

Cromemco Z80 Monitor

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Introduction

The Z80 Monitor makes it possible to control computers which use the CROMEMCO ZPUtm from a terminal keyboard. It includes executive commands to examine and change memory, make a binary or an ASCII dump of memory, move and compare blocks of memory, output a byte of data to any port, read, write, and punch nulls on binary paper tapes, program 2708 and 2704 PROMs using the CROMEMCO BYTE-SAVER, and initialize and control both serial ports on the CROMEMCO TUART.

Transfer of control to a program in memory can be commanded from the keyboard with up to five breakpoints set and with the initial contents of the ZPU registers specified. When a breakpoint is encountered during execution, control is transferred back to the monitor and the contents of all 22 ZPU registers are stored. These register values can be examined and changed before execution of the program is resumed.

Entry Points

The Z80 Monitor has three entry points. A cold-start entry at E000 hex selects bank 0 on CROMEMCO memory boards and UART A on the CROMEMCO TUART. It initializes the baud rate of the UART to match that of the terminal being used. In addition, it saves the contents of the Z80 registers I, N (IFF), S (SP), X (IX), Y (IY), A', B', C', D', E', F', and H' (HL') in the user-register area which is part of the system stack. (If the Z80 stack pointer is pointing to RAM, then all registers except A and P (PC) will be saved.) The contents of these registers are restored when the monitor is exited by means of the GO command.

The warm-start entry point at E008 hex is provided so that the monitor can be re-entered without affecting the memory banks or the UART. The same registers are saved as for the cold-start entry point.

The third entry point is used by the breakpoint facility. Entry here saves the contents of all registers. Memory banks and UART are unaffected.

System Stack

The monitor does not require the user to address a RAM board at a special place in memory for its stack and working storage area. (However, if the breakpoint facility is used, there must be either RAM at locations 30, 31, and 32 hex or PROM with the data C3, 45, E0 hex at those locations.) The monitor finds the highest page of RAM active in the machine and places its stack and temporary storage area there. At least 60H or 96 bytes of this page must be reserved for system use. If the multiple command facility is used,

each additional command in a command line requires an additional 20 hex or 32 bytes stack room. (See Multiple Commands.)

Command Format

The Z80 Monitor is controlled by one and two-character commands from the terminal keyboard. The format is free-form with respect to spaces.

In the following, DM is the Display Memory command and S is the Swath operator (see below). The four examples are equivalent commands. They display the contents of 100 hex bytes of memory beginning with location 1000 hex. ('(CR)' indicates a carriage return.)

```
DM1000 10FF (CR)
DM1000S100(CR)
D M 1000 10FF (CR)
D M 1000 S 100 (CR)
```

When entering an address as an operand, only the last four digits typed in are retained. For example, '321000' is read as '1000'. Therefore, if a wrong digit is entered, continue typing until the last four digits are correct.

Only the last two digits typed are retained when a two-digit number such as a data byte is entered.

Swath Operator

There are two ways to specify the address range of many commands. The first is to simply list the beginning and ending addresses (and, where appropriate, the destination address). For example, the first command below programs the range 0 through 13FF into PROMs starting at E400. The second command displays the contents of memory between addresses E400 and E402.

```
P0 13FF E400
DME400 E402
```

Another way to do the same thing is to use the Swath operator, S, to specify the width of the address range rather than state the ending address explicitly.

```
P0 S1400 E400
DM E400S3
```

Multiple Commands: The After Operator

The After operator, '<', can be used to place more than one command on a command line. All of

the commands on the command line are executed before the monitor returns with its prompt ': ', for a new command.

With this feature, the monitor can write an area of memory onto paper tape preceded and followed by a sequence of nulls without any undesirable carriage-returns or prompts inserted by the monitor.

Example 1

Assume that the terminal being used is a teletypewriter with paper tape punch. In order to write the contents of 400 hex bytes starting at 100 hex with a leader of 95 hex nulls and a trailer of 80 nulls, type:

```
:N80 < :W100 S 400 < :N 95 (CR)
```

where the colons are prompts provided by the monitor. Turn on the paper tape punch after typing the carriage-return in order to avoid writing it onto the tape.

There are several points to be made about the use of the After operator:

(a) The order of execution of the commands is from right to left. Hence, the name 'After' and the shape '< '.

(b) The After operator is logically equivalent to a carriage-return. Anywhere a carriage-return can reasonably appear in a command, the After operator may be used instead. However, no commands in the line are executed until an actual carriage-return is typed.

(c) If any of the GO commands appears in a multiple-command line, it must be the last command executed, i.e., the first command typed.

(d) Each additional command on a line adds from 10 to 20 hex bytes to the system stack size.

Example 2

Assume that we are using a CROMEMCO TUART I/O card with a console connected to UART A and with a paper tape reader and punch connected to the input and output, respectively, of UART B. Assume that the baud rate of UART B has already been set to that of the reader and punch. (See Baud Rates pg. 3.) We can copy a paper tape by switching the current UART to B, reading the tape into a memory buffer, writing a leader, writing the buffer to the punch, and finally switching the current UART back to A, the console, by typing:

```
:UA < :W0S2000 < :N80 < :R0S2000 < :UB (CR)
```

In this case, we can leave the reader and punch on all the time. There is no question of a carriage-return from the command line being punched onto the paper tape since two different UARTs are involved.

Perhaps we forgot to write nulls as a trailer to the output tape. After the prompt, ': ', again appears on the console, we can rectify this by typing:

```
:UA < :N 80 < :U B (CR)
```

where, again, all colons are provided by the monitor.

Example 3

Suppose we wish to make three copies of the same PROM. Assume that the source is in RAM at location 0 and that we want three identical copies in PROMs located at E400, E800, and EC00 hex. The following command line will accomplish this:

```
:POS400 EC00 < :POS400 E800 < :POS400 E400 (CR)
```

Example 4

Either of the following will initialize the baud rate of a terminal connected to UART B of the TUART:

```
:I < :UB (CR)
:UA < :I < :UB (CR)
```

After entering one of these commands on the console connected to UART A, push CARRIAGE-RETURN on the other terminal until the monitor prompt ': ' appears.

Example 5

Assume that we would like to take a brief nap to refresh ourselves but have no alarm clock. Assume further that two beeps of the console bell spaced 2.1 seconds apart are sufficient to wake us and that the console can run at 300 baud. Since the Display Memory command takes 63 characters to display 10 hex or 16 bytes of memory, at 300 baud it takes 2.1 seconds or 0.035 minutes to display 10 hex bytes.

Number of Bytes (hex)	Time (minutes)
10	0.035
640	3.5
C80	7.0
1900	14.0
3200	28.0
6400	56.0
C800	112.0

First, we re-initialize the UART by typing the following:

```
:I (CR)
```

Set the console baud rate to 300 and push the CARRIAGE-RETURN until the monitor issues its prompt, ': '.

To ring the bell, output 7 to port 1. For a nap of 14 minutes:

```
:O 7 1 < :DM0S10 < :O7 1 < :DM0S1900 (CR)
```

Errors and Escapes

When the monitor detects an error condition, the command is aborted, all breakpoints are cleared, and a '?' is printed followed by the prompt ': ' for the next command.

Any command may be aborted from the keyboard either when the monitor is requesting further input, or during print-out, by depressing either the ESCAPE or the ALT MODE key. CONTROL-SEMI-COLON, CONTROL-SHIFT-'K', and '}' may also work.

Input and Output

The monitor assumes that a data transfer occurs on I/O port 1. Status flags are transmitted over input port 0. The data-available flag is on bit 6 of input port 0. The transmitter-buffer-empty flag is on bit 7 of input port 0. Both flags are active high.

To use the CROMEMCO TUART with the monitor, set switches 1, 7, and 9 of the 10-position TUART switch OFF, all others ON. The currently selected UART uses I/O port 1 for data transfer and input port 0 for status flags. The UART which is not current uses I/O port 51 hex for data transfer and input port 50 hex for status flags. (The UARTs are selected by means of the UART command.)

The following locations may be changed for different I/O conventions:

Status port number (00): E00F, E020
Input data port number (01): E014
Output data port number (01): E027
Input-data-available mask (40): E011
Output-transmitter-buffer-empty mask (80): E022

For active-low status flags change locations E019 and E379 from 28 hex to 20 hex and change location E120 from 20 hex to 28 hex.

Baud Rates and UART Selection

When the monitor is entered at E000 hex, the cold-start entry point, push CARRIAGE-RETURN until the monitor responds with:

CROMEMCO ZM1.4

The monitor is capable of selecting 19200, 9600, 4800, 2400, 1200, 300, 150, or 110 baud when used with the CROMEMCO TUART I/O board.

The maximum number of carriage-returns required to select any of these baud rates is four. (Two carriage-returns are required for any UART with a fixed baud rate.)

The baud rate can also be changed by using the Initialize command (see page 5).

Some peripheral devices such as paper tape readers or punches may have no keyboards. The TUART baud rate can also be set by outputting a data byte from the following table to port 0 for the currently selected UART or to port 50 hex for the unselected UART. (To make UART B current, output 80 hex to port 4. For UART A, output 0 to port 54 hex. UART selection can also be accomplished by means of the monitor's UART command, U).

Baud Rate	Data Byte
110	01
150	82
300	84
1200	88
2400	90
4800	A0
9600	C0

The baud rate can be octupled by outputting 10 hex to port 2 for the selected UART or to port 52 hex for the other UART. Outputting 0 to these ports brings the baud rate back to normal.

Interrupts

The monitor can be used to enable interrupts in the Z80. This is done by changing the value of the N register to 1 by using the Substitute Register command, SN. (The N register stores the value of the Z80 interrupt flip-flop at the time the monitor is entered.) Then interrupts will be enabled when one of the Go commands is given.

Note, however, that the interrupt mask registers on the TUART must have been set previously, either by a user program or by the monitor. (If this is not done, then an immediate interrupt will be generated because the print buffer is empty.) To mask out all interrupts output 0 to port 3 for the current UART and to port 53 hex for the other UART.

The mask bit corresponding to each of the possible interrupts is given in the following table:

Bit	Interrupting Device
0	Timer 1
1	Timer 2
2	Sens (external)
3	Timer 3
4	Receiver Data Available
5	Transmitter Buffer Empty
6	Timer 4
7	Timer 5 or external

For example, to allow only interrupts from the serial input port and from Timer 1 on the current UART, output 11 hex to port 3 and 0 to port 53 hex.

Installing the Monitor

The Cromemco Z80 Monitor is supplied in a 2708 ROM. This ROM may be installed on any Cromemco PROM memory board and must be addressed at E000 hex.

Using the Monitor

Set the power-on jump switch on the Cromemco ZPU card to E (1110 binary). Whenever the computer is reset, control will then immediately pass to the monitor.

If the ZPU is used with the Cromemco TUART I/O card, depress CARRIAGE-RETURN two to four times. This will set the UART on the serial interface card to the baud rate of the terminal being used.

When used with a serial interface card with baud rate fixed to that of the terminal, simply depress CARRIAGE-RETURN twice. The monitor will then respond:

CROMEMCO ZM1.4

followed by a prompt ' : '. The monitor is then ready to accept commands from the keyboard.

COMMANDS

DISPLAY MEMORY

[1] DM beginning-addr ending-addr (CR)

or

DM beginning-addr S swath-width (CR)

The contents of memory are displayed in hexadecimal form. Each line of the display is preceded by the address of its first byte. Example:

```
:DM100 S3
0100: C3 34 7F
```

DISPLAY REGISTERS

[2] DR (CR)

When the monitor is re-entered from a breakpoint, the contents of all the Z80 registers are stored in an area called the user-register area. (When the monitor is entered via reset or the warm-start entry point, all registers except A, B, C, D, E, F, HL, and P are saved in the user-register area. However, if the stack pointer is pointing to RAM, then all but A and P will be saved.)

DR causes these stored registers to be displayed in the following format:

```
A=01 B=12 C=34 D=56 E=78 F=9A HL=BCDE
I=F0 N=00 P=1234 S=5678 X=9ABC Y=DEF0
A'23 B'45 C'67 D'89 E'AB F'CD HL'EF01
```

If interrupts were enabled when the monitor was entered, then N=1. Otherwise, N=0.

The flag registers, F and F', are packed as follows:

```
S,Z,x,H x,P/V,N,C
```

i.e., sign, zero, (unknown), half-carry, (unknown), parity or overflow, subtraction, and carry flags.

GO

[3] G (CR)

The Z80 registers are loaded with the values saved in the user-register area. (These are the values displayed with the DR command.) Execution then resumes at the location contained in the user-program-counter, P.

[4] G starting-addr (CR)

This command is exactly like [3] except that the user-program-counter, P, is first loaded with starting-address. Thus, execution begins at starting-address.

GO WITH BREAKPOINTS SET

[5] G / breakpoint-addr-1 breakpoint-addr-2 ... (CR)

[6] G starting-addr / brkpt-addr-1 brkpt-addr-2 . . . (CR)

Commands [5] and [6] are like [3] and [4], respectively, except that breakpoints are set at breakpoint-address-1, breakpoint-address-2, etc.

When a breakpoint is encountered in the execution of the user program, the monitor is re-entered. All registers are saved in the user register area (which is part of the system stack), the address of the breakpoint is printed, and all breakpoints are cleared (i.e., the user program is restored to its original state). Finally, the prompt, ' : ' is issued for the next command from the keyboard. Note the following about the use of breakpoints:

(a) Breakpoints can only be set in programs residing in RAM. This is because the monitor inserts a RST 48 instruction (F7 hex) at each breakpoint location. (The original contents of these locations are saved so that they can later be restored.)

(b) Up to five breakpoints can be set. If an attempt is made to set a sixth breakpoint, the monitor will print a question mark to indicate error, erase all breakpoints, and prompt for a new command.

(c) When a breakpoint is set, the monitor inserts a 3-byte jump instruction at location 30 hex. This means that locations 30, 31, and 32 hex are not available to the user program when breakpoints are used.

(d) The monitor temporarily uses ten bytes on the user's stack in executing a breakpoint. The area reserved for the user's stack must, therefore, be at least ten bytes larger than that required for the user's program.

(e) If breakpoints are set in a program and the computer is reset and the monitor re-entered before any breakpoint is reached in the execution of the program, then the breakpoints will have to be removed from the program by means of the Substitute Memory command, SM. However, if any breakpoint is reached, all breakpoints are automatically cleared by the monitor.

INITIALIZE BAUD RATE

[7] I (CR)

After the CARRIAGE-RETURN is typed, change the baud rate of the terminal to the desired value and then push the CARRIAGE-RETURN until the monitor responds with its prompt, ' : '.

The monitor is capable of selecting 19200, 9600, 4800, 2400, 1200, 300, 150, or 110 baud when used with the Cromemco TUART I/O board. The maximum number of carriage-returns required to select any of these baud rates is four.

The command is particularly useful for setting the baud rate of the second serial port on the TUART. (See Multiple Commands.)

MOVE

[8] M source-addr source-end destination-addr (CR)

or

M source-addr S swath-width destination-addr (CR)

Move the contents of memory beginning with source-address and ending with source-end to destination-address. After the move, the monitor verifies that source and destination are the same. This will result in a print-out of discrepancies which are not really errors after certain types of overlapping moves. However, this print-out can be terminated by depressing ESCAPE or ALT MODE.

The Move command can be used to fill a block of memory with a constant. For example, to enter zeros between locations 100 and 108, use the Substitute Memory command to enter 0 at location 100, and then move 100 through 107 to 101:

```
M100 107 101
```

or

```
M 100 S 8 101
```

Care should be taken not to overwrite the system stack which resides in the top of active RAM. (See System Stack.)

NULLS

[9] N hex-number (CR)

Write hex-number nulls to the current device. This command is used to punch leaders and trailers on paper tape. (See Multiple Commands.)

OUTPUT

[10] O data-byte port-number (CR)

Outputs data to a port. One use of this command is to select banks on Cromemco memory boards. When the monitor is first entered on power-up or reset, it selects bank 0 and turns off all other memory banks.

Either a software output or a monitor output to port 40 hex serves to change the bank selection. To select bank n, output a byte with bit n high. To select two banks, n and m, output a byte with both bits n and m high.

Bank	Output byte
0	01
1	02
2	04
3	08
4	10
5	20
6	40
7	80

For example, the first command selects bank 5 and the second selects banks 4 and 5.

```
O 20 40  
O 30 40
```

PROGRAM

[11] P source-addr source-end destination-addr (CR)

or

P source-addr S swath-width destination-addr (CR)

Program from source-address through source-end into PROMS beginning at destination-address.

If the length of the source is not a multiple of 400H (1024 decimal) or if the destination does not begin at 400H boundary, the monitor will reject the command. (Multiples of 400H end in '000', '400', '800', or 'C00'.)

Any number of 2708 or 2704 PROMS can be programmed in the execution of one command as long as there are enough BYTESAVERS to contain them. Each PROM is verified with its source after all are programmed and any discrepancies are printed out. If there are none, the prompt ': ' is issued and the monitor awaits the next command.

Software can be loaded into a PROM in as small increments as you desire provided it is added to previously unused areas of the PROM.

This is done by first using the Move command, M, to transfer the current contents of the PROM down to RAM, adding the new software to an area of RAM which corresponds to the unused portion of the PROM and finally using the Program command, P, to re-program the PROM with the result.

Although the entire PROM must always be programmed, it never hurts to re-write the same data over again.

In general, a 1 may be written over a 1, a 0 over either a 1 or a 0, but the only way to change 0's to 1's is to erase the PROM with appropriate UV light. (See the BYTESAVER manual for details.)

READ

[12] R destination-addr destination-end (CR)

or

R destination-addr S swath-width (CR)

Read binary or ASCII input from paper tape reader or console and store in memory from destination-address through destination-end. After destination-end has been filled, the monitor prompts for the next command.

SUBSTITUTE MEMORY

[13] SM address (CR)

Substitute Memory displays the contents of address and outputs a dot, '.', as a prompt for the substituted value. If no change is desired, type a space or another dot. Otherwise, enter the new value. The monitor accepts hex digits until it gets a delimiter, such as a space, dot, or carriage-return retaining the last two digits entered as the value. Unless the delimiter is a carriage-return, the monitor outputs the contents of the next sequential memory location with a dot prompt. A carriage-return terminates the command.

SUBSTITUTE REGISTER

[14] S register-name (CR)

Register-name may be A, B, C, D, E, F, H (HL), I, N (state of the Z80 interrupt flip-flop), P (PC), S (SP), A', B', C', D', E', F', H' (HL'), X (IX), or Y (IY).

This command prints the name of the user-register requested, displays its contents, outputs a dot, '.', as a prompt for the substituted value. If no change is desired, type a space or another dot. Otherwise, enter the new value. The monitor accepts hex digits until it gets a delimiter such as space, dot, or carriage-return retaining the last two digits (four digits for a 2-byte register). Unless the delimiter is a carriage-return, the monitor prints the name and contents of the next register followed by the dot prompt. A carriage return terminates the command.

UART SELECT

[15] U device-name (CR)

Device-name may be A or B. The Cromemco TUART has two UARTs. When the monitor is entered via reset, UART A is selected for its input/output channel. This command allows the user to change the UART selection. It is often used in the multiple command mode (see page 2).

VERIFY

[16] V source-addr source-end destination-addr (CR)

or

V source-addr S swath-width destination-addr (CR)

Verify that the block of memory between source-address and source-end contains the same values as the block beginning at destination-address. The addresses and contents are printed for each discrepancy found (unless the print-out is terminated by ESCAPE or ALT MODE).

This command works by reading bytes from the source and destination and comparing them. If a discrepancy is found, the memory is read again for print-out. Thus, it can happen that a discrepancy is printed-out with the source and destination contents indicated to be the same. This is caused by a defective memory element.

WRITE

[17] W source-addr source-end (CR)

or

W source-addr S swath-width (CR)

Write binary or ASCII output from source-address through source-end to the current device (selected by the UART command). After source-end has been written, the monitor prompts for the next command.

The Write command is useful for punching binary or ASCII paper tapes of the contents of memory and for looking at the ASCII contents of memory on the console.

When punching a paper tape, it is usually desirable to punch series of nulls as leader and trailer. This can best be done in conjunction with the Null command and the After operator. (See Multiple Commands for examples of this usage.)

Program Listing

```

0002 ;
0003 ;
(0000) 0004 STAT: EQU 0 ;STATUS PORT, DEVICE A
(0001) 0005 DATA: EQU 1 ;DATA PORT, DEVICE A
(0002) 0006 ACMNDP: EQU 2 ;COMMAND PORT, DEV. A
(0000) 0007 ABAUDP: EQU 0 ;BAUD PORT, DEVICE A
(0004) 0008 APARLP: EQU 4 ;PARALLEL PORT, DEV. A
(0052) 0009 BCMNDP: EQU 52H ;COMMAND PORT, DEV. B
(0054) 0010 BPARLP: EQU 54H ;PARALLEL PORT, DEV. B
(0040) 0011 DAV: EQU 40H ;DATA-AVAILABLE MASK
(0080) 0012 TBE: EQU 80H ;XMITTER-BUF-EMPTY MSK
0013 ;
(0005) 0014 NBRKPT: EQU 5 ;ALLOW ROOM FOR
(0016) 0015 BPSTOR: EQU NBRKPT*4+2 ;BREAKPOINT STORAGE
(0016) 0016 TEMPS: EQU BPSTOR
(000B) 0017 BPMRK: EQU 0BH ;USED TO MARK THE SET-
0018 ; ;TING OF A BP IN BPSTOR.
(0030) 0019 RSTLC: EQU 30H ;RST LOCATION
(0000) 0020 CASE: EQU 0 ;(REQUIRES UPPER-CASE)
(0005) 0021 B2F: EQU 5 ;2-BYTE FLAG
(0006) 0022 PF: EQU 6 ;PRIME-ABLE REG FLAG
(0007) 0023 CRF: EQU 7 ;CRLF FLAG
0024 ;
(000D) 0025 CR: EQU 0DH
(000A) 0026 LF: EQU 0AH
(001B) 0027 ESC: EQU 1BH
(007D) 0028 ALT: EQU 7DH
0029 ;
0030 ; DISPLACEMENTS FROM IX OF HI BYTE OF REG PAIRS
0031 ;
0032 ;
(FFFF) 0033 DUPC: EQU -1
(FFFD) 0034 DUAF: EQU -3
(FFFB) 0035 DUBC: EQU -5
(FFF9) 0036 DUDE: EQU -7
(FFF7) 0037 DUHL: EQU -9
(FFF5) 0038 DUSP: EQU -11
(FFF3) 0039 DUIX: EQU -13
(FFF1) 0040 DUIY: EQU -15
(FFEF) 0041 DUIN: EQU -17 ;I & THE INTERRUPT FF
(FFED) 0042 DUAF2: EQU -19
(FFEB) 0043 DUBC2: EQU -21
(FFE9) 0044 DUDE2: EQU -23
(FFE7) 0045 DUHL2: EQU -25
0046 ;
(001A) 0047 LENRGS: EQU DUPC-DUHL2+2
0048 ;
0049 ;
0050 ;
0051 ;
E000 0052 ORG 0E000H
0053 ;
0054 ; ENTER THE MONITOR FROM RESET.
0055 ; COLD START ENTRY. INITIALIZES THE UART
0056 ; AND ZEROES THE BREAKPOINT STACK POINTER.
0057 ; ALTERS THE A-REGISTER. SAVES ALL OTHER
0058 ; REGISTERS EXCEPT THE PROGRAM COUNTER,

```

```

0059 ; BUT DOES NOT DISPLAY THEM.
0060 ;
E000 3E01 0061 CSTART: LD      A,1
E002 D340 0062          OUT    40H,A          ;SELECT BANK 0
E004 F5    0063          PUSH   AF           ;SIMULATE UPC
E005 F5    0064          PUSH   AF           ;USER-F-REGISTER
E006 1842 0065          JR     COMMON
0066 ;
0067 ;
0068 ;
0069 ; WARM START ENTRY.  INITIALIZES THE BREAKPOINT
0070 ; STORAGE POINTER.  SAVES ALL REGISTERS EXCEPT
0071 ; THE PROGRAM COUNTER, BUT DOES NOT DISPLAY THEM.
0072 ;
E008 F5    0073 WSTART: PUSH   AF           ;SIMULATE UPC
E009 F5    0074          PUSH   AF           ;UAF
E00A 3E80 0075          LD     A,80H        ;FLAG:
E00C 183C 0076          JR     COMMON        ;WARM-START ENTRY
0077 ;
0078 ;
0079 ; CHECK INPUT & RETURN WITH DATA IF READY.
0080 ;
E00E DB00 0081 CHKIN:  IN     A,STAT
E010 E640 0082          AND    DAV
E012 C8    0083          RET     Z
E013 DB01 0084          IN     A,DATA
E015 C9    0085          RET
0086 ;
0087 ;
0088 ; GET CHARACTER FROM INPUT.
0089 ;
E016 CD0EE0 0090 GBYTE:  CALL   CHKIN
E019 28FB 0091          JR     Z,GBYTE
E01B E67F 0092          AND    7FH
E01D C9    0093          RET
0094 ;
0095 ;
0096 ; PRINT CHARACTER.
0097 ;
E01E F5    0098 PBYTE:  PUSH   AF
E01F DB00 0099 PBY1:  IN     A,STAT
E021 E680 0100          AND    TBE
E023 28FA 0101          JR     Z,PBY1
E025 F1    0102          POP    AF
E026 D301 0103          OUT    DATA,A
E028 C9    0104          RET
0105 ;
0106 ;
0107 ; SELECT DEVICE A & INITIALIZE ITS BAUD RATE.
0108 ; ENTER WITH A=1.
0109 ;
E029 D354 0110 INIT:  OUT    BPARLP,A          ;SELECT DEVICE A
E02B D352 0111          OUT    BCMNDP,A          ;RESET DEVICE B
0112 ; ;[CONTINUE BELOW]
0113 ;
0114 ;
0115 ; INITIALIZE BAUD RATE OF THE CURRENT DEVICE.

```

```

0116 ;
0117 ; PUSH CARRIAGE-RETURN TO SELECT THE PROPER BAUD
0118 ; RATE FOR THE CURRENT TERMINAL. (THE MAXIMUM
0119 ; NUMBER OF CARRIAGE-RETURNS REQUIRED IS FOUR.)
0120 ;
0121 ; WITHE THE CROMEMCO TUART ANY OF THE FOLLOWING
0122 ; BAUD RATES CAN BE SELECTED:
0123 ; 19200, 9600, 4800, 2400, 1200, 300, 150, 110.
0124 ;
0125 ; WITH THE 3P+S: 2400, 300, 110.
0126 ;
0127 ; TWO CARRIAGE-RETURNS ARE REQUIRED FOR
0128 ; ANY UART WITH A FIXED BAUD RATE.
0129 ;
E02D 21A3E3 0130 INITBAUD: LD HL,BAUDRS
E030 0E00 0131 LD C,ABAUDP
E032 3E11 0132 LD A,11H ;OCTUPLE THE CLOCK
E034 D302 0133 IT1: OUT ACMNDP,A ;& RESET CURRENT DEVICE
E036 EDA3 0134 OUTI
E038 CD16E0 0135 CALL GBYTE
E03B CD16E0 0136 CALL GBYTE
E03E FE0D 0137 CP CR
E040 3E01 0138 LD A,1 ;SLOW THE CLOCK
E042 20F0 0139 JR NZ,IT1
E044 C9 0140 RET
0141 ;
0142 ;
0143 ; BREAKPOINT ENTRY. INITIALIZES NOTHING.
0144 ; SAVES ALL REGISTERS AND DISPLAYS THEM.
0145 ;
E045 E3 0146 SVMS: EX (SP),HL ;ADJUST BRKPT
E046 2B 0147 DEC HL ;RET ADDR
E047 E3 0148 EX (SP),HL
E048 F5 0149 PUSH AF ;UAF
E049 97 0150 SUB A ;FLAG:
;BREAKPOINT ENTRY;
0151 ;
0152 ;
0153 ;
E04A C5 0154 COMMON: PUSH BC ;UBC
E04B 47 0155 LD B,A ;ENTRY FLAG
E04C D5 0156 PUSH DE ;UDE
E04D E5 0157 PUSH HL ;UHL
0158 ;
0159 ; PLACE SYS STACK AT HIGHEST PAGE OF
0160 ; AVAILABLE RAM.
0161 ; ALLOW ROOM FOR TEMP STORAGE.
0162 ;
E04E 21E900 0163 LD HL,00FFH-TEMPS
E051 25 0164 COM1: DEC H
E052 7E 0165 LD A,(HL)
E053 34 0166 INC (HL)
E054 BE 0167 CP (HL) ;DID IT CHANGE?
E055 28FA 0168 JR Z,COM1
E057 35 0169 DEC (HL) ;YES. RESTORE IT.
0170 ;
E058 78 0171 LD A,B ;ENTRY FLAG
E059 EB 0172 EX DE,HL

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E05A 210900      0173      LD      HL,9
E05D 39          0174      ADD     HL,SP      ; -> UPC, HI BYTE
E05E 010A00     0175      LD      BC,10
E061 EDB8       0176      LDDR
                0177 ;
E063 13         0178      INC     DE          ;-> UHL,LO ON SYS STK
E064 EB         0179      EX      DE,HL
E065 F9         0180      LD      SP,HL      ;CURRENT SYS SP
E066 EB         0181      EX      DE,HL
E067 010B00     0182      LD      BC,DUPC-DUHL+3
E06A 09         0183      ADD     HL,BC      ;HL = USER SP
E06B E5         0184      PUSH   HL          ;USP
E06C DDE5       0185      PUSH   IX          ;UIX
E06E FDE5       0186      PUSH   IY          ;UIY
E070 EB         0187      EX      DE,HL
E071 09         0188      ADD     HL,BC
E072 4D         0189      LD      C,L        ;SAVE
E073 2B         0190      DEC     HL
E074 E5         0191      PUSH   HL
E075 DDE1       0192      POP    IX
E077 FE01       0193      CP     1           ;ENTRY?
E079 3807       0194      JR     C,COM3      ;SKIP IF VIA BP.
E07B 71         0195      LD      (HL),C     ;BP PNTR, LO BYTE
E07C 23         0196      INC     HL
E07D 3600       0197      LD      (HL),0     ;BP-STACK ENDMARK
                0198 ; INITIALIZE THE TUART IF ENTRY WAS VIA RESET.
                0199 ; (A CONTAINS 1.)
                0200 ;
E07F CC29E0     0201      CALL   Z,INIT
                0202 ;
E082 ED57       0203 COM3:  LD      A,I
E084 67         0204      LD      H,A
E085 2E00       0205      LD      L,0
E087 E28BE0     0206      JP     PO,COM4
E08A 2C         0207      INC     L
E08B E5         0208 COM4:  PUSH   HL          ;UIN
E08C 08         0209      EX      AF,AF'
E08D F5         0210      PUSH   AF          ;UAF'
E08E 08         0211      EX      AF,AF'
E08F D9         0212      EXX
E090 C5         0213      PUSH   BC          ;UBC'
E091 D5         0214      PUSH   DE          ;UDE'
E092 E5         0215      PUSH   HL          ;UHL'
E093 D9         0216      EXX
                0217 ;
                0218 ; IF CY IS SET, ENTRY WAS VIA A BREAKPOINT
E094 21F0E3     0219      LD      HL,HEAD
E097 D40FE2     0220      CALL   NC,PMSG
E09A 018650     0221      LD      BC,['P'+CASE] SHL 8]+86H ;IF BP ENTRY,
E09D DC23E3     0222      CALL   C,SUBR3    ;DISPLAY THE PC.
                0223 ;
                0224 ;
                0225 ;CLEAR ALL BREAKPOINTS
                0226 ;
                0227 ;
E0A0 DDE5       0228 CLBP:  PUSH   IX
E0A2 E1         0229      POP    HL          ;POINTS TO BPSP,LO

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E0A3  6E          0230          LD      L,(HL)          ;BPSP NOW IN HL
          0231 ;
E0A4  7E          0232 CL1:    LD      A,(HL)          ;BP STK EMPTY?
E0A5  FE0B        0233          CP      BPMRK          ;IF BPMRK, BP IS SET
E0A7  200A        0234          JR      NZ,CL2
          0235 ;
E0A9  34          0236          INC     (HL)          ;BP-ERASED MARK
E0AA  2B          0237          DEC     HL
E0AB  56          0238          LD      D,(HL)
E0AC  2B          0239          DEC     HL
E0AD  5E          0240          LD      E,(HL)
E0AE  2B          0241          DEC     HL
E0AF  EDA8        0242          LDD    ;RESTORE MEM CONTENTS
E0B1  18F1        0243          JR      CL1
          0244 ;
E0B3  7D          0245 CL2:    LD      A,L
E0B4  2B          0246          DEC     HL
E0B5  77          0247          LD      (HL),A        ;ADJUST BPSP
          0248 ;
E0B6  11E6FF      0249          LD      DE,-LENRGS    ;FOR THE BENEFIT
E0B9  19          0250          ADD    HL,DE          ;OF ERROR & ESCPE
E0BA  F9          0251          LD      SP,HL        ;RE-INITIALIZE SP
          0252 ;
          0253 ;
          0254 ; GET 1-BYTE COMMAND.
          0255 ; RETURNS VALUE IN HL & JUMPS TO THAT ADDR.
          0256 ;
E0BB  CD4DE1      0257          CALL   CRLF
E0BE  11BEE0      0258 CMND:   LD      DE,CMND    ;SET-UP RETURN
E0C1  D5          0259          PUSH   DE
E0C2  21AEE3      0260 CMND1:  LD      HL,PRMPT    ;RE-ENTRY POINT
E0C5  CD0FE2      0261          CALL   PMSG         ;FOR RECURSION
          0262 ; HL NOW PNTS TO THE COMMAND TABLE.
          0263 ;
          0264 ; GET THE COMMAND.
          0265 ; DE GETS THE FIRST ALPHA CHAR LESS 'D'.
          0266 ;
E0C8  CDDDE1      0267          CALL   SKSG0        ;GET NON-SPACE
E0CB  C8          0268          RET     Z            ;IF CR, IGNORE.
E0CC  D644        0269          SUB    'D'+CASE     ; < 'D'?
E0CE  3815        0270          JR      C,ERROR
E0D0  FE14        0271          CP     'W'-'D'+1    ; > 'W'?
E0D2  3011        0272          JR      NC,ERROR
E0D4  5F          0273          LD     E,A
E0D5  1600        0274          LD     D,0
          0275 ;
E0D7  4A          0276          LD     C,D          ;INITIALIZE FOR SUBR
E0D8  EB          0277          EX    DE,HL
E0D9  29          0278          ADD   HL,HL        ;TIMES 2
E0DA  19          0279          ADD   HL,DE        ; + TBL ADDR
E0DB  5E          0280          LD     E,(HL)
E0DC  23          0281          INC   HL
E0DD  56          0282          LD     D,(HL)
E0DE  EB          0283          EX    DE,HL
E0DF  CDDDE1      0284          CALL   SKSG0        ;NEXT CMND GHAR
E0E2  FE4D        0285          CP     'M'+CASE     ;(USED IN SUBST & DISPL)
E0E4  E9          0286          JP     (HL)

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0287 ;
0288 ;
0289 ; ERROR & ESCAPE. RETURNS TO CMND WITH SP
0290 ; POINTING TO SAVED-REG AREA (UHL').
0291 ;
E0E5 3E3F 0292 ERROR: LD      A,'?'
E0E7 CD12E1 0293         CALL    PCHR
E0EA 18B4 0294 ESCPE: JR      CLBP           ;CLEAR ANY BRKPTS
0295 ;
0296 ;
0297 ; PROGRAM PROMS. ABORTS IF DESTINATION
0298 ; IS NOT ON A 1K (400H) BOUNDARY, OR IF SWATH
0299 ; WIDTH IS NOT A MULTIPLE OF 1K.
0300 ;
0301 ;
E0EC CDA5E1 0302 PROG:  CALL    L3NCR
E0EF 78 0303         LD      A,B           ;ARE INCREMENT &
E0F0 B2 0304         OR      D           ;DESTINATION BOTH
E0F1 E603 0305         AND     3           ;MULTIPLES OF
E0F3 B1 0306         OR      C           ;1024?
E0F4 B3 0307         OR      E
E0F5 20EE 0308 ERRV1: JR      NZ,ERROR       ;ERROR VECTOR
0309 ;
E0F7 E5 0310         PUSH   HL           ;SOURCE
E0F8 214001 0311        LD      HL,320       ;# OF ITERATIONS
E0FB E3 0312 PR1:   EX      (SP),HL
E0FC CD1AE2 0313        CALL   MVE           ;MOVE IT
E0FF E3 0314        EX      (SP),HL
E100 2B 0315        DEC     HL           ;ITERATION CT
E101 7C 0316        LD      A,H
E102 B5 0317        OR      L
E103 20F6 0318        JR      NZ,PR1
E105 E1 0319        POP    HL
E106 1861 0320        JR      VRFY         ;VERIFY IT
0321 ;
0322 ;
0323 ; PRINT THE 2 BYTES IN (HL) & (HL-1).
0324 ; DECREASES HL BY 2. ALTERS A.
0325 ; PRESERVES OTHER REGS.
0326 ;
E108 CDECE1 0327 P2NMS: CALL    PNM
E10B 2B 0328         DEC     HL
E10C CDECE1 0329        CALL   PNM
E10F 2B 0330        DEC     HL           ;(CONTINUE BELOW)
0331 ;
0332 ;
0333 ; PRINT SPACE. ALTERS A.
0334 ;
E110 3E20 0335 SPACE: LD      A,20H           ;(CONTINUE BELOW)
0336 ;
0337 ;
0338 ; PRINT THE CHARACTER IN THE A-REGISTER.
0339 ; (CHKS INPUT FOR ESC.) PRESERVES ALL REGS.
0340 ;
E112 F5 0341 PCHR:  PUSH   AF           ;SAVE THE CHAR
E113 E67F 0342 PC1:  AND     7FH
E115 FE1B 0343        CP      ESC

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E117 28D1      0344      JR      Z,ESCPE
E119 FE7D      0345      CP      ALT                      ;ALT MODE?
E11B 28CD      0346      JR      Z,ESCPE
E11D CD0EE0    0347      CALL   CHKIN
E120 20F1      0348      JR      NZ,PC1
          0349 ;
E122 F1        0350 PC2:   POP     AF
E123 E5        0351      PUSH   HL
E124 F5        0352      PUSH   AF
E125 E67F      0353      AND    7FH
E127 CD1EE0    0354      CALL   PBYTE
E12A 21ABE3    0355      LD     HL,LFNN
E12D FE0D      0356      CP     CR
E12F CC0FE2    0357      CALL   Z,PMSG
E132 FE3C      0358      CP     '<'                      ;RECURSIVE CALL
E134 200B      0359      JR      NZ,PC3                  ;ON CMND?
E136 F1        0360      POP    AF
E137 3E0D      0361      LD     A,CR                      ;YES. CONVERT
E139 F5        0362      PUSH   AF                      ;'<' TO A CR.
E13A D5        0363      PUSH   DE
E13B C5        0364      PUSH   BC
E13C CDC2E0    0365      CALL   CMND1
E13F C1        0366      POP    BC
E140 D1        0367      POP    DE
E141 F1        0368 PC3:   POP    AF
E142 E1        0369      POP    HL
E143 C9        0370      RET
          0371 ;
          0372 ;
          0373 ; GET CHARACTER. RETURNS IT IN A.
          0374 ; ALTERS F.
          0375 ;
E144 CD16E0    0376 GCHR:   CALL   GBYTE
E147 CD12E1    0377      CALL   PCHR
E14A 28F8      0378      JR      Z,GCHR                  ;IF NULL DON'T RETURN
E14C C9        0379      RET
          0380 ;
          0381 ;
          0382 ; CRLF. ALTERS A ONLY.
          0383 ;
E14D 3E0D      0384 CRLF:   LD     A,CR
E14F 18C1      0385      JR      PCHR
          0386 ;
          0387 ;
          0388 ; LOADS HL WITH SOURCE ADDR, BC & DE
          0389 ; WITH THE INCREMENT. ENDS WITH A CRLF.
          0390 ;
E151 97        0391 L2NCR0: SUB    A
          0392 ;
E152 CD8BE1    0393 L2NCR:  CALL   LD2N
          0394 ;
          0395 ; SKIP INITIAL SPACES.
          0396 ; IF DELIMITER NOT A CR, ERROR
          0397 ;
E155 CDDEE1    0398 SKSGCR: CALL   SKSG                  ;WAIT FOR NON-SPACE
E158 209B      0399      JR      NZ,ERRV1              ;IF NOT CR, ERROR
E15A EB        0400      EX     DE,HL

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E15B  C9          0401          RET
                0402 ;
                0403 ;
                0404 ; PRINT THE NUMBER IN HL, FOLLOWED BY A COLON.
                0405 ; PRESERVES ALL REGISTERS EXCEPT A.
                0406 ;
E15C  CD4DE1     0407 PCADDR: CALL    CRLF
                0408 ;
E15F  CDF2E1     0409 PADDR:  CALL    PNHL
E162  3E3A       0410          LD      A,':'
E164  18AC       0411          JR      PCHR
                0412 ;
                0413 ;
                0414 ; COMMAND
                0415 ;
E166  CDA5E1     0416 VERIF:  CALL    L3NCR          ;GET 3 OPERANDS
                0417 ;
                0418 ; COMPARES TWO AREAS OF MEMORY.  ENTER WITH
                0419 ; SOURCE IN HL, DESTINATION IN DE & COUNT
                0420 ; IN BC.  ALTERS ALL REGISTERS.
                0421 ;
E169  1A         0422 VRFY:   LD      A,(DE)
E16A  EDA1       0423          CPI          ;COMPARE TO SOURCE
E16C  2B         0424          DEC      HL
E16D  C4F2E1     0425          CALL    NZ,PNHL          ;PRINT SOURCE ADDR
E170  C4E9E1     0426          CALL    NZ,PSNM         ; & CONTENTS
E173  EB         0427          EX      DE,HL
E174  C4E9E1     0428          CALL    NZ,PSNM         ; & DEST CONTENTS
E177  C4EFE1     0429          CALL    NZ,PSNHL        ; & DEST ADDR
E17A  C44DE1     0430          CALL    NZ,CRLF
E17D  EB         0431          EX      DE,HL
E17E  23         0432          INC     HL
E17F  13         0433          INC     DE
E180  E0         0434          RET     PO          ;IF BC=0, DONE.
E181  18E6       0435          JR      VRFY
                0436 ;
                0437 ;
                0438 ; COMMAND
                0439 ;
E183  CDA5E1     0440 MOVE:   CALL    L3NCR          ;OPERANDS
E186  CD1AE2     0441          CALL    MVE          ;MOVE IT
E189  18DE       0442          JR      VRFY
                0443 ;
                0444 ;
                0445 ;
                0446 ; LOAD TWO NUMBERS.  LOADS DE WITH THE BEGINNING
                0447 ; ADDR, N1.  LOADS BC & HL WITH THE INCREMENT
                0448 ; N2-N1+1 (OR WITH N2 IF THE OPR IS 'S').
                0449 ; RETURNS WITH LAST DELIMITER IN A.
                0450 ;
                0451 ;
E18B  CDAEE1     0452 LD2N:   CALL    GNHL          ;N1 TO HL, DELIM TO A
E18E  EB         0453          EX      DE,HL        ;SAVE N1 IN DE
E18F  CDDEE1     0454          CALL    SKSG          ;GET NEXT NON-SPACE
E192  FE53       0455          CP      'S'+CASE      ;SWATH?
E194  2005       0456          JR      NZ,L2N1
                0457 ;

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E196 CDADE1      0458      CALL   GNHL0      ;YES. INCREMENT TO HL.
E199 1807        0459      JR      L2N2
                0460 ;
E19B CDAEE1      0461 L2N1:  CALL   GNHL      ;INCREMENT
E19E B7          0462      OR      A          ;CLEAR CY
E19F ED52        0463      SBC    HL,DE      ;N2-N1
E1A1 23          0464      INC    HL         ;INCLUDE END POINT
E1A2 44          0465 L2N2:  LD      B,H
E1A3 4D          0466      LD      C,L      ;BC GETS THE INCRM
E1A4 C9          0467      RET
                0468 ;
                0469 ;
                0470 ; LOAD 3 OPERANDS. HL GETS THE SOURCE, BC
                0471 ; THE INCREMENT, AND DE THE 3RD OPERAND.
                0472 ;
E1A5 CD8BE1      0473 L3NCR: CALL   LD2N
                0474 ; (CONTINUE BELOW)
                0475 ;
                0476 ;
                0477 ; ENTER WITH SPACE OR THE FIRST DIGIT
                0478 ; OF A NUMBER IN A. LOADS HL WITH
                0479 ; WITH A NEW NUMBER & THEN EXCHANGES
                0480 ; DE & HL. FINISHES WITH A CRLF.
                0481 ;
E1A8 CDAEE1      0482 L1NCR: CALL   GNHL      ;SKIP SPACES, LOAD HL
E1AB 18A8        0483      JR      SKSGCR   ;WAIT FOR A CR
                0484 ;
                0485 ;
                0486 ; CLEARS HL. IF ENTERED WITH HEX CHAR IN A,
                0487 ; SHIFTS IT INTO HL. O/W, IGNORES LEADING
                0488 ; SPACES. FIRST CHAR MUST BE HEX. CONTINUES
                0489 ; SHIFT UNTIL A NON-HEX CHAR RECEIVED & THEN
                0490 ; RETURNS WITH THE LATTER IN A.
                0491 ; PRESERVES B,C,D,E.
                0492 ;
                0493 ;
E1AD 97          0494 GNHL0:  SUB    A
                0495 ;
E1AE C5          0496 GNHL:  PUSH   BC          ;SAVE
E1AF 210000      0497      LD      HL,0      ;CLR BUFFER
                0498 ; STRIP LEADING SPACES & GET CHAR
E1B2 CDDEE1      0499      CALL   SKSG
                0500 ; FIRST CHAR MUST BE HEX
E1B5 CDC6E1      0501      CALL   HEXSH      ;IF HEX, SHIFT INTO HL
E1B8 DAE5E0      0502      JP      C,ERROR   ;O/W, ERROR
E1BB CD44E1      0503 GN1:  CALL   GCHR
E1BE CDC6E1      0504      CALL   HEXSH      ;IF HEX SHIFT INTO HL
E1C1 78          0505      LD      A,B      ;RESTORE CHAR
E1C2 30F7        0506      JR      NC,GN1   ;IF HEX, CONTINUE
E1C4 C1          0507      POP    BC      ;IF NON-HEX, DONE
E1C5 C9          0508      RET
                0509 ;
                0510 ;
                0511 ; IF A CONTAINS HEX CHAR, SHIFTS BINARY EQUIVALENT
                0512 ; INTO HL. IF NOT HEX, RET WITH CY SET. SAVES
                0513 ; ORIGINAL CHAR IN B
                0514 ;

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E1C6 47          0515 HEXSH: LD      B,A
E1C7 D630       0516          SUB    '0'          ; < '0'?
E1C9 D8         0517          RET    C
E1CA C6E9       0518          ADD    '0'-['G'+CASE]
E1CC D8         0519          RET    C
E1CD D6FA       0520          SUB    'A'-'G'
E1CF 3003       0521          JR     NC,HX1          ;OK IF >= 'A'
E1D1 C607       0522          ADD    ['A'+CASE]-['9'+1]
E1D3 D8         0523          RET    C
E1D4 C60A       0524 HX1:    ADD    '9'+1-'0'
                0525 ; THE A-REG NOW CONTAINS THE HEX DIGIT IN BINARY.
                0526 ; (THE HIGH-ORDER NIBBLE OF A IS 0.)
E1D6 29         0527 HXSH4: ADD    HL,HL          ;SHIFT 4 BITS INTO HL
E1D7 29         0528          ADD    HL,HL
E1D8 29         0529          ADD    HL,HL
E1D9 29         0530          ADD    HL,HL
E1DA B5         0531          OR     L
E1DB 6F         0532          LD     L,A
E1DC C9         0533          RET
                0534 ;
                0535 ;
                0536 ; RETURNS WITH A NON-SPACE IN THE A-REG.
                0537 ; IF ENTERED WITH A-REG CONTAINING A NULL
                0538 ; OR A SPACE, GETS NEW CHARS UNTIL FIRST
                0539 ; NON-SPACE OCCURS. ALTERS AF.
                0540 ;
E1DD 97         0541 SKSG0:  SUB    A
                0542 ;
E1DE B7         0543 SKSG:   OR     A          ;DOES A CONTAIN NULL?
E1DF CC44E1     0544 SK1:    CALL   Z,GCHR
E1E2 FE20       0545          CP     20H          ;SPACE?
E1E4 28F9       0546          JR     Z,SK1
E1E6 FE0D       0547          CP     CR
E1E8 C9         0548          RET
                0549 ;
                0550 ;
                0551 ;
                0552 ; PRINT SPACE FOLLOWED BY THE NUMBER POINTED
                0553 ; TO BY HL. ALTERS A ONLY.
                0554 ;
E1E9 CD10E1     0555 PSNM:   CALL   SPACE
                0556 ; (CONTINUE BELOW)
                0557 ;
                0558 ; PRINTS THE NUMBER POINTED TO BY HL.
                0559 ; PRESERVES ALL REGISTERS BUT A.
                0560 ;
E1EC 7E         0561 PNM:    LD     A,(HL)
E1ED 1808       0562          JR     P2HEX
                0563 ;
                0564 ;
                0565 ;
                0566 ; PRINT THE NUMBER IN HL.
                0567 ; PRESERVES ALL BUT A.
                0568 ;
E1EF CD10E1     0569 PSNHL:  CALL   SPACE
                0570 ;
E1F2 7C         0571 PNHL:   LD     A,H

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```

E1F3 CDF7E1      0572          CALL    P2HEX
E1F6 7D          0573          LD      A,L
                0574          ;
                0575          ;
                0576          ; PRINT THE NUMBER IN THE A-REGISTER.
                0577          ; PRESERVES ALL REGISTERS.
                0578          ;
                0579          P2HEX: CALL    P1HEX
E1F7 CDFBE1
E1FA 1F          0580          RRA
E1FB 1F          0581          P1HEX: RRA
E1FC 1F          0582          RRA
E1FD 1F          0583          RRA
E1FE 1F          0584          RRA
E1FF F5          0585          PUSH   AF
E200 E60F        0586          AND    0FH          ;MASK
E202 FE0A        0587          CP     10D          ; <= 9?
E204 3802        0588          JR     C,PH1
E206 C607        0589          ADD    7           ;A THRU F
E208 C630        0590          PH1:  ADD    30H          ;ASCII BIAS
E20A CD12E1      0591          CALL   PCHR          ;PRINT IT
E20D F1          0592          POP    AF
E20E C9          0593          RET
                0594          ;
                0595          ;
                0596          ; PRINT MESSAGE. ENTER WITH ADDR OF MSG
                0597          ; IN HL. THE MESSAGE IS TERMINATED
                0598          ; AFTER PRINTING A CHARACTER WHOSE
                0599          ; PARITY BIT WAS SET.
                0600          ; PRESERVES FLAGS, INCREMENTS HL.
                0601          ;
                0602          ;
                0603          ;
E20F F5          0604          PMSG:  PUSH   AF          ;SAVE
E210 7E          0605          PS1:  LD     A,(HL)
E211 23          0606          INC    HL
E212 CD12E1      0607          CALL   PCHR
E215 17          0608          RLA          ;LAST CHARACTER?
E216 30F8        0609          JR     NC,PS1      ;IF NOT, LOOP
E218 F1          0610          POP    AF
E219 C9          0611          RET
                0612          ;
                0613          ;
                0614          ; MOVE FROM ONE LOCATION TO ANOTHER. ENTER
                0615          ; WITH SOURCE ADDR IN HL, DEST IN DE, BYTE
                0616          ; COUNT IN BC. PRESERVES ALL REGISTERS.
                0617          ;
E21A E5          0618          MVE:  PUSH   HL          ;SOURCE
E21B D5          0619          PUSH  DE          ;DEST
E21C C5          0620          PUSH  BC          ;BYTE COUNT
E21D EDB0        0621          LDIR
E21F C1          0622          POP   BC
E220 D1          0623          POP   DE
E221 E1          0624          POP   HL
E222 C9          0625          RET
                0626          ;
                0627          ;
                0628          ; COMMAND

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0629 ;
0630 ; GO <CR> EXECUTION BEGINS AT USER PC.
0631 ;
0632 ; COMMAND
0633 ;
0634 ; GO <ADDR1>/<ADDR2> ... <ADDRN>
0635 ; EXECUTION BEGINS AT ADDR1 WITH BREAKPOINTS SET
0636 ; AT ADDR2,...,ADDRN.
0637 ;
0638 GO:
0639 ; B GETS NBRKPT+1 (MAX. NUMBER OF BP + 1)
0640 ; C, THE BREAKPOINT FLAG, GETS 0 (NO BP SET)
E223 010006 0641 LD BC,[NBRKPT+1] SHL 8]+0
E226 CDDEE1 0642 GO1: CALL SKSG ;WAIT FOR NON-SPACE
E229 283A 0643 JR Z,RETN ;RETN IF CR
E22B FE2F 0644 CP '/' ;BP?
E22D 200D 0645 JR NZ,GO3
E22F 4F 0646 LD C,A ;SET BRKPT FLAG (2FH)
E230 213000 0647 LD HL,RSTLC ;TRANSFER
E233 36C3 0648 LD (HL),0C3H ;'JP SVMS' TO
E235 2145E0 0649 LD HL,SVMS
E238 223100 0650 LD (RSTLC+1),HL ;RST LOC
E23B 97 0651 SUB A
E23C CDAEE1 0652 GO3: CALL GNHL ;GET ADDR
E23F CB69 0653 BIT 5,C ; FLAG SET?
E241 EB 0654 EX DE,HL
E242 DDE5 0655 PUSH IX
E244 E1 0656 POP HL
E245 2818 0657 JR Z,GO5 ;JUMP IF NO BP
0658 ;
E247 05 0659 DEC B ;IF TOO MANY BP,
E248 CAE5E0 0660 JP Z,ERROR ;ERROR.
E24B 6E 0661 LD L,(HL) ;HL = BPSF
0662 ;
E24C 23 0663 INC HL ;BUMP BPSF
E24D EB 0664 EX DE,HL ;DE=BPSF, HL= BP ADDR
E24E EDA0 0665 LDI
E250 2B 0666 DEC HL
E251 36F7 0667 LD (HL),0C7H+RSTLC ;RST INSTRUCTION
E253 EB 0668 EX DE,HL ;HL=BPSF
E254 73 0669 LD (HL),E ;BP ADDR TO STACK
E255 23 0670 INC HL
E256 72 0671 LD (HL),D
E257 23 0672 INC HL
E258 360B 0673 LD (HL),BPMRK ;PUNCTUATION (BP SET)
E25A DD7500 0674 LD (IX),L
E25D 18C7 0675 JR GO1
0676 ; CHANGE USER PC
E25F 2B 0677 GO5: DEC HL
E260 72 0678 LD (HL),D
E261 2B 0679 DEC HL
E262 73 0680 LD (HL),E
E263 18C1 0681 JR GO1 ;BACK FOR MORE
0682 ;
E265 E1 0683 RETN: POP HL ;STRIP ADDR FROM STK
E266 E1 0684 POP HL ;UHL'
E267 D1 0685 POP DE ;UDE'

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E268 C1          0686          POP      BC          ;UBC'
E269 F1          0687          POP      AF          ;UAF'
E26A D9          0688          EXX
E26B 08          0689          EX      AF,AF'
          0690 ;
E26C F1          0691          POP      AF          ;UIN
E26D ED47       0692          LD      I,A      ; UI
E26F F3          0693          DI
E270 3001       0694          JR      NC,RT1
E272 FB          0695          EI
          0696 ;IFF NOW RESTORED
E273 FDE1       0697 RT1:    POP      IY          ;UIY
E275 DDE1       0698          POP      IX          ;UIX
E277 D1          0699          POP      DE          ;USP
          0700 ;
          0701 ; COPY THE REMAINDER OF THE SYS STACK
          0702 ; TO THE USER STACK. IF THIS TRANSFER
          0703 ; IS MADE WITHOUT ERROR, SWITCH TO THE
          0704 ; USER STACK. OTHERWISE, RETAIN THE
          0705 ; SYSTEM STACK.
          0706 ;
E278 210A00     0707          LD      HL,10D
E27B 45          0708          LD      B,L
E27C 39          0709          ADD     HL,SP
E27D EB          0710          EX      DE,HL
E27E 1B          0711 RT2:    DEC     DE
E27F 2B          0712          DEC     HL
E280 1A          0713          LD      A,(DE)
E281 77          0714          LD      (HL),A
E282 BE          0715          CP      (HL)
E283 2003       0716          JR      NZ,RT3
E285 10F7       0717          DJNZ   RT2
E287 F9          0718          LD      SP,HL
          0719 ;
E288 E1          0720 RT3:    POP      HL
E289 D1          0721          POP      DE
E28A C1          0722          POP      BC
E28B F1          0723          POP      AF
E28C C9          0724          RET
          0725 ;
          0726 ;
          0727 ; COMMAND.  DISPLAY REGISTERS.
          0728 ;
          0729 ; DR
          0730 ;
          0731 ; COMMAND.  DISPLAY MEMORY.
          0732 ;
          0733 ; DM <STARTING ADDR> <ENDING ADDR OR SWATH>
          0734 ;
          0735 ;
E28D 018041     0736 DISPL:  LD      BC,['A'+CASE] SHL 8]+80H ;[FOR DR}
E290 203F       0737          JR      NZ,SUBR2      ;IF NOT 'M', DR
          0738 ;
          0739 ;
E292 CD51E1     0740 DSPM:  CALL     L2NCR0      ;GET OPERANDS
E295 1610       0741 DSPM1: LD      D,16      ;BYTE COUNT
E297 CD5CE1     0742          CALL    PCADDR      ;ADDRESS

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E29A CDE9E1      0743 DM2:   CALL   PSNM           ;MEM CONTENTS
E29D EDA1        0744         CPI           ;INC HL & DEC BC
E29F E24DE1     0745         JP      PO,CRLF
E2A2 15          0746         DEC     D
E2A3 28F0       0747         JR      Z,DSPM1
E2A5 7A         0748         LD      A,D
E2A6 E603       0749         AND     3
E2A8 CC10E1     0750         CALL   Z,SPACE
E2AB CC10E1     0751         CALL   Z,SPACE
E2AE 18EA       0752         JR      DM2
0753 ;
0754 ;
0755 ; COMMAND.  SUBSTITUTE MEMORY LOCATION.
0756 ;
0757 ; SM <ADDR>
0758 ;
0759 ; COMMAND.  SUBSTITUTE USER-REGISTER.
0760 ;
0761 ; S<REGISTER NAME>
0762 ;
0763 ; REGISTER NAMES: P [PC], S [SP],
0764 ; A, F, B, C, D, E, H [HL],
0765 ; I, N [IFF], X [IX], Y [IY],
0766 ; A',F',B',C',D',E',H' [HL'] .
0767 ;
0768 ;
E2B0 2016       0769 SUBST:  JR      NZ,SUBR           ;IN NOT 'M', SR
0770 ;
0771 ;
E2B2 97         0772 SUBM:  SUB     A
E2B3 47         0773         LD      B,A           ;1-BYTE MASK
E2B4 CDA8E1     0774         CALL   LINC R
E2B7 EB         0775         EX     DE,HL         ;HL GETS ADDR
E2B8 CC5CE1     0776 SM1:  CALL   Z,PCADDR
E2BB CC10E1     0777         CALL   Z,SPACE
0778 ; PRINT CURRENT VALUE, REQUEST NEW VALUE &
0779 ; PRINT IT IF GIVEN
E2BE CD32E3     0780         CALL   GSUBV
E2C1 C8         0781         RET     Z           ;IF CR, DONE.
E2C2 23         0782         INC     HL
E2C3 3E07       0783         LD      A,7         ;PRINT ADDRESS IF IT
E2C5 A5         0784         AND     L           ;IS A MULTIPLE OF 8
E2C6 18F0       0785         JR      SM1
0786 ;
0787 ;
E2C8 47         0788 SUBR:  LD      B,A
E2C9 CD44E1     0789         CALL   GCHR
E2CC FE27       0790         CP     ''''
E2CE 2002       0791         JR      NZ,SR2
E2D0 0C         0792         INC     C           ;TURN ON THE PRIME-FLAG
E2D1 97         0793 SUBR2: SUB     A
E2D2 CD55E1     0794 SR2:  CALL   SKSGCR         ;WAIT FOR CR
E2D5 78         0795 SR3:  LD      A,B
E2D6 D641       0796         SUB     'A'+CASE     ;CHECK THE RANGE
E2D8 DAE5E0     0797         JP     C,ERROR
E2DB FE19       0798         CP     'Y'-'A'+1
E2DD D2E5E0     0799         JP     NC,ERROR

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E2E0 5F          0800      LD      E,A
E2E1 1600        0801      LD      D,0
E2E3 21D7E3     0802      LD      HL,RGTEB
E2E6 19          0803      ADD     HL,DE
E2E7 7E          0804      LD      A,(HL)
E2E8 B7          0805      OR      A
E2E9 2833       0806      JR      Z,SR6          ;IF ENTRY = 0, SKIP
E2EB 1E00       0807      LD      E,0
E2ED CB41       0808      BIT     0,C          ;PRIME?
E2EF 2806       0809      JR      Z,SR4
E2F1 CB76       0810      BIT     PF,(HL)     ;YES. PRIMEABLE REG?
E2F3 2829       0811      JR      Z,SR6     ;IF NOT, SKIP.
E2F5 1E10       0812      LD      E,DUAF-DUAF2
E2F7 E61F       0813 SR4:    AND     1FH          ;STRIP FLAGS FROM ENTRY
E2F9 83         0814      ADD     E
E2FA 5F         0815      LD      E,A
E2FB C5         0816      PUSH   BC          ;SAVE
E2FC 78         0817      LD      A,B        ;PRINT REG NAME
E2FD CD12E1     0818      CALL   PCHR
E300 FE48       0819      CP      'H'+CASE
E302 3E4C       0820      LD      A,'L'+CASE
E304 CC12E1     0821      CALL   Z,PCHR
E307 EE71       0822      XOR    'L'+CASE XOR '=';CLEAR CY, A = '='.
E309 CB41       0823      BIT     0,C        ;PRIME?
E30B 2802       0824      JR      Z,SR5
E30D 3E27       0825      LD      A, ''''
E30F CD12E1     0826 SR5:    CALL   PCHR
E312 46         0827      LD      B,(HL)     ;SAVE ORIGINAL ENTRY
E313 DDE5       0828      PUSH   IX
E315 E1         0829      POP    HL          ;STACK FRAME
E316 ED52       0830      SBC    HL,DE      ;HL -> USER REG
E318 CD32E3     0831      CALL   GSUBV     ;PRINT VALUE, REQUEST NEW
E31B 78         0832      LD      A,B        ;SAVE
E31C C1         0833      POP    BC
E31D C8         0834      RET     Z          ;DONE IF CR
                0835      ;
E31E 04         0836 SR6:    INC     B          ;NEXT REG
E31F 07         0837      RLCA          ;Y OR H?
E320 30B3       0838      JR      NC,SR3    ;IF NEITHER, LOOP
E322 07         0839      RLCA          ;YES, IS IT Y?
E323 CD4DE1     0840 SUBR3:  CALL   CRLF     ;[ENTRY FOR DISPLAYING PC
E326 3805       0841      JR      C,SR8
E328 0641       0842      LD      B,'A'+CASE ;YES, IT IS Y.
E32A 0C         0843      INC     C        ;TURN ON PRIME-FLAG
E32B 18A8       0844      JR      SR3
E32D CB41       0845 SR8:    BIT     0,C        ;NO. H OR H'?
E32F 28A4       0846      JR      Z,SR3    ;IF H, LOOP.
E331 C9         0847      RET          ;IT IS H'. DONE.
                0848      ;
                0849      ;
                0850      ; ENTER WITH HL POINTING TO MEMORY &
                0851      ; B CONTAINING THE 1-BYTE OR 2-BYTE FLAG.
                0852      ; PRINTS SPACE, CONTENTS OF (HL), & ALSO (HL-1) FOR
                0853      ; 2-BYTE REGS, GETS SUBSTITUTION VALUE & LOADS IT.
                0854      ; RETURNS WITH Z-FLAG SET IFF THE DELIMITER IS
                0855      ; A CARRIAGE-RETURN.
                0856      ; PRESERVES BC & HL.

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0857 ;
E332 CDECE1      0858 GSUBV:  CALL    PNM          ;PRINT (HL)
E335 CB68        0859          BIT     B2F,B        ;2-BYTE REG?
E337 2804        0860          JR      Z,GS1
E339 2B          0861          DEC     HL
E33A CDECE1      0862          CALL   PNM          ;LO BYTE
E33D 79          0863 GS1:   LD      A,C          ;SUBST-OR-DISPLAY FLAG
E33E 07          0864          RLCA
E33F 380A        0865          JR      C,GS2        ;IF DISPLAY, EXIT.
E341 3E2E        0866          LD      A,'.'
E343 CD12E1      0867          CALL   PCHR
E346 CD44E1      0868          CALL   GCHR
E349 FE2F        0869          CP      '.'+1        ;SUBSTITUTION?
E34B DC12E1      0870 GS2:   CALL   C,PCHR        ;IF NOT, PRINT ANOTHER.
E34E 380C        0871          JR      C,GS3
E350 EB          0872          EX     DE,HL
E351 CDAEE1      0873          CALL   GNHL         ;NEW VALUE
E354 EB          0874          EX     DE,HL
E355 73          0875          LD      (HL),E
E356 CB68        0876          BIT     B2F,B
E358 2802        0877          JR      Z,GS3
E35A 23          0878          INC     HL
E35B 72          0879          LD      (HL),D
E35C FE0D        0880 GS3:   CP      CR
E35E C410E1      0881          CALL   NZ,SPACE
E361 C9          0882          RET
0883 ;
0884 ;
0885 ;...SUBDM 00 7E 5 585 BY 5 100 DBE++
0886 ;
0887 ;
0888 ; COMMAND
0889 ; SELECT UART-A OR UART-B.
0890 ;
0891 ; UA
0892 ; UB
0893 ;
E362 CDA8E1      0894 UART:  CALL   L1NCR        ;A OR B?
E365 7B          0895          LD      A,E
E366 FE0B        0896          CP      0BH
E368 2005        0897          JR      NZ,UARTA
E36A 3E80        0898          LD      A,80H
E36C D304        0899          OUT    APARLP,A
E36E C9          0900          RET
0901 ;
E36F 97          0902 UARTA: SUB    A
E370 D354        0903          OUT    BPARLP,A
E372 C9          0904          RET
0905 ;
0906 ;
0907 ; COMMAND
0908 ; READ BINARY INPUT FROM DATA PORT
0909 ;
E373 CD52E1      0910 READB: CALL   L2NCR        ;GET MEM ADDR
E376 CD0EE0      0911 RB1:  CALL   CHKIN        ;GET INPUT
E379 28FB        0912          JR      Z,RB1
E37B 77          0913          LD      (HL),A        ;TO MEM

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E37C  EDA1      0914      CPI
E37E  E0        0915      RET      PO
E37F  18F5     0916      JR       RB1
          0917 ;
          0918 ;
          0919 ; COMMAND
          0920 ; WRITE BINARY OUTPUT TO DATA PORT
          0921 ;
E381  CD52E1   0922 WRITB: CALL    L2NCR          ;GET MEM ADDR
E384  7E       0923 WB1:  LD     A,(HL)
E385  CD1EE0   0924      CALL    PBYTE
E388  EDA1     0925      CPI
E38A  E0       0926      RET      PO
E38B  18F7     0927      JR       WB1
          0928 ;
          0929 ;
          0930 ; COMMAND
          0931 ; PRINT NULLS ON THE CURRENT DEVICE.
          0932 ;
          0933 ; N <NUMBER-OF-NULLS>
          0934 ;
E38D  CDA8E1   0935 NULLS: CALL    L1NCR
E390  43       0936      LD     B,E
E391  97       0937      SUB    A
E392  CD12E1   0938 N2:  CALL    PCHR
E395  10FB     0939      DJNZ  N2
E397  C9       0940      RET
          0941 ;
          0942 ;
          0943 ; COMMAND
          0944 ; OUT <DATA-BYTE> <PORT NNUMBER>
          0945 ;
E398  CDAEE1   0946 OUTP: CALL    GNHL
E39B  EB       0947      EX    DE,HL          ;E GETS DATA
E39C  CDA8E1   0948      CALL    L1NCR          ;GET PORT NUMBER
          0949 ;
E39F  4B       0950      LD     C,E          ; TO C
E3A0  ED69     0951      OUT   (C),L
E3A2  C9       0952      RET
          0953 ;
          0954 ;
          0955 ; BAUD RATES.
          0956 ; WITH THE CROMEMCO TUART: 19200, 9600, 4800,
          0957 ;                          2400, 1200, 300, 150, 110.
          0958 ;
          0959 ; WITH THE 3P+S: 2400, 300, 110.
          0960 ;
          0961 ;
E3A3  94CEA292 0962 BAUDRS: DB    94H,0CEH,0A2H,92H,88H,84H,82H,1
          88848201
          0963 ;
          0964 ;
E3AB  0A0080   0965 LFNN:  DB    LF,0,0 OR 80H
          0966 ;
          0967 ;
E3AE  BA       0968 PRMPT: DB    ':' OR 80H
          0969 ; THE COMMAND TBL MUST IMMEDIATELY FOLLOW

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0970 ; THE PROMPT MESSAGE
E3AF 8DE2 0971 DW DISPL ;DISPLAY: DM, DR
E3B1 E5E0 0972 DW ERROR ;E
E3B3 E5E0 0973 DW ERROR ;F
E3B5 23E2 0974 DW GO ;GO; GO/WITH BREAKPOINTS
E3B7 E5E0 0975 DW ERROR ;H
E3B9 2DE0 0976 DW INITBAUD ;INITIALIZE BAUD RATE
E3BB E5E0 0977 DW ERROR ;J
E3BD E5E0 0978 DW ERROR ;K
E3BF E5E0 0979 DW ERROR ;L
E3C1 83E1 0980 DW MOVE ;MOVE A BLOCK OF MEMORY
E3C3 8DE3 0981 DW NULLS ;NULLS
E3C5 98E3 0982 DW OUTF ;OUTPUT
E3C7 ECE0 0983 DW PROG ;PROGRAM
E3C9 E5E0 0984 DW ERROR ;Q
E3CB 73E3 0985 DW READB ;READ BINARY OR ASCII
E3CD B0E2 0986 DW SUBST ;SUBSTITUTE: SM, SA, SB,
E3CF E5E0 0987 DW ERROR ;T
E3D1 62E3 0988 DW UART ;UART: UA, UB
E3D3 66E1 0989 DW VERIF ;VERIFY BLOCKS OF MEMORY
E3D5 81E3 0990 DW WRITB ;WRITE BINARY OR ASCII
0991 ;
(0040) 0992 PM: EQU 1 SHL PF ;PRIMEABLE-REG MASK
(0000) 0993 B1M: EQU 0 ;1-BYTE REG MASK
(0020) 0994 B2M: EQU 1 SHL B2F ;2-BYTE REG MSK
(0080) 0995 CRM: EQU 1 SHL CRF ;CARRIAGE-RETURN MSK
0996 ;
E3D7 43 0997 RGTBL: DB -DUAF OR PM ;A
E3D8 45 0998 DB -DUBC OR PM ;B
E3D9 46 0999 DB -DUBC+1 OR PM ;C
E3DA 47 1000 DB -DUDE OR PM ;D
E3DB 48 1001 DB -DUDE+1 OR PM ;E
E3DC 44 1002 DB -DUAF+1 OR PM ;F
E3DD 00 1003 DB 0
E3DE E9 1004 DB -DUHL OR PM OR B2M OR CRM ;H [HL]
E3DF 11 1005 DB -DUIN OR B1M ;I
E3E0 00 1006 DB 0
E3E1 00 1007 DB 0
E3E2 00 1008 DB 0
E3E3 00 1009 DB 0
E3E4 12 1010 DB -DUIN+1 OR B1M ;N [INTERRUPT FF]
E3E5 00 1011 DB 0
E3E6 21 1012 DB -DUPC OR B2M ;PC
E3E7 00 1013 DB 0
E3E8 00 1014 DB 0
E3E9 2B 1015 DB -DUSP OR B2M ;SP
E3EA 00 1016 DB 0
E3EB 00 1017 DB 0
E3EC 00 1018 DB 0
E3ED 00 1019 DB 0
E3EE 2D 1020 DB -DUIX OR B2M ;X [IX]
E3EF AF 1021 DB -DUIY OR B2M OR CRM ;Y [IY]
1022 ;
1023 ;
E3F0 0D0D4352 1024 HEAD: DB CR,CR,'CROMEMCO ZM1.', '4' OR 80H
4F4D454D
434F205A

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4D312EB4

1025 ;

Errors 0
Range Count 0

Symbol Table

ABAUDP	0000	ACMNDP	0002	ALT	007D	APARLP	0004	B1M	0000
B2F	0005	B2M	0020	BAUDRS	E3A3	BCMNDP	0052	BPARLP	0054
BPMRK	000B	BPSTOR	0016	CASE	0000	CHKIN	E00E	CL1	E0A4
CL2	E0B3	CLBP	E0A0	CMND	E0BE	CMND1	E0C2	COM1	E051
COM3	E082	COM4	E08B	COMMON	E04A	CR	000D	CRF	0007
CRLF	E14D	CRM	0080	CSTART	E000	DATA	0001	DAV	0040
DISPL	E28D	DM2	E29A	DSPM	E292	DSPM1	E295	DUAF	FFF0
DUAF2	FFED	DUBC	FFFB	DUBC2	FFEB	DUDE	FFF9	DUDE2	FFE9
DUHL	FFF7	DUHL2	FFE7	DUIN	FFEF	DUIX	FFF3	DUIY	FFF1
DUPC	FFFF	DUSP	FFF5	ERROR	E0E5	ERRV1	E0F5	ESC	001B
ESCP	E0EA	GBYTE	E016	GCHR	E144	GN1	E1BB	GNHL	E1AE
GNHL0	E1AD	GO	E223	GO1	E226	GO3	E23C	GO5	E25F
GS1	E33D	GS2	E34B	GS3	E35C	GSUBV	E332	HEAD	E3F0
HEXSH	E1C6	HX1	E1D4	HXSH4	E1D6	INIT	E029	INITBA	E02D
IT1	E034	L1NCR	E1A8	L2N1	E19B	L2N2	E1A2	L2NCR	E152
L2NCR0	E151	L3NCR	E1A5	LD2N	E18B	LENRGS	001A	LF	000A
LFNN	E3AB	MOVE	E183	MVE	E21A	N2	E392	NBRKPT	0005
NULLS	E38D	OUTP	E398	PIHEX	E1FB	P2HEX	E1F7	P2NMS	E108
PADDR	E15F	PBY1	E01F	PBYTE	E01E	PC1	E113	PC2	E122
PC3	E141	PCADDR	E15C	PCHR	E112	PF	0006	PH1	E208
PM	0040	PMSG	E20F	PNHL	E1F2	PNM	E1EC	PR1	E0FB
PRMPT	E3AE	PROG	E0EC	PS1	E210	PSNHL	E1EF	PSNM	E1E9
RB1	E376	READB	E373	RETN	E265	RGTBL	E3D7	RSTLC	0030
RT1	E273	RT2	E27E	RT3	E288	SK1	E1DF	SKSG	E1DE
SKSG0	E1DD	SKSGCR	E155	S1M	E2B8	SPACE	E110	SR2	E2D2
SR3	E2D5	SR4	E2F7	SR5	E30F	SR6	E31E	SR8	E32D
STAT	0000	SUBM	E2B2	SUBR	E2C8	SUBR2	E2D1	SUBR3	E323
SUBST	E2B0	SVMS	E045	TBE	0080	TEMPS	0016	UART	E362
UARTA	E36F	VERIF	E166	VERFY	E169	WB1	E384	WRITB	E381
WSTART	E008								


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RGTBL 0997 0802
RSTLC 0019 0647 0650 0667
RT1 0697 0694
RT2 0711 0717
RT3 0720 0716
SK1 0544 0546
SKSG 0543 0398 0454 0499 0642
SKSG0 0541 0267 0284
SKSGCR 0398 0483 0794
SM1 0776 0785
SPACE 0335 0555 0569 0750 0751 0777 0881
SR2 0794 0791
SR3 0795 0838 0844 0846
SR4 0813 0809
SR5 0826 0824
SR6 0836 0806 0811
SR8 0845 0841
STAT 0004 0081 0099
SUBM 0772
SUBR 0788 0769
SUBR2 0793 0737
SUBR3 0840 0222
SUBST 0769 0986
SVMS 0146 0649
TBE 0012 0100
TEMPS 0016 0163
UART 0894 0988
UARTA 0902 0897
VERIF 0416 0989
VERFY 0422 0320 0435 0442
WB1 0923 0927
WRITB 0922 0990
WSTART 0073
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