



```

; go ahead and execute the command, anything else aborts.
;
0      BASE equ 0 ;base address of monitor
13ff   MEMTOP equ 13ffh ;top of memory
f      WIDTH equ 0fh ;controls the width of "dump" "punch"
; ;commands:
; ; 0fh = 16 bytes, 53 columns
; ; 07h = 8 bytes, 29 columns

1008   trap equ 1008h ;vectors for hardware interrupt lines
1010   rst55 equ 1010h
1018   rst65 equ 1018h
1020   rst75 equ 1020h

21     time1 equ 21h
23     timctl equ 23h

1      sercon equ 01h
0      serdat equ 00h

0      CRDLY equ 00 ;carriage return delay in 10mS units

;=====
;
; Reset, power-up restart, and RST 0 entry point

0      org BASE+0

108    0 31 ff13    lxi sp,STACKINIT ; initialize stackpointer
109    3 0          nop
110    4 c3 6a00    jmp , entry

;=====
;
; RST 1 entry point

8      org BASE+08h ; rst 1
117    8 0          db 0,0,0,0,0,0,0,0

;=====
;
; RST 2 entry point

10     org BASE+10h ; rst 2
124    10 0         db 0,0,0,0,0,0,0,0

;=====
;
; RST 3 entry point

18     org BASE+18h ; rst 3
131    18 0         db 0,0,0,0,0,0,0,0

;=====
;
; RST 4 entry point

20     org BASE+20h ; rst 4
138    20 0         db 0,0,0,0

;=====
;
; TRAP entry point

145    24 c3 810    org BASE+24h ; trap
146    27 0          jmp trap
146    27 0          nop

;=====
;
; RST 5 entry point

153    28 0         org BASE+28h ; rst 5
153    28 0         db 0,0,0,0

```

```

;=====
;
; RST 5.5 entry point
160 2c          org     BASE+2ch          ; rst 5.5
161 2c c3 1010 jmp     rst55
161 2f 0        nop

;=====
;
; RST 6 entry point
168 30          org     BASE+30h          ; rst 6
30 0          db     0,0,0,0

;=====
;
; RST 6.5 entry point
175 34          org     BASE+34h          ; rst 6.5
176 34 c3 1810 jmp     rst65
176 37 0        nop

;=====
;
; RST 7 entry point
183 38          org     BASE+38h          ; rst 7
38 0          db     0,0,0,0

;=====
;
; RST 7.5 entry point
190 3c          org     BASE+3ch          ;
191 3c c3 2010 jmp     rst75
191 3f 0        nop

;=====
;=====
40          org     BASE+40h

; Jump table for monitor subroutines
199 40 c3 8a02  jmp     CI          ;char returned in A register
200 43 c3 9402  jmp     CICO        ;char returned in A register
201 46 c3 9702  jmp     CO          ;char passed in A register
202 49 c3 b302  jmp     crlf        ;prints (cr) (lf)
203 4c c3 ca02  jmp     ghw         ;word ret in h&l or cy=1 & bad char in A
204 4f c3 e102  jmp     ghb         ;byte ret in A or CY=1 & bad char in A
205 52 c3 f602  jmp     ghd         ;digit ret in A or CY=1 & bad char in A
206 55 c3 1003  jmp     msg         ;address of 0ffh terminated msg in d&e
207 58 c3 3f03  jmp     phw         ;word passed in h&l
208 5b c3 4a03  jmp     phb         ;byte passed in A
209 5e c3 5a03  jmp     phd         ;digit passed in A
210 61 c3 7d03  jmp     space       ;print space
211 64 c3 8503  jmp     sub16       ;(h&l) <- (h&l) - (d&e)
212 67 c3 9103  jmp     ucasc       ;upper to lower case conversion
;          jmp     cmp16      ;uncomment when cmp16 routine included

; Power-up and Reset initialization
;
; Twiddle, twiddle little thumbs. . . .
6a          entry: equ     $          ;
;
; hardware          mvi     a,10          ;
; delay is         twiddle:call  dl0ms        ;delay 10 mS
; long            dcr     a          ;
; enough          jnz     twiddle        ;
;
; now initialize usart chip
;
228 6a 3e 82    mvi     a,082h    ;force usart to expect command word
229 6c d3 1     out     sercon
230 6e 3e 40    mvi     a,040h    ;now make usart to expect mode word

```

```

231 70 d3 1 out sercon
;
233 72 3e ce mvi a,0ceh ;mode byte -
234 74 d3 1 out sercon ; 11 00 11 10
; | | | ----- X16 clock
; | | ----- 8 bits of data
; | ----- no parity
; ----- 2 stop bits
;
240 76 3e 37 mvi a,037h ;command byte -
241 78 d3 1 out sercon ; 0 0 1 1 0 1 1 1
; | | | | | | | -- xmit enable
; | | | | | | ---- dtr/ = 1
; | | | | | ----- rcvr enable
; | | | | ----- norm op, (not break)
; | | | ----- reset error flags
; | | ----- rts/ = 1
; | ----- 1 = internal reset
; ----- asynchronous mode
;
; Calculate baud rate assuming user types a control-d
;
; ***** DSR/ must be connected to RxD. These could be connected *
; on the RS232 side of the 1489 RS232 receiver. On the *
; SCCS-85 be sure to cut the trace on the bottom of the *
; board connecting the RS232 dataset ready input to the *
; +12v power supply. *
;
259 7a db 1 baud1: in sercon ;wait for line to drop
260 7c 7 rlc ;
261 7d d2 7a00 jnc baud1 ;
;
263 80 3e 70 mvi a,070h ;set up timer to time next 4 bits
264 82 d3 23 out timctl ;
265 84 3e dd mvi a,-35 ; 8085 ;34 cycles not counted by timer
; mvi a,-41 ; 8080 ;40 cycles not counted by timer
267 86 d3 21 out timel ; plus one for +1 after 1's comp
268 88 3e ff mvi a,0ffh ;
269 8a d3 21 out timel ;
;
; at baud1: ;avg time out of loop after drop.
; ; loop 24 cycles long.....- 12
; ;rlc.....- 4
; ;jnc baud1...with cy=0 8085/8080 - 7/10
; ;mvi a,070h.....- 7
; ;out timctl.....- 10
; ;mvi a,-35.....- 7
; ;out timel.....- 10
; ;mvi a,0ffh.....- 7
; ;out timel.....- 10
;
; at baud4: ;avg time into loop since rose.
; ; loop 24 cycles long.....+ 12
; ;rlc.....+ 4
; ;jnc baud4 with cy=0 8085/8080 + 7/10
; ;mvi a,40h.....+ 7
; ;out timctl.....+ 10
; ;total cycles not counted by timer...-34/40
; ; 8085/80
;
292 8c db 1 baud3: in sercon ;wait for line to rise
293 8e 7 rlc ;
294 8f da 8c00 jc baud3 ;
295 92 db 1 baud4: in sercon ;wait for line to drop
296 94 7 rlc ;
297 95 d2 9200 jnc baud4 ;
;
299 98 3e 40 mvi a,40h ;counter latching command
300 9a d3 23 out timctl ;
301 9c 3e 70 mvi a,70h ;set up timer to read lsb,msb
302 9e d3 23 out timctl ;
303 a0 db 21 in timel ;get lsb of count
304 a2 6f mov l,a ;
305 a3 db 21 in timel ;get msb of count
306 a5 67 mov h,a ;
307 a6 7d mov a,l ;compliment count - don't need to
308 a7 2f cma ; add one because taken into
309 a8 6f mov l,a ; account in initial load of

```

```

310 a9 7c          mov    a,h          ; counter.
311 aa 2f          cma          ;
312 ab 67          mov    h,a          ;
;
314 ac e 6        ;
315 ae b7          baud5: ora    a          ;shift count right 6
316 af 7c          mov    a,h          ;cy=0 to come in left end of H
317 b0 1f          rar          ;
318 b1 67          mov    h,a          ;
319 b2 7d          mov    a,l          ;
320 b3 1f          rar          ;
321 b4 6f          mov    l,a          ;
322 b5 d           dcr    c          ;
323 b6 c2          jnz    baud5        ;
324 b9 ce          aci    0           ;round
325 bb 6f          mov    l,a          ;
326 bc 7c          mov    a,h          ;propagate possible round-up
327 bd ce          aci    0           ; carry into H.
328 bf 67          mov    h,a          ;
;
; initialize timer chip to generate 16X baudrate for
;
332 c0 3e 76      mvi    a,76h        ;init timer 1 to divide by n
333 c2 d3 23      out    timctl       ;
334 c4 7d          mov    a,l          ;
335 c5 d3 21      out    timel        ;
336 c7 7c          mov    a,h          ;
337 c8 d3 21      out    timel        ;
;
339 ca 11 ee03    lxi    d,start      ;print startup message
340 cd cd 1003    call   msg          ;
;
342 d0 db 0       in     serdat      ;eat garbage character
;
; COMMAND LEVEL - get character; jump to appropriate routine
;
d2 comnd: equ    $
;
349 d2 11 e903    lxi    d,prmt      ;print command prompt
350 d5 cd 1003    call   msg          ;
;
352 d8 cd 9402    call   CICO        ;
353 db cd 7d03    call   space       ;
;
355 de cd 9103    call   ucuse       ;put in if ucuse taken out
;convert low to up case & strips parity
;
357 e1 fe d       cpl    0dh         ;special case, (cr) is nop that does not
358 e3 ca d200    jz     comnd       ; clear the answer
;
360 e6 11 d200    lxi    d,comnd     ;addr for pseudo call completed by pchl
361 e9 d5         push   d           ;
;
363 ea fe 3f      cpl    '?'         ;special case '?', must not clear
364 ec ca f01    jz     ask         ; answer first.
;
366 ef 21 b003    lxi    h,cmds      ;scan command table
367 f2 be          cmdnxt: cmp    m          ;
368 f3 ca 201    jz     cmdfnd      ;if matches go process
369 f6 23          inx   h           ;
370 f7 23          inx   h           ;
371 f8 23          inx   h           ;
372 f9 46          mov   b,m         ;check for end of table
373 fa 5          dcr   b           ;
374 fb f2 f200    jp    cmdnxt      ;not end...try next entry
;
376 fe cd 6d03    error: call prbad   ;print error message and return. "comnd"
377 101 c9        ret              ; is on stack as return addr for command
;
102 cmdfnd: equ   $
380 102 f5        push  psw         ;
381 103 3e 20     mvi  a,' '        ;clear answer
382 105 32 ff13   sta  answer      ;
383 108 f1        pop  psw         ;
384 109 23        inx  h           ;get address
385 10a 5e        mov  e,m         ;
386 10b 23        inx  h           ;
387 10c 56        mov  d,m         ;
388 10d eb        xchg          ;

```

```

; pch1
; ***** end of command level *****
; *****
; print one byte note left by last command
;
397 10f cd 7d03 ask: call space
398 112 3a ff13 lda answer
399 115 cd 9702 call C0
400 118 c9 ret
; ***** end of 20 questions *****
; *****
; GOTO routine - starts execution in memory location
408 119 cd ca02 goto: call ghw ;get hex word
409 11c da fe00 jc error ;
410 11f cd 2203 call okck ;
411 122 d8 rc ;
;
413 123 31 ff13 lxi sp,STACKINIT ;initialize stack pointer
414 126 e9 pch1 ;jmp to location, return addr is on stack
;
416 127 c3 fe00 jmp error
; ***** end of goto routine *****
; *****
; Memory editor routine
; MEMED - Hexadecimal Memory Editor
;
; 1) Computer types (cr),(lf),"("
; 2) User enters one of the following:
; a) Valid Hex Word (four hex digits) - goto
; step 3
; b) "/" - Exit editor by doing a "rst 0"
; c) Anything else - type " what ?" and
; goto 1
; 3) Computer types ") = xx ", where xx is the con-
; tents (in hex) of the memory byte addressed.
; 4) The user now has a number of things he can
; type:
; a) Valid Hex Byte (two hex digits) - overwrite
; the memory location addressed with this
; byte. Then read another character from
; the user and continue with 4b.
;
; b) A non-hex character - do one of the follow-
; ing:
;
; i) (cr) or " " - Address the next sequen-
; tial location and print the address and
; contents like this:
;
; (cr),(lf),"(addr) = xx "
;
; ii) '.' - Re-display the same location like
; this:
;
; (cr),(lf),"(addr) = xx "
;
; iii) "--" - Address the next previous loca-
; tion and print the address and contents
; like this:
;
; (cr),(lf),"(addr) = xx "
;
; iv) "/" - Goto step 1 and read a new ad-
; dress
;
; v) Anything else - Type " what
; ?" and treat like a "."

```

```

;
;
; Note - If option "a" is not executed then memory
; is not altered.
;
472 12a 11 d303 memed: lxi    d,form2 ;print "cr, lf, ("
473 12d cd 1003      call   msg
;
475 130 cd ca02      call   ghw
476 133 d2 3f01      jnc    ok          ;get hex word into HL, jump if valid
;
478 136 fe 2f        cpi    '/'         ;bad char received - was it "/"
479 138 c8           rz          ;go back to command level if so
;
481 139 cd 6d03      call   prbad       ;print "what ?"
482 13c c3 2a01      jmp    memed       ;then try again
;
484 13f cd 9001 ok:   call   discon      ;display contents of location
485 142 cd 4801      call   edit        ;then begin editing
486 145 c3 2a01      jmp    memed       ;loupe if edit returns
;
; end memed
;
; Get either a new hex byte to be written where HL points,
; followed by another command, or just another command.
;
494 148 cd e102 edit:  call   ghb          ;get the new hex byte if typed
495 14b da 5701      jc     next        ;jmp if other than hex byte received
496 14e 77           mov    m,a         ;else store it in memory
497 14f cd 7d03      call   space       ;space to reinforce that once two digits
; are entered, location is changed.
;
499 152 cd 9402      call   CICO        ;and get another char& echo it
500 155 e6 7f        ani    7fh         ;kill top bit
;
502 157 fe d         next:  cpi    0dh       ;carriage return?
503 159 c2 6001      jnz   el          ;
504 15c 23           inx   h           ;
505 15d c3 7d01      jmp   pr          ;yes- print NEXT location
;
507 160 fe 20        el:   cpi    ' '     ;or blank
508 162 c2 6901      jnz   e2         ;
509 165 23           inx   h           ;
510 166 c3 7d01      jmp   pr          ;yes- do the same
;
512 169 fe 2e        e2:   cpi    '.'     ; period?
513 16b ca 7d01      jz    pr          ;print current location
;
515 16e fe 2d        e3:   cpi    '-'     ; dash?
516 170 c2 7701      jnz   e4         ;
517 173 2b           dcx   h           ;
518 174 c3 7d01      jmp   pr          ;yes - print previous location
;
520 177 fe 2f        e4:   cpi    '/'     ;slash?
521 179 c8           rz          ;edit all done if so
;
523 17a cd 6d03      call   prbad       ;if none of the above, print "what ?"
;
525 17d cd 8301 pr:   call   dismem      ;display the new current memory location
526 180 c3 4801      jmp   edit        ;and loupe
;
; Print CR, LF then an ( followed by the contents of HL in hex.
;
530 183 11 d303 dismem: lxi    d,form2 ;do cr,lf, "("
531 186 cd 1003      call   msg
532 189 cd 3f03      call   phw
533 18c cd 9001      call   discon
534 18f c9           ret
;
; **** discon ****
;
; print ') = ' followed by the contents of the memory loc.
; pointed to by HL
;
541 190 11 ce03 discon: lxi    d,form
542 193 cd 1003      call   msg
543 196 7e           mov    a,m        ;get contents of mem loc.
544 197 cd 4a03      call   phb        ;print it
545 19a cd 7d03      call   space
546 19d c9           ret

```

```

;
;
;***** end of memory editor *****
;*****
; Hex-format loader
554 19c cd b201 loader: call   getrec   ;get the next record and process it
; at this point the A register contains the length of the record
; just processed - see if the record length was zero. If so then
; the loader has found the end of the file and is finished
;
;       ora     a       ;compare the A reg. to 0
560 1a1 b7       mvi     a,'G'   ;answer to question = Good
561 1a2 3e 47    jz      done    ;jump to "done" if equal to 0
562 1a4 ca ae01

; the record was not the last - see if any errors were detected
565 1a7 7a       mov     a,d     ;
566 1a8 b7       ora     a       ;see if the "error" flag is non-zero.
567 1a9 ca 9e01  jz      loader   ;if not, go do next record
;
569 1ac 3e 42    mvi     a,'B'   ;store "Bad" flag in answer to question
570 1ae 32 ff13 done:  sta     answer
571 1b1 c9       ret

;***** end of main program *****
;
; 1st level of subroutines
577 1b2 cd cc01 getrec: call   fndmrk   ;find the record mark
579 1b5 cd e601      call   lghb    ;get the record length into the C reg.
580 1b8 4f          mov     c,a
582 1b9 cd e601      call   lghb    ;put the load address field into the HL
583 1bc 67          mov     h,a     ;pair
584 1bd cd e601      call   lghb    ;
585 1c0 6f          mov     l,a     ;
587 1c1 cd e601      call   lghb    ;get the record-type byte. don't do
;anything with it
590 1c4 cd d901      call   data    ;put the next N=(C) bytes into memory
;starting where HL points
593 1c7 cd e601      call   lghb    ;read the checksum byte
595 1ca 79          mov     a,c     ;put the record length back into A reg.
596 1cb c9          ret     ;return from subroutine

;***** end of 2nd level of subroutines *****
;
; 3rd level of subroutines
605 1cc cd 8a02 fndmrk: call   CI      ;get character from CRT
606 1cf e6 7f     ani     07fh   ;strip off 8th bit
607 1d1 fe 3a     cpi     ':'     ;
608 1d3 c2 cc01  jnz    fndmrk ;
;
610 1d6 16 0      mvi     d,0    ; clear D register
611 1d8 c9       ret

;
; data: mov     b,c     ;copy C reg. to B
613 1d9 41       loop: mov     a,b     ;get remaining byte count
614 1da 78       ora     a       ;get flags
615 1db b7       rz      ;return from subr. if none left
616 1dc c8       dcr     b       ;else decrement b reg.
617 1dd 5

619 1de cd e601      call   lghb    ;get byte from data field
620 1e1 77       mov     m,a    ;store in memory
621 1e2 23       inx     h     ;bump pointer
622 1e3 c3 da01      jmp     loop   ;go back for next char.

;***** end of 3rd level *****

```

```

;
; 4th level of subroutines
;
629 1e6 cd e102 lghb: call ghb ; loader ghb - adds byte gotten to D-reg
630 1e9 f5      push psw
631 1ea 82      add d
632 1eb 57      mov d,a
633 1ec f1      pop psw
634 1ed c9      ret

;***** end of 4th level of subroutines *****
;***** end of loader *****
;
;*****
;
; Common code for dump and punch routine.
; Must not destroy a register
;
646 1ee 11 e203 d_p: lxi d,plo ;prompt for lo limit
647 1f1 cd 1003 call msg
648 1f4 cd ca02 call ghw
649 1f7 da fe00 jc error ;jump if error
650 1fa 11 dd03 lxi d,phi ;prompt for hi limit
651 1fd cd 1003 call msg
652 200 eb xchg
653 201 cd ca02 call ghw
654 204 eb xchg
655 205 da fe00 jc error
656 208 cd 2203 call okck
657 20b d8 rc ;return if aborted by okck call

;
; (h&l) = beginning address (d&e) = ending address
;
661 20c e5      push h ;
662 20d cd 8503 call sub16 ;calc number of bytes to be processed
663 210 eb xchg ;
664 211 e1 pop h ;
665 212 1b dcx d ;d&e = number of bytes

;
; Call routine originally requested
;
669 213 fe 50      cpi 'P'
670 215 ca 4702 jz punch
671 218 fe 44      cpi 'D'
; else dump
;
; Dump routine
;
676 21a cd b302 dump: call crlf ;go to new line
677 21d cd 3f03 call phw ;print memory address
678 220 7d mov a,l ;make locations with same lower 4 bits
679 221 e6 f ani WIDTH ; land in same columns in first line
680 223 4f mov c,a ; as in other lines
681 224 87 add a ;multiply by 3...
682 225 81 add c ;
683 226 4f mov c,a ;move count to c
684 227 3e 20 mvi a,' ' ;space over to appropriate column
685 229 cd 7303 call repeat ;print (c) (a) times

687 22c cd 7d03 dil: call space
688 22f 7e mov a,m ;get byte
689 230 cd 4a03 call phb ;print it
690 233 23 inx h ;point to next byte
691 234 13 inx d ;decrement count of number of bytes left
692 235 7b mov a,e ;
693 236 b2 ora d ;
694 237 c8 rz ;return if zero left
695 238 7d mov a,l
696 239 e6 f ani WIDTH ;print crlf on multiple of 16
697 23b c2 2c02 jnz dil

699 23e cd b302 call crlf ;go to new line
700 241 cd 3f03 call phw ;print memory address
701 244 c3 2c02 jmp dil ;

;***** end of dump *****
;

```

```

;*****
;
; *** Punch Hex Tape in INTEL format ***
;
;preliminary processing done at d_p
;
711 247 cd b302 punch: call crlf ;
712 24a 3e 3a mvi a,':' ;print record mark
713 24c cd 9702 call CO ;
714 24f 7b mov a,e ;calc number of bytes in record
715 250 2f cma ; & start accumulating check sum
716 251 e6 f ani WIDTH ;
717 253 3c inr a ;
718 254 cd 4a03 call phb ;print number of bytes in record
719 257 84 add h ;add load address to check sum
720 258 85 add l ;
721 259 47 mov b,a ;initialize checksum
722 25a cd 3f03 call phw ;load address
723 25d af xra a ;
724 25e cd 4a03 call phb ;record type
;
726 261 7e pnextbyt:mov a,m ;
727 262 cd 4a03 call phb ;
728 265 80 add b ;accumulate checksum
729 266 47 mov b,a ;
730 267 13 inx d ;
731 268 7b mov a,e ;
732 269 b2 ora d ;
733 26a ca 7d02 jz pdone ;
734 26d 23 inx h ;
735 26e 7b mov a,e ;test for end of record
736 26f e6 f ani WIDTH ;
737 271 c2 6102 jnz pnextbyt ;
;
739 274 78 mov a,b ;end of record processing
740 275 2f cma ;compliment checksum
741 276 3c inr a ;
742 277 cd 4a03 call phb ;
743 27a c3 4702 jmp punch ;
;
745 27d 78 pdone: mov a,b ;compliment last checksum
746 27e 2f cma ;
747 27f 3c inr a ;
748 280 cd 4a03 call phb ;
749 283 11 c003 lxi d,endrec ;
750 286 cd 1003 call msg ;
751 289 c9 ret ;
;
; end punch ;
;
;*****

```

UTILITY ROUTINES - in alphabetical order

; I/O routines

```

764 28a db 1 CI: in sercon
765 28c e6 2 ani 2
766 28e ca 8a02 jz CI
767 291 db 0 in serdat
768 293 c9 ret

```

;\*\*\*\*\* cmp16 \*\* 16 bit compare h&l and d&e \*\*\*\*\*

```

;
; if( h&l = d&e ) z=1, cy=0 *** crafty and very ***
; if( h&l > d&e ) z=0, cy=0 *** useful routine if ***
; if( h&l < d&e ) z=0, cy=1 *** ever room ***
;
;

```

```

;cmp16: push h ;save psw & h&l
; push psw ;
; mov a,h ;if h l= d enough info found
; sub d ;
; jnz cmp16e ;
; mov a,l ;if h=d then compare lower bytes
; sub e ;

```

```

;cmp16e: pop    h          ;
;          mov    a,h       ;
;          pop    h          ;
;          ret             ;
;          ;               ;
;          end    cmd16     ;
;
; CICO - input char then echo it
;
;          ***** NOTE ! ***** NO RETURN ! *****
;          *
;          *          MUST BE IMMEDIATELY FOLLOWED          *
;          *          BY CO                                  *
;          *          *****                                *
;          ;
;
801 294 cd 8a02 CICO: call    CI          ;
;
;          ***** CO Console Output - destroys only flags...
;          ;
;          ;          ...char passed in a register
;
806 297 f5      CO:    push   psw
807 298 db 1    c1:    in     sercon
808 29a f       rrc
809 29b d2 9802 jnc    c1
810 29e f1      pop    psw
811 29f d3 0     out   serdat
812 2a1 fe d     cpl   0dh          ;if cr then delay
813 2a3 c8       rz
814 2a4 f5      push  psw
815 2a5 3e 1     mvi   a,CRDLY+1
816 2a7 3d      c2:    dcr   a
817 2a8 ca b102 jz    c3
818 2ab cd bc02 call  d10ms          ;delay 10ms
819 2ae c3 a702 jmp   c2
820 2b1 f1      c3:    pop   psw
821 2b2 c9      ret

823 2b3 d5      crlf:   push  d
824 2b4 11 a503 lxi   d,mcr1f
825 2b7 cd 1003 call  msg
826 2ba d1      pop   d
827 2bb c9      ret

;
;          d10ms - Delay 10 mS
;
831 2bc e5      d10ms:  push  h
832 2bd f5      push  psw
833 2be 21 103  lxi   h,769
834 2c1 7d      dtwid1: mov  a,1          ;~0.01 seconds on a 4 MHz 8085    5
835 2c2 b4      ora   h          ;          4
836 2c3 2b      dcx  h          ;          10
837 2c4 c2 c102 jnz   dtwid1     ;          8085/8080    7/10
838 2c7 f1      pop  psw        ;          total    26/29
839 2c8 e1      pop  h
840 2c9 c9      ret

;
;          end    d10ms
;
; GHW - Get Hex Word
;
;          Read 4 hex digits frm terminal & convert to 16 bit word
;
;          INPUT : None
;          OUTPUT: if (no non-hex charaters typed)
;
;          (h&l) = hex word typed
;          (a)   = garbage
;          CY    = 0
;
;          else
;          (h&l) = garbage
;          (a)   = bad character as received from CO
;          CY    = 1
;
;          REGISTERS CHANGED: h, l, flags
;
861 2ca c5      ghw:   push  b
862 2cb f5      push  psw

```



```

942 30b d6 7          sui      07h          ; shift 'A'-'F' down
943 30d d6 30      ghd2:  sui      '0'          ; convert
944 30f c9          ret              ;
;
;          end      ghd          ;
;
; Subroutine to print message pointed to by DE and
; terminated by 0FFh byte.
;          destroys no registers

952 310 f5          msg:   push     psw
953 311 d5          push     d
954 312 1a          loupe: ldax     d          ;get char
955 313 fe ff          cpi      0ffh        ;end of string?
956 315 ca 1f03      jz      mdn          ;jump if so
957 318 cd 9702      call    C0          ;else print it
958 31b 13          inx     d          ;bump pointer
959 31c c3 1203      jmp     loupe       ;do it again
960 31f d1          mdn:   pop      d
961 320 f1          pop     psw
962 321 c9          ret

;
;          routine to verify an entry
;
967 322 d5          okck:  push     d
968 323 f5          push     psw
969 324 11 d703      lxi     d,mok
970 327 cd 1003      call    msg
971 32a cd 8a02      call    C1
972 32d e6 7f          ani     07fh
973 32f fe d          cpi     0dh
974 331 ca 3b03      jz      okckend
975 334 11 9d03      lxi     d,abort
976 337 cd 1003      call    msg
977 33a 37          stc
978 33b d1          okckend:pop     d
979 33c 7a          mov     a,d
980 33d d1          pop     d
981 33e c9          ret

;
;          end      okck
;
; PHW - Print Hex Word
;
;          Convert 16 bit word to ascii and print
;
;          INPUT  : (h&l) = word to be printed
;          OUTPUT : None
;
;          REGISTERS CHANGED: None
;
995 33f f5          phw:   push     psw          ; save a-register and flags
996 340 7c          mov     a,h          ;
997 341 cd 4a03      call    phb          ; print high-order byte
998 344 7d          mov     a,l          ;
999 345 cd 4a03      call    phb          ; print low-order byte
1000 348 f1          pop     psw          ; restore a-register and flags
1001 349 c9          ret

;
;          end      phw
;
; PHB - Print Hex Byte
;
;          Convert 8 bit byte to ascii and print
;
;          INPUT  : (a) = Byte to be printed
;          OUTPUT : None
;
;          REGISTERS CHANGED: Flags
;
1015 34a c5          phb:   push     b          ; save b&c
1016 34b 47          mov     b,a          ; save lower nibble
1017 34c f          rrc          ; shift to lower half of byte
1018 34d f          rrc          ;
1019 34e f          rrc          ;
1020 34f f          rrc          ;

```

```

1021 350 cd 5a03      call    phd          ; print upper hex digit
1022 353 78          mov     a,b          ; get lower nibble
1023 354 cd 5a03      call    phd          ; ...and print
1024 357 78          mov     a,b          ; restore original byte to a
1025 358 c1          pop     b            ; restore b&c
1026 359 c9          ret                 ;
;
; end      phb      ;
;
; PHD - Print Hex Digit
;
; Convert hex digit to ascii and print it
;
; INPUT : (a) = ?xh where x is the hex digit to be printed
;         the ? nibble is immaterial
;
; OUTPUT : None
;
; REGISTERS CHANGED: flags
;
1041 35a c5          phd:   push    b            ;save a&c
1042 35b 47          mov     b,a          ;
1043 35c e6 f        ani    0fh          ; mask off lower nibble
1044 35e c6 30       adi    '0'          ; convert '0'-'9' to ascii
1045 360 fe 3a       cpi    '9'+1        ; if '0'-'9'
1046 362 da 6703     jc     phd1         ; then done
1047 365 c6 7        adi    'A'-'F'      ; convert 'A'-'F'
1048 367 cd 9702     phd1: call    CO          ; print digit
1049 36a 78          mov     a,b          ;restore registers
1050 36b c1          pop     b            ;
1051 36c c9          ret                 ;
;
; end      phd      ;
;
; ***** prbad - print ' WHAT ?' ***** DESTROYS D&E *****
;
1058 36d 11 a803     prbad: lxi    d,bad      ;
1059 370 c3 1003     jmp    msg          ;I know, very bad code...
;
; end      prbad
;
; Subroutine to print (a) (c) times
; uses a, c...(c) = 0 on exit
1066 373 c          repeat: inr    c      ;check for printing (c) 0 times
1067 374 d          dcr    c          ;
1068 375 c8         repl:   rz
1069 376 cd 9702     call    CO
1070 379 d          dcr    c
1071 37a c3 7503     jmp    repl
;
; ***** space ***** print space
;
1075 37d f5         space: push    psw
1076 37e 3e 20       mvi    a,' '
1077 380 cd 9702     call    CO
1078 383 f1         pop     psw
1079 384 c9         ret
;
; ***** sub16 ***** 16 bit subtract (h&l) <- (h&l) - (d&e)
;
; if (d&e) < (h&l)   CY = 1
; if (d&e) >= (h&l)  CY = 0
;
1086 385 d5         sub16: push    d          ;
1087 386 f5         push    psw         ;
1088 387 7d         mov     a,l         ;
1089 388 93         sub     e           ;
1090 389 6f         mov     l,a         ;
1091 38a 7c         mov     a,h         ;
1092 38b 9a         sbb    d           ;
1093 38c 67         mov     h,a         ;
1094 38d d1         pop     d           ;
1095 38e 7a         mov     a,d         ;
1096 38f d1         pop     d           ;
1097 390 c9         ret                 ;
;
; UCASE - subroutine which checks the A reg for a lower case

```

```

; ASCII letter. If one present, it is converted to upper case.
; If not present, nothing done. Strips parity first.
1102 391 e6 7f ucase: an1 07fh ;strip parity
1103 393 fe 61      cp1  61h
1104 395 3f      cmc
1105 396 d0      rnc          ;don't convert if before 'a'
1106 397 fe 7b      cp1  7bh
1107 399 d0      rnc          ;don't convert if after 'z'
1108 39a d6 20      sui  20h      ;convert lower to upper
1109 39c c9      ret

;
; ROM constant allocation - alphabetical order
;
1113 39d 20      abort: db      ' ABORT I '
41 42 4f 52 54 20 21
mcr1f: db      0dh,0ah,0ffh
1114 3a5 d        a ff
bad: db      ' WHAT ? '
57 48 41 54 20 3f
1115 3a8 20      db      0ffh
1116 3af ff      cmds: db      'L'          ;command table
1117 3b0 4c      dw      loader          ;
1118 3b1 9e 1    dw      'E'          ;
1119 3b3 45      dw      memed          ;
1120 3b4 2a 1    db      'G'          ;
1121 3b6 47      dw      goto          ;
1122 3b7 19 1    db      'D'          ;
1123 3b9 44      dw      d_p          ;common code for dump and punch
1124 3ba ee 1    db      'P'          ; commands.
1125 3bc 50      dw      d_p          ;
1126 3bd ee 1    db      0          ;end of table mark
1127 3bf 0       endrec: db      0dh,0ah      ;end of record for punch
1128 3c0 d        a
db      ':000000001FF' ;
1129 3c2 3a      30 30 30 30 30 30 30 31 46 46
1130 3cd ff      db      0ffh
form: db      ') = '
20 3d 20
1131 3ce 29      db      0ffh
1132 3d2 ff      form2: db      0dh, 0ah
a
db      '('
1133 3d3 d        db      0ffh
1134 3d5 28      db      ' OK ? '
1135 3d6 ff      mok: db
4f 4b 20 3f
1136 3d7 20      db      0ffh
1137 3dc ff      phi: db      ' TO '
54 4f 20
1138 3dd 20      db      0ffh
1139 3e1 ff      plo: db      ' FROM '
46 52 4f 4d 20
1140 3e2 20      db      0ffh
1141 3e8 ff      prmpt: db      0dh, 0ah
a
1142 3e9 d        db      ' >'
3e
1143 3eb 20      db      0ffh
1144 3ed ff      start: db      0dh,0ah
a
1145 3ee d        db      'M3F8.6'
1146 3f0 4d      33 46 38 2e 36
db      0dh,0ah,0ffh
1147 3f6 d        a ff

;
; RAM allocation if alphabetical order
;
13ff org MEMTOP-0 ;MEMTOP - (# bytes alloc - 1)
;
13ff STACKINIT equ $ ;initial stack pointer overlaps
; ;lowest byte allocated.
;
1157 13ff 1      answer db 1 ; answer to question
;
; At this point $ should = MEMTOP
;
end

```

13ff STACKINIT  
13ff answer  
7a baud1  
ae baud5  
2b1 c3  
3b0 cmds  
2bc d10ms  
22c d11  
1ae done  
160 e1  
177 e4  
6a entry  
3ce form  
2e1 ghb  
30d ghd2  
119 goto  
1da loop  
31f mdn  
310 msg  
322 okck  
34a phb  
3dd phi  
261 pnxtbyt  
3e9 prmpt  
373 repeat  
1020 rst75  
37d space  
23 timct1  
391 ucase

f WIDTH  
10f ask  
8c baud3  
298 c1  
102 cmdfnd  
d2 comnd  
lee d\_p  
190 discon  
2c1 dtwid1  
169 e2  
148 edit  
fe error  
3d3 form2  
2f4 ghbend  
2ca ghw  
1e6 lghb  
312 loupe  
12a memed  
157 next  
33b okckend  
35a phd  
33f phw  
17d pr  
247 punch  
1010 rst55  
1 sercon  
3ee start  
21 timel

39d abort  
3a8 bad  
92 baud4  
2a7 c2  
f2 cmdnxt  
2b3 crlf  
1d9 data  
183 dismem  
21a dump  
16e e3  
3c0 endrec  
1cc fndmrk  
1b2 getrec  
2f6 gh  
2de ghwend  
19e loader  
3a5 mcrlf  
3d7 mok  
13f ok  
27d pdone  
367 phd1  
3e2 plo  
36d prbad  
375 repl  
1018 rst65  
0 serdat  
385 sub16  
1008 trap