

MicroByte

Software for the 2650

SBCOS

SBCOS

Monitor and Cassette Operating System
for the SBC-2560 Single Board Computer

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Chapter 1

DESCRIPTION

1.1 MONITOR

SBCOS contains both BINBUG v6 and v7. These are monitor programs for the 2650 intended for use with the SBC-2650 single board computer. The BINBUG v6 section supports a memory mapped Video Display Unit as the terminal display device, while BINBUG v7 is designed for serial output via the FLAG pin of the 2650. Either monitor can accept keyboard input serially through the SENSE pin, or in parallel through the AM2520 keyboard port. Both monitors utilise the MicroByte ACOS cassette operating system for mass storage and contain commands to branch to the MicroByte or VHS Disc Operating Systems.

To ensure compatibility with programs which access the monitor directly, all major user accessible routines have the same entry addresses as those in PIPBUG.

All PIPBUG commands are supported:

A	Access and Alter memory
B	Set Breakpoint
C	Clear Breakpoint
D	Dump memory to tape
G	Goto program and execute
L	Load from tape into memory
S	Set and display registers

Commands to enter MicroDOS or the VHS DOS at 6800 are also provided:

K	Cold start DOS
W	Warm start DOS

The set of monitor commands may be extended by the user through a vector contained in read/write memory.

The Breakpoint function has been enhanced. It now displays the contents of all registers, as well as the breakpoint address each time a breakpoint is executed. Only one breakpoint is supported by the monitors in SBCOS.

The Load and Dump commands communicate with the ACOS cassette operating system routines which are located at 6000 in EPROM. ACOS allows the recording on tape of named files at high speed with

exceptional reliability.

Both BINBUG v6 and BINBUG v7 can accept keyboard input from either a serial keyboard through the sense pin or from a parallel keyboard through the parallel keyboard port.

BINBUG v6 contains a set of VDU driver routines which output characters to a memory mapped display such as the DG640. The display may be operated in Scrolling, Paged or Mixed mode. Scrolling of the graphics bits may be inhibited to increase the speed of writing to the display.

BINBUG v7 contains a flexible serial output routine which can operate at a variety of speeds, provide one or two stop bits, and variable fill after carriage return and linefeed characters.

Monitor output may be directed to another output routine by changing a vector in read/write memory.

1.2 CASSETTE OPERATING SYSTEM

ACOS is an acronym for 'Audio Cassette Operating System'. ACOS provides a convenient and efficient means for storing onto, and retrieving from cassette tape, named files at high speed. The data transfer achieved by ACOS requires about 1.5 seconds per block of 256 bytes, or 6 seconds per K. Motor control for two cassette recorders is also provided.

The main routines for ACOS are contained in EPROM addressed at 6000. BINBUG v6 and BINBUG v7 include the ACOS commands as part of the monitor command set and contain routines to transfer data between the ACOS buffer and memory. ACOS commands may be written into user programs, because the ACOS program is written as a series of user accessible subroutines.

Files are broken up into 256 byte data blocks and excellent reliability is assured by the 16 bit cyclic redundancy check performed on each block when writing and reading files. The CRC, filename and other pertinent information is included in a postamble block which follows the data block.

Each block of data is transferred into a buffer area, both when loading and dumping, to allow the CRC to be calculated and to ensure that only error free blocks are transferred to main memory. ACOS will display a variety of prompts while loading a file to inform you of the progress of the load.

Utility programs are provided to dump and load 110 Baud PIPBUG ASCII format tapes, and 300 Baud BINBUG Binary format tapes using the ACOS hardware. Programs are also supplied to CATALOG and COPY ACOS tapes, to load ACOS object tapes at an offset address and to load BASIC source programs using ACOS hardware.

Chapter 2

SYSTEM REQUIREMENTS

- o SBC-2650 Single Board computer or equivalent, with a 2560 CPU operating at a clock speed of 1MHz or 2MHz and modified to address two 2716 EPROMs, one containing BINBUG in EPROM socket A (0000 - 03FF) and the other containing ACOS in EPROM socket B (6000 - 63FF). Details of the modifications required are contained in the appendices. These modifications will not be required if an EPROM board is available which can contain the ACOS EPROM.
- o An 8255 or 2655 PPI addressed at extended port 30 - 33. Only port C is actually used by SBCOS.
- o Initialisation switches connected to Bits 4, 5, and 6 of the 8255 port C to establish parallel/serial keyboard and communication baud rate.
- o Exclusive use of read/write memory between 0400 - 055F for monitor scratch and ACOS buffer.
- o Serial ASCII keyboard with an output data rate the same as the serial output routine and which is input through the SENSE pin,

OR

Parallel output keyboard which is input through the AM2520 keyboard port addressed at 35 (status) and 36 (data).
- o Memory mapped VDU addressed at 7800 - 7FFF in memory space with a format of 16 line x 64 characters per line. e.g. DG640,

OR

Serial VDU operating at a speed of 300 Baud. Various additional speeds are available depending on clock speed.
- o ACOS cassette operating system hardware connected to port C of the on board PPI, bits 0, 1, 2 and 7.

Optional:
- o MicroByte or VHS Disc Operating System.

Chapter 3

MONITOR COMMANDS

The general format for all MONITOR commands is

Command [hex] [hex] [hex]<cr or lf>

where

hex is a hexadecimal number between 0 and 7FFF and is either an address or the number of a register.
cr is a Carriage return
lf is a Linefeed,
< > implies that the component is essential, and
[] implies the component is optional.

Hexadecimal numbers are separated from each other by a space.

3.1 ACCESS AND ALTER MEMORY

A <address><cr or lf>

This command allows a specified memory location to be examined and, if in read/write memory, altered.

A <address><cr or lf>

will display the address in memory and its contents in the following format:

```
aaaa xx
```

where aaaa is the address in memory and xx is the contents. To alter the contents of this memory location, enter the hexadecimal value which is to replace the present contents, followed by <cr> or <lf>.

<cr> will exit to the monitor command level.

<lf> will cause the following address and its contents to be displayed.

If no change is to be made, type <lf> to display the next address, or <cr> to exit to the monitor command level.

3.2 SET BREAKPOINT

B <address><cr or lf>

Setting a breakpoint in a program allows the execution of that program to be stopped at a specific instruction and the state of the 2650's registers saved for later inspection.

The Breakpoint function replaces two bytes of code at the breakpoint address specified with a ZBRR indirect instruction which branches to the breakpoint handling code in the monitor. Because of this implementation, a Breakpoint may only be set in read write memory. When the Breakpoint is executed, the two bytes which have been replaced by the ZBRR instruction will be restored, and the address of the breakpoint and the contents of all the registers printed.

B 450<cr or lf>

will set a Breakpoint at 0450 by replacing the two program bytes at 0450 and 0451 by 9B 9B (ZBSR *1B). When the breakpoint instruction at 0450 is executed, the original contents of memory will be restored and the register states displayed in the following format:

ADDRESS	RO	R1	R2	R3	R1	R2	R3	PSU	PSL
		----lower---			----upper---				

Caution:

1. Since a breakpoint vector replaces TWO bytes of code, generally it is not possible to install a breakpoint at the address of a subroutine return instruction. The exception to this rule occurs when the code immediately following the return instruction is NOT executed before the breakpoint. This restriction occurs because the second byte of the breakpoint vector modifies the first byte of the following instruction and would cause an unpredictable program branch if executed.
2. The breakpoint address specified must be the address of the first byte of an instruction, otherwise the breakpoint will not be executed correctly.
3. If a breakpoint is NOT executed, the breakpoint should be cleared using the 'C' command before another breakpoint is set, otherwise the modified bytes of the program will not be restored.

DE xxxx [filename] Dump with EXECUTE address.

Enter the execute address, xxxx, and the filename of the file to be dumped. ACOS will then prompt with a

D

and expects the upper and lower address limits of the program to be entered. These addresses should be in the same form as for the DT command with the start address first followed by the end address. The filename does not need to be re-entered.

If the DUMP TAPE command is terminated with a LINEFEED instead of a carriage return, ACOS will dump the specified area of memory to tape and then prompt again with another 'D'.

The addresses of another area of memory may be entered and will be dumped as a continuation of the original file. When loaded, the sections will be loaded into memory as one file. As many sections as required may be appended to the one file by terminating the command line with a linefeed. The last command line should be terminated with a carriage return. When dumping files with an execute address or when dumping a file composed of a number of blocks, the filename and the execute address only need to be specified in the first command. Subsequent command lines need only contain the addresses of the block to be dumped.

The motor of the DUMP recorder will be turned off after each block dumped. The COPY utility may be used to compact the file into one consisting of continuous blocks.

Note: ACOS uses the area of memory between 0440 and 055F for scratch and its block buffer. For this reason it is NOT possible to LOAD or DUMP programs which reside in this area of memory. You are encouraged to adopt our programming standard, which defines the area of memory below 0800 as a scratch area, and to write all your programs commencing at address 0800 or higher. MicroByte products will adhere to this standard in the future.

3.5 GOTO ADDRESS AND EXECUTE PROGRAM

G <address><cr or lf>

This command will cause control to be passed to a program in memory at the address specified. All registers are preset to the state displayed by the 'S' command. If a breakpoint has been executed, the registers will be restored to the contents they had immediately prior to the breakpoint. The registers are all set to zero when the computer is reset.

3.6 COLD START MicroDOS or VHS DOS (if installed)

K<cr or lf>

A test is performed to determine if the Disk Operating System program is present at 6800 and if it is, control is passed to the cold start entry point.

3.7 LOAD ACOS FORMAT TAPE

L <qualifier> [parameters]<cr or lf>

Load an ACOS format object tape.

LN LOAD recorder ON.

Switch on the motor of the load recorder to enable the tape to be rewound etc.

LF LOAD recorder OFF

Switch off the motor of the load recorder.

LT [filename] LOAD TAPE

LOAD from tape the file with the specified filename. If no filename is specified, the first object file encountered on the tape will be loaded. During loading the following characters will be displayed on the terminal.

An error free block has been read, but the filename does not correspond to the filename specified.

^ An error free block has been read, but the file is not of the appropriate TYPE. For example, this symbol will be displayed if an attempt is made to load a source code or data file using the monitor LOAD commands. Only OBJECT type files may be loaded using the monitor LOAD commands.

? A CRC error has been detected in the last block read.

When the correct filename has been found, one of the following characters will be displayed:

nn This is the hexadecimal number of the last error free block loaded.

S The block read had the correct filename but the first block of the file has been missed.

M An error was detected in a block in the middle of the file.

L The last block of the file has been missed.

A question mark will be displayed on the terminal at the conclusion of the load if an error has been detected during the loading process. If no errors have been detected, the monitor prompt will be displayed.

LE [filename] LOAD and EXECUTE

This command will LOAD the specified file into memory in the same way as the LT command. If no filename is specified, the first object file encountered on the tape will be loaded. If no errors occurred during loading and the file was dumped with an execute address, the program will commence execution. If no execution address was recorded, or if an error was detected during loading, control will be passed to the monitor.

LL [filename] LOAD LEADER

This command reads blocks from a file and displays the same messages as the LT command, however the data blocks will not be transferred into memory. The LL command will also ignore the file type and allow any type of file to be checked. It may be used to:

- o Find the last file on a tape to allow another file to be dumped immediately following it, or to
- o Verify that a newly recorded tape file may be read without error.

3.8 DISPLAY AND SET REGISTER CONTENTS

S <register number><cr or lf>

Allows the state of each register at the time of the last breakpoint to be examined, either singly or collectively. The state of each register may be set to a particular value before continuing execution of the program.

S n<cr or lf>

will display the value which register n contained at the last breakpoint. Typing in a valid hexadecimal value will alter the value to which register n will be restored when execution of the program is resumed using the 'G' command.

<cr> will return to the monitor command level,
<lf> will display the next sequential register.

	Lower		Upper
S0	0		
S1	1	S4	1
S2	2	S5	2
S3	3	S6	3
S7	PSU	S8	PSL

SA displays ALL registers on a single line.

3.9 WARM START MicroDOS or VHS DOS (if installed)

W<cr or lf>

If Disk Operating System is present at 6800, this command will perform a 'warm' start by branching indirectly through the ACON at 6803 to the DOS re-entry address.

Chapter 4

EXTENDING THE COMMAND SET

Additional commands may be added to BINBUG by extending the command chain.

The ADDRESS CONSTANT (ACON) named COMD (0431-2), normally points to EBUG (001D), the monitor error re-entry address. This ACON can be altered by the user to point to further command decoding. The extended command decoding should terminate by branching to EBUG (001D) if the command is not found. RO contains the first letter of the command and each of the extended command routines should exit to MBUG (0022).

If the computer is reset, or the monitor entered at 0000, COMD will be reset to include only the monitor commands.

Chapter 5

EXTERNAL CHARACTER OUTPUT

All output from the monitor which is to be displayed on the terminal, and output from most user programs, will branch to the subroutine COUT (02B4). This subroutine normally will call either the memory mapped VDU driver routine (v6) or the serial output routine (v7), to output the character to the terminal display.

However, it is often desirable to be able to direct the output from the monitor to another device, for example, a printer.

5.1 EXTERNAL OUTPUT VECTOR

If the ADDRESS CONSTANT named EOUT (043B-C) is altered to point to the location of a subroutine which will output a character to the printer, output may then be switched between the terminal and the printer by switching OP (0409). If OP contains 00, characters will be output through the standard terminal driver, but if OP is non-zero, output will be directed to the external character output routine, indirectly via EOUT.

5.2 REQUIREMENTS OF EXTERNAL OUTPUT SUBROUTINE

The alternate output subroutine must emulate the normal COUT subroutine in all ways if compatibility is to be maintained.

Specifically, any alternate output routine must:

- o Nest subroutines three or fewer levels.
- o Return with the lower register bank selected.
- o Preserve the contents of R1, R2, and R3.
- o Not alter the status of the LCOM bit in PSL.
- o Not return with the WC bit of the PSL set.

Chapter 6

MEMORY MAPPED VDU DRIVER

BINBUG v6 contains a video display driver for the DG640 Video Display Unit. The DG640 VDU is a 16 line by 64 character display which supports lower case characters, inverted video, graphics and hardware flashing. To operate with BINBUG v6, the DG640 must occupy the 2K of memory space located at 7800 - 7FFF, at the top of the address space of the 2650. BINBUG v6 is selected by connecting A10 of the BINBUG EPROM (IC16-19) to OV.

6.1 CONTROL CHARACTERS

The video display driver will display on the VDU, all 96 printable ASCII characters, and will decode the following control characters.

Carriage return	CR	OD CTRL/M	Position to left of current line.
Linefeed	LF	OA CTRL/J	Advance to next line (depends on mode - see section 6.3)
Backspace	BS	O8 CTRL/H	Back one position in same line (non - destructive)
Formfeed	FF	OC CTRL/L	Clear screen and enter paging mode.
Horizontal Tab	HT	O9 CTRL/I	Advance to next TAB position. Tabs are set at columns 9, 17, 25...
		OE CTRL/N	Clear screen but do not change mode.
ESCAPE	ESC	1B CTRL/[If in Paging mode then return to scrolling mode (see section 6.3)

All other control characters will be ignored.

6.2 CURSOR

The current position of the cursor is indicated by the character under the cursor being displayed in inverted video. Each call to the video driver with a printing character will cause that character to be written to the display at the current cursor position and the cursor to advance to the next position on the display.

6.3 SCROLLING AND PAGING MODES

The video driver permits output in either scrolling or paging mode but will always commence in scrolling mode after the computer has been reset. Paging mode may be entered at any time by sending an ASCII Formfeed (OC) to the video driver. The formfeed character will also clear the screen. Paging mode may also be selected by setting bit 7 of 0433.

In scrolling mode, writing will proceed down the screen until the screen is full. Then each linefeed will cause the screen to scroll up one line and the bottom line of the display will be cleared.

In paging mode, writing will proceed down the screen until the bottom is reached. The cursor will then disappear from the screen and the display will be 'frozen' until a character is entered at the keyboard. The action taken will depend upon the character entered.

ESCAPE	Return the display to the scrolling mode.
RETURN	Scroll the display up one line, but remain in the paging mode.
Any other	Clear the screen and display the next page of output on the screen.

6.4 FAST SCROLLING

When in the scrolling mode, the VDU driver will normally scroll the graphics and flashing bits (7C00 - 7FFF) as well as the character bytes (7800 - 7BFF) of the DG640. A 'fast scroll' mode is available by setting bit 4 of SCRF (0433). If this bit is set, only the display memory between 7800 - 7BFF will be scrolled, and not the graphics and flashing bits. Selecting the 'fast scroll' mode will double the scrolling rate and minimise flashing of the display during scrolling.

6.5 PARTIAL SCROLLING

Sometimes it is desirable to scroll only part of the screen. The video driver routine has provision to limit the scrolling to the bottom section of the screen. Setting bits 0 - 3 of SCRF (0433) to a value between 00 - 0F will prevent the top 0 - 15 lines of the display from being scrolled. This feature may be used in conjunction with the fast scroll mode, if desired. For example, if SCRF is set to H'15', the top five lines of the display will remain static - only the bottom eleven lines will be scrolled. None of the graphics bits will be scrolled.

Bit 7 of SCRF is set when the display is being written in the paging mode. Selection of the paging mode will override any of the scrolling options which are selected. Any pre-existing scrolling options will be restored when the scrolling mode is reselected.

SCROLL FLAG SCRF 0433

Bit	Description
7	1 = page mode, 0 = scroll mode
6	x
5	x
4	1 = fast scroll, 0 = normal scroll
3	n Number of unscrolled lines at the top of screen.
2	n
1	n
0	n

Chapter 7

SERIAL OUTPUT ROUTINE

BINBUG v7 is designed for use with a video display terminal using a serial communications link and serial output is provided through the FLAG terminal. Software timing loops are used to generate the serial output, so the accuracy of the communication rate depends mainly on the accuracy of the microprocessor's clock. BINBUG v7 is selected by connecting A10 of the BINBUG EPROM (IC16-19) to +5V.

7.1 SETTING THE SPEED

Unlike PIPBUG, the serial output Baud rate is not fixed at 110 baud but may be one of a number of standard data communications rates.

The speed of the serial output routine is determined by the state of bits 4 and 5 of extended port 33 when the computer is reset or the monitor is entered at 0000.

Bit			Speed		Delay constants		Fill
6	5	4	1MHz	2MHz	DLY1 (042D)	DLY2 (042E)	
x	0	0	150	300	DD	DA	2
x	0	1	300	600	6E	6B	2
-	-	-	600	1200	36	34	-
x	1	0	1200	2400	1A	18	4
x	1	1	2400	4800	0C	0A	4

The monitor scratch locations 042D and 042E contain the constants which are used to determine the baud rate and these locations are loaded with an appropriate value on initialisation. Non-standard baud rates may be selected by storing different constants in these locations. This MUST be performed from within a program (unless the parallel keyboard port is used for input) and cannot be done using the 'A' command, since the monitor will cease to recognise the characters typed at the keyboard after the first constant has been altered and it will then be impossible to alter the second constant.

The following BASIC program will calculate the values of the constants and percentage error for a given Baud rate.

```
100 REM Program to calculate delay constants for BINBUG v5/6/7
110 F = 1E6 : REM 1 MHz
120 INPUT "Baud rate",R
130 D2 = ( (F/6) / R - 20 ) / 5
140 N2 = INT( D2 + .5 ) : REM round to nearest integer
150 D1 = ( (F/3) / R - 27 ) / 5 - N2
160 N1 = INT( D1 + .5 ) : REM round to nearest integer
165 REM Calculate actual rates and error percentages
170 S1 = (F/3) / ( 27 + 5*( N1 + N2 ) )
180 E1 = ( S1/R - 1 ) * 100
190 S2 = (F/3) / ( 28 + 5*( N1 + N2 ) )
200 E2 = ( S2/R - 1 ) * 100
210 PRINT R; " baud", "DLY1="; N1, "DLY2="; N2,
220 PRINT "Error"; E1; "% /"; E2; "%"
9999 END
```

7.2 FILL CHARACTERS

Most printer and many VDU type terminals require that a delay be provided after the Carriage Return or Linefeed characters to allow the printhead to move to left margin, the paper to feed up, or the display to scroll. Often this delay is accomplished by sending 'NULL' or other FILL characters which are ignored by the terminal, but waste sufficient time to ensure that no data is lost.

BINBUG v7 allows a delay to be inserted after either a Carriage Return or a Linefeed or after both of these characters. The delay may be equivalent to a delay of between one and thirty one fill characters. The contents of memory location 0433 (OUTF) controls this delay and also the number of stop bits appended to each character.

PADDING FLAG OUTF 0433

Bit	Effect
7	0 = 2 stop bits, 1 = 1 stop bits
6	1 = delay after Carriage Return
5	1 = delay after Linefeed
0 - 4	Number of character times of delay

The default number of character times of delay added after the Carriage Return and after the Linefeed is variable and is designed to maintain the delay added approximately constant at all communication rates.

The delay may be disabled by making bits 5 and 6 of OUTF 0.

7.3 STOP BITS

Bit 7 controls the number of stop bits inserted on output characters. Bit 7 = 1 causes one stop bit to follow each character while Bit 7 = 0 yields two stop bits. Bit 7 only has effect for output. The input routine will correctly interpret characters with either one or two stop bits irrespective of the status of bit 7.

Chapter 8

KEYBOARD INPUT ROUTINES

Both BINBUG v6 and BINBUG v7 can accept characters either from a serial keyboard connected to the SENSE pin or from a parallel keyboard connected to the SBC-2650 parallel keyboard input port, an AM2520, addressed at extended port 35,36.

The user accessible subroutine CHIN (0286) in SBCOS will input characters serially via the SENSE pin if bit 6 of port C of the on board PPI is HIGH and via the parallel keyboard port if bit 6 is LOW.

8.1 SERIAL KEYBOARD

Like PIPBUG, BINBUG v6 and BINBUG v7 can input serial data from a keyboard through the sense pin of the 2650. However unlike PIPBUG, the baud rate is not fixed at 110 baud but may be 300 Baud or another standard data communication rate. The other Baud rates which may be selected depends whether the CPU clock speed is 1MHz or 2MHz and whether BINBUG V6 or V7 is being used.

Bit	V6 (DG640)		V7 (Serial)	
6 5 4	1MHz	2MHz	1MHz	2MHz
0 0 0	150	300	150	300
0 0 1	300	600	300	600
0 1 0	1200	2400	1200	2400
0 1 1	N/A	N/A	2400	4800

BINBUG determines which speed to use for input (and output as well for BINBUG v7) by reading the status of bits 4 and 5 of port C of the on board PPI when the computer is reset or the monitor is entered at 0000.

The BINBUG monitors in SBCOS may only be used with a CPU clock rate of either 1MHz or 2MHz. They will not function correctly at 'odd' clock speeds.

The monitor scratch locations 042D and 042E contain the constants which are used to determine the baud rate and these locations are loaded with an appropriate value on initialisation. Non-standard baud rates may be selected by storing different constants in these locations. This MUST be performed from within a program and cannot be done using the 'A' command, since the monitor would cease to recognise the characters typed at the keyboard after the first constant was altered and it would then be impossible to alter the

second constant. Refer to section 7.1 for a table of delay constants.

8.2 PARALLEL KEYBOARD

A parallel keyboard may be connected to the AM2520 8 bit data latch on the SBC-2650. BINBUG expects to find this port addressed at extended port address 35 for the keyboard read latch and port 36 for the reset keyboard latch.

The AM2520 latches input data when it receives a positive going strobe pulse. While waiting for a key to be pressed, BINBUG continually reads the data port of the AM2520 until the contents of the data port are non-zero indicating that a character has been strobed in. After BINBUG has read the character input, it resets the data latch in the AM2520 to contain 00 by writing to port 36. No meaningful data is written to port 36. The action of writing to this port address is sufficient to reset the data latch. Because the data latch must contain a non-zero character for BINBUG to read its contents, the NULL character (00) cannot be entered using the monitor character input routine.

8.2 BREAK KEY

Many MicroByte programs poll the SENSE pin of the 2650 to detect a keyboard 'break' to indicate the program should be interrupted. To allow this feature to continue to function when using a parallel input keyboard, the BREAK key should be connected to the SENSE pin of the 2650. Provision is made on the SBC-2650 board to make this connection by means of straps, however the circuit diagram as published in ETI (December 1981) does not correctly describe the actual connections on the printed circuit board.

To enable BREAK from a parallel input keyboard, cut the etch link between 1 and 2 on pads W2a. This is the unlabeled strapping field immediately above W2. Connect pad 2 to 3 in the same field. This change disconnects the serial input from the SENSE pin and connects the BREAK key from the parallel keyboard to it instead.

Chapter 9

CASSETTE OPERATING SYSTEM

SBCOS requires the ACOS interface hardware to be connected to bits 0, 1, 2 and 7 of the PPI port C (extended port 33) A circuit design of the ACOS interface is included in section 9.2.

This section of the manual contains details about how ACOS works and information about how to setup ACOS. Details of the modifications required to the SBC-2650 board to install SBCOS are included in the appendices.

9.1 ACOS DATA ENCODING AND CONTROL

9.1.1 DATA FORMAT

The data recorded on tape is Frequency Modulated. Only a single cycle of tone is used for each 'unit' of code. A 'unit' of code consists of two bits of data. The data is encoded into four major frequencies, and each cycle of tone represents two bits or one 'nybble' of data. A BYTE of data consists of a start unit '00', four two bit data nybbles and a stop unit '11'. All the tones are generated and decoded by software.

9.1.2 ERROR CHECKING

Error checking is performed by calculating a 16 bit CRC for the contents of the buffer. If a file is being dumped, the CRC is recorded on the tape as part of the postamble block. When the tape is subsequently reloaded, the recorded CRC is compared to the calculated CRC. If the two CRC's fail to match, then a read error has occurred. A sequential block number is also included in the postamble. When loading, ACOS will detect an error if the numbers of the blocks read from tape are not sequential.

9.1.3 FILE FORMAT

A file to be recorded on tape is split up into 256 byte blocks of data. Appended to each block is an eighteen byte postamble.

The structure of one block of a file is:

- o Interfile gap '11' tone, approximately 2 seconds
- o Synchronising bytes, 8 x H'FF'
- o Start of Block Sync. Bytes, 2 x H'33'
- o 256 bytes of raw data.
- o Postamble, 18 bytes
- o Inter-record gap, approximately 0.5 seconds.

9.1.4 POSTAMBLE (044E - 045F)

byte	address	function
1 - 2	045E - 045F	Execute address
3	045D	File identification
4	045C	Number of data bytes in block
5 - 6	045A - 045B	Store address of first byte
7 - 14	0452 - 0459	Filename (backwards)
15	0451	Unassigned
16	0450	Block number in file
17 - 18	044E - 044F	16 bit CRC word

9.1.5 FILE IDENTIFICATION BYTE (0447)

A calling program may specify the TYPE of a file by loading a file type code into TYPE (0447). Only the four most significant bits are used for the file type.

The following file types have been defined:

0X	Object file, ie. Executable program machine code.
1X to 7X	Data file
8X	BASIC source file
9X	Assembler source file
AX	Text file
BX to FX	Unassigned Text type files

9.1.6 TAPE CONTROL BYTE (0446)

LTIP (0446) is used for a variety of control functions.

Bit 0	Dump tone output.
Bit 1	Dump machine ON if set.
Bit 2	Load machine ON if set.
Bit 3	Not used
Bit 4	Not used
Bit 5	If set, ACOS will disregard any errors encountered during loading, and will transfer the data from the buffer to memory despite the errors. This function is disabled during the loading of object type files. A block of an object file which results in a CRC error will NOT be transferred to memory even if Bit 5 of LTIP is set.

- Bit 6 If set, the output of block numbers during the load process will be inhibited. Instead an asterisk will be output for each error free block with the correct filename, which is loaded by ACOS.
- Bit 7 If set, this bit will prevent ACOS from transferring the blocks of data from the buffer into memory.

9.2 TAPE HYGIENE

The meticulous care of cassettes is extremely important when using a cassette system which records data at a speed in excess of 3000 Baud, since very little disturbance to the tape is required to 'drop a bit'. The word 'hygiene' has been used to emphasise this point.

110 and 300 Baud Cassette systems are not particularly critical with regard to tape handling. Tapes recorded by ACOS are sensitive to particles of dust and spots of finger oil on the tape, because these will cause drop-outs which will in turn cause read errors. However, if the following suggestions are adhered to ACOS will be a thoroughly reliable cassette system.

- o NEVER remove a cassette from the recorder, or even press the eject button, unless the cassette is fully rewound. It is probably not worth risking the loss of valuable data by attempting to record ACOS files on a tape which has been previously mistreated in this way.
- o Regularly clean the heads of the cassette recorders with a cotton bud and alcohol.
- o Use good quality cassettes. In particular, avoid using cassettes on which the oxide is loose. This will cause a gradual buildup of oxide which will foul the heads and cause read errors. Many cheap cassettes suffer from this problem of loose oxide, and many also contain excessive dropouts. Generally speaking, the 'low noise' category of cassette is sufficient and the use of 'ultra-dynamic' cassettes represents overkill.
- o Periodically de-magnetise the heads of the cassette recorder.

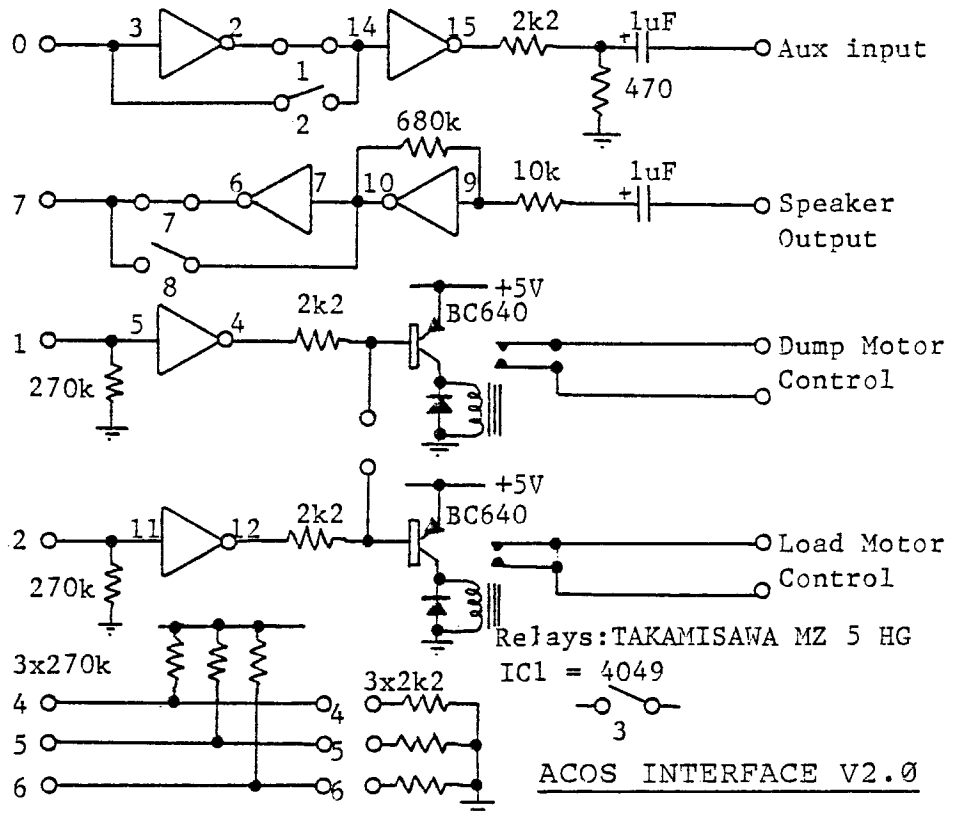
9.3 ACOS INTERFACE

9.3.1 PORT ALLOCATION TABLE

	Dump Machine	Load Machine
Audio	Port 32 bit 0.	Port 32 bit 7.
Motor	Port 32 bit 1.	Port 32 bit 2.

9.3.2 ACOS INTERFACE CIRCUIT DIAGRAM

The following diagram is the recommended hardware configuration when using two cassette recorders. ACOS may also be used with only one cassette recorder by connecting the motor control lines in parallel.



Chapter 10

ACOS UTILITY PROGRAMS

Six utility programs are provided with SBCOS. These programs can:

- o LOAD and DUMP files in other cassette formats using the ACOS hardware,
- o Catalog the files on an ACOS tape,
- o Copy files from one ACOS tape to another,
- o Load ACOS files at an displaced address, and
- o Load the 300 Baud program tapes produced by the BINBUG 3.6 version of MicroByte BASIC.

10.1 KANSAS CITY STANDARD LOADER/DUMPER PROGRAMS.

LD110 110 Baud PIPBUG ASCII format load-dump utility. (0800)
 and (2000)
LD300 300 Baud BINBUG Binary format load-dump utility.
 (0800) and (2000)

Both programs use the ACOS hardware to load and dump cassettes which are recorded in the Kansas City standard. The 1200/2400 Hz tones are generated by software and no additional cassette interface is required. Each load / dump utility is supplied as two versions which are located at different addresses in memory. The first version of each utility begins at memory location 0800 and is suffixed 'L', while the alternate versions all begin at 2000 and have their filename suffixed 'H'.

10.1.1 USING THE PROGRAMS

On entry to the utility the header line and an option prompt are printed. The command set is tabulated below and is identical for both the load / dump utility programs.

L	Switch on the LOAD recorder and LOAD into memory the first valid file found. The file will NOT auto-execute at the conclusion of loading.
Loooo	Load into memory the first valid object file found at the address specified. If no address is specified or 0000 is entered, the file will be loaded at the address recorded on the tape.
Dnnnn mmmm xxxx	Switch on the DUMP machine and dump to tape the contents of memory from nnnn to mmmm with an execute address of xxxx.
H	Output a 10 second HEADER of 3300 Hz tone on the DUMP machine.
E	EXIT to the monitor.

10.2 CAT (0800)

This utility will read a previously recorded ACOS format tape and list a CATALOG of the files contained on it. If the file is an object file, the load address, end address and execute address will also be listed. An object file which consists of non-contiguous blocks, will have this indicated with an 'N' after the start address.

10.2.1 USING THE PROGRAM

- o Load CATALOG into memory.
- o Place the tape to be cataloged into the load machine.
- o Type G800 to execute the CATALOG program. CATALOG will print its header line and then prompt:

PRINTER <N> ?

A response of 'Y' will cause the output to be directed to a printer as well as to the terminal. Any other response will cause the catalog to be listed on the terminal only.

- o CATALOG should be terminated by pressing the BREAK key, since the program has no way of determining when it has read the last file on the tape.

10.2.2 PRINTER OUTPUT

In order to use the printer option, the branches located at 0806, 0809 and 080C must be altered to point to printer handler routines. These routines should:

0806 Output the character in R0 to the printer.
0809 Initialise the printer.
080C Turn the printer off.

As supplied, the initialise (0809) printer output (0806) and terminate (080C) branches all point to a subroutine return instruction. If the printer used does not require initialisation or termination, the branches at 0809 and 080C should remain pointing to the return instruction.

VDU initialise (080F) and VDU terminate (0812), function with a memory mapped VDU to clear the screen, and prevent scrolling of the top line of the screen. Currently the first byte of each branch is a RETC,UN (17). To enable memory mapped VDU initialisation, alter 080F and 0812 from 17 to 1F.

You may try this utility by inserting the utilities cassette in the LOAD machine and typing 'LE CAT'.

10.3 COPY (0800)

This program will automatically copy all the files on one tape to another. This is achieved by loading each file into memory and then dumping the file in precisely the same format as it was loaded. Details of the files being copied are displayed as the copying proceeds. If an error is detected while loading, the copy procedure will be terminated. Copy requires that two cassette recorders be connected, a LOAD machine and a DUMP machine.

10.3.1 MEMORY REQUIREMENTS

Sufficient RAM must be available to contain the longest file in memory in its entirety. In practice, since the postamble blocks are also stored in memory, about 7% more memory is required than the actual length of the loaded file.

10.3.2 USING THE PROGRAM

- o Load COPY into memory.
- o Place the tape to be copied in the load machine.
- o Place a blank tape in the dump machine.
- o Type G800 to execute the COPY program.

Similar headings to those used by the CATALOG utility will be displayed and a ten second header will be output to the DUMP machine. The load machine will be turned on and the first file will be loaded into a buffer area of memory.

The file is stored in memory as a mirror image of the data on the tape, including the postamble. When the file has been completely loaded, the filename and its details will be displayed as a catalog entry and a duplicate of the file will be output to the dump machine.

This process will repeat until copying is terminated by a BREAK from the keyboard during the loading of a file, the computer is reset, or an error is detected during loading. COPY has no way of determining when it has reached the last file on the tape, so it relies on the user to terminate the COPY process.

10.3.4 MEMORY MAPPED VDU INITIALISE.

To enable memory mapped VDU initialisation, which prevents scrolling of the top line of the screen, alter 080F and 0812 from 17 to 1F.

10.3.5 ERRORS.

If the tape copying process is stopped by a read error, the copy may be continued without generating a header by entering the utility at 0803, however the file which generated the error will not be copied. A memory error, or insufficient memory will also terminate the copying process.

10.4 OFFLOAD (0800) and (2000)

OFFLOAD is an ACOS utility program which will load an ACOS object or source file and store it in memory at an address different from the location in memory from which it was originally dumped. This facility can be useful for loading an object file into an EPROM programming buffer. No 'relocation' is performed on the contents of an object file when it is loaded. The file will be transferred to memory precisely as it is recorded on the tape.

10.4.1 USING THE PROGRAM

- o Load OFFLOAD into memory with the command `LT OFFLOADL` and type `G800` to execute the program (the low memory version).
- o The program's header line will be printed.

```
MicroByte ACOS offset loader v 2.1
Load address [File name] ?
```

- o Enter the address in memory at which the file is to be loaded. The name of the file to be loaded may be included as well but if is omitted, OFFLOAD will load the first file it encounters.

For example:

```
*LT OFFLOADL
0102
*G800
MicroByte ACOS offset loader v 2.1
Load address [File name] ? 2800 TESTFIL
010203
*
```

Alternatively, the load address and/or filename can be included in the command line. e.g.

```
*G800 3000 COPY
```

- o OFFLOAD will always return to the monitor at the conclusion of loading a file since, in general, the loaded file will not be executable at its offset location.

Note: Attempting to auto-execute OFFLOAD with the `LE <filename>` command will cause the program to exit to the monitor in error.

10.5 SRCLOAD (0600)

This program will load the specially formatted source file produced by the BINBUG 3.6 version of BASIC. BASIC saves a program as an image of memory. The tape contains the ASCII characters which comprise the program preceded by an STX character (02) and terminated by an ETX character (03). The data is not broken into blocks and does not contain any checksum or address information. The end of the file is detected by encountering the end of text marker (03). Most inconvenient of all, the tapes produced by BINBUG 3.6 BASIC can only be loaded by that same version of BASIC. The BINBUG 3.6 monitor cannot load them into memory.

These circumstances make it very tedious to convert programs saved under BINBUG 3.6 BASIC into ACOS format tapes. It involves configuring the BINBUG 3.6 monitor and tape hardware, loading BINBUG 3.6 BASIC, using this program to load the BASIC program, changing to the ACOS monitor and tape hardware, loading ACOS BASIC and then using BASIC to save the new file. An almost impossible task!

SRCLOAD eases the pain of this procedure considerably. It resides in memory at 0600, and will read BINBUG 3.6 BASIC program format tapes into memory at 2000 using the ACOS hardware.

To convert a BASIC program from BINBUG 3.6 to ACOS

- o Load ACOS BASIC into memory.
- o Load SRCLOAD into memory and execute the program by typing G600.
- o Use SRCLOAD to load a BINBUG format BASIC program.
- o Execute ACOS BASIC. Open the OLD file in memory and SAVE it to ACOS format tape. Running BASIC will destroy SRCLOAD so it will be necessary to go back to the second step and reload SRCLOAD to convert the next file.

Chapter 11

MONITOR COMPATABILITY WITH PIPBUG

To ensure that previously written programs which make subroutine calls to the PIPBUG monitor will still function correctly with BINBUG, the following entry points and subroutine start addresses are the same.

0000		Cold start - initialise most of scratch RAM. and establish serial I/O rate and keyboard type.
001D	EBUG	Error return - Outputs '?'.
0022	MBUG	Normal re-entry to monitor.

11.1 USER ACCESSIBLE SUBROUTINES

005B	LINE	Input a line of characters into the 20 character buffer at 0413. DEL (7F) will delete the last character entered and backspace the cursor. Input is terminated by a <cr> or <lf>.
008A	CRLF	Output Carriage Return and Linefeed.
00A4	STRT	Store R1,R2 into TEMP (040D,040E).
0269	BOUT	Output R1 as two hexadecimal digits.
0286	CHIN	Input a character from the keyboard into R0.
02B4	COUT	Output R0 to the terminal or to an external device if OP (409) is not zero.
02DB	GNUM	Get the next hexadecimal number from the input buffer into R1, R2.

All these subroutines MAY be used by user programs, however considering that CRLF, STRT and BOUṪ are only a few bytes in length it is preferable to code these routines into a program rather than rely on their existence in the monitor.

On the contrary, the monitor calls CHIN and COUT should ALWAYS be used by programs for input and output to ensure that the program can be transported between computers which have different means of getting characters from the terminal and outputting characters to

the display.

LINE and GNUM are very useful routines and their use by a small user program can often be justified to save memory. However, LINE suffers the limitation that its input buffer is only 20 characters in length, and GNUM exits to the monitor, rather than back to the calling program, if it encounters a non-hexadecimal character. Any program which needed to input longer lines or recover from possible user errors could not use these monitor subroutines.

11.2 MONITOR INDEPENDENCE OF PROGRAMS

It cannot be emphasised too strongly how important it is to write programs which are independent of the monitor being used. If you write your programs in such a way that the program is heavily dependent on routines contained in a particular monitor, then you will almost certainly guarantee that the program will not work on a computer which uses a different monitor. This is especially likely to be the case if calls are made to the monitor at non-standard entry points.

- o If monitor calls must be made from a program - I/O calls to CHIN and COUT are an example of two monitor calls made by almost every program - these calls should be made from the program through a single branch instruction or indirectly through a single Address Constant (ACON). If external calls are made this way, the program may be easily adapted for use with a different monitor, by altering a single branch to each monitor routine, rather than by changing many monitor references throughout the program.
- o Branching indirectly through monitor ACONs to access monitor subroutines, using a ZBRR * or ZBSR * instruction, is a poor practice, because no guarantee exists that these ACONs will exist at all, or be in the same position in another monitor. The one byte saved is not worth the difficulties encountered when attempting to alter the program to function with another monitor.

Chapter 12

MEMORY MAP

Monitor entry points.

0000	Monitor initialisation entry.
001D	Monitor error re-entry point.
0022	Monitor warm entry point.
005B	Input line subroutine.
008A	Output CR and LF.
00A4	Store R1, R2 in TEMP.
0269	Print R1 as two hexadecimal digits.
0286	Input character from keyboard into R0.
02B4	Output character in R0 to terminal.
02DB	Resolve hexadecimal number from line buffer into R1, R2.
03E7	Transfer data from memory to ACOS buffer.
03F3	Transfer data from ACOS buffer to memory.
03FF	Version number.

Monitor scratch RAM.

0400 - 0408	Storage for registers and PSW.
0409	Output switch
040A - 040C	Used by GOTO.
040D - 040E	TEMP, 16 bit address store.
040F - 0410	TEMQ, Second 16 bit address store.
0411	TEMR
0412	spare
0413 - 0426	BUFF Input buffer.
0427	BPTR Input buffer pointer.
0428	spare
0429	CNT
042A	CODE
042B	KFLAG 0 => Parallel Keyboard, non zero => Serial Keyboard.
042C	MARK Flag that breakpoint has been set.
042D	DLY1 Serial I/O delay constant.
042E	DLY2 Serial I/O delay constant.
042F - 0430	FROM (v6) spare (v7)
0431 - 0432	COMD Pointer to extension of monitor commands.
0433	SCRF Scrolling control byte. (v6)
	OUTF Padding control byte. (v7)
0434 - 0437	Breakpoint scratch.
0438	spare
0439 - 043A	PTR Current cursor location (v6), spare (v7).
043B - 043C	EOUT Pointer to external COUT subroutine.

ACOS scratch RAM.

0446	Tape control byte.
0447	File type.
0448 - 0449	CRC generate scratch.
044E - 044F	Cyclic Redundancy Checksum.
0450	Block Number.
0452 - 0459	Filename..
045A - 045B	Load address.
045C	Number of bytes in block.
045D	File Identification byte.
045E - 045F	Execution address.
0460 - 055F	ACOS block buffer.

ACOS entry points.

6000	LOAD functions entry point.
6003	DUMP functions entry point.
601A	Turn on DUMP machine.
6023	Turn off DUMP machine.
604D	Output 10 second header tone.
60C5	Turn on LOAD machine.
60CE	Turn off LOAD machine.
6203	Get filename from monitor input buffer.
62B8	Generate CRC in scratchpad.
62D5	Check CRC with CRC in postamble.
6302	Generate CRC for data in block buffer.
630E	Output one cycle.
6323	Encode and output one byte.
6346	Output 3 second header tone.
6353	Output block buffer and postamble to tape.
6389	Time one input cycle.
63AB	Input one byte.
63D6	Input one block from tape into block buffer.

Note: These documented entry points to ACOS are the only ones which should be used by user utility programs.

Appendix A

MODIFYING THE SBC-2650 BOARD FOR SBCOS

SBCOS has been specially designed to operate on the SBC-2650. Unfortunately the SBC-2650 was not designed to operate with SBCOS and some modifications to the CPU board are required to install and correctly address the ACOS EPROM. If an EPROM board is available which can be addressed to 6000-63FF, the ACOS EPROM can be installed in this device and the modifications described here will not be necessary.

SBCOS is supplied in two 2716 EPROMs.

- o One EPROM contains two special versions of BINBUG. The lower half supports the DG640 memory mapped VDU (v6), and the upper half supports serial terminals (v7).
- o The second EPROM contains two copies of ACOS. The lower half contains a 1MHZ version of ACOS, while the upper half contains a 2MHZ version.

SBCOS utilises port C of the on board Programmable Peripheral Interface (PPI) (8255 or 2655). The PPI must be addressed to occupy the port address range 30 - 33. The Port is configured so that bits 0 - 3 are output and bits 4 - 7 are input.

Modifications are required to the CPU board to alter the addressing range of the on board EPROM B socket (IC15) to address 6000 - 63FF (ACOS). These modifications are detailed in Appendix C.

An interface board is available which connects directly to the 16 pin DIL socket for the PPI port C on the SBC-2650.

Contents of the SBCOS 2716 EPROMs.

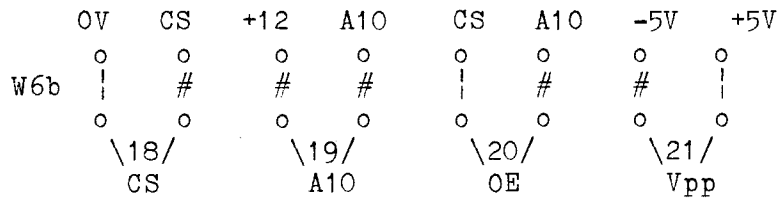
BINBUG v7.x Serial I/O	A10 = 1	ACOS 3.x 2MHZ	A10 = 1
BINBUG v6.x DG640	A10 = 0	ACOS 3.x 1MHZ	A10 = 0

Appendix B

INSTALLING BINBUG

The BINBUG EPROM will function normally if the SBC-2650 CPU board is set up as though the SBCBUG monitor were to be installed. To do this:

1. Solder wire-wrap pins into the EPROM strapping field holes, AFTER cutting the existing etched traces. This will make it very much easier to modify the EPROM strapping in the future.
2. Connect the link fields for EPROM A (IC16) as detailed in the diagram below. '|' is a link and '#' is a cut. This change will enable one half of the 2716 EPROM which contains one of the special BINBUG monitors.



Connect EPROM pin 19 (A10) to OV to enable BINBUG V6.x for a memory mapped VDU, or to +5V to enable BINBUG V7.x for a serial output VDU.

3. If the MicroByte Interface Board is being used, ensure that the required modifications have been made to the PORT C socket to supply power to the interface. This modification involves connecting +5V to pin 16 of the port C socket and is detailed in the ACOS Interface Board instructions.

Plug the interface board into the port C socket and set the DIP switches appropriately for your terminal and keyboard devices. Bits 4, 5 and 6 of port C determine the characteristics of the I/O devices.

If a custom interface is being used, then bits 4, 5 and 6 of port C must be strapped either high or low to establish the keyboard input speed and whether a serial or parallel keyboard is being used.

Bit 6	Bit 4	Bit 5	
1	x	x	Parallel Keyboard input.
0	x	x	Serial input via SENSE pin.

Serial input and output data rate.

			1MHz	2MHz
x	0	0	150 Baud	300 Baud
x	1	0	300 Baud	600 Baud
x	0	1	1200 Baud	2400 Baud
x	1	1	2400 Baud	4800 Baud (V7.x only)

Set the switches in the MicroByte ACOS Interface Board to reflect the desired configuration.

Note: The setting of the switches is only read during monitor initialisation which occurs when the CPU is RESET, so altering the speed setting switches, for example, will not alter the I/O baud rate until the monitor is reinitialised or the CPU is RESET.

4. Insert the BINBUG 2716 into EPROM socket A (IC16).
5. Setup the PPI to be addressed to a base address of H'30'. Ensure that at least 1K of RAM is installed, addressed at 0400-07FF. Set the RAM and I/O address switch (SW1) as shown below.

1	2	3	4	5	6	7	8
ON	ON			ON	ON	ON	ON
		OFF	OFF				

PORT 3x

RAM 0000-OFFF

6. Connect the Keyboard and display device to the CPU board and apply power. The Monitor's prompt, an asterisk, should be displayed and all monitor commands other than the ACOS commands L and D should function normally as detailed in the BINBUG User's Guide. Executing either of the ACOS commands 'L' or 'D' at this stage will 'hang' the computer and require the CPU to be RESET to regain control.

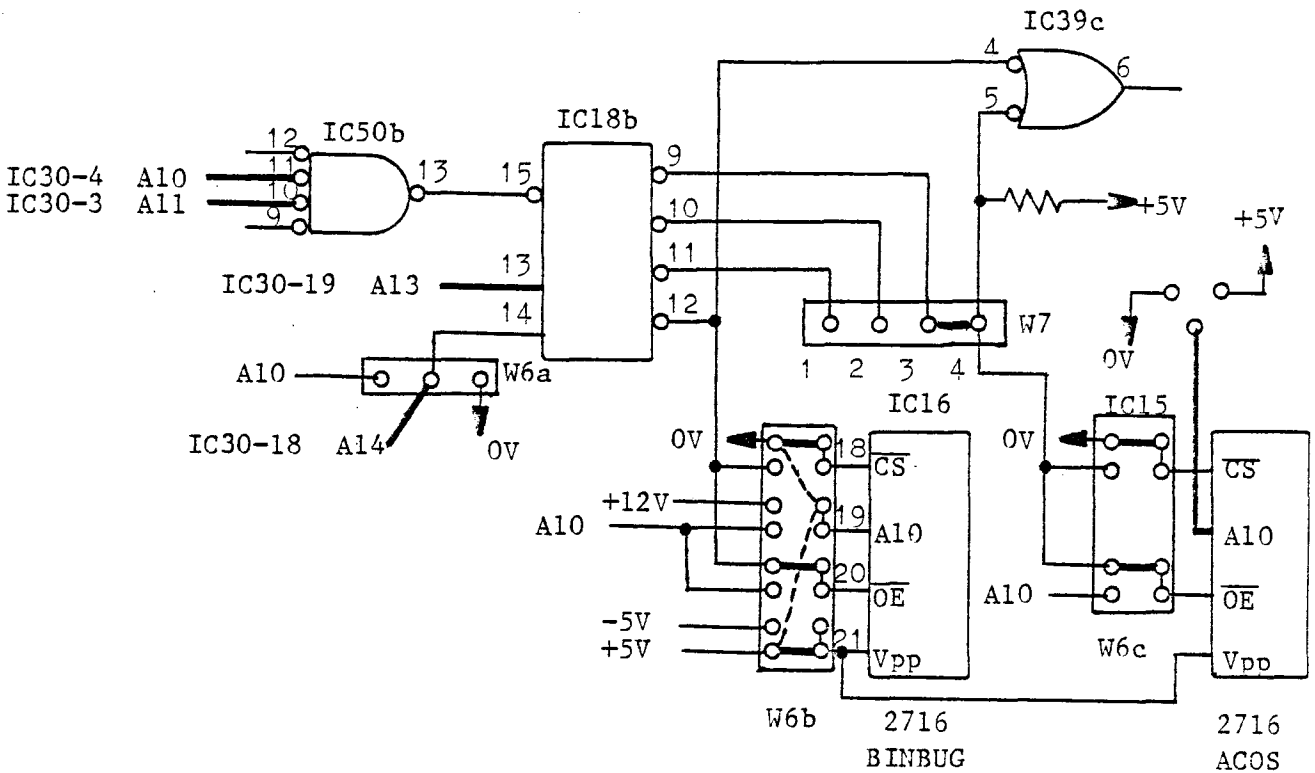
Ensure that the SBC-2650 board and the selected monitor are functioning correctly before proceeding further.

Appendix C

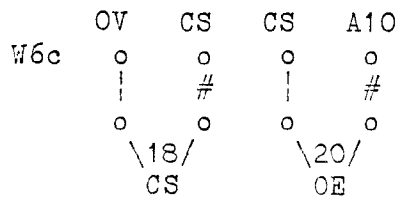
INSTALLING ACOS

Note: It is strongly recommended that the SBC-2650 board have been completely assembled, tested and determined to be functioning correctly in all respects before the modifications required to install ACOS are made.

The following modifications will cause one of the halves of the ACOS 2716 EPROM installed in EPROM B socket (IC15) to be addressed at 6000-63FF.

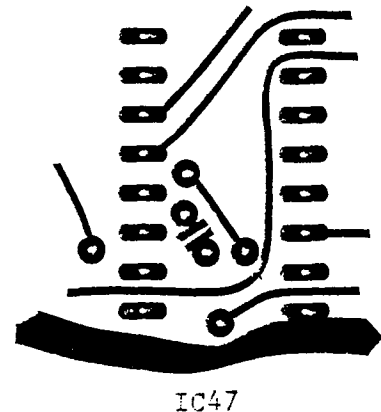


1. Cut (#) and link (|) the EPROM selection field W6c to match the diagram below.



2. The remaining connections are most easily made using wire-wrap wire.
3. Connect W7-4 to W7-3 (EPROM B CS).
4. Install a link between IC30-18 (A14) and pad 2 on W6a.
5. Cut the trace which runs between IC18-3 and IC18-13 on the copper side of the board.
6. Connect IC18-3 to IC30-3 (A11).

7. Identify the trace which connects to IC50-10 and continues through two plated through holes under IC47 and around the right edge of the board when viewed from the copper side. Cut the track on the copper side of the board between the two plated through holes. Refer to the diagram as this trace can be difficult to identify.



8. Connect IC50-10 to IC30-3 (A11).
9. On the component side of the board, cut the trace which goes to IC18-13 just before it connects to pin 13.
10. Connect to IC18-13 to IC30-19 (A13).
11. Cut the trace which connects A14 to IC50-11 on the copper side of the board just before it connects to pin 11.
12. Install a link between IC50-11 and IC30-4 (A10).
13. On the copper side of the board, cut the trace from IC15-19 (EPROM B A10).
14. Connect IC15-19 (EPROM B A10) to OV to select the 1MHz ACOS or to +5V to select the 2MHz ACOS. The CPU clock speed must be configured appropriately as well.

CHECK YOUR WORK CAREFULLY! I got a connection wrong while checking these instructions, and I wrote them. It is possible for you to make a mistake too!

15. Install the ACOS 2716 in EPROM socket B (IC15).
16. Power up the SBC-2560 board. The monitor prompt should be displayed as before. If the prompt is not displayed, power down immediately and determine the cause of the problem before proceeding.

If all connections have been made correctly it will be possible to examine the contents of the ACOS EPROM between 6000-63FF with the BINBUG 'A' command and also to execute the ACOS LOAD and DUMP commands.

SETTING ACOS PHASE

Once both the hardware and the ACOS EPROM have been installed, it is necessary to adjust the phase of both the output and the input of the interface. This must be done to ensure that tapes recorded by all ACOS systems will use the same recording phase, so that tapes recorded on one system can be read by another.

To set up the phase to the standard, proceed as follows:

1. Connect the LOAD phase strap to either sense.
2. Attempt to load the supplied ACOS format tape by inserting it in the load machine, pressing the play button, and typing 'LT' at the terminal. After about ten seconds of leader tone during which time nothing should be displayed, either numbers will be displayed on the terminal indicating that blocks of data are being read from the tape, or absolutely nothing will continue to happen. If no response is observed, the phase is most probably incorrect.
3. Abort from the load mode by pressing the BREAK key or by the resetting the computer, rewind the tape and alter the LOAD phase strap to the opposite position.
4. Try loading the tape again. This time numbers should be displayed on the screen indicating that ACOS is loading a file.
5. If you still obtain no response, check the circuit very carefully and try loading at different recorder level settings. Although ACOS is relatively immune to variation in input levels, an optimum setting does exist for each recorder. This level must be determined by trial and error.
6. Once the load phase has been set to the standard phase, the phase of the data recorded by the dump machine can be adjusted. To set the dump phase, connect the dump phase strap to one of the two possible positions and dump a file to tape. Next attempt to load this file using the load machine. If no response is obtained, change the dump phase strap to the other position and repeat the procedure. This time the dumped file should load satisfactorily.
7. The correct phase strap connections are those which allow the supplied tape to be loaded, and a tape dumped by the system to be re-loaded.

SOURCE LISTINGS

```

:*****
:*
:*      Program      :   BINBUG v6      *
:*      Version      :   v6.1          *
:*      Edit Date    :   02-08-82      *
:*
:*      Copyright MicroByte 1982      *
:*
:*****

```

* This version of BINBUG supports:

```

:*      VHS Data DOS
:*      ACOS Cassette System
:*      DG640 VDU
:*      ETI-685 processor board

```

```

:DELE EQU H'7F'
:CR EQU H'0D'
:LF EQU H'0A'
:BS EQU H'08'
:HT EQU H'09'
:FF EQU H'0C'
:CL EQU H'0E'
:ESC EQU H'1B'
:SPAC EQU H'20'
:BLEN EQU 20      Input buffer length
:PAGE EQU H'78'   VDU memory at 7800

```

```

:      ORG      0

```

```

0000 0734 :INIT LODI,R3 HDAT-COM Cold start
0002 20 : EORZ,R0
0003 CF4400 :AINI STRA,R0 COM,R3- Clear most of scratch
0006 5B7B : BRNR,R3 AINI
0008 0477 : LODI,R0 H'77' Setup 'GOTO' branch
000A CC040A : STRA,R0 XGOT in RAM to restore
000D 041F : LODI,R0 H'1F' PSW lower.
000F CC040C : STRA,R0 XGOT+2
0012 0498 : LODI,R0 B'10011000'
0014 D433 : WRTE,R0 H'33' initialise 8255
0016 1F0355 : BCTA,UN INCC Continue initialisation

```

```

:*Breakpoint vectors indirectly through
:*this ACON

```

```

001B 012B :VEC ACON BK01

```

```

:*COMMAND HANDLER
:*Input line and jump to routine depending
:*on first character of command. DOS commands
:*W and K are also supported. Final branch is
:*indirectly through ACON in RAM which may be
:*altered to extend command table.

```

```

001D 043F :EBUG LODI,R0 A'? ' Error re-entry
001F 3F02B4 : BSTA,UN COUT
0022 75FF :MBUG CPSL H'FF' Monitor warm start
0024 3F008A : BSTA,UN CRLF
0027 042A : LODI,R0 A'* '
0029 3F02B4 : BSTA,UN COUT Output prompt
002C 3B2D : BSTR,UN LINE Input command line to buffer
002E 20 : EORZ,R0
002F CC0427 : STRA,R0 BPTR Point to start of buffer
0032 0C0413 : LODA,R0 BUFF Get command character
0035 E441 : COMI,R0 A'A '
0037 1C00B9 : BCTA,EQ ALTE ALTER memory
003A E442 : COMI,R0 A'B '
003C 1C0190 : BCTA,EQ BKPT Set BREAKPOINT
003F E443 : COMI,R0 A'C '
0041 1C0186 : BCTA,EQ CLR CLEAR breakpoint
0044 E444 : COMI,R0 A'D '
0046 1C03DB : BCTA,EQ DUMP DUMP ACOS object tape
0049 E447 : COMI,R0 A'G '
004B 1C0318 : BCTA,EQ GOTO GOTO program and execute
004E E44C : COMI,R0 A'L '
0050 1C03C2 : BCTA,EQ LOAD LOAD ACOS object tape
0053 E453 : COMI,R0 A'S '
0055 1C00EF : BCTA,EQ SREG SET register
0058 1F0341 : BCTA,UN XCMD EXTENDED COMMAND PROCESSOR

```

```
:*INPUT COMMAND LINE INTO INPUT BUFFER
```

```
:*DEL will delete the last character entered
:*and output a BS to erase it on the terminal.
:*CODE indicates type of line entered.
:*CODE = 1 if CR
:*      2 if LF
:*      3 if CR and data
:*      4 if LF and data
```

```
005B 07FF :LINE LODI,R3 -1
005D CF0427 : STRA,R3 BPTR Initialise buffer pointer
0060 E714 :LLIN COMI,R3 BLEN At end of buffer?
0062 1818 : BCTR,EQ ELIN
0064 3F0286 : BSTA,UN CHIN Input a character
0067 E47F : COMI,R0 DELE If DELETE and
0069 980D : BCFR,EQ ALIN
006B E7FF : COMI,R3 -1 if not at start of line
006D 1871 : BCTR,EQ LLIN
006F 0408 : LODI,R0 BS then output BS and
0071 3F02B4 : BSTA,UN COUT
0074 A701 : SUBI,R3 1 decrement buffer pointer
0076 1B68 : BCTR,UN LLIN
0078 E40D :ALIN COMI,R0 CR If return then
007A 9816 : BCFR,EQ BLIN
007C 0501 :ELIN LODI,R1 1 set CODE odd
007E 03 :CLIN LODZ,R3 If buffer length zero then
007F 1A02 : BCTR,N DLIN
0081 8502 : ADDI,R1 2 add 2 to code
0083 CD042A :DLIN STRA,R1 CODE
0086 CF0429 : STRA,R3 CNT save length of line
0089 C0 : NOP
```

```
:* Output CR & LF
```

```
008A 040D :CRLF LODI,R0 CR Output Carriage Return and
008C BB99 : ZBSR *ZOUT
008E 040A : LODI,R0 LF Line Feed
0090 9B99 : ZBRR *ZOUT

0092 0502 :BLIN LODI,R1 2
0094 E40A : COMI,R0 LF if LF then set CODE =2
0096 1866 : BCTR,EQ CLIN and return
0098 CF2413 : STRA,R0 BUFF,R3+ else insert character in
009B 3F02B4 : BSTA,UN COUT buffer and echo
009E 1B40 : BCTR,UN LLIN

00A0 C0 : NOP
```

```
:*Get HEX number from input buffer and
:*store in TEMP.
```

```
00A1 3F02E3 :GAST BSTA,UN GNUM
00A4 CD040D :STRT STRA,R1 TEMP
00A7 CE040E : STRA,R2 TEMP+1
00AA 17 : RETC,UN
```

```
:*Store R1, R2 in TEMP
```

```
:*Increment TEMP by R2
```

```
00AB 0500 :INCT LODI,R1 0
00AD 8E040E : ADDA,R2 TEMP+1
00B0 7708 : PPSL WC
00B2 8D040D : ADDA,R1 TEMP
00B5 7508 : CPSL WC
00B7 1B6B : BCTR,UN STRT
```

```
:*Access memory at specified address and
:*if hex number is entered then replace
:*memory contents.
:*If command line is terminated by LF then
:*display next memory location.
```

```
00B9 3B66 :ALTE BSTR,UN GAST Get address and store
00BB 3F0269 :LALT BSTA,UN BOUT Print MSB of address
00BE 0D040E : LODA,R1 TEMP+1
00C1 3F0279 : BSTA,UN FOUT Print LSB of address + 3 spaces
00C4 0D840D : LODA,R1 *TEMP
00C7 3F0279 : BSTA,UN FOUT Print contents of memory
00CA 3F005B : BSTA,UN LINE Input line
00CD 0C042A : LODA,R0 CODE
00D0 E402 : COMI,R0 2 if CR only
00D2 1E0022 : BCTA,LT MBUG then exit
00D5 1811 : BCTR,EQ DALT else if only LF do next
00D7 CC0411 : STRA,R0 TEMR
00DA 3F02E3 : BSTA,UN GNUM Get new contents
00DD CE840D : STRA,R2 *TEMP and alter memory
00E0 0C0411 : LODA,R0 TEMR
00E3 E404 : COMI,R0 4 if terminated by CR
00E5 9C0022 : BCFA,EQ MBUG then exit
00E8 0601 :DALT LODI,R2 1 else advance to
00EA 3F00AB : BSTA,UN INCT next location
00ED 1B4C : BCTR,UN LALT and repeat
```

:*DISPLAY AND SET REGISTER STACK

:*SA will display all registers

```

00EF 3F02E3 :SREG  BSTA,UN GNUM      Get register number
00F2 E608   :LSRE  COMI,R2 8             If > 8
00F4 1D015D :      BCTA,GT SEE          then print all registers
00F7 CE0411 :      STRA,R2 TEMR
00FA 0E6400 :      LODA,R0 COM,R2      Get register contents
00FD C1      :      STRZ,R1             from store area
00FE 3F0279 :      BSTA,UN FOUT        display register contents
0101 3F005B :      BSTA,UN LINE        Input command line
0104 0C042A :      LODA,R0 CODE
0107 E402   :      COMI,R0 2           If CR only
0109 1E0022 :      BCTA,LT MBUG        then exit else if LF only
010C 1815   :      BCTR,EQ CSRE        then get next register
010E CC040F :      STRA,R0 TEMQ        else
0111 3F02E3 :      BSTA,UN GNUM        get next value
0114 02     :      LODZ,R2
0115 0E0411 :      LODA,R2 TEMR
0118 CE6400 :      STRA,R0 COM,R2      and update register store
011B 0C040F :      LODA,R0 TEMQ
011E E403   :      COMI,R0 3           If line terminated by CR
0120 1C0022 :      BCTA,EQ MBUG        then exit
0123 0E0411 :CSRE  LODA,R2 TEMR        else point to
0126 8601   :      ADDI,R2 1           next register
0128 1F00F2 :      BCTA,UN LSRE        and repeat

```

:*SINGLE BREAKPOINT ROUTINE

:*Breakpoint vector branches indirectly through
:*the ACON at 1B to this routine.

```

012B CC0400 :BK01  STRA,R0 COM      Store the contents
012E 13     :      SPSL              of PSW and all registers
012F CC0408 :      STRA,R0 COM+8     on stack at 400
0132 12     :      SPSU
0133 CC0407 :      STRA,R0 COM+7
0136 7710   :      PPSL  RS
0138 CD0404 :      STRA,R1 COM+4
013B CE0405 :      STRA,R2 COM+5
013E CF0406 :      STRA,R3 COM+6
0141 7510   :      CPSL  RS
0143 CD0401 :      STRA,R1 COM+1
0146 CE0402 :      STRA,R2 COM+2
0149 CF0403 :      STRA,R3 COM+3
014C 3B1C   :      BSTR,UN CLBK      Clear breakpoint vector
014E 3F008A :      BSTA,UN CRLF
0151 0D040D :      LODA,R1 TEMP      and print address of
0154 3F0269 :      BSTA,UN BOUT      breakpoint
0157 0D040E :      LODA,R1 TEMP+1
015A 3F0279 :      BSTA,UN FOUT      followed by spaces

```

:*DISPLAY CONTENTS OF ALL REGISTERS

```

015D 06F7   :MINUS9 EQU 256-9        Counts up 9 registers
015F 0E6309 :SEE     LODI,R2 MINUS9
0162 C1      :DISP   LODA,R0 COM-MINUS9,R2
0163 3F0279 :      STRZ,R1
0166 DA77   :      BSTA,UN FOUT        Print byte + spaces
0168 9B22   :      BIRR,R2 DISP

```

:*CLEAR SINGLE BKPT

```

016A 20     :CLBK   EORZ,R0
016B CC042C :      STRA,R0 MARK      Clear BP flag
016E 0D0436 :      LODA,R1 HADR      Get address of BP,
0171 0E0437 :      LODA,R2 LADR
0174 3F00A4 :      BSTA,UN STRT      stuff in TEMP to print
0177 0C0434 :      LODA,R0 HDAT      and restore memory
017A CC840D :      STRA,R0 *TEMP     to original contents.
017D 0C0435 :      LODA,R0 LDAT
0180 0701   :      LODI,R3 1
0182 CFE40D :      STRA,R0 *TEMP,R3
0185 17     :      RETC,UN

```

:*BP clear is inhibited after reset but

:*may be cleared by re-executing BP vector

:*or G18C.

```

0186 0C042C :CLR    LODA,R0 MARK      is a BP set?
0189 1C001D :      BCTA,Z  EBUG
018C 3B5C   :      BSTR,UN CLBK
018E 9B22   :      ZBRR  MBUG

```

:*SET BREAKPOINT VECTOR AT ADDRESS SPECIFIED.

:*The contents two memory locations are saved

:*and replaced by ZBRR *1B to vector to to

:*BP service routine.

```

0190 3F00A1 :BKPT  BSTA,UN GAST      Get BP address into TEMP,
0193 CD0436 :      STRA,R1 HADR      save address
0196 CE0437 :      STRA,R2 LADR
0199 3B02   :      BSTR,UN BKST      and save memory contents.
019B 9B22   :      ZBRR  MBUG
019D 0C840D :BKST  LODA,R0 *TEMP     Save contents of memory
01A0 CC0434 :      STRA,R0 HDAT
01A3 0701   :      LODI,R3 1
01A5 0FE40D :      LODA,R0 *TEMP,R3
01A8 CC0435 :      STRA,R0 LDAT
01AB 049B   :      LODI,R0 H'9B'     and replace with ZBRR *1B.
01AD CC840D :      STRA,R0 *TEMP
01B0 049B   :      LODI,R0 VEC+128
01B2 CFE40D :      STRA,R0 *TEMP,R3
01B5 04FF   :      LODI,R0 -1
01B7 CC042C :      STRA,R0 MARK      Set BP flag
01BA 17     :      RETC,UN

```

:*ADVANCED VIDEO DRIVER ROUTINE

:*Decodes following Control characters

```

:*CR      OD      Position to left of line
:*LF      0A      Scroll one line
:*BS      08      Back one position
:*FF      0C      Clear screen and enter page mode
:*HT      09      Advance to next TAB stop
:*        0E      Clear screen
:*ESC     1B      Select scroll mode

```

:*loads cursor pointer

```

01BB 7710 :LPTR PPSL RS
01BD 0D0439 : LODA,R1 PTR
01C0 0E043A : LODA,R2 PTR+1
:*mask and store pointer
01C3 4503 :MAST ANDI,R1 3
01C5 6578 :SPT IORI,R1 PAGE
01C7 CE043A : STRA,R2 PTR+1
01CA CD0439 : STRA,R1 PTR
01CD 17 : RETC,UN

```

:*output ASCII character in R0

```

01CE 3B6B :KOUT BSTR,UN LPTR Normal entry point
01D0 E420 : COMI,R0 SPAC
01D2 1A19 : BCTR,LT WCC
01D4 CC8439 : STRA,R0 *PTR Output char
01D7 DA02 : BIRR,R2 SCUR Increment cursor
01D9 8501 : ADDI,R1 1

```

:*if bit 3 of R1 is set at this point

:*page overflow has occurred

```

01DB F504 :SCUR TMI,R1 4
01DD 1C0224 : BCTA,EQ TSCR
:*set cursor

```

```

01E0 3B61 :SC BSTR,UN MAST Store new
01E2 0480 : LODI,R0 H'80'
01E4 2C8439 : EORA,R0 *PTR
01E7 CC8439 : STRA,R0 *PTR
01EA 7510 :RRB CPSL RS
01EC 17 : RETC,UN

```

:*decodes control characters

```

01ED E40D :WCC COMI,R0 CR If CR
01EF 9802 : BCFR,EQ NCR
01F1 46C0 : ANDI,R2 H'C00' then set cursor left.
01F3 E40A :NCR COMI,R0 LF If LF
01F5 9808 : BCFR,EQ NLF
01F7 8640 : ADDI,R2 64 then advance to next line.
01F9 7708 : PPSL WC
01FB 8500 : ADDI,R1 0
01FD 7508 : CPSL WC
01FF E40C :NLF COMI,R0 FF If FF
0201 1838 : BCTR,EQ PAGC then clear screen.
0203 E408 : COMI,R0 BS If BS
0205 9806 : BCFR,EQ NBS

```

```

0207 A601 : SUBI,R2 1 then backspace but not
0209 F63F : TMI,R2 63 to previous line.
020B 185D : BCTR,EQ RRB
020D E409 :NBS COMI,R0 HT If HT
020F 9804 : BCFR,EQ NHT
0211 B60B : ADDI,R2 8 then expand to spaces.
0213 46F8 : ANDI,R2 H'F8'
0215 E40E :NHT COMI,R0 CL
0217 182A : BCTR,EQ PGCl
:*entry point to erase old cursor
0219 0480 : LODI,R0 H'80'
021B 2C8439 : EORA,R0 *PTR
021E CC8439 : STRA,R0 *PTR
0221 1F01DB : BCTA,UN SCUR
:*test if scroll flag set
0224 0D0433 :TSCR LODA,R1 SCRF
0227 9E0374 : BCFA,N SCRL
022A 3F0286 : BSTA,UN CHIN Pause for prompt
022D 7710 : PPSL RS
022F E41B : COMI,R0 ESC If ESC then
0231 1C0374 : BCTA,EQ SCRL enter scrolling mode.
0234 0500 : LODI,R1 0 If CR then scroll
0236 E40D : COMI,R0 CR one line, else clear screen
0238 1C037C : BCTA,EQ SCRL and display next page.
:*subroutine to clear page
023B 0D0433 :PAGC LODA,R1 SCRF
023E 6580 : IORI,R1 H'80' Set page mode flag
0240 CD0433 : STRA,R1 SCRF
0243 20 :PGC1 EORZ,R0 Home cursor
0244 C1 : STRZ,R1
0245 C2 : STRZ,R2
0246 3F01C5 :KLR BSTA,UN SPT and clear screen.
0249 0420 : LODI,R0 SPAC
024B CE8439 :KL STRA,R0 *PTR,R2
024E DA7B : BIRR,R2 KL
0250 8501 : ADDI,R1 1
0252 4507 : ANDI,R1 7
0254 9870 : BCFR,EQ KLR
0256 1F01E0 : BCTA,UN SC

```



```

; ORG H'259'
0259 30313233 :ANSI DATA A'0123456789ABCDEF' ASCII list of HEX digit
    
```

```

:*OUTPUT CHARACTER in R0 to VDU
:*or to external routine
    
```

```

:*Print R1 as two HEX. digits.
    
```

```

0269 01 :BOUT LODZ,R1
026A 50 : RRR,R0
026B 50 : RRR,R0
026C 50 : RRR,R0
026D 50 : RRR,R0
026E 3B01 : BSTR,UN CON
0270 01 : LODZ,R1
0271 440F :CON ANDI,R0 H'F'
0273 0C6259 : LODA,R0 ANSI,R0
0276 1F02B4 : BCTA,UN COUT and return
    
```

```

:*Print byte + 3 spaces
    
```

```

0279 3B6E :FOUT BSTR,UN BOUT
027B 0703 :FORM LODI,R3 3
027D 0420 :AGAP LODI,R0 SPAC
027F 3F02B4 : BSTA,UN COUT
0282 FB79 : BDRR,R3 AGAP
0284 17 : RETC,UN
    
```

```

0285 C0 : NOP
    
```

```

:*Keyboard input routines
    
```

```

0286 0C042B :CHIN LODA,R0 KBFLAG keyboard flag
0289 9809 : BCFR,Z SIN Serial input
028B 5435 :PORTIN REDE,R0 H'35' keyboard port
028D 187C : BCTR,Z PORTIN
028F D436 : WRTE,R0 H'36' reset keyboard
0291 447F : ANDI,R0 H'7F' Mask off parity bit
0293 17 : RETC,UN
    
```

```

:*Inputs character from keyboard through SENSE
    
```

```

0294 7710 :SIN PPSL RS
0296 0500 : LODI,R1 0
0298 0608 : LODI,R2 8 No. data bits
029A 12 :CHI SPSU Look for start bit
029B 1A7D : BCTR,LT CHI
029D 3B26 : BSTR,UN DLY 1
029F 12 : SPSU
02A0 1A78 : BCTR,LT CHI False start bit
02A2 3B1B :BTIN BSTR,UN DLAY Wait till middle of bit
02A4 12 : SPSU Read SENSE
02A5 4480 : ANDI,R0 H'80' Mask off data bit
02A7 51 : RRR,R1
02A8 61 : IORZ,R1 Merge into one byte
02A9 C1 : STRZ,R1
02AA FA76 : BDRR,R2 BTIN Do it 8 times
02AC 3B11 : BSTR,UN DLAY Wait for stop bit
02AE 01 : LODZ,R1
02AF 7510 : CPSL RS
02B1 447F : ANDI,R0 H'7F' Mask off parity bit
02B3 17 : RETC,UN
    
```

```

02B4 7710 :COUT PPSL RS PIPBUG COMPATIBLE ENTRY
02B6 0D0409 : LODA,R1 OP If OP not zero then
02B9 1C01CE : BCTA,Z KOUT
02BC 1F843B : BCTA,UN *EOUT use external routine.
    
```

```

:*SERIAL I/O TIMING DELAY LOOPS
    
```

```

:* 1MHz clock - 150 300 600 1200 2400 Baud
:* 2MHz clock - 300 600 1200 2400 4800 Baud
    
```

```

02BF 0C042D :DLAY LODA,R0 DLY1 DD 6E 36 1A 0C
02C2 C0 : NOP
02C3 F87D : BDRR,R0 $-1
02C5 0C042E :DLY LODA,R0 DLY2 DA 6B 34 18 0A
02C8 C0 : NOP
02C9 FB7D : BDRR,R0 $-1
02CB 17 : RETC,UN
    
```

```

:* Initial delay constants
    
```

```

02CC DA :DLI DATA H'DA' 150/300 baud
02CD 6B : DATA H'6B' 300/600 baud
02CE 18 : DATA H'18' 1200/2400 baud
    
```

:*Convert HEX digit in R0 to BINARY in R3

```

02CF 0710 :LKUP   LODI,R3 16
02D1 EF4259 :ALKU   COMA,R0 ANSI,R3-
02D4 14 :      RETC,EQ
02D5 E701 :      COMI,R3 1
02D7 9A78 :      BCFR,LT ALKU
02D9 9B1D :      ZBRR   EBUG

```

:*Get HEX. number from input buffer into R1,R2.

```

02DB 1B06 :      BCTR,UN GNUM      PIPBUG COMPATIBLE ENTRY

02DD 0C042A :DNUM   LODA,R0 CODE      If code = 1
02E0 1808 :      BCTR,Z  LNUM      then doing second byte.
02E2 17 :      RETC,UN
02E3 20 :GNUM   EORZ,R0
02E4 C1 :      STRZ,R1
02E5 C2 :      STRZ,R2
02E6 C3 :      STRZ,R3
02E7 CC042A :      STRA,R0 CODE
02EA 0F0427 :LNUM   LODA,R3 BPTR
02ED EF0429 :      COMA,R3 CNT      End of line?
02F0 14 :      RETC,EQ
02F1 0F2413 :      LODA,R0 BUFF,R3+  Get character from buffer
02F4 CF0427 :      STRA,R3 BPTR      and update pointer.
02F7 E420 :      COMI,R0 SPAC
02F9 1862 :      BCTR,EQ DNUM
02FB 3B52 :      BSTR,UN LKUP      Convert to binary
02FD 040F :      LODI,R0 H'0F'
02FF D2 :      RRL,R2
0300 D2 :      RRL,R2
0301 D2 :      RRL,R2
0302 D2 :      RRL,R2
0303 42 :      ANDZ,R2
0304 D1 :      RRL,R1
0305 D1 :      RRL,R1
0306 D1 :      RRL,R1
0307 D1 :      RRL,R1
0308 45F0 :      ANDI,R1 H'F0'
030A 46F0 :      ANDI,R2 H'F0'
030C 61 :      IORZ,R1
030D C1 :      STRZ,R1
030E 03 :      LODZ,R3
030F 62 :      IORZ,R2
0310 C2 :      STRZ,R2
0311 0401 :      LODI,R0 1
0313 CC042A :      STRA,R0 CODE
0316 1B52 :      BCTR,UN LNUM

```

:*GOTO program and execute.

:*Restore all registers first.

```

0318 3F00A1 :GOTO   BSTA,UN GAST      Get execute address
031B 0C0407 :      LODA,R0 COM+7      Restore all registers
031E 92 :      LPSU
031F 0D0401 :      LODA,R1 COM+1
0322 0E0402 :      LODA,R2 COM+2
0325 0F0403 :      LODA,R3 COM+3
0328 7710 :      PPSL   RS
032A 0D0404 :      LODA,R1 COM+4
032D 0E0405 :      LODA,R2 COM+5
0330 0F0406 :      LODA,R3 COM+6
0333 0C0408 :      LODA,R0 COM+8      get PSW lower and store
0336 CC040B :      STRA,R0 XGOT+1     in RAM. Self modifying code
0339 0C0400 :      LODA,R0 COM        is the only way to
033C 75FF :      CPSL   H'FF'       restore PSL correctly.
033E 1F040A :      BCTA,UN XGOT

```

:* EXTENDED COMMAND PROCESSOR

:*To check for existence of of VHS data DOS

:*and implement W and K commands.

```

0341 0990 :XCMD   LODR,R1 *DOS      does DOS exist at 6800?
0343 E51F :      COMI,R1 H'1F'
0345 9809 :      BCFR,EQ EXTCMD
0347 E44B :      COMI,R0 A'K'
0349 1888 :      BCTR,EQ *DOS      DOS cold start
034B E457 :      COMI,R0 A'W'
034D 1CE803 :      BCTA,EQ *H'6803'  DOS warm start
0350 1F8431 :EXTCMD BCTA,UN *CMD     external commands

0353 6800 :DOS    ACON   H'6800'   pointer to DOS

```

:* Continue initialisation

```

0355 041D :INCQ   LODI,R0 >EBUG     Non-extend command table
0357 CC0432 :      STRA,R0 COMD+1
035A 5532 :      REDE,R1 H'32'     keyboard option
035C 0602 :      LODI,R2 2
035E D1 :      RRL,R1
035F 1A03 :      BCTR,N  INCQ      parallel keyboard
0361 CE042B :      STRA,R2 KBFLAG    serial keyboard
0364 D1 :INCQ   RRL,R1
0365 D1 :      RRL,R1
0366 D1 :      RRL,R1
0367 4503 :      ANDI,R1 3
0369 0D62CC :      LODA,R0 DL1,R1
036C CE642C :INCRAT STRA,R0 DLY1-1,R2
036F 82 :      ADDZ,R2           calculate 2nd delay constant
0370 FA7A :      BDRR,R2 INCRAT
0372 9B22 :      ZBRR   MBUG

```

:*SCROLLING ROUTINE

```

0374 0D0433 :SCRL  LODA,R1 SCRF
0377 451F   :      ANDI,R1 H'1F'
0379 CD0433 :      STRA,R1 SCRF

      :*scroll 1 line
037C 2510   :SCRL  EORI,R1 H'10'
037E 20     :      EORZ,R0
037F CC043A :      STRA,R0 PTR+1
0382 0440   :      LODI,R0 64
0384 CC0430 :      STRA,R0 FROM+1

0387 0600   :SC1   LODI,R2 0
0389 7708   :      PPSL  WC
038B 51     :      RRR,R1
038C 52     :      RRR,R2
038D 51     :      RRR,R1
038E 52     :      RRR,R2
038F 7508   :      CPSL  WC
0391 6578   :      IORI,R1 PAGE

0393 CD0439 :SC2   STRA,R1 PTR
0396 CD042F :      STRA,R1 FROM
0399 0EE42F :SC3   LODA,R0 *FROM,R2
039C CEE439 :      STRA,R0 *PTR,R2
039F DA78   :      BIRR,R2 SC3
03A1 F503   :      TMI,R1 3
03A3 1802   :      BCTR,EQ CLRB
03A5 D96C   :      BIRR,R1 SC2

      :*clear bottom line
03A7 06C0   :CLRBB LODI,R2 H'C0'
03A9 0420   :      LODI,R0 SPAC
03AB CEE439 :SSPC  STRA,R0 *PTR,R2
03AE DA7B   :      BIRR,R2 SSPC
03B0 F504   :      TMI,R1 4
03B2 9807   :      BCFR,EQ SCND
03B4 0D0433 :      LODA,R1 SCRF
03B7 450F   :      ANDI,R1 H'F'
03B9 1B4C   :      BCTR,UN SC1
03BB 0503   :SCND  LODI,R1 3
03BD 06C0   :      LODI,R2 H'C0'
03BF 1F01E0 :      BCTA,UN SC
    
```

:*ACOS LOAD/DUMP ROUTINES

```

:TCTL  EQU  H'446'
:EXF   EQU  H'44B'
:TYPE  EQU  H'447'
:NBT   EQU  H'45C'
:EXAD  EQU  H'45E'
:ADD   EQU  H'45A'
:OBC   EQU  H'460'

      :
      :      ORG  H'3C2'
03C2 0500   :LOAD  LODI,R1 0
03C4 CD0446 :      STRA,R1 TCTL
03C7 CD0447 :      STRA,R1 TYPE
03CA 3F6000 :      BSTA,UN H'6000'  ACOS LOAD subroutine
03CD 0C044B :      LODA,R0 EXF
03D0 E4FF   :      COMI,R0 H'FF'
03D2 9C0022 :      BCFA,EQ MBUG
03D5 3F008A :      BSTA,UN CRLF
03D8 1F845E :      BCTA,UN *EXAD  Jump start program

03DB 20     :DUMP  EORZ,R0
03DC CC0446 :      STRA,R0 TCTL
03DF CC0447 :      STRA,R0 TYPE
03E2 3F6003 :      BSTA,UN H'6003'  ACOS DUMP subroutine
03E5 9B22   :      ZBRR  MBUG

      :*Subroutine to transfer memory to buffer
03E7 0D045C :TSB   LODA,R1 NBT
03EA 0DC45A :LPX   LODA,R0 *ADD,R1-
03ED CD6460 :      STRA,R0 OBC,R1
03F0 5978   :      BRNR,R1 LPX
03F2 17     :      RETC,UN

      :*Subroutine to transfer buffer to memory.
03F3 0D045C :TFR0  LODA,R1 NBT
03F6 0D4460 :LPJ   LODA,R0 OBC,R1-
03F9 CDE45A :      STRA,R0 *ADD,R1
03FC 5978   :      BRNR,R1 LPJ
03FE 17     :      RETC,UN

03FF 61     :      DATA H'61'  Version
    
```

```

:*BINBUG SCRATCH AREA
:      ORG      H'400'

0400      :COM      RES      9      Register & PSW stack
0409      :OP       RES      1      Output switch
040A      :XGOT     RES      3      PSL restore instr.
040D      :TEMP     RES      2      16 bit address store
040F      :TEMQ     RES      2
0411      :TEMR     RES      1
0412      :         RES      1
0413      :BUFF     RES      BLEN   Input buffer
0427      :BPTR     RES      1      Buffer pointer
0428      :         RES      1
0429      :CNT      RES      1
042A      :CODE     RES      1

042B      :KBFLAG   RES      1      Keyboard flag; 0 => Parallel
042C      :MARK     RES      1      BP flag. FF => BP set.

:* Serial I/O delay constants
:*      1Mhz clock      -   150  300  600 1200 2400 Baud
:*      2Mhz clock      -   300  600 1200 2400 4800 Baud
042D      :DLY1     RES      1      DD  6E  36  1A  0C
042E      :DLY2     RES      1      DA  6B  34  18  0A

042F      :FROM     RES      2

:* Indirect pointer to extended command processor
0431      :CMD      RES      2      Normally 001D (EBUG)

:* Scroll flag - pxxfnnn
:*      p      - 1 page mode / 0 - scroll mode
:*      f      - 1 fast scroll / 0 - normal scroll
:*      nnnn   - number of unscrolled lines at top
0433      :SCRF     RES      1      Scroll flag

:*RAM not cleared from here on
0434      :HDAT     RES      1      Bytes which were replaced
0435      :LDAT     RES      1      by BP vector
0436      :HADR     RES      1      BP address
0437      :LADR     RES      1

0438      :         RES      1
0439      :PTR      RES      2      current cursor location

043B      :EOUT     RES      2      indirect to external COUT

```