```
0100                    0001 ;
0100                    0002 ; EXP - A monitor for the Expander
0100                    0003 ;
0100                    0004 ;       (C) 1981 by Micro-Expander, Inc.
0100                    0005 ;       All Rights Reserved
0100                    0006 ;
0100                    0007
0100                    0008 ROM    EQU   0F000H        ; the starting address of the monitor rom
0100                    0009 P1BIAS EQU   00800H        ; bias to second page of rom
0100                    0010 P1ORG  EQU   ROM+00800H    ; where to start page 1
0100                    0011 ENDP1  EQU   P1ORG+00800H  ; end of page 1
0100                    0012
0100                    0013        ORG   ROM
F000                    0014
F000 C3 9D F0           0015        JP    RESET           ; Monitor Cold Start, reset everything
F003 C3 4D F0           0016        JP    RESTART         ; Monitor Warm Start, reset the stack only
F006                    0017
F006 C3 53 F7           0018        JP    KSTAT           ; returns 0ffh if char available at kbd else 0
F009 C3 58 F7           0019        JP    KBREAD          ; returns a character from the keyboard in acc
F00C C3 5F F3           0020        JP    PUTCHAR         ; print the character in c on the video
F00F                    0021
F00F C3 65 F7           0022        JP    PSTAT           ; same as kstat except with parallel port
F012 C3 6E F7           0023        JP    PREAD           ; same as kread   "     "     "     "
F015 C3 77 F7           0024        JP    POUT            ; same as putchar "     "     "     "
F018                    0025
F018 C3 01 F7           0026        JP    SERSTAT         ; serial status.
F01B C3 0A F7           0027        JP    SERIN           ; serial input
F01E C3 20 F7           0028        JP    SEROUT          ; same as putchar
F021                    0029
F021 C3 EC F6           0030        JP    SERSEL          ; select serial baud rate
F024                    0031
F024 C3 81 F7           0032        JP    CASSTAT         ; cassette status
F027 C3 8A F7           0033        JP    CASIN           ; cassette input
F02A C3 A0 F7           0034        JP    CASOUT          ; cassette output
F02D                    0035
F02D C3 58 F1           0036        JP    RFILE           ; read a cassette file
F030 C3 60 F1           0037        JP    WFILE           ; write a cassette file
F033 C3 8C F1           0038        JP    RBLOCK          ; read a block of data
F036 C3 66 F1           0039        JP    WBLOCK          ; write a block of data
F039 C3 EF F1           0040        JP    SYNC            ; cassette sync on header
F03C C3 BE F1           0041        JP    WSYNC           ; cassette write header
F03F C3 8D F2           0042        JP    RTAIL           ; end cassette read
F042 C3 7D F2           0043        JP    WTAIL           ; end cassette write
F045                    0044 ;
F045 31 C0 FF           0045 START  LD    SP,MSTACK
F048 0E 1A              0046        LD    C,CCLEAR        ; clear the screen
F04A CD DE F2           0047        CALL  MPUTC
F04D                    0048
F04D 31 C0 FF           0049 RESTART LD   SP,MSTACK
F050 FB                 0050        EI                    ; turn interupts on
F051                    0051
F051 0E 2E              0052 CLOOP  LD    C,'.'           ; out prompt
F053 CD DE F2           0053        CALL  MPUTC
F056                    0054
F056 CD C5 F2           0055        CALL  GETLINE
F059                    0056
F059 2A 30 FE           0057        LD    HL,(CURPOS)
F05C 3A 32 FE           0058        LD    A,(WASTHERE)
F05F 77                 0059        LD    (HL),A
F060 CD B1 F5           0060        CALL  ATOLC
```

C3 0040

BOOT = 0F000H
SERSTAT = BOOT + 18 H
SERIN = BOOT + 1B H
SEROUT = BOOT + 1E H

```
F063 0F 01          0061        LD    C,1
F065 CD 38 F5       0062        CALL  LCTOA
F068 06 06          0063        LD    B,6
F06A CD 20 F3       0064        CALL  FINDNB
F06D 7E             0065        LD    A,(HL)
F06E F6 20          0066        OR    020H
F070                0067
F070 16 0B          0068        LD    D,ECMDTAB-CMDTAB/3
F072 CD 76 F5       0069        CALL  SWITCH
F075                0070
F075 64             0071 CMDTAB DB    'd'
F076 AF F0          0072        DW    DUMP
F078 65             0073        DB    'e'
F079 A4 F0          0074        DW    ENTER
F07B 6A             0075        DB    'j'
F07C 08 F1          0076        DW    JUMP
F07E 6E             0077        DB    'n'
F07F 00 E8          0078        DW    0E800H          ; North Star boot address, allows 58K CP/M
F081 6D             0079        DB    'm'               ;  both controllers can co-exist this way.
F082 00 EC          0080        DW    0EC00H          ; Micropolis boot address, allows 59K CP/M.
F084 74             0081        DB    't'
F085 1E F1          0082        DW    TERM
F087 73             0083        DB    's'
F088 3B F1          0084        DW    CSAVE
F08A 6C             0085        DB    'l'
F08B 41 F1          0086        DW    CLOAD
F08D 62             0087        DB    'b'
F08E DF F6          0088        DW    SELBAUD
F090 63             0089        DB    'c'
F091 4E F1          0090        DW    CAT
F093 70             0091        DB    'p'
F094 14 F1          0092        DW    PDLOAD
F096                0093 ECMDTAB EQU  $
F096                0094
F096 36 3F          0095 ERROR  LD     (HL),'?'
F098                0096
F098 CD D7 F2       0097 NXTCMD CALL  CRLF
F09B 18 B4          0098        JR    CLOOP
F09D                0099
F09D                0100 ;
F09D                0101 ; Software reset point
F09D                0102 ;
F09D F3             0103
F09E FD 21 06 F0    0104 RESET  DI
F0A2 18 04          0105        LD    IY,INIT-P1BIAS
F0A4                0106        JR    EDJCAL                ;this will call page 1, but not return
F0A4                0107 ;
F0A4                0108        COPY  EDJ.CODE/1
F0A4                0109 ;
F0A4                0110 ; ENTER - the enter command (page 0 to page 1 linkage)
F0A4                0111 ;
F0A4                0112 ; command syntax: e <addr>
F0A4                0113 ;
F0A4                0114
F0A4 FD 21 9B F4    0115 ENTER  LD    IY,P1ENTER-P1BIAS
F0A8                0116
F0A8 CD D3 F7       0117 EDJCAL CALL  POTP1
F0AB 38 E9          0118        JR    C,ERROR
F0AD 18 E9          0119        JR    NXTCMD
F0AF                0120
```

```
F0AF                    0121 ;
F0AF                    0122 ; DUMP - the dump command
F0AF                    0123 ;
F0AF                    0124 ; command syntax: d [start_addr> [<end_addr>]
F0AF                    0125 ;
F0AF                    0126
F0AF CD ED F2           0127 DUMP   CALL   GETADDR        ; get start address to de
F0B2 38 E2              0128        JR     C,ERROR
F0B4 D5                 0129        PUSH   DE             ; save it
F0B5 CD ED F2           0130        CALL   GETADDR        ; get ending address to...
F0B8 EB                 0131        EX     DE,HL          ; ...hl
F0B9 D1                 0132        POP    DE             ; retrive start address
F0BA                    0133
F0BA CD 07 F2           0134 DU1    CALL   CRLF           ; print address
F0BD 7A                 0135        LD     A,D            ; print hi byte
F0BE CD 48 F3           0136        CALL   PUTHB
F0C1 7B                 0137        LD     A,E            ; print lo byte
F0C2 CD 48 F3           0138        CALL   PUTHB
F0C5                    0139
F0C5 D5                 0140        PUSH   DE             ; save it
F0C6 06 10              0141        LD     B,16           ; print 16 bytes
F0C8 0E 20              0142 DU2    LD     C,' '            ; print a space
F0CA CD DE F2           0143        CALL   MPUTC
F0CD 1A                 0144        LD     A,(DE)         ; fetch the byte
F0CE CD 48 F3           0145        CALL   PUTHB          ; print it
F0D1 13                 0146        INC    DE             ; increment pointer
F0D2 10 F4              0147        DJNZ   DU2            ; and repeat
F0D4                    0148
F0D4 0E 20              0149        LD     C,' '            ; space over a little
F0D6 CD DE F2           0150        CALL   MPUTC
F0D9 CD DE F2           0151        CALL   MPUTC
F0DC                    0152
F0DC D1                 0153        POP    DE             ; retrive the address
F0DD 06 10              0154        LD     B,16           ; print this many bytes
F0DF 1A                 0155 DU3    LD     A,(DE)         ; fetch the byte
F0E0 FE 20              0156        CP     ' '              ; check for printable ascii
F0E2 38 04              0157        JR     C,DU4          ; jump if not
F0E4 FE 7F              0158        CP     07FH           ; check for lesal ascii
F0E6 38 02              0159        JR     C,DU5          ; jump if so
F0E8 3E 2E              0160 DU4    LD     A,'.'          ; everything else gets a period
F0EA 4F                 0161 DU5    LD     C,A            ; character to c
F0EB CD DE F2           0162        CALL   MPUTC
F0EE 13                 0163        INC    DE             ; increment the pointer
F0EF 10 EE              0164        DJNZ   DU3            ; repeat
F0F1                    0165
F0F1 7D                 0166        LD     A,L            ; check for end of dump
F0F2 93                 0167        SUB    A,E
F0F3 7C                 0168        LD     A,H
F0F4 9A                 0169        SBC    A,D
F0F5 38 0F              0170        JR     C,EXTEDJ       ; jump if so
F0F7                    0171
F0F7 CD 53 F7           0172        CALL   KSTAT          ; else check for stop
F0FA 28 BE              0173        JR     Z,DU1
F0FC CD 58 F7           0174        CALL   KBREAD         ; burn the first character
F0FF CD 58 F7           0175        CALL   KBREAD         ; wait for the next
F102 FE 1B              0176        CP     01BH           ; the escape key aborts us
F104 20 B4              0177        JR     NZ,DU1
F106 18 90              0178 EXTEDJ JR     NXTCMD
F108                    0179 ;
F108                    0180 ;
```

```
F108                    0181 ; JUMP - Jump to an address, a RET will get you back
F108                    0182 ;
F108                    0183 ; command syntax: J <addr>
F108                    0184 ;
F108                    0185
F108 CD ED F2           0186 JUMP   CALL   GETADDR      ; get the address
F10B 38 89              0187        JR     C,ERROR      ; jump if error
F10D EB                 0188        EX     DE,HL        ; address to hl
F10E CD 13 F1           0189        CALL   HLJUMP       ; do the call
F111 18 F3              0190        JR     EXTEDJ       ; get the next command
F113 E9                 0191 HLJUMP JP     (HL)
F114                    0192 ;
F114                    0193
F114                    0194        COPY   PDL.CODE/1
F114                    0195 ;
F114                    0196 ;   Down Load to memory from external device via parallel inport
F114                    0197 ;
F114                    0198 ;   command syntax: P
F114                    0199 ;
F114                    0200 ;   The data transfer format provided by the transmitting device
F114                    0201 ;   should be as follows:
F114                    0202 ;
F114                    0203 ;     8 bytes  00h (null)
F114                    0204 ;     1    "   A5h sync character
F114                    0205 ;     2    "   load address
F114                    0206 ;     2    "   byte count
F114                    0207 ;     1    "   checksum for header
F114                    0208 ;     n    "   data to be transmitted (8 bits w/o parity)
F114                    0209 ;     1    "   checksum for data
F114                    0210 ;
F114                    0211
F114 FD 21 39 F7        0212 PDLOAD LD     IY,DLOAD-P1BIAS
F118 CD D3 F7           0213        CALL   POTP1
F11B C3 98 F0           0214        JP     NXTCMD
F11E                    0215 ;
F11E                    0216        COPY   TRM.CODE/1
F11E                    0217 ;
F11E                    0218 ; TERM - Something of a terminal command
F11E                    0219 ;       Nothing fancy, a NUL ( control-@) will get you out
F11E                    0220 ;
F11E                    0221 ; command syntax: T
F11E                    0222 ;
F11E                    0223
F11E CD 53 F7           0224 TERM   CALL   KSTAT        ; anything from the keyboard?
F121 28 0A              0225        JR     Z,TERM1      ; try the serial port if not
F123                    0226
F123 CD 58 F7           0227        CALL   KBREAD       ; else get the character
F126 B7                 0228        OR     A            ; check for NUL
F127 28 DD              0229        JR     Z,EXTEDJ     ; quit if so
F129                    0230
F129 4F                 0231        LD     C,A          ; else send to the serial port
F12A CD 20 F7           0232        CALL   SEROUT
F12D                    0233
F12D CD 01 F7           0234 TERM1  CALL   SERSTAT      ; anything at serial port?
F130 28 EC              0235        JR     Z,TERM       ; jump if not
F132                    0236
F132 CD 0A F7           0237        CALL   SERIN        ; else get it...
F135 4F                 0238        LD     C,A
F136 CD 0E F2           0239        CALL   MPUTC        ; ...to the screen
F139 18 E3              0240        JR     TERM
```

```
F13B                    0241 ;
F13B                    0242       COPY  CAS.CODE/1
F13B                    0243 ;
F13B                    0244 ; CSAVE - Write a block of data to the cassette
F13B                    0245 ;
F13B                    0246 ; command syntax: s <name> <start_addr> <end_addr>
F13B                    0247 ;
F13B                    0248
F13B FD 21 F0 F4        0249 CSAVE LD     IY,P1CSAVE-P1BIAS
F13F 18 04              0250       JR     CCALO
F141                    0251
F141                    0252 ;
F141                    0253 ; CLOAD - Load a block from the cassette
F141                    0254 ;
F141                    0255 ; command syntax: L [<name> [<load_addr>]]
F141                    0256 ;
F141                    0257
F141 FD 21 AE F6        0258 CLOAD LD     IY,P1CLOAD-P1BIAS
F145                    0259 ;
F145 CD D3 F7           0260 CCALO CALL   POTP1
F148 DA 96 F0           0261       JP     C,ERROR
F14B C3 98 F0           0262       JP     NXTCMD
F14E                    0263
F14E                    0264 ;
F14E                    0265 ; CAT - Catalogue a tape
F14E                    0266 ;
F14E                    0267
F14E FD 21 5E F5        0268 CAT   LD     IY,P1CAT-P1BIAS
F152 CD D3 F7           0269       CALL   POTP1
F155 C3 98 F0           0270       JP     NXTCMD
F158                    0271
F158                    0272 ;
F158                    0273 ; RFILE - read a file
F158                    0274 ;
F158                    0275
F158 FD 21 CE F5        0276 RFILE LD     IY,P1RFILE-P1BIAS
F15C                    0277 ;
F15C CD D3 F7           0278 CCAL1 CALL   POTP1
F15F C9                 0279       RET
F160                    0280
F160                    0281 ;
F160                    0282 ; WFILE - Write a file
F160                    0283 ;
F160                    0284
F160 FD 21 99 F5        0285 WFILE LD     IY,P1WFILE-P1BIAS
F164 18 F6              0286       JR     CCAL1
F166                    0287
F166                    0288 ;
F166                    0289 ; WBLOCK - Write a block of data
F166                    0290 ;
F166                    0291 ; entry: hl has address of the block
F166                    0292 ;        de has count
F166                    0293 ;
F166                    0294 ; exit: if carry is reset the block was written
F166                    0295 ;       else carry is set and the abort key was seen
F166                    0296 ;
F166                    0297
F166 ED 73 B8 FE        0298 WBLOCK LD    (MSP),SP
F16A 31 80 FF           0299       LD     SP,ASTACK
F16D 06 00              0300       LD     B,0             ; init the checksum
```

```
F16F
F16F CD 40 F2
F172 38 0D
F174
F174 4E
F175 79
F176 80
F177 47
F178
F178 CD A0 F7
F17B 23
F17C 1B
F17D 7B
F17E B2
F17F 20 EE
F181
F181 F5
F182 48
F183 CD A0 F7
F186 F1
F187 ED 7B B8 FE
F18B C9
F18C
F18C
F18C
F18C
F18C
F18C
F18C
F18C
F18C
F18C
F18C ED 73 B8 FE
F190 31 80 FF
F193 06 00
F195
F195 CD 40 F2
F198 38 22
F19A CD 81 F7
F19D B7
F19E 28 F5
F1A0 CD 8A F7
F1A3 77
F1A4 80
F1A5 47
F1A6 23
F1A7
F1A7 1B
F1A8 7B
F1A9 B2
F1AA 20 E9
F1AC
F1AC CD 40 F2
F1AF 38 0B
F1B1 CD 81 F7
F1B4 B7
F1B5 28 F5
F1B7 CD 8A F7
F1BA 90

0301
0302 WB1    CALL   CHKABORT
0303        JR     C,WB2
0304
0305        LD     C,(HL)          ; get next byte
0306        LD     A,C             ; compute the checksum
0307        ADD    A,B
0308        LD     B,A             ; save the new checksum
0309
0310        CALL   CASOUT          ; write the data byte
0311        INC    HL              ; point to the next byte...
0312        DEC    DE              ; decrement count
0313        LD     A,E             ; check for zero
0314        OR     D
0315        JR     NZ,WB1          ; Jump if count != 0
0316
0317 WB2    PUSH   AF              ; save carry
0318        LD     C,B             ; else write the checksum
0319        CALL   CASOUT
0320        POP    AF              ; restore carry
0321        LD     SP,(MSP)
0322        RET
0323 ;
0324 ;
0325 ; RBLOCK - Read a block of data from the cassette
0326 ;
0327 ; entry: de has byte count
0328 ;        hl has load address
0329 ;
0330 ; exit: carry is set if abort key was hit
0331 ;       zero flag is set if checksum is ok
0332 ;
0333
0334 RBLOCK LD    (MSP),SP
0335        LD     SP,ASTACK
0336        LD     B,0             ; init check sum
0337
0338 RB1    CALL   CHKABRT         ; check for abort key
0339        JR     C,RB2
0340        CALL   CASSTAT
0341        OR     A
0342        JR     Z,RB1
0343        CALL   CASIN           ; get the next byte of data
0344        LD     (HL),A          ; plop it into memory
0345        ADD    A,B             ; compute checksum
0346        LD     B,A             ; save it
0347        INC    HL              ; increment pointer
0348
0349        DEC    DE              ; decrement count
0350        LD     A,E
0351        OR     D
0352        JR     NZ,RB1          ; Jump if not enough yet
0353
0354 RB3    CALL   CHKABRT
0355        JR     C,RB2
0356        CALL   CASSTAT
0357        OR     A
0358        JR     Z,RB3
0359        CALL   CASIN           ; else get the check sum
0360        SUB    A,B             ; check if ok
```

```
F1BB B7              0361        OR    A
F1BC 18 7D           0362 RB2    JR    SYNC4
F1BE                 0363 ;
F1BE                 0364 ;
F1BE                 0365 ; WSYNC - Write the sync header for the cassette
F1BE                 0366 ;
F1BE                 0367 ;      It consists of 128 NULL's followed by an 0A5H
F1BE                 0368 ;      sync byte
F1BE                 0369 ;
F1BE                 0370
F1BE ED 73 B8 FE     0371 WSYNC  LD    (MSP),SP
F1C2 31 80 FF        0372        LD    SP,ASTACK
F1C5 F3              0373        DI
F1C6 E5              0374        PUSH  HL
F1C7 CD 63 F2        0375        CALL  CINIT           ; do global cassette initialization
F1CA 21 99 F3        0376        LD    HL,CXTIMER-P1BIAS  ; set it to cassette xmit timer
F1CD 22 F2 FF        0377        LD    (INTV1),HL
F1D0 21 69 F0        0378        LD    HL,SPEINT-P1BIAS  ; set edge interrupt to dummy handler
F1D3 22 F4 FF        0379        LD    (INTV2),HL
F1D6 E1              0380        POP   HL
F1D7                 0381
F1D7 FB              0382        EI
F1D8                 0383
F1D8 06 04           0384        LD    B,4             ; wait for awhile
F1DA CD BA F2        0385 WS1    CALL  DELAY
F1DD 10 FB           0386        DJNZ  WS1
F1DF                 0387
F1DF                 0388
F1DF 06 80           0389        LD    B,80H           ; send the 128 NULL's...
F1E1 0E 00           0390        LD    C,0
F1E3 CD A0 F7        0391 WS2    CALL  CASOUT
F1E6 10 FB           0392        DJNZ  WS2
F1E8 0E A5           0393        LD    C,0A5H          ; and the 0A5H sync byte
F1EA CD A0 F7        0394        CALL  CASOUT
F1ED 18 4C           0395        JR    SYNC4
F1EF                 0396 ;
F1EF                 0397 ;
F1EF                 0398 ; SYNC - Sync on the cassette header
F1EF                 0399 ;
F1EF                 0400
F1EF ED 73 B8 FE     0401 SYNC   LD    (MSP),SP
F1F3 31 80 FF        0402        LD    SP,ASTACK
F1F6 F3              0403        DI
F1F7                 0404
F1F7 CD 63 F2        0405        CALL  CINIT           ; do global cassette initialization
F1FA                 0406
F1FA CD BA F2        0407        CALL  DELAY           ; wait for motor to speed up
F1FD                 0408
F1FD 21 8E F4        0409        LD    HL,CSTIMER-P1BIAS  ; set new level 1 vector
F200 22 F2 FF        0410        LD    (INTV1),HL
F203 21 7A F4        0411        LD    HL,CSEDGE-P1BIAS  ; set new level 2 vector
F206 22 F4 FF        0412        LD    (INTV2),HL
F209                 0413
F209 3A 7F FE        0414        LD    A,(SMASK)       ; enable edge detector interrupt
F20C CB FF           0415        SET   7,A
F20E 32 7F FE        0416        LD    (SMASK),A
F211 D3 BE           0417        OUT   (CASPORT),A
F213                 0418
F213 FB              0419        EI
F214                 0420
```

```
F214 06 40          0421 SYNC1 LD    B,64        ; look for 64 zero bits in a row
F216 16 00          0422       LD    D,0
F218 CD 4E F2       0423 SYNC2 CALL  CRDBIT
F21B 38 10          0424       JR    C,SYNC0
F21D 7A             0425       LD    A,D
F21E B7             0426       OR    A
F21F 20 F3          0427       JR    NZ,SYNC1
F221 10 F5          0428       DJNZ  SYNC2
F223                0429
F223 CD 4E F2       0430 SYNC3 CALL  CRDBIT      ; now start shifting in bits looking
F226 38 05          0431       JR    C,SYNC0     ; for the sync byte (0A5H)
F228 7A             0432       LD    A,D
F229 FE A5          0433       CP    0A5H
F22B 20 F6          0434       JR    NZ,SYNC3
F22D                0435
F22D F3             0436 SYNC0 DI
F22E                0437
F22E 21 05 F4       0438       LD    HL,CRTIMER-P1BIAS
F231 22 F2 FF       0439       LD    (INTV1),HL
F234 21 48 F4       0440       LD    HL,CEDGE-P1BIAS
F237 22 F4 FF       0441       LD    (INTV2),HL
F23A                0442
F23A FB             0443       EI
F23B ED 7B B8 FE    0444 SYNC4 LD    SP,(MSP)
F23F C9             0445       RET
F240                0446 ;
F240                0447 ;
F240                0448 ; CHKABRT - Check for abort key (ESC) hit
F240                0449 ;      (for cassette routines)
F240                0450 ;
F240                0451 ;      Return carry set if abort key was hit
F240                0452 ;
F240                0453
F240 CD 53 F7       0454 CHKABRT CALL KSTAT      ; any key hit?
F243 B7             0455       OR    A
F244 C8             0456       RET   Z           ; return if not
F245 CD 58 F7       0457       CALL  KBREAD      ; else get the key
F248 FE 1B          0458       CP    01BH        ; is it the abort key?
F24A 37             0459       SCF               ; (set carry)
F24B C8             0460       RET   Z           ; return if abort key
F24C 3F             0461       CCF               ; else clear carry
F24D C9             0462       RET               ; and return
F24E                0463
F24E                0464
F24E                0465 ;
F24E                0466 ; CRDBIT - Read a bit from the cassette
F24E                0467 ;
F24E                0468
F24E 1E 00          0469 CRDBIT LD   E,0          ; clear flags
F250                0470
F250 CD 40 F2       0471 CRDB0 CALL  CHKABRT      ; check for abort key
F253 D8             0472       RET   C           ; return carry set if hit
F254 CB 7B          0473       BIT   CSAWB,E     ; else did we see a clock bit yet?
F256 28 F8          0474       JR    Z,CRDB0     ; Jump if not
F258                0475
F258 1E 00          0476       LD    E,0         ; reset saw bit flag
F25A                0477
F25A 3E ED          0478       LD    A,-19       ; wait ~1.2 milliseconds for the data bit (if any)
F25C D3 BD          0479       OUT   (RTC),A
F25E CB 5B          0480 CRDB1 BIT   CTOUT,E     ; waited enough yet?
```

```
F260 28 FC          0481        JR    Z,CRDB1       ; Jump if not
F262 C9             0482        RET
F263                0483
F263                0484 ;
F263                0485 ; CINIT - Do global cassette initialization
F263                0486 ;
F263                0487
F263 3A 7F FE       0488 CINIT  LD    A,(SMASK)
F266 CB BF          0489        RES   7,A           ; disable edge detector interrupt
F268 CB DF          0490        SET   3,A           ; turn cassette relay on
F26A E6 CF          0491        AND   0CFH          ; set cassette state to mid
F26C 32 7F FE       0492        LD    (SMASK),A
F26F D3 BE          0493        OUT   (CASPORT),A
F271                0494
F271 AF             0495        XOR   A
F272 D3 BD          0496        OUT   (RTC),A       ; stop the realtime clock
F274 32 3D FE       0497        LD    (CRBC),A      ; clear recieve bit count
F277                0498
F277 3E 40          0499        LD    A,MCRIP
F279 32 72 FE       0500        LD    (CFLGS),A     ; clear the cassette flags
F27C                0501
F27C C9             0502        RET
F27D                0503 ;
F27D                0504 ;
F27D                0505 ; WTAIL - Write the trailer for the cassette
F27D                0506 ;
F27D                0507
F27D ED 73 B8 FE    0508 WTAIL  LD    (MSP),SP
F281 31 80 FF       0509        LD    SP,ASTACK
F284 06 05          0510        LD    B,5
F286 CD BA F2       0511 WT1    CALL  DELAY
F289 10 FB          0512        DJNZ  WT1
F28B 18 07          0513        JR    RTL1
F28D                0514
F28D                0515 ;
F28D                0516 ; RTAIL - Finish up cassette read operation
F28D                0517 ;
F28D                0518
F28D ED 73 B8 FE    0519 RTAIL  LD    (MSP),SP
F291 31 80 FF       0520        LD    SP,ASTACK
F294 F3             0521 RTL1   DI
F295                0522
F295 3A 7F FE       0523        LD    A,(SMASK)
F298 F6 A0          0524        OR    0A0H          ; reenable edge detector interrupt and serial control
F29A CB 9F          0525        RES   3,A           ; ...turn off the cassette motor
F29C 32 7F FE       0526        LD    (SMASK),A
F29F D3 BE          0527        OUT   (CASPORT),A
F2A1                0528
F2A1 21 60 F2       0529        LD    HL,KTIMER-P1BIAS  ; reset int 1 to keyboard timer
F2A4 22 F2 FF       0530        LD    (INTV1),HL
F2A7 21 86 F1       0531        LD    HL,SEINT-P1BIAS  ; and int 2 to serial edge detector
F2AA 22 F4 FF       0532        LD    (INTV2),HL
F2AD                0533
F2AD AF             0534        XOR   A
F2AE D3 BD          0535        OUT   (RTC),A       ; stop the real time clock
F2B0 32 7E FE       0536        LD    (SFLGS),A     ; clear serial flags
F2B3 32 72 FE       0537        LD    (CFLGS),A     ; clear cassette flags
F2B6                0538
F2B6 FB             0539        EI
F2B7 C3 3B F2       0540        JP    SYNC4
```

```
F2BA                    0541
F2BA                    0542 ; DELAY - Wait around for awhile
F2BA                    0543
F2BA C5                 0544 DELAY PUSH  BC
F2BB 01 00 00           0545       LD    BC,0
F2BE 0B                 0546 DELY1 DEC   BC
F2BF 78                 0547       LD    A,B
F2C0 B1                 0548       OR    C
F2C1 20 FB              0549       JR    NZ,DELY1
F2C3 C1                 0550       POP   BC
F2C4 C9                 0551       RET
F2C5                    0552 ;
F2C5                    0553       COPY  SUB.CODE/1
F2C5                    0554 ;
F2C5                    0555 ; General subroutines
F2C5                    0556 ;
F2C5                    0557
F2C5                    0558 ;
F2C5                    0559 ; GETLINE - Get a line of data to the screen
F2C5                    0560 ;
F2C5                    0561
F2C5 CD 58 F7           0562 GETLINE CALL KBREAD
F2C8 FE 0D              0563       CP    CCR
F2CA C8                 0564       RET   Z
F2CB FE 5F              0565       CP    '_'
F2CD 20 02              0566       JR    NZ,GL1
F2CF 3E 7F              0567       LD    A,07FH
F2D1 4F                 0568 GL1   LD    C,A
F2D2 CD DE F2           0569       CALL  MPUTC
F2D5 18 EE              0570       JR    GETLINE
F2D7                    0571
F2D7                    0572
F2D7                    0573 ;
F2D7                    0574 ; CRLF - Put a carriage return followed by a linefeed
F2D7                    0575 ;
F2D7                    0576
F2D7                    0577
F2D7 0E 0D              0578 CRLF  LD    C,CCR
F2D9 CD DE F2           0579       CALL  MPUTC
F2DC 0E 0A              0580       LD    C,CLF
F2DE                    0581 ;fall thru
F2DE                    0582
F2DE                    0583
F2DE                    0584 ;
F2DE                    0585 ; MPUTC - Save current (monitor) SP, change to
F2DE                    0586 ;         video stack and call putchar
F2DE                    0587 ;
F2DE                    0588
F2DE ED 73 B8 FE        0589 MPUTC LD    (MSP),SP
F2E2 31 80 FF           0590       LD    SP,ASTACK
F2E5 CD 5F F3           0591       CALL  PUTCHAR
F2E8 ED 7B B8 FE        0592       LD    SP,(MSP)
F2EC C9                 0593       RET
F2ED                    0594 ;
F2ED                    0595 ;
F2ED                    0596 ; GETADDR - search the current screen line for
F2ED                    0597 ;      an address. Skip non blanks and leading spaces
F2ED                    0598 ;
F2ED                    0599
F2ED 06 0A              0600 GETADDR LD  B,10
```

```
F2EF CD 17 F3      0601          CALL  FINDB
F2F2 D8            0602          RET   C
F2F3               0603 ; fall thru
F2F3               0604
F2F3               0605 ;
F2F3               0606 ; GHWORD - Get a hex word from the current screen line
F2F3               0607 ;
F2F3               0608
F2F3               0609
F2F3 06 06         0610 GHWORD LD    B,6             ; skip upto 6 blanks
F2F5 CD 20 F3      0611          CALL  FINDNB
F2F8 D8            0612          RET   C             ; return if too many spaces
F2F9 EB            0613          EX    DE,HL         ; get screen address to de
F2FA 21 00 00      0614          LD    HL,0          ; init hl
F2FD               0615
F2FD 1A            0616 GHW1   LD    A,(DE)          ; fetch the character
F2FE CD 32 F3      0617          CALL  UNHEX         ; convert to hex nibble
F301 30 0B         0618          JR    NC,GHW3       ; Jump if ok character
F303               0619
F303 FE 20         0620          CP    ' '             ; check for space
F305 28 05         0621          JR    Z,GHW2        ; return with carry clear
F307 FE 3A         0622          CP    ':'           ; same for colon
F309 28 01         0623          JR    Z,GHW2
F30B 37            0624          SCF                 ; otherwize set the carry flag
F30C EB            0625 GHW2   EX    DE,HL
F30D C9            0626          RET
F30E               0627
F30E 29            0628 GHW3   ADD   HL,HL           ; add in the new nibble
F30F 29            0629          ADD   HL,HL
F310 29            0630          ADD   HL,HL
F311 29            0631          ADD   HL,HL
F312 85            0632          ADD   A,L
F313 6F            0633          LD    L,A
F314 13            0634          INC   DE            ; point to the next character
F315 18 E6         0635          JR    GHW1
F317               0636
F317               0637
F317               0638 ;
F317               0639 ; FINDB - skip upto 'b' non-blanks looking for a blank
F317               0640 ;
F317               0641 ;     entry: b has maximum number of non blanks to skip
F317               0642 ;            hl has where to start looking
F317               0643 ;
F317               0644 ;     exit:  carry set if couldn't find one
F317               0645 ;
F317               0646
F317 7E            0647 FINDB  LD    A,(HL)          ; get the character
F318 FE 20         0648          CP    ' '             ; a space?
F31A C8            0649          RET   Z             ; return if so
F31B 23            0650          INC   HL            ; else increment pointer
F31C 10 F9         0651          DJNZ  FINDB         ; decrement b and repeat if not done
F31E 37            0652          SCF                 ; set error flag
F31F C9            0653          RET                 ; and return
F320               0654 ;
F320               0655 ;
F320               0656 ; FINDNB - Search for a non blank
F320               0657 ;
F320               0658 ;     entry: b has max blanks to skip
F320               0659 ;            hl has where to search
F320               0660 ;
```

```
F320                    0661 ;      exit:  carry set if too many blanks
F320                    0662 ;
F320                    0663
F320 7E                 0664 FINDNB LD   A,(HL)          ; get the char
F321 FE 20              0665        CP   ' '             ; blank?
F323 C0                 0666        RET  NZ              ; return if not
F324 23                 0667        INC  HL              ; increment pointer
F325 10 F9              0668        DJNZ FINDNB          ; decrement b and repeat if not done
F327 37                 0669        SCF                  ; set error flag
F328 C9                 0670        RET
F329                    0671
F329                    0672
F329                    0673 ;
F329                    0674 ; UPSHIFT - convert char in acc to upper case if lower case
F329                    0675 ;      alpha
F329                    0676 ;
F329                    0677
F329 FE 61              0678 UPSHIFT CP  'a'
F32B D8                 0679        RET  C
F32C FE 7B              0680        CP   'z'+1
F32E D0                 0681        RET  NC
F32F D6 20              0682        SUB  A,' '
F331 C9                 0683        RET
F332                    0684
F332                    0685
F332                    0686 ;
F332                    0687 ; UNHEX - convert char in acc to hex equivalent. returns
F332                    0688 ;      carry set if illegal character
F332                    0689 ;
F332                    0690
F332 CD 29 F3           0691 UNHEX CALL  UPSHIFT
F335 FE 30              0692        CP   '0'             ; check for legal digit
F337 D8                 0693        RET  C               ; return if less
F338 FE 3A              0694        CP   '9'+1
F33A 38 09              0695        JR   C,UNH1          ; jump if <= '9'
F33C FE 41              0696        CP   'A'             ; check for hex alpha
F33E D8                 0697        RET  C
F33F FE 47              0698        CP   'F'+1
F341 3F                 0699        CCF
F342 D8                 0700        RET  C               ; return error if not hex alpha
F343 D6 07              0701        SUB  A,7             ; subtract alpha bias
F345 D6 30              0702 UNH1   SUB  A,'0'           ; subtract numeric bias
F347 C9                 0703        RET
F348                    0704 ;
F348                    0705 ;
F348                    0706 ; PUTHB - print the value in acc as it's two character hex
F348                    0707 ;      equivalent
F348                    0708 ;
F348                    0709 ;
F348                    0710 PUTHB PUSH  AF
F348 F5                 0711        RRA
F349 1F                 0712        RRA
F34A 1F                 0713        RRA
F34B 1F                 0714        RRA
F34C 1F                 0715        CALL PUTHN
F34D CD 51 F3           0716        POP  AF
F350 F1                 0717 PUTHN  AND  00FH
F351 E6 0F              0718        ADD  A,'0'
F353 C6 30              0719        CP   '9'+1
F355 FE 3A              0720        JR   C,PHN1
F357 38 02
```

```
F359 C6 07          0721        ADD   A,7
F35B 4F             0722 PHN1   LD    C,A
F35C C3 DE F2       0723        JP    MPUTC
F35F                0724 ;
F35F                0725        COPY  VID.CODE/1
F35F                0726 ;
F35F                0727 ; The driver routines for the video display
F35F                0728 ;
F35F                0729 ; The video display of this machine can be looked at as two
F35F                0730 ;  pages of memory.
F35F                0731
F35F                0732 ; The first page contains the first 64 characters ( numbered
F35F                0733 ;  0 to 63 ) of each line ( numbered 0 to 23 ). The address of
F35F                0734 ;  each character on this page can be mapped as follows:
F35F                0735
F35F                0736 ;        b b b b b l l l l l c c c c c c
F35F                0737
F35F                0738 ;  where bbbbb is the base address of the display ( 0F800H ),
F35F                0739 ;  lllll is the line address of the character and cccccc is the
F35F                0740 ;  column address of the character.
F35F                0741
F35F                0742 ; The second page of the display is harder to visualize and
F35F                0743 ;  explain. It contains the last 16 characters ( numbered 64 to
F35F                0744 ;  79 ) of each line. They say that one picture is worth 1000
F35F                0745 ;  words so here goes.
F35F                0746
F35F                0747 ;                segment 0        segment 1        segment 2
F35F                0748 ;             +----------------+----------------+----------------+
F35F                0749 ; line 0      | FE00   line 8  | FE10   line 16 | FE20           |
F35F                0750 ;             +----------------+----------------+----------------+
F35F                0751 ; line 1      | FE40   line 9  | FE50   line 17 | FE60           |
F35F                0752 ;             +----------------+----------------+----------------+
F35F                0753 ;           .....................................................
F35F                0754 ;             +----------------+----------------+----------------+
F35F                0755 ; line 6      | FF80   line 14 | FF90   line 22 | FFA0           |
F35F                0756 ;             +----------------+----------------+----------------+
F35F                0757 ; line 7      | FFC0   line 15 | FFD0   line 23 | FFE0           |
F35F                0758 ;             +----------------+----------------+----------------+
F35F                0759
F35F                0760 ; Note that the segment for the next line starts 64 bytes
F35F                0761 ;  from the start of the current line except when there is
F35F                0762 ;  a transition from say segment 0 to segment 1. It should
F35F                0763 ;  also be noted that only the first 48 bytes of each 64
F35F                0764 ;  byte page ( ie OFE00H to OFE3FH ) are used by the video
F35F                0765 ;  display. The address of a character on this page is derived
F35F                0766 ;  as follows:
F35F                0767
F35F                0768 ;        b b b b b b b l l l s s c c c c
F35F                0769
F35F                0770 ;  where bbbbbbb is the base address of the page ( OFE00H ),
F35F                0771 ;  lll is the line number the segment belongs to mod 8, ss is
F35F                0772 ;  the segment the line is found in and cccc is the column
F35F                0773 ;  number of the character - 64.
F35F                0774 ;
F35F                0775 ;
F35F                0776 ; a few equates before the real stuff
F35F                0777 ;
F35F                0778
F35F                0779 PAGE1 EQU   0F800H        ; starting address of the first page
F35F                0780 PAGE2 EQU   0FE00H        ; starting address of the second page
```

```
F35F
F35F                NLINES  EQU  24              ; number of lines on the screen
F35F                LASTLN  EQU  23              ; number of the last line
F35F                NGLINES EQU  NLINES*3        ; number of graphics lines
F35F
F35F                NCOLUM  EQU  80              ; number of columns per line
F35F                LASTCL  EQU  79              ; number of the last column
F35F
F35F                ACURSOR EQU  '_'             ; an underline is our cursor
F35F
F35F                COLOR   EQU  1               ; hi bit in SMASK if color on
F35F                GRAFIX  EQU  2               ; hi bit in SMASK if graphics on
F35F
F35F                INVERT  EQU  0               ; hi bit in VFLGS if printing inverted char's
F35F
F35F
F35F                ; define the special characters
F35F
F35F                CHOME   EQU  '^'-040H
F35F                CCLEAR  EQU  'Z'-040H
F35F
F35F                CUP     EQU  'K'-040H
F35F                CLEFT   EQU  'H'-040H
F35F                CRIGHT  EQU  'L'-040H
F35F
F35F                CCR     EQU  00DH
F35F                CLF     EQU  00AH
F35F                CDEL    EQU  07FH
F35F
F35F                CTAB    EQU  009H
F35F                CESC    EQU  01BH
F35F                ;
F35F                ;
F35F                ; PUTCHAR - write the character in c to the screen
F35F                ;
F35F                ;    on entry:
F35F                ;     the character to write is in register c
F35F                ;     curpos and wasthere are valid
F35F                ;
F35F                ;    on exit:
F35F                ;     if the character was not special (ie. cr, lf, etc.) the
F35F                ;     character is on the screen and in register a. If the
F35F                ;     character is special then the appropriate routine has
F35F                ;     been called. Note the these special character handlers
F35F                ;     should only be called from putchar
F35F                ;
F35F                ;    trashes a
F35F                ;
F35F
F35F DD 22 B6 FE    PUTCHAR LD  (VIX),IX         ; save the registers
F363 22 B4 FE               LD  (VHL),HL
F366 ED 53 B2 FE            LD  (VDE),DE
F36A ED 43 B0 FE            LD  (VBC),BC
F36E
F36E DD 21 30 FE            LD  IX,VDATA
F372 2A 30 FE               LD  HL,(CURPOS)      ; remove the cursor
F375 3A 32 FE               LD  A,(WASTHERE)     ; put back char the cursor replaced
F378 77                     LD  (HL),A
F379
F379 3A 33 FE               LD  A,(ESCFLAG)      ; check if processing escape sequence
```

```
F37C B7          0841        OR    A
F37D CA DA F4    0842        JP    Z,PCO
F380             0843
F380 16 07       0844        LD    D,EESCTAB-ESCTAB/3  ; escape flag is set so process
F382 CD 76 F5    0845        CALL  SWITCH              ; the sequence
F385             0846
F385 01          0847 ESCTAB DB    1
F386 9D F3       0848        DW    GTYPE               ; need type of escape sequence
F388             0849
F388 02          0850        DB    2
F389 2B F4       0851        DW    GLINE               ; need line number for cursor address
F38B             0852
F38B 03          0853        DB    3
F38C 32 F4       0854        DW    GCOL                ; need column number for cursor address
F38E             0855
F38E 04          0856        DB    4
F38F 42 F4       0857        DW    GCVAL               ; need color value
F391             0858
F391 05          0859        DB    5
F392 5E F4       0860        DW    GGY                 ; set graphics bit y value
F394             0861
F394 06          0862        DB    6
F395 65 F4       0863        DW    GGX                 ; set graphics bit x value
F397             0864
F397 07          0865        DB    7
F398 DC F3       0866        DW    PBAI                ; put character as is
F39A             0867
F39A             0868 EESCTAB EQU $
F39A             0869
F39A C3 45 F4    0870        JP    ESDONE
F39D             0871 ;
F39D             0872 ; set the type of the escape sequence
F39D             0873
F39D 79          0874 GTYPE LD    A,C
F39E E6 7F       0875        AND   07FH
F3A0 CD 29 F3    0876        CALL  UPSHIFT
F3A3 16 0E       0877        LD    D,ES1TAB-S1TAB/3  ; set count of state 1 table
F3A5 CD 76 F5    0878        CALL  SWITCH
F3A8             0879
F3A8 3D          0880 S1TAB DB    '='
F3A9 D4 F3       0881        DW    ISEQUAL
F3AB             0882
F3AB 41          0883        DB    'A'
F3AC D8 F3       0884        DW    ISA
F3AE             0885
F3AE 43          0886        DB    'C'
F3AF E3 F3       0887        DW    ISC
F3B1             0888
F3B1 47          0889        DB    'G'
F3B2 FC F3       0890        DW    ISG
F3B4             0891
F3B4 4A          0892        DB    'J'
F3B5 4C F4       0893        DW    ISJ
F3B7             0894
F3B7 4B          0895        DB    'K'
F3B8 58 F4       0896        DW    ISK
F3BA             0897
F3BA 4E          0898        DB    'N'
F3BB 02 F4       0899        DW    ISN
F3BD             0900
```

```
F3BD 4F                 0901        DB    'O'
F3BE EB F3              0902        DW    ISO
F3C0                    0903
F3C0 52                 0904        DB    'R'
F3C1 08 F4              0905        DW    ISRSX
F3C3                    0906
F3C3 53                 0907        DB    'S'
F3C4 08 F4              0908        DW    ISRSX
F3C6                    0909
F3C6 54                 0910        DB    'T'
F3C7 0F F4              0911        DW    IST
F3C9                    0912
F3C9 56                 0913        DB    'V'
F3CA F8 F3              0914        DW    ISV
F3CC                    0915
F3CC 58                 0916        DB    'X'
F3CD 08 F4              0917        DW    ISRSX
F3CF                    0918
F3CF 59                 0919        DB    'Y'
F3D0 19 F4              0920        DW    ISY
F3D2                    0921
F3D2                    0922 ESITAB EQU   $
F3D2                    0923
F3D2 18 71              0924        JR    ESDONE          ; abort sequence if none of the above
F3D4                    0925 ;
F3D4                    0926 ; Start cursor addressing sequence
F3D4                    0927
F3D4 3E 02              0928 ISEQUAL LD   A,2
F3D6 18 6E              0929         JR   SETESC
F3D8                    0930
F3D8                    0931 ; Put next character on screen as is
F3D8                    0932
F3D8 3E 07              0933 ISA    LD    A,7
F3DA 18 6A              0934        JR    SETESC
F3DC                    0935
F3DC AF                 0936 PBAI   XOR   A               ; stop escape sequence
F3DD 32 33 FE           0937        LD    (ESCFLAG),A
F3E0 C3 20 F5           0938        JP    PC00            ; go plop the character
F3E3                    0939
F3E3                    0940 ; Turn color mode on
F3E3                    0941
F3E3 CB 85              0942 ISC    RES   0,L             ; force cursor address to even byte
F3E5 DD CB 4F CE        0943        SET   COLOR,(IX+SMASK-VDATA)  ; set the color on bit
F3E9 18 04              0944        JR    ISO1
F3EB                    0945
F3EB                    0946 ; Turn color mode off
F3EB                    0947
F3EB DD CB 4F 8E        0948 ISO    RES   COLOR,(IX+SMASK-VDATA)
F3EF F3                 0949 ISO1   DI
F3F0 3A 7F FE           0950        LD    A,(SMASK)
F3F3 D3 BE              0951        OUT   (0BEH),A
F3F5 FB                 0952        EI
F3F6 18 4D              0953        JR    ESDONE
F3F8                    0954
F3F8                    0955 ; Set value of color byte
F3F8                    0956
F3F8 3E 04              0957 ISV    LD    A,4
F3FA 18 4A              0958        JR    SETESC
F3FC                    0959
F3FC                    0960 ; Turn graphics mode on
```

```
F3FC                    0961
F3FC DD CB 4F D6        0962 ISO   SET   GRAFIX,(IX+SMASK-VDATA)  ; turn graphics bit on
F400 18 ED              0963       JR    ISO1
F402                    0964
F402                    0965 ; Turn graphics mode off
F402                    0966
F402 DD CB 4F 96        0967 ISN   RES   GRAFIX,(IX+SMASK-VDATA)
F406 18 E7              0968       JR    ISO1
F408                    0969
F408                    0970 ; Start graphics sequence
F408                    0971
F408 32 36 FE           0972 ISRSX LD    (GCTYPE),A     ; save graphics command type
F40B 3E 05              0973       LD    A,5            ; next character is Y value
F40D 18 37              0974       JR    SETESC
F40F                    0975
F40F                    0976 ; Erase to end of line
F40F                    0977
F40F E5                 0978 IST   PUSH  HL
F410 CD B1 F5           0979       CALL  ATOLC
F413 CD EA F5           0980       CALL  CLRLN
F416 E1                 0981       POP   HL
F417 18 2C              0982       JR    ESDONE
F419                    0983 ;
F419                    0984 ; Erase to end of page
F419                    0985
F419 E5                 0986 ISY   PUSH  HL
F41A CD B1 F5           0987       CALL  ATOLC
F41D CD EA F5           0988 ISY1  CALL  CLRLN
F420 0E 00              0989       LD    C,0
F422 04                 0990       INC   B
F423 78                 0991       LD    A,B
F424 FE 18              0992       CP    NLINES
F426 20 F5              0993       JR    NZ,ISY1
F428 E1                 0994       POP   HL
F429 18 1A              0995       JR    ESDONE
F42B                    0996
F42B                    0997 ; Get line value for cursor address
F42B                    0998
F42B DD 71 05           0999 GLINE LD    (IX+GYVAL-VDATA),C
F42E 3E 03              1000       LD    A,3
F430 18 14              1001       JR    SETESC
F432                    1002
F432                    1003 ; Get column value for cursor address and set
F432                    1004
F432 11 18 1F           1005 GCOL  LD    DE,31*256+NLINES  ; load de with mask and max value
F435 CD BE F4           1006       CALL  CHKLINE
F438 47                 1007       LD    B,A             ; save new line number
F439 CD C8 F4           1008       CALL  CHKCOL          ; check for valid column number
F43C 4F                 1009       LD    C,A
F43D CD 88 F5           1010       CALL  LCTOA
F440 18 03              1011       JR    ESDONE          ; done with escape sequence
F442                    1012
F442                    1013 ; Get color byte value
F442                    1014
F442 DD 71 04           1015 GCVAL LD    (IX+CVAL-VDATA),C  ; set here to set the color value
F445                    1016 ;JR ESDONE ; fall thru
F445                    1017
F445                    1018
F445 AF                 1019 ESDONE XOR  A               ; set here when done with sequence or error
F446 32 33 FE           1020 SETESC LD   (ESCFLAG),A     ; set new sequence value
```

```
F449 C3 53 F5           1021        JP    PUTC3
F44C                    1022
F44C                    1023 ; Start inverted video
F44C                    1024
F44C DD CB 4F 56        1025 ISJ    BIT   GRAFIX,(IX+SMASK-VDATA)  ; don't do it if in graphics
F450 20 F3              1026        JR    NZ,ESDONE
F452 DD CB 07 C6        1027        SET   INVERT,(IX+VFLGS-VDATA)
F456 18 ED              1028        JR    ESDONE
F458                    1029
F458                    1030 ; Stop inverted video
F458                    1031
F458 DD CB 07 86        1032 ISK    RES   INVERT,(IX+VFLGS-VDATA)
F45C 18 E7              1033        JR    ESDONE
F45E                    1034 ;
F45E                    1035 ; Get y value for graphics stuff
F45E                    1036
F45E DD 71 05           1037 GGY    LD    (IX+GYVAL-VDATA),C ; save Y value of bit
F461 3E 06              1038        LD    A,6           ; next state is get X
F463 18 E1              1039        JR    SETESC
F465                    1040
F465                    1041 ; Get x value for graphics stuff and diddle the bit
F465                    1042
F465 DD CB 4F 56        1043 GGX    BIT   GRAFIX,(IX+SMASK-VDATA)  ; graphics mode on?
F469 28 DA              1044        JR    Z,ESDONE      ; abort if not
F46B 11 48 7F           1045        LD    DE,127*256+NGLINES  ; load mask and max value
F46E CD BE F4           1046        CALL  CHKLINE
F471                    1047
F471                    1048 ; compute line number of cell for bit
F471                    1049
F471 06 FF              1050 GGX0   LD    B,-1          ; init line counter
F473 04                 1051 GGX1   INC   B             ; increment line counter
F474 D6 03              1052        SUB   A,3           ; cheapy divide and modulo by 3
F476 30 FB              1053        JR    NC,GGX1
F478 C6 03              1054        ADD   A,3           ; get mod, it's the bit number >> 1
F47A 5F                 1055        LD    E,A           ; save in e, b has line number
F47B                    1056
F47B                    1057 ; compute column number of cell for bit
F47B                    1058
F47B 79                 1059        LD    A,C           ; get biased X value
F47C D6 20              1060        SUB   A,' '         ; remove bias
F47E 1F                 1061        RRA                 ; divide by 2 and even/odd bit to carry
F47F CB 13              1062        RL    E             ; rotate even/odd bit into bit number
F481                    1063
F481 CD CB F4           1064        CALL  CC1           ; check for valid column
F484                    1065
F484 4F                 1066        LD    C,A           ; set column address
F485 E5                 1067        PUSH  HL            ; save current screen address
F486 CD 88 F5           1068        CALL  LCTOA         ; get screen address of cell for bit
F489                    1069
F489 7E                 1070        LD    A,(HL)        ; check if not graphic cell yet
F48A 17                 1071        RLA                 ; get MSB to carry
F48B 38 02              1072        JR    C,GGX4        ; Jump if graphics cell
F48D 36 80              1073        LD    (HL),080H     ; otherwise make it one
F48F                    1074
F48F 3E 80              1075 GGX4   LD    A,080H        ; get a bit in the most sig. bit
F491 43                 1076        LD    B,E           ; get bit number to b
F492 04                 1077        INC   B
F493 07                 1078 GGX5   RLCA                ; rotate bit to next position left
F494 10 FD              1079        DJNZ  GGX5          ; decrement bit number, Jump if not zero
F496 5F                 1080        LD    E,A           ; save mask in e
```

```
F497                    1081
F497 3A 36 FE           1082        LD    A,(GCTYPE)     ; get graphics command type ( R,S or X)
F49A FE 53              1083        CP    'S'            ; check for set
F49C 7B                 1084        LD    A,E            ; (set mask)
F49D 38 08              1085        JR    C,ISR          ; Jump if command is R
F49F 20 03              1086        JR    NZ,ISX         ; Jump if command is X
F4A1                    1087
F4A1 B6                 1088        OR    (HL)           ; command is set, set the bit
F4A2 18 05              1089        JR    CHKMTY         ; go check if cell is empty
F4A4                    1090 ;
F4A4 AE                 1091 ISX    XOR   (HL)           ; command is exclusive-or, flip the bit
F4A5 18 02              1092        JR    CHKMTY
F4A7                    1093
F4A7 2F                 1094 ISR    CPL                  ; command is reset, complement the mask...
F4A8 A6                 1095        AND   (HL)           ; ...and reset the bit
F4A9                    1096
F4A9 77                 1097 CHKMTY LD    (HL),A         ; restore the cell
F4AA E6 7F              1098        AND   07FH           ; check if the cell is empty
F4AC 20 02              1099        JR    NZ,GGX6        ; Jump if not
F4AE 36 20              1100        LD    (HL),' '       ; else make the cell a space
F4B0 DD CB 4F 4E        1101 GGX6   BIT   COLOR,(IX+SMASK-VDATA)
F4B4 28 05              1102        JR    Z,GGX7
F4B6 23                 1103        INC   HL
F4B7 3A 34 FE           1104        LD    A,(CVAL)
F4BA 77                 1105        LD    (HL),A
F4BB E1                 1106 GGX7   POP   HL               ; restore screen address of the cursor
F4BC 18 87              1107        JR    ESDONE
F4BE                    1108
F4BE                    1109 ;
F4BE                    1110 ; CHKLINE - Check biased line number in GYVAL for validity
F4BE                    1111 ;           return valid line in A
F4BE                    1112 ;
F4BE                    1113 ;           D has mask value, E has max line value
F4BE                    1114 ;
F4BE                    1115
F4BE 3A 35 FE           1116 CHKLINE LD   A,(GYVAL)
F4C1 D6 20              1117         SUB  A,' '            ; remove bias
F4C3 A2                 1118         AND  D                ; keep it legal
F4C4 BB                 1119         CP   E                ; check for legal value
F4C5 D8                 1120         RET  C                ; return if legal
F4C6 93                 1121         SUB  A,E              ; else make it legal
F4C7 C9                 1122         RET
F4C8                    1123
F4C8                    1124 ;
F4C8                    1125 ;
F4C8                    1126 ; CHKCOL - Check biased column number in C for validity
F4C8                    1127 ;          Return valid column in A
F4C8                    1128 ;
F4C8                    1129
F4C8 79                 1130 CHKCOL LD    A,C            ; set the column address
F4C9 D6 20              1131        SUB   A,' '          ; remove ascii bias
F4CB DD CB 4F 4E        1132 CC1    BIT   COLOR,(IX+SMASK-VDATA)  ; check if in color mode
F4CF 28 01              1133        JR    Z,CC2          ; Jump if not
F4D1 87                 1134        ADD   A,A            ; else adjust column address
F4D2 E6 7F              1135 CC2    AND   127
F4D4 FE 50              1136        CP    NCOLUM
F4D6 D8                 1137        RET   C
F4D7 D6 50              1138        SUB   A,NCOLUM
F4D9 C9                 1139        RET
F4DA                    1140
```

```
F4DA                    1141 ; end of escape sequence stuff
F4DA                    1142 ;
F4DA                    1143 ; Get here when not in escape sequence
F4DA                    1144
F4DA 79                 1145 PC0   LD    A,C
F4DB E6 7F              1146       AND   07FH          ; keep the hi bit down
F4DD 4F                 1147       LD    C,A
F4DE 28 73              1148       JR    Z,PUTC3
F4E0 FE 7F              1149       CP    CDEL
F4E2 28 04              1150       JR    Z,PC1
F4E4 FE 20              1151       CP    ' '           ; all other special characters are < space
F4E6 30 2A              1152       JR    NC,PUTC
F4E8                    1153
F4E8 F5                 1154 PC1   PUSH  AF          ; most of the routines for the special
F4E9 CD B1 F5           1155       CALL  ATQLC         ; characters need line/column info,
F4EC F1                 1156       POP   AF          ; so get it here
F4ED                    1157
F4ED 16 0A              1158       LD    D,ECHRTAB-CHRTAB/3
F4EF CD 76 F5           1159       CALL  SWITCH
F4F2                    1160
F4F2 0D                 1161 CHRTAB DB   CCR
F4F3 9B F6              1162       DW    CR
F4F5                    1163
F4F5 0A                 1164       DB    CLF
F4F6 90 F6              1165       DW    LF
F4F8                    1166
F4F8 7F                 1167       DB    CDEL
F4F9 C2 F6              1168       DW    DEL
F4FB                    1169
F4FB 0B                 1170       DB    CUP
F4FC 5E F6              1171       DW    UP
F4FE                    1172
F4FE 08                 1173       DB    CLEFT
F4FF 67 F6              1174       DW    LEFT
F501                    1175
F501 0C                 1176       DB    CRIGHT
F502 79 F6              1177       DW    RIGHT
F504                    1178
F504 1E                 1179       DB    CHOME
F505 22 F6              1180       DW    HOME
F507                    1181
F507 1A                 1182       DB    CCLEAR
F508 DE F5              1183       DW    CLEAR
F50A                    1184
F50A 09                 1185       DB    CTAB
F50B A0 F6              1186       DW    TAB
F50D                    1187
F50D 1B                 1188       DB    CESC
F50E D7 F5              1189       DW    ESC
F510                    1190
F510                    1191 ECHRTAB EQU $          ; end of the table
F510                    1192
F510 18 3E              1193       JR    PUTC2       ; any characters < ' ' and not in table are ignored
F512                    1194 ;
F512                    1195 ; Get here if character not special
F512                    1196
F512 DD CB 07 46        1197 PUTC  BIT   INVERT,(IX+VFLGS-VDATA)  ; check for inverted video
F516 28 08              1198       JR    Z,PC00      ; Jump if not in mode
F518 DD CB 4F 56        1199       BIT   GRAFIX,(IX+SMASK-VDATA)  ; check if in graphics mode
F51C 20 02              1200       JR    NZ,PC00     ; if so then don't set invert bit
```

```
F51E                    1201
F51E CB F9              1202            SET     7,C             ; set the invert bit
F520                    1203
F520 71                 1204 PC00       LD      (HL),C          ; char was not special, place it on the screen
F521 23                 1205            INC     HL              ; point to next loc of screen
F522 DD CB 4F 4E        1206            BIT     COLOR,(IX+SMASK-VDATA)  ; check if in color mode
F526 28 05              1207            JR      Z,PC01          ; Jump if not
F528                    1208
F528 3A 34 FE           1209            LD      A,(CVAL)        ; else next byte sets the color value
F52B 77                 1210            LD      (HL),A          ; set the color
F52C 23                 1211            INC     HL
F52D                    1212
F52D 7D                 1213 PC01       LD      A,L             ; check for page crossing
F52E E6 3F              1214            AND     03FH
F530 20 08              1215            JR      NZ;PUTC1        ; Jump if no crossing
F532                    1216
F532 2B                 1217            DEC     HL
F533 CD B1 F5           1218            CALL    ATOLC           ; else set line/column
F536 0C                 1219            INC     C               ; set to next column
F537 C3 50 F5           1220            JP      PUTC2
F53A                    1221
F53A E6 0F              1222 PUTC1      AND     00FH            ; check for possible end of line
F53C 20 15              1223            JR      NZ,PUTC3
F53E 7C                 1224            LD      A,H
F53F FE FE              1225            CP      PAGE2/256       ; check if off bottom of screen
F541 38 10              1226            JR      C,PUTC3         ; Jump if not
F543                    1227
F543 2B                 1228            DEC     HL
F544 CD B1 F5           1229            CALL    ATOLC
F547 78                 1230            LD      A,B
F548 04                 1231            INC     B
F549 FE 17              1232            CP      LASTLN
F54B D4 28 F6           1233            CALL    NC,SCROLL
F54E 0E 00              1234            LD      C,0
F550 CD 88 F5           1235 PUTC2      CALL    LCTOA
F553                    1236
F553 7E                 1237 PUTC3      LD      A,(HL)          ; set character cursor will cover
F554 32 32 FE           1238            LD      (WASTHERE),A    ; save it
F557 CB FF              1239            SET     7,A             ; set hi bit for cursor
F559                    1240
F559 DD CB 4F 56        1241            BIT     GRAFIX,(IX+SMASK-VDATA)  ; check for graphics mode
F55D 28 02              1242            JR      Z,PUTC4         ; Jump if not in graphics mode
F55F                    1243
F55F 3E 5F              1244            LD      A,ACURSOR       ; when in graphics mode use underline
F561                    1245
F561 77                 1246 PUTC4      LD      (HL),A          ; in goes the cursor
F562 22 30 FE           1247            LD      (CURPOS),HL     ; save current cursor address
F565 ED 4B B0 FE        1248            LD      BC,(VBC)
F569 ED 5B B2 FE        1249            LD      DE,(VDE)
F56D 2A B4 FE           1250            LD      HL,(VHL)
F570 DD 2A B6 FE        1251            LD      IX,(VIX)
F574 79                 1252            LD      A,C             ; return character in a and c
F575 C9                 1253            RET
F576                    1254 ;
F576                    1255 ;
F576                    1256 ; SWITCH - scan a table pointed to by the address on the top
F576                    1257 ;      of the stack. The character to match is in register a
F576                    1258 ;
F576                    1259 ;      on entry:
F576                    1260 ;        register a contains the character to find
```

```
F576                    1261 ;      register d contains the number of entries in the table
F576                    1262 ;
F576                    1263 ;     on exit:
F576                    1264 ;      if a match is found then vector the the associated
F576                    1265 ;      address else return to the location following
F576                    1266 ;      the table
F576                    1267 ;
F576                    1268 ;     trashes d
F576                    1269 ;
F576                    1270
F576 E3                 1271 SWITCH EX   (SP),HL        ; get address of the table
F577 BE                 1272 SW1    CP   (HL)           ; check for match
F578 23                 1273        INC  HL             ; increment pointer
F579 28 07              1274        JR   Z,SW2          ; Jump if match
F57B 23                 1275        INC  HL             ; skip address part
F57C 23                 1276        INC  HL
F57D 15                 1277        DEC  D              ; decrement counter
F57E 28 06              1278        JR   Z,SW3          ; Jump if end of table
F580 18 F5              1279        JR   SW1            ; and try again
F582                    1280
F582 56                 1281 SW2    LD   D,(HL)         ; set low byte of address
F583 23                 1282        INC  HL
F584 66                 1283        LD   H,(HL)         ; set hi byte
F585 6A                 1284        LD   L,D
F586 E3                 1285 SW3    EX   (SP),HL
F587 C9                 1286        RET
F588                    1287 ;
F588                    1288 ;
F588                    1289 ; LCTOA - convert the line/column relative address in bc to the
F588                    1290 ;     actual memory address of the character. Note that no
F588                    1291 ;     range checking is done, this routine must be passed
F588                    1292 ;     valid data.
F588                    1293 ;
F588                    1294 ;     on entry:
F588                    1295 ;      b contains the line number of the character
F588                    1296 ;      c contains the column number of the character
F588                    1297 ;
F588                    1298 ;     on exit:
F588                    1299 ;      hl contains the memory address of the character
F588                    1300 ;
F588                    1301 ;     trashes d,hl
F588                    1302 ;
F588                    1303
F588 79                 1304 LCTOA  LD   A,C            ; set the column address
F589 FE 40              1305        CP   64             ; check if in tail end
F58B 38 16              1306        JR   C,LCTA1
F58D                    1307
F58D                    1308 ; set here when column is greater than 63
F58D                    1309
F58D E6 0F              1310        AND  00FH           ; strip out the least sig four bits ( 0 - 15 )
F58F 6F                 1311        LD   L,A            ; they form the 4 least sig bits of the address
F590 78                 1312        LD   A,B            ; set line number
F591 0F                 1313        RRCA                  ; shift out 2 lsb's of line
F592 0F                 1314        RRCA
F593 57                 1315        LD   D,A
F594 F6 FE              1316        OR   PAGE2/256      ; or'in base address
F596 67                 1317        LD   H,A            ; set hi byte of address
F597 7A                 1318        LD   A,D
F598 E6 C0              1319        AND  0C0H           ; leave 2 lsb's of line
F59A B5                 1320        OR   L              ; or'in column
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```
F59B 6F          1321        LD    L,A
F59C 78          1322        LD    A,B
F59D 07          1323        RLCA                    ; shift segment bits left one
F59E E6 30       1324        AND   030H              ; Just leave the seg bits
F5A0 B5          1325        OR    L                 ; or to lo byte of address
F5A1 6F          1326        LD    L,A
F5A2 C9          1327        RET
F5A3             1328
F5A3             1329 ; set here when column is < 64
F5A3             1330
F5A3 6F          1331 LCTA1  LD    L,A               ; column goes to lo byte of address
F5A4 78          1332        LD    A,B               ; set line
F5A5 0F          1333        RRCA                    ; must split the line number between hi and lo
F5A6 0F          1334        RRCA
F5A7 57          1335        LD    D,A
F5A8 E6 C0       1336        AND   0C0H              ; leave 2 lsb's of line
F5AA B5          1337        OR    L                 ; or with column
F5AB 6F          1338        LD    L,A               ; to form lo byte of address
F5AC 7A          1339        LD    A,D
F5AD F6 F8       1340        OR    PAGE1/256         ; or'in base address of page 1
F5AF 67          1341        LD    H,A               ; to hi byte of address
F5B0 C9          1342        RET
F5B1             1343 ;
F5B1             1344 ;
F5B1             1345 ; ATOLC - convert an address to the equivalent line/column
F5B1             1346 ;      address. The same note as in LCTOA applies about range
F5B1             1347 ;      checking
F5B1             1348 ;
F5B1             1349 ;      on entry:
F5B1             1350 ;       hl contains the address to convert
F5B1             1351 ;
F5B1             1352 ;      on exit:
F5B1             1353 ;       b contains the line number
F5B1             1354 ;       c contains the coulmn number
F5B1             1355 ;
F5B1             1356 ;      trashes bc,de
F5B1             1357 ;
F5B1             1358
F5B1 54          1359 ATOLC  LD    D,H
F5B2 5D          1360        LD    E,L
F5B3 7C          1361        LD    A,H               ; check for page one
F5B4 FE FE       1362        CP    PAGE2/256
F5B6 7D          1363        LD    A,L               ; always start with column ( the easy one )
F5B7 30 0B       1364        JR    NC,ATOL1          ; Jump if page two
F5B9             1365
F5B9 E6 3F       1366        AND   63                ; strip off 2 lsb's of line number
F5BB 4F          1367        LD    C,A
F5BC 29          1368        ADD   HL,HL             ; shift hl 2 bits left, line ends up in h
F5BD 29          1369        ADD   HL,HL
F5BE 7C          1370        LD    A,H               ; get line
F5BF E6 1F       1371        AND   31                ; strip base address
F5C1 47          1372        LD    B,A
F5C2 EB          1373        EX    DE,HL
F5C3 C9          1374        RET
F5C4             1375
F5C4             1376 ; get here when in page two
F5C4             1377
F5C4 E6 0F       1378 ATOL1  AND   00FH              ; leave 4 lsb's of column
F5C6 C6 40       1379        ADD   A,64              ; must be column 64 - 79 if in page two
F5C8 4F          1380        LD    C,A
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F5C9 7D                  1381        LD    A,L
F5CA 0F                  1382        RRCA
F5CB E6 18               1383        AND   018H              ; justify the segment bits
F5CD 47                  1384        LD    B,A               ; remove everything else
F5CE 29                  1385        ADD   HL,HL             ; shift all line number bits to h
F5CF 29                  1386        ADD   HL,HL
F5D0 7C                  1387        LD    A,H
F5D1 E6 07               1388        AND   007H              ; leave the line number bits
F5D3 B0                  1389        OR    B                 ; or'in seg bits to form full line number
F5D4 47                  1390        LD    B,A
F5D5 EB                  1391        EX    DE,HL
F5D6 C9                  1392        RET
F5D7                     1393
F5D7                     1394
F5D7                     1395 ;
F5D7                     1396 ; ESC - Start an escape sequence
F5D7                     1397 ;
F5D7                     1398
F5D7 DD 36 03 01         1399 ESC    LD    (IX+ESCFLAG-VDATA),1  ; set state to need second char
F5DB C3 50 F5            1400        JP    PUTC2
F5DE                     1401 ;
F5DE                     1402 ;
F5DE                     1403 ; CLEAR - clear the video memory. Note that this routine relys
F5DE                     1404 ;     on the fact taht the video memory effectivly ends at
F5DE                     1405 ;     OFFFFH.
F5DE                     1406 ;
F5DE                     1407 ;     on entry:
F5DE                     1408 ;      who cares
F5DE                     1409 ;
F5DE                     1410 ;     on exit:
F5DE                     1411 ;      the screens been cleared
F5DE                     1412 ;
F5DE                     1413 ;     trashes a,b,hl
F5DE                     1414 ;
F5DE                     1415
F5DE 01 00 17            1416 CLEAR  LD    BC,LASTLN*256+0  ; set line/column to 23/0
F5E1 CD EA F5            1417 CLR1   CALL  CLRLN            ; clear a line
F5E4 05                  1418        DEC   B                ; decrement line number
F5E5 F2 E1 F5            1419        JP    P,CLR1           ; Jump if not
F5E8 18 38               1420        JR    HOME             ; now home the cursor
F5EA                     1421
F5EA                     1422
F5EA                     1423 ;
F5EA                     1424 ; CLRLN - Clear a video line starting at the current
F5EA                     1425 ;     column value
F5EA                     1426 ;
F5EA                     1427 ;     entry: bc has line/column
F5EA                     1428 ;
F5EA                     1429 ;     exit:  the line has been cleared
F5EA                     1430 ;
F5EA                     1431
F5EA C5                  1432 CLRLN  PUSH  BC               ; save bc
F5EB CD 88 F5            1433        CALL  LCTOA            ; convert to address
F5EE 3E 3F               1434        LD    A,63             ; compute positions to clear in first part of line
F5F0 91                  1435        SUB   A,C
F5F1 38 07               1436        JR    C,CLN1           ; Jump if none
F5F3 3C                  1437        INC   A                ; adjust count
F5F4 4F                  1438        LD    C,A              ; move count to c
F5F5 CD 06 F6            1439        CALL  CLRMEM           ; clear the memory
F5F8 0E 40               1440        LD    C,64             ; start column of second part of line
```

```
F5FA CD 88 F5          1441 CLN1  CALL  LCTOA          ; convert to address
F5FD 3E 50             1442       LD    A,NCOLUM      ; compute positions to clear
F5FF 91                1443       SUB   A,C
F600 4F                1444       LD    C,A           ; c gets count
F601 CD 06 F6          1445       CALL  CLRMEM        ; clear tail end of the line
F604 C1                1446 CLN2  POP   BC            ; restore line/column
F605 C9                1447       RET
F606                   1448 ;
F606                   1449 ;
F606                   1450 ; CLRMEM - Clear a block of memory. If we're in color mode
F606                   1451 ;     then set the color bytes to the currnet value
F606                   1452 ;
F606                   1453 ;     on entry:
F606                   1454 ;      hl points to the block
F606                   1455 ;      c has the size of the block
F606                   1456 ;
F606                   1457 ;     on exit:
F606                   1458 ;      the block has been cleared
F606                   1459 ;
F606                   1460 ;     trashes a,c,de,hl
F606                   1461 ;
F606                   1462
F606 54                1463 CLRMEM LD    D,H           ; make copy of hl in de
F607 5D                1464       LD    E,L
F608                   1465
F608 36 20             1466       LD    (HL),' '      ; zap first character
F60A 23                1467       INC   HL            ; increment pointer
F60B 0D                1468       DEC   C             ; decrement count
F60C C8                1469       RET   Z
F60D DD CB 4F 4E       1470       BIT   COLOR,(IX+SMASK-VDATA)  ; check if in color mode
F611 28 07             1471       JR    Z,CLRM1       ; Jump if not
F613                   1472
F613 3A 34 FE          1473       LD    A,(CVAL)      ; set next byte as color value
F616 77                1474       LD    (HL),A
F617 23                1475       INC   HL            ; increment pointer
F618 0D                1476       DEC   C             ; decrement count
F619 C8                1477       RET   Z
F61A                   1478
F61A 1A                1479 CLRM1 LD    A,(DE)
F61B 77                1480       LD    (HL),A
F61C 13                1481       INC   DE
F61D 23                1482       INC   HL
F61E 0D                1483       DEC   C
F61F 20 F9             1484       JR    NZ,CLRM1
F621 C9                1485       RET
F622                   1486
F622                   1487
F622                   1488 ;
F622                   1489 ; HOME - position the cursor to the upper left corner of the
F622                   1490 ;     screen.
F622                   1491 ;
F622                   1492 ;     on entry:
F622                   1493 ;      curpos contains the current address of the cursor
F622                   1494 ;      wasthere contains the char which was were the cursor was
F622                   1495 ;
F622                   1496 ;     on exit:
F622                   1497 ;      the cursor is in the upper left corner
F622                   1498 ;      curpos contains the new address of the cursor
F622                   1499 ;      wasthere contains the char which was in the upper left
                       1500 ;
```

```
F622                    1501 ;      trashes hl
F622                    1502 ;
F622                    1503
F622 21 00 F8           1504 HOME   LD      HL,PAGE1        ; address of the upper left corner
F625 C3 53 F5           1505        JP      PUTC3
F628                    1506 ;
F628                    1507 ;
F628                    1508 ; SCROLL - scroll the screen up one line and clear the bottom
F628                    1509 ;      line ( line 23).
F628                    1510 ;
F628                    1511 ;      on entry:
F628                    1512 ;       who cares
F628                    1513 ;
F628                    1514 ;      on exit:
F628                    1515 ;       the screen has been scrolled up one line and the bottom
F628                    1516 ;       line has been cleared
F628                    1517 ;
F628                    1518 ;      trashes everything
F628                    1519 ;
F628                    1520
F628 11 00 F8           1521 SCROLL LD    DE,PAGE1        ; point to start of page 1
F62B D5                 1522        PUSH  DE              ; save it on the stack
F62C 11 00 FE           1523        LD    DE,PAGE2        ; point to start of page 2
F62F 06 00              1524        LD    B,0             ; initialize hi byte of count
F631                    1525
F631 21 40 00           1526 SC1    LD    HL,64           ; de has destination address,....
F634 19                 1527        ADD   HL,DE           ; ...compute source address
F635 30 04              1528        JR    NC,SC2          ; jump if no overflow
F637 21 50 FE           1529        LD    HL,64+PAGE2+16  ; else compute new source address
F63A 19                 1530        ADD   HL,DE
F63B E5                 1531 SC2    PUSH  HL              ; save source (next destination)
F63C 0E 10              1532        LD    C,16            ; set move count
F63E ED B0              1533        LDIR                  ; do the move
F640 E1                 1534        POP   HL              ; get next page 2 destination address
F641 D1                 1535        POP   DE              ; get page 1 destination address
F642 E5                 1536        PUSH  HL              ; save page 2 destination address
F643                    1537
F643 21 40 00           1538        LD    HL,64           ; compute page 1 source address
F646 19                 1539        ADD   HL,DE
F647 3E 04              1540        LD    A,4             ; move line in 4 segments
F649 0E 10              1541 SC3    LD    C,16            ; move a segment
F64B ED B0              1542        LDIR
F64D 3D                 1543        DEC   A               ; check for more
F64E 20 F9              1544        JR    NZ,SC3          ; jump if so
F650                    1545
F650 7C                 1546        LD    A,H
F651 EB                 1547        EX    DE,HL
F652 D1                 1548        POP   DE              ; else get page 2 destination
F653 E5                 1549        PUSH  HL              ; save next page 1 destination
F654 FE FE              1550        CP    PAGE2/256
F656 20 D9              1551        JR    NZ,SC1
F658 E1                 1552        POP   HL
F659                    1553
F659 01 00 17           1554        LD    BC,LASTLN*256+0
F65C 18 8C              1555        JR    CLRLN
F65E                    1556 ;
F65E                    1557 ;
F65E                    1558 ; UP - move the cursor up one line. If the cursor is currently
F65E                    1559 ;      on line 0 then the cursor wraps around to line 23
F65E                    1560 ;
```

```
F65E                    1561 ;      on entry:
F65E                    1562 ;       bc contains the current line/column address
F65E                    1563 ;
F65E                    1564 ;      on exit:
F65E                    1565 ;       the cursor is up one line
F65E                    1566 ;
F65E                    1567 ;      trashes a,b,c,hl
F65E                    1568 ;
F65E                    1569
F65E 05                 1570 UP     DEC   B
F65F F2 50 F5           1571        JP    P,PUTC2       ; check for wrap around
F662 06 17              1572        LD    B,LASTLN      ; go to bottom if it went off the top
F664 C3 50 F5           1573        JP    PUTC2         ; finish up
F667                    1574
F667                    1575
F667                    1576 ;
F667                    1577 ; LEFT - move the cursor one character position to the left.
F667                    1578 ;      If it falls off the left edge, put it on the right
F667                    1579 ;
F667                    1580 ;      on entry:
F667                    1581 ;       bc has the current line column address
F667                    1582 ;
F667                    1583 ;      on exit:
F667                    1584 ;       it's been done
F667                    1585 ;
F667                    1586 ;      trashes a,b,c,hl
F667                    1587 ;
F667                    1588
F667 DD CB 4F 4E        1589 LEFT   BIT   COLOR,(IX+SMASK-VDATA)  ; check if in color mode
F66B 28 01              1590        JR    Z,LFT1        ; Jump if not
F66D 0D                 1591        DEC   C             ; decrement column once for color mode
F66E 0D                 1592 LFT1   DEC   C
F66F F2 50 F5           1593        JP    P,PUTC2       ; Jump if column still positive
F672 3E 50              1594        LD    A,NCOLUM      ; else compute new column number
F674 81                 1595        ADD   A,C
F675 4F                 1596        LD    C,A
F676 C3 50 F5           1597        JP    PUTC2
F679                    1598
F679                    1599
F679                    1600 ;
F679                    1601 ; RIGHT - move the cursor right with wrap around
F679                    1602 ;
F679                    1603 ;      on entry:
F679                    1604 ;       bc contains the current line/column address
F679                    1605 ;
F679                    1606 ;
F679                    1607
F679 DD CB 4F 4E        1608 RIGHT  BIT   COLOR,(IX+SMASK-VDATA)
F67D 28 01              1609        JR    Z,RT1
F67F 0C                 1610        INC   C
F680 0C                 1611 RT1    INC   C
F681 79                 1612        LD    A,C
F682 FE 50              1613        CP    NCOLUM
F684 38 02              1614        JR    C,RT2
F686 0E 00              1615        LD    C,0
F688 C3 50 F5           1616 RT2    JP    PUTC2
F68B                    1617 ;
F68B                    1618 ;
F68B                    1619 ; CR - process a carriage return
F68B                    1620 ;
```

```
F68B                    1621 ;      on entry:
F68B                    1622 ;        bc has line column
F68B                    1623 ;
F68B                    1624 ;      on exit:
F68B                    1625 ;        the cursor is in column zero
F68B                    1626 ;
F68B                    1627 ;      trashes a,b,c,hl
F68B                    1628 ;
F68B                    1629
F68B 0E 00              1630 CR     LD    C,0           ; set column to zero
F68D C3 50 F5           1631        JP    PUTC2
F690                    1632
F690                    1633
F690                    1634 ;
F690                    1635 ; LF - process a linefeed
F690                    1636 ;
F690                    1637 ;      on entry:
F690                    1638 ;        bc has line/column
F690                    1639 ;
F690                    1640 ;      on exit:
F690                    1641 ;        bc has new line column address. If cursor went off
F690                    1642 ;        bottom of screen, the screen was scrolled
F690                    1643 ;
F690                    1644 ;      trashes a,b,c,de,hl
F690                    1645 ;
F690                    1646
F690 78                 1647 LF     LD    A,B
F691 04                 1648        INC   B
F692 FE 17              1649        CP    LASTLN
F694 38 07              1650        JR    C,LF1
F696 C5                 1651        PUSH  BC            ; save column address
F697 CD 28 F6           1652        CALL  SCROLL
F69A C1                 1653        POP   BC
F69B 06 17              1654        LD    B,LASTLN
F69D C3 50 F5           1655 LF1    JP    PUTC2
F6A0                    1656 ;
F6A0                    1657 ;
F6A0                    1658 ; TAB - process the tab character
F6A0                    1659 ;
F6A0                    1660 ;      on entry:
F6A0                    1661 ;        bc has current line/column
F6A0                    1662 ;
F6A0                    1663 ;      on exit:
F6A0                    1664 ;        the cursor is pointed at the next tab stop
F6A0                    1665 ;
F6A0                    1666 ;      trashes a,b,c,hl
F6A0                    1667 ;
F6A0                    1668
F6A0 79                 1669 TAB    LD    A,C           ; set column addreess
F6A1 DD CB 4F 4E        1670        BIT   COLOR,(IX+SMASK-VDATA)  ; check for color mode
F6A5 20 06              1671        JR    NZ,TAB1       ; Jump if in color mode
F6A7                    1672
F6A7 C6 08              1673        ADD   A,8           ; set column to next multiple of eight - 1
F6A9 E6 F8              1674        AND   -8
F6AB 18 04              1675        JR    TAB2
F6AD                    1676
F6AD C6 10              1677 TAB1   ADD   A,16          ; set column to next multiple of sixteen - 1
F6AF E6 F0              1678        AND   -16
F6B1                    1679
F6B1 4F                 1680 TAB2   LD    C,A
```

```
F6B2 FE 50          1681        CP    NCOLUM        ; check if past end of line
F6B4 38 09          1682        JR    C,TAB3        ; Jump if not
F6B6                1683
F6B6 0E 00          1684        LD    C,0           ; else set column to zero
F6B8 78             1685        LD    A,B           ; ...and increment line number
F6B9 04             1686        INC   B
F6BA FE 17          1687        CP    LASTLN        ; check if on last line
F6BC D4 28 F6       1688        CALL  NC,SCROLL     ; call if so
F6BF C3 50 F5       1689 TAB3   JP    PUTC2
F6C2                1690
F6C2                1691
F6C2                1692 ;
F6C2                1693 ; DEL - process the delete characters
F6C2                1694 ;
F6C2                1695 ;     on entry:
F6C2                1696 ;      bc has current line/column
F6C2                1697 ;
F6C2                1698 ;     on exit:
F6C2                1699 ;      the previous character has been deleted
F6C2                1700 ;
F6C2                1701 ;     trashes a,b,c,hl
F6C2                1702 ;
F6C2                1703
F6C2 DD CB 4F 4E    1704 DEL    BIT   COLOR,(IX+SMASK-VDATA)
F6C6 28 01          1705        JR    Z,DELO
F6C8 0D             1706        DEC   C
F6C9 0D             1707 DELO   DEC   C
F6CA F2 D7 F6       1708        JP    P,DEL1
F6CD 3E 50          1709        LD    A,NCOLUM
F6CF 81             1710        ADD   A,C
F6D0 4F             1711        LD    C,A
F6D1 05             1712        DEC   B
F6D2 F2 D7 F6       1713        JP    P,DEL1
F6D5 06 17          1714        LD    B,LASTLN
F6D7 CD 88 F5       1715 DEL1   CALL  LCTOA
F6DA 36 20          1716        LD    (HL),'
F6DC C3 53 F5       1717        JP    PUTC3
F6DF                1718 ;
F6DF                1719        COPY  SER.CODE/1
F6DF                1720 ;
F6DF                1721 ; SELBAUD - Monitor command entry for selecting serial
F6DF                1722 ;           baud rate
F6DF                1723 ;
F6DF                1724 ; commadn syntax: b <0-1>
F6DF                1725 ;
F6DF                1726
F6DF CD ED F2       1727 SELBAUD CALL GETADDR       ; get the flag
F6E2 DA 96 F0       1728        JP    C,ERROR       ; Jump if none
F6E5 7B             1729        LD    A,E           ; move it into A
F6E6 CD EC F6       1730        CALL  SERSEL        ; select the value
F6E9 C3 98 F0       1731        JP    NXTCMD        ; get next command
F6EC                1732
F6EC                1733
F6EC                1734 ;
F6EC                1735 ; SERSEL - select the serial baud rate
F6EC                1736 ;
F6EC                1737 ; usage: call sersel
F6EC                1738 ;
F6EC                1739 ; entry: a contains the baud rate selector
F6EC                1740 ;          0 = 300 baud
```

```
F6EC                    ;         1 = 1200 baud
F6EC                    ;
F6EC                    ; exit:  the rate has been selected
F6EC                    ;
F6EC                    ; zaps:  nothing
F6EC                    ;
F6EC C5                 SERSEL PUSH BC
F6ED 01 01 0D                  LD    BC,13*256+1      ; 300
F6F0 E6 01                     AND   1
F6F2 28 03                     JR    Z,SERS1
F6F4 01 02 03                  LD    BC,3*256+2       ; 1200
F6F7 79                 SERS1  LD    A,C
F6F8 32 73 FE                  LD    (CSRFF),A
F6FB 78                        LD    A,B
F6FC 32 75 FE                  LD    (SIC),A
F6FF C1                        POP   BC
F700 C9                        RET
F701                    ;
F701                    ; Get input/out routines
F701                    ;
F701                           COPY  SER,IO/1
F701                    ;
F701                    ; serial port drivers
F701                    ;
F701                    SERPORT EQU 0BEH
F701                    ;
F701                    ;
F701                    ; equate serial status bits for bit, set, res
F701                    ;
F701                    XSRL   EQU   0          ; Xmit Shift Register Loaded
F701                    XBRL   EQU   1          ; Xmit Buffer Register Loaded
F701                    RSRL   EQU   2          ; Receive Shift Register Loaded
F701                    RBRL   EQU   3          ; Receive Buffer Register Loaded
F701                    RLSB   EQU   4          ; Receive Looking for Start Bit
F701                    ;
F701                    ;
F701                    ; equate serial status bits for masking
F701                    ;
F701                    MXSRL  EQU   001H
F701                    MXBRL  EQU   002H
F701                    MRSRL  EQU   004H
F701                    MRBRL  EQU   008H
F701                    MRLSB  EQU   010H
F701                    ;
F701                    ;
F701                    ; SERSTAT - return the status of the serial input port
F701                    ;
F701                    ; usage: call serstat
F701                    ;
F701                    ; entry: who cares
F701                    ;
F701                    ; exit: if a character is available res. a contains 0ffh
F701                    ;       else a contains 000h
F701                    ;
```

```
F701                    1801 ; zaps: a
F701                    1802 ;
F701                    1803
F701 3A 7E FE           1804 SERSTAT LD   A,(SFLGS)
F704 E6 08              1805         AND  MRBRL
F706 C8                 1806         RET  Z
F707 3E FF              1807         LD   A,-1
F709 C9                 1808         RET
F70A                    1809
F70A                    1810
F70A                    1811 ;
F70A                    1812 ; SERIN - returns a character from the serial port
F70A                    1813 ;
F70A                    1814 ; usage: call serin
F70A                    1815 ;
F70A                    1816 ; entry: who cares
F70A                    1817 ;
F70A                    1818 ; exit: the character is reg a
F70A                    1819 ;
F70A                    1820 ; zaps: a
F70A                    1821 ;
F70A                    1822
F70A DD E5              1823 SERIN PUSH  IX
F70C DD 21 73 FE        1824       LD    IX,SDATA
F710 DD CB 0B 5E        1825 SIN1  BIT   RBRL,(IX+SFLGS-SDATA)
F714 28 FA              1826       JR    Z,SIN1
F716                    1827
F716 3A 78 FE           1828       LD    A,(RBR)
F719 DD CB 0B 9E        1829       RES   RBRL,(IX+SFLGS-SDATA)
F71D DD E1              1830       POP   IX
F71F C9                 1831       RET
F720                    1832 ;
F720                    1833 ;
F720                    1834 ; SEROUT - output the character in c to the serial port
F720                    1835 ;
F720                    1836 ; usage: call serout
F720                    1837 ;
F720                    1838 ; entry: the character is in reg c
F720                    1839 ;
F720                    1840 ; exit:  the character is going out the serial
F720                    1841 ;        port with 1 start bit and 1 stop bit
F720                    1842 ;
F720                    1843 ; zaps just about everything
F720                    1844 ;
F720                    1845
F720 DB BD              1846 SEROUT IN    A,(RTC)       ; ...and for DTR/DSR to be true
F722 CB 7F              1847        BIT   7,A
F724 28 FA              1848        JR    Z,SEROUT
F726 3A 7E FE           1849        LD    A,(SFLGS)     ; get serial flags
F729 CB 4F              1850        BIT   XBRL,A        ; wait for xmit buffer reg empty
F72B 20 F3              1851        JR    NZ,SEROUT
F72D F3                 1852        DI
F72E CB CF              1853        SET   XBRL,A
F730 32 7E FE           1854        LD    (SFLGS),A
F733 79                 1855        LD    A,C           ; load Xmit Buffer Register with character
F734 32 7B FE           1856        LD    (XBR),A
F737                    1857
F737 3A 7E FE           1858        LD    A,(SFLGS)
F73A E6 15              1859        AND   MXSRL+MRLSB+MRSRL  ; check for serial activity
F73C 20 12              1860        JR    NZ,SO1        ; Jump if any going on
```

```
F73E                    1861
F73E E5                 1862            PUSH    HL
F73F 2A F2 FF           1863            LD      HL,(INTV1)      ; else save current level 1 int vector
F742 22 BC FE           1864            LD      (OIV1),HL
F745 21 88 F0           1865            LD      HL,STIMER-P1BIAS  ; ...set vector to point to serial timer
F748 22 F2 FF           1866            LD      (INTV1),HL
F74B E1                 1867            POP     HL
F74C                    1868
F74C 3E FF              1869            LD      A,-1            ; start rtc to transmit char
F74E D3 BD              1870            OUT     (RTC),A
F750                    1871
F750 79                 1872 SO1        LD      A,C
F751 FB                 1873            EI
F752 C9                 1874            RET
F753                    1875 ;
F753                    1876            COPY    KBD.IO/1
F753                    1877 ;
F753                    1878 ; Keyboard io handlers
F753                    1879 ;
F753                    1880
F753                    1881 KDATA      EQU     0BCH
F753                    1882 RTC        EQU     0BDH
F753                    1883
F753                    1884 ;
F753                    1885 ; KSTAT - return the status of the keyboard
F753                    1886 ;
F753                    1887 ;          on entry:
F753                    1888 ;           who cares
F753                    1889 ;
F753                    1890 ;          on exit:
F753                    1891 ;           if there is a character ready register a contains 0ffh
F753                    1892 ;           else register a contains 000h
F753                    1893 ;
F753                    1894 ;          trashes a
F753                    1895
F753 3A 39 FE           1896 KSTAT      LD      A,(KDAV)
F756 B7                 1897            OR      A
F757 C9                 1898            RET
F758                    1899
F758                    1900
F758                    1901 ;
F758                    1902 ; KBREAD - read a character from the keyboard
F758                    1903 ;
F758                    1904 ;          on entry:
F758                    1905 ;           who cares
F758                    1906 ;
F758                    1907 ;          on exit:
F758                    1908 ;           the character is in the accumulator
F758                    1909 ;
F758                    1910 ;          trashes a
F758                    1911 ;
F758                    1912
F758 CD 53 F7           1913 KBREAD     CALL    KSTAT
F75B 28 FB              1914            JR      Z,KBREAD
F75D AF                 1915            XOR     A
F75E 32 39 FE           1916            LD      (KDAV),A
F761 3A 38 FE           1917            LD      A,(KBVAL)
F764 C9                 1918            RET
F765                    1919 ;
F765                    1920            COPY    PAR.IO/1
```

```
F765                    1921 ;
F765                    1922 ; parallel port io handlers
F765                    1923 ;
F765                    1924
F765                    1925 PARDATA EQU 0BFH           ; the data port
F765                    1926 PARSTAT EQU 0BEH           ; the status port
F765                    1927
F765                    1928 PARBUSY EQU 020H           ; parallel device busy
F765                    1929 PARIRDY EQU 040H           ; parallel input data ready
F765                    1930
F765                    1931 ;
F765                    1932 ; PSTAT - If input data is available at parallel port returns
F765                    1933 ;     0ffh in accumulator, else acc. is 0
F765                    1934 ;
F765                    1935 ;     on entry:
F765                    1936 ;      who cares
F765                    1937 ;
F765                    1938 ;     on exit:
F765                    1939 ;      a has ffh & 'Z flag set if data is ready, else a has 00
F765                    1940 ;
F765                    1941 ;     trashes a
F765                    1942 ;
F765                    1943
F765 DB BE              1944 PSTAT IN    A,(PARSTAT)
F767 E6 40              1945       AND   PARIRDY
F769 3E FF              1946       LD    A,0FFH
F76B C8                 1947       RET   Z
F76C 2F                 1948       CPL
F76D C9                 1949       RET
F76E                    1950
F76E                    1951 ;
F76E                    1952 ; PREAD - read a character from the parallel, char returned
F76E                    1953 ;     in acc
F76E                    1954 ;
F76E                    1955 ;     on entry:
F76E                    1956 ;      you want a character
F76E                    1957 ;
F76E                    1958 ;     on exit:
F76E                    1959 ;      it's in the accumulator
F76E                    1960 ;
F76E                    1961 ;     trashes a
F76E                    1962 ;
F76E                    1963
F76E CD 65 F7           1964 PREAD CALL  PSTAT
F771 B7                 1965       OR    A
F772 28 FA              1966       JR    Z,PREAD
F774 DB BF              1967       IN    A,(PARDATA)
F776 C9                 1968       RET
F777                    1969
F777                    1970 ;
F777                    1971 ; POUT - output the character in register c to the parallel
F777                    1972 ;     port.
F777                    1973 ;
F777                    1974 ;     on entry:
F777                    1975 ;      the character to be output is reg c
F777                    1976 ;
F777                    1977 ;     on exit:
F777                    1978 ;      it's been output
F777                    1979 ;
F777                    1980 ;     trashs a
```

```
F777                    1981 ;
F777                    1982
F777 DB BE              1983 POUT   IN    A,(PARSTAT)
F779 E6 20              1984        AND   PARBUSY
F77B 20 FA              1985        JR    NZ,POUT
F77D 79                 1986        LD    A,C
F77E D3 BF              1987        OUT   (PARDATA),A
F780 C9                 1988        RET
F781                    1989 ;
F781                    1990        COPY  CAS.IO/1
F781                    1991 ;
F781                    1992 ; equate the cassette io port
F781                    1993 ;
F781                    1994
F781                    1995 CASPORT EQU 0BEH
F781                    1996
F781                    1997 ;
F781                    1998 ; equate cassette status bits for bit, set, res
F781                    1999 ;
F781                    2000
F781                    2001 CXSRL EQU   0          ; Cassette Xmit Shift Register Loaded
F781                    2002 CXBRL EQU   1          ; Cassette Xmit Buffer Register Loaded
F781                    2003 CRSRL EQU   2          ; Cassette Receive Shift Register Loading
F781                    2004 CRBRL EQU   3          ; Cassette Receive Buffer Register Loaded
F781                    2005 CDATB EQU   4          ; Cassette DATa Bit (type of bit DATA or !CLOCK)
F781                    2006 CTOUT EQU   5          ; Cassette TimeOUT flag
F781                    2007 CSAWB EQU   7          ; Cassette SAW Bit
F781                    2008
F781                    2009 ;
F781                    2010 ; equate cassette status bits for masking
F781                    2011 ;
F781                    2012
F781                    2013 MCXSRL EQU  001H
F781                    2014 MCXBRL EQU  002H
F781                    2015 MCRSRL EQU  004H
F781                    2016 MCRBRL EQU  008H
F781                    2017 MCDATB EQU  010H
F781                    2018 MCTOUT EQU  020H
F781                    2019 MCRIP EQU   040H
F781                    2020 MCSAWB EQU  080H
F781                    2021
F781                    2022 ;
F781                    2023 ; equate masks for cassette states
F781                    2024 ;
F781                    2025
F781                    2026 XCSTATE EQU 0CFH       ; mask for removing cassette state
F781                    2027 CSTATE EQU  030H       ; mask for obtaining cassette state
F781                    2028 CLOW  EQU   020H       ; sets cassette line low
F781                    2029 CMID  EQU   000H       ; sets cassette line to the mid point
F781                    2030 CHI   EQU   010H       ; sets cassette line hi
F781                    2031 ;
F781                    2032 ;
F781                    2033 ; CASSTAT - return the status of the cassette input port
F781                    2034 ;
F781                    2035 ; usage: call casstat
F781                    2036 ;
F781                    2037 ; entry: who cares
F781                    2038 ;
F781                    2039 ; exit: if a character is available res. a contains 0ffh
F781                    2040 ;       else a contains 000h
```

```
F781                    2041 ;
F781                    2042 ; zaps: a
F781                    2043 ;
F781                    2044
F781 3A 72 FE           2045 CASSTAT LD  A,(CFLGS)
F784 E6 08              2046         AND   MCRBRL
F786 C8                 2047         RET   Z
F787 3E FF              2048         LD    A,-1
F789 C9                 2049         RET
F78A                    2050
F78A                    2051 ;
F78A                    2052 ; CASIN - returns a character from the casstte port
F78A                    2053 ;
F78A                    2054 ; usage: call casin
F78A                    2055 ;
F78A                    2056 ; entry: who cares
F78A                    2057 ;
F78A                    2058 ; exit: the character is reg a
F78A                    2059 ;
F78A                    2060 ; zaps: a
F78A                    2061 ;
F78A                    2062
F78A DD E5              2063 CASIN PUSH  IX
F78C DD 21 3C FE        2064         LD    IX,CDATA
F790 DD CB 36 5E        2065 CIN1  BIT   CRBRL,(IX+CFLGS-CDATA)
F794 28 FA              2066         JR    Z,CIN1
F796                    2067
F796 3A 70 FE           2068         LD    A,(CRBR)
F799 DD CB 36 9E        2069         RES   CRBRL,(IX+CFLGS-CDATA)
F79D DD E1              2070         POP   IX
F79F C9                 2071         RET
F7A0                    2072 ;
F7A0                    2073 ;
F7A0                    2074 ; CASOUT - output the character in c to the cassette port
F7A0                    2075 ;
F7A0                    2076 ; usage: call casout
F7A0                    2077 ;
F7A0                    2078 ; entry: the character is in reg c
F7A0                    2079 ;
F7A0                    2080 ; exit:  the character is going out the casstte port
F7A0                    2081 ;
F7A0                    2082 ; zaps Just about everything
F7A0                    2083 ;
F7A0                    2084
F7A0 3A 72 FE           2085 CASOUT LD   A,(CFLGS)      ; get cassette flags
F7A3 CB 4F              2086         BIT   CXBRL,A      ; wait for xmit buffer reg empty
F7A5 20 F9              2087         JR    NZ,CASOUT
F7A7 F3                 2088         DI
F7A8 CB CF              2089         SET   CXBRL,A
F7AA 32 72 FE           2090         LD    (CFLGS),A
F7AD 79                 2091         LD    A,C          ; load Xmit Buffer Resister with character
F7AE 32 3E FE           2092         LD    (CXBR),A
F7B1 3A 72 FE           2093         LD    A,(CFLGS)
F7B4 E6 01              2094         AND   MCXSRL
F7B6 20 12              2095         JR    NZ,CO1
F7B8                    2096
F7B8 3A 7F FE           2097         LD    A,(SMASK)    ; set cassette state to mid
F7BB E6 CF              2098         AND   XCSTATE
F7BD F6 00              2099         OR    CMID
F7BF 32 7F FE           2100         LD    (SMASK),A
```

```
F7C2 AF          2101        XOR   A              ; set interval counter to 0
F7C3 32 3C FE    2102        LD    (CXBC),A
F7C6 3E FF       2103        LD    A,-1           ; start the real time clock
F7C8 D3 BD       2104        OUT   (RTC),A
F7CA             2105
F7CA 79          2106 C01    LD    A,C            ; return the byte in a
F7CB FB          2107        EI
F7CC C9          2108        RET
F7CD             2109 ;
F7CD             2110
F7CD             2111        ORG   P1ORG-45
F7D3             2112
F7D3             2113 ;
F7D3             2114 ; POTP1 - Start of page zero to page 1 linkage routine
F7D3             2115 ;         the rest of the routine is in page 1
F7D3             2116 ;
F7D3             2117 ; usage: call POTP1
F7D3             2118 ;
F7D3             2119 ; entry: hl has address of the routine you want
F7D3             2120 ;
F7D3             2121 ; zaps: nothing
F7D3             2122 ;
F7D3             2123
F7D3             2124 ; the following six lines of code are executed in page 0
F7D3             2125
F7D3 F3          2126 POTP1 DI
F7D4 F5          2127        PUSH  AF             ; save a and flags
F7D5 3A F0 FE    2128        LD    A,(AUXMASK)    ; get current vaule for auxport
F7D8 CB CF       2129        SET   1,A            ; switch to bank 1
F7DA 32 F0 FE    2130        LD    (AUXMASK),A    ; save the value
F7DD D3 BC       2131        OUT   (KDATA),A      ; do the switch
F7DF             2132
F7DF             2133 ; fall thru into the code in page 1 (see RPOTP1)
F7DF             2134
F7DF             2135 ;
F7DF             2136 ; The rest of the code for P1TP0 - executed in page 0
F7DF             2137 ;
F7DF             2138
F7DF F1          2139 RP1TP0 POP   AF             ; retrieve acc
F7E0 FB          2140        EI
F7E1 CD F0 F7    2141        CALL  IYJUMP         ; go to the routine in IY
F7E4 F3          2142        DI
F7E5 F5          2143        PUSH  AF             ; save result
F7E6 3A F0 FE    2144        LD    A,(AUXMASK)    ; switch back to page 1
F7E9 CB CF       2145        SET   1,A
F7EB 32 F0 FE    2146        LD    (AUXMASK),A
F7EE 18 0B       2147        JR    IRE
F7F0             2148
F7F0 FD E9       2149 IYJUMP JP    (IY)
F7F2             2150
F7F2             2151 ;
F7F2             2152 ; interrupt linkage routine
F7F2             2153 ;
F7F2             2154
F7F2 3A F0 FE    2155 IRET0 LD     A,(AUXMASK)    ; get current value of aux port
F7F5 CB C7       2156        SET   0,A            ; toggle int_svc_done
F7F7 D3 BC       2157        OUT   (KDATA),A
F7F9 CB 87       2158        RES   0,A
F7FB D3 BC       2159 IRE    OUT   (KDATA),A
F7FD F1          2160        POP   AF
```

```
F7FE FB          2161        EI
F7FF C9          2162        RET
F800             2163
F800             2164        ORG   P1ORG
F800             2165 ;
F800             2166 ;
F800             2167 ; Get the interrupt service routines
F800             2168 ;
F800             2169
F800             2170        COPY  RSET.INT/1
F800             2171 ;
F800             2172 ; Reset and non-maskable interrupt handlers
F800             2173 ;
F800             2174
F800 C3 06 F0    2175        JP    INIT-P1BIAS   ; Monitor Cold Start
F803 C3 F2 F7    2176        JP    IRET1-P1BIAS  ; Re-entry for user interrupt routines
F806             2177
F806             2178 ; initialize the interrupt vectors
F806             2179
F806 F3          2180 INIT  DI                   ; actual Monitor Cold Start code starts here
F807 31 C0 FF    2181        LD    SP,MSTACK
F80A 21 78 F0    2182        LD    HL,INTTAB-P1BIAS  ; point to initial int vectors
F80D 11 F0 FF    2183        LD    DE,INTV0      ; point to start of the interrupt vectors
F810 7A          2184        LD    A,D           ; select mode two interrupts
F811 ED 47       2185        LD    I,A
F813 ED 5E       2186        IM    2
F815 01 10 00    2187        LD    BC,8*2        ; copy 8 words
F818 ED B0       2188        LDIR
F81A             2189
F81A 21 00 F8    2190        LD    HL,PAGE1      ; init screen cursor address
F81D 22 30 FE    2191        LD    (CURPOS),HL   ; cursor address
F820             2192
F820 3E 80       2193        LD    A,080H
F822 32 F0 FE    2194        LD    (AUXMASK),A
F825             2195
F825 AF          2196        XOR   A
F826 32 33 FE    2197        LD    (ESCFLAG),A
F829 32 34 FE    2198        LD    (CVAL),A
F82C 32 39 FE    2199        LD    (KDAV),A
F82F 32 37 FE    2200        LD    (VFLOS),A
F832 32 7E FE    2201        LD    (SFLOS),A
F835 32 72 FE    2202        LD    (CFLOS),A
F838 32 3B FE    2203        LD    (RTIME),A
F83B             2204
F83B 3C          2205        INC   A             ; set constant serial fudge factor
F83C 32 73 FE    2206        LD    (CSRFF),A
F83F             2207
F83F 3E 0D       2208        LD    A,13.         ; set serial interval counter to 13 ( 300 baud)
F841 32 75 FE    2209        LD    (SIC),A
F844             2210
F844 3E F0       2211 ILOOP LD    A,0F0H        ; wait for hardware reset to complete
F846 D3 BD       2212        OUT   (RTC),A
F848 DB BD       2213        IN    A,(RTC)
F84A E6 3C       2214        AND   03CH          ; 3CH allows RTC counter to count 4
F84C 28 F6       2215        JR    Z,ILOOP
F84E AF          2216        XOR   A
F84F D3 BD       2217        OUT   (RTC),A
F851             2218
F851 3E A0       2219        LD    A,0A0H        ; enable the serial int. and serial ctrl
F853 D3 BE       2220        OUT   (0BEH),A
```

```
F855 32 7F FE      2221        LD    (SMASK),A      ; status port stuff
F858               2222
F859 21 45 F0      2223        LD    HL,START       ; return point for reset
F85B E5            2224        PUSH  HL
F85C F5            2225        PUSH  AF
F85D C3 F2 F7      2226        JP    IRET1-P1BIAS
F860               2227
F860               2228 ;
F860               2229 ; Invalid interrupt handler
F860               2230 ;
F860               2231
F860 F5            2232 SPINT PUSH  AF
F861 C3 F2 F7      2233       JP    IRET1-P1BIAS
F864               2234
F864               2235 ;
F864               2236 ; Non-maskable interrupt handler
F864               2237 ;
F864               2238
F866               2239       ORG   P1ORG+00066H
F866 C3 06 F0      2240
F869               2241       JP    INIT-P1BIAS
F869               2242
F869               2243 ;
F869               2244 ; Invalid interrupt handler for edge detector
F869               2245 ;
F869 F5            2246
F86A 3A 7F FE      2247 SPEINT PUSH AF
F86D CB BF         2248       LD    A,(SMASK)
F86F D3 BE         2249       RES   7,A
F871 CB FF         2250       OUT   (SERPORT),A
F873 D3 BE         2251       SET   7,A
F875 C3 F2 F7      2252       OUT   (SERPORT),A
F878               2253       JP    IRET1-P1BIAS
F878               2254
F878               2255 ;
F878               2256 ; INTTAB - The initial interrupt vectors
F878               2257 ;
F878               2258
F878 60 F0         2259 INTTAB DW    SPINT-P1BIAS  ; interrupt 0 vector
F87A 60 F2         2260        DW    KTIMER-P1BIAS ; RTC interrupt (keyboard repeat timer)
F87C 86 F1         2261        DW    SEINT-P1BIAS  ; serial edge detector interrupt
F87E 60 F0         2262        DW    SPINT-P1BIAS
F880 60 F0         2263        DW    SPINT-P1BIAS
F882 60 F0         2264        DW    SPINT-P1BIAS
F884 C1 F1         2265        DW    KBINT-P1BIAS  ; keyboard "key pressed" interrupt
F886 60 F0         2266        DW    SPINT-P1BIAS  ; interrupt 7 vector
F888               2267 ;
F888               2268        COPY  SER.INT/1
F888               2269 ;
F888               2270 ; serial interrupt handlers
F889               2271 ;
F888               2272
F888               2273 ;
F888               2274 ; STIMER - serial rtc interrupt handler
F888               2275 ;
F888               2276
F888 F5            2277 STIMER PUSH AF
F889 DD 22 BA FE   2278       LD    (ISAV1),IX
F88D               2279
F88D DD 21 73 FE   2280       LD    IX,SDATA
```

```
F891                    2281
F891 3A 73 FE           2282        LD    A,(CSRFF)
F894 32 74 FE           2283        LD    (SRFF),A
F897                    2284
F897 DD CB 0B 46        2285        BIT   XSRL,(IX+SFLGS-SDATA)  ; check if shift register loaded
F89B 28 48              2286        JR    Z,ST10          ; Jump if so
F89D                    2287
F89D                    2288 ; set here when shift register loaded
F89D                    2289
F89D DD 35 03           2290        DEC   (IX+XIC-SDATA)  ; decerement xmit interval counter
F8A0 20 5D              2291        JR    NZ,ST20         ; Jump if not time to check
F8A2                    2292
F8A2                    2293 ; set here when time for next bit
F8A2                    2294
F8A2 DD 35 01           2295 ST00   DEC   (IX+SRFF-SDATA)
F8A5 20 FB              2296        JR    NZ,ST00
F8A7 DD 34 01           2297        INC   (IX+SRFF-SDATA)
F8AA                    2298
F8AA DD 35 0A           2299        DEC   (IX+XBC-SDATA)  ; decrement xmit bit count
F8AD F2 BC F0           2300        JP    P,ST01-P1BIAS
F8B0                    2301
F8B0                    2302 ; set here when done transmiting
F8B0                    2303
F8B0 DD CB 0B 4E        2304        BIT   XBRL,(IX+SFLGS-SDATA)  ; check if anything in xmit buffer
F8B4 20 35              2305        JR    NZ,ST11         ; so start transmition if XBR not empty
F8B6                    2306
F8B6 DD CB 0B 86        2307        RES   XSRL,(IX+SFLGS-SDATA)  ; else say shift register empty
F8BA 18 43              2308        JR    ST20            ; and so check for input
F8BC                    2309
F8BC 20 0A              2310 ST01   JR    NZ,ST02         ; Jump if more data bits
F8BE DD CB 0C A6        2311        RES   4,(IX+SMASK-SDATA)  ; else send two stop bits
F8C2 3A 75 FE           2312        LD    A,(SIC)
F8C5 87                 2313        ADD   A,A
F8C6 18 13              2314        JR    ST05
F8C8                    2315
F8C8 DD CB 09 0E        2316 ST02   RRC   (IX+XSR-SDATA)  ; set next bit
F8CC 30 06              2317        JR    NC,ST03         ; Jump if bit is low
F8CE DD CB 0C A6        2318        RES   4,(IX+SMASK-SDATA)  ; else set serial line hi
F8D2 18 04              2319        JR    ST04
F8D4                    2320
F8D4 DD CB 0C E6        2321 ST03   SET   4,(IX+SMASK-SDATA)  ; set serial line low
F8D8                    2322
F8D8 3A 75 FE           2323 ST04   LD    A,(SIC)         ; set serial interval counter
F8DB 32 76 FE           2324 ST05   LD    (XIC),A         ; set transmit counter
F8DE 3A 7F FE           2325        LD    A,(SMASK)       ; set value to out to port
F8E1 D3 BE              2326        OUT   (SERPORT),A     ; out it
F8E3 18 1A              2327        JR    ST20
F8E5                    2328 ;
F8E5                    2329 ; set here to check for char in xmit buffer reg
F8E5                    2330
F8E5 DD CB 0B 4E        2331 ST10   BIT   XBRL,(IX+SFLGS-SDATA)  ; anything in xmit buffer?
F8E9 28 14              2332        JR    Z,ST20          ; Jump if not
F8EB                    2333
F8EB DD CB 0B 8E        2334 ST11   RES   XBRL,(IX+SFLGS-SDATA)  ; say xmit buffer empty
F8EF DD CB 0B C6        2335        SET   XSRL,(IX+SFLGS-SDATA)  ; say shift register full
F8F3                    2336
F8F3 3A 7B FE           2337        LD    A,(XBR)         ; transfer xmit buffer to xmit shift register
F8F6 32 7C FE           2338        LD    (XSR),A
F8F9                    2339
F8F9 DD 36 0A 09        2340        LD    (IX+XBC-SDATA),9  ; set xmit bit count
```

```
F8FD 18 D5              2341          JR    ST03            ; set interval counter and send start bit
F8FF                    2342
F8FF                    2343 ; get here to check for input stuff
F8FF                    2344
F8FF DD CB 0B 66        2345 ST20     BIT   RLSB,(IX+SFLGS-SDATA)  ; looking for start bit?
F903 28 25              2346          JR    Z,ST30          ; Jump if not
F905                    2347
F905                    2348 ; get here if looking for start bit
F905                    2349
F905 DD 35 04           2350          DEC   (IX+RIC-SDATA)
F908 20 5C              2351          JR    NZ,ST40         ; Jump if not time to look for start bit
F90A                    2352
F90A                    2353 ; get here if time to sample start bit
F90A                    2354
F90A DB BE              2355          IN    A,(SERPORT)     ; sample serial input data
F90C E6 80              2356          AND   080H            ; leave inverted data bit
F90E 28 14              2357          JR    Z,ST22          ; Jump if no start bit
F910                    2358
F910                    2359 ; get here when have valid start bit
F910                    2360
F910 DD CB 0B A6        2361          RES   RLSB,(IX+SFLGS-SDATA)  ; looking for start bit = false
F914 DD CB 0B D6        2362          SET   RSRL,(IX+SFLGS-SDATA)  ; rec. shift reg. loading = true
F918                    2363
F918 3A 75 FE           2364          LD    A,(SIC)         ; get serial interval count
F91B 32 77 FE           2365          LD    (RIC),A         ; set receive interval count
F91E                    2366
F91E DD 36 07 09        2367          LD    (IX+RBC-SDATA),9  ; set receive bit count
F922 18 42              2368          JR    ST40
F924                    2369
F924 DD CB 0B A6        2370 ST22     RES   RLSB,(IX+SFLGS-SDATA)  ; wasn't a valid start bit
F928 18 33              2371          JR    ST33
F92A                    2372 ;
F92A                    2373 ; get here if not looking for start bit
F92A                    2374
F92A DD CB 0B 56        2375 ST30     BIT   RSRL,(IX+SFLGS-SDATA)  ; rec. shift register loading?
F92E 28 36              2376          JR    Z,ST40          ; Jump if not
F930                    2377
F930                    2378 ; get here if loading receive shift register
F930                    2379
F930 DD 35 04           2380          DEC   (IX+RIC-SDATA)  ; decrement receive interval counter
F933 20 31              2381          JR    NZ,ST40
F935                    2382
F935                    2383 ; get here if time to sample data bit
F935                    2384
F935 DD 35 01           2385 ST31     DEC   (IX+SRFF-SDATA)
F938 20 FB              2386          JR    NZ,ST31
F93A                    2387
F93A DD 35 07           2388          DEC   (IX+RBC-SDATA)  ; decrement receive bit count
F93D 28 10              2389          JR    Z,ST32          ; Jump if received all bits
F93F                    2390
F93F DB BE              2391          IN    A,(SERPORT)     ; sample data bit
F941 07                 2392          RLCA                  ; rotate bit to carry
F942 3F                 2393          CCF                   ; the data bit is inverted, so complement carry
F943 DD CB 06 1E        2394          RR    (IX+RSR-SDATA)  ; rotate bit into shift register
F947                    2395
F947 3A 75 FE           2396          LD    A,(SIC)         ; get serial interval counter
F94A 32 77 FE           2397          LD    (RIC),A         ; ... to receive interval counter
F94D 18 17              2398          JR    ST40
F94F                    2399
F94F                    2400 ; get here when received all bits
```

```
F94F                    2401
F94F 3A 79 FE           2402 ST32  LD    A,(RSR)          ; get received data...
F952 32 78 FE           2403       LD    (RBR),A          ; to receive buffer register
F955                    2404
F955 DD CB 0B DE        2405       SET   RBRL,(IX+SFLGS-SDATA)  ; set receive buffer register loaded
F959 DD CB 0B 96        2406       RES   RSRL,(IX+SFLGS-SDATA)  ; RSRL = false
F95D                    2407
F95D DD CB 0C FE        2408 ST33  SET   7,(IX+SMASK-SDATA)  ; reenable the serial interrupt
F961 3A 7F FE           2409       LD    A,(SMASK)
F964 D3 BE              2410       OUT   (SERPORT),A
F966                    2411
F966 3A 7E FE           2412 ST40  LD    A,(SFLGS)        ; check if we should reenable the clock
F969 E6 15              2413       AND   MXSRL+MRLSB+MRSRL
F96B 20 0E              2414       JR    NZ,ST50          ; Jump if not done with all serial stuff
F96D                    2415
F96D DD 2A BC FE        2416       LD    IX,(OIV1)        ; restore old level 1 int vector
F971 DD 22 F2 FF        2417       LD    (INTV1),IX
F975                    2418
F975 3A 3B FE           2419       LD    A,(RTIME)        ; check if we should restart the clock
F978 B7                 2420       OR    A                ; for the keyboard repeat function
F979 28 02              2421       JR    Z,ST60           ; if counter is zero then don't restart
F97B                    2422
F97B 3E FD              2423 ST50  LD    A,-3             restart the real time clock
F97D D3 BD              2424 ST60  OUT   (RTC),A          ; stop real time clock
F97F DD 2A BA FE        2425       LD    IX,(ISAV1)
F983 C3 F2 F7           2426       JP    IRET1-P1BIAS
F986                    2427 ;
F986                    2428 ;
F986                    2429 ; SEINT - process interrupt for serial edge detector
F986                    2430 ;
F986                    2431
F986 F5                 2432 SEINT PUSH  AF               ; save a and flags
F987                    2433
F987 3A 7F FE           2434       LD    A,(SMASK)        ; disable edge detector interrupt
F98A CB BF              2435       RES   7,A
F98C 32 7F FE           2436       LD    (SMASK),A
F98F D3 BE              2437       OUT   (SERPORT),A
F991                    2438
F991 3A 75 FE           2439       LD    A,(SIC)          ; set serial interval counter
F994 CB 3F              2440       SRL   A                ; divide by two for half bit time
F996 32 77 FE           2441       LD    (RIC),A          ; set receive interval counter
F999                    2442
F999 3A 7E FE           2443       LD    A,(SFLGS)
F99C E6 15              2444       AND   MXSRL+MRLSB+MRSRL  ; check for serial activity
F99E 20 16              2445       JR    NZ,SE1           ; Jump if any going on
F9A0                    2446
F9A0 22 BA FE           2447       LD    (ISAV1),HL
F9A3 2A F2 FF           2448       LD    HL,(INTV1)       ; else save current level 1 int vector
F9A6 22 B8 FE           2449       LD    (OIV1),HL
F9A9 21 88 F0           2450       LD    HL,STIMER-P1BIAS ; ...set vector to point to serial timer
F9AC 22 F2 FF           2451       LD    (INTV1),HL
F9AF 2A BA FE           2452       LD    HL,(ISAV1)
F9B2                    2453
F9B2 3E FD              2454       LD    A,-3             ; set clock value
F9B4 D3 BD              2455       OUT   (RTC),A
F9B6                    2456
F9B6 3A 7E FE           2457 SE1   LD    A,(SFLGS)
F9B9 CB E7              2458       SET   RLSB,A
F9BB 32 7E FE           2459       LD    (SFLGS),A
F9BE C3 F2 F7           2460       JP    IRET1-P1BIAS
```

```
F9C1                    2461 ;
F9C1                    2462       COPY  KBD.INT/1
F9C1                    2463 ;
F9C1                    2464 ; keyboard interrupt service routines
F9C1                    2465 ;
F9C1                    2466
F9C1                    2467 ; define repeat rate for new key down
F9C1                    2468
F9C1                    2469 KRD1  EQU   187           ; initial repeat time 187 * 4 = 748 msec
F9C1                    2470 KRD2  EQU   13            ; secondary repeat value 13 * 4 = 50 msec
F9C1                    2471
F9C1                    2472 ; define the keyboard hardware
F9C1                    2473
F9C1                    2474 NPBIT EQU   2             ; if this bit is high then key is on numeric pad
F9C1                    2475
F9C1                    2476 KBSTAT EQU  0BEH
F9C1                    2477
F9C1                    2478 SKDOWN EQU  0             ; low when shift key down
F9C1                    2479 CKDOWN EQU  1             ; low when control key down
F9C1                    2480 UKDOWN EQU  2             ; low when upper case key down
F9C1                    2481 SWEDSH EQU  3             ; low if swedish style keyboard
F9C1                    2482 ;
F9C1                    2483 ;
F9C1                    2484 ; KBINT - the keyboard interrupt handler. Process decoding
F9C1                    2485 ;     of the keyboard when a key is hit
F9C1                    2486 ;
F9C1                    2487 ;     on entry:
F9C1                    2488 ;      someone poked a key
F9C1                    2489 ;
F9C1                    2490 ;     on exit:
F9C1                    2491 ;      the decoded value of the key is stored in kbval
F9C1                    2492 ;
F9C1                    2493 ;     trashes nothing
F9C1                    2494 ;
F9C1                    2495
F9C1 F5                 2496 KBINT PUSH  AF            ; save acc and flags
F9C2 22.BA FE           2497       LD    (ISAV1),HL
F9C5                    2498
F9C5 DB BC              2499       IN    A,(KDATA)
F9C7 E6 7F              2500       AND   07FH
F9C9 32 3A FE           2501       LD    (KADR),A      ; save a copy of the address
F9CC                    2502
F9CC CB 57              2503       BIT   NPBIT,A       ; check if key is on the numeric pad
F9CE 28 10              2504       JR    Z,NOTNP
F9D0                    2505
F9D0 0F                 2506       RRCA                ; rotate column to correct position
F9D1 0F                 2507       RRCA
F9D2 0F                 2508       RRCA
F9D3 E6 0F              2509       AND   00FH          ; keep it legal
F9D5 21 89 F2           2510       LD    HL,NPMAP-P1BIAS ; point to numeric pad map
F9D8 85                 2511       ADD   A,L
F9D9 6F                 2512       LD    L,A
F9DA 30 01              2513       JR    NC,KBIO
F9DC 24                 2514       INC   H
F9DD 7E                 2515 KBIO  LD    A,(HL)        ; get the character
F9DE 18 5B              2516       JR    KBI4
F9E0                    2517
F9E0 E6 03              2518 NOTNP AND   003H          ; isolate the row bits
F9E2 67                 2519       LD    H,A
F9E3 3A 3A FE           2520       LD    A,(KADR)      ; get new copy of key address
```

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F9E6 0F          2521        RRCA                ; shift column bits down one
F9E7 E6 3C       2522        AND   03CH          ; leave the column bits
F9E9 B4          2523        OR    H             ; or in the row bits
F9EA 67          2524        LD    H,A           ; save in H
F9EB DB BE       2525        IN    A,(KBSTAT)    ; check for swedish keyboard
F9ED CB 5F       2526        BIT   SWEDSH,A
F9EF 7C          2527        LD    A,H           ; set key address to A
F9F0 21 99 F2    2528        LD    HL,UKMAP-P1BIAS  ; index into the US key table
F9F3 20 03       2529        JR    NZ,KBI00      ; if bit is hi then it's a US keyboard
F9F5 21 19 F3    2530        LD    HL,SKMAP-P1BIAS  ; else index into SW key table
F9F8 87          2531 KBI00  ADD   A,A           ; multiply by 2
F9F9 85          2532        ADD   A,L
F9FA 6F          2533        LD    L,A
F9FB 30 01       2534        JR    NC,KBI1
F9FD 24          2535        INC   H
F9FE             2536
F9FE DB BE       2537 KBI1   IN    A,(KBSTAT)    ; check for shift key down
FA00 CB 47       2538        BIT   SKDOWN,A
FA02 20 03       2539        JR    NZ,KBI2
FA04             2540
FA04 23          2541        INC   HL            ; point to next byte in table
FA05 18 1D       2542        JR    KBI3
FA07             2543 ;
FA07             2544
FA07 CB 57       2545 KBI2   BIT   UKDOWN,A      ; check for upper case key down
FA09 20 23       2546        JR    NZ,KBI32      ; Jump if not
FA0B             2547
FA0B CB 5F       2548        BIT   SWEDSH,A      ; check for swedish keyboard
FA0D 7E          2549        LD    A,(HL)
FA0E 20 14       2550        JR    NZ,KBI3       ; Jump if not
FA10             2551
FA10 FE 7C       2552        CP    '|'           ; check for special swedish characters
FA12 28 19       2553        JR    Z,KBI31
FA14 FE 7D       2554        CP    '}'
FA16 28 15       2555        JR    Z,KBI31
FA18 FE 7B       2556        CP    '{'
FA1A 28 11       2557        JR    Z,KBI31
FA1C FE 60       2558        CP    '`'
FA1E 28 0D       2559        JR    Z,KBI31
FA20 FE 7E       2560        CP    '~'
FA22 28 09       2561        JR    Z,KBI31
FA24             2562
FA24 7E          2563 KBI3   LD    A,(HL)        ; else check for normal upper case'able
FA25 FE 61       2564        CP    'a'
FA27 38 05       2565        JR    C,KBI32
FA29 FE 7B       2566        CP    'z'+1
FA2B 30 01       2567        JR    NC,KBI32
FA2D             2568
FA2D 23          2569 KBI31  INC   HL
FA2E             2570
FA2E DB BE       2571 KBI32  IN    A,(KBSTAT)
FA30 CB 4F       2572        BIT   CKDOWN,A      ; check for control key down
FA32 7E          2573        LD    A,(HL)
FA33 20 06       2574        JR    NZ,KBI4       ; Jump if not
FA35 FE 20       2575        CP    ' '
FA37 28 02       2576        JR    Z,KBI4        ; space can't be controled either
FA39             2577
FA39 E6 1F       2578        AND   01FH
FA3B             2579
FA3B 32 38 FE    2580 KBI4   LD    (KBVAL),A     ; save the character
```

```
FA3E
FA3E 3E FF
FA40 32 39 FE
FA43
FA43 3E BB
FA45 32 3B FE
FA48
FA48 3A 7E FB
FA4B E6 15
FA4D 20 0B
FA4F 3A 72 FE
FA52 E6 40
FA54 20 04
FA56 3E 80
FA58 D3 BD
FA5A 2A BA FE
FA5D C3 F2 F7
FA60
FA60
FA60
FA60
FA60
FA60 F5
FA61 3E 80
FA63 D3 BD
FA65 3A 3B FE
FA68 3D
FA69 20 17
FA6B
FA6B 3A 3A FE
FA6E D3 BC
FA70 DB BC
FA72 E6 80
FA74 20 05
FA76
FA76 AF
FA77 D3 BD
FA79 18 07
FA7B
FA7B 3E FF
FA7D 32 39 FE
FA80 3E 0D
FA82
FA82 32 3B FE
FA85 C3 F2 F7
FA88 FF
FA89
FA89
FA89
FA89
FA89
FA89
FA89
FA89 30 31 32 33
FA8D 34 35 36 37
FA91 38 39 2E 3F
FA95 2B 2D 2A 2F
FA99
FA99
FA99
```

```
2581
2582        LD    A,-1
2583        LD    (KDAV),A        ; set the data available flag
2584
2585        LD    A,KRD1
2586        LD    (RTIME),A       ; set the initial time delay
2587
2588        LD    A,(SFLGS)       ; start the clock if there's not any
2589        AND   MXSRL+MRLSB+MRSRL
2590        JR    NZ,KBI5         ; jump if any serial stuff
2591        LD    A,(CFLGS)
2592        AND   MCRIP
2593        JR    NZ,KBI5
2594        LD    A,128           ; start the real time clock for maximum time
2595        OUT   (RTC),A
2596 KBI5   LD    HL,(ISAV1)
2597        JP    IRET1-P1BIAS
2598 ;
2599 ;
2600 ; KTIMER - process timer interrupt for keyboard repeat funct
2601 ;
2602
2603 KTIMER PUSH AF
2604        LD    A,128
2605        OUT   (RTC),A         ; restart the timer
2606        LD    A,(RTIME)       ; get timer counter
2607        DEC   A               ; decrement it
2608        JR    NZ,KTM1         ; jump if not done yet
2609
2610        LD    A,(KADR)        ; timer timed out...
2611        OUT   (KDATA),A       ; check if last key still down
2612        IN    A,(KDATA)
2613        AND   080H            ; mask out hi bit
2614        JR    NZ,KTM0         ; jump if key still down
2615
2616        XOR   A
2617        OUT   (RTC),A         ; stop the timer if key not down
2618        JR    KTM1
2619
2620 KTM0   LD    A,-1
2621        LD    (KDAV),A        ; set keyboard data available flag
2622        LD    A,KRD2          ; get current secondary delay value
2623
2624 KTM1   LD    (RTIME),A       ; stop the counter if key no longer down
2625        JP    IRET1-P1BIAS
2626        DB    0FFH
2627 ;
2628 ;
2629 ; define the numeric pad key values
2630 ;
2631
2632 NPMAP  EQU   $               ; define the numeric pad keys
2633
2634        DB    '0','1','2','3'  ; cols 0-3
2635        DB    '4','5','6','7'  ; cols 4-7
2636        DB    '8','9','.','?'  ; cols 8-11
2637        DB    '+','-','*','/'  ; cols 12-15
2638 ;
2639 ; KMAP - keyboard mapping tables
2640 ;
```

```
FA99
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FA99
FA99
FA99
FA99
FA99
FA99 1B 1B
FA9B 09 09
FA9D FF FF
FA9F 80 81
FAA1
FAA1 31 21 71 51
  61 41 7A 5A
FAA9
FAA9 32 22 77 57
  73 53 78 58
FAB1
FAB1 33 23 65 45
  64 44 63 43
FAB9
FAB9 34 24 72 52
  66 46 76 56
FAC1
FAC1 35 25 74 54
  67 47 62 42
FAC9
```

```
2641 ; each entry is associated with one key ( unshifted/shifted )
2642 ;
2643 ; the table is mapped in the following manner:
2644 ;
2645 ;   the ascii value of a key is derived by adding 2 times the
2646 ;   row/colum address read from the keyboard to the base
2647 ;   address of kmap. if an entry in the table is encoded
2648 ;   with the hi bit set then that entry must receive special
2649 ;   attention when shifting or controlling the key
2650
2651 ; define the fill value for the map
2652 ;  used to mark invalid keys
2653
2654 FILL  EQU   0FFH
2655
2656 ; define the special key flag
2657
2658 SPECIAL EQU 080H
2659
2660 ; define the program keys
2661
2662 PG01  EQU   000H+SPECIAL
2663 PG23  EQU   002H+SPECIAL
2664
2665 ; define special keys on main keyboard
2666
2667 KBTAB EQU   009H
2668 KBESC EQU   01BH
2669 RETURN EQU  00DH
2670 SPACE EQU.  020H
2671 CUNDL EQU   05FH
2672 ;
2673 ;
2674 ; this is the map of the USA expander keyboard
2675 ;
2676
2677 ; map the keys on the main keyboard
2678
2679 UKMAP EQU   $
2680
2681       DB    KBESC,KBESC    ; col 0
2682       DB    KBTAB,KBTAB
2683       DB    FILL,FILL
2684       DB    PG01,PG01+1
2685
2686       ASC   '1!qQaAzZ'     ; col 1
2687
2688       ASC   '2"wWsSxX'     ; col 2
2689
2690       ASC   '3#eEdDcC'     ; col 3
2691
2692       ASC   '4$rRfFvV'     ; col 4
2693
2694       ASC   '5%tTgGbB'     ; col 5
2695
```

```
FAC9 36 26 79 59          2696        ASC   '6&yYhHnN'      ; col 6
  68 48 6E 4E
FAD1                      2697
FAD1 37 27 75 55          2698        ASC   "7'uUJJmM"      ; col 7
  6A 4A 6D 4D
FAD9                      2699
FAD9 38 28 69 49          2700        ASC   '8(iIkK,<'      ; col 8
  6B 4B 2C 3C
FAE1                      2701
FAE1 39 29 6F 4F          2702        ASC   '9)oOlL.>'      ; col 9
  6C 4C 2E 3E
FAE9                      2703
FAE9 30 20 70 50          2704        ASC   '0 pPi+/?'      ; col 10
  3B 2B 2F 3F
FAF1                      2705
FAF1 2D 3D 40 60          2706        ASC   '-=@`;*'        ; col 11
  3A 2A
FAF7 20 20                2707        DB    SPACE,SPACE
FAF9                      2708
FAF9 5E 7E                2709        ASC   '^~'            ; col 12
FAFB 0D 0D                2710        DB    RETURN,RETURN
FAFD 5F 7F                2711        DB    CUNDL,CDEL
FAFF FF FF                2712        DB    FILL,FILL
FB01                      2713
FB01 5B 7B                2714        ASC   '[{'            ; col 13
FB03 0D 0D                2715        DB    RETURN,RETURN
FB05 0B 0B                2716        DB    CUP,CUP
FB07 08 08                2717        DB    CLEFT,CLEFT
FB09                      2718
FB09 5C 7C                2719        ASC   '\|'            ; col 14
FB0B 82 83                2720        DB    PG23,PG23+1
FB0D 0A 0A                2721        DB    CLF,CLF
FB0F 0C 0C                2722        DB    CRIGHT,CRIGHT
FB11                      2723
FB11 5D 7D                2724        ASC   ']}'            ; col 15
FB13 FF FF                2725        DB    FILL,FILL
FB15 FF FF                2726        DB    FILL,FILL
FB17 FF FF                2727        DB    FILL,FILL
FB19                      2728 ;
FB19                      2729 ;
FB19                      2730 ; this is the map of the SWEDISH expander keyboard
FB19                      2731 ;
FB19                      2732
FB19                      2733 SKMAP EQU   $
FB19                      2734
FB19 1B 1B                2735        DB    KBESC,KBESC     ; col 0
FB1B 09 09                2736        DB    KBTAB,KBTAB
FB1D FF FF                2737        DB    FILL,FILL
FB1F 80 81                2738        DB    PG01,PG01+1
FB21                      2739
FB21 31 21 71 51          2740        ASC   '1!qQaAzZ'      ; col 1
  61 41 7A 5A
FB29                      2741
FB29 32 22 77 57          2742        ASC   '2"wWsSxX'      ; col 2
  73 53 78 58
FB31                      2743
FB31 33 23 65 45          2744        ASC   '3#eEdDcC'      ; col 3
  64 44 63 43
FB39                      2745
FB39 34 24 72 52          2746        ASC   '4$rRfFvV'      ; col 4   $ is "circle X"
```

```
  66 46 76 56
FB41
FB41 35 25 74 54         ASC    '5%tTB0bB'     ; col 5
  67 47 62 42
FB49
FB49 36 26 79 59         ASC    '6&yYhHnN'     ; col 6
  68 48 6E 4E
FB51
FB51 37 2F 75 55         ASC    "7/uUJJmM"     ; col 7
  6A 4A 6D 4D
FB59
FB59 38 28 69 49         ASC    '8(iIkK,;'     ; col 8
  6B 4B 2C 3B
FB61
FB61 39 29 6F 4F         ASC    '9)oOlL.:'     ; col 9
  6C 4C 2E 3A
FB69
FB69 30 3D 70 50         ASC    '0=pP|\-'      ; col 10  | is o w/ umlaut, \ is O w/ umlaut
  7C 5C 2D
FB70 5F                  DB     CUNDL
FB71
FB71 2B 3F 7D 5D         ASC    '+?}][['       ; col 11  } is a with circle, ] is A w/ circle
  7B 5B
FB77 20 20               DB     SPACE,SPACE    ;         { is a w/ umlaut,  [ is A w/ umlaut
FB79
FB79 60 40               ASC    '`@'           ; col 12  ` is e accent, @ is E accent
FB7B 0D 0D               DB     RETURN,RETURN
FB7D 27 2A               ASC    "'*"
FB7F FF FF               DB     FILL,FILL
FB81
FB81 7E 5E               ASC    '~^'           ; col 13  ~ is u with umlaut, ^ is U w/ umlaut
FB83 0D 0D               DB     RETURN,RETURN
FB85 0B 0B               DB     CUP,CUP
FB87 08 08               DB     CLEFT,CLEFT
FB89
FB89 3E 3C               ASC    '><'           ; col 14
FB8B 82 83               DB     PG23,PG23+1
FB8D 0A 0A               DB     CLF,CLF
FB8F 0C 0C               DB     CRIGHT,CRIGHT
FB91
FB91 7F 7F               DB     CDEL,CDEL      ; col 15
FB93 FF FF               DB     FILL,FILL
FB95 FF FF               DB     FILL,FILL
FB97 FF FF               DB     FILL,FILL
FB99                     ;
FB99                     COPY   CAS.INT/1
FB99                     ;
FB99                     ; CXTIMER - Cassette output timer interrupt handler
FB99                     ;
FB99
FB99 F5                  CXTIMER PUSH AF       ; save flags and a
FB9A DD 22 BA FE         LD     (ISAV1),IX
FB9E
FB9E DD 21 3C FE         LD     IX,CDATA       ; load cassette stuff address
FBA2
FBA2 3E F0               LD     A,-16
FBA4 D3 BD               OUT    (RTC),A
FBA6
FBA6 DD 35 00            DEC    (IX+CXBC-CDATA)
FBA9 F2 CD F3            JP     P,CXT2-P1BIAS
```

```
FBAC                    2799
FBAC DD CB 36 86        2800        RES   CXSRL,(IX+CFLGS-CDATA)  ; say shift register not loaded
FBB0 DD CB 36 4E        2801        BIT   CXBRL,(IX+CFLGS-CDATA)  ; anything in the xmit buffer?
FBB4 20 05              2802        JR    NZ,CXT1
FBB6                    2803
FBB6 AF                 2804        XOR   A
FBB7 D3 BD              2805        OUT   (RTC),A
FBB9 18 43              2806        JR    CXTDONE
FBBB                    2807
FBBB DD CB 36 8E        2808 CXT1   RES   CXBRL,(IX+CFLGS-CDATA)  ; say buffer reg not loaded
FBBF DD CB 36 C6        2809        SET   CXSRL,(IX+CFLGS-CDATA)  ; say shift register loaded
FBC3 3A 3E FE           2810        LD    A,(CXBR)          ; get value in xmit buffer register
FBC6 32 3F FE           2811        LD    (CXSR),A          ; ...to the shift register
FBC9 DD 36 00 0F        2812        LD    (IX+CXBC-CDATA),15  ; set counter to 15 to force clock
FBCD                    2813
FBCD DD CB 00 46        2814 CXT2   BIT   0,(IX+CXBC-CDATA)
FBD1 20 06              2815        JR    NZ,CXT3
FBD3                    2816
FBD3 DD CB 03 06        2817        RLC   (IX+CXSR-CDATA)   ; then send next data bit, get the bit
FBD7 30 25              2818        JR    NC,CXTDONE        ; Jump if the next bit is zero
FBD9                    2819
FBD9 3A 7F FE           2820 CXT3   LD    A,(SMASK)         ; else get the port value
FBDC E6 CF              2821        AND   XCSTATE           ; knock out the cassette bits
FBDE F6 10              2822        OR    CHI               ; set the line hi
FBE0 D3 BE              2823        OUT   (CASPORT),A
FBE2                    2824
FBE2 3E 28              2825        LD    A,40              ; delay a while
FBE4 3D                 2826 CXT4   DEC   A
FBE5 20 FD              2827        JR    NZ,CXT4
FBE7                    2828
FBE7 3A 7F FE           2829        LD    A,(SMASK)
FBEA E6 CF              2830        AND   XCSTATE           ; set the line low
FBEC F6 20              2831        OR    CLOW
FBEE D3 BE              2832        OUT   (CASPORT),A
FBF0                    2833
FBF0 3E 28              2834        LD    A,40              ; delay a while
FBF2 3D                 2835 CXT5   DEC   A
FBF3 20 FD              2836        JR    NZ,CXT5
FBF5                    2837
FBF5 3A 7F FE           2838        LD    A,(SMASK)
FBF8 E6 CF              2839        AND   XCSTATE           ; set the line mid
FBFA F6 00              2840        OR    CMID
FBFC D3 BE              2841        OUT   (CASPORT),A
FBFE                    2842
FBFE DD 2A BA FE        2843 CXTDONE LD   IX,(ISAV1)
FC02 C3 F2 F7           2844         JP   IRET1-P1BIAS
FC05                    2845 ;
FC05                    2846 ;
FC05                    2847 ; CRTIMER - Cassette receiver input timer
FC05                    2848 ;
FC05                    2849
FC05 F5                 2850 CRTIMER PUSH AF              ; save flags
FC06 DD 22 BA FE        2851         LD   (ISAV1),IX      ; and ix reg
FC0A                    2852
FC0A DD 21 3C FE        2853         LD   IX,CDATA        ; point to cassette data storage
FC0E                    2854
FC0E AF                 2855         XOR  A               ; stop the real time clock
FC0F D3 BD              2856         OUT  (RTC),A
FC11                    2857
FC11 DD CB 36 16        2858         RL   (IX+CFLGS-CDATA)  ; shift any data bit to carry
```

```
FC15 DD CB 35 16    2859          RL    (IX+CRSR-CDATA)  ; and rotate it into the shift reg
FC19 DD CB 36 3E    2860          SRL   (IX+CFLGS-CDATA)  ; clear saw data bit
FC1D DD CB 36 A6    2861          RES   CDATB,(IX+CFLGS-CDATA)  ; reset data bit flag
FC21 DD 35 01       2862          DEC   (IX+CRBC-CDATA)  ; decrement receive bit count
FC24 F2 31 F4       2863          JP    P,CRT1-P1BIAS  ; Jump if not done
FC27                2864
FC27 DD CB 36 D6    2865          SET   CRSRL,(IX+CFLGS-CDATA)  ; say shift reg loading
FC2B DD 36 01 07    2866          LD    (IX+CRBC-CDATA),7  ; set bit count
FC2F 18 10          2867          JR    CRT2            ; and wait for clock bit
FC31                2868
FC31 20 0E          2869 CRT1     JR    NZ,CRT2         ; Jump if not last bit
FC33 3A 71 FE       2870          LD    A,(CRSR)        ; get contents of shift register
FC36 32 70 FE       2871          LD    (CRBR),A        ; ...to buffer register
FC39 DD CB 36 DE    2872          SET   CRBRL,(IX+CFLGS-CDATA)  ; say recv. buf. reg. loaded
FC3D DD CB 36 96    2873          RES   CRSRL,(IX+CFLGS-CDATA)  ; recv. shift reg not loading
FC41                2874
FC41 DD 2A BA FE    2875 CRT2     LD    IX,(ISAV1)      ; retrieve ix
FC45 C3 F2 F7       2876          JP    IRET1-P1BIAS
FC48                2877 ;
FC48                2878 ;
FC48                2879 ; CEDGE - Cassette edge detector interrupt processor
FC48                2880 ;
FC48                2881
FC48 F5             2882 CEDGE PUSH  AF             ; save flags
FC49 DD 22 BA FE    2883          LD    (ISAV1),IX    ; and ix
FC4D                2884
FC4D DD 21 3C FE    2885          LD    IX,CDATA      ; point to cassette data storage
FC51                2886
FC51 DD CB 36 66    2887          BIT   CDATB,(IX+CFLGS-CDATA)  ; check bit type (data or !clock)
FC55 20 0A          2888          JR    NZ,CE1        ; Jump if bit type is data
FC57                2889
FC57 DD CB 36 E6    2890          SET   CDATB,(IX+CFLGS-CDATA)  ; else say next bit is data
FC5B 3E ED          2891          LD    A,-19         ; start realtime clock for ~1.2 msec
FC5D D3 BD          2892          OUT   (RTC),A
FC5F 18 04          2893          JR    CE2           ; and done
FC61                2894
FC61 DD CB 36 FE    2895 CE1      SET   CSAWB,(IX+CFLGS-CDATA)  ; say saw bit
FC65                2896
FC65 3A 7F FE       2897 CE2      LD    A,(SMASK)     ; reenable the edge detector interrupt
FC68 CB BF          2898          RES   7,A
FC6A D3 BE          2899          OUT   (CASPORT),A
FC6C CB FF          2900          SET   7,A
FC6E 32 7F FE       2901          LD    (SMASK),A
FC71 D3 BE          2902          OUT   (CASPORT),A
FC73 DD 2A BA FE    2903          LD    IX,(ISAV1)
FC77 C3 F2 F7       2904          JP    IRET1-P1BIAS
FC7A                2905
FC7A                2906
FC7A                2907 ;
FC7A                2908 ; CSEDGE - Cassette sync edge detector
FC7A                2909 ;    Only valid while executing SYNC
FC7A                2910 ;
FC7A                2911
FC7A F5             2912 CSEDGE PUSH AF
FC7B                2913
FC7B 3A 7F FE       2914          LD    A,(SMASK)     ; reenable edge detector
FC7E CB BF          2915          RES   7,A
FC80 D3 BE          2916          OUT   (CASPORT),A
FC82 CB FF          2917          SET   7,A
FC84 32 7F FE       2918          LD    (SMASK),A
```

```
FC87 D3 BE          2919          OUT   (CASPORT),A
FC89 CB FB          2920          SET   CSAWB,E       ; say we saw a bit
FC8B C3 F2 F7       2921          JP    IRET1-P1BIAS
FC8E                2922 ;
FC8E                2923 ;
FC8E                2924 ; CSTIMER - Cassette sync timer
FC8E                2925 ;      Only valid while executing SYNC
FC8E                2926 ;
FC8E                2927
FC8E F5             2928 CSTIMER PUSH AF
FC8F AF             2929          XOR   A             ; stop the realtime clock
FC90 D3 BD          2930          OUT   (RTC),A
FC92 CB 03          2931          RLC   E             ; rotate saw bit flag to carry...
FC94 CB 12          2932          RL    D             ; and into byte accumulator
FC96 CB EB          2933          SET   CTOUT,E       ; say we timed out
FC98 C3 F2 F7       2934          JP    IRET1-P1BIAS
FC9B                2935 ;
FC9B                2936          COPY  P1ENT.CD/1
FC9B                2937 ;
FC9B                2938 ; P1ENTER - the actual enter command
FC9B                2939 ;
FC9B                2940
FC9B FD 21 ED F2    2941 P1ENTER LD   IY,GETADDR      ; get original enter address
FC9F CD D3 F7       2942          CALL  P1TPO-P1BIAS
FCA2 D8             2943          RET   C
FCA3 D5             2944          PUSH  DE            ; move it to ix
FCA4 DD E1          2945          POP   IX
FCA6                2946
FCA6 21 ED F4       2947 ENTR     LD    HL,P1CRLF-P1BIAS
FCA9 CD 5D F6       2948          CALL  P1PUTS-P1BIAS
FCAC                2949
FCAC FD 21 C5 F2    2950          LD    IY,GETLINE    ; get line of data
FCB0 CD D3 F7       2951          CALL  P1TPO-P1BIAS
FCB3                2952
FCB3 2A 30 FE       2953          LD    HL,(CURPOS)   ; zap the cursor
FCB6 3A 32 FE       2954          LD    A,(WASTHERE)
FCB9 77             2955          LD    (HL),A
FCBA                2956
FCBA FD 21 B1 F5    2957          LD    IY,ATOLC      ; calculate screen address of start of line
FCBE CD D3 F7       2958          CALL  P1TPO-P1BIAS
FCC1 79             2959          LD    A,C           ; check if no data ( ie. just a carriage return)
FCC2 B7             2960          OR    A
FCC3 C8             2961          RET   Z             ; end of enter if so
FCC4                2962
FCC4 0E 00          2963          LD    C,0           ; else set cursor to start of the line
FCC6 FD 21 88 F5    2964          LD    IY,LCTOA
FCCA CD D3 F7       2965          CALL  P1TPO-P1BIAS
FCCD                2966
FCCD FD 21 F3 F2    2967 EN1      LD    IY,GHWORD     ; get the next word
FCD1 CD D3 F7       2968          CALL  P1TPO-P1BIAS
FCD4 30 06          2969          JR    NC,EN2        ; jump if no error
FCD6                2970
FCD6 FE 20          2971          CP    ' '           ; check if error was no data word
FCD8 28 CC          2972          JR    Z,ENTR        ; get next line if so
FCDA 37             2973          SCF
FCDB C9             2974          RET                 ; else error
FCDC                2975
FCDC FE 3A          2976 EN2      CP    ':'           ; new address specified?
FCDE 20 06          2977          JR    NZ,EN3        ; jump if so
FCE0 23             2978          INC   HL            ; skip the colon
```

```
FCE1 D5                  2979        PUSH  DE              ; and set new address to ix
FCE2 DD E1               2980        POP   IX
FCE4 18 E7               2981        JR    EN1             ; get next word
FCE6                     2982
FCE6 DD 73 00            2983 EN3    LD    (IX+0),E        ; else plop data into memory
FCE9 DD 23               2984        INC   IX              ; increment pointer
FCEB 18 E0               2985        JR    EN1
FCED                     2986
FCED 0D 0A 00            2987 P1CRLF DB    00DH,00AH,000H
FCF0                     2988 ;
FCF0                     2989        COPY  P1CAS.CD/1
FCF0                     2990 ;
FCF0                     2991 ; P1CSAVE - Write a block of data to the cassette
FCF0                     2992 ;
FCF0                     2993
FCF0 ED 73 FE FE         2994 P1CSAVE LD   (CSP),SP
FCF4 31 40 FF            2995        LD    SP,CSTACK
FCF7                     2996
FCF7 11 F1 FE            2997        LD    DE,CNAME        ; point to a buffer for the name
FCFA CD 30 F6            2998        CALL  GETNAME-P1BIAS  ; get the name
FCFD 38 3D               2999        JR    C,SAVE3         ; return if no name
FCFF                     3000
FCFF FD 21 ED F2         3001        LD    IY,GETADDR      ; get starting address to DE
FD03 CD D3 F7            3002        CALL  P1TPO-P1BIAS
FD06 38 34               3003        JR    C,SAVE3         ; return if error
FD08                     3004
FD08 ED 53 F8 FE         3005        LD    (CSADDR),DE     ; save start address
FD0C CD D3 F7            3006        CALL  P1TPO-P1BIAS    ; get end address to DE
FD0F 38 2B               3007        JR    C,SAVE3         ; return if error
FD11                     3008
FD11 7E                  3009        LD    A,(HL)          ; check for legal end address
FD12 FE 20               3010        CP    ' '               ; terminating character must be a space
FD14 37                  3011        SCF
FD15 20 25               3012        JR    NZ,SAVE3
FD17                     3013
FD17 2A F8 FE            3014        LD    HL,(CSADDR)     ; check for start <= end
FD1A EB                  3015        EX    DE,HL
FD1B B7                  3016        OR    A               ; clear carry
FD1C ED 52               3017        SBC   HL,DE
FD1E 30 09               3018        JR    NC,SAVE2        ; Jump if ok
FD20                     3019
FD20 21 41 F5            3020        LD    HL,RGERR-P1BIAS
FD23 CD 5D F6            3021        CALL  P1PUTS-P1BIAS   ; else print error message
FD26 B7                  3022        OR    A               ; clear carry
FD27 18 13               3023        JR    SAVE3
FD29                     3024
FD29 23                  3025 SAVE2  INC   HL              ; compute count (start - end + 1)
FD2A 22 FA FE            3026        LD    (CCOUNT),HL
FD2D                     3027
FD2D 21 F1 FE            3028        LD    HL,CNAME        ; point to the file header
FD30 CD 99 F5            3029        CALL  P1WFILE-P1BIAS  ; write the file
FD33 30 07               3030        JR    NC,SAVE3
FD35 21 4F F5            3031        LD    HL,SVABRT-P1BIAS
FD38 CD 5D F6            3032        CALL  P1PUTS-P1BIAS
FD3B B7                  3033        OR    A
FD3C ED 7B FE FE         3034 SAVE3  LD    SP,(CSP)
FD40 C9                  3035        RET
FD41                     3036
FD41 0D 0A               3037 RGERR  DB    00DH,00AH
FD43 52 61 6E 67         3038        ASC   "Range      Error"
```

```
                65 20 65 72 72
                6F 72
FD4E 00                 3039            DB      0
FD4F                    3040
FD4F 0D 0A              3041 SVABRT DB  0DH,0AH
FD51 53 61 76 65        3042            ASC     "Save       Aborted"
     20 61 62 6F 72
     74 65 64
FD5D 00                 3043            DB      0
FD5E                    3044
FD5E                    3045
FD5E                    3046 ;
FD5E                    3047 ; P1CAT - Print a list of the files on the tape.
FD5E                    3048 ;
FD5E                    3049 ; entry: nothing
FD5E                    3050 ;
FD5E                    3051 ; exit: nothing
FD5E                    3052 ;
FD5E                    3053
FD5E ED 73 FE FE        3054 P1CAT LD   (CSP),SP
FD62 31 40 FF           3055       LD   SP,CSTACK
FD65                    3056
FD65 FD 21 EF F1        3057 CA0   LD   IY,SYNC        ; start the motor and sync
FD69 CD D3 F7           3058       CALL P1TPO-P1BIAS
FD6C 38 1F              3059       JR   C,CAEXIT       ; jump if abort key was hit
FD6E                    3060
FD6E 11 0D 00           3061       LD   DE,13          ; else read the header
FD71 21 F1 FE           3062       LD   HL,CNAME       ; to here
FD74 FD 21 9C F1        3063       LD   IY,RBLOCK
FD78 CD D3 F7           3064       CALL P1TPO-P1BIAS
FD7B 38 10              3065       JR   C,CAEXIT       ; jump if abort key hit
FD7D                    3066
FD7D 21 1E F7           3067       LD   HL,NOERR-P1BIAS ; init error string pointer
FD80 28 03              3068       JR   Z,CA1
FD82                    3069
FD82 21 0A F7           3070       LD   HL,CKERR-P1BIAS ; point to error string
FD85                    3071
FD85 CD 5D F6           3072 CA1   CALL P1PUTS-P1BIAS  ; print the error string
FD88 CD 6B F6           3073       CALL PHDR-P1BIAS    ; and the header
FD8B 18 D8              3074       JR   CA0            ; get next header
FD8D                    3075
FD8D FD 21 8D F2        3076 CAEXIT LD  IY,RTAIL       ; alldone, shut off tape
FD91 CD D3 F7           3077       CALL P1TPO-P1BIAS
FD94 ED 7B FE FE        3078       LD   SP,(CSP)
FD98 C9                 3079       RET                 ; and go back
FD99                    3080
FD99                    3081 ;
FD99                    3082 ; P1WFILE - Write a file to the tape
FD99                    3083 ;
FD99                    3084 ; usage: call p1wfile-p1bias
FD99                    3085 ;
FD99                    3086 ; entry: hl has address of file header
FD99                    3087 ;           6 bytes of name, left justified, null padded
FD99                    3088 ;           1 null
FD99                    3089 ;           2 bytes of start address, low byte first
FD99                    3090 ;           2 bytes of count, low byte first
FD99                    3091 ;           2 spares
FD99                    3092 ;
FD99                    3093 ; exit: the file has been written
FD99                    3094 ;
```

```
FD99                    3095 ; zaps: Just about everything
FD99                    3096 ;
FD99                    3097
FD99 E5                 3098 P1WFILE PUSH HL
FD9A FD 21 BE F1        3099         LD    IY,WSYNC      ; save file header address
FD9E CD D3 F7           3100         CALL  P1TPO-P1BIAS  ; start motor and write sync
FDA1                    3101
FDA1 E1                 3102         POP   HL
FDA2 E5                 3103         PUSH  HL            ; refresh header address
FDA3                    3104
FDA3 11 0D 00           3105         LD    DE,13         ; size of the header
FDA6 FD 21 66 F1        3106         LD    IY,WBLOCK     ; write the file header
FDAA CD D3 F7           3107         CALL  P1TPO-P1BIAS
FDAD E1                 3108         POP   HL            ; get header address
FDAE 38 14              3109         JR    C,WFDONE      ; jump if abort in writing header
FDB0                    3110
FDB0 11 07 00           3111         LD    DE,7          ; calculate address of start address entry
FDB3 19                 3112         ADD   HL,DE
FDB4 5E                 3113         LD    E,(HL)        ; get start address to de - lo byte
FDB5 23                 3114         INC   HL
FDB6 56                 3115         LD    D,(HL)        ; hi byte
FDB7 23                 3116         INC   HL
FDB8 7E                 3117         LD    A,(HL)        ; get count to hl - lo byte
FDB9 23                 3118         INC   HL
FDBA 66                 3119         LD    H,(HL)        ; hi byte
FDBB 6F                 3120         LD    L,A
FDBC EB                 3121         EX    DE,HL         ; hl has start address, de has count
FDBD FD 21 66 F1        3122         LD    IY,WBLOCK     ; write the data block
FDC1 CD D3 F7           3123         CALL  P1TPO-P1BIAS
FDC4 F5                 3124 WFDONE PUSH AF
FDC5 FD 21 7D F2        3125         LD    IY,WTAIL
FDC9 CD D3 F7           3126         CALL  P1TPO-P1BIAS
FDCC F1                 3127         POP   AF
FDCD C9                 3128         RET
FDCE                    3129
FDCE                    3130 ;
FDCE                    3131 ; P1RFILE - Locate a file and read it
FDCE                    3132 ;
FDCE                    3133 ; usage: call rfile
FDCE                    3134 ;
FDCE                    3135 ; entry: de has optional load address or -1 if none
FDCE                    3136 ;          if hl == -1 then load the next file
FDCE                    3137 ;          else hl points to name of file to load
FDCE                    3138 ;               name is upto 6 bytes terminated with a null
FDCE                    3139 ;
FDCE                    3140 ; exit: carry is set if abort key was hit
FDCE                    3141 ;       zero flag is set if checksum was correct
FDCE                    3142 ;
FDCE                    3143 ; zaps: Just about everything
FDCE                    3144 ;
FDCE D5                 3145
FDCF E5                 3146 P1RFILE PUSH DE
FDD0                    3147         PUSH  HL
FDD0                    3148
FDD0                    3149 ; read the next header
FDD0 FD 21 EF F1        3150
FDD4 CD D3 F7           3151 RF1     LD    IY,SYNC       ; sync on the tape
FDD7 38 19              3152         CALL  P1TPO-P1BIAS
FDD9                    3153         JR    C,RFABRT      ; jump if abort key hit
                        3154
```

```
FDD9 AF
FDDA 06 0D
FDDC 21 F1 FE
FDDF 77
FDE0 23
FDE1 10 FC
FDE3
FDE3 11 0D 00
FDE6 21 F1 FE
FDE9 FD 21 8C F1
FDED CD D3 F7
FDF0 30 04
FDF2
FDF2 E1
FDF3 D1
FDF4 18 30
FDF6
FDF6 20 D8
FDF8
FDF8 D1
FDF9 D5
FDFA 13
FDFB 7B
FDFC B2
FDFD 1B
FDFE 28 10
FE00
FE00 06 06
FE02 21 F1 FE
FE05 1A
FE06 BE
FE07 20 C7
FE09
FE09 B7
FE0A 28 04
FE0C
FE0C 23
FE0D 13
FE0E 10 F5
FE10
FE10 E1
FE11 E1
FE12 23
FE13 7D
FE14 B4
FE15 2B
FE16 20 03
FE18 2A F8 FE
FE1B ED 5B FA FE
FE1F FD 21 8C F1
FE23 CD D3 F7
FE26 F5
FE27 FD 21 8D F2
FE2B CD D3 F7
FE2E F1
FE2F C9
FE30
FE30
FE30
FE30

3155          XOR   A              ; clear out the header buffer
3156          LD    B,13
3157          LD    HL,CNAME
3158 RF10     LD    (HL),A
3159          INC   HL
3160          DJNZ  RF10
3161
3162          LD    DE,13          ; else read the header
3163          LD    HL,CNAME       ; to here
3164          LD    IY,RBLOCK
3165          CALL  P1TPO-P1BIAS
3166          JR    NC,RF2         ; Jump if abort key wasn't hit
3167
3168 RFABRT   POP   HL             ; else quit
3169          POP   DE
3170          JR    RF6
3171
3172 RF2      JR    NZ,RF1         ; Jump if bad checksum
3173
3174          POP   DE             ; refresh name pointer
3175          PUSH  DE
3176          INC   DE
3177          LD    A,E            ; check for "next file"
3178          OR    D
3179          DEC   DE
3180          JR    Z,RF4          ; Jump if we want "next file"
3181
3182          LD    B,6            ; else compare the names
3183          LD    HL,CNAME       ; point to name read from the tape
3184 RF3      LD    A,(DE)         ; get next char from name of file to load
3185          CP    (HL)           ; compare w/ name from tape
3186          JR    NZ,RF1         ; Jump if not equal
3187
3188          OR    A
3189          JR    Z,RF4          ; check for terminator
3190
3191          INC   HL             ; else increment pointers
3192          INC   DE
3193          DJNZ  RF3            ; Jump if more characters in the name
3194
3195 RF4      POP   HL             ; remove name address
3196          POP   HL             ; get optional load address
3197          INC   HL             ; check for optional load address
3198          LD    A,L
3199          OR    H
3200          DEC   HL
3201          JR    NZ,RF5         ; Jump if there was
3202          LD    HL,(CSADDR)    ; otherwise get load address from header
3203 RF5      LD    DE,(CCOUNT)    ; get the byte count
3204          LD    IY,RBLOCK      ; read the block
3205          CALL  P1TPO-P1BIAS
3206 RF6      PUSH  AF             ; save flags
3207          LD    IY,RTAIL       ; finish up the read
3208          CALL  P1TPO-P1BIAS
3209          POP   AF             ; restore flags
3210          RET
3211
3212 ;
3213 ; GETNAME - Get a file name from the command line
3214 ;
```

```
FE30                    3215 ; entry: de points to a 7 byte buffer to read the name to
FE30                    3216 ;        hl points to the command character
FE30                    3217 ;
FE30                    3218 ; exit: carry set if no name
FE30                    3219 ;
FE30                    3220
FE30 06 06              3221 GETNAME LD  B,6            ; build the file header - scan past command
FE32 FD 21 17 F3        3222         LD  IY,FINDB
FE36 CD D3 F7           3223         CALL P1TPO-P1BIAS
FE39 D8                 3224         RET C              ; return if no space
FE3A                    3225
FE3A 06 0A              3226         LD  B,10           ; scan to the name
FE3C FD 21 20 F3        3227         LD  IY,FINDNB
FE40 CD D3 F7           3228         CALL P1TPO-P1BIAS
FE43 D8                 3229         RET C              ; return if no name
FE44                    3230
FE44 06 06              3231         LD  B,6            ; get upto 6 characters of name
FE46 7E                 3232 GN1     LD  A,(HL)         ; get a character
FE47 FD 21 29 F3        3233         LD  IY,UPSHIFT     ; upshift it
FE4B CD D3 F7           3234         CALL P1TPO-P1BIAS
FE4E FE 20              3235         CP  ' '            ; end of name?
FE50 20 02              3236         JR  NZ,GN2         ; jump if not
FE52 2B                 3237         DEC HL             ; fudge the source pointer
FE53 AF                 3238         XOR A              ; set a null for the character
FE54 12                 3239 GN2     LD  (DE),A         ; save the character
FE55 13                 3240         INC DE             ; increment destination
FE56 23                 3241         INC HL             ; increment source
FE57 10 ED              3242         DJNZ GN1           ; jump if more characters
FE59 AF                 3243         XOR A
FE5A 12                 3244         LD  (DE),A
FE5B B7                 3245         OR  A              ; clear carry
FE5C C9                 3246         RET
FE5D                    3247
FE5D                    3248 ;
FE5D                    3249 ; P1PUTS - Print a string
FE5D                    3250 ;
FE5D                    3251 ; usage: call piputs-p1bias
FE5D                    3252 ;
FE5D                    3253 ; entry: a null terminated string follows the call
FE5D                    3254 ;
FE5D                    3255 ; exit: the strings been printed
FE5D                    3256 ;
FE5D                    3257
FE5D 7E                 3258 P1PUTS LD  A,(HL)
FE5E B7                 3259        OR  A
FE5F C8                 3260        RET Z
FE60 4F                 3261        LD  C,A
FE61 FD 21 DE F2        3262        LD  IY;MPUTC
FE65 CD D3 F7           3263        CALL P1TPO-P1BIAS
FE68 23                 3264        INC HL
FE69 18 F2              3265        JR  P1PUTS
FE6B                    3266
FE6B                    3267 ;
FE6B                    3268 ; PHDR - print header stuff from the cassette
FE6B                    3269 ;
FE6B                    3270 ; entry: nothing
FE6B                    3271 ;
FE6B                    3272 ; exit: the header has been printed
FE6B                    3273 ;
FE6B                    3274
```

```
FE6B 06 07          3275 PHDR  LD    B,7            ; print the name
FE6D 21 F1 FE       3276       LD    HL,CNAME
FE70 7E             3277 PH1   LD    A,(HL)
FE71 FE 20          3278       CP    ' '
FE73 38 04          3279       JR    C,PH2
FE75 FE 7F          3280       CP    07FH
FE77 38 02          3281       JR    C,PH3
FE79 3E 20          3282 PH2   LD    A,' '
FE7B 4F             3283 PH3   LD    C,A
FE7C FD 21 DE F2    3284       LD    IY,MPUTC
FE80 CD D3 F7       3285       CALL  P1TPO-P1BIAS
FE83 23             3286       INC   HL
FE84 10 EA          3287       DJNZ  PH1
FE86                3288
FE86 2A F8 FE       3289       LD    HL,(CSADDR)    ; print the start address
FE89 7C             3290       LD    A,H
FE8A FD 21 48 F3    3291       LD    IY,PUTHB
FE8E CD D3 F7       3292       CALL  P1TPO-P1BIAS
FE91 7D             3293       LD    A,L
FE92 CD D3 F7       3294       CALL  P1TPO-P1BIAS
FE95 0E 20          3295       LD    C,' '
FE97 FD 21 DE F2    3296       LD    IY,MPUTC
FE9B CD D3 F7       3297       CALL  P1TPO-P1BIAS
FE9E                3298
FE9E 2A FA FE       3299       LD    HL,(CCOUNT)    ; print the count
FEA1 7C             3300       LD    A,H
FEA2 FD 21 48 F3    3301       LD    IY,PUTHB
FEA6 CD D3 F7       3302       CALL  P1TPO-P1BIAS
FEA9 7D             3303       LD    A,L
FEAA CD D3 F7       3304       CALL  P1TPO-P1BIAS
FEAD C9             3305       RET
FEAE                3306
FEAE                3307 ;
FEAE                3308 ; P1CLOAD - Load a block from the cassette
FEAE                3309 ;
FEAE                3310 ; command syntax: L <name> [<load_addr>]
FEAE                3311 ;
FEAE                3312
FEAE ED 73 FE FE    3313 P1CLOAD LD   (CSP),SP
FEB2 31 40 FF       3314         LD   SP,CSTACK
FEB5                3315
FEB5 11 B0 FE       3316         LD   DE,VBC        ; point to a buffer to hold the name
FEB8 CD 30 F6       3317         CALL GETNAME-P1BIAS
FEBB 30 08          3318         JR   NC,LOAD1      ; jump if there was a name
FEBD                3319
FEBD 11 FF FF       3320         LD   DE,-1         ; else load the next file - no opt. load address
FEC0 21 FF FF       3321         LD   HL,-1         ; say read next file
FEC3 18 15          3322         JR   LOAD3         ; go do the load
FEC5                3323
FEC5 11 FF FF       3324 LOAD1 LD    DE,-1         ; init optional load address
FEC8 FD 21 ED F2    3325       LD    IY,GETADDR     ; get an optional load address
FECC CD D3 F7       3326       CALL  P1TPO-P1BIAS
FECF 30 06          3327       JR    NC,LOAD2       ; got load address
FED1 7E             3328       LD    A,(HL)         ; else no load address or bad character
FED2 FE 20          3329       CP    ' '              ; check for bad character
FED4 37             3330       SCF
FED5 20 1C          3331       JR    NZ,LOAD6       ; return if so
FED7                3332
FED7 21 B0 FE       3333 LOAD2 LD    HL,VBC         ; point to name of file to load
FEDA CD CE F5       3334 LOAD3 CALL  P1RFILE-P1BIAS ; find and read the file
```

```
                        3335
                        3336 LOAD7 LD    HL,NOERR-P1BIAS ; init load string pointer
FEDD                    3337       JR    Z,LOAD4         ; jump if checksum is ok
FEDD 21 1E F7           3338       LD    HL,CKERR-P1BIAS
FEE0 28 05              3339       JR    LOAD5
FEE2 21 0A F7           3340
FEE5 18 05              3341 LOAD4 JR    NC,LOAD5        ; jump if abort key was not hit
FEE7                    3342       LD    HL,LDABRT-P1BIAS
FEE7 30 03              3343
FEE9 21 F8 F6           3344 LOAD5 CALL  P1PUTS-P1BIAS   ; print load string
FEEC                    3345       CALL  PHDR-P1BIAS     ; print the file stats
FEEC CD 5D F6           3346       OR    A
FEEF CD 6B F6           3347 LOAD6 LD    SP,(CSP)
FEF2 B7                 3348       RET
FEF3 ED 7B FE FE        3349
FEF7 C9                 3350 LDABRT DB   0DH,0AH    Aborted - "
FEF8                    3351       ASC   "Load
FEF8 0D 0A
FEFA 4C 6F 61 64
  20 61 62 6F 72
  74 65 64 20 2D
  20
FF09 00                 3352       DB    0
FF0A                    3353
FF0A 0D 0A              3354 CKERR DB    0DH,0AH    Error - "
FF0C 43 68 65 63        3355       ASC   "Checksum
  6B 73 75 6D 20
  65 72 72 6F 72
  20 2D 20
FF1D 00                 3356       DB    0
FF1E                    3357
FF1E 0D 0A              3358 NOERR DB    0DH,0AH
FF20 20 20 20 20        3359       ASC   "
  20 20 20 20 20
  20 20 20 20 20
  20 20 20
FF31 00                 3360       DB    0
FF32                    3361
FF32 50 44 4C 4F        3362 PARA  ASC   "PDLOAD"       ; must have 6 chars and a NULL
  41 44
FF38 00                 3363       DB    0
FF39                    3364
FF39                    3365       COPY  P1PDL.CD/1
FF39                    3366 ;
FF39                    3367 ; DownLoad loads memory from the parallel inport.
FF39                    3368 ;
FF39                    3369
FF39                    3370 DLOAD LD    (CSP),SP
FF39 ED 73 FE FE        3371       LD    SP,CSTACK
FF3D 31 40 FF           3372
FF40                    3373       LD    HL,PARA-P1BIAS ; point to a name for parallel port
FF40 21 32 F7           3374       LD    DE,CNAME       ; init CNAME buffer
FF43 11 F1 FE           3375       LD    BC,7
FF46 01 07 00           3376       LDIR
FF49 ED B0              3377
FF4B                    3378 DL1   CALL  DLREAD-P1BIAS
FF4B CD 87 F7           3379       CP    0
FF4E FE 00              3380       JR    NZ,DL1         ; loop until null found
FF50 20 F9              3381 DL2   CALL  DLREAD-P1BIAS
FF52 CD 87 F7           3382       CP    0              ; if 1st & 2nd char=0 then get 3rd
FF55 FE 00              3383       JR    Z,DL2          ; if <>0 then is it sync?
FF57                    3384       CP    0A5H
```

```
FF5B 20 EE          3385        JR    NZ,DL1          ; no, so look for 0 again
FF5D EB             3386        EX    DE,HL            ; now hl points to CSADDR
FF5E 11 04 00       3387        LD    DE,4
FF61 CD 75 F7       3388        CALL  RPBLOCK-P1BIAS  ; read in parallel header block
FF64 C2 DD F6       3389        JP    NZ,LOAD7-P1BIAS   ; Jump if checksum error
FF67                3390
FF67 2A F8 FE       3391        LD    HL,(CSADDR)     ; fetch load address
FF6A ED 5B FA FE    3392        LD    DE,(CCOUNT)     ; fetch count
FF6E 47             3393        LD    B,A             ; re-initialize checksum in B
FF6F CD 75 F7       3394        CALL  RPBLOCK-P1BIAS  ; read in data block
FF72 C3 DD F6       3395        JP    LOAD7-P1BIAS
FF75                3396
FF75 CD 87 F7       3397 RPBLOCK CALL DLREAD-P1BIAS  ; read a block of bytes to (HL)
FF78 77             3398        LD    (HL),A
FF79 80             3399        ADD   A,B
FF7A 47             3400        LD    B,A
FF7B 23             3401        INC   HL
FF7C 1B             3402        DEC   DE              ; DE counts bytes
FF7D 7B             3403        LD    A,E
FF7E B2             3404        OR    D
FF7F 20 F4          3405        JR    NZ,RPBLOCK
FF81 CD 87 F7       3406        CALL  DLREAD-P1BIAS
FF84 90             3407        SUB   A,B
FF85 B7             3408        OR    A
FF86 C9             3409        RET                   ; result <>0 if checksum error
FF87                3410
FF87                3411
FF87 FD 21 40 F2    3412 DLREAD LD    IY,CHKABRT      ; check if abort
FF8B CD D3 F7       3413        CALL  P1TPO-P1BIAS
FF8E DA E7 F6       3414        JP    C,LOAD4-P1BIAS  ; ABORT, so exit via load abort rtn.
FF91 FD 21 65 F7    3415 DLR2   LD    IY,PSTAT        ; ok so read status
FF95 CD D3 F7       3416        CALL  P1TPO-P1BIAS
FF98 20 ED          3417        JR    NZ,DLREAD       ; not ready, so loop
FF9A FD 21 6E F7    3418        LD    IY,PREAD
FF9E C3 D3 F7       3419        JP    P1TPO-P1BIAS    ; this is a return w/ byte read back in acc
FFA1                3420 ;
FFA1                3421
FFA1                3422        ORG   ENDP1-61
FFC3                3423
FFC3 43 19 81       3424 COPYRM DB    67,25,129
FFC6 4D 49 43 52    3425        ASC   "MICROEXPANDER"
  4F 45 58 50 41
  4E 44 45 52
FFD3                3426
FFD3                3427        ORG   ENDP1-45
FFD3                3428
FFD3                3429 ;
FFD3                3430 ; P1TPO - Start of page 1 to page zero linkage routine
FFD3                3431 ;         the rest of the routine is in page 0
FFD3                3432 ;
FFD3                3433 ; usage: call p1tp0
FFD3                3434 ;
FFD3                3435 ; entry: hl has address of the routine you want
FFD3                3436 ;
FFD3                3437 ; zaps: nothing
FFD3                3438 ;
FFD3                3439
FFD3                3440 ; the following six lines of code are executed in page 1
FFD3                3441
FFD3 F3             3442 P1TPO DI
```

```
FFD4 F5
FFD5 3A F0 FE
FFD8 CB 8F
FFDA 32 F0 FE
FFDD D3 BC
FFDF
FFDF
FFDF
FFDF
FFDF
FFDF
FFDF F1
FFE0 FB
FFE1 CD F0 F7
FFE4 F3
FFE5 F5
FFE6 3A F0 FE
FFE9 CB 8F
FFEB 32 F0 FE
FFEE 18 0B
FFF0
FFF0 FD E9
FFF2
FFF2
FFF2
FFF2
FFF2
FFF2 3A F0 FE
FFF5 CB C7
FFF7 D3 BC
FFF9 CB 87
FFFB D3 BC
FFFD F1
FFFE FB
FFFF C9
0000
0000
0000
0000
0000
0000
FE30
FE30
FE30
FE30
FE32
FE33
FE33
FE34
FE34
FE35
FE36
FE36
FE37
FE37
FE38
FE38
FE39
FE3A
```

```
3443        PUSH  AF              ; save acc
3444        LD    A,(AUXMASK)     ; get current mask
3445        RES   1,A             ; select page 0
3446        LD    (AUXMASK),A     ; update mask
3447        OUT   (KDATA),A       ; do the switch
3448
3449 ; fall thru into the code in page 0 (see RPOTP1)
3450 ;
3451 ; The rest of the code for POTP1 - executed in page 1
3452 ;
3453
3454 RPOTP1 POP  AF               ; retrieve acc and flags
3455        EI
3456        CALL P1IYJUMP-P1BIAS  ; go to routine in IY
3457        DI
3458        PUSH AF               ; save flags
3459        LD   A,(AUXMASK)      ; set mask
3460        RES  1,A              ; select page 0
3461        LD   (AUXMASK),A      ; update the mask
3462        JR   P1IRE
3463
3464 P1IYJUMP JP (IY)
3465
3466 ;
3467 ; interrupt linkage routine
3468 ;
3469
3470 IRET1 LD   A,(AUXMASK)     ; gett current value of aux port
3471       SET  0,A              ; toggle int_svc_done
3472       OUT  (KDATA),A
3473       RES  0,A
3474 P1IRE OUT  (KDATA),A
3475       POP  AF
3476       EI
3477       RET
3478 ;
3479       COPY RAM.S/1
3480 ;
3481 ; Video routine data storage
3482 ;
3483
3484       ORG  0FE30H
3485
3486 VDATA EQU  $                 ; video driver storage area
3487
3488 CURPOS DS  2                 ; the current cursor address
3489 WASTHERE DS 1                ; the character which was where the cursor is
3490
3491 ESCFLAG DS 1                 ; the escape sequence flag
3492
3493 CVAL  DS   1                 ; the color value
3494 GYVAL DS   1                 ; temporary storage for graphics Y value
3495
3496 GCTYPE DS  1                 ; graphics command type
3497
3498 VFLGS DS   1                 ; video flags
3499
3500 KBVAL DS   1                 ; the value of the character form the kb, -1 if none
3501 KDAV  DS   1                 ; nonzero if data available at keyboard
3502 KADR  DS   1                 ; keyboard address of the last key pressed
```

```
FE3B
FE3C
FE3C
FE3C
FE3C
FE3C
FE3C
FE3C
FE3C
FE3D
FE3E
FE3E
FE3F
FE40
FE40
FE70
FE70
FE71
FE72
FE72
FE73
FE73
FE73
FE73
FE73
FE73
FE73
FE73
FE74
FE75
FE75
FE76
FE77
FE78
FE78
FE79
FE7A
FE7B
FE7B
FE7C
FE7D
FE7E
FE7E
FE7F
FE7F
FE80
FE80
FE80
FE80
FE80
FE80
FE80
FEB0
FEB0
FEB2
FEB4
FEB6
FEB8
FEB8
FEB8
FEB8
```

```
3503 RTIME DS    1              ; repeat timer for keyboard repeat
3504
3505 ;
3506 ; Cassette routine data storage
3507 ;
3508
3509 CDATA EQU   $
3510
3511 CXBC  DS    1              ; Cassette Xmit Bit Counter
3512 CRBC  DS    1              ; Cassette Recv Bit Counter
3513
3514 CXBR  DS    1              ; Cassette Xmit Buffer Register
3515 CXSR  DS    1              ; Cassette Xmit Shift Register
3516
3517       ORG   0FE70H
3518
3519 CRBR  DS    1              ; Cassette Recv Buffer Register
3520 CRSR  DS    1              ; Cassette Recv Shift Register
3521
3522 CFLGS DS    1              ; cassette flags
3523 ;
3524 ;
3525 ; Serial routine data storage
3526 ;
3527
3528 SDATA EQU   $              ; serial data storage
3529
3530 CSRFF DS    1              ; constant serial fudge factor
3531 SRFF  DS    1              ; serial fudge factor per timer interrupt
3532
3533 SIC   DS    1              ; serial interval count ( 300 baud = 13, 1200 = 3)
3534 XIC   DS    1              ; transmiter interval counter
3535 RIC   DS    1              ; receiver interval counter
3536
3537 RBR   DS    1              ; serial receive buffer register
3538 RSR   DS    1              ; serial receiver shift register
3539 RBC   DS    1              ; receiver bit count
3540
3541 XBR   DS    1              ; serial transmit buffer register
3542 XSR   DS    1              ; serial transmiter shift register
3543 XBC   DS    1              ; transmiter bit count
3544
3545 SFLGS DS    1              ; serial flags ( XRDE, XSRE, RSRE, RBRL, RLSB)
3546
3547 SMASK DS    1              ; current value of the status port
3548 ;
3549 ;
3550 ; Video routine register storage
3551 ;
3552
3553       ORG   0FEB0H
3554
3555 VBC   DS    2              ; reg bc storage for video routines
3556 VDE   DS    2              ;  "  de    "      "    "      "
3557 VHL   DS    2              ;  "  hl    "      "    "      "
3558 VIX   DS    2              ;  "  ix    "      "    "      "
3559
3560 ;
3561 ; Stack pointer of monitor before call to PUTCHAR
3562
```

```
FEB8                3563 MSP    DS    2             ; the monitors stack pointer
FEBA                3564
FEBA                3565 ISAV1  DS    2             ; 16 bit save register for interrupt routines
FEBC                3566
FEBC                3567 ;
FEBC                3568 ; Old values of interrupt levels 1 and 2
FEBC                3569 ;
FEBC                3570
FEBC                3571 OIV1   DS    2             ; old int vector 1 value
FEBE                3572 OIV2   DS    2             ; old int vector 2 value
FEC0                3573
FEC0                3574        ORG   0FEF0H
FEF0                3575
FEF0                3576 AUXMASK DS   1             ; mask for the auxillary port
FEF1                3577
FEF1                3578 ; Cassette file header
FEF1                3579
FEF1                3580 CNAME  DS    6
FEF7                3581        DS    1
FEF8                3582 CSADDR DS    2
FEFA                3583 CCOUNT DS    2
FEFC                3584 CSPARE DS    2
FEFE                3585
FEFE                3586 CSP    DS    2             ; cassette routine stack pointer
FF00                3587
FF00                3588        ORG   0FF30H
FF30                3589
FF30                3590        DS    16
FF40                3591 CSTACK EQU   $             ; the cassette stack
FF40                3592
FF40                3593        ORG   0FF70H
FF70                3594 ;
FF70                3595 ;
FF70                3596 ; Auxillary stack
FF70                3597 ;
FF70                3598
FF70                3599        DS    16
FF80                3600 ASTACK EQU   $
FF80                3601
FF80                3602        ORG   0FFB0H
FFB0                3603
FFB0                3604 ;
FFB0                3605 ; Stack used by monitor
FFB0                3606 ;
FFB0                3607
FFB0                3608        DS    16
FFC0                3609 MSTACK EQU   $
FFC0                3610
FFC0                3611        ORG   0FFF0H
FFF0                3612
FFF0                3613 ;
FFF0                3614 ; Mode 2 interrupt vectors
FFF0                3615 ;
FFF0                3616
FFF0                3617 INTV0  DS    2             ; vector address for level 0 interrupt
FFF2                3618 INTV1  DS    2             ;   "       "       "   "   1     "
FFF4                3619 INTV2  DS    2             ;   "       "       "   "   2     "
FFF6                3620 INTV3  DS    2             ;   "       "       "   "   3     "
FFF8                3621 INTV4  DS    2             ;   "       "       "   "   4     "
FFFA                3622 INTV5  DS    2             ;   "       "       "   "   5     "
```

```
FFFC                3623 INTV6 DS    2       ;  "     "     "     "   6   "
FFFE                3624 INTV7 DS    2       ;  "     "     "     "   7   "
0000                3625 ;
```