

```

;
;
;
;*****
;*
;*          N E W   R O M   V e r s . 4 . 8
;*          F o r   N . E .   C o m p u t e r
;*
;******
;
;
;          title   Rom 4.8 for NE CP/M 2.2 with Hard-Disk
;          subttl  Copyright Studio Lg, Genova - Last rev 18/08/1984 17:30
;          Programmer: Martino Stefano
;          All Modified by Gallerani Paolo
;
;
;
004B      vers     equ     'H'      ; Version for Hard-Disk
0030      rev      equ     48       ; Revision level
;
;
0000      false    equ     0
FFFF      true     equ     not false
;
;
F000      rom      equ     0F000h    ; <--- rom start
FFFF      necnt    equ     true      ; fdd controller by n.e.
0000      mdcnt    equ     false     ; fdd controller by micro design
0000      md80vid   equ     false     ; video int. 80*24 by micro design
FFFF      ne80vid   equ     true      ; video int. 80*24 by n.e.
FFFF      hard     equ     true      ; hard disk with xebec cnt
;
;          page    62

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```

;
;*****
;*
;*          Ram data areas equates
;*
;*****
;
0040      ram      equ      00040h      ; top of ram data areas
0040      fd0otr   equ      ram         ; fdd0 old track num.
0041      fd1otr   equ      ram+1       ; fdd1 old track num.
0042      fd2otr   equ      ram+2       ; fdd2 old track num.
0043      fd3otr   equ      ram+3       ; fdd3 old track num.
0044      unit     equ      ram+4       ; fdd old unit select
0045      hladr     equ      ram+5       ; two byte for HL save
0047      ix.pnt   equ      ram+7       ; routines table address
0049      spare    equ      ram+9       ; not used
004A      task     equ      ram+10      ; six byte for wdd cmd out
1000      ipldma   equ      01000h      ; IPL dma address
1000      stack    equ      ipldma      ; stack ram area for IPL
;
;*****
;*
;*          ASCII EQUIVALENTS
;*
;*****
;
0007      bell     equ      'G'- '@'    ; ring beeper
0008      backsp   equ      'H'- '@'    ; back space char.
000C      ffeed    equ      'L'- '@'    ; form feed char.
000D      cr       equ      'M'- '@'    ; carriage-return char.
000A      lf       equ      'J'- '@'    ; line-feed char.
0024      endmsg   equ      '$'        ; end of print message
;
;          page

```

```

;
;*****
;*
;*          ROM
;*
;*****
;

0000'      aseq
           org      100h          ; Put in standard TPA
           ;
           .phase  rom          ; EPROM PC
           ;
F000      C3 F061      jp      reset      ; jmp here to hardware reset
F003      C3 F209      jp      cin        ; console input
F006      C3 F233      jp      cout       ; console output
F009      C3 F202      jp      csts       ; console status
F00C      C3 F1F8      jp      lout       ; printer output
F00F      C3 F1F2      jp      lsts       ; printer status
F012      C3 F56F      jp      fdios      ; fdd I/O 128 byte
F015      C3 F572      jp      fdiod      ; fdd I/O 256 byte
F018      C3 F752      jp      wdini      ; wdd initialization
F01B      C3 F6B4      jp      wdio       ; wdd I/O 256 byte
F01E      C3 F562      jp      strout      ; print string -> DE until endmsg
F021      C3 F0CC      jp      boot       ; load IPL and exec. it
F024      C3 F55D      jp      printat    ; print string -> DE until endmsg at cursor -> HL
F027      C3 F344      jp      movcurs    ; move video cursor at -> HL
F02A      C3 F4E5      jp      initialize ; initialize video
           ;
F02D      CompFlg:    db      rev         ; current revision level
F02D      30
           ;
           page
    
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;
;*****
;*
;*          Jump here after hardware reset
;*
;*****
;
reset:
F061      AF          xor    a          ; clear accumulator
F062      D3 D6      out    (fddlch),a  ; deselect any drive.
F064      31 1000    ld     sp,stack    ; set stack pointer
F067      21 0040    ld     hl,ram      ; top of ram data areas
F06A      06 10      ld     b,16       ; number of byte to clear
F06C      rst00:
F06C      77          ld     (hl),a     ; clear ram
F06D      23          inc    hl         ; inc. ram pointer
F06E      10 FC      djnz   rst00       ; repeat until end of ram data areas
F070      DD 21 1500 ld     ix,ipldma+500h ; IX = reset routines table
F074      CD F4E5    call   initialize ; initialize video and video table
;
F077      11 F036    ld     de,inimg    ; D.E = initial message
F07A      CD F562    call   strout      ; print it
;
;
;          if      hard      ;
;
;
;*****
;* W D B O O T
;*
;* Do Boot according if there is
;*
;* Hard Disk interface and reading errors
;*
;* else boot from Floppy
;*
;*****
;
; Last Revision 08/05/85 17:18 by Gallerani Paolo
;
;          ; Now test if there are hard disk interface
;
F07D      DB B9      in     a,(rport1)  ; load cntlr status
F07F      E6 E0      and    11100000h   ; mask bit 5,6,7. Hard disk exist ?
F081      20 31      jr     nz,fdbtwt    ; no, then go to fdd boot
;
;
F083      D3 B9      out    (wport1),a   ; reset hard cntrl
F085      11 F123    ld     de,wfdmsg    ; D.E = question message
F08B      CD F55A    call   pr@12.12     ; print it @ 12,12
;
;
F08B      WaitKey:
;          ; wait for push 'F' or wdd ready
F08B      CD F202    call   csts         ; get console status
;          ; key pushed ?
F08E      28 19      jr     z,CkRdy     ; no, then check for wdd ready
F090      CD F209    call   cin         ; wait one char.
F093      CB AF      res     5,a        ; convert up-case
F095      FE 46      cp     'F'        ; is 'F' ?

```

```

;
;
;*****
;*
;*          Rom data areas
;*
;*****
;
F02E      DPBIPL: ;
           ; Disk Parameter Block
           ; for fd & wd IPL boot
           ;
F02E      00      defb  0          ; first unit & side 0
F02F      0000     defw  0          ; first track = 0000
F031      01      defb  1          ; first sector = 1
F032      1000     defw  ipldma     ; ipl dma address
F034      00      defb  0          ; read code
F035      01      defb  1          ; 1 sector to read
           ; for wdd read
;
;
;
F036      inimg:
F036      0C 0D 0A 13      defb  ffeed,cr,lf,19,'L'
F03A      4C
F03B      20 20 4E 45      defb  ' NEW FIRMWARE Vers. ',vers
F03F      57 20 46 49
F043      52 4D 57 41
F047      52 45 20 56
F04B      65 72 73 2E
F04F      20 48
F051      20 72 65 76      defb  ' rev ',rev/10+'0','.',rev mod 10+'0'
F055      20 34 2E 38
F059      20 20 13 40      defb  ' ',19,'@',bell,cr,lf,endmsg
F05D      07 0D 0A 24
;
page
    
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F097 20 F2          jr      nz,WaitKey      ; no, then ignore
                    ;
                    ; Selected boot from floppy
                    ; Wait for Hard-Disk ready
                    ;
F099 11 F15E        ld      de,fdbtmsg      ; D.E = 'ok for .. ' message
F09C CD F55A        call    pr@12,12        ; print it @ 12,12
                    ;
                    ; WtHdRdy:
F09F CD F792        call    wtwdrdy        ; wdd ready ?
F0A2 20 FB          jr      nz,WtHdRdy      ; no, loop
F0A4 CD F752        call    wdini          ; yes, then initialize wdd
F0A7 18 17          jr      FddBot         ; and go to fdd boot
                    ;
                    ; CkRdy:
F0A9 CD F792        call    wtwdrdy        ; wdd ready ?
F0AC 20 DD          jr      nz,WaitKey      ; no, return to test console
F0AE CD F752        call    wdini          ; else can initialize wdd
F0B1 AF            xor      a              ; set A=0 for wdd boot
F0B2 18 1B          jr      WdBoot         ; do boot
                    ;
                    ; Wait aproax 3 seconds
                    ; then boot from floppy
                    ;
F0B4 fdbtwt:
F0B4 06 04          ld      b,4
F0B6 timer:
F0B6 11 8000        ld      de,8000h       ; set soft timer
F0B9 timer1:
F0B9 1B            dec      de             ; timer 1 down
F0BA 7B            ld      a,e             ;
F0BB B2            or      d              ;
F0BC 20 FB          jr      nz,timer1      ;
F0BE 10 F6          djnz    timer         ; timer 2 down
                    ;
                    ; Restore Unit 1 (option)
                    ;
F0C0 FddBot:
F0C0 3E 02          ld      a,2            ;
F0C2 D3 D6          out     (fddlch),a     ; set unit 1
F0C4 AF            xor      a              ; restore cmd without verify
F0C5 D3 D0          out     (fddcmd),a     ; send out to 1771
F0C7 CD F641        call    waitfd        ; wait until end command
F0CA 18 47          jr      FdBoot         ; set boot from FDD
                    ;
                    ; page
    
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```

;
;
; *****
; *          Boot Entry point          *
; *   If A=0 then boot from Hard else Floppy   *
; *****
;
boot:
FOCC      B7          or      a          ; Is A = 0 ?
FOCC      20 44       jr      nz,FdBoot  ; no, then go to fdd boot
FOCD

;
;
; *****
; *          Boot from Hard          *
; *****
;
WdBoot:
FOCF      F5          push     af          ; save flag
FOCF      21 F02E      ld      hl,DPBIPL   ; H.L -> IPL boot para adrs
FOD0      CD F6B4      call     wdio        ; read one sector
FOD3

;
; Check for Errors
; then test for IPL ok
;
ipltest:
FOD6      B7          or      a          ; read error ?
FOD6      20 21       jr      nz,ioerr     ; yes, then goto I/O error
FOD7

; test for IPL
FOD9      21 1006      ld      hl,ipldma+6 ; H.L = IPL message
FODC      7E          ld      a,(hl)       ; get 1' char.
FODD      FE 49       cp      'I'         ; is 'I' ?
FODF      20 14       jr      nz,noipl     ; no, then go to no IPL
FOE1      23          inc     hl           ; H.L point next char.
FOE2      7E          ld      a,(hl)       ; get 2' char.
FOE3      FE 50       cp      'P'         ; is 'P' ?
FOE5      20 0E       jr      nz,noipl     ; no, then go to no IPL
FOE7      23          inc     hl           ; H.L point next char.
FOE8      7E          ld      a,(hl)       ; get 3' char.
FOE9      FE 4C       cp      'L'         ; is 'L' ?
FOEB      20 08       jr      nz,noipl     ; yes, then goto IPL ok
FOEB

;
; IPL has been loaded
; compute entry point
;
iplok:
FOED      F1          pop      af          ; IPL Flag
FOED      B7          or      a          ;
FOEE      CA 1000      jp      z,ipldma    ; if A = 0 then wdd bios boot
FOEF      C3 1003      jp      ipldma+3    ; else fdd bios boot
FOF2

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;
;
; ***** No IPL Error *****
FOF5      noipl:
FOF5      11 F1A9      ld      de,noiplmsg      ; D.E = no IPL message
FOF8      18 03      jr      io.01      ; print it and retry
;
; Print I/O error msg then boot from floppy
; ***** I/O Error *****
FOFA      ioerr:
FOFA      11 F19A      ld      de,ioerrmsg      ; D.E = I/O error message
FOFD      io.01:
FOFD      CD F562      call     strout      ; print it
F100      F1          pop      af      ; take off boot flag
F101      11 F1BD      ld      de,setnew      ; D.E = set new disk message
F104      CD F562      call     strout      ; print message
F107      waitcr:
F107      CD F209      call     cin      ; wait one char.
F10A      FE 0D      cp      cr      ; is return ?
F10C      20 F9      jr      nz,waitcr      ; no, wait cr
F10E      0E 07      ld      c,bell      ;
F110      CD F233      call     cout      ; ring beeper
;
;
; *****
; *          Boot from floppy 0          *
; *****
; Recalibrate Unit 0, then load IPL from it
;
F113      FdBoot:
F113      3E 01      ld      a,1      ;
F115      D3 D6      out      (fddlch),a      ; set unit 0
F117      F5      push     af      ; use for Boot from floppy flag
F118      CD F619      call     fdsek0      ; move fdd head to track 0
F11B      21 F02E      ld      hl,DPBIPL      ; H.L -> IPL boot para adrs.
F11E      CD F572      call     fdiod      ; read one sector
F121      18 B3      jr      ipltst      ; check for errors
;
page
    
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F123
F123 50 75 73 68
F127 20 5B 46 5D
F12B 20 66 6F 72
F12F 20 62 6F 6F
F133 74 20 66 72
F137 6F 6D 20 66
F13B 6C 6F 70 70
F13F 79 20 64 69
F143 73 6B 20 6F
F147 72 20 77 61
F14B 69 74 20 68
F14F 61 72 64 20
F153 64 69 73 6B
F157 20 72 65 61
F15B 64 79 24

F15E
F15E 07 4F 6B 20
F162 66 6F 72 20
F166 62 6F 6F 74
F16A 20 66 72 6F
F16E 6D 20 66 6C
F172 6F 70 70 79
F176 20 64 69 73
F17A 6B 2E 20
F17D 57 61 69 74
F181 20 75 6E 74
F185 69 6C 20 68
F189 61 72 64 20
F18D 64 69 73 6B
F191 20 72 65 61
F195 64 79 2E 20
F199 24

F19A
F19A 0D 0A 13 4B
F19E 44 49 53 4B
F1A2 20 45 52 52
F1A6 4F 52 24

F1A9
F1A9 0D 0A 13 4B
F1AD 4E 6F 20 49
F1B1 50 4C 20 6F
F1B5 6E 20 64 69
F1B9 73 6B 2E 24

```
;
;*****
;*                                     *
;*           D a t a   a r e a       *
;*                                     *
;*****
;
wdfmsg:
    defb    'Push [F] for boot from floppy disk or wait hard disk ready',endmsg

;
fdbtmsg:
    defb    bell,'Ok for boot from floppy disk. '

;
;
ioerrmsg:
    defb    cr,lf,19,'H','DISK ERROR',endmsg

;
noiplmsg:
    defb    cr,lf,19,'H','No IPL on disk.',endmsg
;
```

```
F1BD          setnew:
F1BD 0D 0A 53 65      defb  cr,lf,'Set system diskette in disk A,'
F1C1 74 20 73 79
F1C5 73 74 65 6D
F1C9 20 64 69 73
F1CD 6B 65 74 74
F1D1 65 20 69 6E
F1D5 20 64 69 73
F1D9 6B 20 41 2C
F1DD 0D 0A 61 6E      defb  cr,lf,'and push return',19,'@',bell,endmsg
F1E1 64 20 70 75
F1E5 73 6B 20 72
F1E9 65 74 75 72
F1ED 6E 13 40 07
F1F1 24

;
endif
;
page
```

```

;
;*****
;*
;*          Console routines
;*
;*****
;
;          if      ne80vid
;
;*****
;*
;*          Video, Keyboard, Printer routines
;*          for video interface 80*24
;*          by Nuova Elettronica
;*
;*****
;
;
; Copyright (C) 1983, 1984 by Studio Lg, Genova - Italy
; Author: Martino Stefano
; Third Modify by Gallerani Paolo
; Last Revision 06/08/84 21:00
;
; Compatibility Version 4.1-1
;
;          if      rev lt 41
;          .printx .*** Warning:Incompatible Video Board Driver ***.
;          endif
;
;
0000      strvid equ    0          ; start video cursor
077F      endvid equ    77fh      ; end video cursor
;
;          ***** PIO command code *****
;
000F      mode0 equ    00fh      ; mode 0 command code (output)
004F      mode1 equ    04fh      ; mode 1 command code (input)
008F      mode2 equ    08fh      ; mode 2 command code (bidiretional)
00CF      mode3 equ    0cfh      ; mode 3 command code (bit control)
;
;
0080      ioadd equ    080h      ; i/o port top address
;
;          ; PIO 0 data and control port address
0080      data0a equ    ioadd+0    ; read/write ram 0
0081      data0b equ    ioadd+1    ; write printer
0082      cont0a equ    ioadd+2
0083      cont0b equ    ioadd+3
;
;          ; PIO 1 data and control port address
0084      data1a equ    ioadd+4    ; read/write ram 1
0085      data1b equ    ioadd+5    ; read keyboard
0086      cont1a equ    ioadd+6
0087      cont1b equ    ioadd+7
;
;          ; PIO 2 data and control port address

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0088      data2a equ ioadd+8      ; read/write ram 2
0089      data2b equ ioadd+9      ; board flag
008A      cont2a equ ioadd+10
008B      cont2b equ ioadd+11
;
;
008C      addreg equ ioadd+12      ; 6545 address register port
008D      datreg equ ioadd+13      ; 6545 register port
;
008E      vidatr equ ioadd+14      ; video ram attribute
;
008F      beep equ ioadd+15      ; beeper port address
;
;

```

***** board flag (data2b) *****

bit	direction	function
0	<---	Printer Busy
1	--->	1 = 40 0 = 80 char/line
2	--->	Spare
3	--->	Spare
4	<---	Spare
5	<---	Spare
6	<---	Spare
7	<---	Spare

***** Video Attributes (vidatr) *****

bit	direction	function
0	<---	Blinking
1	<---	Reverse
2	<---	Under-score
3	<---	High-light
4	<---	Graphics
5	---	Not used
6	---	Not used
7	---	Not used

page

```

;
;
;*****
;* L s t S
;*          Return printer status
;*          *
;*****
;
;
F1F2      lsts:
F1F2      DB 89          in    a,(data2b)    ; read board flag
F1F4      E6 01          and    00000001b    ; mask printer busy bit
F1F6      3D             dec    a            ; 0 -> ff, 1 -> 00
F1F7      C9             ret              ; 0 printer not ready
;                               ; 255 printer ready
;
;
;*****
;* L O u t
;*          Print char on printer
;*          *
;*****
;
F1FB      lout:
F1FB      DB 89          in    a,(data2b)    ; wait printer ready
F1FA      CB 47          bit    0,a          ;
F1FC      20 FA          jr     nz,lout      ;
F1FE      79             ld     a,c          ; load char. to print
F1FF      D3 81          out    (data0b),a    ; send out to printer
F201      C9             ret              ; and ret
;
;
;*****
;* C S t s
;*          Return console status
;*          *
;*****
;
F202      csts:
F202      DB 85          in    a,(data1b)    ; read console
F204      E6 80          and    10000000b    ; only strobe
F206      07             rlca             ; to bit 1
F207      3D             dec    a            ; 1 -> 0, 0 -> ff
F208      C9             ret              ; 0 if no key pushed
;                               ; 255 if key pushed
;
;
;*****
;* C I n
;*          Wait a Key from console
;*          *
;*****
;
F209      cin:
F209      DD 2A 0047      ld     ix,(ix.pnt)  ; IX = routines table
F20D      DB 85          in    a,(data1b)    ; wait pushed key
F20F      CB 7F          bit    7,a          ;
F211      20 F6          jr     nz,cin       ;
F213      F5             push   af          ; save key
F214      cinp00:
F214      DB 85          in    a,(data1b)    ; wait depress key

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F216 CB 7F          bit    7,a          ;
F218 2B FA          jr     z,cinp00     ;
F21A F1             pop     af          ; restore pushed key
F21B EE 7F          xor     0111111b    ; complements
F21D DD CB 04 6E    bit     5,(ix+004)   ; key beep bit on ?
F221 20 02          jr     nz,cinp11    ; no, then count
F223 D3 8F          out     (beep),a     ; yes, then ring bell
F225                cinp11:
F225 DD CB 04 76    bit     6,(ix+004)   ; alpha lock bit on ?
F229 C0             ret     nz          ; no, then return
F22A FE 61          cp     'a'          ; yes, then convert upper case
F22C DB             ret     c           ; ret if A < 'a'
F22D FE 7B          cp     'z'+1        ;
F22F D0             ret     nc          ; ret if A > 'z'
F230 CB AF          res     5,a          ; convert up-case
F232 C9             ret                ; and ret
;
;
;*****
;* C O u t                      *
;*          Print char on console          *
;*****
;
F233                cout:
F233 DD 2A 0047     ld      ix,(ix.pnt)  ; IX = routines table
F237 DD 6E 00        ld      l,(ix+000)   ; load video pointer (L)
F23A DD 66 01        ld      h,(ix+001)   ; load video pointer (H)
F23D DD 7E 05        ld      a,(ix+005)   ; load prefix location
F240 B7             or      a            ; any prefix are set ?
F241 20 20          jr     nz,pfxset     ; yes, then goto prefix set
F243 79             ld      a,c          ; load char. to print
F244 FE 20          cp     ' '          ; if char. < space
F246 DA F364        jp     c,cntchar     ; then go to control caracter
F249 CD F3F2        call    charout      ; print char. at HL
F24C 23             inc     hl           ; increase video pointer
F24D                cout11:
F24D CD F41B        call    vidcompare   ; end of screen ?
F250 38 07          jr     c,cout00     ; no, then count
F252 11 FFB0        ld      de,0ffb0h    ;
F255 19             add     hl,de        ;
F256 CD F460        call    updtstart    ; update display start (scrolling)
F259                cout00:
F259 DD 75 00        ld      (ix+000),l   ; save video pointer
F25C DD 74 01        ld      (ix+001),h   ;
F25F CD F43B        call    updtvid      ; update video pointer
F262 C9             ret                ; and ret
;
;
F263                pfxset:
; any prefix are set
F263 FD 21 F278     ld      iy,pfxstab-2 ; IY -> prefix table
F267 87             add     a,a           ; A prefix code * 2
F268 5F             ld      e,a          ;
F269 16 00          ld      d,0          ; DE = pfx * 2
F26B FD 19          add     iy,de        ; IY -> pfx routine address
F26D 11 F35F        ld      de,clrpfx    ; DE = clear prefix address
F270 D5             push    de           ; store in stack
F271 FD 5E 00        ld      e,(iy+000)  ;

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F274 FD 56 01      ld      d,(ix+001)    ; DE = pfx routine address
F277 D5            push     de           ; store in stack
F278 79            ld      a,c          ; A = char. to print
F279 C9            ret                ; and go to pfx routine
;
;
F27A pfxtab:
F27A F28E          defw     pfx01        ; video attribute prefix
F27C F421          defw     pfx02        ; cursor off/on prefix
F27E F29F          defw     pfx03        ; scroll/no scroll
F280 F2AD          defw     pfx04        ; keyboard normal/alpha lock prefix
F282 F2C9          defw     pfx05        ; escape prefix
F284 F2DD          defw     pfx06        ; ESC '+' prefix
F286 F317          defw     pfx07        ; ESC '=' prefix
F288 F2F5          defw     pfx08        ; ESC '+' Yco prefix
F28A F324          defw     pfx09        ; ESC '=' Yco prefix
F28C F2BB          defw     pfx10        ; keyboard mute/beep
;
;
F28E pfx01:
; set video attribute
F28E D6 40          sub      '0'         ; subtract offset
F290 FE 10          cp      16          ; max number attribute
F292 D0            ret      nc          ; ret if A > 15
F293 2F            cpl                ; complements
F294 47            ld      b,a          ; save video attribute on B
F295 DD 7E 04       ld      a,(ix+004)   ; load old video attribute
F298 F6 1F          or      00011111b    ; clear old attribute
F29A A0            and      b           ; mask new attribute with scroll and keyb. para
F29B DD 77 04       ld      (ix+004),a   ; set new video attribute
F29E C9            ret                ; and return
;
;
F29F pfx03:
; set scroll/no scroll
F29F CB 47          bit      0,a         ; is pair
F2A1 20 05          jr      nz,pfx033   ; no, then no scrolling
F2A3 DD CB 04 FE     set      7,(ix+004) ; set scrolling flag
F2A7 C9            ret                ; and ret
F2A8 pfx033:
F2A8 DD CB 04 BE     res      7,(ix+004) ; reset scrolling flag
F2AC C9            ret                ; and ret
;
;
F2AD pfx04:
; set keyboard normal/alpha lock
F2AD CB 47          bit      0,a         ; is pair
F2AF 20 05          jr      nz,pfx044   ; no, then alpha lock
F2B1 DD CB 04 F6     set      6,(ix+004) ; set normal keyb.
F2B5 C9            ret                ; and ret
F2B6 pfx044:
F2B6 DD CB 04 B6     res      6,(ix+004) ; set alpha lock keyb.
F2BA C9            ret                ; and ret
;
;
F2BB pfx10:

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```

; set keyboard mute/beep
F2BB CB 47 bit 0,a ; is pair
F2BD 20 05 jr nz,pfx101 ; no, then beep key
F2BF DD CB 04 EE set 5,(ix+004) ; set mute keyb.
F2C3 C9 ret ; and ret
F2C4 pfx101:
F2C4 DD CB 04 AE res 5,(ix+004) ; set beep keyb.
F2C8 C9 ret ; and ret
;
;
F2C9 pfx05:
; escape prefix (move cursor and graphics)
F2C9 D1 pop de ; take off clear prefix address
F2CA FE 2B cp '+' ; is '+' ?
F2CC 20 05 jr nz,pfx055 ; no, then retry
;
; ESC '+'
F2CE DD 36 05 06 ld (ix+005),6 ; set ESC '+' prefix
F2D2 C9 ret ; and return
;
F2D3 pfx055:
F2D3 FE 3D cp '=' ; is '=' ?
F2D5 C2 F35F jp nz,clrpfx ; * no, then retry
;
; ESC '='
F2D8 DD 36 05 07 ld (ix+005),7 ; set ESC '=' prefix
F2DC C9 ret ; and return
;
; pfx056:
; ESC 'graphics comands'
; da implementare
;
; pfx05end:
; push de ; set clear prefix address
; ret ; go to it
;
;
F2DD pfx06:
; compute Yco in ESC '+'
F2DD CD F307 call relcompute ; subct. offset and return X,Y curs. pos.
F2E0 20 03 jr nz,pfx066 ; BIT 7 of A = 1 then cursor <--
F2E2 84 add a,h ; BIT ' of A = 0 then cursor -->
F2E3 1B 03 jr pfx067 ;
F2E5 pfx066:
F2E5 94 sub h ; compute Yco
F2E6 ED 44 neg ;
F2E8 pfx067:
F2E8 06 18 ld b,24 ; max Yco
F2EA CD F359 call xyicompare ; compare A with max Yco
F2ED DD 77 06 ld (ix+006),a ; set new Yco
F2F0 3E 08 ld a,8 ; set ESC '+' Yco prefix
F2F2 C3 F3C9 jp setpfx ; restore clear prefix address
;
F2F5 pfx08:
; compute Xco in ESC '+' and move cursor
F2F5 CD F307 call relcompute ; subct. offset and return X,Y curs. pos.
F2F8 20 03 jr nz,pfx08B ; BIT 7 of A = 1 then cursor up
F2FA 85 add a,l ; BIT ' of A = 0 then cursor down

```



```

F2FB 18 03          jr      pfx089          ;
F2FD          pfx088:
F2FD 95            sub      1              ; compute Xco
F2FE ED 44          neg              ;
F300          pfx089:
F300 06 50          ld      b,80          ; max Xco
F302 CD F359        call    xycompare     ; compare A with max Xco
F305 18 22          jr      pfx099        ; compute cursor address and set it
;
F307          relcompute:
F307 D6 20          sub      ' '          ; subtract offset
F309 F5            push     af            ; save relative Xco or Yco
F30A 01 0050        ld      bc,80        ; BC = char/row
F30D CD F4DC        call    divide        ; compute actual Xco and Yco
F310 67            ld      h,a           ; H = Yco, L = Xco
F311 F1            pop      af            ; restore relative X/Y
F312 CB 7F          bit      7,a         ; set flag for plus or minus
F314 CB BF          res      7,a         ;
F316 C9            ret              ; and ret
;
;
F317          pfx07:
; compute Yco in ESC '='
F317 06 18          ld      b,24          ; max Yco
F319 CD F357        call    xycompare     ; compare with max Yco
F31C DD 77 06        ld      (ix+006),a   ; set Yco
F31F 3E 09          ld      a,9          ; set ESC '=' Yco prefix
F321 C3 F3C9        jp      setpfx        ; restore clear prefix address
;
F324          pfx09:
; compute Xco in ESC '=' and move cursor
F324 06 50          ld      b,80          ; max Xco
F326 CD F357        call    xycompare     ; compare with max Xco
F329          pfx099:
F329 DD 6E 06        ld      1,(ix+006)   ;
F32C          pfx09a:
F32C 26 00          ld      h,0           ; HL = Yco
;
; rept 4
; add hl,hl          ; multiplay Yco per 16
; endm
F32E 29            +      add      hl,hl   ; multiplay Yco per 16
F32F 29            +      add      hl,hl   ; multiplay Yco per 16
F330 29            +      add      hl,hl   ; multiplay Yco per 16
F331 29            +      add      hl,hl   ; multiplay Yco per 16
;
F332 E5            push     hl            ; save Yco * 16
;
; rept 2
; add hl,hl          ; multiplay Yco * 64
; endm
F333 29            +      add      hl,hl   ; multiplay Yco * 64
F334 29            +      add      hl,hl   ; multiplay Yco * 64
;
F335 D1            pop      de            ; DE = Yco * 16
F336 19            add      hl,de         ; HL = Yco * 80
F337 5F            ld      e,a           ;
F338 16 00          ld      d,0          ; DE = Xco
    
```

```

F33A 19          add    hl,de          ; HL = Yco*80 + Xco
;
F33B          setnwcpos:
; set new cursor position
F33B DD 75 07    ld      (ix+007),l    ; set last cursor position
F33E DD 74 08    ld      (ix+008),h    ;
F341 C3 F259    jp      cout00        ; set new video pointer and ret
;
;
F344          movcurs:
; move cursor at H = Yco, L = Xco
F344 DD 2A 0047  ld      ix,(ix.pnt)    ; IX = routines table
F348 7C          ld      a,h           ; load Yco
F349 06 18      ld      b,24          ; max Yco
F34B CD F359    call    xylcompare     ; compare with max Yco
F34E 7D          ld      a,l           ; load Xco
F34F 06 50      ld      b,80          ; max Xco
F351 CD F359    call    xylcompare     ; compare with max Xco
F354 6C          ld      l,h           ; L = Yco, A = Xco
F355 18 D5      jr      pfx09a        ; compute cursor address, move it and ret
;
;
F357          xycompare:
; A = Xco or Yco + offset, B = max Xco or Yco
F357 D6 20      sub      ' '          ; subtract offset
F359          xylcompare:
F359 B8          cp      b             ; compare with max Xco or Yco
F35A D8          ret      c            ; ret if A < Xco or Yco
F35B D3 8F      out      (beep),a      ; ring beeper
F35D D1          pop      de           ; restore normal return address
F35E C9          ret                  ; and return to clear prefix
;
;
F35F          clrpfxf:
; clear prefix
F35F DD 36 05 00 ld      (ix+005),0    ; clear prefix
F363 C9          ret                  ; and ret
;
;
F364          cntchar:
; control character
F364 FE 04      cp      4              ;
F366 D8          ret      c            ; ret if char. < 4
F367 FE 1C      cp      28            ;
F369 D0          ret      nc           ; ret if char. > 27
F36A 11 F259    ld      de,cout00     ; DE = return address
F36D D5          push    de            ; store in stack
F36E FD 21 F37B ld      iy,chr$tab - 8 ; IY -> chr$ table (char 4 - 27)
F372 87          add      a,a           ; A = A*2
F373 5F          ld      e,a           ;
F374 16 00      ld      d,0            ;
F376 FD 19      add      iy,de         ; IY -> chr$ routine address
F378 FD 5E 00    ld      e,(iy+000)    ; load routine address (L)
F37B FD 56 01    ld      d,(iy+001)    ; load routine address (H)
F37E D5          push    de            ; put it on stack
F37F 11 0050    ld      de,80         ; DE = char for line for utility
F382 C9          ret                  ; go to chr$(xx) routine
;

```

```

F383      chr$tab:
                ; control character table
F383      F3D2      defw  chr$04      ; move cursor at last addressment
F385      F493      defw  chr$05      ; clear to end of line
F387      F4A0      defw  chr$06      ; clear to end of screen
F389      F3CE      defw  chr$07      ; beeper
F38B      F3E9      defw  chr$08      ; cursor left (back space)
F38D      F3CC      defw  nochr$      ; not implemented
F38F      F3D9      defw  chr$10      ; cursor down (line feed)
F391      F3DE      defw  chr$11      ; cursor beginning of screen (home)
F393      F49D      defw  chr$12      ; clear screen
F395      F4CC      defw  chr$13      ; cursor beginning of line (carriage return)
F397      F3E2      defw  chr$14      ; cursor right
F399      F3EC      defw  chr$15      ; cursor up
F39B      F3CC      defw  nochr$      ; not implemented
F39D      F3CC      defw  nochr$      ; not implemented
F39F      F3CC      defw  nochr$      ; not implemented
F3A1      F3B3      defw  chr$19      ; video attribute prefix
F3A3      F3B7      defw  chr$20      ; cursor off/on prefix
F3A5      F3BB      defw  chr$21      ; scroll yes/no prefix
F3A7      F3BF      defw  chr$22      ; keyboard normal/alpha look prefix
F3A9      F3C3      defw  chr$23      ; keyboard mute/beep
F3AB      F3CC      defw  nochr$      ; not implemented
F3AD      F3CC      defw  nochr$      ; not implemented
F3AF      F3CC      defw  nochr$      ; not implemented
F3B1      F3C7      defw  chr$27      ; cursor and graphics prefix
                ;
                ;
F3B3      chr$19:
                ; video attribute prefix
F3B3      3E 01      ld      a,001      ; set pfx code
F3B5      1B 12      jr      setpfx      ; and ret
                ;
                ;
F3B7      chr$20:
                ; cursor off/on prefix
F3B7      3E 02      ld      a,002      ; set pfx code
F3B9      1B 0E      jr      setpfx      ; and ret
                ;
                ;
F3BB      chr$21:
                ; scroll/no scroll prefix
F3BB      3E 03      ld      a,003      ; set pfx code
F3BD      1B 0A      jr      setpfx      ; and ret
                ;
                ;
F3BF      chr$22:
                ; keyboard normal/alpha look prefix
F3BF      3E 04      ld      a,004      ; set pfx code
F3C1      1B 06      jr      setpfx      ; and ret
                ;
                ;
F3C3      chr$23:
                ; keyboard mute/beep prefix
F3C3      3E 0A      ld      a,010      ; set pfx code
F3C5      1B 02      jr      setpfx      ; and ret
                ;
                ;
    
```

```

F3C7          chr$27:
              ; escape prefix
F3C7  3E 05    ld      a,005          ; set pfx code
              ; and ret

              ;
F3C9  DD 77 05 setpfx: ld      (ix+005),a  ; set prefix code
              ;
F3CC          nochr$:
F3CC  D1        pop     de            ; restore cout00 return address
F3CD  C9        ret                ; and return to caller
              ;
              ;
F3CE          chr$07:
              ; beeper
F3CE  D3 8F     out     (beep),a        ; ring beeper
F3D0  18 FA     jr      nochr$         ; and ret
              ;
              ;
F3D2          chr$04:
              ; move cursor at last adresssement
F3D2  DD 6E 07 ld      l,(ix+007)      ; load last cursor position
F3D5  DD 66 08 ld      h,(ix+008)      ;
F3D8  C9        ret                ; set it and return
              ;
              ;
F3D9          chr$10:
              ; DE = char. for line
F3D9  19        add     hl,de          ; HL point to next line
F3DA  D1        pop     de            ; restore return address
F3DB  C3 F24D   jp      cout11        ; and go to eventually scrolling
              ;
F3DE          chr$11:
              ; move cursor at start of screen
F3DE  21 0000 ld      hl,strvid        ; HL = start video
F3E1  C9        ret                ; return
              ;
              ;
F3E2          chr$14:
              ; cursor right
F3E2  23        inc     hl            ; increase video pointer
F3E3  CD F418   call    vidcompare     ; end of screen + 1 ?
F3E6  D8        ret     c            ; no, then ret
F3E7  2B        dec     hl            ; dec. video pointer
F3E8  C9        ret
              ;
F3E9          chr$08:
              ; back space
F3E9  11 0001 ld      de,1            ; DE = one char. to subtract
              ; go to subctact HL with DE
              ;
F3EC          chr$15:
              ; cursor up
              ; DE = character for line
              ;
F3EC          subpointer:
F3EC  AF        xor     a            ; clear carry
F3ED  ED 52     sbc     hl,de         ; HL = video pointer - one line
F3EF  D0        ret     nc          ; ret if HL >= start video
    
```

```

F3F0 19      add    hl,de      ; restore originally video pointer
F3F1 C9      ret              ; and ret
;
;
;      ***** various routines entry point *****
;
;
F3F2      charout:
;      ; send out character contained in A register at HL cursor position
F3F2 D5      push   de        ; save register
F3F3 E5      push   hl        ;
F3F4 F5      push   af        ;
F3F5 CD F43B call    updtvid    ; update video pointer
F3F8 F1      pop    af        ; restore char. to print
F3F9 CD F3FF call    sendout    ; send out to RAM 0
F3FC E1      pop    hl        ; restore register
F3FD D1      pop    de        ;
F3FE C9      ret              ; and ret
;
;
F3FF      sendout:
;      ; send out character contained in reg. A to video RAM 0
F3FF F5      push   af        ; save character
F400      sendo0:
F400 DB 8C   in      a,(addreg) ; load 6545 status
F402 CB 7F   bit     7,a        ; test sync bit
F404 28 FA   jr      z,sendo0    ; wait if busy
F406 E3      ex      (sp),hl     ; delay
F407 E3      ex      (sp),hl     ; delay
F408 DD 7E 04 ld      a,(ix+004) ; load video attribute
F40B F6 F0   or      11110000b ; mask video attribute
F40D D3 8E   out     (vidatr),a ; send out on video attribute ram (RAM 3)
F40F F1      pop    af        ; restore char.
F410 F5      push   af        ; resave char.
F411 D3 80   out     (data0a),a ; write char. on video ram (RAM 0)
F413 AF      xor     a          ; clear accumulator
F414 D3 80   out     (datreg),a ; write 0 to register 6545
F416 F1      pop    af        ; restore character
F417 C9      ret              ; and ret
;
;
F418      vidcompare:
;      ; compare for HL = endvid+1
F418 E5      push   hl        ; save video pointer
F419 11 0780 ld      de,endvid+1 ; DE = end video + 1
F41C AF      xor     a          ; clear carry
F41D ED 52   sbc     hl,de      ; subtract HL with DE
F41F E1      pop    hl        ; restore video pointer
F420 C9      ret              ; and ret
;
;
F421      pfx02:
;      ; set cursor off/on
F421 CB 47   bit     0,a        ; is pair
F423 20 0E   jr      nz,curson ; no, then cursor on
;      ; yes, then cursor off
;
;
F425      cursoff:

```

```

; cursor off
F425 06 20      ld      b,00100000b      ; no cursor type
F427          outdat:
F427 3E 0A      ld      a,10              ; cursor start register
F429 D3 8C      out      (addreg),a        ; set 6545 cursor start register
F42B 78         ld      a,b
F42C D3 8D      out      (datreg),a        ; send out to 6545 cursor start register
;
F42E          setdummy:
F42E 3E 1F      ld      a,31              ; A = dummy location
F430 D3 8C      out      (addreg),a        ; send out to 6545 register address
F432 C9         ret                      ; and return
;
;
F433          curson:
; cursor on
F433 3E 0A      ld      a,10              ; cursor start register
F435 D3 8C      out      (addreg),a        ; set 6545 cursor start register
F437 06 00      ld      b,00000000b      ; cursor fixed (blinking hardware)
F439 18 EC      jr      outdat            ; set it
;
;
F43B          updtvid:
; update video pointer
F43B DD 5E 02   ld      e,(ix+002)        ; load curently display start (L)
F43E DD 56 03   ld      d,(ix+003)        ; load curently display start (H)
F441 19         add      hl,de             ; compute relative position
; and count with updtcpur
F442          updtcpur:
; update 6545 cursor position and 6545 update register at HL
F442 3E 0E      ld      a,14              ; cursor position (H) register
F444 D3 8C      out      (addreg),a        ; set it
F446 7C         ld      a,h               ; load cursor address (H)
F447 D3 8D      out      (datreg),a        ; set it
F449 3E 0F      ld      a,15              ; cursor position (L) register
F44B D3 8C      out      (addreg),a        ; set it
F44D 7D         ld      a,l               ; load cursor address (L)
F44E D3 8D      out      (datreg),a        ; set it
;
F450          updtureg:
; update 'update register' at HL
F450 3E 12      ld      a,18              ; update address (H) register
F452 D3 8C      out      (addreg),a        ; set it
F454 7C         ld      a,h               ; load cursor address (H)
F455 D3 8D      out      (datreg),a        ; set it
F457 3E 13      ld      a,19              ; update address (L) register
F459 D3 8C      out      (addreg),a        ; set it
F45B 7D         ld      a,l               ; load cursor address (L)
F45C D3 8D      out      (datreg),a        ; set it
F45E 18 CE      jr      setdummy          ; set dummy location and return
;
;
F460          updtstart:
; update display start
F460 DD CB 04 7E bit      7,(ix+004)        ; test no scroll flag; is zero ?
F464 28 26      jr      z,noupdstart      ; yes, then no scrolling
F466 E5         push     hl               ; save video pointer
F467 DD 6E 02   ld      l,(ix+002)        ; load curently display start (L)

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```

F46A DD 66 03      ld      h,(ix+003)      ; load curenly display start (H)
F46D 11 0050      ld      de,B0           ; DE = char. for line
F470 19           add      hl,de           ; point to next line
F471 CB 9C        res      3,h            ;
F473 DD 75 02      ld      (ix+002),l      ; save curenly display start (L)
F475 DD 74 03      ld      (ix+003),h      ; save curenly display start (H)
F479 3E 0C        ld      a,12            ; disp. start (H) register
F47B D3 BC        out      (addreg),a      ; set it
F47D 7C          ld      a,h              ; load disp. start address (H)
F47E D3 BD        out      (datreg),a      ; set it
F480 3E 0D        ld      a,13            ; disp. start (L) register
F482 D3 BC        out      (addreg),a      ; set it
F484 7D          ld      a,l              ; load disp. start address (L)
F485 D3 BD        out      (datreg),a      ; set it
F487 21 0780      ld      hl,endvid+1      ; set new video pointer
F48A 1B 1E        jr      cescr1           ; go to clear to end screen

;
noupdstart:
F48C 01 0050      ld      bc,B0           ; BC = char/row
F48F CD F4DC      call    divide           ; HL = Xco
F492 C9          ret                      ; and ret

;
;
F493 chr$05:
F493 cendlin:
; clear to end line starting at HL
F493 E5          push     hl              ; save video pointer
F494 CD F4CC      call    cbeglin         ; call cursor begin of line
F497 19          add      hl,de           ;
F498 EB          ex       de,hl           ;
F499 E1          pop      hl              ; restore video pointer
F49A E5          push     hl              ; resave it
F49B 1B 07        jr      cescr0          ; go to clear 'DE' char.

;
F49D chr$12:
; clear screen
F49D 21 0000      ld      hl,strvid        ; HL = start video
; and clear to end of screen

;
F4A0 chr$06:
F4A0 cendscr:
; clear to end of screen starting at HL
F4A0 E5          push     hl              ; save video pointer
F4A1 11 07D0      ld      de,endvid+B1     ; DE = end video + one line + 1
F4A4 cescr0:
F4A4 F3          di                      ;
F4A5 AF          xor      a              ; clear carry
F4A6 EB          ex       de,hl           ; computer number of
F4A7 ED 52        sbc      hl,de           ; character then remaining
F4A9 EB          ex       de,hl           ; until end (line or screen)
F4AA cescr1:
F4AA D5          push     de              ; save number of char.
F4AB CD F43B      call    updtvid         ; update video pointer
F4AE D1          pop      de              ; restore char. number
F4AF cescr2:
F4AF 7A          ld      a,d              ; DE is zero ?
F4B0 B3          or       e              ;
F4B1 2B 16        jr      z,cescr3        ; yes, then exit

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```

F4B3          cescr4:
F4B3 DB BC      in    a,(addreg)    ; load 6545 status
F4B5 CB 7F      bit    7,a          ; test sync bit
F4B7 28 FA      jr     z,cescr4     ; wait if busy
F4B9 E3         ex     (sp),hl      ; delay
F4BA E3         ex     (sp),hl      ; delay
F4BB 3E 20      ld     a,' '        ; load space
F4BD D3 80      out    (data0a),a    ; write char. on video ram (RAM 0)
F4BF 3E FF      ld     a,11111111b  ; video normal mode attribute
F4C1 D3 8E      out    (vidatr),a    ; send out on video attribute ram (RAM 3)
F4C3 AF         xor     a           ; clear accumulator
F4C4 D3 8D      out    (datreg),a    ; write 0 to register 6545
F4C6 1B         dec     de          ; dec. char counter
F4C7 1B E6      jr     cescr2       ; and count
F4C9          cescr3:
F4C9 E1         pop     hl          ; restore video pointer
F4CA FB         ei              ;
F4CB C9         ret              ; and return
;
;
F4CC          chr$13:
F4CC          cbeglin:
; cursor beginning of line
F4CC C5         push    bc          ; save register
F4CD 42         ld     b,d
F4CE 4B         ld     c,e          ; bc = char. for line
F4CF CD F4DC    call    divide
F4D2 2E 00      ld     l,0
F4D4 50         ld     d,b
F4D5 59         ld     e,c
F4D6 C1         pop     bc          ; restore register
F4D7          cbegl0:
F4D7 C8         ret     z           ;
F4D8 19         add     hl,de       ;
F4D9 3D         dec     a           ;
F4DA 1B FB      jr     cbegl0       ;
;
;
F4DC          divide:
; division routine: divide HL with BC; quote in A, resto in HL
F4DC AF         xor     a           ; clear accumulator and carry flag
F4DD          hl.gt.0:
F4DD ED 42      sbc     hl,bc       ;
F4DF 3C         inc     a           ;
F4E0 30 FB      jr     nc,hl.gt.0   ;
F4E2 3D         dec     a           ;
F4E3 09         add     hl,bc       ;
F4E4 C9         ret
;
;
;
F4E5          initialize:
; PIO, 6545 and IX table initialization
;
F4E5 DD 22 0047 ld     (ix.pnt),ix    ; set IX table address
F4E9 3E 8F      ld     a,mode2       ; bidirectional mode
F4EB D3 82      out    (cont0a),a    ; set port a PIO 0
F4ED D3 86      out    (cont1a),a    ; set port a PIO 1

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```

F4EF D3 BA out (cont2a),a ; set port a PIO 2
F4F1 3E CF ld a,mode3 ; control mode
F4F3 D3 83 out (cont0b),a ;
F4F5 08 ex AF,AF' ; save control mode
F4F6 3E 00 ld a,00000000b ; set i/o bit
F4F8 D3 83 out (cont0b),a ; set port b PIO 0
F4FA 08 ex AF,AF' ; restore control mode
F4FB D3 87 out (cont1b),a ;
F4FD 08 ex AF,AF' ; save control mode
F4FE 3E FF ld a,11111111b ; set i/o bit
F500 D3 87 out (cont1b),a ; set port b PIO 1
F502 08 ex AF,AF' ; restore control mode
F503 D3 8B out (cont2b),a ;
F505 3E F1 ld a,11110001b ; set i/o bit
F507 D3 8B out (cont2b),a ; set port b PIO 2
;
F509 DB 89 in a,(data2b) ; read board flag
F50B CB 8F res 1,a ; set 80 char for line
F50D D3 89 out (data2b),a ;
;
F50F 21 F53D ld hl,tab6545 ; HL --> 6545 initialization table
F512 06 0C ld b,12 ; data output counter
F514 init00:
F514 78 ld a,b ; load on a
F515 3D dec a ;
F516 D3 8C out (addreg),a ; set 6545 register
F518 7E ld a,(hl) ; get data for init
F519 D3 8D out (datreg),a ; send out on 6545 register
F51B 23 inc hl ; point to next data
F51C 10 F6 djnz init00 ; and count until are output
;
F51E 06 08 ld b,8 ; filling rimanents register with 00
F520 init01:
F520 78 ld a,b ;
F521 C6 0B add a,11 ;
F523 D3 8C out (addreg),a ; set 6545 register
F525 AF xor a ; clear accumulator
F526 D3 8D out (datreg),a ; sen out to 6545 register
F528 10 F6 djnz init01 ; and count until all are output
;
F52A 3E 1F ld a,31 ; A = dummy location
F52C D3 8C out (addreg),a ; send out to 6545 register
;
F52E AF xor a ; clear accumulator
F52F 2A 0047 ld hl,(ix.pnt) ; HL -> routines table
F532 06 10 ld b,16 ; 16 byte to clear
F534 init02:
F534 77 ld (hl),a ; clear byte of table
F535 23 inc hl ; increase table pointer
F536 10 FC djnz init02 ; count untill all are cleared
;
F538 3D dec a ; initial video attribute, scroll flag,
; no alpha look and mute keyboard
F539 DD 77 04 ld (ix+004),a ; set initial video attribute
F53C C9 ret ; and return to caller
;
F53D tab6545:
; 6545 initialization table

```

```

0010      ;
      .radix 16
      ;
F53D 0B 00      defb 0b,00      ; cursor end, cursor start
F53F 0B          defb 0b          ; scan line-1
F540 48          defb 48          ; mode control
F541 18          defb 18          ; vert. sync position
F542 18          defb 18          ; vert. displayed
F543 00          defb 00          ; vert. total adjust
F544 1A          defb 1a          ; vert. total-1
F545 28          defb 28          ; vsync, hsync widths
F546 57          defb 57          ; horiz. sync position
F547 50          defb 50          ; horiz. displayed
F548 6F          defb 6f          ; horiz. total-1
      ;
000A      .radix 10
      ;
      ;
      ;
      ;
F549      rdcpos:
      ; read cursor pos and set update reg = cpos reg
F549 3E 0E      ld a,14          ; cursor position (H) register
F54B D3 8C      out (addreg),a    ; set it
F54D DB 8D      in a,(datreg)     ; read cursor address (H)
F54F 67          ld h,a          ; store it in H reg.
F550 3E 0F      ld a,15          ; cursor position (L) register
F552 D3 8C      out (addreg),a    ; set it
F554 DB 8D      in a,(datreg)     ; read cursor address (L)
F556 6F          ld l,a          ; store it in L reg.
F557 C3 F450     jp updtureg      ; and update 'update register'
      ;
      endif
      ;
      page
    
```

```

;
;*****
;*
;*      Print string pointed by DE      *
;*
;*****
;
;
; *** Print @ position 12,12 ***
;
F55A 21 0C0C pr@12.12: ld    hl,12 * 256 + 12 ; @ 12,12
;
;
; *** Print string @ positon HL ***
;
F55D printat:
F55D D5      push    de      ; save string pointer
F55E CD F344 call    movcurs    ; move cursor at HL
F561 D1      pop     de      ; restore str pointer and count
;                          ; with strout
;
;
; *** Print string pointed by DE ***
;
F562 strout:
F562 1A      ld      a,(de)    ; load char.
F563 FE 24   cp      endmsg    ; end message
F565 C8      ret     z        ; yes, then return
F566 4F      ld      c,a      ; else move to register C
F567 D5      push    de      ; save text pointer
F568 CD F233 call    cout      ; and print it
F56B D1      pop     de      ; restore text pointer
F56C 13      inc     de      ; point to next char
F56D 18 F3   jr      strout    ; and repeat
;
; page

```

```

;
;*****
;#
;# Floppy disk routines #
;#
;*****
;
;
; if necnt
;
;*****
;#
;# Floppy disk driver and subroutine #
;# for N.E. 5 Inc. floppy disk controller #
;#
;*****
;
; Copyright (C) 1983, 1984 by Studio Lg, Genova - Italy
; Author: Martino Stefano
; Third Modify by Gallerani Paolo
; Last Revision 06/08/84 21:00
;
; Compatibility Version 4.2-1
;
; if rev lt 42
; .printx *** Warning:Incompatible Floppy Disk Driver ***.
; endif
;
0003 rtycnt equ 3 ; max retries before disk I/O error
0002 rstcnt equ 2 ; max restore before disk I/O error
;
page
    
```

```

;
;
;*****
;*
;*          FD 1771 I/O port
;*
;*****
;
00D0      fddsts equ      0d0h          ; fdd status port
00D1      fddtrk equ      0d1h          ; fdd track port
00D2      fddsec equ      0d2h          ; fdd sector port
00D6      fddlch equ      0d6h          ; fdd lach port
00D7      fdddat equ      0d7h          ; fdd data port
00D0      fddcmd equ      fddsts        ; fdd command port
;
;
;*****
;*
;*          FD 1771 Command Summary
;*
;*****
;
0006      fddrest equ      00000110b    ; fdd restore command code
0016      fddsek equ      00010110b    ; fdd seek command code
0088      fddrd equ      10001000b    ; fdd read command code
00A8      fddwt equ      10101000b    ; fdd write command code
00D0      fddrst equ      11010000b    ; fdd reset int. command code
;
;
page
```

```

;
;
;*****
;*
;*          Routines Entry point
;*
;*****
;
;
;*****
;* F D I O S   Fdd I/O 128 byte
;*
;*****
;
;fdios:
F56F      AF          xor    a          ; CY = 0 then 128 byte r/w
F570      18 01      jr     fdio       ; go to common entry point
;
;
;*****
;* F D D I O D   Fdd I/O 256 byte
;*
;*****
;
;fdiod:
F572      37          scf              ; CY = 1 then 256 byte r/w
;
;
;fdio:
F573      DD 2A 0047   ld     ix,(ix.pnt) ; IX = routines table
F577      DD CB 09 C6   set    0,(ix+009) ; set 256 byte r/w
F57B      38 04      jr     c,fdio00    ; jmp if cy = 1
F57D      DD CB 09 86   res     0,(ix+009) ; set 128 byte r/w
F581      fdio00:
F581      7E          ld     a,(hl)      ; get unit num. and side
F582      57          ld     d,a         ; save for side select
F583      E6 03      and     00000011b ; mask bit 0 and bit 1 (unit num.)
F585      CD F661     call   newdrv      ; select drive and restore old trk num.
F588      23          inc     hl         ; H.L track para adrs
F589      22 0045     ld     (hladrs),hl
F58C      0E 02      ld     c,rstcnt    ; C = restore count
F58E      rty00:
F58E      06 03      ld     b,rtycnt    ; B = retry count
F590      rty01:
F590      C5          push   bc
F591      2A 0045     ld     hl,(hladrs) ; H.L track para adrs
F594      46          ld     b,(hl)      ; B = track num.
F595      23          inc     hl         ; skip track hi byte for Wdd comp.
F596      23          inc     hl         ; H.L sector para adrs
F597      7E          ld     a,(hl)      ; A = sector num.
F598      D3 D2      out     (fddsec),a ; set sector num.
F59A      78          ld     a,b         ; set new track
F59B      D3 D7      out     (fdddats),a ; number and
F59D      3E 16      ld     a,fddsek    ; execute seek
F59F      D3 D0      out     (fddcmd),a ; command
F5A1      CD F623     call   errlget    ; wait until end command
F5A4      B7          or     a          ; error detect ?
F5A5      20 54      jr     nz,fdderchk ; yes ! go to error check

```

```

F5A7          trkok:
                ; track and sector are ok
F5A7 23      inc    hl          ; H.L dma para adrs
F5A8 5E      ld     e,(hl)      ; E = dma adrs low
F5A9 23      inc    hl          ;
F5AA 56      ld     d,(hl)      ; D = dma adrs high
F5AB 23      inc    hl          ; H.L R/W para adrs (0 = read ,1 = write)
F5AC DD CB 09 46 bit    0,(ix+009) ; test bit 0 of (ix+009) for fdd num byte
F5B0 3E 80    ld     a,128      ; if bit 0 = 0 then 128 byte r/w
F5B2 2B 01    jr     z,trkok1    ;
F5B4 AF      xor     a          ; else 256 byte r/w
F5B5          trkok1:
F5B5 47      ld     b,a          ; B = num. byte to R/W
F5B6 0E D7    ld     c,fdddat    ; C = fdd data I/O port
                ;
F5B8 7E      ld     a,(hl)      ; A = R/W para
F5B9 EB      ex     de,hl        ; HL = dma adrs
F5BA B7      or     a           ; test for read or write
F5BB 20 18    jr     nz,fdwrite  ; if nz then write
F5BD          fdread:
                ; else fdd read
F5BD 3E 88    ld     a,fddrd     ; fdd read command
F5BF D3 D0    out    (fddcmd),a  ; exec. command
F5C1 CD F63C  call   fddelay     ; wait aproax 56 micros
F5C4 1B 03    jr     fdrd01
                ;
F5C6          fdrd00:
F5C6 0F      rrca              ; busy bit --> CY
F5C7 30 22    jr     nc,fdioend  ; if busy = 0 then end read
F5C9          fdrd01:
F5C9 DB D0    in     a,(fddsts)  ; test fdd status
F5CB CB 4F    bit    1,a         ; data request active ?
F5CD 2B F7    jr     z,fdrd00    ; no ! then test busy bit
F5CF ED A2    ini          ; read one byte
F5D1 20 F6    jr     nz,fdrd01  ; and wait until all are read
                ;
F5D3 1B 16    jr     fdioend     ; go to end fdio
F5D5          fdwrite:
                ; fdd write
F5D5 3E A8    ld     a,fddwt     ; fdd write command
F5D7 D3 D0    out    (fddcmd),a  ; exec. command
F5D9 CD F63C  call   fddelay     ; wait aproax 56 micros
F5DC 1B 03    jr     fdwt01
                ;
F5DE          fdwt00:
F5DE 0F      rrca              ; busy bit --> CY
F5DF 30 0A    jr     nc,fdioend  ; if busy = 0 then end write
F5E1          fdwt01:
F5E1 DB D0    in     a,(fddsts)  ; test fdd status
F5E3 CB 4F    bit    1,a         ; data request active ?
F5E5 2B F7    jr     z,fdwt00    ; no ! then test busy bit
F5E7 ED A3    outi          ; write one byte
F5E9 20 F6    jr     nz,fdwt01  ; and wait until all are write
                ;
F5EB          fdioend:
                ; end of read or write
F5EB 60      ld     h,b          ; save byte counter
F5EC CD F63C  call   err2get     ; wait until end command
    
```



```

F5EF B7          or a          ; error occurs ?
F5F0 20 09      jr nz,fdderchk ; then error check else A=0
F5F2 B4          or h          ; all byte are read or write ?
F5F3 3E 02      ld a,00000010b ; set density error
F5F5 20 04      jr nz,fdderchk ; no, then i/o error
F5F7 AF         xor a          ; clear accumulator for normal return
F5F8 C1         pop bc         ; else restore BC
F5F9 18 18      jr fddret      ; and ret to call

```

```

;
;
F5FB          fdderchk:
; fdd check for any error
F5FB C1        pop bc          ; B = rtycnt. C = rstcnt
F5FC F5        push af         ; save fdd status
F5FD E6 03     and 00000011b    ; bit 0 = time-out error
; bit 1 = density error
F5FF 20 13     jr nz,fddrtl     ; ret if one
F601 F1        pop af          ; restore fdd status
F602 05        dec b           ; retry count down
F603 20 8B     jr nz,rty01      ; repeat until rtycnt = 0
F605 0D        dec c           ; restore count down
F606 28 0B     jr z,fddret      ; retry error return
F608 F5        push af         ; save fdd status
F609 CD F619   call fdsek0      ; fdd seek to track 0
F60C B7        or a            ; error ?
F60D 20 05     jr nz,fddrtl     ; then rty err
F60F F1        pop af          ; restore fdd status
F610 C3 F5BE   jp rty00        ; and retry
F613          fddret:
F613 F5        push af         ; save fdd status
F614 AF        fddrtl: xor a     ; clear register A
F615 D3 D6     out (fddlch),a   ; deselect any drive
F617 F1        pop af          ; restore fdd status
F618 C9        ret             ; and ret
;
;
F619          fdsek0:
; fdd seek to track 0
F619 C5        push bc         ; save register
F61A 3E 06     ld a,fddrest     ; fdd restore command
F61C D3 D0     out (fddcmd),a   ; exec. command
F61E CD F641   call waitfd      ; wait until end command
F621 C1        pop bc          ; restore register
F622 C9        ret             ; and ret
;
;
F623          erriget:
; return error in A register for type 1 command
F623 CD F641   call waitfd      ; wait until end command
F626 B7        or a            ; time out error ?
F627 C0        ret nz          ; yes , return to call
F628 78        ld a,b          ; else load fdd status
F629 E6 10     and 00010000b    ; mask bit 4 (seek error)
F62B CB 27     sla a            ; move to bit 5
F62D 4F        ld c,a          ; save seek error bit
F62E 78        ld a,b          ; reload fdd status
F62F E6 08     and 00001000b    ; mask bit 3 (crc error)
F631 B1        or c            ; A: bit 3 = crc ,bit 5 = seek

```

```

F632 C9                ret                ; return to call
;
F633                err2get:
; return error in A register for type 2 command
F633 CD F641          call waitfd        ; wait until end command
F636 B7              or a                ; time out error ?
F637 C0              ret nz             ; yes ,return to caller
F638 78              ld a,b             ; load fdd status
F639 E6 5C           and 01011100b      ; mask wrt-prtc,rnf,crc,lst-dat error
F63B C9              ret                ; and return
;
F63C                fddelay:
rept 4
ex (sp),hl           ; delay beetwen write command reg.
endm                 ; to read status reg.
F63C E3              + ex (sp),hl        ; delay beetwen write command reg.
F63D E3              + ex (sp),hl        ; delay beetwen write command reg.
F63E E3              + ex (sp),hl        ; delay beetwen write command reg.
F63F E3              + ex (sp),hl        ; delay beetwen write command reg.
F640 C9              ret

;
F641                waitfd:
; wait until fdd busy is reset.
F641 CD F63C          call fddelay      ; wait aproax 56 microS
F644 06 02           ld b,2             ; set soft timer
F646                wait00:
F646 11 0000         ld de,0            ; for aproax five seconds
F649                wait01:
F649 DB D0           in a,(fddsts)      ; input to fdd status
F64B CB 47           bit 0,a            ; test busy bit
F64D 2B 0F           jr z,wait02        ; jump if no command is in progress
F64F 1B             dec de              ;
F650 7A             ld a,d              ; timer down
F651 B3             or e                ;
F652 20 F5           jr nz,wait01       ;
F654 05             dec b               ;
F655 20 EF           jr nz,wait00       ; time out
F657                timeout:
F657 3E D0           ld a,fddrst        ; reset fdd controller
F659 D3 D0           out (fddcmd),a     ; exec. command
F65B 3E 01           ld a,00000001b    ; set time-out bit error
F65D C9             ret                ; and ret
F65E                wait02:
F65E 47             ld b,a              ; save fdd status in B register
F65F AF             xor a               ; clear accumulator for
F660 C9             ret                ; normal return
;
F661                newdrv:
; select new drive and restore old trk num.
F661 E5             push hl             ; save para pointer
F662 4F             ld c,a              ;
F663 06 00           ld b,0             ; BC = new unit num.
F665 21 F68A         ld hl,fddtab      ;
F668 09             add hl,bc           ; HL. byte to select drive
F669 5E             ld e,(hl)          ; E = byte to select drive
F66A 7A             ld a,d              ; A = unit num. and side
F66B E6 10           and 00010000b     ; mask bit 4 (side)
    
```

```

F66D CB 27      sla    a        ; move side to bit 5
F66F B3         or     e        ; A = unit + 5/8 sel + side
F670 D3 D6      out    (fddlch),a ; select new drive and side
F672 21 0044    ld     hl,unit    ; H.L old unit num.
F675 7E         ld     a,(hl)     ; A = old unit num.
F676 B9         cp     c        ; old unit equ new unit ?
F677 28 0F      jr     z,drvequ   ; skip if yes
F679 71         ld     (hl),c     ; save new unit num.
F67A 21 0040    ld     hl,fd0otr  ;
F67D E5         push   hl        ;
F67E 85         add    a,l        ; * Version for less space (4/6)
F67F 6F         ld     l,a        ; add only low byte *

;; ld e,a      ;
;; ld d,0      ; DE = old unit num.
;; add hl,de    ; H.L old trk of old unit num.
F680 DB D1      in     a,(fddtrk) ; save track num.
F682 77         ld     (hl),a     ; of old unit num.
F683 E1         pop    hl        ;
F684 09         add    hl,bc      ; H.L old trk of new unit num.
F685 7E         ld     a,(hl)     ; select old track
F686 D3 D1      out    (fddtrk),a ; num. of new unit
F688            drvequ:
F688 E1         pop    hl        ; restore para pointer
F689 C9         ret             ; and ret

;
F68A            fddtab:
; if fdd controller by n.e.
F68A 01 02 04 08 defb 01,02,04,08 ; unit 0 to 3 are 5 inch (bit 5 = 0)
;
page
    
```

endif

;

page

0168
 0004

F68E
 F68E 01 68
 F690 04
 F691 00 80
 F693 00 40
 F695 0B

```

;
;*****
;*
;*          Hard disk routines          *
;*
;*****
;
;
;          if      hard      ; hard disk exist
;
;*****
; * Size Table for          *
; *          Hard Disk BASF 6188      *
;*****
;
Cyls equ 360      ; number of cylinders
Heads equ 4      ; number of heads
;
initab:
    defb high Cyls,low Cyls; number of cylinders
    defb Heads      ; number of heads
    defb 0,128      ; starting reduced current cylinder
    defb 0,64      ; starting write precompensation cylinder
    defb 11      ; maximum ECC data burst length
;
;
;
;*****
;*
;*          Winchester disk driver and subroutine      *
;*
;*****
;
; Copyright (C) 1983, 1984 Studio Lg, Genova - Italy
; Author: Martino Stefano
; Third Modify by Gallerani Paolo
; Last Revision 06/08/84 21:07
;
; Compatibility Version 4.2-1
;
;          if      rev lt 42
;          .printx .*** Warning:Incompatible Hard Disk Driver ***.
;          endif
;
;
;          page
    
```

```

;
;*****
;*                                     *
;*   HARD DISK OUTPUT AND INPUT PORTS   *
;*                                     *
;*****
;
00BB      wport0 equ    0b8h          ; sasi write port 0 - write data
00B9      wport1 equ    0b9h          ; sasi write port 1 - software reset
00BA      wport2 equ    0bah          ; sasi write port 2 - cntlr select
00BB      wport3 equ    0bbh          ; sasi write port 3 - not used
00BB      rport0 equ    0b8h          ; sasi read  port 0 - read data
00B9      rport1 equ    0b9h          ; sasi read  port 1 - read status
00BA      rport2 equ    0bah          ; sasi read  port 2 - not used
00BB      rport3 equ    0bbh          ; sasi read  port 3 - not used
;
;*****
;*                                     *
;*   HARD DISK VARIOUS EQUATES           *
;*                                     *
;*****
;
0000      reqbit equ    000h          ; request line bit position
0001      reqmask equ   001h          ; request mask for bit test
0001      busybit equ   001h          ; busy line bit position
0002      busymask equ   002h          ; busy mask for bit test
0002      msgbit equ    002h          ; message line bit position
0004      msgmask equ    004h          ; message mask for bit test
0003      cdbit equ     003h          ; command/data bit position
0008      cdmask equ     008h          ; command/data mask for bit test
0004      iobit equ      004h          ; input/output bit position
0010      iomask equ      010h          ; input/output mask for bit test
0002      errmask equ     002h          ; test for an error
;
;*****
;*                                     *
;*   HARD DISK CONTROLLER COMMAND EQUATES *
;*                                     *
;*****
;
0000      drvrdy equ     000h          ; test drive ready command
0004      format equ     004h          ; format command code
000B      read equ       008h          ; read command code
000A      write equ      00ah          ; write command code
0003      sense equ      003h          ; status sense command code
000C      initl equ      00ch          ; initialize disk size command
000B      seek equ       00bh          ; seek command size
0001      recal equ      001h          ; recalibrate command code
0003      sense equ      003h          ; sense status command code
00E0      randiag equ     0e0h          ; ram diagnostic command code
;
;
F696      parowmsg:
F696      defb          cr,lf,'HardDisk Parameter overflow',endmsg
F69A      72 64 44 69
F69E      73 6B 20 50
    
```

F6A2	61 72 61 6D
F6A6	65 74 65 72
F6AA	20 6F 76 65
F6AE	72 66 6C 6F
F6B2	77 24

;
page


```

;
;
;*****
;*
;*          Routines Entry point
;*
;*****
;
;
F6B4      wdio:
; wdd i/o 256 byte
F6B4      DB B9      in      a,(rport1)      ; load cntlr status
F6B6      E6 E0      and      11100000b      ; mask bit 5,6,7. Hard disk exist ?
F6B8      C0          ret      nz              ; ret if not
F6B9      22 0045     ld      (hladrs),hl      ; save r/w para adrs
F6BC      wdio1:
F6BC      7E          ld      a,(hl)           ; A = unit & side
F6BD      47          ld      b,a             ; save in B for unit
F6BE      E6 30      and      00110000b      ; mask side number
;
; rept 4
; srl a              ; move side number to bit 0,1
; endm
;
F6C0      CB 3F      +      srl a              ; move side number to bit 0,1
F6C2      CB 3F      +      srl a              ; move side number to bit 0,1
F6C4      CB 3F      +      srl a              ; move side number to bit 0,1
F6C6      CB 3F      +      srl a              ; move side number to bit 0,1
F6C8      FE 02      cp      Heads/2          ; test for side overflow
F6CA      D2 F732     jp      nc,parover       ; if side > (Heads/2)-1 then para overflow
F6CD      CB 40      bit      0,b             ; test unit number
F6CF      28 02      jr      z,wdio2          ; jump if unit 0
F6D1      C6 02      add      a,(Heads/2)      ;
F6D3      wdio2:
F6D3      4F          ld      c,a              ; C = head address (0 to Heads-1)
F6D4      23          inc     hl               ; H.L = track para adrs.
F6D5      5E          ld      e,(hl)           ; E = low byte track number
F6D6      23          inc     hl               ; point to high byte
F6D7      56          ld      d,(hl)           ; D = track high byte
F6D8      23          inc     hl               ; point to sector
F6D9      E5          push    hl              ; save sec para pointer
F6DA      A7          and     a                ; cy=0
F6DB      21 0167     ld      hl,Cyls-1        ; Max # of Cyl
F6DE      ED 52      sbc     hl,de             ; compare with par
F6E0      38 4F      jr      c,parov0          ; overflow: out of disk bounds
F6E2      21 0000     ld      hl,0             ; reset product
F6E5      44          ld      b,h              ; BC = head address
; Repeat # of Heads Times
; HL = track * Heads
;
; HL = track * Heads
; HL = track * Heads
; HL = track * Heads
; HL = track * Heads
; HL = (track * Heads) + head address
;
; HL = (track * Heads + head address)*32
;
;
F6E6      19          +      add     hl,de
F6E7      19          +      add     hl,de
F6E8      19          +      add     hl,de
F6E9      19          +      add     hl,de
F6EA      09          add     hl,bc
;
; rept 5
; add hl,hl
; endm

```

```

F6EB 29      +      add    hl,hl      ; HL = (track * Heads + head address)*32
F6EC 29      +      add    hl,hl      ; HL = (track * Heads + head address)*32
F6ED 29      +      add    hl,hl      ; HL = (track * Heads + head address)*32
F6EE 29      +      add    hl,hl      ; HL = (track * Heads + head address)*32
F6EF 29      +      add    hl,hl      ; HL = (track * Heads + head address)*32
F6F0 EB      ex      de,hl      ; DE = (track * Heads + head address)*32
F6F1 E1      pop     hl          ; H.L = track para adrs.
F6F2 7E      ld      a,(hl)      ; A = sector number
F6F3 3D      dec     a          ; convert sector to base 0
F6F4 FE 20   cp      32          ; test for sector overflow
F6F6 30 3A   jr      nc,parover  ; if sector-1 > 31 then para overflow
F6F8 4F      ld      c,a          ; BC= sector number
F6F9 EB      ex      de,hl      ; HL= (trk*Hds+hda)*32 , D.E = sec para adrs
F6FA 09      add     hl,bc       ; HL= (track * Hds + head address)*32 + sec num
F6FB 7C      ld      a,h          ; A = middle address
F6FC 65      ld      h,l          ;
F6FD 6F      ld      l,a          ; swap H with L
F6FE 22 004C ld      (task+2),hl  ; set middle and low address
F701 EB      ex      de,hl      ; H.L = sec para adrs
F702 23      inc     hl          ; H.L = dma para adrs
F703 5E      ld      e,(hl)      ;
F704 23      inc     hl          ;
F705 56      ld      d,(hl)      ; DE = dma address
F706 D5      push    de          ; save dma address
F707 23      inc     hl          ; H.L = r/w para adrs
F708 7E      ld      a,(hl)      ; A = r/w flag (0 = read, 1 = write)
F709 F5      push    af          ;
F70A 23      inc     hl          ; H.L = block count
F70B 7E      ld      a,(hl)      ; A = num sec to r/w
F70C 32 004E ld      (task+4),a  ; set block count
F70F 5F      ld      e,a          ; E = num sec to r/w
F710 F1      pop     af          ; A = r/w flag
F711 E1      pop     hl          ; HL = dma address
F712 01 00B8 ld      bc,wport0    ; wdd data port
                                ; B = 0 = r/w 256 byte
F715 B7      or      a          ; read or write ?
F716 20 23   jr      nz,wddwrite ; A = 1 then write
                                ;
F718                                wddread:
                                ; wdd read 256 byte
F718 CD F77F call    selcntl  ; select the controller
F71B 3E 08   ld      a,read      ; read sector command
F71D CD F79E call    taskout ; send out to controller
F720                                wdrdi:
F720 CD F7DE call    reqwait  ; wait for controller request
F723 C0      ret     nz          ; no cntlr request then error (wd.rty)
F724 E6 08   and     cdmsk       ; check for input status
F726 20 05   jr      nz,wdsts    ; C/D- active, read status
F728 ED B2   inir          ; read 256 byte (one sector)
F72A 1D      dec     e          ; sector counter down
F72B 20 F3   jr      nz,wdrdi    ; no zero then read next sector
F72D                                wdsts:
F72D CD F7B2 call    getstat  ; get completion status
F730 C9      ret          ; return status
                                ;
                                ;
F731 E1      parov0: pop    hl    ; pop parameter pointer
F732                                parover:

```

```

; wdd i/o para overflow
F732 11 F696      ld     de,parowmsg    ; D.E = par overflow message
F735 CD F562      call    strout      ; print it
F738 3E 40        ld     a,40h      ; 'Parameter Overflow'
F73A C9           ret              ; return with error

;
;
F73B             wdwrite:
; wdd write 256 byte
F73B CD F77F      call    selcntlr    ; select the controller
F73E 3E 0A        ld     a,write     ; write sector command
F740 CD F79E      call    taskout    ; send out to controller
F743             wdwt1:
F743 CD F7DE      call    reqwait    ; wait for controller request
F746 C0           ret     nz         ; no cntlr request then error
F747 E6 08        and     cdmask     ; check for input status
F749 20 E2        jr     nz,wdsts    ; C/D- active, read status
F74B ED B3        otir             ; write 256 byte (one sector)
F74D 1D           dec     e          ; sector counter down
F74E 20 F3        jr     nz,wdwt1    ; no zero then read next sector
F750 18 DB        jr     wdsts       ; return with status

;
;
F752             wdini:
; initialize Drive Characteristics
F752 D3 B9        out     (wport1),a ; send out a reset pulse

;
F754             wddrdy:
F754 CD F792      call    wtdrdy     ; wdd ready ?
F757 C0           ret     nz         ; error if not

;
F758 CD F77F      call    selcntlr    ; select the controller
F75B 3E 0C        ld     a,initl     ; initialize disk size command
F75D CD F79E      call    taskout    ; send out the command
F760 21 F68E      ld     hl,initab   ; point to drive size tab.
F763 06 08        ld     b,B         ; set up a byte counter
F765 CD F7DE      call    reqwait    ; wait for controller request
F768 C0           ret     nz         ; no zero then error
F769             iniz00:
F769 7E           ld     a,(hl)       ; get a byte to send out
F76A D3 B8        out     (wport0),a ; send it to the controller
F76C 23           inc     hl          ; bump the drive size tab. pointer
F76D 10 FA        djnz    iniz00     ; decrement the byte count and
; wait until all are output
F76F CD F7B2      call    getstat     ; get completion status
F772 C0           ret     nz         ; ret if error completion

;
F773 CD F77F      call    selcntlr    ; select the controller
F776 3E 01        ld     a,recal     ; recalibrate command code
F778 CD F79E      call    taskout    ; send command to cntlr
F77B CD F7B2      call    getstat     ; get completion status
F77E C9           ret              ; ret with status

;
F77F             selcntlr:
; selects the default controller
F77F DB B9        in     a,(rport1)  ; read status port
F781 E6 02        and     busymask   ; mask busy bit
F783 20 FA        jr     nz,selcntlr ; loop if busy

```

```

F785 3E 01          ld      a,1          ; cntrl default select code
F787 D3 B8          out     (wport0),a    ; send it to transparent latch
F789 D3 BA          out     (wport2),a    ; generate a select strobe
F78B                                selc00:
F78B DB B9          in      a,(rport1)    ; get cntrl response
F78D E6 02          and     busyask      ; isolate the busy mask
F78F 28 FA          jr      z,selc00      ; wait for cntrl busy
F791 C9             ret                  ; busy has arrived,exit
;
F792                                wtwdrdy:
; test for drive ready
F792 CD F77F        call     selcntlr      ; select the controller
F795 3E 00          ld      a,drvrdy      ; drive ready command
F797 CD F79E        call     taskout       ; send out the command
F79A CD F7B2        call     getstat       ; get completion status
F79D C9             ret                  ; and ret to caller
;
;
F79E                                taskout:
; send out the command contained in A register
F79E E5             push     hl            ; Save Ptr
F79F 21 004A        ld      hl,task       ; Point to table
F7A2 77             ld      (hl),a        ; store command
F7A3 16 06          ld      d,6           ; six bytes
F7A5 CD F7DE        call     reqwait      ; wait for request
F7A8 C0             ret      nz           ; no, error
F7A9 7E             task1: ld      a,(hl)   ; get one byte
F7AA D3 B8          out     (wport0),a    ; send it
F7AC 23             inc      hl           ; point to next
F7AD 15             dec      d            ; dec counter
F7AE 20 F9          jr      nz,task1      ; loop until zero
F7B0 E1             pop      hl           ; restore
F7B1 C9             ret                  ; cmd send
;
F7B2                                getstat:
F7B2 CD F7DE        call     reqwait      ; wait for request
F7B5 C0             ret      nz           ; no, error
F7B6 DB B8          in      a,(rport0)    ; get status byte
F7B8 57             ld      d,a           ; save
F7B9 CD F7DE        call     reqwait      ; wait for another
F7BC C0             ret      nz           ; no, error
F7BD DB B8          in      a,(rport0)    ; get fill byte
F7BF 7A             ld      a,d           ; restore
F7C0 E6 02          and     errask        ; only status bit
F7C2 C8             ret      z            ; no error, return A=0
;
; Get Sense Status
;
F7C3 CD F77F        call     selcntlr      ; select the controller
F7C6 3E 03          ld      a,sense       ; sense status command
F7C8 CD F79E        call     taskout       ; send out to controller
F7CB CD F7DE        call     reqwait      ; wait for controller request
F7CE C0             ret      nz           ; no cntlr request then error
F7CF DB B8          in      a,(rport0)    ; get error code
F7D1 5F             ld      e,a           ; save
; three bytes to discard
; get one bytes
;

```

```

F7D2 DB B8      +      in    a,(rport0)    ; get one bytes
F7D4 DB B8      +      in    a,(rport0)    ; get one bytes
F7D6 DB B8      +      in    a,(rport0)    ; get one bytes
F7D8 CD F7B2    call   getstat             ; get completion status
F7DB 7B         ld     a,e                 ; restore error code
F7DC B7         or     a                   ; set flag
F7DD C9         ret                        ; return it

;
;
reqwait:
F7DE C5         push   bc                  ; save register
F7DF D5         push   de                  ;
F7E0 06 08      ld     b,8                 ; set soft timer for aproax 15 Second
F7E2          reqwt0:
F7E2 11 0000    ld     de,0                ;
F7E5          reqwt1:
F7E5 DB B9      in     a,(rport1)          ; get cntlr status bits
F7E7 4F         ld     c,a                 ; save on c
F7E8 E6 01      and    reqmsk              ; only request bit (A=0 or A=1)
F7EA 20 09      jr     nz,reqwtex          ; exit if (REQ=1)
F7EC 1B         dec    de                  ; timer 1 down
F7ED 7A         ld     a,d                 ; check for elapsed
F7EE B3         or     e                   ;
F7EF 20 F4      jr     nz,reqwt1           ; no, loop
F7F1 10 EF      djnz   reqwt0              ; timer 2 down
F7F3 0E FF      ld     c,0ffh              ; time out error (A=FF)
F7F5          reqwtex:
F7F5 3D         dec    a                   ; A=A-1 (A=0 , A=FF)
F7F6 79         ld     a,c                 ; return status on a
F7F7 D1         pop    de                  ; restore
F7F8 C1         pop    bc                 ; registers
F7F9 C9         ret                        ; and ret

;
else
; hard disk don't exist

;
wdio:
ld     a,1                ; wdd i/o error
ret
;
wdini:
ret                        ; return

;
endif

;
;
.dephase                  ; end of this program
end    100h

```


Macros:

Symbols:

ADDREG	00BC	BACKSP	000B	BEEP	00BF	BELL	0007
BOOT	F0CC	BUSYBI	0001	BUSYMS	0002	CBEGLO	F4D7
CBEGLI	F4CC	CDBIT	0003	CDMSK	000B	CENDLI	F493
CENDSC	F4A0	CESCRO	F4A4	CESCR1	F4AA	CESCR2	F4AF
CESCR3	F4C9	CESCR4	F4B3	CHAROU	F3F2	CHR#04	F3D2
CHR#05	F493	CHR#06	F4A0	CHR#07	F3CE	CHR#08	F3E9
CHR#10	F3D9	CHR#11	F3DE	CHR#12	F49D	CHR#13	F4CC
CHR#14	F3E2	CHR#15	F3EC	CHR#19	F3B3	CHR#20	F3B7
CHR#21	F3BB	CHR#22	F3BF	CHR#23	F3C3	CHR#27	F3C7
CHR#TA	F3B3	CIN	F209	CINP00	F214	CINP11	F225
CKRDY	F0A9	CLRPFX	F35F	CNTCHA	F364	COMPFL	F02D
CONTOA	00B2	CONTOB	00B3	CONT1A	00B6	CONT1B	00B7
CONT2A	00BA	CONT2B	00BB	COUT	F233	COUT00	F259
COUT11	F24D	CR	000D	CSTS	F202	CURSQF	F425
CURSDN	F433	CYLS	016B	DATA0A	00B0	DATA0B	00B1
DATA1A	00B4	DATA1B	00B5	DATA2A	00B8	DATA2B	00B9
DATREG	00BD	DIVIDE	F4DC	DPBIPL	F02E	DRVEQU	F6B8
DRVVDY	0000	ENDMSG	0024	ENDVID	077F	ERRIGE	F623
ERR2GE	F633	ERRMSK	0002	FALSE	0000	FD00TR	0040
FD10TR	0041	FD20TR	0042	FD30TR	0043	FDBOOT	F113
FDBTMS	F15E	FDBTWT	F0B4	FDDBOT	F0C0	FDDCMD	00D0
FDDDAT	00D7	FDDELA	F63C	FDDERC	F5FB	FDDLCH	00D6
FDDRD	00B8	FDDRES	0006	FDDRET	F613	FDDRST	00D0
FDDRT1	F614	FDDSEC	00D2	FDDSEK	0016	FDDSTS	00D0
FDDTAB	F6BA	FDDTRK	00D1	FDDWT	00A8	FDIO	F573
FDIO00	F5B1	FDIOD	F572	FDIOEN	F5EB	FDIOS	F56F
FDRD00	F5C6	FDRD01	F5C9	FDREAD	F5BD	FDSEK0	F619
FDWRIT	F5D5	FDWT00	F5DE	FDWT01	F5E1	FFEEED	000C
FORMAT	0004	GETSTA	F7B2	HARD	FFFF	HEADS	0004
HL.GT.	F4DD	HLADRS	0045	INMSG	F036	INIT00	F514
INIT01	F520	INIT02	F534	INITAB	F68E	INITIA	F4E5
INITL	000C	INIZ00	F769	IO.01	F0FD	IOADD	00B0
IOBIT	0004	IOERMS	F19A	IOERR	F0FA	IOMSK	0010
IPLDMA	1000	IPLDK	F0ED	IPLTES	F0D6	IX.PNT	0047
LF	000A	LQUT	F1FB	LSTS	F1F2	MDBOVI	0000
MDCNT	0000	MODE0	000F	MODE1	004F	MODE2	00BF
MODE3	00CF	MOVCUR	F344	MSGBIT	0002	MSGMSK	0004
NEBOVI	FFFF	NECNT	FFFF	NEWDRV	F661	NOCHR#	F3CC
NOIPL	F0F5	NOIPLM	F1A9	NOUPDS	F48C	OUTDAT	F427
PAROV0	F731	PAROWE	F732	PAROWM	F696	PFX01	F2BE
PFX02	F421	PFX03	F29F	PFX033	F2AB	PFX04	F2AD
PFX044	F2B6	PFX05	F2C9	PFX055	F2D3	PFX06	F2DD
PFX066	F2E5	PFX067	F2E8	PFX07	F317	PFX08	F2F5
PFX088	F2FD	PFX089	F300	PFX09	F324	PFX099	F329
PFX09A	F32C	PFX10	F2BB	PFX101	F2C4	PFXSET	F263
PFXTAB	F27A	PR012.	F55A	PRINTA	F55D	RAM	0040
RAMDIA	00E0	RDCPOS	F549	READ	000B	RECAL	0001
RELCOM	F307	REQBIT	0000	REQMSK	0001	REQWAI	F7DE
REQWTO	F7E2	REQWT1	F7E5	REQWTE	F7F5	RESET	F061
REV	0030	ROM	F000	RPORT0	00B8	RPORT1	00B9
RPORT2	00BA	RPORT3	00BB	RST00	F06C	RSTCNT	0002
RTY00	F58E	RTY01	F590	RTYCNT	0003	SEEK	000B
SELC00	F7BB	SELCNT	F77F	SEND00	F400	SEND0U	F3FF
SENSE	0003	SETDUM	F42E	SETNEW	F1BD	SETNWC	F33B
SETPFX	F3C9	SPARE	0049	STACK	1000	STROUT	F562
STRVID	0000	SUBPOI	F3EC	TAB654	F53D	TASK	004A
TASK1	F7A9	TASK0U	F79F	TIMEDU	F657	TIMER	F0B6

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UNIT	0044	UPDTCP	F442	UPDIDS	F460	UPDTUR	F450
UPDTVI	F43B	VERS	0048	VIDATR	008E	VIDCOM	F418
WAIT00	F646	WAIT01	F649	WAIT02	F65E	WAITCR	F107
WAITFD	F641	WAITKE	F08B	WDBOOT	F0CF	WDDRDY	F754
WDFDMS	F123	WDINI	F752	WDIO	F6B4	WDIO1	F6BC
WDIO2	F6D3	WORD1	F720	WDREAD	F718	WDSTS	F72D
WDWRIT	F73B	WDWT1	F743	WPORT0	00B8	WPORT1	00B9
WPORT2	00BA	WPORT3	00BB	WRITE	000A	WTHDRD	F09F
WTWDRD	F792	XY1COM	F359	XYCOMP	F357		

No Fatal error(s)