATA1A	00B4	DATA1B	00B5	DATA2A	00B8	DATA2B	00B9
DATREG	00BD	DIVIDE	F4DC	DPBIPL	F02E	DRVEQU	F6B8
DRVRDY	0000	ENDMSG	0024	ENDVID	077F	ERR1GE	F623
ERR2GE	F633	ERRMSK	0002	FALSE	0000	FD00TR	0040
FD10TR	0041	FD20TR	0042	FD30TR	0043	FDBOOT	F113
FDBTMS	F15E	FDBWT	F0B4	FDDBOT	FOCO	FDDCMD	00D0
FDDDAT	00D7	FDDELA	F63C	FDDERC	F5FB	FDDLCH	00D6
FDDRD	00B8	FDDRES	0006	FDDRET	F613	FDDRST	00D0
FDDRT1	F614	FDDSEC	00D2	FDDSEK	0016	FDDSTS	00D0
FDDTAB	F68A	FDDTRK	00D1	FDDWT	00A8	FDIO	F573
FDI000	F581	FDI0D	F572	FDI0EN	F5EB	FDI0S	F56F
FDRD00	F5C6	FDRD01	F5C9	FDREAD	F5BD	FDSEKO	F619
FDWRIT	F5D5	FDWTO0	F5DE	FDWT01	F5E1	FFEED	000C
FORMAT	0004	GETSTA	F7B2	HARD	FFFF	HEADS	0004
HL.GT.	F4DD	HLADRS	0045	INIMSG	F036	INIT00	F514
INIT01	F520	INIT02	F534	INITAB	F68E	INITIA	F4E5
INITL	000C	INIZ00	F769	IO.01	FOFD	IOADD	0080
IOBIT	0004	IOERMS	F19A	IOERR	FOFA	IOMSK	0010
IPLDMA	1000	IPLOK	FOED	IPLTES	F0D6	IX.PNT	0047
LF	000A	LOUT	F1FB	LSTS	F1F2	MDB0VI	0000
MDCNT	0000	MODE0	000F	MODE1	004F	MODE2	008F
MODE3	00CF	MOVCUR	F344	MSGBIT	0002	MSGMSK	0004
NE80VI	FFFF	NECNT	FFFF	NEWDRV	F661	NOCHR\$	F3CC
NOIPL	F0F5	NOIPLM	F1A9	NOUPDS	F48C	OUTDAT	F427
PAROVO	F731	PAROWE	F732	PAROWM	F696	PFX01	F28E
PFX02	F421	PFX03	F29F	PFX033	F2A8	PFX04	F2AD
PFX044	F2B6	PFX05	F2C9	PFX055	F2D3	PFX06	F2DD
PFX066	F2E5	PFX067	F2E8	PFX07	F317	PFX08	F2F5
PFX088	F2FD	PFX089	F300	PFX09	F324	PFX099	F329
PFX09A	F32C	PFX10	F2BB	PFX101	F2C4	PFXSET	F263
PFXTAB	F27A	PR012.	F55A	PRINTA	F55D	RAM	0040
RAMDIA	00E0	RDCPOS	F549	READ	0008	RECAL	0001
RELCOM	F307	REQBIT	0000	REQMSK	0001	REQWAI	F7DE
REQWTO	F7E2	REQWT1	F7E5	REQWTE	F7F5	RESET	F061
REV	0030	ROM	F000	RPORT0	00B8	RPORT1	00B9
RPORT2	00BA	RPORT3	00BB	RST00	F06C	RSTCNT	0002
RTY00	F58E	RTY01	F590	RTYCNT	0003	SEEK	000B
SELCO0	F7BB	SELCNT	F77F	SEND00	F400	SEND0U	F3FF
SENSE	0003	SETDUM	F42E	SETNEW	F1BD	SETNWIC	F33B
SETPFX	F3C9	SPARE	0049	STACK	1000	STROUT	F562
STRVID	0000	SUBPOI	F3EC	TAB654	F53D	TASK	004A
TASK1	F7A9	TASK0II	F79E	TIME0U	F657	TIMER	F0B6

TIMER1 F0B9 TRKOK F5A7 TRKOK1 F5B5 TRUE FFFF

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UNIT	0044	UPDTCP	F442	UPDTDS	F460	UPDTUR	F450
UPDTVI	F43B	VERS	0048	VIDATR	008E	VIDCOM	F418
WAITOO	F646	WAIT01	F649	WAIT02	F65E	WAITCR	F107
WAITFD	F641	WAITKE	F0BB	WDBOOT	F0CF	WDDRDY	F754
WDFDMS	F123	WDINI	F752	WDIO	F6B4	WDIO1	F6BC
WDI02	F6D3	WDRD1	F720	WDREAD	F718	WDSTS	F72D
WDWRIT	F73B	WDWT1	F743	WPORT0	00BB	WPORT1	00B9
WPORT2	00BA	WPORT3	00BB	WRITE	000A	WTHDRD	F09F
WTWDRD	F792	XY1COM	F359	XYCOMP	F357		

No Fatal error(s)