



Processor Technology Co.

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Dear Customer:

Enclosed you will find Software Package #1, our Self-contained Assembly Language Operating System. Over the past months we have found this System to be an extremely useful and powerful development tool. We are sure you will agree with us once you have tried it in your 8080 system.

Paper tapes or cassettes of the enclosed program listing will not be available to individuals but we have already sent paper tapes to several computer clubs around the country. We suggest you contact one of these clubs if you want a copy of the tape or need assistance.

We will be happy to send tape copies to any bona fide "amateur" computer club or society, so if you are a member of such a group, please let us know of your group's existence by sending us a copy of its latest newsletter.

In addition we are now preparing a manual describing the use of the System from the ground up. This will include a complete description, with examples, of every command, instructions on the use of all internal routines by other programs, and an overview of efficient file generation and handling. This loose leaf manual, complete with ring binder, is being sold for \$25.00. Orders for the manual will be accepted only until November 1, 1975 with delivery beginning about Oct. 1st.

* * * * *

An expanded version of Package #1 will soon be available as a 4K Byte PROM module. The expanded version allows dynamic Input/Output allocation, file area management by the executive, octal and/or hex data entry and many other capabilities not included in the original package #1. These PROMs will be sold with a module capable of holding 8K of PROM for \$275.00 with everything needed to just plug into the computer and run. Why 8K???? Because we are leaving space for future program expansion. The first expansion is a powerful simulator that adds-on to the basic package.

SIMULATOR???? Yes, an Interpretive Simulator which runs 8080 programs on the same 8080 that contains the simulator!! Not just traps and breakpoints but simulated I/O, registers, flags, program counter and stack pointer. Any of these can be modified at all times, plus a single step mode that displays all registers,

flags, stack pointer, program counter and memory contents after execution of each instruction. Take a look at the enclosed print out from the simulator program which demonstrates a small part of the true capabilities of the simulator. This Program must be run in conjunction with the 4K set and is being sold to purchasers of the set for \$95.00.

Will paper tapes be available? We imagine tapes will appear but, using 8K of RAM to receive a paper tape program that takes the better part of a half hour to load each time a power glitch occurs just doesn't make for a real system. Using this module will save that expensive RAM for data and development programs as well as giving the true convenience of a "turn on the switch" system.

Speaking of expensive RAM we should explain how financing for our "FREE" software comes about. First we hope to sell a good number of PROM firmware modules with Interpretive Simulator and other nice expanded capabilities. Second, the full power of a computer or processor is directly related to the amount of memory available for storage of programs and data. Note that Package #1 occupies about 4K for the operating program and 2K for the System RAM and symbol table. In order to develop reasonably sized programs at least 8K more of RAM is required.

Now, since RAM is needed, Processor Technology makes the least expensive, fastest, lowest power and most reliable (every RAM IC is tested to Military MIL STD 883 specifications) 4K read/write memory module available today. But, bless our conniving little hearts, we have just lowered our price on RAM modules. The 4KRA-4 is now priced at \$215.00 in kit form, and we have a special offer for users of Software Package #1.

* S P E C I A L *

All orders for 2 (two) 4KRA-4 modules received before October 1st, 1975 will receive a special software package containing, among other things, a 12 decimal digit floating point math package complete with instructions and handy pointers. Orders for this special must use the enclosed order form.

* * *

SPECIFICATIONS: ALS-8 Firmware module, SIM-1 Firmware module
Maximum capacity: 8192 8-bit words
Memory type: 4K static erasable Programmable ROM (up to 16 PROMs)
Access time: 1.0 sec maximum
Cycle time: 1.0 sec maximum
Power Requirements: +8VDC @ .4A maximum with SIM-1; -16VDC @ .3A max.
Operating range: +5 C to +60 C, to 90% humidity, non condensing
Dimensions: 5.3" x 10.0" (13.46cm x 25.4cm)

PROCESSOR TECHNOLOGY CORP.
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94710

SOFTWARE PACKAGE NO. 1

The Processor Technology Software Package #1 is a Self Contained Program Development System for any computer based on the Intel 8080 micro-processor. Included in the package is an executive to handle memory files, an assembler, and a line oriented editor.

To use the system 6K of memory must be available for use by the system. This memory is allocated as follows:

F000 - FFFF	Operating Program	-4K
D000 - D0FF	Special System RAM	3K
D100 - D7FF	Symbol Table (Assembler Only)	2K

In addition other memory must be available for source and object files necessary for the users programs.

I/O within the program interacts with I/O ports addressed as follows:

<u>PORT</u>	<u>FUNCTION</u>
0	Status Input Bit 6 indicates DAV Bit 7 indicates TBE
1	TTY Input
FF	Sense Switch Input Sense switch seven is used to control file listing.

EXECUTIVE COMMANDS:

CONTROL X	System reset and CR/LF
ENTR	Enter data to memory
DUMP	Display memory data
FILE	Create, assign or display file information
EXEC	Execute a program
ASSM	Assemble a source file to object code
PROG	Program a PROM (1702)
LIST	List File
DELT	Delete Lines of file.
1111	Any four numeric digits enters editor
PAGE	Move a page of data
CUST	Optional user command at location E000

The executive has one error message.....WHAT?.....indicating an improper command or an error on parameters following the command.

COMMAND FORMAT

ENTR AAAA ----Enter data to memory

This command is used to enter data to memory starting at address AAAA and continuing until a return command (/) is given. Data is entered in hexadecimal format.

Example:

```
ENTR 500  
0 0A 30 44 FF FE/
```

DUMP AAAA BBBB ----Dump Contents of Memory

This command is used to examine the contents of memory. The values contained in memory from locations AAAA to BBBB are displayed in hexadecimal. Each line of display consists of an address followed by the contents of the next 16 memory locations. If BBBB is not specified only location AAAA will be displayed.

FILE /NAME/ AAAA

This command is used to enter, examine, or modify parameters of files created in the system. Up to six files can exist simultaneously with any one of the files called as "current". Depending on the form of the command and following parameters the following functions are performed.

FILE /NAME/ ADDR	Create a file with the name, NAME starting at address ADDR and make it current. If a file with the same name already exists output error message NO NO.
FILE /NAME/ 0	Delete file with name NAME and make no file current. Note no file can start at ADDR 0.
FILE /NAME/	Get file NAME and make it current. Save all parameters of existing current file.
FILE	Display parameters of the "current" file in the following format with AAAA and BBBB being the beginning of file and end of file addresses: NAME AAAA BBBB
FILES	Display the parameters of all files currently saved by the system.

EXEC AAAA Execute a program

This command is used to execute a program at address AAAA.

PROG AAAA BBBB Program PROM

This command is used to program a 1702A PROM. A programmer must be provided.

LIST N List file

This command is used to display the lines entered by the user into the file. The output consists of the lines in the file starting at line number N. If N is not specified the display starts at the beginning of the file. The user can terminate the display by using sense switch seven on the front panel.

DELT L1 L2 Delete line (s) from file

This command is used to delete lines entered by the user from the file. All lines starting at line L1 and continuing up to and including L2 are deleted from the file. If L2 is not specified only L1 is deleted.

PAGE AAAA BBBB Move page of data

This command is used to move one page (256 bytes) of data from address AAAA to BBBB.

CUST Optional user command at location E000

This command allows any routine to be placed at location E000 by the user. If the command is terminated by a RET and proper stack operations are used the system will return in an orderly manner.

ASSM (E) AAAA BBBB Assemble a source file to object code.

This command is used to assemble a source program written by the user and located in the file area. The assembler performs the assembly, assigning addresses to the object code starting at AAAA. On the second pass the object code is placed in memory starting at location BBBB. If BBBB is not specified it assumes the same value as AAAA. During pass one certain errors are displayed and during pass 2 a complete listing is

produced. If the optional E is specified in the command only those lines which contain errors are listed.

EDITOR

The editor is a line oriented editor which enables the user to easily create program files in the system. Each line is prefaced by a fixed line number which provides for stable line referencing. Since line numbers can range from 0000 to 9999 (Decimal) there are 10,000 lines that can exist in each file. (If enough storage exists.) As the user types lines on the input device they are entered into the file area. The editor places all line numbers in sequence and automatically overwrites an existing line in the file if a new line with the same line number is entered by the user. A feature of the editor is that the file area never contains any wasted space.

The Editor ALWAYS operates on the current file.

The editor does not automatically assign line numbers. The user must first, when entering a line of data, enter a decimal number which will be interpreted as being the line number. Valid line numbers must contain four digits...preceding zeros must be included. An entry to the editor is terminated by the carriage return key. No more than 80 characters may be input for one line.

All lines are ordered by the ascending numeric sequence of their line numbers. If the user wishes to insert lines after the initial entry is made it is suggested that he input the original lines with line numbers at least five units difference.

ASSEMBLER

When the Assembler is given control by the executive it proceeds to translate the Symbolic 8080 Assembly Language (Source) program into 8080 machine (object) code. The Assembler is a two pass assembler which operates on the "current" file. Features of the Assembler include:

- * free format source input
- * symbolic addressing, including forward references and relative symbolic references.
- * complex expressions may be used as arguments
- * self defining constants
- * multiple constant forms
- * up to 256 five character symbols
- * reserved names for 8080 registers
- * ASCII character code generation
- * 6 Pseudo Operations (assembler directives)

The assembler translates those lines contained in the current file into object code. The second character following the line number is considered to be the first source code character position. Hence the character immediately following the line number should normally be blank. Line numbers are not processed by the assembler they are merely reproduced on the listing

The assembler will assemble a source program file composed of STATEMENTS, COMMENTS, and PSEUDO OPERATIONS.

During Pass 1, the assembler allocates all storage necessary for the translated program and defines the values of all symbols used, by creating a symbol table. The storage allocated for the object code will begin at the first byte dictated by the 1st parameter in the original Executive ASSM command.

During pass 2, all expressions, symbols and ASCII constants are evaluated to absolute values and are placed in allocated memory in the appropriate locations. The listing, also produced during pass 2, indicates exactly what data is in each location of memory.

STATEMENTS may contain either symbolic 8080 machine instructions or pseudo-ops. The structure of such a statement is:

NAME	OPERATION	OPERAND	COMMENT
------	-----------	---------	---------

The name field, if present, must begin in assembler character position one. The symbol in the name field can contain as many characters as the user wants, however only the first 5 characters are used in the symbol table to uniquely define a symbol. All symbols in this field must begin with an alphabetic character and may contain no special characters.

The operation field, contains either a 8080 operation mnemonic or a system pseudo-operation code.

The operand field contains parameters pertaining to the operation in the operation field. If two arguments are present they must be separated by a comma. Example:

```
0015 FLOP MOV M,B COMMENT
0020 * COMMENT
0025     JMP  BEG
0030     CALL FLOP
0035 BEG  ADI  8+6-4
0040     MOV  A,B
```

All fields are separated and distinguished from one another by the presence of one or more blank characters. (Spaces)

The comment field is for explanatory remarks. It is reproduced on the listing without processing. See example 0015. Comment lines must start with an asterisk (*) in character position 1. See example 0020.

SYMBOLIC NAMES

To assign a symbolic name to a statement one merely places the symbol in the name field. To leave off the name field the user skips two or more spaces after the line number and begins the operation field. If a name is attached to a statement, the assembler assigns it the value of the current Location Counter. The Location Counter always holds the address of the next byte to be assembled. The only exception to this is the EQU pseudo-op. In this case a symbol in the name field is assigned a value which is contained in the operand field of the EQU pseudo-op statement. Example:

```
0057 POTTS EQU 128
```


assigns the value 128 to the name POTTS. This data can then be used elsewhere in the program as: eg ADI POTTS.

Names are defined when they appear in the name field. All defined names may be used as symbolic arguments in the argument field. See examples 0015, 0025, 0030, 0035. field

In addition to user defined names, the assembler has reserved several symbols, the value of which is predetermined. These names may not be used by the user except in the operand field. They are (with their value in parenthesis):

A- the accumulator (7)
B- Register B (0)
C- Register C (1)
D- Register D (2)
E- Register E (3)
H- Register H (4)
L- Register L (5)
M- Memory (through H,L) (6)

In addition to the above reserved symbols, there is the single special character symbol (\$). This symbol changes in value as the assembly progresses. It is always equated with the value of the program counter after the current instruction is assembled. It may only be used in the operand field. Examples:

JMP \$ means jump to the next location
MOV A,B after this instruction; i.e., the
MOV instruction.
LDA \$+5
DB 0
DB 1 means load the data at the fifth location
DB 2 after this location. In this case the data has
DB 3 the value 5.
DB 4
DB 5

RELATIVE SYMBOLIC ADDRESSING

If the name of a particular location is known, a nearby location may be specified using the known name and a numeric offset. Example:

JMP BEG
JPE BEG+4
CC SUB
CALL \$+48
BEG MOV A,B
HALT
MVI C, 'B'
INR B

In this example the instruction JMP BEG refers to the MOV A,B instruction. The instruction JPE BEG+4 refers to the INR B instruction. BEG+4 means the address BEG plus four bytes. This form of addressing can be used to locate several bytes before or after a named location.

CONSTANTS

The Assembler allows the user to write positive or negative numbers directly in a statement. They will be regarded as decimal constants and their binary equivalents will be used appropriately. All unsigned numbers are considered positive. Decimal constants can be defined using the descriptor, "D" after the numeric value. (Not required, default is decimal)

Hexadecimal constants may be defined using the descriptor "H" after a numeric value. IE. +0H, 10H, 3AH, 0F4H.

Note that a hexadecimal constant cannot start with the digits A-F. in this case a leading 0 must be included. This enables the assembler to differentiate between a numeric value and a symbol.

ASCII constants may be defined by enclosing the ASCII character within single quote marks, i.e., 'C'. For double word constants two characters may be defined within one quote string.

EXPRESSIONS

An expression is a sequence of one or more symbols, constants or other expressions separated by the arithmetic operators plus or minus.

```
PAM +3
ISAB-'A'+52
LOOP+32H-5
```

Expressions are calculated using 16 bit arithmetic. All arithmetic is done modulo 65536. Single byte data cannot contain a value greater than 255 or less than -256. Any value outside this range will result in an assembler error.

PSEUDO-OPERATIONS

The pseudo-operations are written as ordinary statements, but they direct the assembler to perform certain functions which do not always develop 8080 machine code. The following pages describe the pseudo-ops.

ORG--Set Program Origin:

label ORG expression Where the label is optional, but if present will be equated to the given expression.

END--End of Assembly: This pseudo-op informs the assembler that the last source statement has been read. The assembler will then start on pass 2 or terminate the assembly and pass control back to the executive. This pseudo-op is not needed when assembling from a memory file since the assembler will stop when an end of file indicator has been reached.

EQU--Equate Symbolic Value: The EQU is used to make two symbols equivalent in value; Label EQU expression

Where: Label- is a symbol the value of which will be determined from the expression.

Expression- is an expression which when evaluated will be assigned to the symbol given in the name field.

DS--Define Storage-- The DS causes the assembler to advance the Assembly Program Counter, effectively skipping past a given number of memory bytes.

Label DS expression

DB--Define Byte; This pseudo-op is used to reserve one byte of storage. The content of the byte is specified in the argument field.

Label DB expression

DW--Define Word; This pseudo-op is used to define two bytes of storage. The evaluated argument will be placed in the two bytes; high order 8 bits in the low order byte, and the low order 8 bits in the high order byte. This conforms to the Intel format for two byte addresses.

ASSEMBLER ERRORS

The following error flags are output on the assembler listing when the error occurs. Some of the errors are only output during pass 1.

- O Opcode Error
- L Label Error
- D Duplicate Label Error
- M Missing Label Error
- V Value Error
- U Undefined Symbol
- S Syntax Error
- R Register Error
- A Argument Error.

DEMONSTRATION PRINTOUT FROM SOFTWARE PACKAGE # 1
 Page 1-3, Monitor, Editor and Assembler
 Page 4-5, Interpretive Simulator demonstration

FILES COMMAND TO LIST ALL FILES
 BLOP 2000 2493
 TEST 4000 44A2
 TARA 4500 4500

FILE /SAMPL/ 1000 CREATE FILE NAMED "SAMPL" STARTING AT ADDRESS 1000
 SAMPL 1000 1000 COMPUTER RESPONSE INDICATING NAME AND START & END ADDRESSES

FILES LIST ALL FILES
 SAMPL 1000 1000
 BLOP 2000 2493 NEW FILE NOW SAVED AS SHOWN
 TEST 4000 44A2
 TARA 4500 4500

```

0000 * THIS IS A COMMENT LINE
0005 *
0009 * TEXT ENTERED TO SAMPL FILE
0015 * PROCESSOR TECHNOLOGY CORP.
0020 * SOFTWARE PACKAGE #1
0025 *
0050 *
0050 MVI A,'S'
0055 START MOV B,A
0060 OUT 1
0065 INR A
0070 JMP START
0075 * END OF SAMPL PROGRAM
  
```

} LINES INPUT TO FILE BY LINE NUMBER

FILE
 SAMPL 1000 1120 FILE COMMAND LISTS FILE PARAMETERS

ASSM 0000 ASSEMBLE COMMAND

```

0000                   0000 * THIS IS A COMMENT LINE
0000                   0005 *
0000                   0009 * TEXT ENTERED TO SAMPL FILE
0000                   0015 * PROCESSOR TECHNOLOGY CORP.
0000                   0020 * SOFTWARE PACKAGE #1
0000                   0025 *
0000 3E 50             0050 MVI A,'S'
0002 47               0055 START MOV B,A
0003 D3 00            0060 OUT 1
0005 3C               0065 INR A
0006 C3 00 00         0070 JMP START
0009                   0075 * END OF SAMPL PROGRAM
  
```

FILE /BLOP/ CALL FILE BLOP AND MAKE IT CURRENT
 BLOP 2000 2493 PARAMETERS LISTED

(1)

LIST

LIST COMMAND GIVEN

```
0000 *      << BLOP >>
0001 *
0002 *  HEX BOOTSTRAP LOADER
0003 *
0004 *  PROCESSOR TECHNOLOGY CORP.
0005 *  2465 FOURTH STREET
0006 *  BERKELEY, CA.
0007 *
0008 *
0009 *
0010 *
0011 *
0012 *
0015 BOOT  LXI D, ADDR
0020 NUM   MVI L, 0    CLEAN HOUSE
0025 INSTAT IN  TTS    INPUT STATUS
0030      ANI IDR     IS DATA AVAILABLE?
0035      JZ  INSTAT
0037 *
0040      IN  TTI     GET CHARACTER
0045      OUT TTC     ECHO IT (OPTIONAL)
0050      SBI '0'    CONVERT TO BCD EQUIV
0051      JM  ONEWD
0052      CPI  10
0053      JC  DCIT
0054      ADI  0F9H   CONVERT A-F DOWN
0055 DCIT  DAD H
0060      DAD H
0065      DAD H
0070      DAD H
0075      ADD L
0080      MOV L, A
0085      JMP  INSTAT
0086 *
0087 *  THIS ROUTINE ACCEPTS ONLY A SPACE
0088 *  AS TERMINATOR.
0089 *
0090 ONEWD  CPI  ' '    IS IT A SPACE?
0092      JNZ  NUM     IF NOT START OVER
0093 *
0095      MOV  A, L     GET CHR FROM L
0100      STAX D
0102      INX  D
0105      JMP  NUM
0110 *
0120 TTS EQU 0 *STATUS PORT
0125 TTI EQU 1 *TTY INPUT PORT
0130 TTC EQU 1 *TTC OUTPUT PORT
0135 IDR EQU 64 *BIT 6 FOR DAV TEST
0140 ADDR EQU 4096
```

FILE /SAMPL/0 DELETE FILE NAMED SAMPL

FILE /SAMPL/1000 CREATE NEW FILE NAMED SAMPL
SAMPL 1000 1000

```
0005 DW 'OS'
0010 DW 'TF'
0015 DW 'AW'
0020 DW 'ER' INPUT PROGRAM BY LINE NUMBERS
0025 DW '# '
0030 DW '1 1'
0005 MESSG DW 'OS' PUT IN NEW LINE 5
0050 *
0055 LXI H, MESSG
0055 LXI H, MESSG POINT TO MESSAGE
0060 START MOV A,M GET CHR TO REG A
0065 STAT IN 0
0070 ANI 40H
0075 JZ A, STAT RUBOUT KEY GETS RID OF "A" ENTERED IN ERROR
0080 OUT 1
0085 INX H
0090 MOV A,H
0095 CPI 13
0100 JNZ START
0105 JMP 0F00CH GO BACK TO SYSTEM
```

0070 ANI 80H PUT IN NEW LINE 70 TO CORRECT PPROGRAM ERROR

```
LIST LIST FILE
0005 MESSG DW 'OS'
0010 DW 'TF'
0015 DW 'AW'
0020 DW 'ER'
0025 DW '# '
0030 DW '1 1'
0050 *
0055 LXI H, MESSG POINT TO MESSAGE
0060 START MOV A,M GET CHR TO REG A
0065 STAT IN 0
0070 ANI 80H
0075 JZ STAT
0080 OUT 1
0085 INX H
0090 MOV A,H
0095 CPI 13
0100 JNZ START
0105 JMP 0F00CH GO BACK TO SYSTEM
```

ASSME 0000 ASSEMBLE WITH NO LISTING TO S.E IF THERE ARE ASSEMBLY ERRORS

NONE!!!

```

0007          0000 * << SIMULATOR DEMONSTRATION >>
0007          0003 *
0007          0005 *
0007          0010 *          PROCESSOR TECHNOLOGY CORP.
0007          0011 *          2465 FOURTH STREET
0007          0012 *          BERKELEY, CALIF 94710
0007 31 06 00          0015          LXI SP, 6
000A CD 1D 00          0020 START CALL TTYIN GET NUMBER
000D 47          0025          MOV B,A STORE IT IN B
000E C6 0A          0030          ADI 10
0010 CD 1A 00          0035          CALL ADD
0013 80          0040 FINI ADD B
0014 0D          0045          DCR C
0015 D3 07          0050          OUT 7 OUTPUT TO PORT 7
0017 C3 0A 00          0055          JMP START
001A 83          0060 ADD ADD E
001B 2C          0062          INR L
001C C9          0065          RET
001D DB 01          0070 TTYIN IN 1 GET CHR
001F D3 01          0075          OUT 1 ECHO IT
0021 C9          0080          RET
0022          0085 *
0022          0090 SP EQU 6
    
```

SIMU ENTER SIMULATOR
 *P 0000 Set Program Counter
 *P 0007 oops
 *S A=0 B=0 C=0 D=0 E=125 L=0 Set REGISTERS
 *GO START SIMULATION

Addr	Flags	A	B	C	D	E	H	L	M	STACK
0007	01010	00	00	00	00	7D	0A	00	14	0006
000A	01010	00	00	00	00	7D	0A	00	14	0004 ← Call INST Use STACK
001D	INPUT 01	=40H								← SIMULATED INPUT PORT
001D	01010	40	00	00	00	7D	0A	00	14	0004
001F	OUTPUT 01	=40								← SIMULATED OUTPUT PORT
001F	01010	40	00	00	00	7D	0A	00	14	0004 ← RETURN
0021	01010	40	00	00	00	7D	0A	00	14	0006 ← Put A → B
000D	01010	40	40	00	00	7D	0A	00	14	0006 ← Add 10 - NOTE FLAGS
000E	00000	4A	40	00	00	7D	0A	00	14	0006 ← Call INST
0010	00000	4A	40	00	00	7D	0A	00	14	0004 ← Add E
001A	01100	C7	40	00	00	7D	0A	00	14	0004 ← INCREMENT L
001B	00000	C7	40	00	00	7D	0A	01	94	0004 ← RETURN
001C	00000	C7	40	00	00	7D	0A	01	94	0006 ← Add B
0013	10000	07	40	00	00	7D	0A	01	94	0006 ← DECREMENT-C
0014	11010	07	40	FF	00	7D	0A	01	94	0006
0015	OUTPUT 07	=07								← SIMULATED OUTPUT
0015	11010	07	40	FF	00	7D	0A	01	94	0006
0017	11010	07	40	FF	00	7D	0A	01	94	0006
000A	11010	07	40	FF	00	7D	0A	01	94	0004

*M 10 Change Mode From Hex To decimal.
 *S E=30 Change Reg E
 *GO

```

001D INPUT 01 =50
001D 11010 050 064 255 000 030 010 001 148 J004

001F OUTPUT 01 =32
001F 11010 050 064 255 000 030 010 001 148 0004
0021 11010 050 064 255 000 030 010 001 148 0006
000D 11010 050 050 255 000 030 010 001 148 0006
000E 00010 060 050 255 000 030 010 001 148 0006
0010 00010 060 050 255 000 030 010 001 148 0004
001A 00110 090 050 255 000 030 010 001 148 0004
001B 00000 090 050 255 000 030 010 002 009 0004
001C 00000 090 050 255 000 030 010 002 009 0006
0013 01000 140 050 255 000 030 010 002 009 0006
0014 01100 140 050 254 000 030 010 002 009 0006

0015 OUTPUT 07 =8C
0015 01100 140 050 254 000 030 010 002 009 0006
0017 01100 140 050 254 000 030 010 002 009 0006
*XIT

```

*NOTE Mode
15 Now DECIMAL*

ASSME 0000

EXEC 0000

: 1CF000002100D00E4E7F77210DC206F0318ED0CD25F0237EFE3ADA76F4CD0BF1
: 1CF01C00CDC3F0CDA6F0C30CF021ACD02250D01E02CD3EF078FE18C23CF0CDA6
: 1CF03800F0C325F0FE1DC251F07DFEACCA25F0360D233601233EFFCD86F021AB
: 1CF05400D073C9FE7F026CF03EACBDCA2DF02B1D065FCD9BF0C32DF0FE20DA2D
: 1CF07000F0FE5BD22D047C19BF0773EFDBDCA64F0231CC32DF0BDC8362023C3
: 1CF08C0086F0DB00E60CA85F0DB01E67F47C9DB00E680CA9BF078D301C9060D
: 1CF0A800CD9BF0060AD9BF0067FCD9BF0CD9BF0C9CD93F2CDA6F02A66D0E911
: 1CF0C40057F2060A3E43271D0CDD4F0C21AF4E92A50D03A71D04FCDEBF01A67
: 1CF0E000131A6FC8135C2D4F004C91ABEC2F7F023130DC2EBF0C9130DC2F7F0
: 1CF0FC000CC9AF116600060C1B1205C204F1C9CD12F1DA1AF4C92100002268D0
: 1CF118002252D0CDFE021ABD0237EFE203FD0C221F12272D0CDF7F83FD0FE2F
: 1CF13400C25DF1115200E05237EFE2FCA4DF10DFA1AF4120013C33CF13E200D
: 1CF15000FA58F11213134FF1CDFEF83FD0113AD0CD58FB78FE053FD8015AD0CD
: 1CF16C00B4F1D8226600215AD0CD71F5CDF7F833FD0115ED0CD58FB78FE053FD8
: 1CF18800015ED0CDB4F1D82258D0215ED0CD71F5B7C92100000AB7C8545D2929
: 1CF1A4001929D630FE0A3FD85F16001903C39DF12100000AB7C829292929CDB
: 1CF1C000F1FE103FD8356F03C3B7F1D630FE0AD8D607C9CD1FF22150D046CD9B
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: 1CF75400F80E2AFC0DFFACD7AFB3AA0D0FE20C0226ED03AACD0FE20C8C37BF7
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: 1CF7A800D0222D07FFE20CA19F7FE2AC8CD0AFBDAA5FCCD30F7C2A5FCC319F7
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: 0CFCB000CDF60319F723C243F3C34AF3
: 00

1
2
3
4
5
6
7
8
9 F000 21 00 D0
10 F003 0E 4E
11 F005 4F
12 F006 77
13 F007 21
14 F008 0B
15 F009 C2 06 F0
16
17
18
19
20
21
22 F00C 31 HE D0
23 F00F CD 25 F0
24 F012 23
25 F013 7E
26 F014 FE 3A
27 F016 DA 76 F4
28 F019 CD 0B F1
29 F01C CD C3 F0
30 F01F CD A6 F0
31 F022 C3 0C F0
32
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41
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43
44
45
46
47 F025 21 AC D0
48 F028 22 50 D0
49 F02B 1E 0C
50 F02D CD RE F0
51 F030 78
52 F031 FF 18
53 F033 C2 3C F0
54 F036 CD A6 F0

*** SELF CONTAINED SYSTEM ***
PROCESSOR TECHNOLOGY SOFTWARE PACKAGE #1

THIS ROUTINE INITIALIZES THE FILE AREA FOR SUBSEQUENT PROCESSING

```

INITA  ORG H'2000'
        LDI H, FILED
        MVI C, MAXFIL*FELEN
        XRA A
INIT2  MOV M, A
        IN: H
        DCR C
        JN: I-IT2

```

INITA LXI H, FILED
MVI C, MAXFIL*FELEN
XRA A (clear Acc)
MOV M, A

THIS IS THE STARTING POINT OF THE SELF CONTAINED SYSTEM ONCE THE SYSTEM HAS BEEN INITIALIZED. COMMANDS ARE READ FROM THE USER EXECUTED AND CONTROL RETURNS BACK TO THIS POINT TO READ ANOTHER USER COMMAND.

```

SYSR   LXI   SF AREA+18
        CA:   RE: D
        IN:   H
        MO:   A: 1
        CP:   A: 1
        JC:   LINE
        CA:   VAL C
        CA:   COM M
        EOR:  CA: F
        JM:   S: 8

```

READ INPUT LINE
FETCH FIRST CHARACTER
COMMAND OR LINE NUMBER
JUMP IF LINE FOR FILE
GET COMMAND VALUES
CHECK LEGAL COMMANDS
GET HERE WHEN ROUTINE IS DONE

THIS ROUTINE READS IN A LINE FROM THE TTY AND PLACES IT IN AN INPUT BUFFER

THE FOLLOWING ARE SPECIAL CHARACTERS

- CR - TERMINATES READ ROUTINE
- LF - NOT RECOGNIZED BY ROUTINE
- CONTROL - DELETES CURRENT LINE
- DEL - DELETE CHARACTER

ALL DISPLAYABLE CHARACTERS BETWEEN BLANK-Z AND THE ABOVE ARE RECOGNIZED BY THE READ ROUTINE ALL OTHERS ARE SKIPPED

OVERFLOW: THE ROUTINE WILL NOT ACCEPT MORE CHARACTERS THAN THE INPUT BUFFER WILL HOLD

```

READ   LXI   H, 7BUF
        SH: D
        MVI  E, 2
        CA: L
        MO:   A: 24
        CH: 1
        -Z
        -Z
        CALL

```

SET INPUT BUFFER ADDRESS
SAVE ADDRESS
INITIALIZE CHARACTER COUNT
READ A LINE
CHECK FOR CONTROL X
OUTPUT A CRLF

FILED = D000
D004
= 13 * 6 = 78D
JNX H
DCR C
JNZ INIB

Read LXI H, 7BUF (HL-DOAC)
SHLD ADDS (DO50)
MVI E, 2
NEXT CALL INB
MOV A, B
CPI 24 (18H)
JNZ CR
CALL CRLF
JMP READ

55 F039 C3 25 F0
56 F03C FF 00
57 F03E C2 57 F0
58 F041 70
59 F042 FE AC
60 F044 CA 25 F0
61 F047 36 00
62 F049 23
63 F04A 36 01
64 F04C 21
65 F04D 3F FF
66 F04F CD 45 F0
67 F052 21 4H D0
68 F055 73
69 F05A C9
70 F057 FF 7F
71 F059 C2 6C F0
72 F05C 3F AC
73 F05E H0
74 F05F CA 20 F0
75 F062 28
76 F063 10
77 F064 0A 5F
78 F066 CD 9E F0
79 F069 C3 20 F0
80 F06C FF 20
81 F06E 6A 20 F0
82 F071 FE 5B
83 F073 D2 20 F0
84 F076 47
85 F077 CD 4E F0
86 F07A 77
87 F07B 3E F0
88 F07D H0
89 F07E CA 64 F0
90 F081 23
91 F082 1C
92 F083 C3 20 F0
93
94
95
96
97
98 F086 H0
99 F087 C8
100 F088 36 20
101 F08A 21
102 F08B C3 H6 F0
103
104
105
106
107 F08E D4 00
108 F090 F6 40

```

CR     JP:   RE: D
        CP:   AS: R
        JP:   DE: R
        MO:   A: 1
        CP:   A: 1
        JZ:   RE: D
        MV:   M: SCR
        IN:   H
        MV:   M:
        IN:   H
        MV:   A: 7BUF+83
        CA: L
        LA:   H: 7BUF-1
        MO:   M:
        RE: L
        CF:   12
        JM:   CH: R
        MV:   A: 7BUF
        CA: L
        MO:   L
        JZ:   NE: T
        DC:   H
        DC:   E
        MV:   R: 7SF
        CA: L
        JM:   OL: B
        CP:   A: 1
        JC:   NE: T
        CP:   A: 1
        JM:   NE: T
        MO:   B: 1
        CA: L
        MO:   OL: B
        MO:   M:
        MV:   A: 7BUF+81
        CM:   L
        JZ:   BS: A
        IN:   H
        IN:   E
        JM:   NEX: T

```

GET A ASCII CR
CHECK FOR FIRST CHARACTER
PLACE CR AT END OF LINE
PLACE EOF INDICATOR IN LINE
CLEAR REMAINING HUFFER
SAVE CHARACTER COUNT
CHECK FOR DELETE CHARACTER
IS THIS 1ST CHARACTER
DECREMENT POINTER
DECREMENT COUNT
CHECK FOR LEGAL CHARACTERS
ECHO CHARACTER
CHECK FOR END OF LINE
INCREMENT CHARACTER COUNT

THIS ROUTINE IS USED TO BLANK OUT A PORTION OF MEMORY

```

CLEAN  C:   L
        MV:   M: A: 1
        IN:   H
        JM:   CL: R

```

PLACE BLANK IN MEMORY

THIS SUBROUTINE IS USED TO READ A BYTE OF DATA FROM THE UART

```

INB    IN:   U: TA
        ANI  H: 40H

```

READ UART STATUS

CR CPI ASCR (00)
JNZ DEL
MOV A, L
CPI 7BUF (AC)
JZ READ
MVI M, ASCR
JNX H
MVI M, 1 (E0F)
JNX H
MVI A, 7BUF+83
CALL CLR
LXI H, 7BUF-1
MOV M, E
RET

A: 7B = 2000 + 010


```

217      • THIS ROUTINE ZEROS OUT A BUFFER IN MEMORY WHICH IS THEN
218      • USED BY OTHER SCANNING ROUTINES
219
220 F0FE AF      ZBUF      ZRA      A      GET A ZERO
221 F0FF 11 66 D0      LXI      D,ABUF+12      BUFFER ADDRESS
222 F102 06 0C      MVI      B,12      BUFFER LENGTH
223 F104 18      ZBU1      MVI      D      DECREMENT ADDRESS
224 F105 12      STAX      D      ZERO BUFFER
225 F106 05      MCR      B
226 F107 C2 04 F1      MZ      ZBU1
227 F10A C9      RET
228
229      • THIS ROUTINE CALLS ETRA TO OBTAIN THE INPUT PARAMETER VALUES
230      • AND CALLS AN ERROR ROUTINE IF AN ERROR OCCURRED IN THAT ROUTINE
231
232 F108 CD 12 F1      VALC      CALL      ETRA      GET INPUT PARAMETERS
233 F10E DA 1A F4      JUMP      WHAT      JUMP IF ERROR
234 F111 C9
235
236
237      • THIS ROUTINE EXTRACTS THE VALUES ASSOCIATED WITH A COMMAND
238      • FROM THE INPUT STREAM AND PLACES THEM IN THE ASCII BUFFER (ABUF).
239      • IT ALSO CALLS A ROUTINE TO CONVERT THE ASCII HEXADECIMAL TO BINARY
240      • AND STORES THEM IN THE BINARY BUFFER (BBUF)
241      • ON RETURN CARRY SET INDICATES AN ERROR IN INPUT PARAMETERS
242
243 F112 21 00 00      ETRA      XI      H+0      GET A ZERO
244 F115 22 68 D0      SHLD     BBUF+2      ZERO VALUE
245 F118 22 52 D0      SHLD     FBUF      SET NO FILE NAME
246 F11B CD FE F0      CALL     ZBUF      ZERO BUFFER
247 F11F 21 AB D0      LXI      H,1BUF-1      INPUT BUFFER ADDRESS
248 F121 23      MOV      H
249 F122 7E      MOV      A,M      FETCH INPUT CHARACTER
250 F123 FE 20      CPI      A,' '      LOOK FOR FIRST BLANK
251 F125 3F      MNC
252 F126 D0      RNC      RETURN IF CARRY
253 F127 C2 21 F1      JNZ      VAL1      JUMP IF NO BLANK
254 F12A 27 72 D0      SHLD     PNTR      SAVE POINTER
255 F12D CD F7 F8      CALL     SBLK      SCAN TO FIRST PARAMETER
256 F130 3F      MNC
257 F131 D0      RNC      RETURN IF CR
258 F132 FE 2F      CPI      A,'/'      A '/'
259 F134 C2 50 F1      JNZ      VAL5      NO FILE NAME
260 F137 11 52 D0      LXI      D,FBUF      NAME FOLLOWS PUT IN FBUF
261 F13A 0E 05      MVI      C,NMLEN
262 F13C 23      INX      H
263 F13D 7E      MOV      A,M
264 F13E FE 2F      CPI      A,'/'      A '/'
265 F140 CA 40 F1      JZ      VAL3
266 F143 0D      OCR      C
267 F144 FA 1A F4      JM      WHAT
268 F147 12      STAX      D      STORE FILE NAME
269 F148 0D      NOP
270 F149 13      INX      D
    
```

```

271 F14A C3 3C F1      JMP      VAL2
272 F14D 3E 20      MVI      A,A' '      GET AN ASCII SPACE
273 F14F 0D      OCR      C
274 F150 FA 58 F1      JM      DONE
275 F153 12      STAX      D      FILL IN WITH SPACES
276 F154 13      INX      D
277 F155 C3 4F F1      JMP      VAL4
278 F158 CD FE F8      CALL     SBL2
279 F15B 3F      MNC
280 F15C D0      RNC
281 F15D 11 5A D0      XI      D,ABUF
282 F160 CD 58 F8      CALL     ALPS      PLACE PARAMETER IN HUFFER
283 F163 78      MOV      B,B      GET DIGIT COUNT
284 F164 FE 05      CPI      B      CHECK NUMBER OF DIGITS
285 F166 3F      MNC
286 F167 D8      RC      RETURN IF TOO MANY DIGITS
287 F168 01 5A D0      XI      D,ABUF
288 F169 CD 44 F1      CALL     HEX      CONVERT VALUE
289 F16E D8      RC      ILLEGAL CHARACTER
290 F16F 22 66 D0      SHLD     BBUF      SAVE IN BINARY BUFFER
291 F172 P1 5A D0      XI      D,ABUF
292 F175 CD 71 F5      CALL     NORM      NORMALIZE ASCII VALUE
293 F178 CD F7 F8      CALL     SBLK      SCAN TO NEXT PARAMETER
294 F17B 3F      MNC
295 F17C D0      RNC
296 F17D 11 5E D0      XI      D,ABUF+4
297 F180 CD 58 F8      CALL     ALPS      PLACE PARAMETER IN HUFFER
298 F183 78      MOV      B,B      GET DIGIT COUNT
299 F184 FE 05      CPI      B      CHECK NUMBER OF DIGITS
300 F186 3F      MNC
301 F187 D8      RC      RETURN IF TOO MANY DIGITS
302 F188 01 5E D0      XI      D,ABUF+4
303 F189 CD 44 F1      CALL     HEX      CONVERT VALUE
304 F18E D8      RC      ILLEGAL CHARACTER
305 F18F 22 6A D0      SHLD     BBUF+2      SAVE IN BINARY BUFFER
306 F192 21 5E D0      XI      D,ABUF+4
307 F195 CD 71 F5      CALL     NORM      NORMALIZE ASCII VALUE
308 F198 E7      STA      A      CLEAR CARRY
309 F199 C9      RET
310
311
312      • THIS ROUTINE FETCHES DIGITS FROM THE BUFFER ADDRESSED BY
313      • REGISTER B AND CONVERTS THE ASCII DECIMAL DIGITS INTO
314      • BINARY. UP TO A 16 BIT VALUE CAN BE CONVERTED. THE SCAN
315      • STOPS IF NO BINARY ZERO IS FOUND IN THE BUFFER
316
317 F19A 21 00 00      ADEC     I      H      GET A 16 BIT ZERO
318 F19D 0A      LDA      A      FETCH ASCII DIGIT
319 F19E R7      CMA      A      SET ZERO FLAG
320 F19F CR      R      R      RETURN IF FINISHED
321 F1A0 54      MVI      H,H      SAVE CURRENT VALUE
322 F1A1 5D      MVI      L,L      SAVE CURRENT VALUE
323 F1A2 29      DCR      B      TIMES TWO
324 F1A3 29      DCR      B      TIMES TWO
    
```

325	F144	19			DAD	D		ADD IN ORIGINAL VALUE	
326	F145	20			DAD	H		TIMES TWO	
327	F146	00	50		SUI	48		ASCII BIAS	
328	F148	00	0F		CPI	10		CHECK FOR LEGAL VALUE	
329	F1AA				CMC				
330	F1AB				RC			RETURN IF ERROR	
331	F1AC				MOV	E+A			
332	F1AD		00		MVI	D+0			
333	F1AF				DAD	D		ADD IN NEXT DIGIT	
334	F1B0				INX	B		INCREMENT POINTER	
335	F1B1		90	F1	JMP	ADE1			
336									
337									
338									
339									
340									
341									
342									
343	F1B4		0F	00	AMEX	LXI	H+0	GET A 16 BIT ZERO	
344	F1B7		A		AME1	LDAX	B	FETCH ASCII DIGIT	
345	F1B8		47			ORA	A	SET ZERO FLAG	
346	F1B9		7A			RZ		RETURN IF ZERO	
347	F1BA		9			DAD	H	LEFT SHIFT	
348	F1BB		9			DAD	H	LEFT SHIFT	
349	F1BC		9			DAD	H	LEFT SHIFT	
350	F1BD		9			DAD	H	LEFT SHIFT	
351	F1BE		0D	08	F1	CALL	AHS1	CONVERT TO BINARY	
352	F1C1		E	10		CPI	H+10	CHECK FOR LEGAL VALUE	
353	F1C3		1F			CMC			
354	F1C4		08			RC		RETURN IF ERROR	
355	F1C5		15			ADD	L		
356	F1C6		6F			MOV	L+A		
357	F1C7		03			INX	B	INCREMENT POINTER	
358	F1C8		03	07	F1	JMP	AHE1		
359									
360									
361									
362	F1CB		06	39	AHS1	SUI	48	ASCII BIAS	
363	F1CD		7E	0A		CPI	10	DIGIT 0-10	
364	F1CF		08			RC			
365	F1D0		06	07		SUI	7	ALPHA BIAS	
366	F1D2		C9			RET			
367									
368									
369									
370									
371									
372	F1D3		CF	1F	F2	HOUT	CALL	BINH	CONVERT VALUE
373	F1D6		21	50	00		LXI	H+HCON	CONVERSION AREA
374	F1D9		46			CHUT	MOV	B+H	FETCH OUTPUT CHARACTER
375	F1DA		CD	07	F0		CALL	OUTB	OUTPUT CHARACTER
376	F1DD		23				INX	H	
377	F1DE		46				MOV	B+H	FETCH CHARACTER
378	F1DF		CD	08	F0		CALL	OUTB	OUTPUT CHARACTER

19
29
D6 30
FE 0A
3F
1D8
5F
16.00
19
03
C39DF1

21
0A
C8
29
29
29
29

THIS ROUTINE FETCHES DIGITS FROM THE BUFFER ADDRESSED BY REGISTERS B+C AND CONVERTS THE ASCII HEXADECIMAL DIGITS INTO BINARY. UP TO A 16 BIT VALUE CAN BE CONVERTED. THE SCAN STOPS WHEN A BINARY ZERO IS FOUND IN THE BUFFER

THIS SUBROUTINE CONVERTS ASCII HEX DIGITS INTO BINARY

AHS1 SUI 48 ASCII BIAS
CPI 10 DIGIT 0-10
RC
SUI 7 ALPHA BIAS
RET

THIS ROUTINE CONVERTS A BINARY VALUE TO ASCII HEXADECIMAL AND OUTPUTS THE CHARACTERS TO THE TTY

HOUT CALL BINH CONVERT VALUE
LXI H+HCON CONVERSION AREA
CHUT MOV B+H FETCH OUTPUT CHARACTER
CALL OUTB OUTPUT CHARACTER
INX H
MOV B+H FETCH CHARACTER
CALL OUTB OUTPUT CHARACTER

379	F1E2		C9					RET	
380									
381									
382									
383									
384	F1E3		00	02	F1	HOTB	CALL	HOUT	CONVERT AND OUTPUT
385	F1E6		00	F6	F1		CALL	BLK1	OUTPUT A BLANK
386	F1E9		C9				RET		
387									
388									
389									
390									
391	F1EA		00	0C	F2	DOUT	CALL	BINH	CONVERT VALUE
392	F1ED		CF	06	F1		CALL	HOUT+3	OUTPUT VALUE (2 DIGITS)
393	F1F0		23				INX	H	
394	F1F1		46				MOV	B+H	GET LAST DIGIT
395	F1F2		CD	09	F0		CALL	OUTB	OUTPUT
396	F1F5		C9				RET		
397									
398									
399									
400	F1F6		06	20		BLK1	MVI	B+A	LET A BLANK
401	F1F8		CD	08	F0		CALL	OUTB	
402	F1FB		C9				RET		
403									
404									
405									
406									
407									
408									
409									
410	F1FC		2A	66	00	ACHK	LHLD	BBUF	FETCH START ADDRESS
411	F1FF		3A	69	00		LDA	BBUF+3	STOP ADDRESS (HIGH)
412	F202		8C				CMP	H	COMPARE ADDRESSES
413	F203		C2	0E	F2		JNZ	ACH1	
414	F206		3A	68	00		LDA	BBUF+2	STOP ADDRESS (LOW)
415	F209		8D				CMP	L	COMPARE ADDRESSES
416	F20A		C2	0E	F2		JNZ	ACH1	
417	F20D		77				STC		SET CARRY IF EQUAL
418	F20E		23			ACH1	INX	H	INCREMENT START ADDRESS
419	F20F		32	60	00		SHLD	BBUF	STORE START ADDRESS
420	F212		C0				RET		
421									
422									
423									
424									
425									
426	F213		85			SCRN	MOV	H+H	FETCH CHARACTER
427	F214		0E	00			MVI	A+13	CARRIAGE RETURN
428	F21C		78				CMP	B	CHARACTER = CR
429	F217		07				RZ		
430	F218		00	98	F0		CALL	OUTB	OUTPUT CHARACTER
431	F219		3				INX	H	INCREMENT ADDRESS
432	F21C		3	12	F2		JMP	SCRN	

THIS ROUTINE OUTPUTS CHARACTERS FROM A CHARACTER STRING UNTIL A CARRIAGE RETURN IS FOUND

433
434
435
436
437
438 F21F 21 50 D0
439 F222 47
440 F223 1F
441 F224 1F
442 F225 1F
443 F226 1F
444 F227 CD 32 F2
445 F22A 77
446 F22B 23
447 F22C 78
448 F22D CD 32 F2
449 F230 77
450 F231 C9
451
452
453
454 F232 E6 0F
455 F234 C6 30
456 F236 FE 3A
457 F238 08
458 F239 C6 07
459 F238 C9
460
461
462
463
464
465 F23C 21 50 D0
466 F23F 06 64
467 F241 CD 40 F2
468 F244 06 0A
469 F246 CD 40 F2
470 F249 C6 30
471 F24B 77
472 F24C C9
473
474
475
476 F24D 36 2F
477 F24F 34
478 F250 90
479 F251 D2 4F F2
480 F254 80
481 F255 23
482 F256 C9
483
484
485
486

•
•
• THIS ROUTINE CONVERTS THE BINARY VALUE IN REG A INTO
• ASCII HEXADECIMAL DIGITS AND STORES THEM IN MEMORY
•
BINH LXI H,HCON CONVERSION ADDRESS
MOV B,A SAVE VALUE
RAR
RAR
RAR
CALL BINI
MOV M,A
INX H
MOV A,B
CALL BINI CONVERT TO ASCII
MOV M,A
RET

•
• THIS ROUTINE CONVERTS A VALUE TO HEXADECIMAL
•
BINI ANI H'0F' LOW FOUR BITS
ADI 48 MODIFY FOR ASCII
CPI 58 DIGIT 0-9
RC
ADI 7 MODIFY FOR A-F
RET

•
• THIS ROUTINE CONVERTS THE BINARY VALUE IN REG A INTO
• ASCII DECIMAL DIGITS AND STORES THEM IN MEMORY
•
BINC LXI H,HCON CONVERSION ADDRESS
MVI B,100
CALL BIDI CONVERT HUNDREDS DIGIT
MVI B,10
CALL BIDI CONVERT TENS DIGIT
ADI A'0' GET UNITS DIGIT
MOV M,A STORE IN MEMORY
RET

•
• THIS ROUTINE CONVERTS A VALUE TO DECIMAL
•
BIDI MVI M,A'0'-1 INITIALIZE DIGIT COUNT
INR M
SUR B CHECK DIGIT
JNC BIDI*2
ADD B RESTORE VALUE
INX B
RET

•
• LEGAL COMMAND TABLE
•

487 F257 44 55 40 50
488 F258 F2 98
489 F25D 45 58 45 43
490 F261 F0 89
491 F263 45 4E 54 52
492 F267 F4 37
493 F269 46 49 4C 45
494 F26D F2 FF
495 F26F 4C 49 53 54
496 F273 F5 84
497 F275 44 45 4C 54
498 F279 FF E1
499 F27B 41 53 53 40
500 F27F F6 58
501 F281 50 41 47 45
502 F285 F2 D8
503 F287 50 52 4F 40
504 F288 F5 98
505 F28D 43 55 53 54
506 F291 E0 00
507
508
509
510
511
512 F293 3A 5A D0
513 F296 87
514 F297 CA 1A F4
515 F29A C9
516
517
518
519
520
521 F298 CD 93 F2
522 F29E 3E 10
523 F2A0 32 6A D0
524 F2A3 CD A6 F0
525 F2A6 3A 67 D0
526 F2A9 CD D3 F1
527 F2AC 3A 66 D0
528 F2AF CD E3 F1
529 F2B2 3A 6A D0
530 F2B5 32 68 D0
531 F2B8 2A 66 D0
532 F2B9 7D
533 F2BC D3 07
534 F2BE 7C
535 F2BF FE EF
536 F2C1 7E
537 F2C2 C2 C7 F2
538 F2C5 D8 06
539 F2C7 CD E3 F1
540 F2CA CD FC F1

CTAF DATA A'DUMP' DUMP COMMAND
DDR DUMP COMMAND ADDRESS
DATA A'EXEC' EXECUTE COMMAND
DDB EXEC COMMAND ADDRESS
DATA A'ENTR' ENTER COMMAND
DDB ENTR COMMAND ADDRESS
DATA A'FILE' FILE COMMAND
DDB FILE COMMAND ADDRESS
DATA A'LIST' LIST COMMAND
DDB LIST COMMAND ADDRESS
DATA A'DELT' DELETE COMMAND
DDB DELT COMMAND ADDRESS
DATA A'ASSM' ASSEMBLE COMMAND
DDB ASSM COMMAND ADDRESS
DATA A'PAGE' PAGE TRANSFER COMMAND
DDB PAGE COMMAND ADDRESS
DATA A'PROM' PROM PROGRAM COMMAND
DDB PROM PROGRAM ADDRESS
DATA A'CUST' CUSTOM COMMAND
DDB CUST COMMAND ADDRESS
H'E000' COMMAND ADDRESS

•
• THIS ROUTINE CHECKS IF ANY PARAMETERS WERE ENTERED
• WITH THE COMMAND, IF NOT AN ERROR MESSAGE IS ISSUED
•
VCH LDA ABUF FETCH PARAMETER BYTE
ORA A SET FLAGS
JZ WHAT NO PARAMETER
RET

•
• THIS ROUTINE DUMPS OUT THE CONTENTS OF MEMORY FROM
• THE START TO FINAL ADDRESSES GIVEN IN THE COMMAND
•
DUM CALL VCHK CHECK FOR PARAMETERS
MVI A,16 LOCATIONS PER LINE
STA SCNT DUMP COUNTER
CALL CRLF START NEW LINE
LDA BBUF+1 FETCH ADDRESS
CALL HOUT OUTPUT ADDRESS
LDA BBUF OUTPUT ADDRESS
CALL HOUTB SET FLAGS
LDI SCNT DUMP COUNTER
LDI DCNT DUMP COUNTER
STA BBUF+1 FETCH MEMORY ADDRESS
LHLD BBUF GET LOW ORDER ADDRESS
MOV A,L SET PROM ADDRESS
OUT PADD
MOV A,H
CPI H'EF' A+H
MOV A,H A+H
JNZ DUM2
IN PDAT READ FROM DATA
CALL HOTB OUTPUT VALUE
CALL ACHK CHECK ADDRESS

541 F2C0 D8
 542 F2CE 3A 68 D0
 543 F2D1 3D
 544 F2D2 C2 R5 F2
 545 F2D5 C3 A3 F2
 546
 547
 548
 549
 550
 551 F2D8 CD 93 F2
 552 F2D8 3A 5E D0
 553 F2DE B7
 554 F2DF CA 1A F4
 555 F2E2 2A 66 D0
 556 F2E5 ER
 557 F2E6 2A 68 D0
 558 F2C9 0A 09
 559 F2EH 7H
 560 F2EC D3 C7
 561 F2EE 7A
 562 F2EF FE FF
 563 F2F1 1A
 564 F2F2 C2 F7 F2
 565 F2F5 DR 06
 566 F2F7 77
 567 F2F8 23
 568 F2F9 13
 569 F2FA 05
 570 F2FB C7 EB F2
 571 F2FE C9
 572
 573
 574
 575
 576
 577
 578
 579 F2FF CD A6 F0
 580
 581 F302 3A 52 D0
 582 F305 B7
 583 F306 CA 79 F3
 584 F309 CD 08 F3
 585 F30C EB
 586 F30D C2 24 F3
 587
 588 F310 3A 5A D0
 589 F313 B7
 590 F314 CA 1D F4
 591
 592 F317 3A 59 D0
 593 F31A B7
 594 F318 C2 39 F3

RC
 LDA DCNT
 DCR A
 JNZ DUM1
 JMP DUMS

RETURN IF FINISHED
 FETCH COUNTER
 DECREMENT COUNTER

* THIS ROUTINE WILL MOVE 1 PAGE (256 BYTES) FROM 1ST ADDRESS GIVEN IN
 * COMMAND TO 2ND ADDRESS IN COMMAND

PAGE CALL VCHK
 LDA ABUF+4
 ORA A
 JZ WHAT
 LMLD BBUF
 XCHG
 LMLD BBUF+2
 MVI B+0
 MOV A+E
 OUT PADD0
 MOV A+D
 CPI H'FFF'
 LDAX D
 JNZ PAG2
 IN PDAI
 MOV M+A
 INX H
 INX D
 DCR B
 JNZ PAG1
 RET

CHECK FOR PARAMETER
 FE'CH 2ND PARAMETER
 DC'S 2ND PARAMETER EXIST

FETCH MOVE FROM ADDRESS

FETCH MOVE TO ADDRESS
 SET COUNTER

SET PROM ADDRESS

CHECK FOR PROM ADDRESS
 GET DATA

READ PROM DATA

DECREMENT COUNT

* THIS ROUTINE INITIALIZES THE BEGINNING OF FILE ADDRESS
 * AND END OF FILE ADDRESS AS WELL AS INITIALIZES THE FILE AREA
 * WHEN THE FILE COMMAND IS USED

FILE CALL CRLF
 * CHECK FOR FILE PARAMETERS
 LDA FBUF
 ORA A
 JZ FOUT
 CALL FSEA
 XCHG
 JNZ TEST

NO - GO LIST
 LOOK UP FILE
 FAIL IN DE
 IF FOUND

* NO ENTRY
 LDA ABUF
 ORA A
 JZ WHA1

CHECK FOR PARAM
 NOT? - GIVE EM HELL

* CHECK FOR ROOM IN DIRECTORY
 LDA FEF
 ORA A
 JNZ ROOM

595 F31E 21 2C F4
 596 F321 C3 20 F4
 597
 598 F324 3A 5A D0
 599 F327 R7
 600 F328 CA 48 F3
 601 F32B 2A 66 D0
 602 F32E 7C
 603 F32F R5
 604 F330 CA 48 F3
 605 F333 21 31 F4
 606 F336 C3 20 F4
 607
 608 F339 2A 57 D0
 609 F33C EB
 610 F33D 21 52 D0
 611 F340 05
 612 F341 0E 05
 613 F343 7E
 614 F344 12
 615 F345 13
 616 F346 0D
 617 F347 C3 B5 FC
 618 F34A D1
 619
 620 F348 21 00 D0
 621 F34E 0E 0D
 622 F350 1A
 623 F351 46
 624 F352 77
 625 F353 78
 626 F354 12
 627 F355 13
 628 F356 23
 629 F357 0D
 630 F358 C2 50 F3
 631
 632 F35B 3A 5A D0
 633 F35E B7
 634 F35F CA 83 F3
 635
 636 F362 2A 56 D0
 637 F365 22 35 D0
 638 F368 22 07 D0
 639 F36B 7D
 640 F36C B4
 641 F36D CA 72 F3
 642 F370 36 01
 643 F372 AF
 644 F373 32 09 D0
 645 F376 C3 83 F3
 646 F379 3A 80 D0
 647 F37C FE 53
 648 F37E 0E 06

LXI H,EMES1
 JMP MESS

* ENTRY FOUND ARE THESE PARAMETERS
 TEST LDA ABUF
 ORA A
 JZ SWAPS
 LMLD BBUF
 MOV A+H
 ORA L
 JZ SWAPS
 LXI H,EMES2
 JMP MESS

NO-NO CAN'T DO
 IT - DELETE FIRST

* MOVE FILE NAME TO BLOCK POINTED TO BY
 ROOM LMLD FREAD
 XCHG
 LXI H,FBUF
 PUSH D
 MVI C,NMLEN
 MOV A+M
 STAX D
 INX D
 DCR C
 JMP PATCH#1

DIRECT POINTER IN D+E
 FILE NAME POINTER IN H,L

NAME LENGTH COUNT

TEST COUNT

RESTORE ENTRY PTR, MAKE CURRENT

* MAKE FILE POINTED TO BY D+E CURRENT
 SWAPS LXI H,FILE0
 MVI C,FELEN

ENTRY LENGTH

SWAP LDAX D
 MOV B+M
 MOV M+A
 MOV A+B
 STAX D
 INX D

EXCHANGE

BUMP POINTERS

TEST COUNT

* CHECK FOR 2ND PARAMETER, => INITIALIZE NEW
 LDA ABUF
 ORA A
 JZ FOOT

NO SECOND PARAMETER

* PROCESS 2ND PARAMETER
 LMLD BBUF
 SHLD BOFP
 SHLD EOFP
 MOV A+L
 ORA H
 JZ FIL35
 MVI M+1
 XRA A
 STA MAXL
 JMP FOOT

GET ADDRESS
 SET BEGIN
 SET END
 IS ADDRESS ZERO

YES
 NON ZERO - SET EOF

AND MAX LINE #
 OUTPUT PARAMETERS

FOOT LDA IBUF+4
 CPI A'S'
 MVI C,MAXFIL

IS COMMAND FILES


```

649 F380 CA 85 F3          JZ          FOUL
650 F383 0E 01          FOOT MVI      C:1
651          * OUTPUT THE # OF ENTRIES IN C
652 F385 21 00 D0       FOUL LXI      H,FILED
653 F388 79             MOV        A,C
654 F389 32 59 D0       FINE STA      FOCNT      SPACE COUNT
655 F38C E5             PUSH      H
656 F38D 11 05 00       LXI      D,-NMLEN
657 F390 19             DAD      D
658 F391 7E             MOV        A,M
659 F392 B7             ORA      A
660 F393 C2 A3 F3       JNZ      FOOD      NON ZERO, OK TO OUTPUT
661 F396 23             INX      H
662 F397 86             ADD      M
663 F398 23             INX      H
664 F399 C2 A3 F3       JNZ      FOOD
665 F39C 33             INX      SP
666 F39D 33             INX      SP
667 F39E 23             INX      H
668 F39F 23             INX      H
669 F3A0 C3 B8 F3       JMP      FEET
670          * HAVE AN ENTRY TO OUTPUT
671 F3A3 E1             FOOD POP      H          PTI:
672 F3A4 0E 05          MVI      C,-NMLEN
673 F3A6 46             FAST MOV     B,M      LOAD CHARACTER TO B
674 F3A7 CD 9B F0       CALL     OUTB      OUTPUT
675 F3AA 0D             DCR      C
676 F3AB 23             INX      H
677 F3AC C2 A6 F3       JNZ      FAST      DO THE REST
678          * NOW OUTPUT BEGIN-END PTRS
679 F3AF CD C4 F3       CALL     FOOL      OUTPUT BEGIN
680 F3B2 CD C4 F3       CALL     FOOL      OUTPUT END
681 F3B5 CD A6 F0       CALL     CRLF      ANC C/R
682          * TEST COUNT, H+L POINTS PAST E'FP
683 F3B8 11 04 00       FEET LXI     D,FELEN-NM EN-4
684 F3BB 19             DAD      D          MOVE TO NEXT ENTRY
685 F3BC 3A 59 D0       LDA      FOCNT
686 F3BF 3D             DCR      A          TEST COUNT
687 F3C0 C2 A9 F3       JNZ      FINE      MORE TO DO
688 F3C3 C9             RET              DONE!!!
689
690          * OUTPUT NUMBER POINTED TO BY H+L
691          * ON RET, H+L POINT 2 WORDS LATER
691 F3C4 CD F6 F1       FOUL CALL     BLK1      SPACE
692 F3C7 23             INX      H
693 F3C8 7E             MOV     A,M
694 F3C9 2B             DCX     H
695 F3CA E5             PUSH    H
696 F3CB CD D3 F1       CALL    MOUT      OUTPUT
697 F3CE E1             POP     H
698 F3CF 7E             MOV     A,M
699 F3D0 23             INX     H
700 F3D1 23             INX     H
701 F3D2 E5             PUSH    H
702 F3D3 CD E3 F1       CALL    MOTB      OUTPUT
    
```

```

703 F3D6 E1             POP      H          RESTORE H+L
704 F3D7 C9             RET
705          * SEARCH THE FILE DIRECTORY FOR THE FILE
706          * WHOSE NAME IS IN FBUF.
707          * RETURN IF FOUND, ZERO IS OFF, H+L POINT TO
708          * ENTRY WHILE SEARCHING, ON ENTRY FOUND WITH ADDR
709          * ZERO, SET FEF TO > 0 AND FREA TO THE ADDR OF ENTRY.
710          *
711 F3D8 AF             FSEA XRA      A
712 F3D9 32 59 D0       STA      FEF      CLAIM NO FREE ENTRIES
713 F3DC 0A 06         MVI      B,MAXFIL  COUNT OF ENTRIES
714 F3DE 11 00 D0       LXI      D,FILED   TABLE ADDRESS
715 F3E1 21 52 D0       FSE10 LXI      H,FBUF
716 F3E4 0E 05         MVI      C,-NMLEN
717 F3E6 CD EB F0       CALL     SEAR      YES, STRINGS
718 F3E9 F5             PUSH     PSW      SAVE FLAG
719 F3FA 05             PUSH     D
720 F3EB 1A             LDAX    D          GET ROFP
721 F3EC R7             ORA     A          EMPTY ENTRY?
722 F3ED C2 0E F4       JNZ     FSE20
723 F3F0 13             INX     D          TEST OTHER WORD
724 F3F1 1A             LDAX    D
725 F3F2 R7             ORA     A
726 F3F3 C2 0E F4       JNZ     FSE20      NOPE-GO TEST FOR MATCH
727 F3F6 EB             XCHG
728 F3F7 11 FA FF       LXI     D,-NMLEN-1
729 F3FA 19             DAD     D          MOVE TO BEGINNING
730 F3FB 22 57 D0       SHLD   FREAD      SAVE ADDR
731 F3FE 7A             MOV     A,D
732 F3FF 32 59 D0       STA     FEF
733 F402 E1             POP     H          SET FREE ENTRY FOUND
734 F403 F1             POP     PSW      RESTORE INTERIM PTR
735          * MOVE TO NEXT ENTRY
736 F404 11 08 00       FSE15 LXI     D,FELEN-NM EN
737 F407 19             DAD     D
738 F408 EB             XCHG      NEXT ENTRY ADDR IN DE
739 F409 05             DCR     B          TEST COUNT
740 F40A C8             RZ          DONE---NOPE
741 F40B C3 E1 F3       JMP     FSE10      TRY NEXT
742          * ENTRY WASN'T FREE, TEST FOR MATCH
743 F40E F1             FSE20 POP     H
744 F40F F1             POP     PSW
745 F410 C2 04 F4       JNZ     FSE15      IF ZERO CLEAR, NO MATCH
746          * ENTRY FOUND
747 F413 11 FB FF       LXI     D,-NMLEN
748 F416 19             DAD     D          BACKUP
749 F417 7A             MOV     A,D      H+L POINTS TO ENTRY
750 F418 R7             ORA     A          CLEAR ZERO
751 F419 C9             RET          THAT'S ALL
752
753
754          * OUTPUT ERROR MESSAGE FOR ILLEGAL COMMAND
755
756 F41A CD A6 F0       WHAT CALL    CRLF      OL CRLF
    
```



```

973
974
975
976 F54E 73
977 F54F 28
978 F550 72
979 F551 28
980 F552 71
981 F553 28
982 F554 70
983 F555 C9
984
985
986
987
988
989
990
991
992 F556 06 01
993 F558 0E 04
994 F55A B7
995 F55B 1A
996 F55C 9E
997 F55D CA 61 F5
998 F560 04
999 F561 18
1000 F562 28
1001 F563 0D
1002 F564 C2 5B F5
1003 F567 05
1004 F568 C9
1005
1006
1007
1008
1009
1010 F569 0E 04
1011 F56B 1A
1012 F56C D6 01
1013 F56E C3 5C F5
1014
1015
1016
1017
1018
1019
1020 F571 CD 46 F5
1021 F574 AF
1022 F575 B8
1023 F576 C8
1024 F577 B8
1025 F578 C4 4E F5
1026 F57B C0
    
```

* THIS ROUTINE STORES FOUR CHARACTERS FROM REGISTERS
 * INTO MEMORY
 *

```

STOM  MOV      M+E      STORE CHARACTER
       DCX      H
       MOV      M+D      STORE CHARACTER
       DCX      H
       MOV      M+C      STORE CHARACTER
       DCX      H
       MOV      M+B      STORE CHARACTER
       RET
    
```

*
 * THIS ROUTINE IS USED TO COMPARE TWO CHARACTER STRINGS
 * OF LENGTH 4. ON RETURN ZERO FLAG SET MEANS BOTH
 * STRINGS ARE EQUAL. CARRY FLAG = 0 MEANS STRING ADDRESSED
 * BY D+E WAS GREATER THAN OR EQUAL TO CHARACTER STRING
 * ADDRESSED BY H+L
 *

```

COM0  MVI      B+1      EQUAL COUNTER
       MVI      C+4      STRING LENGTH
CO1   ORA      D          CLEAR CARRY
       LDAX   SBB      M          FETCH CHARACTER
       SBB      M          COMPARE CHARACTERS
       JZ     CO2
CO2   INR      B          INCREMENT EQUAL COUNTER
       DCX   D
       DCX   H
       DCR   C
       JNZ   CO1
       DCR   B
       RET
    
```

* THIS ROUTINE IS SIMILAR TO THE ABOVE ROUTINE EXCEPT ON
 * RETURN CARRY FLAG = 0 MEANS THAT CHARACTER STRING ADDRESSED
 * BY D+E IS ONLY GREATER THAN STRING ADDRESSED BY H+L
 *

```

COM1  MVI      C+4      STRING LENGTH
       LDAX   D          FETCH CHARACTER
       SUI   I
       JMP   CO1+1
    
```

* THIS ROUTINE WILL TAKE ASCII CHARACTERS AND ADD ANY
 * NECESSARY ASCII ZEROS SO THE RESULT IS A 4 CHARACTER
 * ASCII VALUE
 *

```

NORM  CALL   L00M      LOAD CHARACTERS
       XRA   A          FETCH A ZERO
       CMP   B
       RZ
NOR1  CMP   E
       CNZ  STOM      STORE VALUES
       RNZ
    
```

```

1027 F57C 5A
1028 F57D 51
1029 F57E 48
1030 F57F 06 30
1031 F581 C3 77 F5
1032
1033
1034
1035
1036
1037 F584 CD A6 F0
1038 F587 CD 05 F5
1039 F58A 23
1040 F58B CD 13 F2
1041 F58E CD A6 F0
1042 F591 CD 27 F5
1043 F594 D8 FF
1044 F596 E6 H0
1045 F598 C0
1046 F599 23
1047 F59A C3 B8 F5
1048
1049
1050
1051 F59D CD 93 F2
1052 F5A0 CD A6 F0
1053 F5A3 3A 66 D0
1054 F5A6 CD E3 F1
1055 F5A9 16 03
1056 F5AB 2A 66 D0
1057 F5AE 7D
1058 F5AF D3 07
1059 F5B1 7E
1060 F5B2 D3 08
1061 F5B4 3E 02
1062 F5B6 D3 09
1063 F5B8 CD D5 F5
1064 F5BB AF
1065 F5BC D3 09
1066 F5BE D8 06
1067 F5C0 BE
1068 F5C1 CA CE F5
1069 F5C4 06 3F
1070 F5C6 CD 98 F0
1071 F5C9 15
1072 F5CA C2 AE F5
1073 F5CD C9
1074 F5CE CD FC F1
1075 F5D1 D8
1076 F5D2 C3 A8 F5
1077
1078 F5D5 1E 96
1079 F5D7 AF
1080 F5D8 30
    
```

*
 * THIS ROUTINE IS USED TO LIST THE CONTENTS OF THE FILE
 * AREA STARTING AT THE LINE NUMBER GIVEN IN THE COMMAND
 *

```

LIST  CALL   CRLF      CRLF
       CALL   FIND      FIND STARTING LN
       INX   H
LISI  CALL   SCRNL      OUTPUT LINE
       CALL   CRLF      CRLF
       CALL   EOF        END OF FILE
       IN   SWCH        READ SWITCHES
       ANI   '1'
       RNZ
       INX   H
       JMP   LISI
    
```

* THIS ROUTINE IS USED TO PROGRAM A 1702A PROM
 *

```

PROM  CALL   VCHK      CHECK FOR PARAMETER
PRO1  CALL   CRLF      CRLF
       LDA   BBUF      GET ADDRESS (LOW)
       CALL  H0TB      OUTPUT ADDRESS
       MVI   D+3      NUMBER OF ATTEMPTS
       LHLD BBUF      GET ADDRESS
PRO2  MOV   A+L
       OUT  PADD
       MOV  A+M
       OUT  PADD
       MVI  A+2
       OUT  PCTD
       CALL DLAY      500 MSEC DELAY
       XRA  A          GET A ZERO
       OUT  PCTD      DISABLE PROGRAMMER
       IN  PDAI      READ DATA
       CMP  M          COMPARE DATA
       JZ  PRO3
       MVI B+A*1?
       CALL OUT8
       DCR D
       JNZ PRO2
PRO3  RET
       CALL ACKH      FINAL ADDRESS
       RC              RETURN IF FINISHED
       JMP  PRO1      NEXT LOCATION
    
```

*
 *

```

DLAY  MVI   E+150
DLA1  XRA   A          GET A ZERO (256)
DLA2  DCR   A
    
```

```

1081 F509 C2 D8 F5      JNZ     DLA2
1082 F50C 10             DCR     E
1083 F50D C2 D7 F5      JNZ     DLA1
1084 F5E0 C9             RET
1085
1086
1087
1088
1089
1090
1091 F5E1 CD 93 F2      DELL    CALL     VCHK     CHECK FOR PARAMETER
1092 F5E4 CD 05 F5      CALL     FIND     FIND LINE IN FILE AREA
1093 F5E7 22 4E D0      SHLD    DELP     SAVE DELETE POSITION
1094 F5EA 21 61 D0      LXI     H,ABUF+7
1095 F5E0 7E             MOV     A,M       CHECK FOR 2ND PARAMETER
1096 F5EE B7             ORA     A         SET FLAGS
1097 F5EF C2 F5 F5      JNZ     DEL1     DEL1
1098 F5F2 21 50 00      LXI     H,ABUF+3 USE FIRST PARAMETER
1099 F5F5 22 50 D0      SHLD    ADDS     SAVE FIND ADDRESS
1100 F5FA ER
1101 F5F9 21 0C D0      LXI     H,MAXL+3
1102 F5FC CD 56 F5      CALL    COM0     COMPARE LINE NUMBERS
1103 F5FF 2A 4E D0      LHLD   DELP     LOAD DELETE POSITION
1104 F602 DA 43 F6      JC      NOVR
1105
1106 F605 22 07 D0      * GET HERE IF DELETION DELETION INVOLVES END OF FILE
1107 F608 36 01      SHLD   EOFP     CHANGE E-O-F POSITION
1108 F60A ER             MVI    M,1     SET E-O-F INDICATOR
1109 F60B 2A 05 D0      XCHG   HOFFP   GET BEGIN FILE ADDRESS
1110 F60E ER             XCHG
1111 F60F 06 0D      MVI    B,13    SET SCAN SWITCH
1112 F611 28             DCX    H       DECREMENT FILE ADDRESS
1113 F612 7D             MOV    A,L     CHECK FOR BOF
1114 F613 93             SUB    E
1115 F614 7C             MOV    A,H
1116 F615 9A             SBB    D
1117 F616 3E 0D      MVI    A,ASCR  LOOK FOR CR
1118 F619 DA 3A F6      JC     DEL4     DECREMENTED PAST BOF
1119 F61B 05             DCR    B
1120 F61C 2B             DCX    H
1121 F61D BE             CMP    M       FIND NEW MAX LN
1122 F61E C2 12 F6      JNZ    DEL2
1123 F621 2B             DCX    H
1124 F622 7D             MOV    A,L
1125 F623 93             SUB    E
1126 F624 7C             MOV    A,H
1127 F625 9A             SBB    D
1128 F626 DA 38 F6      JC     DEL5     END OF PREVIOUS LINE
1129 F629 BE             CMP    M
1130 F62A 23             INX    H
1131 F62B 23             INX    H
1132 F62C CA 30 F6      JZ     DEL3
1133 F62F 23             INX    M
1134 F630 CD 46 F5      DEL3   CALL    LODM  LOAD NEW MAX LN
    
```

```

1135 F633 21 0C D0      LXI     H,MAXL+3 SET ADDRESS
1136 F636 CD 4E F5      CALL    STOM    STORE NEW MAX LN
1137 F639 C9             RET
1138 F63A BB             DEL4   CMP     B     CHECK SWITCH
1139 F63B FB             DEL5   XCHG
1140 F63C C2 2F F6      JNZ    DEL3-1
1141 F63F 32 09 D0      STA    MAXL     MAKE MAX LN A SMALL NUMBER
1142 F642 C9             RET
1143
1144 F643 CD 0E F5      * GET HERE IF DELETION IS IN MIDDLE OF FILE AREA
1145 F646 CC 20 F5      NOVH   CALL    FI1    FIND END OF DELETE AREA
1146 F649 FB             NOV1   CZ     FI2    NEXT LINE IF THIS LN IS EQUAL
1147 F64A 2A 4E D0      XCHG   LHLDP   CHAN MOVE TO POSITION
1148 F64D 0E 01      MVI    C,1     MOVE TERMINATOR
1149 F64F CD 34 F5      CALL    LMOV    COMPACT FILE AREA
1150 F652 22 07 D0      SHLD   EOFP    SET EOF POSITION
1151 F655 36 01      MVI    M,1     SET EOF INDICATOR
1152 F657 C9             RET
1153
1154
1155
1156
1157
1158
1159 F658 CD 93 F2      *
1160 F65B 3A 5E D0      * STARTING HERE IS THE SELF ASSEMBLER PROGRAM
1161 F65E B7             * THIS PROGRAM ASSEMBLES PROGRAMS WHICH ARE
1162 F65F C2 68 F6      * IN THE FILE AREA
1163 F662 2A 66 D0      ASSM   CALL    VCHK     CHECK FOR PARAMETER
1164 F665 22 48 70      LDA    ABUF+4   GET 2ND PARAMETER
1165 F668 3A 40 D0      ORA    A       CHECK FOR PARAMETERS
1166 F66B FE 45             JNZ    ASM4     ASM4
1167 F66D C2 71 F6      LHLD   BBUF     FETCH 1ST PARAMETER
1168 F670 AF             SHLD   BBUF+2   STORE INTO 2ND PARAMETER
1169 F671 32 6A D0      LDA    IBUF+4   FETCH INPUT CHARACTER
1170 F674 AF             CPI    A'E'     ERROR ONLY INDICATOR
1171 F675 32 74 D0      JNZ    ASM5     ASM5
1172 F678 32 70 D0      XRA    A       SET FOR ONLY ERRORS
1173 F67B 2A 66 D0      STA    AERR    SET ERROR SWITCH
1174 F67E 22 4E D0      XRA    A       GET A ZERO
1175 F681 2A 05 D0      STA    NOLA    INITIALIZE LABEL COUNT
1176 F684 22 4E D0      STA    PASI    SET PASS INDICATOR
1177 F687 2A 4E D0      LHLD   BBUF     FETCH ORIGIN
1178 F68A 11 4E D0      SHLD   ASPC    INITIALIZE PC
1179 F68D 7E             LHLD   BCF?    GET START OF FILE
1180 F68E FE 01             SHLD   APNT    SAVE ADDRESS
1181 F690 CA E4 F8      LHLD   APNT    FETCH LINE POINTER
1182 F693 ER             LXI    SP,AREA+18
1183 F694 13             MOV    A,M     FETCH CHARACTER
1184 F695 21 8E D0      CPI    1       END OF FILE
1185 F698 3E A7             JZ     EASS    JUMP IF END OF FILE
1186 F69A CD 86 F0      XCHG
1187 F69D 0E 0D             INX    D       INCREMENT ADDRESS
1188 F69F CD 34 F5      LXI    H,OBUFF BLANK START ADDRESS
1189 F6A2 3E A7             MVI    A,IRUF-5 BLANK END ADDRESS
1190 F6A5 CD 86 F0      CALL   CLER    BLANK OUT BUFFER
1191 F6A8 0E 0D             MVI    C,ASCR  S.T.C. CHARACTER
1192 F6AB ER             CALL   LMOV    MOVE LINE INTO RUFFER
    
```

not there 00 00 00

```

1189 F6A2 71      MOV      M+C      PLACE CR IN BUFFER
1190 F6A3 EB      XCHG
1191 F6A4 22 4E D0 SHLD
1192 F6A7 3A 70 D0 LDA      APNT      SAVE ADDRESS
1193 F6AA B7      ORA      PAS1     FETCH PASS INDICATOR
1194 F6AB C2 84 F6 JNZ      A        SET FLAGS
1195 F6AE CD 07 F6 CALL     ASM2     JUMP IF PASS 2
1196 F6B1 C3 87 F6 JMP
1197 F6B4 CD 98 F7 CALL     PAS1
1198 F6B7 21 8E D0 LXI      ASM1
1199 F6BA CD C0 F6 CALL     PAS2     OUTPUT BUFFER ADDRESS
1200 F6BD C3 87 F6 CALL     H+OBUF   OUTPUT LINE
1201 JMP     ASM1
*
* THIS ROUTINE IS USED TO OUTPUT THE LISTING FOR AN ASSEMBLY
* IT CHECKS WHETHER ALL LINES ARE PRINTED OR ONLY THOSE
* WITH ERRORS DEPENDING UPON THE ERROR SWITCH
*
1206 F6C0 3A 6A D0 AOUT    LDA      AERR   FETCH ERROR SWITCH
1207 F6C3 B7      ORA      A        SET FLAGS
1208 F6C4 C2 CD F6 JNZ      AOU1    OUTPUT ALL LINES
1209 F6C7 3A A0 D0 AOU2    LDA      OBUF+18  FETCH ERROR INDICATOR
1210 F6CA FE 20    CPI      A' '     CHECK FOR AN ERROR
1211 F6CC CA      RZ           RETURN IF NO ERROR
1212 F6CD 21 8E D0 AOU1    LXI      H+OBUF   OUTPUT BUFFER ADDRESS
1213 F6D0 CD A6 F0 CALL     CRLF
1214 F6D3 CD 13 F2 CALL     SCRN     OUTPUT LINE
1215 F6D6 C9      RET
*
* PASS 1 OF ASSEMBLER, USED TO FORM SYMBOL TABLE
*
1219 F6D7 CD FE F0 PAS1    CALL     ZBUF     CLEAR BUFFER
1220 F6DA 32 78 D0 STA     PAS1     SET FOR PASS 1
1221 F6DD 21 AC D0 LXI     H+IBUF   INITIALIZE LINE POINTER
1222 F6E0 22 72 D0 SHLD   PNTR     SAVE ADDRESS
1223 F6E3 7E      MOV     A,M     FETCH CHARACTER
1224 F6E4 FE 20    CPI     A' '     CHECK FOR A BLANK
1225 F6E6 CA 19 F7 JZ      OPC      JUMP IF NO LABEL
1226 F6E9 FE 2A    CPI     A'!'    CHECK FOR COMMENT
1227 F6EB CA      RZ           RETURN IF COMMENT
*
* PROCESS LABEL
*
1231 F6EC CD 0A FB CALL     SLAB     GET AND CHECK LABEL
1232 F6EF DA C9 FA JC      OPS     ERROR IN LABEL
1233 F6F2 CA AA FC JZ      ERD     DUPLICATE LABEL
1234 F6F5 CD 30 F7 CALL     LCHK    CHECK CHARACTER AFTER LABEL
1235 F6F8 C2 C9 FA JNZ     OPS     ERROR IF NO BLANK
1236 F6FB 0E 05    MVI    C,LLAB  LENGTH OF LABELS
1237 F6FD 21 5A D0 LXI     H+ABUF   SET BUFFER ADDRESS
1238 F700 7E      MOV     A,M     FETCH NEXT CHARACTER
1239 F701 12      STAX   D        STORE IN SYMBOL TABLE
1240 F702 13      INX   D
1241 F703 23      INX   H
1242 F704 0D      DCR  C        DECREMENT COUNT

```

```

1243 F705 C2 00 F7 JNZ     MLAB
1244 F708 FE      XCHG
1245 F709 22 6C D0 SHLD
1246 F70C 3A 6F D0 LDA     TARA     SAVE TABLE ADDRESS FOR EQU
1247 F70F 77      MOV     ASPC+1  FETCH PC (HIGH)
1248 F710 23      INX   H        STORE IN TABLE
1249 F711 3A 6E D0 LDA     ASPC    FETCH PC (LOW)
1250 F714 77      MOV     M+A     STORE IN TABLE
1251 F715 21 74 D0 LXI     H+NOLA
1252 F718 34      INR   M        INCREMENT NUMBER OF LABELS
1253
*
* PROCESS OPCODE
*
1256 F719 CD FE F6 OPC     CALL     ZBUF     ZERO WORKING BUFFER
1257 F71C CD F7 FB CALL     SBLK    SCAN TO OPCODE
1258 F71F DA F0 FA JC      OERR    FOUND CARRIAGE RETURN
1259 F722 CD 58 FB CALL     OERR    PLACE OPCODE IN BUFFER
1260 F725 FE 20    CPI     A' '     CHECK FOR BLANK AFTER OPCODE
1261 F727 DA 4F FA JC      OPCD    CR AFTER OPCODE
1262 F72A C2 F0 FA JNZ     OERR    ERROR IF NO BLANK
1263 F72D C3 4F FA JMP     OPCD    CHECK OPCODE
*
* THIS ROUTINE CHECKS THE CHARACTER AFTER A LABEL FOR A BLANK
* OR A COLON
*
1267 F730 2A 72 D0 LCHK   LHLD   PNTR  GET CHARACTER AFTER LABEL
1268 F733 7E      MOV     A,M     CHECK FOR A BLANK
1269 F734 FE 20    CPI     A' '     RETURN IF A BLANK
1270 F736 C8      RZ           CHECK FOR A COLON
1271 F737 FE 3A    CPI     A'!'
1272 F739 C0      RNZ
1273 F73A 23      INX   H
1274 F73B 22 72 D0 SHLD   PNTR    SAVE POINTER
1275 F73E C9      RET
*
* PROCES ANY PSEUDO OPS THAT NEED TO BE IN PASS 1
*
1279 F73F CD F7 FB PSU1   CALL     SBLK    SCAN TO OPERAND
1280 F742 1A      LDAX  D        FETCH VALUE
1281 F743 B7      ORA   A        SET FLAGS
1282 F744 CA 58 F7 JZ     ORG1    ORG OPCODE
1283 F747 FA 80 F7 JM     DAT1    DATA STATEMENT
1284 F74A E2 70 F7 JFO   EQU1    EQU OPCODE
1285 F74D FE 05    CPI     5
1286 F74F DA 85 F7 JZ     RES1    RES OPCODE
1287 F752 C2 E8 FB JNZ     EASS   JUMP IF END
1288
* DO DW PSEUDO/OP
1289 F755 0E 02    AC01   MVI    C+2   2 BYTE INSTRUCTION
1290 F757 AF      ORA   A        GET A ZERO
1291 F758 C3 DF FA JMP     OCN1   ADD VALUE TO PROGRAM COUNTER
1292
* DO OR PSEUDO-OP
1293 F75B CD 7A FB ORG1   CALL     ASCN    GET OPERAND
1294 F75E 3A A0 D0 LDA     OBUF+18  FETCH ERROR INDICATOR
1295 F761 FE 20    CPI     A' '     CHECK FOR AN ERROR
1296 F763 C0      RNZ    IF ERROR DON'T CHANGE PC

```

LINE	ADDR	B1	R2	B3	B4	ERROR	MICROTEC MACRO ASSEMBLER VER 3.1	PAGE 25
1297	F764	22	6E	D0			SHLD ASPC STORE NEW ORIGIN	
1298	F767	3A	AC	D0			LDA IBUF GET FIRST CHARACTER	
1299	F76A	FE	20				CPI A' ' CHECK FOR LABEL	
1300	F76C	C9					RZ NO LABEL	
1301	F76D	C3	7B	F7			JMP EQU5 CHANGE LABEL VALUE	
1302							* DO EQU PSEUDO-OP	
1303	F770	CD	7A	F8			EQU1 CALL ASCN GET OPERAND	
1304	F773	3A	AC	D0			LDA IBUF FETCH 1ST CHARACTER	
1305	F776	FE	20				CPI A' ' CHECK FOR LABEL	
1306	F778	CA	R2	FC			JZ ERRM MISSING LABEL	
1307	F77H	ER					EQU5 XCHG	
1308	F77C	2A	6C	D0			LHLD TABA SYMBOL TABLE ADDRESS	
1309	F77F	72					MOV M+D STORE LABEL VALUE	
1310	F780	23					INX H	
1311	F781	73					MOV M+E	
1312	F782	C3	C7	F6			JMP AOU2 OUTPUT IF ERROR	
1313							* DO DS PSEUDO-OP	
1314	F785	CD	7A	F8			RES1 CALL ASCN GET OPERAND	
1315	F788	44					MOV H+H	
1316	F789	4D					MOV C+L	
1317	F78A	C3	E7	F7			JMP RES21 ADD VALUE TO PROGRAM COUNTER	
1318							*	
1319							* DO DR PSEUDO-OP	
1320	F78D	C3	6E	FA			DAT1 JMP OP2	
1321							*	
1322							* PERFORM PASS 2 OF THE ASSEMBLER	
1323							*	
1324	F790	21	8E	D0			PAS2 LXI H,IBUF SET OUTPUT BUFFER ADDRESS	
1325	F793	3A	AF	D0			LDA ASPC+1 FETCH PC (HIGH)	
1326	F796	CD	22	F2			CALL BINH+3 CONVERT FOR OUTPUT	
1327	F799	23					INX H	
1328	F79A	3A	6E	D0			LDA ASPC FETCH PC (LOW)	
1329	F79D	CD	22	F2			CALL BINH+3 CONVERT FOR OUTPUT	
1330	F7A0	22	7A	D0			SHLD OIND SAVE OUTPUT ADDRESS	
1331	F7A3	CD	FE	F0			CALL ZBUF CLEAR BUFFER	
1332	F7A6	21	AC	D0			LXI H,IBUF INITIALIZE LINE POINTER	
1333	F7A9	22	72	D0			PARL SHLD PNTR SAVE POINTER	
1334	F7AC	7E					MOV A+M	
1335	F7AD	FE	20				CPI A' ' CHECK FOR LABEL	
1336	F7AF	CA	19	F7			JZ OPC GET OPCODE	
1337	F7B2	FF	7A				CPI A+*+ CHECK FOR COMMENT	
1338	F7B4	CH					RZ RETURN IF COMMENT	
1339	F7B5	CD	0A	F8			CALL SLAB SCAN OFF LABEL	
1340	F7B9	DA	45	FC			JC ERRL ERROR IN LABEL	
1341	F7BB	CD	30	F7			CALL LCHK CHECK FOR A BLANK OR COLON	
1342	F7BE	C2	45	FC			JNZ ERRL ERROR IF NOT A BLANK	
1343	F7C1	C3	19	F7			JMP OPC	
1344							*	
1345							*	
1346							*	
1347							* PROCESS PSEUDO OPS FOR PASS 2	
1348	F7C4	1A					PSU2 LDAX D	
1349	F7C5	R7					ORA A SET FLAGS	
1350	F7C6	CA	F4	F7			JZ ORG2 ORG OPCODE	

LINE	ADDR	B1	R2	B3	B4	ERROR	MICROTEC MACRO ASSEMBLER VER 3.1	PAGE 26
1351	F7C9	FA	E8	F7			JM DAT2 DATA OPCODE	
1352	F7CC	E0					RPO RETURN IF FOUR	
1353	F7CD	FE	05				CPI 5	
1354	F7CF	DA	08	F7			JC RES2 RES OPCODE	
1355	F7D2	C2	E8	F8			JNZ EASS END OPCODE	
1356							* DO DW PSEUDO-OP	
1357	F7D5	CD	C7	F8			AC02 CALL TY56 GET VALUE	
1358	F7D8	C3	55	F7			JMP AC01	
1359							* DO DS PSEUDO-OP	
1360	F7D8	CD	77	F8			RES2 CALL ASBL GET OPERAND	
1361	F7DE	44					MOV B+H	
1362	F7DF	4D					MOV C+L	
1363	F7E0	2A	68	D0			LHLD BRUF+2 FETCH STORAGE COUNTER	
1364	F7E3	09					DAD B ADD VALUE	
1365	F7E4	22	68	D0			SHLD BHUF+2 SAVE	
1366	F7E7	AF					RES21 XRA A GET A ZERO	
1367	F7E8	C3	E2	FA			JMP OCN2	
1368							* DO DR PSEUDO-OP	
1369	F7E8	CD	86	F8			DAT2 CALL TY55 GET OPERAND	
1370	F7EE	AF					XRA A GET A ZERO	
1371	F7EF	0F	01				MVI C+1 BYTE COUNT	
1372	F7F1	C3	DF	FA			JMP OCN1	
1373							* DO ORG PSEUDO-OP	
1374	F7F4	CD	77	F8			ORG2 CALL ASBL GET NEW ORIGIN	
1375	F7F7	3A	A0	D0			LDA ORUF+18 GET ERROR INDICATOR	
1376	F7FA	FE	20				CPI A' ' CHECK FOR AN ERROR	
1377	F7FC	CA					RNZ DON'T MODIFY PC IF ERROR	
1378	F7FD	ER					XCHG	
1379	F7FE	2A	6E	D0			LHLD ASPC FETCH PC	
1380	F801	EH					XCHG	
1381	F802	22	6E	D0			SHLD ASPC STORE NEW PC	
1382	F805	7D					MOV A+L	
1383	F806	93					SUB E FORM DIFFERENCE OF ORIGINS	
1384	F807	5F					MOV E+A	
1385	F808	7C					MOV A+H	
1386	F809	9A					SRR D	
1387	F80A	57					MOV D+A	
1388	F80B	2A	68	D0			LHLD BRUF+2 FETCH STORAGE POINTER	
1389	F80E	19					DAD D MODIFY	
1390	F80F	22	68	D0			SHLD BRUF+2 SAVE	
1391	F812	C9					RET	
1392							*	
1393							* PROCESS 1 BYTE INSTRUCTIONS WITHOUT OPERANDS	
1394							*	
1395	F813	CD	04	F8			TYP1 CALL ASTD STORE VALUE IN MEMORY	
1396	F816	C9					RET	
1397							*	
1398							* PROCESS STAX AND LDAX INSTRUCTIONS	
1399							*	
1400	F817	CD	77	F8			TYP2 CALL ASBL FETCH OPERAND	
1401	F81A	C4	64	FC			ERRR ILLEGAL REGISTER	
1402	F81D	7D					MOV A+L GET LOW ORDER OPERAND	
1403	F81E	R7					ORA A SET FLAGS	
1404	F81F	CA	3B	F8			JZ TY31 OPERAND = 0	

LINE ADDR B1 B2 B3 B4 ERROR MICROTEC MACRO ASSEMBLER VER 3.1 PAGE 27

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1405 F822 FE 02 CPI 2 OPERAND = 2
1406 F824 C4 64 FC CNZ ENRR ILLEGAL REGISTER
1407 F827 C3 3B FB JMP TY31
1408
1409 * PROCESS PUSH,POP,INX,DCX,DA0 INSTRUCTIONS
1410
1411 F82A CD 77 FB TYP3 CALL ASBL FETCH OPERAND
1412 F82D C4 64 FC CNZ ENRR ILLEGAL REGISTER
1413 F830 7D MOV A+L GET LOW ORDER OPERAND
1414 F831 0F RRC CHECK LOW ORDER BIT
1415 F832 DC 64 FC CC ENRR ILLEGAL REGISTER
1416 F835 17 RAL RESTORE OPERAND
1417 F836 FE 08 CPI 8
1418 F838 D4 64 FC CNC ENRR ILLEGAL REGISTER
1419 F83B 07 RLC MULTIPLY BY 8
1420 F83C 17 RAL
1421 F83D 17 RAL
1422 F83E 47 TYP2 MOV B+A
1423 F83F 1A LDAX D FETCH OP CODE BASE
1424 F840 80 ADD B FORM OP CODE
1425 F841 FE 76 CPI 115 CHECK FOR MOV M+M
1426 F843 CC 64 FC CZ ENRR ILLEGAL REGISTER
1427 F846 C3 13 FB JMP TY31
1428
1429 * PROCESS ACCUMULATOR, INR,DCR,MOV,RST INSTRUCTIONS
1430
1431 F849 CD 77 FB TYP4 CALL ASBL FETCH OPERAND
1432 F84C C4 64 FC CNZ ENRR ILLEGAL REGISTER
1433 F84F 7D MOV A+L GET LOW ORDER OPERAND
1434 F850 FE 08 CPI 8
1435 F852 D4 64 FC CNC ENRR ILLEGAL REGISTER
1436 F855 1A LDAX D FETCH OP CODE BASE
1437 F856 FE 48 CPI 64 CHECK FOR MOV INSTRUCTION
1438 F858 CA 67 FB JZ TY41
1439 F85B FE C7 CPI 199
1440 F85D 7D MOV A+L
1441 F85E CA 3B FB JZ TY31 RST INSTRUCTION
1442 F861 FA 3E FB JM TY32 ACCUMULATOR INSTRUCTION
1443 F864 C3 3B FB JMP TY31 INR,DCR
1444
1445 F867 29 TYP1 * PROCESS MOV INSTRUCTION
1446 F868 29 DAD H MULTIPLY OPERAND BY 8
1447 F869 29 DAD H
1448 F86A 85 ADD L FORM OP CODE
1449 F86B 12 STAX D SAVE OP CODE
1450 F86C CD A5 FB CALL MPNT INCREMENT POINTER
1451 F86F CD 7A FB CALL ASCN GET NEXT OPERAND
1452 F872 C4 64 FC CNZ ENRR ILLEGAL REGISTER
1453 F875 7D MOV A+L FETCH LOW ORDER OPERAND
1454 F876 FE 08 CPI 8
1455 F878 D4 64 FC CNC ENRR ILLEGAL REGISTER
1456 F87B C3 3E FB JMP TY32
1457
1458 * PROCESS IMMEDIATE INSTRUCTIONS

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LINE ADDR B1 B2 B3 B4 ERROR MICROTEC MACRO ASSEMBLER VER 3.1 PAGE 28

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1459
1460
1461 * IMMEDIATE BYTE CAN BE BETWEEN -256 AND +255
1462 * MVI INSTRUCTION IS A SPECIAL CASE AND CONTAINS 2 ARGUMENTS
1463 * IN OPERAND
1464 F87E FE 06 TYP5 CPI 6 CHECK FOR MVI INSTRUCTION
1465 F880 CC 93 FB CZ TY56
1466 F883 CD 04 FB CALL ASTO STORE OBJECT BYTE
1467 F886 CD 77 FB TYP5 CALL ASBL GET IMMEDIATE ARGUMENT
1468 F889 3C INR A
1469 F88A FE 02 CPI 2 CHECK OPERAND FOR RANGE
1470 F88C D4 7D FC CNC ENRR OPERAND OUT OF RANGE
1471 F88F 7D MOV A+L
1472 F890 C3 13 FB JMP TY31
1473
1474 * FETCH 1ST ARGUMENT FOR MVI AND LXI INSTRUCTIONS
1475 F893 CD 77 FB TYP6 CALL ASBL FETCH ARGUMENT
1476 F896 C4 64 FC CNZ ENRR ILLEGAL REGISTER
1477 F899 7D MOV A+L GET LOW ORDER ARGUMENT
1478 F89A FE 08 CPI 8
1479 F89C D4 64 FC CNC ENRR ILLEGAL REGISTER
1480 F89F 29 DAD H MULTIPLY BY 8
1481 F8A0 29 DAD H
1482 F8A1 29 DAD H
1483 F8A2 1A LDAX D FETCH OP CODE BASE
1484 F8A3 85 ADD L FORM OP CODE
1485 F8A4 5F MOV E+A SAVE OBJECT BYTE
1486 F8A5 2A 72 D0 MPNT LHLD PNTR FETCH POINTER
1487 F8A8 7E MOV A+L FETCH CHARACTER
1488 F8A9 FE 2C CPI A+L CHECK FOR COMMA
1489 F8AB 23 INX H INCREMENT POINTER
1490 F8AC 22 72 D0 SHLD PNTR
1491 F8AF C2 6D FC JNZ ENRR SYNTAX ERROR IF NO COMMA
1492 F8B2 78 MOV A+E GET OBJECT BYTE
1493 F8B3 C9 RET
1494
1495 * PROCESS 3 BYTE INSTRUCTIONS
1496 * LXI INSTRUCTION IS A SPECIAL CASE
1497 F8B4 FE 01 TYP6 CPI 1 CHECK FOR LXI INSTRUCTION
1498 F8B6 C2 C4 FB JNZ TY6 JUMP IF NOT LXI
1499 F8B9 CD 93 FB CALL TY56 GET REGISTER
1500 F89C E6 08 ANI M+M CHECK FOR ILLEGAL REGISTER
1501 F8BE C4 64 FC CNZ ENRR REGISTER ERROR
1502 F8C1 78 MOV A+E GET OP CODE
1503 F8C2 E6 F7 ANI M+M CLEAR BIT IN ERROR
1504 F8C4 CD 04 FB TYP6 CALL ASTO STORE OBJECT BYTE
1505 F8C7 CD 77 FB TYP6 CALL ASBL FETCH OPERAND
1506 F8CA 7D MOV A+L
1507 F8CB 54 MOV D+H
1508 F8CC CD 04 FB CALL ASTO STORE 2ND BYTE
1509 F8CF 7A MOV A+D
1510 F8D0 C3 13 FB JMP TY31
1511 F8D3 C9 RET
1512

```


1513
 1514
 1515
 1516 F8D4 2A 68 D0
 1517 F8D7 77
 1518 F8D8 23
 1519 F8D9 22 68 D0
 1520 F8DC 2A 7A D0
 1521 F8DF 23
 1522 F8E0 23
 1523 BE1 C0 22 F2
 1524 BE4 27 7A D0
 1525 F8E7 C9
 1526
 1527
 1528
 1529
 1530
 1531 BE8 3A 70 D0
 1532 BEB 87
 1533 BEC C2 1F F0
 1534 BEF CD A6 F0
 1535 FBF2 3E 01
 1536 BF4 C3 78 F6
 1537
 1538
 1539
 1540
 1541
 1542
 1543
 1544 F3F7 2A 72 D0
 1545 F3FA 7C
 1546 F3FR FE 20
 1547 F3FD C0
 1548 F3FE 23
 1549 F3FF 22 72 D0
 1550 F902 C3 FA FB
 1551
 1552
 1553
 1554
 1555
 1556 F905 21 58 D0
 1557 F908 22 50 D0
 1558 F90B 06 02
 1559 F90D C0 3A FA
 1560 F910 C9
 1561
 1562
 1563
 1564
 1565
 1566 F911 4F 52 47

• THIS ROUTINE IS USED TO STORE OBJECT CODE PRODUCED
 • BY THE ASSEMBLER DURING PASS 2 INTO MEMORY
 •
 ASTO LHLD BBUF*2 FETCH STORAGE ADDRESS
 MOV M,A STORE OBJECT BYTE
 INX H INCREMENT LOCATION
 SHLD BBUF*2
 LHLD OIND FETCH OUTPUT ADDRESS
 INX H
 INX H
 CALL BINH*3 CONVERT OBJECT BYTE
 SHLD OIND
 RET
 •
 • GET HERE WHEN END PSEUDO-OP IS FOUND OR WHEN END OF FILE
 • OCCURS IN SOURCE STATEMENTS. CONTROL IS SET FOR EIGHTH PASS 2
 • OR ASSEMBLY TERMINATES IF FINISHED.
 •
 EASS LDA PAS1 FETCH PASS INDICATOR
 ORA A SET FLAGS
 JNZ EOR JUMP IF FINISHED
 CALL CRLF
 MVI A,1 PASS INDICATOR FOR 2ND PASS
 JMP ASM3 DO 2ND PASS
 •
 • THIS ROUTINE SCANS THROUGH A CHARACTER STRING UNTIL
 • THE FIRST NON BLANK CHARACTER IS FOUND
 •
 • ON RETURN CARRY = 1 INDICATES A CR AS FIRST NON BLANK CHARACTER
 •
 SBLK LHLD PNTR FETCH ADDRESS
 SBL1 MOV A,M FETCH CHARACTER
 CPI A,' ' CHECK FOR A BLANK
 RNZ RETURN IF NON BLANK
 INX H INCREMENT
 SHLD PNTR SAVE POINTER
 JMP SBL1
 •
 • THIS ROUTINE IS USED TO CHECK THE CONDITION CODE MNEMONICS
 • FOR CONDITIONAL JUMPS, CALLS, AND RETURNS.
 •
 COND LXI H,ABUF+1
 SHLD ADDS
 MVI B,2 2 CHARACTERS
 CALL CORC
 RET
 •
 • THE FOLLOWING IS THE OPCODE TABLE
 •
 OTAB DATA A*ORG*

1567 F114 00
 1568 F115 00
 1569 F116 45 51 55
 1570 F119 00
 1571 F11A 01
 1572 F11B 44 42
 1573 F11D 00
 1574 F11E 00
 1575 F11F FF
 1576 F120 44 53
 1577 F122 00
 1578 F123 00
 1579 F124 03
 1580 F125 44 57
 1581 F127 00
 1582 F128 00
 1583 F129 05
 1584 F12A 45 4E 44
 1585 F12D 00
 1586 F12E 06
 1587 F12F 00
 1588 F130 48 4C 54
 1589 F133 76 4C 43
 1590 F134 52 4C 43
 1591 F137 07
 1592 F138 52 52 43
 1593 F13B 0F
 1594 F13C 52 41 4C
 1595 F13F 17
 1596 F140 52 41 52
 1597 F143 1F
 1598 F144 52 45 54
 1599 F147 C9
 1600 F148 43 40 41
 1601 F14B 2F
 1602 F14C 53 54 43
 1603 F14E 37
 1604 F151 44 41 41
 1605 F153 27
 1606 F154 43 40 43
 1607 F157 3F
 1608 F158 45 49
 1609 F159 00
 1610 F15A F8
 1611 F15B 44 49
 1612 F15C 00
 1613 F15D F3
 1614 F15E 4E 4F 50
 1615 F15F 00
 1616 F160 00
 1617 F165 5A 43 48 47
 1618 F169 E8
 1619 F16A 58 54 48 4C
 1620 F16E E3

DATA 0
 DATA 0
 DATA A*EQU*
 DATA 0
 DATA 1
 DATA A*DB*
 DATA 0
 DATA 0
 DATA -1
 DATA A*DS*
 DATA 0
 DATA 0
 DATA 3
 DATA A*DB*
 DATA 0
 DATA 5
 DATA A*END*
 DATA 0
 DATA 6
 DATA 0
 DATA A*HLT*
 DATA 118
 DATA A*RLC*
 DATA 7
 DATA A*RRC*
 DATA 15
 DATA A*RAL*
 DATA 23
 DATA A*RAR*
 DATA 31
 DATA A*RET*
 DATA 201
 DATA A*CHA*
 DATA 47
 DATA A*STC*
 DATA 55
 DATA A*DA*
 DATA 39
 DATA A*CHC*
 DATA 63
 DATA A*EI*
 DATA 0
 DATA 251
 DATA A*DI*
 DATA 0
 DATA 243
 DATA A*NOP*
 DATA 0
 DATA 0
 DATA A*XCHG*
 DATA 235
 DATA A*XTHL*
 DATA 227

4E memory problem

HNT?
RCL?

have been changed to lower case in hex listing

1621	F96F	53	58	48	4C	DATA	A'SPHL'
1622	F973	F9				DATA	249
1623	F974	50	43	48	4C	DATA	A'PCHL'
1624	F978	DF				DATA	223
1625	F979	00				DATA	0
1626	F97A	53	54	41	58	DATA	A'STAX'
1627	F97E	02				DATA	2
1628	F97F	4C	44	41	58	DATA	A'LDAX'
1629	F983	0A				DATA	10
1630	F984	00				DATA	0
1631	F985	50	55	53	48	DATA	A'PUSH'
1632	F989	C5				DATA	197
1633	F98A	50	4F	50		DATA	A'POP'
1634	F98D	00				DATA	0
1635	F98E	C1				DATA	193
1636	F98F	49	4E	58		DATA	A'INX'
1637	F992	00				DATA	0
1638	F993	03				DATA	3
1639	F994	44	43	58		DATA	A'DCX'
1640	F997	00				DATA	0
1641	F998	08				DATA	11
1642	F999	44	41	44		DATA	A'DAD'
1643	F99C	00				DATA	0
1644	F99D	09				DATA	9
1645	F99E	00				DATA	0
1646	F99F	49	4E	52		DATA	A'INR'
1647	F9A2	04				DATA	4
1648	F9A3	44	43	52		DATA	A'DCR'
1649	F9A6	05				DATA	5
1650	F9A7	40	4F	56		DATA	A'MCV'
1651	F9AA	40				DATA	64
1652	F9AB	41	44	44		DATA	A'ADD'
1653	F9AE	80				DATA	128
1654	F9AF	41	44	43		DATA	A'ADC'
1655	F9B2	88				DATA	136
1656	F9B3	53	55	42		DATA	A'SUB'
1657	F9B6	90				DATA	144
1658	F9B7	53	42	42		DATA	A'SBB'
1659	F9BA	98				DATA	152
1660	F9BB	41	4E	41		DATA	A'ANA'
1661	F9BE	A0				DATA	160
1662	F9BF	58	52	41		DATA	A'XRA'
1663	F9C2	A8				DATA	168
1664	F9C3	4F	52	41		DATA	A'ORA'
1665	F9C6	B0				DATA	176
1666	F9C7	43	40	50		DATA	A'CMP'
1667	F9CA	H8				DATA	184
1668	F9CB	52	53	54		DATA	A'RST'
1669	F9CE	C7				DATA	199
1670	F9CF	00				DATA	0
1671	F9D0	41	44	49		DATA	A'ADI'
1672	F9D3	C6				DATA	198
1673	F9D4	41	43	49		DATA	A'ACI'
1674	F9D7	CE				DATA	206

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1675	F9D8	53	55	49		DATA	A'SUI'
1676	F9DB	0A				DATA	214
1677	F9DC	53	42	49		DATA	A'SBI'
1678	F9DF	DE				DATA	222
1679	F9E0	41	4E	49		DATA	A'ANI'
1680	F9E3	E6				DATA	230
1681	F9E4	58	52	49		DATA	A'XRI'
1682	F9E7	EE				DATA	238
1683	F9E8	4F	52	49		DATA	A'ORI'
1684	F9EB	F6				DATA	246
1685	F9EC	43	50	49		DATA	A'CPJ'
1686	F9EF	FE				DATA	254
1687	F9F0	49	4E			DATA	A'IN'
1688	F9F2	00				DATA	0
1689	F9F3	08				DATA	219
1690	F9F4	4F	55	54		DATA	A'OUT'
1691	F9F7	03				DATA	211
1692	F9FA	40	56	49		DATA	A'MVI'
1693	F9FB	06				DATA	6
1694	F9FC	00				DATA	0
1695	F9FD	44	40	50		DATA	A'JMP'
1696	FA00	00				DATA	0
1697	FA01	C3				DATA	195
1698	FA02	43	41	4C	4C	DATA	A'CALL'
1699	FA06	CD				DATA	205
1700	FA07	4C	58	49		DATA	A'LXI'
1701	FA0A	00				DATA	0
1702	FA0B	01				DATA	1
1703	FA0C	4C	44	41		DATA	A'LOA'
1704	FA0F	00				DATA	0
1705	FA10	3A				DATA	58
1706	FA11	53	54	41		DATA	A'STA'
1707	FA14	00				DATA	0
1708	FA15	32				DATA	50
1709	FA16	53	48	4C	44	DATA	A'SHLD'
1710	FA1A	22				DATA	34
1711	FA1B	4C	48	4C	44	DATA	A'LHLD'
1712	FA1F	2A				DATA	42
1713	FA20	00				DATA	0
1714							
1715	FA21	4E	5A			DATA	A'NZ'
1716	FA21	00				DATA	0
1717	FA24	5A				DATA	A'Z'
1718	FA25	00				DATA	0
1719	FA26	08				DATA	8
1720	FA27	4E	43			DATA	A'INC'
1721	FA29	10				DATA	16
1722	FA2A	43				DATA	A'C'
1723	FA2B	00				DATA	0
1724	FA2C	18				DATA	24
1725	FA2D	50	4F			DATA	A'PO'
1726	FA2F	20				DATA	32
1727	FA30	50	45			DATA	A'PE'
1728	FA32	28				DATA	40

* COND. CODE TABLE

1729 FA33 50
 1730 FA34 00
 1731 FA35 30
 1732 FA36 40
 1733 FA37 00
 1734 FA38 38
 1735 FA39 00
 1736
 1737
 1738
 1739
 1740 FA3A 2A 50 D0
 1741 FA3D 1A
 1742 FA3E R7
 1743 FA3F CA 4C FA
 1744 FA42 48
 1745 FA43 CD EB F0
 1746 FA46 1A
 1747 FA47 CR
 1748 FA48 13
 1749 FA49 C3 3A FA
 1750 FA4C 3C
 1751 FA4D 13
 1752 FA4E C9
 1753
 1754
 1755
 1756
 1757
 1758
 1759
 1760
 1761
 1762 FA4F 21 5A D0
 1763 FA52 22 50 D0
 1764 FA55 11 11 F9
 1765 FA58 06 04
 1766 FA5A CD 3A FA
 1767 FA5D CA F8 FA
 1768 FA60 05
 1769 FA61 CD 3A FA
 1770 FA64 CA 68 FA
 1771 FA67 04
 1772 FA68 CD 3A FA
 1773 FA68 21 13 FR
 1774 FA6E 0E 01
 1775 FA70 CA CR FA
 1776
 1777 FA73 CD 3A FA
 1778 FA76 21 17 F8
 1779 FA79 CA 6E FA
 1780 FA7C CD 3A FA
 1781
 1782 FA7F 21 2A F8

DATA A+P1
 DATA 0
 DATA 48
 DATA A+P1
 DATA 8
 DATA 56
 DATA 0

- THIS ROUTINE IS USED TO CHECK A GIVEN OPCODE AGAINST THE LEGAL OPCODES CONTAINED IN THE OPCODE TABLE

COPC LHL D ADDS
 LDAX D
 ORA A
 JZ COP1
 MOV C+B
 CALL SEAR
 LDAX D
 RZ
 INX D
 JMP COPC
 INR A
 INX D
 RET D

OPCD LXI H,ARUF
 SHLD ADDS
 LXI D,OTAB
 MVI B+4
 CALL COPC
 JZ PSEU
 DCR B
 CALL COPC
 JZ OP1
 INR H
 CALL COPC
 LXI H,TYP1
 OP2 MVI C+1
 JZ OCNT

OP2 CALL COPC
 LXI H,TYP2
 JZ OP2
 CALL COPC

LXI H,TYP3

OP1
 OP2
 OP3
 OP4
 OP5
 OCNT
 OCN1
 OCN2

FETCH CHARACTER
 SET FLAGS
 JUMP IF TERMINATION CHARACTER
 COMPARE STRINGS
 RETURN IF MATCH
 NEXT STRING
 CONTINUE SEARCH
 CLEAR ZERO FLAG
 INCREMENT ADDRESS

SET ADDRESS
 OPCODE TABLE ADDRESS
 CHARACTER COUNT
 CHECK OPCODES
 JUMP IF A PSEUDO-OP
 3 CHARACTER OPCODES
 4 CHAR OPCODES
 TYPE 1 INSTRUCTIONS
 1 BYTE INSTRUCTION
 CHECK FOR STAX,LDAX
 CHECK FOR PUSH,POP,INX
 DCX AND DAD

1783 FA82 CA 6E FA
 1784 FA85 05
 1785 FA86 CD 3A FA
 1786
 1787 FA89 21 49 F8
 1788 FA8C CA 6E FA
 1789
 1790 FA8F CD 3A FA
 1791 FA92 21 7E F8
 1792 FA95 0E 02
 1793 FA97 CA CB FA
 1794 FA9A 04
 1795 FA9D CD 3A FA
 1796
 1797 FA9E CA C6 FA
 1798 FAA1 CD 05 F9
 1799 FAA4 C2 F0 FA
 1800 FAA7 C6 C0
 1801 FAA9 57
 1802 FAAB 06 03
 1803 FAAC 3A 5A D0
 1804 FAAF 4F
 1805 FAB0 FF 52
 1806 FAB2 7A
 1807 FAB3 CA 68 FA
 1808 FAB6 79
 1809 FAB7 14
 1810 FAB8 14
 1811 FAB9 FF 4A
 1812 FABH CA C5 FA
 1813 FABE FE 43
 1814 FAC0 C2 F0 FA
 1815 FAC3 14
 1816 FAC4 14
 1817 FAC5 7A
 1818 FAC6 21 H4 F8
 1819 FAC9 0E 03
 1820 FACH 32 79 D0
 1821
 1822
 1823 FACE 3F 5A
 1824 FAC0 R0
 1825 FAC1 5F
 1826 FAC2 3F 00
 1827 FAC3 CE 00
 1828 FAC6 57
 1829 FAC7 1A
 1830 FAC8 R7
 1831 FAC9 C2 F0 FA
 1832 FADC 3A 70 D0
 1833 FADF 0A 00
 1834 FAE1 ER
 1835 FAE2 2A 6E D0
 1836 FAE5 09

JZ OP2
 DCR B
 CALL COPC

LXI H,TYP4
 JZ OP2

OP3 CALL COPC
 LXI H,TYP5
 MVI C+2
 JZ OCNT
 INR B
 CALL COPC

JZ OP4
 CALL COND
 JNZ OERR
 ADI 192
 MOV D+A
 MVI B+3
 LDA ABUF
 MOV C+A
 CPI A+R+
 MOV A+D
 JZ OP1
 MOV A+C
 INR D
 INR D
 CPI A+J+
 JZ OPAD
 CPI A+C+
 JNZ OERR
 INR D
 INR D
 MOV A+D
 LXI H,TYP6
 MVI C+3
 STA TEMP
 MVI A+>ARUF
 ADD R
 MOV E+A
 MVI A+<ARUF
 ACI 0
 MOV D+A
 LDAX D
 ORA A
 JNZ OERR
 LDA PASI
 MVI B+0
 XCHG
 LHL D
 DAD B

OPAD
 OP4
 OP5
 OCNT
 OCN1
 OCN2

IMMEDIATE INSTRUCTIONS
 2 BYTE INSTRUCTIONS
 4 CHAR OPCODES
 JMP,CALL,LXI,LDA,STA,
 LHL,SHLD OPCODES
 CONDITIONAL INSTRUCTIONS
 ILLEGAL OPCODE
 ADD BASE VALUE OF RETURN
 3 CHARACTER OPCODES
 FETCH FIRST CHARACTER
 SAVE CHARACTER
 CONDITIONAL RETURN
 FORM CONDITIONAL JUMP
 CONDITIONAL JUMP
 CONDITIONAL CALL
 ILLEGAL OPCODE
 FORM CONDITIONAL CALL
 GET OPCODE
 3 BYTE INSTRUCTION
 SAVE OPCODE
 CORRECT NUMBER OF CHARACTERS
 LOAD BUFFER ADDRESS
 ADD LENGTH OF OPCODE
 LOAD BUFFER ADDRESS
 GET HIGH ORDER ADDRESS
 FETCH CHARACTER AFTER OPCODE
 IT SHOULD BE ZERO
 OPCODE ERROR
 FETCH PASS INDICATOR
 FETCH PROGRAM COUNTER
 ADD IN BYTE COUNT

- CHECK FOR OPCODE ONLY CONTAINING THE CORRECT NUMBER OF CHARACTERS
- THUS SAY ADDQ WOULD GIVE AN ERROR

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1837 FAE6 22 6E D0 SHLD ASPC STORE PC
1838 FAE9 B7 ORA A WHICH PASS
1839 FAEA C8 RZ RETURN IF PASS 1
1840 FAEB 3A 79 D0 LDA TEMP FETCH OP CODE
1841 FAEE EB XCHG
1842 FAEF E9 PCHL
1843
1844 FAF0 21 99 FC OERR LXI H,ERR0 SET ERROR ADDRESS
1845 FAF3 0E 03 MVI C,3 LEAVE 3 BYTES FOR PATCH
1846 FAF5 C3 0C FA JMP OCN1-3
1847
1848 FAF8 21 5E D0 PSEU LXI H,ABUF*4 SET BUFFER ADDRESS
1849 FAFB 7E MOV A,M FETCH CHARACTER AFTER OP CODE
1850 FAFC B7 ORA A SHOULD BE A ZERO
1851 FAFD C2 F9 FA JNZ OERR
1852 FB00 3A 70 D0 LDA PAS1 FETCH PASS INDICATOR
1853 FB03 B7 ORA A
1854 FB04 CA 3F F7 JZ PSU1
1855 FB07 C3 C4 F7 JMP PSU2
1856
1857
1858
1859 * THIS ROUTINE IS USED TO PROCESS LABELS
1860 * IT CHECKS WHETHER A LABEL IS IN THE SYMBOL TABLE OR NOT
1861 * ON RETURN Z=1 MEANS A MATCH WAS FOUND AND H,L CONTAIN THE VALUE
1862 * ASSOCIATED WITH THE LABEL. OTHERWISE D,E POINT TO THE NEXT AVAILABLE
1863 * LOCATION IN THE TABLE. THE REGISTER NAMES A,B,C,D,E,H,L,M
1864 * ARE PREDEFINED BY THE SYSTEM AND NEED NOT BE ENTERED BY THE USER
1865 * ON RETURN C=1 INDICATES A LABEL ERROR
1865 FB0A FE 41 SLAB CPI A,A' CHECK FOR LEGAL CHARACTER
1866 FB0C DB RC RETURN IF ILLEGAL CHARACTER
1867 FB0D FE 5B CPI A,Z'+1 CHECK FOR ILLEGAL CHARACTER
1868 FB0F 3F CMC
1869 FB10 DB RC RETURN IF ILLEGAL CHARACTER
1870 FB11 CD 58 FB CALL ALPS PLACE SYMBOL IN BUFFER
1871 FB14 21 5A D0 LXI H,ABUF SET BUFFER ADDRESS
1872 FB17 22 59 D0 SHLD ADDS SAVE ADDRESS
1873 FB1A 05 DCR B CHECK IF ONE CHARACTER
1874 FB1B C2 2E FB JNZ SLA1
1875 * CHECK IF PREDEFINED REGISTER NAME
1876 FB1E 04 INR B SET B=1
1877 FB1F 11 47 FB LXI D,RTAB REGISTER TABLE ADDRESS
1878 FB22 CD 3A FA CALL COPC CHECK NAME OF REGISTER
1879 FB25 C2 2E FB JNZ SLA1 NOT A PREDEFINED REGISTER
1880 FB28 6F MOV L,A
1881 FB29 26 00 MVI H,0 SET VALUE (HIGH)
1882 FB2B C3 41 FB JMP SLA2
1883 FB2E 3A 74 D0 SLA1 LDA NOLA FETCH SYMBOL COUNT
1884 FB31 47 MOV B,A
1885 FB32 11 FF D0 LXI D,SYMT SET SYMBOL TABLE ADDRESS
1886 FB35 B7 ORA A ARE THERE ANY LABELS
1887 FB36 CA 44 FB JZ SLA3 JUMP IF NO LABELS
1888 FB39 3E 05 MVI A,LLAB FETCH LENGTH OF LABEL
1889 FB3B 32 71 D0 STA NCHR
1890 FB3E CD 04 F0 CALL COMS CHECK TABLE

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1891 FB41 37 SLA2 STC SET CARRY
1892 FB42 3F CMC CLEAR CARRY
1893 FB43 C9 RET
1894 FB44 3C SLA3 INR A CLEAR ZERO FLAG
1895 FB45 B7 ORA A CLEAR CARRY
1896 FB46 C9 HET
1897
1898
1899 * PREDEFINE REGISTER VALUES IN THIS TABLE
1900
1900 FB47 41 RTAB DATA A,A'
1901 FB48 07 DATA 7
1902 FB49 42 DATA A,B'
1903 FB4A 00 DATA 0
1904 FB4B 43 DATA A,C'
1905 FB4C 01 DATA 1
1906 FB4D 44 DATA A,D'
1907 FB4E 02 DATA 2
1908 FB4F 45 DATA A,E'
1909 FB50 03 DATA 3
1910 FB51 4A DATA A,H'
1911 FB52 04 DATA 4
1912 FB53 4C DATA A,L'
1913 FB54 05 DATA 5
1914 FB55 4D DATA A,M'
1915 FB56 06 DATA 6
1916 FB57 00 DATA 0 END OF TABLE INDICATOR
1917
1918
1919 * THIS ROUTINE SCANS THE INPUT LINE AND PLACES THE OPCODES AND
1920 * LABELS IN THE BUFFER. THE SCAN TERMINATES WHEN A CHARACTER
1921 * OTHER THAN 0-9 OR A-Z IS FOUND
1922
1923 FB58 06 00 ALPS MVI B,0 SET COUNT
1924 FB5A 12 STAX D STORE CHARACTER IN BUFFER
1925 FB5B 04 INR B INCREMENT COUNT
1926 FB5C 78 MOV A,B FETCH COUNT
1927 FB5D FE 08 CPI 11 MAXIMUM BUFFER SIZE
1928 FB5F D0 JNC RETURN IF BUFFER FILLED
1929 FB60 13 INX D INCREMENT BUFFER
1930 FB61 23 INX H INCREMENT INPUT ADDRESS
1931 FB62 22 72 D0 SHLD PNTR SAVE LINE POINTER
1932 FB65 7E MOV A,M FETCH CHARACTER
1933 FB66 FE 30 CPI A,0' CHECK FOR LEGAL CHARACTERS
1934 FB68 DB RC
1935 FB69 FE 3A CPI A,9'+1
1936 FB6B DA 5A FB ALP1
1937 FB6E FE 41 CPI A,A'
1938 FB70 DB RC
1939 FB71 FE 58 CPI A,7'+1
1940 FB73 DA 5A FB ALP1
1941 FB76 C9 RET
1942
1943
1944 * THIS ROUTINE IS USED TO SCAN THROUGH THE INPUT LINE TO

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1945 * FETCH THE VALUE OF THE OPERAND FIELD. ON RETURN THE VALUE OF THE
1946 * OPERAND IS CONTAINED IN REGISTERS H+L.
1947 *
1948 ASBL CALL SRLK GET FIRST ARGUMENT
1949 FB7A 21 00 00 ASCN LXI H+0 GET A ZERO
1950 FB70 22 76 D0 SHLD OPND INITIALIZE OPERAND
1951 FB80 24 INR H
1952 FB81 22 77 D0 SHLD OPRI-1 INITIALIZE OPERAND INDICATOR
1953 FB84 2A 72 D0 NXT1 SHLD PNTR FETCH STACK POINTER
1954 FB87 28 DCX H
1955 FB88 CD FE F0 STA ZBUF CLEAR BUFFER
1956 FB8B 32 75 D0 STA SIGN ZERO SIGN INDICATOR
1957 FB8E 23 INX H INCREMENT POINTER
1958 FB8F 7E MOV A+M FETCH NEXT CHARACTER
1959 FB90 FE 21 CPI A+1
1960 FB92 DA 36 FC JC SEND JUMP IF CARRY OR BLANK
1961 FB95 FE 2C CPI A+1 FIELD SEPARATOR
1962 FB97 CA 36 FC JZ SEND
1963 * CHECK FOR OPERATORS
1964 FB9A FE 2B CPI A+1 CHECK FOR PLUS
1965 FB9C CA A7 FB JZ ASC1 CHECK FOR MINUS
1966 FB9F FE 20 CPI A+1
1967 FBA1 C2 87 FB JNZ ASC2
1968 FBA4 32 75 D0 STA SIGN
1969 FBA7 3A 78 D0 ASC1 LDA OPRI FETCH OPERAND INDICATOR
1970 FBAA FE 02 CPI 2 CHECK FOR TWO OPERATORS
1971 FBAC CA 6D FC JZ ERRS SYNTAX ERROR
1972 FBAF 3E 02 MVI A+2
1973 FB81 32 78 D0 STA OPRI SET INDICATOR
1974 FB84 C3 8E FB JMP NXT2
1975 * CHECK FOR OPERANDS
1976 FB87 4F ASC2 MOV C+A SAVE CHARACTER
1977 FB88 3A 78 D0 LDA OPRI GET INDICATOR
1978 FB8B 87 ORA A CHECK FOR TWO OPERANDS
1979 FB8C CA 6D FC JZ ERRS SYNTAX ERROR
1980 FB8F 79 MOV A+C
1981 FB80 FE 24 CPI A+1 LC EXPRESSION
1982 FB82 C2 CF FB JNZ ASC3
1983 FB85 23 INX H INCREMENT POINTER
1984 FB86 22 72 D0 SHLD PNTR SAVE POINTER
1985 FB89 2A 6E D0 LHLD ASPC FETCH LOCATION COUNTER
1986 FB8C C3 08 FC JMP AVAL
1987 * CHECK FOR ASCII CHARACTERS
1988 FB8F FE 27 ASC3 CPI A+1 CHECK FOR SINGLE QUOTE
1989 FB01 C2 FB FB JNZ ASC5 JUMP IF NOT QUOTE
1990 FB04 11 00 00 LXI D+0 GET A ZERO
1991 FB07 0E 03 MVI C+3 CHARACTER COUNT
1992 FB09 23 INX H INCREMENT POINTER
1993 FB0A 22 72 D0 SHLD PNTR SAVE
1994 FB0D 7E MOV A+M FETCH NEXT CHARACTER
1995 FB0E FE 0D CPI ASCR IS IT A CR
1996 FB00 CA 8B FC JZ ERRA ARGUMENT ERROR
1997 FB03 FE 27 CPI A+1 IS IT A QUOTE
1998 FB05 C2 F2 FB JNZ SSTR
    
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1999 FB08 73 INX H INCREMENT POINTER
2000 FB09 22 72 D0 SHLD PNTR SAVE
2001 FB0C 7E MOV A+M FETCH NEXT CHARACTER
2002 FB0D FE 27 CPI A+1 CHECK FOR 2 QUOTES IN A ROW
2003 FB0F C2 0C FC JNZ AVAL+1 TERMINAL QUOTE
2004 FB12 0D DCR C CHECK COUNT
2005 FB13 CA 8B FC JZ ERRA TOO MANY CHARACTERS
2006 FB16 53 MOV D+E
2007 FB17 5F MOV E+A SET CHARACTER IN BUFFER
2008 FB18 C3 09 FB JMP ASC4
2009 FB1B FE 30 CPI A+0 CHECK FOR NUMERIC
2010 FB1D DA 8B FC JC ERRA ILLEGAL CHARACTER
2011 FC00 FE 3A CPI A+19+1
2012 FC02 D2 2A FC JNC ALAB
2013 FC05 CD 46 FC CALL NUMS GET NUMERIC VALUE
2014 FC08 DA 8B FC JC ERRA ARGUMENT ERROR
2015 FC0B E9 AVAL XCHG
2016 FC0C 2A 76 D0 LHLD OPND FETCH OPERAND
2017 FC0F AF XRA A GET A ZERO
2018 FC10 32 78 D0 STA OPRI STORE IN OPERAND INDICATOR
2019 FC13 3A 75 D0 LDA SIGN GET SIGN INDICATOR
2020 FC16 B7 ORA A SET FLAGS
2021 FC17 C2 21 FC JNZ ASUB
2022 FC1A 19 DAD D FORM RESULT
2023 FC1B 22 76 D0 SHLD OPND SAVE RESULT
2024 FC1E C3 84 FB JMP NXT1
2025 FC21 7D ASUB MOV A+L
2026 FC22 93 SUB E
2027 FC23 6F MOV L+A
2028 FC24 7C MOV A+M
2029 FC25 9A SBB D
2030 FC26 67 MOV H+A
2031 FC27 C3 18 FC JMP ASC7
2032 FC2A CD 0A FB ALAB CALL SLAB
2033 FC2D CA 08 FC JZ AVAL
2034 FC30 DA 8B FC JC ERRA
2035 FC33 C3 78 FC JMP ERRA ILLEGAL SYMBOL
2036 *
2037 * GET HERE WHEN TERMINATION CHARACTER IS FOUND. BLANK, COM, A, CR.
2038 * CHECK FOR LEADING FIELD SEPARATOR
2039 FC36 3A 78 D0 LDA OPRI FETCH OPERAND INDICATOR
2040 FC39 B7 ORA A SET FLAG
2041 FC3A C2 6D FC JNZ ERRS SYNTAX ERROR
2042 FC3D 2A 76 D0 LHLD OPND
2043 FC40 7C MOV A+H GET HIGH ORDER BYTE
2044 FC41 11 79 D0 LXI D+TEMP SET ADDRESS
2045 FC44 B7 ORA A SET FLAGS
2046 FC45 C9 RET
2047 *
2048 * GET A NUMERIC VALUE WHICH IS EITHER HEXADECIMAL OR DECIMAL
2049 * ON RETURN CARRY SET INDICATES AN ERROR
2050 *
2051 FC46 CD 5B FB NUMS CALL ALPS GET NUMERIC
2052 FC49 1B DCX D
    
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2053 FC4A 1A          LDAX    D          GET LAST CHARACTER
2054 FC4B 01 5A D0   LXI     B,ABUF    SET BUFFER ADDRESS
2055 FC4E FE 48      CPI     A,H#      IS IT HEXADECIMAL
2056 FC50 CA 5E FC   JZ      NUM2     IS IT DECIMAL
2057 FC53 FE 46      CPI     A,D#
2058 FC55 C2 5A FC   JNZ     NUM1     IS IT DECIMAL
2059 FC58 AF          AKA          GET A ZERO
2060 FC59 12          STAX     D        CLEAR D FROM BUFFER
2061 FC5A CD 9A F1   CALL    ADEC     CONVERT DECIMAL VALUE
2062 FC5D C9          RET
2063 FC5E AF          XRA     A        GET A ZERO
2064 FC5F 12          STAX     D        CLEAR H FROM BUFFER
2065 FC60 CD H4 F1   CALL    AHX      CONVERT HEX
2066 FC63 C9          RET
2067
2068
* PROCESS REGISTER ERROR
2069 FC64 3E 52       ERR1    MVI     A,A#R1  GET INDICATOR
2070 FC66 21 00 00   LXI     H,0       GET A 0
2071 FC69 32 A0 D0   STA     OBUF+18   SET IN OUTPUT BUFFER
2072 FC6C C9          RET
2073
* PROCESS SYNTAX ERROR
2074 FC6D 3E 53       ERR2    MVI     A,A#S1  GET INDICATOR
2075 FC6F 32 A0 D0   STA     OBUF+18   STORE IN OUTPUT BUFFER
2076 FC72 21 00 00   LXI     H,0       GET A ZERO
2077 FC75 C3 40 FC   JMP
2078
* PROCESS UNDEFINED SYMBOL ERROR
2079 FC7A 3E 55       ERR3    MVI     A,A#U1  GET INDICATOR
2080 FC7A C3 6F FC   JMP     ERRS+2
2081
* PROCESS VALUE ERROR
2082 FC7D 3E 56       ERRV    MVI     A,A#V1  GET INDICATOR
2083 FC7F C3 66 FC   JMP     ERRV+2
2084
* PROCESS MISSING LABEL ERROR
2085 FC82 3E 40       ERRM    MVI     A,A#M1  GET INDICATOR
2086 FC84 32 A0 D0   STA     OBUF+18   STORE IN OUTPUT BUFFER
2087 FC87 CD CD F6   CALL    AOU1     DISPLAY ERROR
2088 FC8A C9          RET
2089
* PROCESS ARGUMENT ERROR
2090 FCHR 3E 41       ERRA    MVI     A,A#A1  GET INDICATOR
2091 FC8D C3 6F FC   JMP     ERRS+2
2092
* PROCESS OPCODE ERROR
2093
* STORE 3 BYTES OF ZERO IN OBJECT CODE TO PROVIDE FOR A PATCH
2094 FC90 3E 4F       ERRO    MVI     A,A#O1  GET INDICATOR
2095 FC92 32 A0 D0   STA     OBUF+18   STORE IN OUTPUT BUFFER
2096 FC95 3A 70 D0   LDA     PASI     FETCH PASS INDICATOR
2097 FC98 B7          ORA     A        WHICH PASS
2098 FC99 C8          RZ          RETURN IF PASS 1
2099 FC9A 0E 03       MVI     C,3      NEED 3 BYTES
2100 FC9C AF          XRA     A        GET A ZERO
2101 FC9D CD H4 F8   CALL    ASTO     PUT IN LISTING AND MEMORY
2102 FCA0 00          DCR     C
2103 FCA1 C2 9C FC   JNZ     ERO1
2104 FCA4 C9          RET
2105
* PROCESS LABEL ERROR
2106 FCAB 3E 4C       FRRL    MVI     A,A#L1  GET INDICATOR

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2107 FCA7 C3 9C FC   JMP     ERRO+2
2108
* PROCESS DUPLICATE LABEL ERROR
2109 FCAA 3E 44       ERRO    MVI     A,A#D1  GET ERROR INDICATOR
2110 FCAC 32 A0 D0   STA     OBUF+18   STORE IN OUTPUT BUFFER
2111 FCAF CD CD F6   CALL    AOU1     DISPLAY ERROR
2112 FC42 C3 19 F7   JMP     OPC       PROCFS OPCODE
2113 FCB5 23 44 F3 ←  PATCH#1 INX     H
2114 FCB6 C2 44 F3 ←  JNZ     MOV 23   C2 43 F3 corrected
2115 FCB9 C3 4A F3 ←  JMP     P+3
2116
* DEFINE INPUT AND OUTPUT PORTS
2117
2118
2119
* FILE AREA PARAMETERS
2120 D000 00 00       USTA    EQU     0     2068 UART STATUS
2121 D000 00 01       UDAI    EQU     1     2074 DATA IN
2122 D000 00 01       UDAO    EQU     1     2078 DATA OUT
2123 D000 00 06       PDAI    EQU     6     PROM DATA IN
2124 D000 00 07       PALO    EQU     7     PROM ADDRESS OUT
2125 D000 00 08       PDAO    EQU     8     PROM DATA OUT
2126 D000 00 09       PCTO    EQU     9     PROM CONTROL OUT
2127 D000 00 0F       SWCH    EQU     H'FF'
2128
2129
2130 D000 00 06       MAXFIL EQU     6     MAX # OF FILES
2131 D000 00 05       NMLEN  EQU     5     NAME LENGTH
2132 D000 00 00       FELEN  EQU     NMLEN+8  DIRECTORY ENTRY LENGTH
2133 D000
2134 D005       FOLEN  RES     NMLEN
2135 D007       FOFP  RES     2
2136 D009       MAXL  RES     4
2137 D00D       FILTR RES     (MAXFIL-1)*FELEN
2138 D04E       INSP  RES     2     INSERT LINE POSITION
2139 D050       DELP  RES     INSP  DELETE LINE POSITION
2140 D050 00 00       ASCR  EQU     13     ASCII CARRIAGE RETURN VALUE
2141 D050
2142 D052 00 50       HCON  RES     2
2143 D052       AUOS  EQU     HCON  FIND ADDRESS
2144 D057       FBUF  RES     NMLEN  FILE NAME BUFFER
2145 D059       FFEAD RES     2     FREE ADDRESS IN DIRECTORY
2146 D05A 00 54       FEF    RES     1     FREE ENTRY FOUND FLAG
2147 D05A       FOUNT EQU     FEF    OUTPUT COUNTER
2148 D066       ABUF  RES     12    ASCII BUFFER
2149 D06A       BBUF  RES     4     BINARY BUFFER
2150 D068       SCNT  RES     1
2151 D06C       DCNT  RES     1     DUMP ROUTINE COUNTER
2152 D06E       NCOM  EQU     10    NUMBER OF COMMANDS
2153 D070       TABA  RES     2     SYMNL TABLE END ADDRESS
2154 D071       ASPC  RES     2     ASSEMBLER PROGRAM COUNTER
2155 D071       PASI  RES     1     PASS INDICATOR
2156 D072       NCHR  RES     1     LENGTH OF STRING FOR COMPARE
2157 D074       PNTR  RES     2     LINE POINTER STORAGE
2158 D075       NOLA  RES     1     NUMBER OF LABELS
2159 D076       SIGN  RES     1     SIGN STORAGE FOR SCAP
2160 D078       OPND  RES     2     OPERAND STORAGE
2161 D078       OPRI  RES     1     OPERAND FOUND INDICATOR

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LINE	ADDR	R1	B2	B3	B4	ERROR
2161	D079					
2162	D07A	D0	4E			
2163	D07A	D0	6A			
2164	D07A					
2165	D07C	00	05			
2166	D07C					
2167	D08E					
2168	D0A7					
2169	D0AC					
2170	D0FF	D0	FF			
2171	D0FF					

TEMP	RES	
APNT	EQU	1
AERR	EQU	INSP
OIND	RES	SCNT
LLAB	EQU	2
AREA	RES	5
OBUF	RES	18
	RES	25
	RES	5
IBUF	RES	83
SYMT	EQU	5
	END	

ASSEMBLE LINE POINTER
 ASSEMBLER ERROR PRINT SWITCH
 OUTPUT ADDRESS
 LENGTH OF LABELS
 OUTPUT BUFFER AREA
 START OF SYMBOL TABLE

TOTAL ASSEMBLER ERRORS = 0

1010 1100
 138
 133
 133
 + 83
 255
 EP
 FF
 FD

SYMBOL TABLE

• 1

A	0007	ABUF	D05A	ACH1	F20E	ACHK	F1FC
AC01	F755	AC02	F705	ADD5	D050	ADE1	F19D
ADEC	F19A	AUR	F52F	AERR	D06A	AHE1	F187
AMEX	F184	AMS1	F1C8	ALAB	FC2A	ALP1	FR5A
ALPS	F158	AQ01	F6CD	AQ02	F6C7	AQ0T	F6C0
APNT	D04E	AREA	D07C	ASBL	F877	ASC1	FBA7
ASC2	F887	ASC3	F8CF	ASC4	F8D9	ASC5	F8F8
ASC7	FC1B	ASCN	F87A	ASCR	000D	ASM1	F687
ASM2	F634	ASM3	F678	ASM4	F668	ASM5	F671
ASPC	D06E	ASSM	F658	ASTO	F8D4	ASUB	FC21
AVAL	FC08	B	0000	BBUF	D066	R101	F240
BIN1	F232	BIND	F23C	BINH	F21F	BLK1	F1F6
BDPP	D005	BSPA	F064	C	0001	CHAR	F06C
CHOT	F109	CLER	F086	CO1	F558	CO2	F561
COM0	F556	CUM1	F569	COMM	F0C3	COM5	FAD4
COND	F005	COP1	FA4C	COPC	FA3A	CR	F03C
CRLF	FC46	CTAB	F257	D	0002	DAT1	F78D
DAT2	F708	DCN1	D06H	DEL	F057	DEL1	F5F5
DEL2	F612	DEL3	F630	DEL4	F63A	DEL5	F638
DELL	F501	DELP	D04E	DLA1	F5D7	DLA2	F5D8
DLAY	F505	DONE	F158	DOUT	F1EA	DUM1	F285
DUM2	F207	DUMP	F298	DUMS	F2A3	E	0003
EASS	F888	EENP	002F	EMES	F426	EMES1	F42C
EMES2	F431	ENT1	F450	ENTR	F437	ENTS	F444
EO1	F508	EOF	F527	EOFP	D007	EOR	F01F
EQU1	F710	EQUL	F48C	EQU5	F778	ER01	FC9C
EWRA	FC88	ERR1	FCAA	ERR1	FCA5	ERRM	FC82
ERRU	FC00	ERR2	FC64	ERR5	FC6D	ERRU	FC78
ERRV	FC7D	ETRA	F112	EXEC	F089	FAST	F3A6
FBUF	D082	FEET	F388	FEF	D059	FELEN	000D
FII	F51E	F12	F520	FIL30	F370	FIL35	F372
FILE	F20F	FILE0	D000	FILTB	D00D	FIN1	F50B
FIND	F564	FINE	F389	FOCNT	D059	FOOD	F3A3
FOOL	F304	FOOT	F383	FOUL	F385	FOUT	F379
FREA0	D007	FSE10	F3E1	FSE15	F404	FSE20	F40E
FSEA	F303	GT	F4E4	H	0004	HCON	D050
HOTH	F183	HOUT	F103	IBUF	D0AC	INB	F08E
INCA	F017	INIT2	F006	INITA	F000	INSP	D04E
INSH	F403	L	0005	LCHK	F730	LF	F0AB
LICK	F410	LINE	F476	LIS1	F588	LIST	F584
LLAB	0008	LMOV	F534	LDM	F546	LT	F4D1
M	0009	MAX1L	0006	MAXL	D009	MESS	F420
MLAB	F700	MOV23	F343	MPNT	F8A5	NCHR	D071
NCUM	000A	NEXT	F020	NLEN	0005	NOLA	D074
NOV1	F577	NORM	F571	NOV1	F649	NOVR	F643
NUM1	FC5E	NUM2	FC5E	NUM5	FC46	NXT1	F8B4
NAT2	F88E	OBUF	D08E	OCN1	FADF	OCN2	FAE2
OCNT	FAC8	OERF	FAF0	OIND	D07A	OK	F0A2
OP1	FA61	OP2	FA6E	OP4	FAC6	OPS	FAC9

OPAD	FAC5	OPC	F719	OPC2	F473	OPC3	F48F
OPCD	FA4F	OPRD	D076	OPR1	D078	ORG1	F75B
ORG2	F7F4	OTAB	F911	OUT8	F09B	PABL	F7A9
PADO	0007	PAG1	F2EB	PAG2	F2F7	PAGE	F2D8
PAS1	F6D7	PAS2	F790	PAS1	D070	PCTO	0009
PDA1	0006	PDA0	0008	PNTR	D072	PRO1	F5A0
PRO2	F5AE	PRO3	F5CE	PROM	F590	PSEU	FAF8
PSU1	F73F	PSJ2	F7C4	PSW	0006	READ	F025
RES1	F785	RES2	F7DB	RES21	F7E7	RMOV	F53D
ROOM	F339	RTAB	F847	SBL1	F8FA	SBL2	F8FE
SBLK	F8F7	SCNT	D06A	SCRN	F213	SEAR	F0EB
SEN1	FC40	SEND	FC36	SEOF	F4AC	SIGN	D075
SLA1	F82E	SLA2	F841	SLA3	F844	SLAB	FR0A
SP	0006	SSTR	F8F2	STOM	F54E	SWAP	F350
SWAPS	F348	SWCH	00FF	SYMT	D0FF	SYS8	F00C
TABA	D06C	TEMP	D079	TEST	F324	TY31	F83B
TY32	F83E	TY41	F867	TY56	F893	TY6	F8C4
TYP1	F813	TYP2	F817	TYP3	F82A	TYP4	F849
TYP5	F87E	TYP6	F884	TY55	F886	TY56	FAC7
UDA1	0001	UDA0	0001	USTA	0000	VAL1	F121
VAL2	F13C	VAL3	F140	VAL4	F14F	VAL5	F150
VALC	F10R	VCHK	F293	WHA1	F41D	WHAT	F41A
ZBU1	F104	ZBUF	FUFE	ZERO	F4F4		

(octal)