

# R65 System Software

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This manual describes the system software for the R65 computer system. The system software consists of 4 separate modules, which are stored in EPROM.

### **R65 CRT Controller:**

Handles the Video interface and the keyboard.

Adress space: E000-E7FF

### **R65 Input/Output Controller:**

Routines for printing on a RS-232 needle printer, interrupt handling and audio tape io routines. The audio tape is not emulated in the emulator. Printing to a printer is emulated by printing to a text file printout.txt in the working directory of the emulator.

Address space: E800-Efff

### **R65 Floppy Disk Controller:**

Handles 2 floppy disk drives. 80 tracks, 10 sectors of 256 bytes per track. Includes the subroutines for sequential file i/o.

Address space: F000-F7FF

### **The R65 System Monitor:**

Includes all necessary commands to work with Machinge Language Programs using

hex numbers.

Address space: F800-FFFF

## 1. STOP, QUIT and SHUTDOWN

The following keyboard keys are recognized by the R65 Emulator and executed immediately. The buttons on the top left of the screen can also be touched or clicked.

<shift>ESC or STOP button:

Emulate a 6502 non mascable interrupt (NMI)

<shift>MENU or <shift>WINDOWS or QUIT button or x(close window):

Quit R65 emulator, go to dektop

<shift>ALT SHUTDOWN:

Quit R65 emulator and shut down Linux

Note that open sequential files are not closed if one of these keys or buttons are executed. This is not a problem if a sequential file read is in progress, but in the case of a sequential file write this leaves a large useless file on the disk. Deleting this file afterwards and using PACK on the disk will solve the problem. Try to avoid therefore these actions if a sequential disk write is in progress. Disks are closed properly.

## 3. Installation

The R65 Emulator for Raspbian can be downloaded from GITHUB. Open a terminal and type:

```
cd
git clone --depth 1 git://github.com/rricharz/R65
cd R65
cp R65-Emulator.desktop ~/desktop
cd R65-Emulator
mkdir Files
cd Disks
cp EMPTY.disk WORK.disk
```

Now you should be able to start the R65 emulator using the R65 Emulator icon on

the desktop. Read chapter 5 Floppy Disk Drives before proceeding.

As the first thing, you should rename your newly created WORK disk.

Type FLOPPY WORK,1 to ensure that the WORK disk is in drive 1.

Type VOLUME 1<return> and then enter WORK.04 <return> to label your work disk properly.

## **Adding additional disks**

Later, you can create additional disks with the name MYNAME (where MYNAME stands for any name you want to use) as you have done above for WORK. In the Raspbian terminal, type

```
cd
cd R65
cd R65-Emulator/Disks
cp EMPTY.disk MYNAME.disk
```

Then, restart R65-Emulator using the Desktop icon.

Type FLOPPY MYNAME,1 to ensure that the MYNAME disk is in drive 1.

Type VOLUME 1<return> and then enter MYNAME.05 <return> to label your new disk properly. Instead of 05 you can give the floppy any number you wish. It is strongly recommended to label your disks with the same names as the name of the disk file in Raspbian in order to avoid confusion. On the top status line of the R65 emulator the name of the Raspbian disk file is displayed.

## **Upgrading the R65 Emulator**

If you have not modified the PASCAL, SOURCE and PROGRAMS disks, upgrading is easy. If you have modified these disks, you need to first make a backup of your modifications on any other disk. It is necessary that the upgrading process upgrades these disks, because most upgrades are likely programs, libraries and source files on these disks. Also, some of these programs might have been modified to work together properly with any upgraded version of the Emulator.

Type

```
cd
cd R65
git pull
```

The git pull file will give an error message, if any file which will be upgraded has

been modified. Type

```
git checkout xxx/xxx
```

where xxx/xxx is the path and file name for a file which git pull needs to overwrite. Once all the error messages of the git pull command have been corrected, you can perform the git pull to upgrade your software.

### 3. Monitor Commands

The following abbreviations are used:

exp1 A hexadecimal expression

filnam A file name of up to 16 characters

drive 0 or 1 for the two floppy drives

cy a cyclus number for a file

[] These arguments can be omitted

#### **CLRB exp1**

Erase breakpoint at address exp1.

#### **COPY filnam[.cy],from\_drive,to\_drive**

Copy a file from from\_drive to to\_drive. The drives must both be given and must be different. The wildcard character @ can be used in filnam. Sequential and block files can be copied. The maximal file size to be copied is \$9000 (32768) bytes. The memory space \$2000-\$BFFF is used as a buffer. Extremely large sequential files (such as COMPILE1:P and ASSEMBLER:A) cannot be copied using the copy command. Use EXPORT and IMPORT for these very large files. Do not use the combination of EXPORT and IMPORT for any files except :A and :P files.

#### **DATE**

Display actual date. Date can be changed once displayed. <return> returns to monitor. The emulator reads the Linux system dates at startup and stores it in the R65 date memory. Afterwards it can be changed if necessary.

#### **DELETE filnam[.cy][,drive]**

Delete a file. The wild card letter @ can be used in filnam.

## **DFORMAT diskname,drive**

Erase the disk directory completely and create a new directory

## **DIR drive**

Display directory of a disk drive.

## **DIS [exp1][,exp2]**

Disassembles machine language program at address exp1 and following. exp2 (default 10) commands are decoded. Use <esc> to return to the monitor.

## **EDIT filnam[.cy][,drive]**

Edit a file with the Linux leafpad editor. Use the command NEW (see below) if you want to edit a new file.

## **EXPORT filnam[.cy][,drive]**

Export a sequential file to the Linux Files directory

## **FDIR [drive]**

Full disk directory, including deleted files which can be recovered with the revive command. Also shows how many sectors can be recovered with the pack command.

## **FLOPPY disknam[,drive]**

Change the floppy disk in drive (default 0) to the one with the name disknam. Floppy disks are stored in the Linux Disks folder with the extension .disk, but disknam must be given without this extension. Additional floppies can be made there by using Linux to make copies of existing disks. The emulator can handle an unlimited number of floppies, but only 2 floppies can be in the 2 drives at the same time.

## **GO [exp1][,register definitions]**

Start executing the machine language code at address exp1. See command REG for the register definitions.

## **GRAPH**

Example of displaying a graph of a table of real numbers (TABLE.X on disk 1). Create first the table with MAKETABLE. The example demonstrates how to read from a binary random access file.

## **GSB [exp1][,register definitions]**

Same as GO, but instead of a jmp to the start address a jsr (subroutine call) starts the execution.

## **IMPORT filnam[,drive]**

Import a Linux file from the Linux Files directory. The Linux file must have the extension .asm or .txt, but filnam must be given without this extension.

## **LOAD filnam[.cy][,drive][,exp1]**

Load a disk file with name filnam (and cyclus) from drive to the stored memory address. If exp1 is given, the file is loaded to the address exp1.

## **MAKETABLE**

Example of creating a binary random access file holding a table of real numbers. The file is created on disk1 and is called TABLE:X. The example created a fading sine wave. A graph of the file can be displayed with GRAPH.

## **NEW filnam[.cy][,drive]**

Create a new empty sequential file.

## **PACK [drive]**

Permanently erase all deleted files and recover the disk space. FDIR displays how much space can be recovered with the PACK command.

## **PROTECT filnam[.cy][,drive]**

Protect a file. Delete will ask for permission before deleting protected files.

## **PRTB**

Display the active breakpoints.

## **REG [register definitions]**

Display saved CPU registers, allow to change them. Register definitions are name=exp[,...], where the register names are P,S,F,A,X,Y. Use <esc> to return to the monitor.

## **RENAME filnam[.cy][,drive]**

Rename an existing file. The command asks for the new name and type.



**REVIVE entry number[, drive]**

Recover a deleted file. Use FDIR to get the entry number.

**RESETB**

Clear all active break points.

**RUN filnam[.cy][,drive],[,exps1]**

Loads a file like load, but starts it afterwards automatically. The file type must be "M" (machine language).

**SAVE [drive]**

Make a backup copy of the disk directory on the last track of the disk.

**SETB exp1**

Set a breakpoint at address exp1

**STEP [exp1]**

Execute one machine language instruction. Use <esc> to return to the monitor.

**STORE filnam[.cy],[drive],exp1-exp2,[P]S[,exp3]**

Store a file from memory exp1-exp2, file type S. If exp3 is not given, the address for LOAD is exp1, otherwise exp3.

**SWAP [drive]**

Exchange the disk directory with the one backed up with save before.

**TRACE [exp1,exp2]**

Like STEP, but executes exp2 (default 6) instructions

**VOLUME [drive]**

Set the internal name of a disk displayed if DIR or FDIR is run in EXDOS. Does not change the file name of the floppy disk file, which is used in the FLOPPY command. It is therefore recommended to set this name to the name of the disk file.

**/exp1**

open memory address at exp1

/exp2 open new address exp2

<return> open next address

L        open previous address  
'C       set memory cell to Ascii code  
exp2    set memory cell to exp2

## 4. PASCAL commands

The PASCAL envirement is started with the command

RUN PASCAL

This assumes, that the program PASCAL is available on disk 0.

In the PASCAL environment, the following commands are available, if they can be found on disk 0. In their PASCAL version, most commands have drive 1 as the default drive for their argument in order to facilitate Pascal development on the work drive.

### ARGLIST arguments

Displays the list of arguments as they are forwarded to Pascal programs.

### CALC

A small calculator. Makes basic calculations and displays result in decimal, hexadecimal and binary, when possible.

### CLEAN drive

Automatically deletes unnecessary files on the disk drive (default 0).

- All files with the type :Q (compiler temporary files)
- All but the latest cyclus of any file

The command CLEAN does not PACK the disk, in case you decide that you need to REVIVE a file which has been deleted by CLEAN. Use PACK after CLEAN if you want to recover the space.

### COMPILE filnam[.cy][,drive] [options]

To compile a Pascal source file (:P). Give the file name without the :P. Options can be several letters stringed together. The Pascal compiler is a 2-pass compiler. The second pass is only executed if the first one is successful.

L        Print hard copy (into printout.txt)  
R        Compile with runtime index checking (slower and larger file)

N      Do not produce a loader file for pass 2

Use COMPILE1 instead of COMPILE to compile libraries. Libraries do not need the second pass COMPILE2, and an error message will be produced when COMPILE2 wants to load the loader file :Q of a library. The default drive is drive 1.

### **COMPILE 1 filnam[.cy][,drive] [options]**

Execute only pass 1 of the compiler. The default drive 1 drive 1.

### **COMPILE 2 filnam[.cy][,drive]**

Execute only pass 2 of the compiler. Libraries do not need the second pass of the compiler and cannot be loaded with COMPILE2. The default drive 1 drive 1.

### **COPY filnam[.cy][,sourcedrive] desdrive**

Copy a file from the source drive to the destination. Copies all types of sequential files and Pascal binary runtime files. Cannot be used for machine language programs. Length of sequential files only limited by available floppy disk space.

### **DELETE filnam[.cy][,drive]**

Delete a file. The wild card letter @ can is not available in Pascal. Use the command CLEAN instead to delete multiple unwanted files. Drive 1 is the default drive in the Pascal version of the command.

### **DIR drive**

Display directory of a disk drive. The entries are displayed in several columns, depending on the longest name and the number of files on the disk. The free space and the space occupied by deleted files is displayed in decimal. The default drive is remains drive 0 as in EXDOS.

### **EDIT filnam[.cy][,drive]**

Edit a file with the Linux leafpad editor. Use the command NEW (see below) if you want to edit a new file. The default drive is drive 1, and the command automatically adds :P to filnam, if no other type is given.

### **EXTIME pname,drive arguments**

Measure and display the execution time of a Pascal program pname, called with its arguments.

## **FLOPPY fname[,drive]**

Change the floppy disk in drive (default drive 0) to the one with the name fname. Floppy disks are stored in the Linux Disks folder with the extension .disk, but fname must be given without this extension. Additional floppies can be made there by using Linux to make copies of existing disks. The emulator can handle an unlimited number of floppies, but only 2 floppies can be in the 2 drives at the same time.

## **GRTEST**

Display a test pattern on the R65 graphics window.

## **GRTEST2**

Create a test plot on the R65 graphics display. The same plot is available as TEKTEST on an attached tek4010 emulator (see chapter 9).

## **GR3D**

Create a 3D plot on the R65 graphics display. The same plot is available as TEK3D on an attached tek4010 emulator (see chapter 9).

## **LEDTEST**

Create test patterns on the 7-segment display of the R65 replica, or on the top line of the R65 window.

## **NEW filnam[.cy][,drive]**

Create a new empty sequential file. The Pascal version of the command has drive 1 as the default drive, and sets the file type automatically to :P.

## **PACK [drive]**

Permanently erase all deleted files and recover the disk space. DIR displays how much space can be recovered with the PACK command, and CLEAN automatically deletes certain files (see details in the description of the command). The default drive remains drive 0 as in EXDOS.

## **SHOW filnam[.cy][,drive] [start]**

Display a sequential file. The first 12 lines are displayed. If start is set, the display starts with line number start. Afterward, use <return> to display one more line, <space> to display 12 more lines. Any other key (including <ESC>) will return to the Pascal command line. The default drive is drive 1.

## **SINETST**

Create a sine and cosine graph on the R65 graphics screen.

## **TEKTEST**

Create a test plot on an attached tek4010 emulator (see chapter 9). The same plot is available as GRTEST2 for the R65 graphics display.

## **TEK3D**

Create a 3D plot on an attached tek4010 emulator (see chapter 9). The same plot is available as GR3D for the R65 graphics display.

## **THROWSIM**

Display a flight path of a thrown object on the R65 graphics screen.

# **5. Pascal libraries**

Look at the source of these libraries on SOURCEPASCAL for details

## **ARGLIB**

Handles arguments given by the pascal system to a program

## **LEDLIB**

Handles output to the 7-segment display

## **MATHLIB**

Handles math functions and the output of floating point numbers

## **PLOTLIB**

Plot library for the R65 graphics screen

## **SYSLIB**

Main R65 Pascal system library

## **TEKLIB**

Plot library for an attach tek4010 plotter

## **TIMELIB**

Handles system and execution time

## **6. Pascal games**

### **ALIEN**

Save the earth from an alien invasion.

### **PONG**

Play the game of Pong.

### **REVERSI**

Play the game of Reversi. The rules can be found at <https://en.wikipedia.org/wiki/Reversi>. Please note that the first two moves need to be placed in the center.

## **7. R65 Graphic Basic**

The R65 Graphic Basic includes the basic commands found in Basic Interpreters of that time. The following commands have been added in the R65 version or are working slightly different:

### **CLOSE [D1]**

Close a sequential file (if D1 is given) or all open sequential files

### **DIR [D]**

Display the directory of floppy disk drive D (default 0).

### **FILES**

Displays information about all currently open sequential files

### **GET [#D1;] V1 [,V2....]**

Read one character from device D1. If V1 is a string variable, one character is read, otherwise one digit of a number. The following devices are supported:

D1=0:        Read from keyboard, wait until a key is ready

D1=1:        Read from keyboards, return with empty string if no character available

D1=2: Not implemented in Emulator

D1=3: Read from keyboard and display immediately on Graphics Display

D1>=4: Read from a open disk file

## **INPUT [#D1] V1 [,V2...]**

Read from device D1 (see GET for details). Reads one full string or one number)

## **LOAD S1[.D1] [,D2}**

Load a Basic program from floppy drive D2. Example LOAD "LIFE:B"

## **LOAD #D1;**

Import a basic program from a text file which has previously been opened with OPEN D1

## **MOVE N1,N2**

Move graphic cursor to n1,n2

## **OPEN D1,S1[.D2][,D3,[D4]]**

Open a sequential file (D1>=4). D3 is the floppy drive number, D4=0 for read and 1 for write.

## **PLOT N1,N2[,D1]**

Plot a dot on the graphics display at N1,N2. D1=0 in white, D1=1 in black, D1=2 inverted.

## **PLOT NEW**

Initialize graphics display, Switch alphanumeric display buffer to 16 lines

## **PLOT CLR**

Clear graphics display

## **PLOT STOP**

Go back to alphanumeric display without losing graphics display buffer

## **PLOT CONT**

Go back to graphics display after a PLOT STOP

## **PLOT END**

Erase graphics display area and go back to alphanumeric display. Switch back alphanumeric display buffer to 42 lines.

## **PRINT [D1;] ....**

Basic print statement. Devices are:

- D1=0:        Standard display
- D1=1:        Not implemented in emulator
- D1=2:        Not implemented in emulator
- D1=3:        Graphics display at current position of graphic cursor
- D1>=4:      Open sequential file

## **STORE S1[.D1] [,D2]**

Store Basic program on drive D2.

## **SYS N1**

Execute 6502 code at N1

## **WAIT N1**

Wait N1 times 10 msec. The emulator process is suspended in intervals of 10 msec to avoid overheating of the Raspberry Pi CPU as during character input.

# **8. Floppy disk drives (tapes are not emulated)**

Drive 0        disk drive A

drive 1        disk drive B

Floppy disks can be changed with the EXDOS command:

FLOPPY disknam[,drive].

The recommended setup is to use PROGRAMS, PASCAL or SOURCE in drive 0, and WORK in drive 1. The defaults are set for this setup. The disks PROGRAMS,



PASCAL and SOURCE are distribution disks. They are replaced with their standard version during a software upgrade. Use WORK for your own work and make backup copies on other disk before upgrading the software.

## 9. Attaching a printer/plotter

The R65 emulator emulates a printer by printing to the Linux file “printout.txt” in the R65 directory. This file is cleared or created each time the emulator starts. The text printed is formatted for Linux, and page headers are added. It is possible to print raw R65 text (without any formatting) by switching the printer driver to raw mode:

Device control 1	hex 11	switch to raw mode
Device control 2	hex 12	switch back to normal formatted mode

If you want to see the printed text while it is generated, open a shell window, go to your R65 directory and type

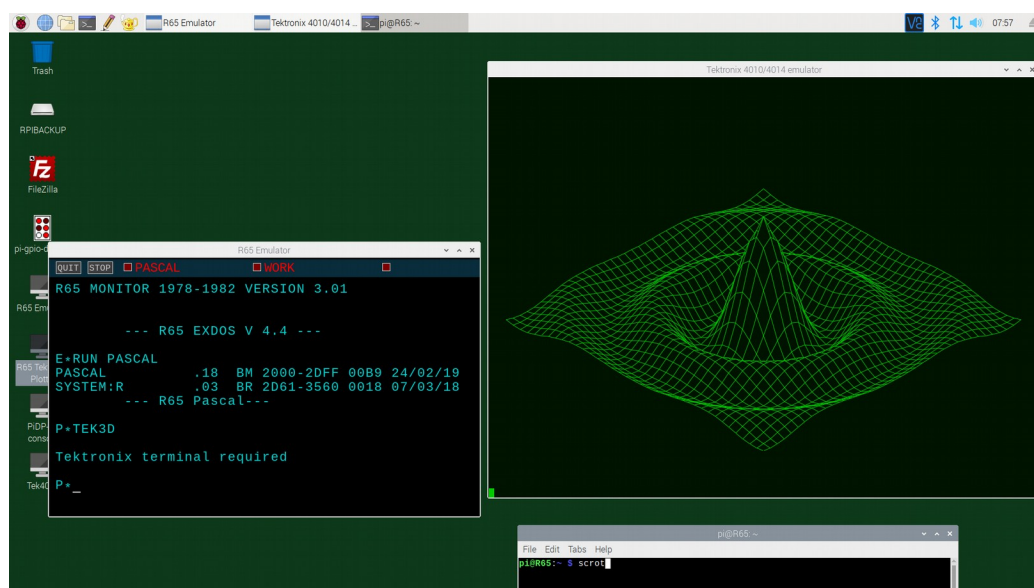
```
tail -f printout.txt
```

It is also possible to use my Tektronix 4010 emulator as a plotter window. Download tek4010 from <https://github.com/rricharz/Tek4010>. After having tested your installation, put a copy of the executable “tek4010” in your R65 directory.

Now start R65 and afterwards tek4010 by executing the command

```
./tek4010 -autoClear tail -f printout.txt
```

You can now see any printed text in the tek4010 window.



With R65 PASCAL, you can also plot in the tek4010 window. The "teklib" library is on the PASCAL disk and its source is on the SOURCEPASCAL disk. There are also two examples there: "tektest" and "tek3D". Please note that R65 floating point calculations in the 8-bit R65 Pascal are rather slow as compared to modern standards, but the examples show that it was possible to produce high resolution graphics with a Tektronix 4010 and a 6502 8-bit computer in the late 1970s.

## 10. File Typ

"Block" files (binary files)

M     Machine language program

R :R   Pascal binary runtime file

X :X   Other binary file

Sequential files (text files)

A :A   Assembler source file

P :P   Pascal program or library source file

Q :Q   Pascal loader program file

T :T   Pascal loader library file

L :L   Pascal loader ident table

W :W   Pascal compiler reserved words table

B     Other text file

## 11. Error Codes

### System error codes

01 READ/WRITE ERROR

02 CHECKSUM ERROR

03 ESCAPE EXIT DURING READ/WRITE

04 RECORD NUMBER ERROR

05 FILE TYPE ERROR

06 FILE NOT FOUND

07 DISK NOT READY

08 DIRECTORY FULL, FILE NOT STORED  
09 ILLEGAL IRQ  
10 EXPRESSION MISSING  
11 MEMORY CELL CANNOT BE CHANGED  
12 BREAK TABLE FULL, NOT INSERTED  
13 ILLEGAL MEMORY CELL FOR BREAK  
14 DOUBLE BRAK POINT SETTING  
15 END OF LINE EXPECTED  
16 SYNTAX WRONG IN REGISTER NAME OR =  
17 BREAKPOINT NOT FOUND IN TABLE  
18 SYNTAX FRONG IN STORE  
19 FILE SUBTYPE WRONG OR MISSING  
20 WRONG FILE TYPE NOT RUN  
21 UNKNOWN MONITOR COMMAND  
22 ILLEGAL OPCODE FOR STEP/TRACE  
23 TOO MANY OPEN FILES, NOT OPENED  
24 DIRECTION ERROR IN SEQUENTIAL R/W  
25 WRONG FILE NUMBER, FILE NOT OPEN  
26 DISK FULL, FILE NOT STORED  
27 RANDOM ACCESS INDEX OUT OF RANGE  
28 ILLEGAL DRIVE FOR RANDOM ACCESS  
29 FILE NOT OPEN FOR RANDOM ACCESS WRITE

### **ASSEMBLER error codes**

31 CLOSING ) EXPECTED IN EXPRESSION  
32 SYNTAX ERROR IN LABEL  
33 HEX CHAR EXPECTED AFTER \$  
34 LABEL TABLE OVERFLOW  
35 LOGICAL CHAR EXPECTED AFTER #

36 EXPRESSION NOT RESOLVED (PASS 2)  
37 SYNTAX ERROR IN OPCODE  
38 MNEMONIC OR ADDRESSING ILLEGAL  
39 ILLEGAL ADDRESSING MODE  
40 SYNTAX ERROR IN OPERAND  
41 ABSOLUTE ADDRESS ILLEGAL  
42 MORE THAN 1 UNRESOLVED LABEL IN FORWARD BRANCH  
43 BRANCH EXCEEDS BOUNDS  
44 FORWARD BRANCH TO THIS LABEL EXCEEDS BOUNDS  
45 DOUBLE LABELDEFINITION  
46 MISSMATCH IN SECOND PASS  
47 LABEL MISSING IN EQU  
48 OPERAND OF BYT TOO LONG  
49 EXPRESSION MUST BE RESOLVED  
50 LINE TOO LONG  
51 CHAR FOLLOWS LOGICAL END OF OPERAND  
52 TOO MANY UNRESOLVED BRANCHES (NOT INSERTED INTO TEST TABLE)

### **EXDOS error codes**

61: WILD CARD NOT ALLOWED  
62: ONLY FOR DISK, NOT TAPE  
63: ILLEGAL COPY  
64: FILE TOO LARGE  
65: WRITE ERROR  
66: IMPORT ERROR  
67: UNKNOWN EMU COMMAND  
68: UNABLE TO RUN LEAFPAD

### **PASCAL error codes**

81: DIVISION BY ZERO

82: STACK OVERFLOW  
 83: INDEX OUT OF BOUNDS  
 84: WRONG FILE TYPE, NOT PASCAL PROGRAM  
 85: ILLEGAL P-CODE  
 86: ESCAPE DURING EXECUTION  
 87: NO LOADER FILE MADE BY COMPILER

## 12. R65 Control keys

See also capture 1: STOP, QUIT and SHUTDOWN

### Video control functions

	CTRL	VCOD	ASCII
CURSOR DOWN	CDOWN	E9 X 18	
CURSOR RIGHT	CRIGHT	E8 V 16	
CURSOR LEFT	CLEFT	E7 C 03	
CURSOR UP	CUP	E6 Z 1A	
CURSOR HOME	CHOME	E5 A 01	
INSERT CHAR	INSCHR	E4 U 15	CTRL-RIGHTARROW
DELETE CHAR	DELCHR	E3 Y 19	CTRL-LEFTARROW
CLEAR LINE	CLRLIN	E2 E 17	
CLEAR TO END OF SCREEN	CLRDSP	E1 Q 11	CTRL-RETURN
INSERT LINE	INSLIN	C4 D 04	
DELETE LINE	DELLIN	C3 F 06	
TOGGLE ALPHA/GRAPHICS	TALGRA	E9 L 0C	
ESCAPE	ESCAPE	91 1B	
SET TABULATOR	SETTAB	8B	
ROLL DOWN	RDOWN	89 B 02	CTRL-DOWNARROW
TO RIGHT MARGIN	CRMARG	88	
TO LEFT MARGIN	CLMARG	87	

ROLL UP	RUP	86 H 08 CRTL-UPARROW
REVERSE HOME	RVHOME	85 P 10
RESUME WRITING	RWRITE	84
QUIET WRITING	QWRITE	83
TOGGLE BLACK/WHITE	TBLWHI	82 E 05
CLEAR GRAPHIC DISPLAY	CLRGRA	81

### **Other control functions**

PRINT ALL ON	PRTON	R 12
PRINT ALL OFF	PRTOFF	T 14
DISPLAY CONTROL CHAR	DSPCC	S 13
CLEAR TABULATOR	CLRTAB	O 0F
INVERSE VIDEO	INVVID	N 0E
NORMAL VIDEO	NORVID	K 0B
CARRIAGE RETURN	EXCR	0D
LINE FEED	EXLF	0A
TABULATOR (8)	TAB	I 09
BELL	BELL	G 07
PAD CHARACTER	PADCHR	@ 00

## **13. “Burning” new PROMS/EPROMS**

The System software on the original system was burned in EPROMS and used the KIM-1 ROM. The corresponding Assembler source files are:

- KIM1.asm
- CRT.asm
- DISK.asm
- IOCONTROL.asm
- MONITOR.asm
- EXDOS.asm

With the exception of EXDOS, the corresponding object code was read only in the

original system, and the R65 Emulator does not allow to write into these memory areas. Nevertheless, it is quite easy to patch these programs (in fact much easier as it was to burn new EPROMS on the original system).

If you just want to make a simple patch (just change a few locations, but not move anything!), or look at the programs, go to RASPIAN and there to R65/R65-Emulator/Assembler. The source files are there with the extension .pas, and the Assembler listings with identical line numbers with the extension txt. The emulator just reads the the object code from the .txt files at startup. This sounds crazy at first, but it is very fast and eliminates the additional step of making binary files. You can therefore just patch those files by editing them carefully. Write down somewhere what you have patched in case you later want to upgrade the software, and make a backup copy before starting to patch, so that you can go back if things don't work anymore.

## **14. The usual disclaimer**

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Please report any problems or suggestions for improvements to [r77@bluewin.ch](mailto:r77@bluewin.ch)