Punching Binary Version of Altair 680 Cassette BASIC

Here are the steps to create a bootable binary BASIC tape with (and for) an external reader/punch connected to the UIO serial board. Handshake out from the punch must be connected to the CTS input of the UIO. The following steps that use the "L" command assume you're sending the S-Record files from a PC using a terminal emulator as the console.

1) Use the "L" command to load "Cassette BASIC V1.1 R3.2.S19" into memory (do NOT execute BASIC). This file is in the "BASIC" folder up a couple of levels from this folder.

2) Use the "L" command to load "BPATCH (BASIC).S19" into memory. This file is in the same folder as these instructions.

3) Use the "L" command to load BINSAVE.S19 into memory (will be at $3E00). This file is in the same folder as these instructions.

4) Use the monitor "M" command to set save parameters for BASIC as follows:
$3E02-$3E03 First address to write ($0000)
$3E04-$3E05 Last address to write ($1C5B)
$3E06-$3E07 Jump-to (start) address ($0000)

5) Enable the punch and advance the amount of leader you want. Then run BINSAVE to punch BASIC to tape: "J 3E00".

Punching Binary Version of the Altair Editor/Assembler

Here are the steps to create a bootable binary Editor/Assembler tape with (and for) an external reader/punch connected to the UIO serial board. Handshake out from the punch must be connected to the CTS input of the UIO. The following steps that use the "L" command assume you're sending the S-Record files from a PC using a terminal emulator as the console.

1) Use the "L" command to load "ASSEMBLER-EDITOR (EOR fixed).S19" into memory (do NOT execute the Editor/Assembler). This file is in the "Text Editor and Assembler" folder up a couple of levels from this folder.

2) Use the "L" command to load "APATCH (BASIC).S19" into memory. This file is in the same folder as these instructions.

3) Use the "L" command to load BINSAVE.S19 into memory (will be at $3E00). This file is in the same folder as these instructions.

4) Use the monitor "M" command to set save parameters for the Editor/Assembler as follows:
$3E02-$3E03 First address to write ($0000)
$3E04-$3E05 Last address to write ($1CCC)
$3E06-$3E07 Jump-to (start) address ($0107)

5) Enable the punch and advance the amount of leader you want. Then run BINSAVE to punch the Editor/Assembler to tape: "J 3E00".