TABLE 6-1
MONITOR ROUTINE CALLING ADDRESSES

Calling Address	Mnemonic	Description
07FD	CI	**Console Input** This routine returns a character (in ASCII code – see 8085/8080 reference card for codes) received from the teletype to the caller in the A register. The A register and CPU condition codes are affected by this operation
07FA	CO	**Console Output** This routine transmits a character (in ASCII code), passed from the caller in the C register, to the teletypewriter. The A and C registers, and the CPU condition codes are affected.
05EB	CROUT	**Carriage Return, Line Feed** CROUT sends carriage return and line feed characters to the teletype. The contents of the A, B, and C registers are destroyed and the CPU condition codes are affected.
06C7	NMOUT	**Hex Number Printer** NMOUT converts the 8-bit unsigned integer in the A register into 2 ASCII characters representing the 2 hex digits and prints the two digits on the teletypewriter. The contents of the A, B and C registers and the condition code flags are affected.
0363	UPDAD	**Update Address** Update address field of the display. The contents of the D-E register pair are displayed in the address field of the display. The contents of all the CPU registers and flags are affected.
036E	UPDDT	**Update Data** Update data field of the display. The contents of the A register are displayed in hex notation in the data field of the display. The contents of all of the CPU registers and flags are affected.
02E7	RDKBD	**Read Keyboard** This routine waits until a character is entered on the hex keypad and upon return places the value of the character in the A register. The A, H, and L registers and the flag flip flops are affected. NOTE: For RDKBD to work correctly, you must first: 1. Unmask RST 5.5 using the SIM instruction.
05F1	DELAY	**Time Delay** This routine takes the 16-bit contents of register pair DE and counts down to zero, then returns to the calling program. The A, D, and E registers and the flags are affected.

TABLE 6-1
MONITOR ROUTINE CALLING ADDRESSES (CONT'D)

Calling Address	Mnemonic	Description
02B7	OUTPT	**Output Characters to Display** The routine sends characters to the display with the parameters set up by registers A, B, H and L. Reg A = 0 = use address field = 1 = use data field Reg B = 0 = decimal point off = 1 = decimal point at right edge of field Reg HL = starting address of characters to to sent.

Character Displayed	Hexadecimal memory content pointed to by the HL register
0	00
1	01
2	02
3	03
4	04
5	05
6	06
7	07
8	08
9	09
A	0A
b	0B
C	0C
d	0D
E	0E
F	0F
H	10
L	11
P	12
I	13
r	14
S	05
Blank	15