

XR/station Project

A4X Firmware Manual (Preliminary & Incomplete)

Revision 1.0, May 29, 2024

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1. Overview

The A4X firmware forms the contents of the boot ROM of XR/computer platforms.¹ This is the first code that executes in the system after processor reset, and is responsible for initializing the integral devices and enabling the user to select a boot device.

It is designed to be very simple. It executes entirely out of ROM, using a small region in low memory for volatile data. Virtual addressing is disabled and polling is used for all I/O.

This document describes the user interface of the A4X firmware, and the fundamentals of its boot protocol, including an overview of the A3X partition table (APT) format.

Implementation details of the firmware are not described here; they are best defined by the source code of the firmware itself.

¹See the *XR/computer Systems Handbook* for more information.

2. User Interface

The firmware contains both a textual user interface (TUI) and a simple graphical user interface (GUI). The TUI is referred to as the “command monitor”, and consists of a simple command interface that supports several commands. The GUI consists of a very simple “boot picker”.

2.1. Boot Picker

The boot picker appears at system startup when the firmware detects more than one bootable partition is available, and a display adapter is attached. It provides a simple way for the user to select which partition should be booted.

Use left and right arrow keys to select a bootable partition. Strike enter to boot. Strike ESC to enter the command monitor.



The appearance of the A4X Boot Picker.

2.2. Command Monitor

The command monitor is available both graphically via an extremely simplistic terminal emulator, and over the serial port. It can be entered graphically via striking ESC at the boot picker, or over Serial Port A by performing a headless boot (i.e. with no displays attached) with either zero or multiple bootable partitions installed.

Note that partitions are named in the format **dksXsY**, where **X** is the integer identifier of the disk device, and **Y** is the integer identifier of the partition. If **Y** is 8, such as in **dks0s8**, the entire disk is addressed.

A list of commands available at the time of writing is provided:

2.2. Command Monitor

Command	Function
help	Display help text about all commands.
autoboot	Boot with default parameters.
reset	Reset the system.
nvreset	Reset the system NVRAM.
listenv	List the NVRAM variables.
setenv	[name] [contents] Set an NVRAM variable.
delenv	[name] Delete an NVRAM variable.
boot	[device (dksNsN)] [args ...] Boot from specified device.
listdisk	List all disks, their bootable partitions, and any operating systems installed.
clear	Clear the command monitor.

3. NVRAM

XR/computer systems all contain a 4KB non-volatile RAM (NVRAM) which is used by the system firmware to store persistent information in **NVRAM variables**, which can be viewed and set by the user from the command monitor. All NVRAM variable contents are ASCII strings, but the internal format is undocumented and liable to change. A table of the currently defined NVRAM variables follows:

Name	Type	Function
boot-dev	String	If auto-boot? is set to true , contains the name of a preferred partition to boot from in dkXsY format.
auto-boot?	Boolean	When set to true , the system will attempt to automatically boot.
boot-args	String	Contains the argument string that will be passed to bootstrap software.

Any other variables seen may have been created by the embedded legacy **A3X** firmware which is chain-loaded in order to boot legacy operating systems. These variables are undocumented and should be left alone.

4. A3X Partition Table

The partition table format understood by this firmware is the **A3X Partition Table** format, or APT. The following is an overview of this format.

If a disk is formatted with APT, sector 0 (bytes 0-511 on disk) will contain the partition table with the following layout:

```
STRUCT AptBootBlock
```

```
    // Space for 15 bytes of boot code on relevant platforms.
```

```
    BootCode : UBYTE[15],
```

```
    // Always contains 0xFF.
```

```
    FfIfVariant : UBYTE,
```

```
    // Eight partition table entries.
```

```
    Partitions : AptEntry[8],
```

```
    // The 32-bit magic number must read 0x4E4D494D.
```

```
    Magic : ULONG,
```

```
    // A 15-character, null-terminated label for the disk.
```

```
    Label : UBYTE[16],
```

```
END
```

```
STRUCT AptEntry
```

```
    // A 7-character, null-terminated label for the partition.
```

```
    Label : UBYTE[8],
```

```
    // A 32-bit count of sectors in the partition.
```

```
    SectorCount : ULONG,
```

```
    // The status of the partition. Contains zero if the partition
```

```
    // table entry is unused. Otherwise, it contains any non-zero
```

```
    // value.
```

```
    Status : ULONG,
```

```
END
```

5. Booting

This section describes the boot protocol used by the A4X firmware. The old A3X boot protocol is also supported via an embedded A3X firmware which is chain-loaded when a legacy operating system is selected, but will not be documented.

A partition is bootable if it contains a valid OS record at an offset of 1 sector from the partition base (bytes 512-1023 within the partition). The OS record sector has the following layout:

```
STRUCT AptOsRecord
    // The 32-bit magic number must read 0x796D6173.
    Magic : ULONG,

    // A 15-character, null-terminated label for the installed
    // operating system.
    OsName : UBYTE[16],

    // The sector offset within the partition, at which the bootstrap
    // program begins.
    BootstrapSector : ULONG,

    // The count of sectors in the bootstrap program.
    BootstrapCount : ULONG,
END
```

If a valid OS record is found, the partition is assumed to be bootable. In the following sector (sector 2), a 64x64 monochrome bitmap is located. This is used as an icon in the boot picker.

5.1. The Bootstrap Program

When booting from a partition, the bootstrap sectors are loaded in sequence off the disk into physical memory beginning at address 0x3000. The first 32 bits of the bootstrap must read 0x676F646E in order to be considered valid. Control is then transferred to address 0x3004, through the Jackal function pointer with the following signature:

5.1. The Bootstrap Program

```
FNPTR FwBootstrapEntrypoint (  
    IN devicedatabase : ^FwDeviceDatabaseRecord,  
    IN apitable : ^FwApiTableRecord,  
    IN bootpartition : ^FwDiskPartitionInfo,  
    IN args : ^UBYTE,  
) : UWORD
```

That is, as per the Jackal ABI for XR/17032, a pointer to the **device database** is supplied in register **a0**, a pointer to the **API table** is supplied in register **a1**, a handle to the (opaque) boot partition structure is supplied in register **a2**, and an argument string is supplied in register **a3**. The bootstrap program can return a value in register **a3**.

Note that memory in the range of 0x0 through 0x2FFF should *not* be modified until A4X services will no longer be called, as this region is used to store its runtime data (such as the initial stack).

5.2. The Device Database

The device database is a simple structure constructed in low memory by the firmware. It contains information about all of the devices that were detected. It has the following layout:

```
STRUCT FwDeviceDatabaseRecord  
    // 32-bit count of the total RAM detected in the system.  
    TotalRamBytes : ULONG,  
  
    // The number of processors detected.  
    ProcessorCount : UBYTE,  
  
    // The number of bootable partitions found.  
    BootableCount : UBYTE,  
  
    Padding : UBYTE[2],  
  
    // A table of information about all of the RAM slots.  
    Ram : FwRamRecord[FW_RAM_MAX],  
  
    // A table of information about all of the physical disks.  
    Dks : FwDksInfoRecord[FW_DISK_MAX],  
  
    // A table of information about devices attached to the Amtsu
```

5.2. The Device Database

```
// peripheral bus.
Amtsu : FwAmtsuInfoRecord[FW_AMTSU_MAX],

// A table of information about the boards attached to the EBUS
// expansion slots.
Boards : FwBoardInfoRecord[FW_BOARD_MAX],

// A table of information about each processor detected in the
// system.
Processors : FwProcessorInfoRecord[FW_PROCESSOR_MAX],

// Information about the boot framebuffer, or lack thereof.
Framebuffer : FwFramebufferInfoRecord,

// Information about the boot keyboard, or lack thereof.
Keyboard : FwKeyboardInfoRecord,

// The machine type --
// XR_STATION, XR_MP, or XR_FRAME.
MachineType : FwMachineType,
END
```

Note that the Headers/a4xClient.hjk header file located in the a4x source tree should be used to access the device database and other A4X structures - this incomplete information is only provided here for quick reference.

5.3. The API Table

A pointer to an API table is passed to the bootstrap program. The API table consists of function pointers that can be called to receive services from the firmware. The currently defined APIs follow:

5.3. The API Table

Name	Signature
PutCharacter	FwApiPutCharacterF (IN byte : UWORD,)
GetCharacter	FwApiGetCharacterF () : UWORD
ReadDisk	FwApiReadDiskF (IN partition : ^FwDiskPartitionInfo, IN buffer : ^VOID, IN sector : ULONG, IN count : ULONG,) : UWORD NOTE: The buffer base address MUST be aligned to a sector size.
PutString	FwApiPutStringF (IN str : ^UBYTE,)
KickProcessor	FwApiKickProcessorF (IN number : UWORD, IN context : ^VOID, IN callback : FwKickProcessorCallbackF,)