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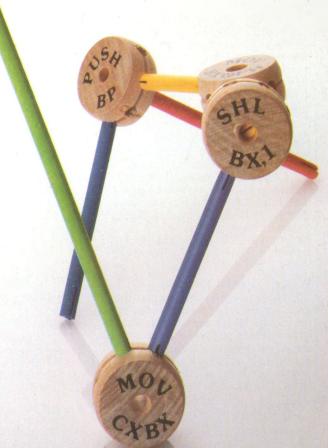
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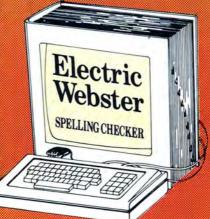
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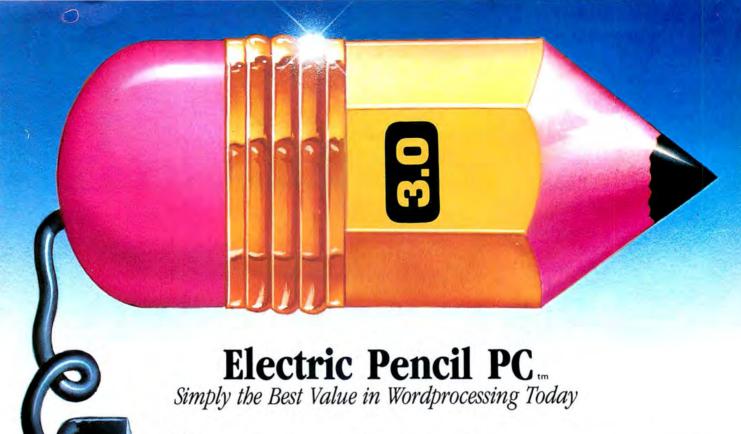
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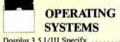
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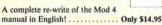
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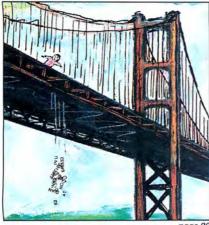


Article submissions from our readers are welcomed and encouraged. Inquires should be addressed to: Submissions Editor, 80 Elm Street, Peterborough, NH 03458. Include an SASE for a copy of "How to Write for 80 Micro."

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- 72. The Route to DOS by Randall K. Wright Perform DOS functions on your Model I/III/4 without leaving SuperScript. (Disk Series)
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The 80 Micro **Disk Series**

(formerly Load 80)

he 80 Micro Disk Series gathers together selected programs from this issue of 80 Micro and puts them on a magnetic medium for your convenience. It is available on disk and runs on the Models I, III, and 4.

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Not all programs will run on your system. Some Model III programs, for instance, will run on the Model 4 in the Model III mode, but not in the Model 4 mode. You should check the system requirements box that accompanies the article to find out what system configuration individual programs require.

If you have any questions about the programs, call Keith Johnson at 603-924-9471. Yearly disk subscriptions to The 80 Micro Disk Series are \$149.95. Individual loaders are available on disk for \$17.95, including postage. To place a subscription order, or to ask questions about your subscription, please call us toll free at 1-800-343-0728 between 9 a.m. and 5 p.m. Or, you can write to The 80 Micro Disk Series, 80 Elm St., Peterborough, NH 03458.

Directory

Speed Input/Output

Article: Memdisk III (p. 51). System: Model 4/4D, 128K RAM, TRSDOS 1.3

Ramdisk greatly reduces the time the computer takes to execute disk input/output (I/O) intensive programs. Language: Assembly. Filespecs: RAMDISK/ASM,

RAMDISK/CMD. **Execute DOS**

Article: The Route to DOS (p. 72). System: Model I/III/4, 32K RAM

With Model 4/III Commander you can execute most DOS commands from within Super-

Languages: Basic and assembly. Filespecs: SSDSCMD3/BAS, SSDSCMD3/SRC, SSDSCMD4/ BAS, SSDSCMD4/SRC.

Back-up Model 4 Files

Article: Improve Your Backups (p. 79).

System: Model 4/4D/4P, 64K RAM

Modclear and Modset are small utilities that clear or set the MOD flags of TRSDOS 6.2 directory slots.

Language: Assembly. Filespecs: MODCLEAR/ASM. MODCLEAR/CMD, MODSET/ ASM, MODSET/CMD.

Character Sets

Article: A Fine Trio of Fonts (p.

System: Model 4/4P/4D, 64K

You can use these three fonts to print out Model 4 ASCII disk files or print directly from the keyboard.

Language: Basic.

Filespecs: DMPCHAR/BAS, CHARSET1, CHARSET2, CHARSET3.

Alternate Banks

Article: The Rules of Bank Switching (p. 98). System: Model 4/4P/4D, 128K RAM.

Learn how to write programs that save data or run in the alternate banks.

Language: Assembly. Filespecs: LISTING 1/ASM, LISTING1/CMD, LISTING2/ ASM, LISTING3/ASM, LISTING4/BAS.

Checksum

Article: How to Use 80 Micro Programs Listings (p. 116). System: Models I/III/4, 32K RAM.

Use our checksum program to check the accuracy of the Basic listing you type in. Language: Basic.

Filespec: CHECKSUM/BAS.

BAS = Basic SRC, ASM = source code CMD = object code Editor/assembler is optional when object code is provided, except where noted. See page 107 for details on the quarterly disk series for the Tandy 1000/1200/3000.

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80 MICRO Review, November 1985

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Tandy Feels Its Oats

Tandy doesn't like to talk openly about such topics as market share, sales volume, or product plans. So when you've covered Tandy as long as we have, you learn how to read between the lines.

Defensive attacks on the press mean times are tough in Fort Worth. For instance, several years ago Tandy withdrew its advertising from all CW Communications publications because of several comments in *Infoworld* that Tandy perceived as unflattering. The action (which was fairly mild compared to previous reprisals against 80 Micro) came at a time when IBM and Apple were beating the crap out of Tandy.

Silence means that the company is reassessing its plans and mustering its forces for a move in the marketplace. Most of 1986 was like this, relative tranquility broken occasionally by the usual puff you get from a company's public relations people.

But lately we've been getting letters from Ed Juge, Tandy's director of marketing, that are completely outside our realm of experience. They chortle. They whistle, stomp, do cartwheels and backflips. They exude a cockiness that seems to be taken from a page of Jim McMahon's playbook. Hey, Ed—what kind of drug are you on and where can I get some?

The first letter of 1987 came in early January and referenced my February Side Tracks, which quoted a report from International Data Corp. (IDC), a market-research firm in Framingham, MA, that named Tandy as one of the seven major computer companies for the future.

"You avoided saying where in the top 7 we ranked," Juge wrote. He then went on to quote a report from Infocorp, a market-research firm based in Cupertino, CA, that ranked Tandy as number 3 in unit sales for the third quarter of 1986 (16 percent, behind IBM's 19 percent and Apple's 26 percent). The report also placed Tandy at the head of the clone pack with 21 percent (Compaq and Leading Edge were reported at 16 percent).

Juge concluded, "The good news is, although final figures aren't verified yet, we sold substantially more computers (and substantially more PC compatibles) in the last quarter of 1986 than we sold in the first nine months! Analysts I've talked with feel that's substantially better than most industry players performed."

(The operative word here seems to



be substantially.)

His next correspondence, dated Jan. 21 and apparently a form letter, started off, "May I do a little 'New Year horn blowing?' To say we had a good computer Christmas would be an understatement. 'How good was it?' you might ask. Well, Christmas was the shot that propelled us into an enviable position in the PC industry."

Juge then quoted Infocorp president Rick Matlack from an article in Computer Reseller News: "(Tandy's) total of 668,000 machines sold in 1986 ranks them as the No. 1 supplier in a dead heat with Apple Computer Inc. on a unit basis. . . . Furthermore, Tandy, having sold 272,000 PC-DOS clones, ranks as the No. 1 clone manufacturer through retail channels in the United States." (The italicized portion was marked with a yellow highlighter.)

Juge then gloats, "Eric, I've said before that Tandy's computer business is a great untold story, and suddenly we're credited with being tied for number 1!"

His most recent letter, dated March 12, is somewhat more cautious, but continues the upbeat message:

"Tandy has concentrated on supplying a total value package to the PC customer. Our American-made compatibles are differentiated from 'clones' by such features as additional speed, expandability, graphics, smaller physical size, and by Tandy's unmatched nationwide service and support. . . Our dedication to reliability is exceptional.

"Apparently, the industry standard as we know it will not change. We have heard

of no aggressively priced, low-end products which would challenge the Tandy 1000 family. It appears most of IBM's emphasis will be in high end products, where they make additions to the standard....From what we hear we should be well able to effectively compete."

So what are we to make of this unprecedented hooting and hollering?

For starters, make no mistake about it—Tandy is on one amazing roll. It has pulled off the comeback of the decade in the microcomputer industry, rampaging like a mad elephant waking up with a hangover. The inadequacies that plagued the company for so long—obsolete equipment, poor new-product planning, and awful marketing strategies—have melted away before the charge.

Second, Tandy has done an about-face in its public relations strategy. It has committed itself to solving some of the problems that used to trigger a lot of squirming and snarling, most notably its poor image and weak customer support. Tandy has found out that defensive posturing is no substitute for acknowledging deficiencies and trying to fix them.

Third, the company is marketing itself more effectively. It is releasing sales figures to research firms that heretofore ignored Tandy for lack of information, resulting in—surprise!—more free publicity.

And finally, Tandy is at long last understanding that it is more productive to cultivate a cooperative, rather than adversarial, relationship with the press. Note, for instance, Juge's response to negative reviews of the 3000 HL, 1000 EX, and 1000 SX in PC magazine. He concludes his rebuttal in his March user's group newsletter with the comment, "Don't get me wrong. . .I know the senior executives at PC magazine, and have great respect for them and their publication. This is a commentary on three Tandy reviews, nothing more." Three years ago Tandy would have sent the magazine letter bombs and put out a contract on the author.

In a perverse sort of way, I kind of miss Tandy's old style of doing things. I was never short of subjects to write about. But on the other hand, seeing Tandy flip the finger at IBM, Apple, and the others is a satisfying experience. Apparently, Ed Juge is getting a kick out of it, too. ■

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As a computer enthusiast, I want to congratulate you on producing an informative, educational magazine. I have every back issue and wouldn't part with

a single one.

As an English teacher, may I question your February 1987 cover form? The form that we use in our school follows. If the business world has adopted a new form, please let me know.

- Use Roman numerals for main topics.
- Use uppercase letters for primary subtopics.
- Use Arabic numerals for secondary subtopics.
- Use lowercase letters for tertiary subtopics.
- Place a period after each number or letter.
- Indent subtopics. Begin each subject under the first word of the topic above.
- For a main topic or subtopic requiring more than one line, start the second line after the first letter of the first one above.
- Express topics of equal rank in the same grammatical form. If topic I is a noun, then topics II and III should be nouns. If subtopic A is a prepositional phrase, then subtopics B and C should also be prepositional phrases.
- Since division cannot create fewer than two parts, use two or more subtopics if you use any.

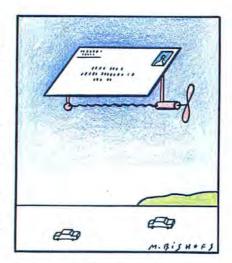
For example:

- I. Main Topic
- A. Subtopic
- B. Subtopic II. Main Topic
- A. Subtopic
- 1. Subtopic
 - 2. Subtopic
 - a. Subtopic
 - b. Subtopic
 - c. Subtopic
- B. Subtopic
- C. Subtopic

Werner Jordan Baltimore, MD

New BBS

The Grand Centre Connection BBS runs on a Tandy 1000 at 300 baud, 8-bit words, 1 stop bit, no parity. The software is brand new, and we add new features daily. The BBS supports up- and down-



loading in ASCII and x-modem format, and features many public-domain programs for the Model 4, Tandy 1000, and other machines.

Call the BBS at 403-594-1525 during the following operation times (given in Mountain time).

Monday-Wednesday 6 p.m.-9 a.m. Thursday 9 p.m.-9 a.m.

Friday 9 p.m.-9 a.m. Friday 6 p.m.-9 a.m.

weekends 6 p.m. Saturday-9 a.m. Monday

> Steve Frampton, sysop Grand Centre Connection BBS Medley, Alberta

Whither TRSDOS?

I am concerned about 80 Micro's increasing coverage of MS-DOS. I have nothing against MS-DOS machines, in fact I use them every day. I do not, however, have any intention of replacing my trusty Model 4 until it is no longer supported by your magazine. Please do not foresake the crowd that fed you!

G. B. Gabriel Sherrills Ford, NC

The Model 4 Bible

I recently finished putting the Gospels of Matthew, Mark, Luke, and John and the Three Epistles of John, Jude, and Philemon on my Model 4. I am happy to share the files with anyone who is inter-

80 Micro's BBS is open 24 hours a day. It offers programs you can download, special-interest groups, and a classified section. You can reach the board at 603-924-6985; UART settings are 300/1,200 baud, 8-bit words, 1 stop bit, no parity.

ested. Write to me at 124 Old York Road, Bridgewater, NJ 08807, or call me at 201-722-0878.

Rev. Paul Van Elk Bridgewater, NJ

TRSDOS Upgrades

Please consider running an article on the compatibility and features of TRS-DOS upgrades including 6.3. I do not fully understand the changes.

> Guy Zimmerman Watonga, OK

We are planning an article that describes the differences among the Model III and 4 DOSes for later in the year.—Eds.

Out of Date

I want to correct several inaccuracies in Bobby Ballard's review of Prodesign II (December 1986, p. 26).

Prodesign II comes on four disks rather than two. The program's manual is 380 pages long, not 125. Contrary to Mr. Ballard's statement, Prodesign II does have a click-and-point menu system. Also, you do not have to know the starting point of a line to erase it in Prodesign II.

The only way that I can account for the inaccuracy of Mr. Ballard's review is to assume that he has a copy of the program that is over a year old. Even so, the review is not entirely correct.

Robert Webster, author of Prodesign II Pryor, OK

Hooked

Thank you for your continued support of TRSDOS. Some of us old dogs have no desire to learn new tricks. My TRSDOS machine is fully capable of doing the repetitive jobs that I use it for. I am, however, looking forward to getting my hands on LS-DOS 6.3.

John Arthur London, UK

What Month Is It?

You might have noticed that our April 1987 issue's table of contents listed the incorrect month, March. Unfortunately, we also put the wrong volume number on the magazine's spine. It should be 87. We apologize for any confusion this might have caused.—Eds.

Send your problems and solutions to Feedback Loop, 80 Micro, 80 Elm St., Peterborough, NH 03458. Where applicable, include the proper program name and version, the computer you're using (including any non-standard system configuration), the DOS version you're using, your phone number (not for publication unless you request it), and a self-addressed, stamped envelope.

A Capital Idea

Q: I like to boot my Model 4 up in uppercase mode. Do you know of a patch that does this? (George Stuckman, Bicknell, IN)

At TRSDOS Ready, enter:

PATCH SYSO/SYS.LSIDOS (D00,80 = 20:F00,

to make the system boot in uppercase.

Spaced Out

Q: I am working with a Basic program on a Model 4 that leaves 18,376 bytes of free memory. Even so, when I try to execute System commands from within the program, a "No memory space available" message appears. Something sets bit zero of CFlag\$. How can I reset it?

I would also like to know if there is a reasonable way, preferably from Basic, to strip the end-of-file (EOF) byte from an ASCII file created and edited in Disk Scripsit. (R.M. Doerr, Rolla, MO)

A: To ensure that bit zero of CFlag\$ is reset, use:

POKE 108, PEEK (108) AND 254

for all versions of TRSDOS 6. By using AND 254 (FE hexadecimal), you leave all set bits at that location set except for bit zero, which is masked off.

To remove the EOF byte, enter and run the Program Listing. Answer the prompt with the name of the file you want stripped and the program does the rest. Note that both buffers open the same file. Since the information that the program writes to the file does not overlap the data that it is reading, no data conflict occurs. When the program reaches



the EOF, it discards the null EOF byte and updates the EOF pointer to the diskfile entry when it closes buffer 2.

Monitoring the CM-11

Q: I am thinking about buying a Tandy 1000 SX and a CM-11 monitor. I have a question about the monitor that neither the literature I have seen nor the salespeople I have talked with could answer: Just what can the monitor do?

The 640- by 200-pixel color graphics mode is not compatible with the IBM graphics modes I am familiar with. What software takes advantage of this higher resolution? Can the system emulate the IBM color graphics mode of 320 by 200 pixels? Can you access the 640- by 200pixel color mode with GW-Basic? Is a separate video adapter required or is it built into the 1000 SX? How many colors can the monitor display simultaneously in the 640- by 200-pixel mode? (James H. Norvell, Oak Ridge, TN)

A: The CM-11 monitor is compatible with all IBM color graphic adapter modes. It can display 16 colors at a maximum resolution of 640 horizontal by 224 vertical pixels. The 1000 SX sets the limits of the 640- by 200-pixel mode to be compatible with GW-Basic's twocolor (black and white) screen mode 2 and sets the 320- by 200-pixel mode to accommodate 16-color screen mode 5.

The 1000 SX does not require a separate video adapter for the CM-11. You can, however, disable the on-board video adapter with DIP switch settings if you want to use standard PC-compatible color graphics cards.

Two-Timing

Q: I use an IBM PC at my office and have a Tandy 1000 at home. Everything works fine between them except when I try to load an MS-DOS Tandy 1000 program into the PC. I get the message "Diskette is bootable only on the Tandy 1000." Is there any way I can get around this? (James F. Jackson, Moore Haven, FL)

A: The Tandy 1000 MS-DOS checks to verify that it is on a Tandy 1000 before it boots. You can, however, boot PC-DOS on your Tandy 1000. Your programs should work on both computers, unless they use system-specific features. You could use PC-DOS on both computers or have your data and programs on data disks, which you could use with PC-DOS at work and MS-DOS at home.

Please Hold

Q: I have a Tandy 1000A and a CM-2 High Resolution Monitor (RGB). Ever since I put a telephone on top of the monitor, the screen has been distorted on the right side when displaying bright colors. Do you have a fix for this? (Mike Cannon, S. Boston, VA)

A: Putting the telephone on top of your monitor most likely did not cause the problem. However, your problem is definitely hardware-related. Be sure that your monitor cable is solidly connected to the nine-pin CPU connector. Check all of the cable's pins for breaks. Use a continuity tester to eliminate the cable as a possible cause. If all these things check out, I suggest you take it to a Radio Shack Repair Center.

A Moving Experience

Q: I recently purchased Microsoft's Quick Basic 2.0 compiler. I am disappointed that I cannot use the arrow keys on my Tandy 1000 to move through the menus. Can I redefine the arrow keys to work with Quick Basic? (Frank M. Clanton, Anderson, SC)

A: Use the number keys on the numeric keypad as described in item 15 of Quick Basic's Readme file: 1 = end, 2 = down, 3 = page down, 4 = left, 6 = right, 7 = home, 8 = up, and 9 = page up. You cannot use ANSI/SYS to change the keys because Quick Basic accesses the basic input/output system (BIOS). Be on the

Program Listing. Model 4 Basic routine to strip EOF bytes from ASCII files.

10 INPUT "File to strip: ";F\$
20 OPEN"1",1,F\$:OPEN"0",2,F\$
30 LINE INPUT#1,A\$:IF A\$>"" THEN PRINT#2,A\$:GOTO 30 40 IF EOF(1) THEN CLOSE 1,2 ELSE PRINT#2,A\$:GOTO 30

End



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lookout for an update from Microsoft that will correctly access the Tandy 1000 keyboard.

Overflow

Q: I have a 48K Model III with a cassette (no disk drives). I have read in 80 Micro that it is possible to get 258 characters on a line in Basic's Edit mode. I can get only 255, as the Operation and Basic Language Reference Manual for the Model III states. I have to enter one-line programs, such as Wall Wars (August 1986, p. 160) on two lines. Is there a difference in line length among Model IIIs?

If I were to install two internal disk drives and controllers, would I still be able to use the cassette system?

What effect does holding down the break key have when booting the Model III? Several commercial tape programs I have tell me to do this. (Jerry H. Hassemer, Lakewood, CO)

A: Model IIIs do not differ in allowable line length. You can sneak what appear to be extra characters into a line by using a question mark (?) instead of the Print command. When the line is listed, the question marks are replaced with Print. If you want to edit the line, you must to replace the question marks. Do not save the line in ASCII; it will be too long to load back into Basic.

You can use your cassette programs if you install disk drives. Use the computer in tape mode to load and run your cassette programs. It is possible, but not easy, to transfer tape programs to disk.

Holding down the break key when booting puts a disk-based Model III into tape mode.

Upgrading the Model 4

Q: I have a 64K Model 4 with two disk drives. The Computer Center in Humble, TX, can't tell me if I have a gatearray or non-gate-array model. I need to know in order to upgrade the machine's memory.

I have seen 1-megabyte (MB) boards advertised that you can plug into your computer. Are they just for RAM-disk applications? What is the best way to upgrade my Model 4? (Raymond Lilley, New Caney, TX)

A: The difference between the two is that the gate-array Model 4 uses fewer chips and doesn't need a PAL chip installed with the upper 64K. You can tell the difference by looking at your system board. A non-gate-array Model 4 has a PAL chip socket at U72, which is at a separate location near the center of the board, adjacent to connector J9. A gate-array 4 has the U72 chip located in a bank of 16 chips on the right side of the board.

Alpha Technologies (1127 S. Patrick

Drive, Suite 24, Satellite Beach, FL 32937, 305-773-1136, \$179.95) and Seatronics (P.O. Box 4607, 6202 ZA Maastricht, Holland, \$135) both offer 1MB upgrades with installation instructions for the Model 4. Installing the boards requires some technical proficiency. The Accelerator/RAM drive board from H.I. Tech Inc. (P.O. Box 25404, Houston, TX 77265, 713-682-7317, \$299.95) is simple to install. You just plug it in.

Few commercial programs can use 1MB of memory except as a RAM disk. The LeScript word processor is available in a version that can use all the memory in your computer up to a megabyte. What is the best way to upgrade? It all depends on what you want your computer to do. Upgrading to 128K is simple; going beyond radically increases the abilities of your computer.

Remotely Interested

Q: I want to remotely access my computer through a terminal link. Are there any programs like Craig Chaiken's Remote/ASM ("Remote Possibilities," January 1987, p. 73) available for the Tandy 1000 or 3000? (Robert J. Wilkins, New York, NY)

A: Remote, available from Crosstalk Communications (1000 Holcomb Woods Parkway, Suite 440, Roswell, GA 30076, 404-998-3998, \$195), can run as host on an MS-DOS computer, allowing you to access it via a terminal.

You can use a Model III/4 as a terminal if you have the proper terminal emulator program. Mlink (Corporate Microsystems Inc., P.O. Box 277, Etna, NH 03750, 603-448-5193, \$250) or Teleterm (Telexpress Inc., P.O. Box 217, Willingboro, NJ 08046, 609-877-4900, \$195) might do the trick. Remote lets you to run word-processing programs, spreadsheets, and data bases on the host computer. You see the program on your terminal screen as you would on your computer.

Expanding the 1200

Q: I have a 256K Tandy 1200, a text/graphics board, VM-1 monitor, and a FX-85 printer. I want to upgrade the computer to 640K, adding a clock/calendar and other features. I am thinking of buying an AST Plus board or a Zuckerboard.

Will the AST or the Zuckerboard work in the 1200, and if so, are there clear instructions on how to install them? (Anna B. Hillard, Hatboro, PA)

A: Both boards should work fine in the 1200. The 1200 is certainly more PC-compatible than the 1000. All you have to worry about are technical support and cost. You can probably buy an AST board at a local computer store, while

you'll have to order the Zuckerboard through the mail. You will have to change the DIP switches on the 1200's main board to accommodate the memory change.

Drive Buy

Q: I have an early Model 4 and am considering changing the drives. Advertisements don't give me enough information on step rates, number of sides, or track density. Can I install an 80-track drive as drive zero? Are there any hard drives that I could install in the upper slot? (Paul Wilcox, Milwaukee, WI)

A: You can install an 80-track drive as drive zero, but it would require hardware and software modification. The Model 4 should have an external hard drive. Although a Model 4 can be customized to contain a hard drive, it is not recommended. The hard drive needs an added power supply and cooling system, which are contained in the external hard drive. Aerocomp (P.O. Box 223957, Dallas, TX 75212, 214-637-5400), Hard Drive Specialist (16208 Hickory Knoll, Houston, TX 77059, 713-480-6000), and Micro Smart (200 Homer Ave., Ashland, MA 01721, 617-872-9090) all offer floppy- and hard-disk drive systems. If you call and ask for technical information, they will send you the information vou need.

Choosing a DOS

Q: I am purchasing a Tandy 1000 SX with a Trackstar board (Apple II emulator) for the school library. I need to order compatible software for library management as soon as possible. Do you know what is available? (Brother Henry Mischuk, Lincroft, NJ)

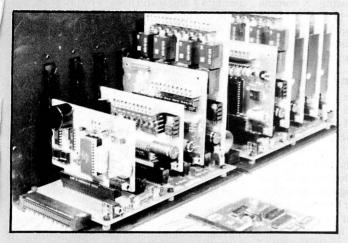
A: You first must decide which operating system you are going to run your software under (Apple II or MS-DOS). Most people aren't faced with that choice. If the school uses mostly Apple software, you would be wise to use a compatible Apple program such as Appleworks, Profiler, or Super Base. However, if that is not the case, you will find more capable programs under MS-DOS, such as PFS:File, Borland's Reflex, or Ansa's Paradox. Almost any data-base program will do. Choose one that fits your requirements.

TRSDOS to Newdos/80

Q: I own Newdos/80 2.0 and TRSDOS 1.3 for the Model III. Can you tell me how to copy my old files from TRSDOS to Newdos? Are CMD files from TRSDOS compatible with Newdos? (John Fehr, Gretna, New Brunswick, Canada)

A: Most TRSDOS 1.3 CMD programs operate under Newdos/80. If one does

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An A-BUS system with two Motherboards
A-BUS adapter (IBM) in foreground

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- They are all compatible with each other. You can mix and match up to 25 cards to fit your application. Card addresses are easily set with jumpers.
 A-BUS cards are shipped with power supplies (except PD-123) and

detailed manuals (including schematics and programming examples)

Relay Card RE-140: \$129

Includes eight industrial relays, (3 amp contacts, SPST) individually controlled and latched. 8 LED's show status. Easy to use (OUT or POKE in BASIC). Card address is jumper selectable.

Reed Relay Card

RE-156: \$99

Same features as above, but uses 8 Reed Relays to switch low level signals
(20mA max). Use as a channel selector, solid state relay driver, etc.

Analog Input Card AD-142: \$129
Eight analog inputs. 0 to +5V range can be expanded to 100V by adding a resistor. 8 bit resolution (20mV). Conversion time 120us. Perfect to measure voltage, temperature, light levels, pressure, etc. Very easy to use.

12 Bit A/D Converter AN-146: \$139
This analog to digital converter is accurate to .025%. Input range is —4V to +4V. Resolution: 1 millivolt. The on board amplifier boosts signals up to 50 times to read microvolts. Conversion time is 130ms. Ideal for thermocouple, strain gauge, etc. 1 channel. (Expand to 8 channels using the RE-156 card).

Digital Input CardIN-141: \$59
The eight inputs are optically isolated, so it's safe and easy to connect any "on/off" devices, such as switches, thermostats, alarm loops, etc. to your computer. To read the eight inputs, simply use BASIC INP (or PEEK).

24 Line TTL I/O DG-148: \$65
Connect 24 input or output signals (switches or any TTL device) to your computer. The card can be set for: input, latched output, strobed output,

strobed input, and/or bidirectional strobed I/O. Uses the 8255A chip.

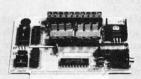
Clock with Alarm
CL-144: \$89

Powerful clock/calendar with: battery backup for Time, Date and Alarm setting (time and date); built in alarm relay, led and buzzer; timing to 1/100

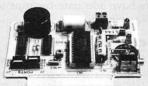
Touch Tone® Decoder PH-145: \$79
Each tone is converted into a number which is stored on the board. Simply read the number with INP or POKE. Use for remote control projects, etc.

second. Easy to use decimal format. Lithium battery included.

A-BUS Prototyping Card PR-152: \$15 3½ by 4½ in. with power and ground bus. Fits up to 10 l.C.s



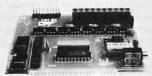
ST-143



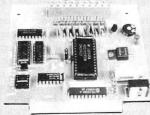
CL-144



RE-140



IN-141



AD-142

Smart Stepper Controller sc-149: \$299

World's finest stepper controller. On board microprocessor controls 4 motors simultaneously. Incredibly, it accepts plain English commands like "Move arm 10.2 inches left". Many complex sequences can be defined as "macros" and stored in the on board memory. For each axis, you can control: coordinate (relative or absolute), ramping, speed, step type (half, full, wave), scale factor, units, holding power, etc. Many inputs: 8 limit & "wait until" switches, panic button, etc. On the fly reporting of position, speed, etc. On board drivers (350mA) for small steppers (M0-103). Send for SC-149 flyer.

Remote Control Keypad Option RC-121: \$49

To control the 4 motors directly, and "teach" sequences of motions.

Power Driver Board Option PD-123: \$89

Boost controller drive to 5 amps per phase. For two motors (eight drivers). **Breakout Board Option BB-122: \$19**For easy connection of 2 motors. 3 ft. cable ends with screw terminal board.

Stepper Motor Driver ST-143: \$79
Stepper motors are the ultimate in motion control. The special package (below) includes everything you need to get familiar with them. Each card drives two stepper motors (12V, bidirectional, 4 phase, 350mA per phase).

Special Package: 2 motors (M0-103) + ST-143: PA-181: \$99

Stepper Motors MO-103: \$15 or 4 for \$39 Pancake type, 2½" dia, ½" shaft, 7.5°/step, 4 phase bidirectional, 300 step/sec, 12V, 36 ohm, bipolar, 5 oz-in torque, same as Airpax K82701-P2.

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| Apple II, II+, IIe. Uses any slot. | AR-134\$49 |
| TRS-80 Model 102, 200 Plugs into 40 pin "system bus". | AR-136\$69 |
| Model 100. Uses 40 pin socket. (Socket is duplicated on adapter). | AR-135\$69 |
| TRS-80 Mod 3,4,4 D. Fits 50 pin bus. (With hard disk, use Y-cable). | AR-132\$49 |
| TRS-80 Model 4P. Includes extra cable. (50 pin bus is recessed). | AR-137\$62 |
| TRS-80 Model I. Plugs into 40 pin I/O bus on KB or E/I. | AR-131\$39 |
| Color Computers (Tandy). Fits ROM slot, Multipak, or Y-cable. | AR-138\$49 |

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Special cable for two A-BUS cards: CA-162: \$34

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AR-133...\$69

FEEDBACK LOOP

not, check chapter 13 of the Newdos/80 2.0 manual, which lists several commercial programs with the patches that make them operable.

In chapter 2, under PDrive, example 3 gives the specifications you need to assign a drive to TRSDOS 1.3. Although you cannot read the TRSDOS 1.3 directory, you can copy files back and forth. For example, you can copy the files from the TRSDOS 1.3 disk in drive 1 to the Newdos/80 disk in drive zero by executing the following lines:

PDRIVE,0,1,TI = AM,TD = E,TC = 40,SPT = 18, TSR = 3,GPL = 6,DDSL = 17,DDGA = 2,ACOPY, 1,0,CBF,CFWO,NFMT

The first command sets up drive 1 as a TRSDOS 1.3 drive, and the second command prompts you for each file on the TRSDOS 1.3 disk. Answer "Y" to copy a file and "N" to skip it.

Chips or a Board?

Q: I want to expand the memory of my Tandy 1000 SX from 384K to 640K. Since I can do this directly on the motherboard, what memory chips do I need? I don't want to add an unnecessary memory-expansion board, and I am not sure the chips I see advertised are for the 1000 SX. Also, do I need the 8087 coprocessor or the 8087-2? (Donald C. Ketter, Raleigh, NC)

A: To upgrade the 1000 SX from 384K to 640K, buy one set of 256K RAM chips rated for 150-nanosecond operation. The chips are normally sold in sets of nine because some microcomputers use the ninth chip for parity-error checking. Install eight of the chips in the empty bank sockets on the SX's motherboard and remove the jumper plug spanning connections E1–E2. The only difference between the Intel 8087-1 and 8087-2 math coprocessors is the quality-assurance (QA) level of each chip. The 8087-2 is "QA'd" to run at 8 megahertz (MHz). You'll need the 8087-2 for the SX.

Eraser Head

Q: Long ago I discovered an annoying bug in Basic on my Model 4P. Any Print@ statement erases everything on the line (row) directly below. This bug is particularly bothersome when using block (text) graphics. Can I get around this some way other than always working from the top down? (W. Barry Knight, Maurertown, VA)

A: The same "bug" occurs on all Model 4's and I/IIIs. Place a semicolon (;) at the end of each Print@ statement. To avoid the possibility of the next Print statement or program end causing a problem, use an extra Print@ statement to place the cursor out of or at the end of

your screen design. The semicolon instructs the computer to print the next item immediately following. A comma instructs the computer to print the next item at the next tab stop. With no punctuation, the cursor is placed at the beginning of the next row and erases the row.

Tracking It Down

Q: I was formatting a disk with TRSDOS 6.02.01 when it prompted me for "No. of cylinders." I entered 43. The format took place as normal except it included 40, 41, and 42. I took a directory of the disk and found I had a 43-cylinder, 193.5K data disk. I filled the disk with TRSDOS and other programs, so no free space is left, and I have been using it for some time. There doesn't seem to be any problem. I would like to add the extra 13.5K to all my future disks, but I thought I should ckeck with you before I entrust valuable data to a non-standard track format. (Roger Desmarais Jr., Warwick, RI)

A: I also have formatted disks to 43 tracks with no problem, although I have not used them much, and I have heard of others doing this, too. Be sure you format a disk to 43 tracks before attempting to back up to it, and be sure you always have adequate backups to protect valuable data.

Upper-Left ASCII

Q: I use a Model III with Disk Basic and also have a Tandy 1000 SX. When I type PEEK(15360) on the Model III, it gives me the ASCII number of the character in the upper-left corner. What is the similar command for the Tandy 1000 SX? Do you know of any good books for the SX on its memory map and its uses? (Shawn Eyster, East Berlin, PA)

A: The command A = SCREEN(1,1): PRINT A prints the ASCII number of the character in the upper-left corner of the screen. Tandy's *Technical Reference Manual* for the 1000 (catalog no. 25-1504) has a memory map and lists its uses.

Busy Bit 7

Q: How can I use a Hewlett-Packard Laser Jet Plus with Model I Scripsit? (Charles O. Brantigan, Denver, CO)

A: Since I do not have the HP Laser Jet Plus available, or the spec sheet, I can only make an assumption. The most common form of incompatibility between Scripsit and non-Radio Shack printers is the printer-ready test. During initial printer testing, Scripsit checks the upper 4 bits of the printer port (address 37E8 hexadecimal [hex] on the Model I and port F8 hex on the III/4). It expects bits 4 (no fault) and 5 (device not selected) to be set

and bits 6 (out of paper) and 7 (busy) to be reset. However, some printers do not use bits 4 and 5 and always return reset values to bits 4 and 5, which Scripsit interprets as a fault. The patches below change the printer-initialization test to check only bit 7, the busy line. Whenever anything goes wrong, this bit is set. For the Model I version of Scripsit, insert the following lines into the patch program in the Debug section of the January 1987 issue of 80 Micro (p. 87):

265 DATA SCRIPSIT/LC 267 DATA 14,96,04,E680FE00 269 DATA 14,A7,04,E680FE00

You can fix Model III Scripsit by using:

PATCH SCRIPSIT/CMD (ADD = 6683,FIND = E60FE30,CHG = E680FE00)
PATCH SCRIPSIT/CMD (ADD = 669B,FIND =

PATCH SCRIPSIT/CMD (ADD = 669B,FIND E60FE30,CHG = E680FE00)

Model 4 Scripsit uses supervisory calls to check the printer readiness. To modify the readiness test, you need to install a new printer filter, or you can modify DOS to accept this format using the following patch:

For TRSDOS 6.1.x:

PATCH BOOT/SYS.LSIDOS (DOC,46 = E6 80 FE 00:FOC,46 = E6 F0 FE 30)

For TRSDOS 6.2.x and LS-DOS 6.3:

PATCH BOOT/SYS.LSIDOS (DOC,38 = E6 80 FE 00:FOC,38 = E6 F0 FE 30)

HELP WANTED

► C. Thomas Humphrey, 1525 Ritter Blvd., Huntington, WV 25701, would like to know how to hook up a Radio Shack Daisy Wheel Printer II with an Apple IIe. He tried to interface the two with the Grappler+, but none of the switch settings worked.

► Ralph D. Benson, 423 Wolf Hill Road, Dix Hills, NY 11746, is looking for an Assembly Language Development System (ALDS) (Radio Shack catalog no. 26-2012), which has been discontinued.

▶ James W. Alley, 3001 Fern Drive, Greenville, NC 27858, wants to know how to print graphs using Lotus's 1-2-3 1.00.00, release 1A, a Tandy 1000 with MS-DOS 2.11.22, and an Okidata Microline 82A printer. The Printgraph program provided with the Tandy version of 1-2-3 does not list the Okidata printer among the Graphic Device selections, and his efforts to substitute one of the Tandy printer selections have not been successful.

► Karl H. Mohr, 2256-153rd St., Surrey, B.C. V4A 4R2, Canada, is looking for a terminal program for his Lobo Max-80 that runs with either the Max-80 version of LDOS or CP/M configured to the Max-80.

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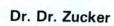
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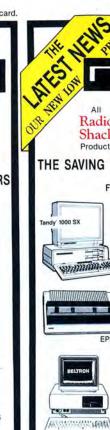
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Tandy VP Retires

Tandyland

Tandy lost a key player in its 10-year venture into the personal computer business when Ron Stegall retired April 1. Stegall, 39, had been senior vice president of computer marketing for more than two years before leaving Tandy to "do something different" and "spend more time with his family." Something different may include helping out with his in-laws' white-water rafting business on the Colorado River.

The soft-spoken Arizona native was the highest-ranking executive in the Tandy Towers responsible for selling computers, reporting directly to company President Bernie Appel. While it may sound clichéd to say that Stegall rose through the ranks, that's exactly what he did. He joined Radio Shack in 1970 as a salesperson in Phoenix and moved on to manage a store in Salt Lake City for two years, where he later served as district manager. He then worked in Seattle as regional manager for three and a half years before moving to corporate headquarters in Fort Worth.

Stegall became division vice president for the southeast region not long after Tandy introduced the Model I. He recalled recently how different the company's expectations about the computer business were from what they are today. "The PCs were just strictly to take advantage of the consumer electronics franchises," Stegall said. "They were an offshoot of the growth of the manufacturing and research and development departments."

After a year and a half overseeing all of Radio Shack's southeastern retail operations, Stegall spent the next year and a half doing the same in the northeast, which was then the company's highest-selling computer division. He began to take a greater interest in computers and was promoted to vice president of computer marketing as Tandy prepared to start its first Radio Shack Computer Centers (RSCCs).

Although Stegall is quick to note that "no company is a one-man show," he won't deny his key role in expanding Tandy's computer line and marketing division. The initial 100 RSCCs have grown

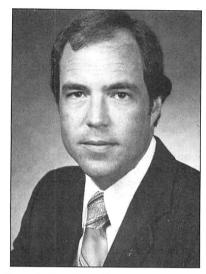


Photo 1. Ron Stegall, retiring vice president who was a key player in Tandy's computer-marketing strategy.

into nearly 500, and Tandy has confidently made the transition to MS-DOS while supporting a wide range of machines, from pocket computers to multiuser systems to old TRS-80s. "Those were all things I was involved in at the drawing-board stage," Stegall said.

Now that he's on the outside looking in, what does Stegall think of Tandy's exploits in the rough-and-tumble PC market? No sour grapes here: Stegall apparently parted company on very good terms with Appel and Tandy Chairman John Roach. Stegall seems proud of Tandy's accomplishments, especially its ability to meet the challenges of a volatile business, but he isn't averse to admitting that some challenges produced less-than-great results.

The Tandy 2000, a non-IBM-compatible MS-DOS machine, "should have been more compatible," Stegall admitted. "We probably missed the target as far as issues of compatibility were concerned. . . . The market was slicker, faster, newer, and better than we thought." The executives in Fort Worth mistakenly thought graphics and speed were more important to consumers than compatibility. "I wouldn't consider it a huge mistake, but we could have been righter," Stegall said.

Tandy officials wouldn't comment on Stegall's leaving, preferring to let him speak for himself. They did say that Graham Beachum, who came to Tandy from IBM two years ago, will take over the market-strategy part of Stegall's job as vice president of business products marketing. Bob Myers, Tandy's vice president of administration, will handle Stegall's administrative duties.

Tandy was more than willing to brag about an Infocorp study that had them in a virtual tie with Apple for the lead in retail sales of personal computers last year.

The study by the Cupertino, CA, market-research firm stated that the 667,500 computers Tandy sold in 1986 represented 25 percent of the U.S. retail market, just tenths of a percentage point less than the share earned by Apple, which sold 6,500 more computers than Tandy. IBM was next with 17 percent, followed by Compaq (6%), Leading Edge (4%), Epson (4%), and AT&T (3%). The figures were based on a monthly survey of 300 retail computer stores.

The results of the study are misleading, however, and are only of real interest to retailers. The Infocorp study focuses on retail sales and overstates Tandy's share of the market by not allowing for differences in accounting practices. Every Tandy computer sold is credited to a retail store or RSCC, even if the sale was handled by "outbound" sales representatives. The other companies cited in the Infocorp survey record such sales separately.

The study, nonetheless, stands as further proof of Tandy's resurgence as a major contender in the personal computer industry.

Superscripsit, Tandy's extension of the ever-popular Scripsit word processor, hasn't exactly been a favorite of 80 Micro technical editors. Some weeks last year, it was almost shocking not to receive a letter from a reader who was flatout flabbergasted by some obscure bug in the big program. Superscripsit received at least two favorable reviews in these pages, but it's been no secret that the thing has more bugs than Egypt had during the plagues.

Tandy finally stopped swatting and went for full-scale fumigation in January

PULSE TRAIN

by releasing a remedial upgrade for the Model 4 version, now numbered 1.2. Registered Model 4 owners were sent Customer Service Bulletin 1595-10 and told that they would have to pay \$15.95 for the upgrade. Why the charge? As Tandy explained in the bulletin, "Because of the number of changes to this software, we have elected to distribute this release on a diskette." (Bugs in the Model I/III version were fixed with short patches printed in Customer Service Bulletins.) Tandy also stated that it will continue supporting only the new version, which regularly costs \$199.

According to Tandy Marketing Representative Michele Ryan, most of the corrected problems involve block actions. Following is a brief rundown of the reported bugs the upgrade is said to correct:

- The system locks up when you hyphenate blocks.
- The left-arrow and W keys lock the system when you reach the beginning of a document.
- Block or send commands in headers sometimes cause the computer to lock up.
- Using large headers and footers causes the computer to lock up.
- The display sometimes goes into reverse video when you are printing a document with a header.
- The program jumps to the end of the file while you are editing headers or footers.
- The block-print command doesn't print headers and footers.
- The program doesn't always recognize the "force end of page" command during a block print.
- An inaccurate "File access denied" message appears when you try to merge something with a document that contains a password.
- The Superscripsit dictionary disk sometimes can't be controlled.
- Pressing the shift or tab key sometimes causes the program to print the previous line of text.
- The compression utility doesn't work after you've edited a document.
- Block-deleted text sometimes malfunctions in version 1.1.
- Help files are sometimes deleted when you exit the program, and a menu error message appears.

Rumors are supposed to be beneath the dignity of serious publications. The problem is that sometimes rumors are



Photo 2. GE/RCA's new compact-disc product combines full-motion video with sound, text, and graphics.

the only source of particularly juicy information; it also follows that a rumor's interest quotient is inversely proportional to the willingness of the potentially most embarrassed person to confirm it.

That said, rumor has it that someone with close ties to the higher reaches of the Tandy Towers may have been responsible for placing the officially unreleased code for the new Tandy 2000 DOS on his bulletin board, letting it spread halfway across the country before a conscientious BBSer alerted others to the dangers of using it unedited.

Anyway, the new 2000 MS-DOS was released shortly after the alleged incident, making the question of any monetary loss to Tandy moot.

Update

A few months ago I reported on the progress of CD-ROM (compact-disc read-only memory) technology, writing that you could expect to see affordable drives and applications by the end of this year. The picture changed dramatically at Microsoft's second annual CD-ROM conference in March, when General Electric/RCA wowed an audience by demonstrating a full-motion video monitor and drive system.

Digital-video interactive (DVI) is capable of producing one hour of television-quality moving images stored on a standard CD-ROM disc or magnetic hard disk, according to Elizabeth Chaney of Regis McKenna Inc., GE's public-relations firm. High-quality, multitrack audio, text, and graphics can be combined with video in a wide range of anticipated applications, including education, science imaging, simulations, sales promotions, and presentation planning.

Supporters of DVI said the proprietary technology represents a major advance over CD-ROM and CD-I (compact-disc interactive). So far, CD-ROM has mostly been sold as a peripheral for storing information from large data bases and books, with graphics sometimes being mixed with text. Still-frame video and audio are mentioned as potential applications, but no such products have been marketed.

CD-I is a joint venture of Sony and N.V. Philips that combines still-frame video, text, and sound on a single disc running with a standalone drive and monitor.

When the CD-I specifications were announced in 1985, full-motion video was touted as a potential application, but no CD-I product of any sort is yet available commercially.

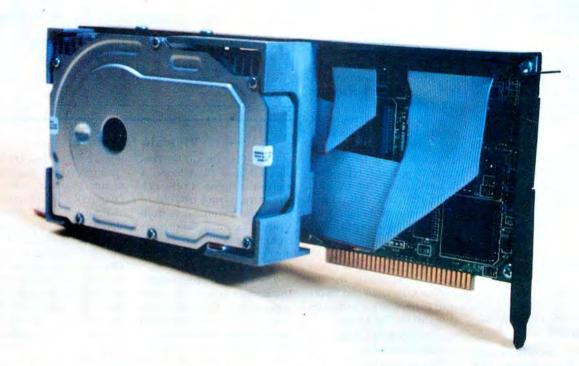
RCA researchers at the David Sarnoff Research Center in Princeton, NJ, were faced with a formidable data-storage problem when they began working on DVI more than three years ago. Converting a single frame of a 512- by 400-pixel analog display to digital form requires about 600K of storage. Multiplying that number by 30 (the number of frames per second necessary to achieve realistic motion) shows that even a 540-megabyte (MB) compact disc can store only 30 seconds of video. To further compound problems, CD-ROM reads data too slowly for realistic video-image movement.

Researchers found an effective datacompression method requiring expensive programming and computer time. Two very-large-scale-integration (VLSI) chips containing decompression algorithms and pixel software allow the disc player to decompress the data. The RCA-designed chips, collectively called the video display processor (VDP), can process 12.5 million instructions per second.

A prototype DVI was the medium and the message during GE/RCA's demonstration at the Seattle CD-ROM conference. Forty-five minutes of Mozart, motion, and images were met with a standing ovation. Arthur Kaiman, RCA Laboratories' director of digital products research, told the group "many have predicted that full-motion video from CD-ROM would not be available before the mid-1990s, but we're demonstrating it to you today."

GE/RCA distributed questionnaires to potential developers, seeking input on which system configurations would have the most appeal.■

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Password.Password

Sometimes I want to password-protect a file, not for intruder security reasons, but to prevent accidental erasure of the file. Rather than use a password that I might forget, I choose the name of the file itself as the password, for example, Maillist. Maillist.

Often I find I can shorten Mike Zarowitz's 1-byte patch (Reader Forum, 80 Micro, August 1986, p. 22) for controlling TRSDOS 6.2 passwords-POKE &H77, (PEEK(&H77) OR128) and POKE &H77, (PEEK(&H77AND127)-by just entering POKE &H77,128 (to turn on) or POKE &H77, 127 (to turn off).

> Jerry E. Semler Huber Heights, OH

Hold It Right There

When you want to pause a listing on the DOS or Basic level using TRSDOS 6.2, the shift-@ combination is sometimes difficult to reach quickly enough. With the patch in Program Listing 1, you only have to press the spacebar. This is easy to remember since some other programs and DOSes use the same key.

As usual, after pressing the new pause key, you can press any key (except break) to continue the listing. Or you can press the spacebar repeatedly to list almost line by line. (Note that the original key combination is no longer active after you apply the patch.)

Type BUILD PAUSE/FIX and enter Listing 1. Press break to terminate the file and exit to DOS. To make sure Patch/CMD is available, type DIR (I). Then type:

PATCH BOOT/SYS.LSIDOS USING PAUSE/FIX

You should receive a "1

patch line installed" message before returning to DOS. Now reset your computer and use the spacebar to pause. You

can remove the patch using the Remove parameter.

> Jean Lussier McMasterville, Quebec

Program Listing 1. Patch to use the spacebar for pause.

.THIS PATCHES BOOT/SYS TO ENABLE <SPACEBAR> .AS THE "PAUSE" KEY INSTEAD OF (SHIFT)
.***** APPLY TO TRSDOS 6.2 ONLY ***** D05,E8=00 00 3A 40 F4 CB 7F F05,E8=30 0B 3A 01 F4 CB 47

End

Visicale to Printer

I run Visicale 4.0 on Dosplus 4.0 on a 128K Model 4 and use an Epson MX-80 with Graftrax. I was unable to send printer commands from Visicalc for such features as compressed character printing or sending additional line feeds for double spacing.

The Visicalc manual states the proper syntax is clearsemicolon (;) followed by an A-Z character, depending on your printer requirements. The clear-semicolon supposedly sent a caret (1) to the printer setup. This is true if you use TRSDOS 6.x but not

if you use Dosplus 4.0. I got a strange graphic character instead. To get a caret using Dosplus 4.0, press control-6.

From this point, follow the Visicalc manual to send individual printer-control codes out. For example, control-6EP sends an escape-P, which is condensed code for my printer. For double spacing (three lines per inch), I send control-6EA, control-6H18. Option A is the command for line spacing of 1/2 and H18 calculates 24/2 or 1/3 inch.

> William E. Baker Independence, MO



Wavy Display

Shortly after I purchased my Model 4 (1983), it developed a thermal problem. After several hours of operation, the display would shrink and waver with some smearing. The Tandy folks were no help. ("Send it in, and we'll work on it.") A friendly technical person finally passed on these gems.

In Basic, OUT 132.4 freezes

the display in Model 4 mode. OUT 132.0 freezes the display in Model III mode.

You can adjust the sweep frequency in Model 4 mode with the potentiometer on the upper-left corner of the motherboard. The problem was solved and never recurred.

> E. J. Holtke Garland, TX

Marginal LList

I like to keep printouts of my Basic programs in a looseleaf binder for quick reference or for planning revisions. However, LList has no provision for top and bottom margins. Program Listing 2 is a JCL program that works well on my Model 4 and TRSDOS 6.2.1.

Page/JCL effectively counts lines rather than statements. A multiple-line statement can carry over to a subsequent sheet. Note that you must save the program to disk before you list it, a common procedure.

> Hamilton Gaillard New City, NY

Program Listing 2. Page/JCL for margins.

- PAGE/JCL loads and lists a Basic program on printer Advances to top-of-form every 'L' lines
- Advances to top-of-form every To execute under TRSDOS ready,

Type DO PAGE (P=progname,L=number)

If you didn't observe syntax, reset and reDO SET *FF TO FORMS/FLT
FILTER *PR *FF FORMS (CHARS=80, MARGIN=0, LINES=#L#)

BASIC LOAD "#P#"

//STOP

End

Bunched Together

On the Model 4 using TRS-DOS 6.2, you can remove multiple files from a disk at the same time by just leaving a space between their file names, as shown below:

REMOVE SALES/ASC:1 PUR-CHAS/SCR:1 BOZO/CLW:1

I don't know how many files you can remove this way. I've deleted as many as five.

> Bill Boggess Pompano Beach, FL



Informative Lines

I wrote Startend/ASC for the Model III (see Program Listing 3) to display the following information for any valid Basic program line number:

- the starting address for the line number;
- the 2-byte address for the next sequential line;
- the 2-byte number representation of the selected line number:
- the tokens, alphabetic characters, and other bytes that compose the line; and
- the ending address for the line.

To use this routine, type RUN 65000 and enter the line number whose storage you want to display. On completion of output from Startend/ASC, listing the selected line number on the screen provides direct comparison between the tokens and keywords and the other bytes and characters stored with the program line. Also, you can find the address for any byte in the line.

You can use this information to renumber or alter the present program line. Another use is to poke non-keyboard characters into a print string so that you can display graphics or special characters without CHR\$() or concatenation of data to build up a character string. This procedure saves memory and speeds up the handling of graphics and special characters in Basic (these, however, will not print with the LList command). The following is an example for the Model III:

10 POKE 16420,1:PRINT"***
Test Data"

If you poke the addresses of the asterisks with 244, 245,246, the hand symbol will replace them when you run the program.

Robert Hood Bremerton, WA

Program Listing 3. Startend program for Basic line numbers. See p. 116 for information on using checksums.

| 0 CLS:GOTO 65000 | * | 960 |
|--|-----|-------|
| 65000 D1=PEEK (16548) +PEEK (16549) *256 'Beginnin | | |
| g address Basic for Model I/III | 1 * | 1980 |
| 65005 'D1=PEEK (28318) +PEEK (28319) *256 'Beginni | | |
| ng address Basic for Model 4 | | |
| 65010 INPUT"Enter line numer to be found"; LN | * | 3576 |
| 65020 S=PEEK(D1)+PEEK(D1+1)*256:E=PEEK(16633)+ | | |
| PEEK(16634) *256: IF S>E THEN PRINT"Line"; L | | |
| N: "not found.": END | 1 * | 6681 |
| 65025 'Use E=PEEK (29087) +PEEK (29088) *256 for M | | |
| odel 4 | | |
| 65030 D2=PEEK(D1+2)+PEEK(D1+3)*256:IF D2<>LN T | | |
| HEN D1=PEEK(D1)+PEEK(D1+1)*256:IF D1>3276 | | |
| 7 THEN D1=D1-65536:GOTO 65020 ELSE 65020 | 1 * | 7283 |
| 65040 D1=D1-1:LSB=D1-INT(D1/256)*256:MSB=INT(D | | |
| 1/256):BA=LSB+MSB*256+1:PRINT"Start addre | | |
| ss for line"; LN; "is "; BA: IF BA>32767 THEN | | |
| BA=BA-65536 | * * | 9146 |
| 65050 BB=PEEK(BA)+PEEK(BA+1)*256-1:IF BB>32767 | | |
| THEN BB=BB-65536 | 1.* | 3613 |
| 65060 PRINT"End address for line"; LN; "is "; BB: | | |
| PRINT | 1 * | 3860 |
| 65070 PRINT BA:PRINT PEEK(BA); "+"; PEEK(BA+1);" | | |
| * 256 ="; PEEK (BA) +PEEK (BA+1) *256; "(start | | |
| address for next line) ":PRINT PEEK(BA+2); | | |
| "+"; PEEK (BA+3); "* 256 ="; PEEK (BA+2) +PEEK (| | 12541 |
| BA+3)*256;"(requested line number)" | | 13541 |
| 65080 PRINT" Statement>"; | . * | 1948 |
| 65090 FOR J=BA+4 TO BB-1:IF (PEEK(J)>31 AND PE | | |
| EK(J)<128) THEN PRINT CHR\$(PEEK(J));:GOTO | 1+ | 5528 |
| 65110 | | 1220 |
| 65100 PRINT PEEK(J); | 1 * | |
| 65110 NEXT:PRINT" ";0:PRINT BB:PRINT | | 2404 |
| | | End |

Hang-ups

I discovered solutions to the following problems using Tandy Deskmate, version 01.00.00 in a Model 4P with a Modem 4P.

The Phone function would dial a phone number and then hang up as soon as it stopped dialing or it would dial a number, stay on line, and insert a carrier. I modified the Voice Dialing Definition as follows:

SEND: **C**M@^DDT
SEND PHONE NUMBER TO
MODEM
SEND: X
SEND: **C**@
RECEIVE: X
PAUSE: 4

The modem would not autoanswer incoming calls when Deskmate was in the Telecom terminal mode. Creating a terminal file (I called it "Answer") puts the modem in the answer mode:

SEND: **C**@ STATUS: 30,8,N,1,Y,N,Y,Y,0 SEND: **C**MAL SEND: X RECEIVE: X

When using the Modem 4P on a phone line that was set up for rotary and tone dialing, the modem would answer when I used a rotary phone to dial out. I replaced resistor R4 (1k ohm, ¼ watt) on the modem with a 56k-ohm, ¼-watt resistor. Also, the modem would not disconnect when it answered a call and detected no carrier. I replaced R18 (39k-ohm, ¼-watt resistor) with a 22k-ohm, ¼-watt resistor.

John B. Hemminger Sturgeon, MO

Getting Ted to Print

The LS-DOS 6.3 and LDOS 5.3 text editor, Ted, has no print command. You can, however, get a screen print with the control-colon (:) command without returning to DOS.

Bruce B. Hecker Warwick, RI

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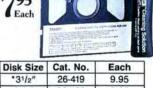
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What a Difference A Blink Makes

by Harry Bee

Electric Pencil PC 3.0 runs on Tandy 1000/1200/ 3000 (128K) and requires one disk drive. Electric Software Corp., 9230 Markville Drive, Dallas, TX 75243. 214-234-8466. \$69.95.

ometimes you find a treasure in an unlikely place. In Electric Pencil PC, I found an outstanding word processor in a package I was about to drop down a deep hole.

The first time I pressed the enter key to end a paragraph, the screen jumped. So did I. Though I soon

stopped being surprised by it, the jarring persisted with every enter, delete, insert, and wordwrap. As documents got longer, the jerking became blanking for longer and longer periods. I had read the manual completely, several times for particulars, in testing as many of Pencil's features as I could stand to look at. Still it was by accident that I found the (yes, documented) solution.

Electric Software ships the program set for one of two video configurations. My Tandy 1000 has the other one. A simple command, Blink, switches between the two. Instead of learning about Blink during the installation process when I needed it, I found the command in two unremarked sentences two-thirds of the way through the manual. Blink, and Electric Pencil PC became quite a different program from the one I'd nearly written off.

Electric Pencil is a proud name with a long history. First written for the Altair in 1976, its association with TRS-80 computers predates Scripsit for the Model I. Yet this isn't a translation of the old program. Rather, Pencil PC is a fully developed package designed to use all the capabilities of MS-DOS and a worthy successor to its tradition. Don't let the low-ball price fool you. This is serious, feature-rich word processing.

Electric Pencil PC comes on two disks with a hefty manual and a quick-reference



card. The disks, not copy-protected, contain the main program, overlays, the proofreading program, spelling dictionaries, Dvorak and foreign-language keyboard drivers, demonstration files, and a patch program to ease future upgrades. The program overlays are well-documented so that, if yours is a minimum system, you can spread them among several disks and still use all the program's features effectively.

Installation

Installation is straightforward. The manual guides you through the process, explaining the important options (but one) along the way. You begin at the system menu-not a menu at all, because you type rather than select-where you tailor the program for your hardware. From this "menu" you perform the functions not directly connected with

The Star Ratings

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Poor

processing words.

The screen shows the current program configuration settings and the commands you need to change them. You can reconfigure the program at any time, temporarily or permanently. Also displayed are the date, time, drive, current file name, the size of the document in the buffer, and the word count. From the system screen you can use many DOS functions. You can look at directories, copy and erase files, and effectively do all your file management without leaving the program.

Here, too, is where you load and save your documents. Pencil uses the last

file name you type as the default file name, maintains a default extension (initially PCL), and keeps the previous copy of a file each time you newly save it. Pencil loads and saves files in its own format or in pure ASCII. You can save a file with or without its imbedded format commands.

Pencil's most convenient file-handling function, possibly its most convenient feature, is Autosave. With this command you set the program to save the file you are working on automatically. You can vary the period between saves from every few minutes to every few hours.

Writing and Editing

Pencil PC uses an unformatted screen for writing and editing, but any time you need to see how your printed document will look, Pencil displays it. The video tabs and tab line are for cursor movement, not for formatting. The program is paragraph oriented, rather than line oriented, so that editing and screen reconstruction are smooth and quick.

Keyboard response is excellent. (The program uses the Tandy 1000 keyboard properly.) You have a choice between using DOS's type-ahead buffer or Pencil's larger, 80-character buffer. Cursor control is also fast and accurate, with enough movement commands, I suspect, to satisfy anyone.

Pencil gives you a full arsenal of editing weapons, too. Among the usual insert/de-

REVIEWS

lete functions, you can delete by character, word, sentence and paragraph, and do it either forward or backward. A cutand-paste buffer and block markers allow block deletes, copies, and moves, and let you undo accidental erasures.

The search-and-replace functions are particularly noteworthy. Searching, too, can be forward or backward. A one-key marker-search command lets you mark your place, jump elsewhere in the document, and instantly return to where you were. You can search for strings exactly as you type them, or ignore case differences; search for complete words, parts of words, or with wild cards for words or phrases containing partial strings.

Pencil also finds special characters such as carriage returns and form feeds. The replacement string can contain special characters, and you can replace the search string with a null (empty) string, which amounts to automatic, global deletion.

Among Pencil's nicer features, I liked the automatic scrolling in either direction. You use the number keys like a throttle to control the speed and the spacebar to pause and step a line at a time. Some (I'm not among them) may not like the way Electric Pencil's search-and-replace functions are particularly noteworthy.

Pencil favors overstrike over the insert mode. Insert mode toggles off as soon as you leave the line you're working on.

Capacities

Pencil's 64K text buffer limits document size to about 30 double-spaced, 80-column pages. While this makes writing and editing fast, it forces you to break up large projects. On the other hand, when you print, you can include other documents within the main one or chain from one to another.

Pencil has no mid-level macro capability. You can program 10 function keys,

but you're limited to 16 keystrokes each. At the other extreme, you have what amounts to a job-control language. This, in combination with the editing and function commands and straight text, lets you write files, like batch files, to automate any process you can imagine. What you can do with these alternate-A files is impressive, but I found them too unwieldy for what I most often use a macro for: to assign a letterhead or a common editing sequence to a single key.

For the limited macro functions I use often, I settled for Pencil's ability to copy all or part of a disk file into the text buffer. It proved a satisfactory compromise. Another possibility, an alternate text buffer, didn't work for me.

The alternate text buffer is a second 64K workspace that lets you work on two documents at once and transfer text between them. It's an attractive premise, and in the limited time I used it, I was impressed by its potential. However, once I discovered Blink and stabilized the display, I was able to trace all the major problems I'd had with Electric Pencil to this alternate buffer. They included sudden reboot, system hangup, turning text in the buffer to junk,

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REVIEWS

and other trauma. As soon as I stopped using the alternate buffer, those troubles disappeared.

The Proofreader

Electric Pencil PC includes a full-featured spelling checker. There are two versions of the primary dictionary, a 50,000-word list, and a giant 100,000word version. While the manual takes pains to explain how to implement the larger dictionary on floppy disks, I found it impractical on anything less than a fixed disk system. That's not to belittle the smaller list, which I feel is adequate to most situations.

The spelling checker uses two other dictionaries: The user dictionary is the one to which you can add the words you use frequently that are not in the main dictionary. Though you can use only one at a time, you can build several user dictionaries, each with its specialized word list. Electric Software offers a medical dictionary, not included.

The misspelling dictionary, limited in size, starts with a list of common misspellings and typos, which the proofreader uses to correct errors automatically. While you're using it, the program

"learns" your most frequent mistakes and updates the misspelling dictionary to accommodate you.

You can use the word lists from the text-entry screen to check a single word or look up a spelling you're not sure of. You use the proofreader to check all or part of a document in the buffer or a disk file. It is as fast as any I've used. Once the program has identified the words it doesn't recognize, it shows you each one, the part of the word list where it ought to be, and the part of the text where it found the word. The program doesn't highlight the word in context; you have to look hard for it.

If the word is correct, you skip it or mark it for addition to your dictionary. If you know the correction, you can type it in. If you're unsure, scroll through the list or jump to a likely spot by typing part of a word. The program shows you its automatic corrections, and you can override them. You can go through the list as many times as you want before ordering the proofreader to make the changes and return you to the editing screen.

The proofreading program also has the hyphenation rules for the words it knows. If Pencil can find the dictionaries when it's printing, and you want hyphenation, Pencil handles it for you.

Putting It on Paper

Commands imbedded in the text determine the printing format and give you complete control of your printed document by letting you alter such things as margins, line spacing, and line length, as often as from line to line. The print menu displays and lets you modify your standard format. As the program finds imbedded commands, the format changes dynamically.

The toolbox of formatting commands is complete. Pencil handles pagination and page numbering, and headers and footers up to 10 lines long. A pair of headers or footers can alternate between left and right pages. You can print all or any part of a document from the buffer or a disk file.

Pencil takes a generic (strikeover) approach to attributes such as underlining and boldface. However, imbedded printer codes let you control not only those features, but type styles, fonts and sizes, and all the bells or whistles your printer will sound.

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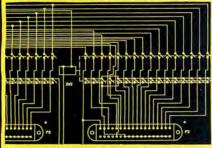




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REVIEWS

allel port, either serial port with its settings under your control, the video display, a null port, or one of two user drivers. The manual has sufficient technical information for a capable programmer to assemble a driver. You use the null port, a ghost port, to check for command errors. You can further tailor the printed document to your printer with character-translation tables to produce characters you can't type from the keyboard.

I have two complaints about Pencil's printing: You have to position the paper manually to account for the first top margin and the program doesn't finish off the last page; you have to put in the final form feed yourself.

Pencil comes with enough help to accommodate any level of experience.

Going to School

Electric Pencil PC comes with enough help to accommodate any level of experience. Of five levels of on-screen help, the lowest uses two-thirds of the screen to give you full command lists, status and tab lines; the highest is no help at all. For reminders of commands at all levels of operation, the quick-reference card is very good. Complex procedures are well-prompted.

Though it would benefit from better organization and a more adult tone, the manual is thorough to the point of being repetitive. It would also benefit from larger type. (Folks over 40, beware of eyestrain.) It is full of illustrations, examples, and guided tours to go with the sample files on the disk. On line, Pencil Tutor puts much of the important material from the manual on the screen.

Electric Software doesn't encourage customer-service calls. If you cannot solve a problem on your own, there's a printed form for you to fill out and mail.

Conclusion

By any measure, Electric Pencil PC is an outstanding word processor. There is enough help and documentation to put it within the reach of the least experienced user and enough power and features to satisfy a professional's needs. Putting aside my initial problems with the program, I feel it compares favorably with word processors costing several times its price.

Warp-Speed Reading by Thomas L. Quindry

Warp Speed Lightpen runs on the Tandy 1000/1200/3000. Warp Speed Computer Products Inc., 5555 S. Inglewood Blvd., Los Angeles, CA 90230. 800-974-4315, \$199.99, (Also available through Tandy's Express Order, catalog no. 90-2069 for the 1000 and catalog no. 90-2074 for the 1200/3000).

Controller 2.02 is included with the Warp Speed Lightpen.

Penmouse 2.0 is a light-pen controller for programs that require a mouse. Warp Speed Computer Products Inc. \$49.99.

Warpstar 1.0 is a light-pen controller and enhancement driver for Wordstar (except Wordstar 2000). Warp Speed Computer Products Inc. \$49.99.

**

Conductor 2.01 is a light-pen controller and enhancement driver for all current versions of Symphony and 1-2-3. Warp Speed Computer Products Inc. \$59.99.

he Warp Speed Lightpen is well made. It comes in a stainless steel barrel, and if you buy some optional equipment, you can also use the pen for high-resolution applications. The lightpen driver, on the other hand, has some problems running on a Tandy 1000A, probably because the 1000A is not completely compatible with the IBM PC.

The light-pen package includes a filemanagement program called Controller. a driver for Microsoft Windows, and other associated utilities. If you order the pen through Radio Shack's Express Order catalog, you also get a driver for Tandy Deskmate, but it didn't work with my DOS 2.11 version of Deskmate.

You can use the included batch files to transfer programs to a formatted system disk or a hard drive. The batch file also runs a program called Install.EXE that calibrates your light pen to your computer's hardware. Every time you change any hardware configuration, you should recalibrate.

The light-pen driver, Lightpen.EXE, runs first to set up your computer to accept the light-pen commands. Controller program provides a DOS shell that lets you use the light pen to control many DOS functions.

REVIEWS

After you've installed Control.EXE (Controller's filespee), a directory of several commands that you can select with the pen appears at the bottom and on the right side of the screen. The commands include such functions as Type, Copy, Delete, Abort, Select a Disk Drive, Create a Subdirectory, and Return to the Root Directory. You can also choose to page through a file or directory that is longer than one screen.

The commands on the right let you display a sprite as your light pen points to the screen, turn an audio beep on or off, pause after using the Type command, and use the keyboard to enter extra parameters for a specified program. You can also alphabetize your directory display, send the Type-command output to your printer, and display hidden files.

The Copy command asks if you want to have the current date or file date entered into the directory table for your copied file, but with the Tandy 1000A the pen-controller program can't detect your response. Therefore, you have to reboot your computer, because you can't perform another operation until the program receives the answer it's awaiting.

Though the program was supposed to display an error message if you use the pen to incorrectly select a document or non-executable file, doing so causes the computer to hang up, and you have to reboot. A company representative performed the same function on a Tandy 1000 (rather than a 1000A) and had no problems. His computer simply returned to the menu, although it didn't display the promised error message either.

The Controller program would not read a RAM-disk directory, but displayed a disk-read error message instead. It also conflicts with some other RAM-resident programs. Control.EXE would not work properly with my hard-disk file-management programs, and when I tried to exit from it, my computer crashed.

Warp Speed has written a lightpen routine into Lightpen.EXE that you can call from versions of Basic that don't include light-pen commands. However, if your version of Basic does have such commands (and Tandy's does), Lightpen.EXE disables the Basic lightpen commands. You have to use the Warp Speed Basic code with Lightpen.EXE installed as a background program.

If you do your own Basic programming, this adds a degree of complexity with other light-pen software. It also means you have to modify other Basic software to use your light pen if you use Lightpen.EXE as the background driver. Without installing Lightpen.EXE, the Basic light-pen commands function as designed, and the Basic light-pen commands work.

To use some programs in their lightpen mode, you have to install Lightpen.EXE, because the lightpen sensing in the program would otherwise be in the On state all the time. But if a program, like some versions of Sargon III, boots automatically, you don't have a chance to install the driver.

Lightpen.EXE knows when you're pushing the pen tip to make a selection from the screen and when you're just using the tip to point to a position.

Penmouse

Warp Speed Computer Products also sells Penmouse, a program that lets you use the light pen instead of a mouse, which means you can also use simple mouse software. Zsoft's Paintbrush worked well with a light pen instead of a mouse, but Prodesign's CAD II program did not.

As in most of Warp Speed's software packages, instructions are minimal; they simply tell you to replace the mouse software driver with the Penmouse software driver. Warp Speed assumes that you know how to use a mouse, but if you already have a mouse, why would you replace it with a light pen? It's not likely that Penmouse users will already be familiar with using a mouse.

Since Prodesign's CAD II manual doesn't cover mouse operation, I was left to my own devices and never did come up with a satisfactory way to use the light pen with this design program.

More complicated mouse-driven programs usually have mouse drivers written into them. Penmouse is not intended to be used with such programs. These programs would require special drivers for using a light pen instead of a mouse; for example, Warp Speed offers Pencad, a driver to use with Autocad, a sophisticated CAD program.

Warpstar

There are some good things about the light pen and its drivers, though. Warpstar is a light-pen driver for the Wordstar word processor and gives the light pen complete control over most, if not all, of Wordstar's commands. To get all commands, you have to use the help-level 3 screen option while editing and set the directory-display default to "on." To invoke a displayed command you simply touch the pen tip to the command on any Wordstar menu.

Warpstar is the most well-behaved of the Warp Speed programs, though it isn't perfect. Once you're in the Wordstar program, everything works fine, but you might have problems if you use the light pen and controller to select Warpstar and then Wordstar. A program called Vanish is supposed to eliminate Warpstar

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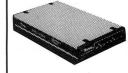
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14250 N.W. Science Park Drive Portland, Oregon 97229 Telex 4949559 Dealer inquiries welcome. from memory, but it didn't always work: Sometimes residue from the Warpstar menu would appear on the screen.

As with the other light-pen driver programs, once you're through with a program that uses the driver, it is best to reboot the entire system.

Conductor

A light-pen driver called Conductor.EXE provides light-pen control of Lotus's 1-2-3 or Symphony, though it isn't as useful as the one for Wordstar. As in Warpstar, Conductor lets you invoke any command displayed in the different menus by touching it with the tip of the light pen. Among the available options is a keypad command that displays a keypad that you can use to enter numbers. A FNCT command displays a table of @ functions that you can enter.

Though the light-pen driver is supposed to vanish from memory once you exit the spreadsheet, sometimes it did not. I found it better not to load the Controller program when using a driver program. I even set up a batch file to eliminate the drivers after exiting the program I used it with, but unexplained things still happened when I used the controller. I attributed this to the combination of drivers and controller.

Summary

I have mixed feelings about the lightpen packages. I like the functions the light pen gives, but it can cause problems with other computing tasks that don't use the light pen. I'd rather have the pen than not, and the drivers will certainly benefit handicapped users, especially those limited to one-hand operation.

It does become a nuisance to make sure no other RAM-resident programs are present when you run any of these light-pen programs. This is especially apparent when everything boots off my hard disk, and my autoexec file loads in its specified RAM-resident programs. To use the light pen, I have to rename my autoexec file, reboot the system, then jump to the light-pen subdirectory, and call in the programs.

The Warp Speed company owns a Tandy 1000, but couldn't duplicate my 1000A-based system. Therefore, they weren't much help in solving some of the problems I encountered.

Warp Speed's ads state that you must have the proper display adapter or lightpen converter card to use the pen with a Tandy 1200 or 3000. Contact Radio Shack to see, what you need: The Warp Speed manual doesn't offer much information about special equipment necessary to use the light pen. The programs performed the same on both Tandy DOS 2.11 and 3.2. ■

Dac-Easy Base by Wynne Keller

Dac-Easy Base runs on the Tandy 1000/1200/3000 (256K) and requires one disk drive and MS-DOS 2.x. Dac Software Inc., 4801 Spring Valley Road, Building 110-B, Dallas, TX 75244, 800-992-7779. \$49.95.

Dac-Easy Base is a full-featured data-base language that emulates Dbase II from Ashton-Tate, for a fraction of the price. At \$49.95, it is a genuine bargain. Novices might find it a little tough, but it's a program that can grow with you, ready to give you more power when you understand how to use it. Dac has added some useful features to the Dbase II command set; they've also deleted a few.

Dac-Easy Base comes on a single unprotected disk with a 202-page manual that doesn't tell the whole story.

The manual is excellent as far as it goes, but it leaves a lot unsaid, particularly if you want to set up your data base to meet special needs. To get the most from the Dac-Easy program, you'll also need one or more books on Dbase II programming.

Using Dac-Easy Base

Dac-Easy Base comes up on screen with a helpful menu, a far cry from Dbase II's infamous dot prompt. If you prefer the dot prompt, it is available at any time from the menu by pressing the slash (/) key. The setup options also let you turn the menu system off once you know the program.

Dac-Easy Base has two menu types: partial and whole. The partial menu contains the most commonly used commands. From it you can jump to most options by hitting the first letter of the option. Using the whole menu requires two keystrokes—one to select a submenu, one to select the option. The whole menu contains all the program commands.

As in any data base, the first task is to set up the file structure. This process involves naming the file to hold the data and the subdivisions (fields) of the data. Some nice field options include one that automatically uses the system date to mark when the data is first entered or subsequently changed. Dac-Easy Base supports formula fields with an option to recalculate the formula after any modification of the data. A field cannot contain more than 255 characters.

Once you've set the structure, you begin entering the data on the program's screen, which lists all the fields down the

Novices
might find
it a little tough,
but it's a program
that can grow
with you.

left side, or on one you've designed. Dbase II requires that you write a program for custom screens, but with Dac-Easy Base, it is easy. You select the fields you want and use the arrow keys to place them on the screen, writing text to go with them if you desire. This arrangement is not quite as flexible as Dbase II (you cannot, for example, force an entry to be uppercase), but the simplicity of the task more than makes up for the lost flexibility. The entry screen can span two screens.

You have several special options for entering data. You can append a memo of 10 or fewer lines to any item in the file. One of the problems with a data base is the rigidity of its structure. The memo option gets around that by letting you add extra data whenever necessary to one item in the file, without changing the structure of the file as a whole. Once you have added a memo, the screen displays "Memo" at the top whenever it displays that particular item. To see the memo, select the Memo option from the list at the bottom of the monitor screen.

Another aid to data entry is the abbreviations option. You can set combinations of letters to signify an abbreviation. When you type those letters, the program automatically inserts the full word.

If you are already using another program and want to transfer your data to Dac-Easy Base, you can import it as an ASCII or Dbase II file. With either type, you must know the file structure before you begin so that you can set up a Dac-Easy Base file to receive the data. Some people might not know their file structures if someone else had set up the files.

Working with the Data

Once you've entered the data, the most important parts of the data base come into use: the search, edit, and report features. To rapidly find information, the data must be either sorted or indexed on the search fields. Dac-Easy Base supports a sort on multiple fields in one operation; however, in a sorted data

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Flight Simulator, one of the classic tests of compatibility, runs perfectly. Lotus 1-2-3* can't tell it's not running on an IBM. In fact, we have not discovered an off-the-shelf MS-DOS software package that wouldn't run properly on the Clone. The ability to run standard, off-the-shelf, software is important because it allows you to obtain software from any number of sources.

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US VS. THEM

| FEATURES Microprocessor: Intel 8088 @ 4.77mHz Power Supply Rating IBM Standard Bus: | CLONE YES 8mHz Optional 150 WATT YES | IBM PC/XT YES NO 63.5 WATT YES | EX (SX) YES 7.16mHz STD 54 WATT NO | Model D YES NO 130 WATT YES |
|---|--|--|------------------------------------|-----------------------------|
| Operating System: | MS-DOS 3.2 | EXTRA | MS-DOS 2.11 (3.2) | MS-DOS 3.1 |
| Disk BASIC: | YES | IN ROM | YES | YES |
| MS-DOS and BASIC Ref. manuals: | YES | EXTRA | EXTRA | YES |
| Standard System RAM: | 640K | 256K | 256K (384K) | 512K |
| Cost to Expand RAM: | -0- | \$\$ | \$259 (\$129) | \$ |
| Keyboard: | 'AT' STYLE | STD | NON-STD | STD |
| Video Monitor: (composite) | INCLUDED | EXTRA | EXTRA | INCLUDED |
| Video Outputs: | BW/NTSC/RGB | EXTRA | NTSC, RGB | B/W, RGB |
| Disk Drive Capacity: | 1-360K | 1-360K | 1-360K (2-360K) | 2-360K |
| Max Number of Internal Drives: | 4 | 4 | 1 (2) | 2 |
| Internal Expansion Slots: | 8 | 5 | 1 (5) | 4 |
| Accepts Standard IBM Cards: | YES | YES | NO (10" Only) | YES |
| 8087 Math Co-Processor Option: | YES | YES | NO (YES) | YES |
| Sturdy Steel Case: | YES | YES | PLASTIC | PLASTIC |
| Standard Parallel Ports: | 1 | 0 | 1 | 1 |
| Standard Joystick and Light Pen Ports: | YES | NO | J (J/LP) | NO |
| Standard Serial Ports: | 2 (1 Optional) | 0 | 0 | 1 |
| Warranty | 1 YEAR | 90 DAYS | 90 DAYS | 15 MONTHS |
| Clock/Calendar | YES | NO | NO | YES |
| Cost Ready-to-Run 8mHz Option | \$699 \$799 | \$3,063 | \$1,398 + (\$1,683 +) | \$1,295 |

Add \$35 for ground delivery; \$70 for air.

IBM XT cost figures': Video Display Adapter \$250; Video Display \$275; IBM XT computer \$2,145; Additional Ports, serial port, game port, parallel port, 640K RAM \$308; DOS 3.2 and BASIC \$85; Total \$3,063. Does not include the battery back-up clock calendar. No light pen

Tandy 1000 cost figures*: DOS 2.11 and BASIC reference manuals \$29+; Memory Plus Expansion Board (to 384K) \$129+; 256K Additional RAM \$129+; One serial Port \$79+; Battery Back-up Clock Calendar \$99+; Composite Monochrome Monitor \$129+; Model 1000 EX Computer \$799; Model 1000 SX Computer \$1199; We were not able to equip the Tandy 1000 to directly compare with the Clone because of the 1000's inherent design limitations.

*The above prices are list prices as best we could determine. Both the IBM and Tandy are

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| 80286 SpeedKit. Makes XT faster than AT399 | 5339 Accounting Keyboard89 |
| 300-1200 Internal Modem & Software | 300 Watt Uninterruptable Power Supply 299 |

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The Find function, the means of locating any data with an index, is not available from Edit.

base, you must re-sort the data each time you make a change or addition.

Unfortunately, Dac-Easy Base has made it awkward to use an index in some sections. It is easy to open a file with an active index, but the program doesn't display the index in use along with the file name. If you cannot remember whether you have the zip-code index or the last-name index open at the moment, Dac-Easy Base isn't going to help you remember.

Locating Data

Worse, the Find function, which is the primary means of locating any data with an index, is not available from the Edit screen. Therefore, you can't find an item, edit it, and proceed to find another as one continuous operation; you must return to the menu after each edit. If you know the commands, you can streamline this somewhat by using the dot prompt instead of the menu. Nonetheless being forced to return to the menu seriously cuts down on speed and convenience.

On the plus side, the program has some convenient new features for data comparisons. For example, to search for a match regardless of uppercase incompatibility, use two equal signs (= =) instead of one. Use two string signs (\$\$) to search within an expression for specific data, regardless of case. Dac-Easy Base has also tried to simplify expression searches by taking you through it a step at a time: Select the number of items to search, the field to use, then write the expression.

When data is marked for deletion, it shows up in color on a color monitor. Like Dbase II, Dac-Easy Base does not remove deleted items until it has packed the file. Until that time, you can change your mind and retrieve them.

Unlike Dbase II, it has no option to set that lets you keep deleted records out of reports. This could be a disadvantage with large data files, because packing and reindexing are time-consuming operations.

Report Generator

Dac-Easy Base includes a fine reportgenerator program. You select the fields you want to include in either a one-itemper-page format or a columns format. To design a mailing label, for example, you select one item per page and set the page length to six. The report generator prints only one label across; if you want more, you must write your own program. With the columns format, you can have a title, page numbers, column headings, and so on, at the center, left, or right.

Extra Features

If you aren't familiar with Dbase II, you might not discover all of Dac-Easy Base's features. Dac-Easy Base understands several commands that the manual doesn't mention. For example, you can get the program to send printer control codes to create compressed print.

You'll have to write your own program if you want to produce reports that use more than one file. Dac-Easy Base can have three files open at once. Each is assigned to a work area, and you can change work areas to move between files. The report generator let me request fields from more than one file, but the actual report failed to bring in the secondary file data. This discovery is disappointing, because it isn't unusual to need two files for a single report, and writing your own report is difficult.

To write a Dac-Easy Base program, you need either a word processor or text editor. You type the necessary commands, one per line, save them as a program file, and then load Dac-Easy Base and run the program. It crashes, of course, and you must then exit Dac-Easy Base, reload the word processor, fix the offending line, return to Dac-Easy Base, and try again.

Complex? Absolutely, and the fact Dac-Easy Base doesn't include a Dbase II function called Modify Command, which allows Dbase II users to fix an offending line from within the data base, makes it even worse. I would not even consider trying to program in Dac-Easy Base without a memory-resident word processor.

Dac-Easy Base's lack of nested macros might annoy veteran Dbase II users, and so might the absence of the Browse function, which lets you edit records while they scroll on the screen. Dac-Easy Base lets you display fields of your choice in the same format as Browse, but you can't edit them.

On the whole, the differences between the two programs' command structures are minor. Dac-Easy Base has to be an easy choice over Dbase II in both the ease-of-use and value-for-the-money categories.

Putting Deskmate To Work by Bob Keller

Deskhelp runs on the Tandy 1000/1200/3000 (384K) and requires one disk drive, a color or monochrome monitor, and MS-DOS 2.10 or higher. Atmospheres, 1207 Eighth Ave., Brooklyn, NY 11215, 718-788-6799. \$59.95.

iven the fact that every Tandy 1000 owner has a copy of Deskmate, what better product could you come up with than a supplement that makes Deskmate truly productive? Atmospheres seems to have the answer in its Deskhelp program.

Now Deskmate users can easily perform mail merges; print formatted labels, checks, and forms; and even use imbedded printer codes in text files. Furthermore, you can now convert Deskmate Text files to make them DOS compatible.

Deskhelp is compatible with the original Deskmate and Deskmate 2 for Tandy's newer-generation machines. Deskhelp doesn't support Personal Deskmate and won't run on the Tandy 2000.

Atmospheres' original version 1.0 had some compiler bugs, but the current version 1.01 corrects them. The package includes the unprotected software and an 80-page manual, which nicely explains the easy installation procedures and also includes instructions for hard-disk installation.

When you begin, Deskhelp's main menu gives you seven options: Text Filtering, Mail Merge, Printer Codes, Disk Directory, Set Up System, Help, and Atmospheres. The Atmospheres option merely displays the company address and phone number. Set Up System lets you change a few system specs, such as monitor type, printer port, default drive, tone, and blink.

Text Filtering permits you to convert Deskmate files to DOS-compatible files for typing to the screen or for use in other programs. Text Filtering's subfunctions let you add line feeds, double-space text, and convert from upper- to lowercase or vice versa.

Disk Directory gives you a file listing of a specified directory.

Mail Merge is the major part of Deskhelp. Basically, Deskhelp lets you print a Deskmate Text file over and over, each time inserting specific fields of information from a Deskmate Filer file record. Although you usually use such a merge to produce customized letters or labels based on a mailing list, there are many

Continued on p. 108



Take charge of your Tandy 1000 on a new level.

by Hardin Brothers

fter learning to program in Basic, you may begin to wonder what is happening inside your computer and how to write programs that go beyond Basic's capabilities. If you want to have more control over your computer, to write the shortest and fastest programs possible, or just add machine-language subroutines to Basic, you need assembly language.

Assembly is no more difficult to learn than other languages, but it requires more patience. Your efforts will be rewarded with a better understanding of your computer and DOS, and you will feel that you are in complete control of your machine.

Picking Your Tools

If you are serious about learning assembly, you need three basic tools. First and

System Requirements

Tandy 1000/1200 MASM Text editor most obvious, you need an assembler. The standard assembler for MS-DOS and PC-DOS computers is Microsoft's macroassembler, MASM. Although other assemblers are available, most books and magazine articles assume you are using MASM (as does this article).

The second tool you need is a text editor. Don't try to use the DOS program Edlin unless you are a masochist. Your present word processor is acceptable if it can create pure ASCII files (perhaps in a "non-document" mode). To test your word processor, try typing in a short file and pressing the enter key at the end of each line. Then return to DOS and use the Type command to display the file. If it looks normal on your screen, with no extra or strange characters added, the word processor probably works as a text editor.

Third, you need a good tracing and debugging utility. DOS's Debug is much too limited; the Symdeb debugger that comes with MASM 4.0 is a better choice. If you get serious about assembly programming, you will eventually want to upgrade to something even more powerful.

You need two reference books in addition to the MASM/Symdeb manual: a programmer's reference to DOS (for example, the Tandy 1000 Programmer's Reference Manual, catalog no. 25-1503) and a book that explains all of the 8088/86 machine instructions in detail. The simple list of instructions that comes with MASM is fine for experienced programmers but doesn't help beginners at all. Look through the shelves of your local computer book store for a reference guide that will help you.

You also need to be familiar with hexadecimal (hex) numbers and the logical operators And, Or, and XOR. You can read about hex numbers and logical operators in many general-purpose computing books. The Basic manual briefly explains the logical operators. You will become more comfortable with these concepts as you learn to program in assembly.

Working Habits

An assembler like MASM is a specialpurpose compiler. If you are only familiar with interpreters like Basic, you need to learn new work habits to write assembly programs.

Writing an assembly-language program involves several steps:

- Create or edit the source-code ASM file with a text editor.
- Save the file to disk and return to DOS.
- Assemble the program with MASM.
- Return to the editor and fix any errors that MASM reports.
- Re-assemble the program with MASM.
- Run Link to change MASM's output into an executable file.
- Use a trace utility to find logic bugs in the program.
- Return to the first step to fix any bugs you find.

This process is more complicated than writing a program in Basic, but you can automate much of it with batch files (see Fig. 1).

You should take one more step before beginning to program. MASM 4.0 prints errors only on the screen. Patch MASM as shown in Fig. 2 to make it behave normally. Once you apply the patch, you can use the DOS redirection symbol (>) to send errors to your printer or, if your text processor supports windows, to an error file.

Registers and Memory

In Basic, you store data in memory by creating a variable and assigning information to that variable. You usually don't need to know the details of how Basic allocates memory to variables and stores information. Basic handles those details itself.

In assembly, you are in charge of all the details of storing and manipulating data in memory. You can store data in specific memory locations or inside the 8088 CPU.

The 8088 has 14 internal memory locations, each 16 bits long, called "registers" (see the Table). Each register has a specific purpose. Some can also serve as general-purpose registers, which means you can store almost anything in them. One of the great arts of assembly programming is deciding what information to keep in registers and what to keep in memory locations. Using data that is already in a register is much faster than manipulating data in the computer's memory, but the number of registers is limited.

The AX, BX, CX, and DX registers are called general purpose, though you cannot always use them interchangeably. You can use each of these registers as one 16-bit register or as two 8-bit registers. When your program needs to refer to

them as 8-bit registers, it simply addresses the "high" or "low" portion of each. For example, AH is the top 8 bits of AX, and BL is the lower 8 bits of BX.

Programmers usually use SI and DI as "index" registers to hold the addresses of data in memory. Their names are abbreviations for "source index" and "destination index."

The IP (instruction pointer) register always contains the address of the next instruction to be executed. You can't directly alter its contents.

The SP register is the stack pointer. The stack is a special data structure that holds the return addresses of Call instructions (similar to Basic's Gosub) and any other data you want to store temporarily. When you address it through the SP register, the stack always operates as a last-in, first-out line: The last piece of data placed on the stack is the first one retrieved.

Programmers usually use the BP (base pointer) register to give themselves more flexibility in using the stack. They often use it to create a "stack frame," a temporary data structure with access to any value in a portion of the stack. Since most programmers consider stack frames an advanced concept, they seldom use them in simple programs.

Next are the "segment" registers: CS, DS, ES, and SS. Each holds the segment address (described below) of some part of a program. The code segment, CS, contains the address of the current section of program code being executed. The data segment, DS, usually contains the segment address of the program's data structures. The stack segment, SS, holds the segment address of the stack. You can use the "extra" segment, ES, for anything you want.

The segment registers are normally associated with other registers. The CS and IP registers always work together; the SS and SP registers are always associated. The BP register is usually associated with the SS register.

If you use the DI register to hold the address of a string of bytes, it is always associated with the ES register. In the same context, the SI register is usually associated with the DS register although you can change that association.

Finally, there is the flag register. Each bit of that register is an on/off flag that indicates either the current state of the 8088 or something about the result of a recent operation. Programs can change some of the flag bits directly; other flag bits are generally left unchanged.

It is usually easy to use registers and remember what you are storing in each one. When I started writing 8088 code, I sometimes got the five "D" registers (DS, DX, DH, DL, and DI) confused. The chart in the Table should help you keep them straight.

```
This file assumes that MASM, LINK, MAPSYM and SYMDEB are either in the current directory or accessible
REM
REM
REM
        through the Path settings.
        Substitute the name of your text processor for WP. Save this file as ASM.BAT and invoke it with a command like ASM TEST
REM
REM
        Do NOT include an extension on the file name.
REM
:start
if "%1"=="" goto use
wp %1.asm
echo Be sure your printer is on
pause
masm %1,,; > prn
if errorlevel 1 goto start
cls
link %1,,/map;
if errorlevel 1 goto stop
mapsym %1
symdeb /"x*;r;"
symdeb /"x*;r;" %1.sym %1.exe
echo Press ctrl-c to stop, any other
echo key to return to the text editor
pause
goto start
:use
echo Use this program by typing
echo %0 filename
echo "filename" is the name of the program you are writing.
echo Do NOT include an extension at the end of the file name
```

Fig. 1. Batch files to automate setup procedures for writing assembly programs.

Addressing Memory

Each byte of a computer's memory must have a unique address. The addresses are merely numbers the computer's electronics use to find specific memory locations and are normally indistinguishable from other number values stored in memory. If you want to address 64K of memory, you need 16-bit address numbers because every value from zero-65535 can be stored in 16 bits. Therefore, almost all CPUs for 64K computers have address registers that are 16 bits wide.

The 8088 in the Tandy 1000 and all other PC-compatible computers also has 16-bit address registers, partly because it

X>rename masm.exe masm.bin
X>symdeb pmasm.bin
-rds=ds+1800
-eb ds:4c08 06 02
-eb ds:4c10 02 01
-w
Writing 14E3E bytes
-q
X>rename masm.bin masm.exe

Fig. 2. Patch to MASM to send error messages to a printer or file. The prompts stay on the screen. Apply this patch to MASM 4.0 only and only to a copy of your original program.

was developed from older chips like the 8080 found on many CP/M computers (the Z80 found in the TRS-80 Models I, III, and 4 was also developed from the same chip). However, the 8088 can access up to 1 megabyte (MB) of memory.

Fully addressing a megabyte of memory requires a 20-bit address. Since the 8088 has no 20-bit registers to hold such an address, it must use two registers to generate an address, one for an address "segment" and the other for an address "offset." The computer then combines the two parts of the address electronically to form a 20-bit address.

To define a memory address, write the segment and follow it with a colon and the offset. For example, 0040:0049 means offset 0049 hex of segment 0040 hex. Address CS:102A means the memory location at offset 102A hex from the current value in the CS (code segment) register.

Note that the 8088 is using 32 bits to generate a 20-bit address. Representing an address as an absolute 20-bit number requires five hex digits. To find the "real" address (expressed in hex form) that a segment:offset address refers to, simply add a zero to the end of the segment value and then add the offset value. For example, to convert 3050:2222 to 20-bit form, change the segment to 30500 and add 2222 to get 32722 hex.

If you experiment with addresses, you soon realize that almost any 20-bit address can have many different segment: offset representations. For example, 5000: 8000, 5800:0000, 5400:4000, 51FF:6010, and 5125:6DB0 all refer to exactly the same location in memory. There are 64K possible segments in the 8088's memory space, each 64K (the offset value) long. These segments overlap each other.

If you think of the segment as a pointer to the start of a logical 64K block of memory, the confusion about addresses soon disappears. Once you select a segment value, you can then address 64K of memory beginning at that segment simply by changing the offset value. You rarely have to worry about absolute (20-bit) addresses when you write a program for the 8088. If the code, data, and stack sections of your program are each less than 64K, you only need to set the segment registers once. Most programs never need to know the actual values in the segment registers, as you'll soon see.

A First Program

It is time to start writing some simple programs. Start with Program Listing 1, the simplest (and most useless) program you can write. Listing 1 loads into memory and then returns to DOS without doing anything at all.

You can, however, learn several things from Listing 1. Once you get the program assembled and working correctly, you should begin to feel comfortable with your assembler (and the ASM.BAT program from Fig. 1, if you are using it).

The first four lines of Listing 1 and the comments at the end of most of the program's other lines all begin with a semicolon. In assembly, a semicolon marks the beginning of a remark, as the apostrophe does in Basic, and tells the assembler to ignore the rest of the line.

You may have noticed that most of Listing 1 is written in lowercase letters. Unless given specific instructions to the contrary, MASM is case-insensitive. You can write assembly programs in uppercase, lowercase, or mixed case. I write everything in lowercase because I find it easy to read.

Each line (except comment lines) of an assembly command has four parts. Anything that starts in column 1 is a label. The assembler uses labels to refer to storage areas, subroutines, and program segments. Labels are usually optional.

The next item on a line is either an instruction to the assembler (called a pseudo-op) or the name of an 8088 machine instruction (called a mnemonic, or "memory word"). Unless a line is completely empty, it must contain either a mnemonic or a pseudo-op (the semicolon marking a remark is, technically, a pseudo-op).

```
General Purpose: All can hold general data and perform addition, subtraction,
                  shifts, and rotates.
AX: | AH | AL |
                  Results of multiplication & division
BX: | BH | BL
                  Multi-register indexing
                   Loop, shift, and rotate counting
CX: | CH | CL
DX: | DH | DL |
                  High-order word results of multiplication & division
Index Registers
SI:
                   Normally associated with DS
DI:
                  Always associates with ES for string commands, normally
                  with DS otherwise
Stack Registers
                   Primary stack address-always associates with SS
BP: |
                   As stack frame marker, associates with SS; as part of multi-
                   register indexing, normally associates with DS
Instruction Pointer
IP:
                  Always associates with CS
Segment Registers
CS:
                   Always used for current instruction or code segment
DS:
                   Normally used for data segment and source of string com-
                   mands
ES:
                   Usually used for destination of string commands, and for
                   data references as needed
SS: |
                   Always used for stack segment
Flag Register
Flags:
                  Flags defined: Zero, Carry, Sign, Aux. Carry (for BCD arith-
                  metic), Direction (for string commands), Overflow, Parity, In-
                   terrupt Enable, Trap (single-step). Seven bits are not defined.
              Table. 8088 registers, their uses and associations.
```

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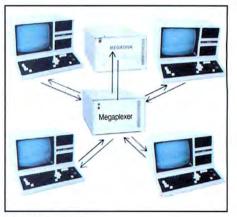
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Following the mnemonic or pseudo-op is a list of one or more operands (the items on which the instruction is to operate). The number of operands needed, and whether or not the operands are required, depends on the instruction on that line.

The first line of real code in Listing 1 defines a segment named SEG_A. The word Segment here is a pseudo-op telling the assembler that a segment of the program is beginning, and the word SEG_A is a label identifying that segment. Segment definitions can be much more complex than this one. In this case there is no reason to add any optional information; SEG_A will be the name of the segment that contains this program's instructions.

The second line uses the pseudo-op Assume to tell the assembler that the CS register should be associated with SEG_A and that any time an assembly instruction refers to the CS register, either explicitly or implicitly, it is referring to something in this segment.

Next, I use the pseudo-op Public to tell the assembler that a label called Start should be made public. The concept of public and private labels and variables is familiar to Pascal and C programmers but is often foreign to Basic programmers because everything in a Basic program is public.

In this short program, the label Start is made public so that the Symdeb debugger or any other symbolic debugger can read it. In many programs you make labels public so that separately written and assembled modules can share data and routines. The assembler automatically makes anything not declared public "private," meaning that it is invisible to all outside programs and program modules.

The next line has the word Start in the label field, followed by a colon. The colon tells the assembler that it should associate the instructions that follow with the label Start.

So far, this short program has had four lines of comments and four lines of instructions to the assembler, but it has not produced any assembly code. The MASM assembler is powerful and has many different options. The price of this power is that you must explicitly tell MASM what you expect from it—a process that can take up a significant portion of a short assembly program.

On the next line, you come to a true assembly mnemonic and begin writing some working code. The instruction MOV tells the 8088 to move a piece of data from one location to another. It is always followed by two operands: a destination and then a source (similar to the LET A = 5 instruction in Basic). This first real instruction tells the assembler to take the value 4C hex and put it in the AH register.

The next line is similar, moving the

```
Program Listing 1. Program that returns to DOS.
```

```
;Listing 1 -- This program simply returns to DOS
; You will know it works if the disk drive
                turns briefly and then the DOS prompt
                reappears.
                                      ;Define our instruction segment
seg_a
         segment
                                      ;Associate CS with this segment
         assume cs:seq a
         public start
start:
                  ah, 4ch
                                      ;DOS Call: Exit
         mov
                  al,0
21h
                                      ;Show there's no error
;Call DOS exit routine
         int
seg_a
         ends
         segment stack
                                      ;Define a segment for the stack
seg_b
                20 dup ("stack ") ; Create room for the stack
         ends
seg_b
         end
                  start
                                      ;Tell the program where to start
```

End

```
Program Listing 2. Program that prints a string until a key is pressed.
```

```
comment *
Listing 2
               This program prints a string on the video
                continuously until a key is pressed
code
                                        ;Define our instruction segment
         segment
         assume cs:code,ds:data
                                        ;Associate CS & DS with their segments
         public start, lp, exit
start:
                                        ;Get segment address of data area ;Put in data segment register
                    ax, data
          mov
         mov
                    ds,ax
                    cx,200
                                        ; Maximum number of times to repeat
         mov
                    dx,offset strng ; Now DS:DX has address of the string
lp:
         mov
                                        ;DOS Call: print string at DS:DX;Let DOS print the string;Signal "scan keyboard";DOS Call: direct I/O
                   ah,09h
21h
          mov
          int
                   dl,0ffh
ah,06h
         mov
                    21h
                                        ; Is there a key waiting?
                                        ;Yes -- leave the program
;Else loop back CX times
          inz
                    exit
          loop
                    lp
exit:
         mov
                    ah,4ch
                                        ;DOS Call: Exit
          mov
                                        ;Show there's no error
;Call DOS exit routine
          int
code
          ends
data
          segment
                    "Hello, World ","$"
strng
          db
          ends
stack
          segment stack
                                        ;Define a segment for the stack
                 20 dup ("stack ") ; Create room for the stack
stack
          ends
          end
                    start
                                        :Tell the program where to start
```

End

Program Listing 3. Program that creates a chart.

```
comment
Listing
               This program creates a chart of all possible
               character attributes on a 80-column color
               text display.
code
         segment
         assume cs:code, ds:data
         public set_scr, chart, wait_key
public set_curs, wrt_ln, chrt_l
                  mov_curs
         public
start:
         mov
                   ax, data
                                      ;Get segment address of data area
         mov
                   ds,ax
                                      ;Associate with DS register
                                      ;Set mode, page, and clear screen ;Fill in the chart
         call
                   set_scr
         call
                   chart
wait_key
         call
                                      ;Wait for a keystroke
         call
                   set_scr
                                      Clear the screen again
         mov
                  ah, 4ch
                                      ;DOS Call: Exit
```

Listing 3 continued

value zero into the AL register. As a first example of how to make a program more efficient, notice that these two lines have the same effect as MOV AX,4C00H. The two separate lines make the logic clearer (no real relationship exists between the values 4C hex and zero) but require an extra byte of memory and take an extra microsecond to execute.

The third instruction tells the program to call interrupt 21 hex. An interrupt call is a special kind of subroutine available to all programs running on the computer. Interrupt 21 hex is a call to most of the public functions of DOS. Your *Programmer's Reference Manual* contains a complete list of those instructions.

Once you see that the program is going to make an interrupt 21 hex call, you can go back and understand the logic of the program. Many functions are available through interrupt 21 hex. A program selects a function by loading the function number into the AH register and loading information into other registers as required. Function 4C hex of interrupt 21 hex is a request to DOS to terminate the current program and return to the program that loaded and called it (in this case, DOS's Command.COM). The value in the AL register sends back a "completion code" (or error code) to the calling program. This program returns the value zero to show that it ran without meeting any errors.

Using Ends

The program's next line uses the EndS pseudo-op to tell the assembler that it has come to the end of segment SEG_A. Three lines contain all the code for this segment and produce 6 bytes of machine-language instructions when you complete the program.

You're not done with the program yet, however. Even though the program doesn't use a stack, ignoring the stack completely is bad programming practice. While a program is running, it can be interrupted at any time by a resident program such as the short DOS routine that updates the system clock. Such programs usually have a stack area of their own but always use some space on the current stack when they begin.

The next line creates a new segment called SEG_B and gives an attribute called Stack. Because the program attaches this attribute to this segment, DOS automatically sets the SS and SP registers correctly when the program loads and runs.

The program's only working line uses the DB pseudo-op to define the use of memory bytes. The number 20 and the pseudoop DUP tell the assembler to "repeat the following definition 20 times." The section of the line in parentheses tells the assembler that, for each of those 20 definitions, it must place the ASCII bytes for the string Stack into memory. In other words, this line creates 20 copies of the 6-byte string Stack and places them in memory.

The final line of every assembly program must include the pseudo-op End and normally the location at which the program is to begin. In Listing 1, to begin the program at the label Start, the last line of the program must be End Start.

To create an executable program from Listing 1, use your word processor to type in the program and save it as Listing1.ASM. Then return to DOS and type MASM LISTING1; to tell the assembler to create an object file from the program. An object file is not directly executable. It is a mostly assembled form of the program that must be run through Link (perhaps along with other object files or library files) to create an executable (EXE) file. Type LINK LISTING1; and within a few seconds you will have a version of the program you can actually run.

At this point, you can either try to run the program directly from the DOS prompt or trace through it with a debugging utility. I am rarely confident that an assembly program will run correctly, so I trace through it (or at least through parts of it) before I try to run it. Type SYMDEB LISTING 1.EXE if you want to trace the program with the Microsoft Symdeb debugger.

A much easier way is to use the batch file in Fig. 1 (but first patch MASM as shown in Fig. 2). Then you merely need to type ASM LISTING1, and the entire process from text processor to debugger, including returns to the text processor if there are any errors, will be automated for you.

Once you are in Symdeb with the program loaded, you can use the T or P command to trace through the program one instruction at a time and the D command to look at the contents of memory. You might be interested to see how much of the stack has actually been used and if 20 copies of the word "stack" are still in memory.

A Second Program

Granted, Listing 1 was not very exciting. Program Listing 2 builds on it to cre-

```
Listing 3 continued
                                                     ;Show there's no error
                     mov
                               21h
                                                     ;Call DOS exit routine
                     int
              Select mode and clear the screen
          set_scr proc
                                                    ;BIOS Call: set screen mode
;Pick mode 3: 80 x 25 color
;Call BIOS video routine
                               ah,0
al,3
                     mov
                     mov
                     int
                               10h
                                                     :BIOS Call: select page
                     mov
                               ah,5
                                                    ;Pick page 0
;Select page
                     mov
                     int
                               10h
                     mov
                               ah.6
                                                     :BIOS Call: Scroll up
                                                     ;Do entire window
                               a1,0
                     mov
                                                     Attrib: white on black
;Top of screen is 0,0 in CH,CL
;Bottom row of screen
;Right-hand column
                     mov
                               bh, Ø7h
                     mov
                               cx.0
                               dh,24
                               d1.79
                     mov
                     int
                                                     ;Clear the screen
                                                     Return to calling routine
                     ret
           set_scr endp
               Create chart on the screen
                     proc
                                                     ;Ready to loop for 16 lines
;Save the counter
;Set the cursor
                               cx,16
                     mov
           chrt_1:
                     push
call
                                set_curs
                     call.
                               wrt_ln
                                                     :Write one line
                                                     ;Recover counter
                     pop
                                                     :Loop back until done
                     loop
                                chrt 1
                                                     Return to caller
                     ret
               Set cursor to CRS_ROW and column 5
           set curs proc
                               near
                                dh,crs_row
                                                     ;Get the row number ;And the column
                     mov
                     mov
                               d1,5
                                                     ;Select page 0
;BIOS Call: set cursor
                     mov
                                bh, Ø
                                ah,2
                     mov
                     int
                                                     : Move the cursor
                     ret
           set_curs endp
               Write one line to video,
               incrementing attribute for each position
           wrt_in proc
                                near
                                                                                            Listing 3 continued
```

ate a program with visible results, and it should not be difficult to understand now that you know the technique of creating an assembly program.

The program begins with the pseudoop Comment, which tells MASM to ignore everything between the two asterisks (you can use any other symbol instead, as long as you place the same symbol at the beginning and end of the comment). Then, as in the last program, you name a segment. This time, you need to tell MASM that the CS register is associated with the segment named Code and that the DS register is associated with the segment named Data in the assume statement.

To Access Data

The actual program begins, as before, with the label Start. To access anything in the data segment, the program must load the correct segment address into the DS register. Unfortunately, the 8088 doesn't allow a direct command like MOV DS, DATA, so you must place the appropriate address in the AX register and then move

it to the DS register.

After you set the DS register up properly, you place a repeat value in the CX register. I'll show you how the program uses that value soon.

The real fun begins at the label LP. You load the DX register with the offset address of the string you want to display, then use function 9 of the DOS interrupt 21 hex to display that string.

Next, you load the value OFF hex into the DL register and use DOS function 6 to scan the keyboard. If you look at your *Programmer's Reference Manual*, you'll see that you can use function 6 to either scan the keyboard or display a single character, depending on the value in register DL. Only when the DL register contains OFF hex can this function scan the keyboard.

There are two ways to find out if function 6 found a key down when it scanned the keyboard. Your program can check the AL register, which contains a zero if no key was pressed, or it can check the condition of the zero flag, which is set to NZ if a key was pressed.

In either case, the program must jump to the label Exit if a key was pressed. The 8088 supports 16 different kinds of conditional jumps (MASM recognizes many synonyms for some of them). The JNZ command in Listing 2 says "jump if the zero flag is not set" or "jump if not zero." Following it on the same line is the label to which you want to jump.

The last line of the LP section of the program uses the instruction Loop, which tells the 8088 to subtract 1 from the CX register and branch to the following label if CX is not zero. Setting CX at the beginning of the program and then using the Loop instruction is much like constructing a For. . .Next loop in Basic.

The three instructions at the label Exit should look familiar. This program terminates in the same way as Listing 1.

The second segment of the program is called Data and contains the string you want to print. You define the string with the DB (define byte) pseudo-op, since you want the assembler to change each character into its ASCII-equivalent byte. Since DOS function 9 does the printing, the string must end with the only terminator DOS recognizes: a dollar sign. I've never understood why DOS uses a dollar sign instead of a control or graphics character. Since DOS sees the dollar sign as a string terminator, you cannot use function 9 to display any string that contains a dollar sign.

Experiment with Listing 2. It is simple enough that you should be able to make minor adjustments and see how they work. For example, try displaying two strings during each loop iteration before checking the keyboard, or adding a carriage return and a line feed to the string. A carriage return is ASCII character 13, and a line feed is ASCII character 10. If you want a carriage return at the end of the string, simply define it this way:

STRNG DB "Hello, World",13,10,"\$"

The assembler adds the necessary bytes to the string.

A Useful Program

You probably noticed that the screen display in Listing 2 was quite slow (much slower than the fabled speed of assembly programs). The slowness isn't the fault of the program, but of DOS's function 9, which prints one character at a time and checks the keyboard for control-C and control-break after each character.

Program Listing 3 doesn't use DOS for the screen display. Instead, it makes direct calls to the video basic input/output system (BIOS, one of your computer's ROM routines). Calling the BIOS is a little more complicated than calling DOS function 9, but it is much faster and allows a program to use color and other video attributes, which DOS does not permit.

Listing 3 displays every possible com-

| isting 3 continu | ied | | | |
|------------------|------------------------------|--------------------------------------|---|-----|
| | mov mov mov | bh,0 bl,attrib al,'!' cx,16 | ;Pick page 0 ;Get attribute ;Character to print ;Loop counter | |
| wrt | _1: push call mov mov | cx mov_curs cx,3 ah,9 | ;Save loop counter ;Set the cursor ;Write three times ;BIOS Call: write char & attr. | |
| | int | 10h b1 | ;Do it ;Get next attribute | |
| | | wrt_1 | ;Recover counter ;Do 16 times | |
| | mov inc ret | attrib,bl crs_row | ;Save next attribute ;Move to next row ; and return | |
| wrt | _ln endp | | , and return | |
| 1 | | | | |
| ; | Move the cur positions fo | | | |
| mov | _curs proc mov | bh,0 | ;Be sure we're on page 0 | |
| | mov | ah,3 10h | ;BIOS Call: Get Cursor Position ;Call BIOS Video | |
| | add | | ;Add 4 to column | |
| | mov | | ;BIOS Call: Set Cursor Position | |
| | int | 10h | ;Call BIOS Video | |
| mov | ret _curs endp | | | |
| | | | | |
| , | Wait for a k | eystroke | | |
| wai | t_key proc mov | ah,07h | ;DOS Call: Keyboard input | |
| | int | 21h | ;Get key from user | |
| wai | t_key endp | | | |
| cod | e ends | | | |
| dat | a segment public | crs_row,attrib | | |
| | _row db | 2 | ;Starting cursor row ;First attribute to use | |
| dat | a ends | | | |
| sta | ck segment | stack | 14 | |
| sta | db ck ends | 20 dup ('stack | in i | |
| | end | start | | |
| | | | | End |

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bination of foreground and background video attributes. It creates a chart of the 16 possible character attributes across the screen and the 16 possible background attributes down the screen. It also gives you many opportunities to experiment with a simple, working program.

Before you start working with Listing 3, you must understand how the video BIOS routines work. You call the video routines the same way you call DOS functions: by invoking a software interrupt, in this case interrupt 10 hex. There are 16 "PC-compatible" video functions (numbers 0–15) plus some other functions supported by individual computers. The *Programmer's Reference Manual* explains the video routines in detail.

Listing 3 begins as the others have, defining a code segment, associating the CS and DS registers with their segments, and creating a list of public labels for the debugger. It then moves the segment address of the data area into the DS register so that the data is accessible while the program is running.

Subroutines

Because Listing 3 is much longer than the first two programs, it is organized differently. Instead of just charging ahead in a straight line, it calls subroutines to perform each of the major program functions. A Call is very similar to a Basic Gosub statement: the program saves the current IP register address on the stack and then control jumps to a given label. Inside a subroutine, the instruction RET sends the program back to the next instruction after the original Call.

There are two kinds of calls and returns. A routine is either "near," meaning that it is in the same segment as the call instruction, or "far," meaning that you must save and change both the CS and IP registers to invoke the routine. The assembler assumes that all called routines are near unless you instruct it otherwise.

The pseudo-op PROC Near introduces each subroutine to the assembler as a near procedure. Because the assembler has been told that the procedure is near, it creates the correct Near Return instruction when it encounters the RET at the end of the procedure. Just as you must close all segments with an EndS pseudo-op, you must close all procedures with an EndP so that the assembler can keep track of the program's structure.

Video Functions

The first subroutine, Set_SCR, is simple. If you look at the video functions in your reference manual and the comments in the program, you should have no trouble following how it sets the video mode, selects pages zero, and clears the screen.

The second routine, Chart, is more complicated. It begins by setting up to loop 16 times for the 16 lines of the desired display. Inside the loop, it saves the CX register value on the stack with a Push instruction and then calls two other subroutines. Next, the routine retrieves the loop counter from the stack and completes the loop.

You can save register values either in memory locations or on the stack. Programmers often use memory locations for values that they need only occasionally or use for different routines. Saving a register on the stack with a push instruction is much faster, but you must remember to retrieve the stack values, whether or not you are going to use them again.

Remember that the necessary address for the RET instruction is also on the stack. The 8088 assumes that the top stack value is the return address when it sees the RET instruction. If you leave other values on the stack, your program jumps to an arbitrary location in memory and your computer will probably freeze.

The next routine, Set_CURS, puts the cursor in column 5 of some specific screen row. It gets the row number from a memory location in the data segment, CRS_Row. Unless you give the 8088 specific commands to the contrary, it always assumes that it can address data locations through the DS register. Since you set the DS register to the data segment at the beginning of the program, the computer looks there for the CRS_Row storage location.

The WRT_LN routine is the most complex subroutine in the program. It begins by setting up some registers for calling video function 9, then sets up the CX register as a loop counter and enters a loop.

Inside the Loop

Inside that loop, the program calls a subroutine to move the cursor, then prints the character in the AL register three times with a specific attribute. For the next iteration of the loop, you must increase the attribute in the BL register by 1. Since adding and subtracting 1 are such common operations, special instructions perform them: INC, which is short for increment, and DEC, which is short for decrement. In the WRT_LN procedure, the INC instruction creates the next attribute value in the BL register.

At the end of the loop, you must store the attribute for the next line. You can't put it on the stack, since the routine is about to end with a RET instruction. Therefore, you move it into a memory location called Attrib in the data segment. Also, you increase the row number stored in the data segment so that the next call to Set_CURS puts the cursor in the correct location.

The MOV_CURS routine moves the cursor four positions forward after every print operation. It does so by getting the current cursor position with a call to the

BIOS video routines and using another new instruction, Add, to add 4 to the current column.

Another call to the video routines sets the cursor to a new location. Notice that just like the MOV instruction, the Add instruction expects to find the destination as the first operand. ADD DL,4 is similar to the Basic command DL = DL + 4. If you think of it that way, you should have little trouble remembering how it works.

The last subroutine, Wait_Key, uses DOS function 7 to wait for a keystroke. The actual key pressed is returned in the AL register, but Listing 3 has no interest in what key was pressed. It just waits until any key is pressed.

Listing 3's data segment only uses two storage locations. Each is defined as a single byte, since each holds a value for an 8bit register. If you want to hold a value for a 16-bit register, you must use the DW pseudo-op to define a storage "word" in-

Listing 3 provides many opportunities for modification. You might want to print labels for the chart, so that you can quickly read the value of any attribute. You can change other features as well, such as the character that prints in each attribute block and the background color.

Final Notes

stead of a byte.

Learning assembly is a three-step process. First, find as many example programs as you can and try to understand what is happening in each. Type each one in (don't just copy it from a source-code disk or bulletin board) to make yourself think about the purpose of each instruction.

Second, once you get a program running, modify it. Experiment with the program, add new features, try making it work differently. If you can make small changes, you can add those changes together to make major modifications.

Third, keep going back to your reference list of 8088 instructions. Some of them will seem pretty arcane at first, but as you write and modify programs, you will see that each has a specific use.

Don't get discouraged. You didn't learn to program in Basic the first day you tried. The more you work with a language, the better you get. If you make yourself write short programs in assembly instead of using a language you already know, you will soon become proficient.

Have fun understanding and using the full power of your computer. Only assembly programmers fully appreciate what their computers are doing and why.■

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Memdisk III

Create a 75K Memdisk on your Model 4 in III mode.

ne of the most exciting features of TRSDOS 6.x is Memdisk, with which a 128K Model 4 can simulate a disk in RAM. The utility greatly reduces the time the computer takes to execute disk input/output (I/O) intensive programs such as data bases and compilers. I wrote Ramdisk (see the Program Listing) to provide TRSDOS 1.3 users with an equivalent feature. Like Memdisk, Ramdisk requires a 128K Model 4.

TRSDOS 6.x requires the operating system to reside in the bottom 16K of RAM. TRSDOS 1.3, however, leaves that area free (except on the Model 4P). Thus, while Memdisk can only offer a 57K formatted or 63K unformatted RAM disk, Ramdisk provides one that holds 75.75K formatted and 80K unformatted.

You can install and format your TRSDOS 1.3 RAM disk by entering RAM-DISK or one of the following at TRSDOS Ready.

- RAMDISK* installs the utility but does not format the disk. It restores a RAM disk that you installed and have not overwritten any time after booting the computer.
- RAMDISK S = filespec allows you to save the RAM-disk image to a floppy-disk file. Although this command is meant for saving RAM disks between sessions, you are wise to use it during sessions as well if you are in an area that is prone to power failures or fluctuations. Each RAM disk requires 108 granules of floppy-disk space. Two such files fit on an empty data disk and one fits on a nearly empty system disk.
- RAMDISK L = filespec allows you to call a saved RAM-disk image from a floppy

System Requirements

Model 4/4D (4P with changes)
Assembly language
128K RAM
Editor/assembler
TRSDOS 1.3
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disk. The utility does not check to see if the file you name is a RAM-disk image, so if you enter something like RAMDISK L=MAILLIST/BAS, your RAM disk ceases to function until you reformat it by entering either RAMDISK or RAMDISK L= filespec, where "filespec" designates a RAM-disk-image file.

The RAM-disk driver resides in the top 256 bytes of memory until you reboot. On a Model 4P, which uses the bottom 16K of RAM to hold its boot image, it must use the top 16K of user RAM instead. Thus, on Model 4P, the RAM-disk driver resides in the top 16.25K of memory. Model 4P users must make the changes listed in lines 100 and 4010–4030.

You can access the RAM disk by selecting drive 2. All DOS library functions, except Format and Backup, treat the RAM disk as a floppy disk. For example, to copy a file from drive zero to the RAM disk, enter COPY filespec/ext:0:2.

TRSDOS treats the RAM disk as a standard 40-track floppy disk, but the RAM disk only has 17.66 tracks (106 granules). I placed 3F hexadecimal (hex), which signifies that a track is full, in the granule-allocation-table entries for tracks 18–39 to prevent TRSDOS from trying to write to the non-existent tracks.

Since the directory is on track 17, of which only two-thirds exist, I modified the directory hash table. A full track can hold 80 directory entries, while two-thirds of a track can only hold 50. I placed OFF hex, which signifies that a directory is in use, in the hash-table entries for directory entries 51−80 to keep TRSDOS from writing too large a directory. ■

Craig Chaiken teaches TRS-80 assembly-language programming at the University of Hartford. Write to him at 32 Beverly Drive, Avon, CT 06001 or contact him via Compuserve (72275,362).

Program Listing. Ramdisk.

```
;* TRSDOS 1.3 Ramdisk;* by Craig Chaiken;* 12/30/86;* Requires 120
00010 :*
                                        (RAMDISK/ASM, RAMDISK/CMD)
00040
00050
          *Requires 128K Model 4 (Model 4P with Documented Mods)*
00060
      ;*** Constants ***
00090
00100 START
                          ØF170H
                                   ;Change to ØB170H for Model 4P
00110 READSC
                          4675H
                EOU
                          45F7H
00130 BANCTL
                EOU
                          84H
00140 BANRES
                          ØØH
00150 BANKO
                EOU
                          Ø3H
00170 BANK3
                          73H
                         Ø2H
Ø21BH
00180 RAMDRV
00190
      PRINT
                          4300H
                          44Ø9H
00210 ERROR
                EOU
                          4411H
4413H
      HIMEM
00230 HIDISK
00240 ENDMEM
00250 TNIT
                EOU
                          442ØH
00260 OPEN
                EQU
00270 CLOSE
                EOU
                          4428H
00280 READ
00290 WRITE
                EOU
                          4439H
00300 TRKLEN
00310 ARBBYT
                          6000H
                          START
00330
                                                                       Listing continued
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| TANDY 1000, 1000SX, 3000 | | | |
| 2004 | | 49 | |
| 2031 | | 59 | |
| 2029 | | 99 | |
| 2030 | | 49 | |
| 2035 | | 89 | |
| | | | |
| Subtotal | | | |
| CA Residents add applicable tax | | | |
| Shipping \$6.00 per product | | | |
| in the U.S. | | | |
| Total | | | |
| | | | |
| Name | | | |
| Address | | | |
| City, State | | | |
| Phone | | | |
| Visa □ MasterCare | d 🗆 | Amex □ | |
| | Expires | | |
| | Expires | , | |
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| please allow 2-4 weeks delivery. | | | |
| | | | |

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| Model | Qty. | Unit Price | Ext. Price |
|---------------------------------|-------|------------|------------|
| TANDY 1000 | | | |
| 2002 | | \$109 | |
| 2003 | | 149 | |
| 2004 | | 49 | |
| 2006 | | 109 | |
| 2007 | | 125 | |
| 2009 | | 279 | _ |
| 2016 | | 599 | |
| TANDY 1000SX | | | |
| 2006 | - | 109 | |
| 2027 | | 199 | |
| 2016 | | 599 | |
| TANDY 3000 | | | |
| 2017 | | 599 | |
| 2033 | | 139 | |
| 2034 | | 79 | |
| 2036 | | 199 | |
| TANDY 1000, 1000SX, 3000 | | | |
| 2004 | | 49 | |
| 2031 | | 59 | |
| 2029 | | 99 | |
| 2030 | | 49 | |
| 2035 | | 89 | |
| | | | |
| Subtotal | | | |
| CA Residents add applicable tax | | | |
| Shipping \$6.00 per product | | | |
| in the U.S. | | | |
| Total | | | |
| N | | | |
| Name | | | |
| Address | | | |
| City, State | | | |
| Phone | | | |
| Visa □ MasterCard | d 🗆 | Amex □ | |
| Number | Expir | ·es | |

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TUCKERBOARD

Price List

Part # Description Price

| | Tandy 1000 | |
|------|---|-------|
| 2002 | Memory Expansion With 256K | \$109 |
| 2003 | Memory Expansion With 512K | \$149 |
| 2004 | Clock/Calendar Option | \$ 49 |
| 2006 | Secondary Expansion Memory With 256K | \$109 |
| 2007 | Secondary Expansion Memory with 384K | \$125 |
| 2009 | Multifunction Board With 512K, Serial, And Clock | \$279 |
| 2016 | Hard Disk Card | \$599 |
| | Tandy 1000SX | |
| 2006 | Memory Expansion With 256K | \$109 |
| 2027 | Multifunction Board With 256K, Serial, And Clock | \$199 |
| 2016 | Hard Disk Card | \$599 |
| | Tandy 3000HD and HL | |
| 2017 | Hard Disk Card For HL | \$599 |
| 2033 | Serial Port Board for HD | \$139 |
| 2034 | Second Serial Port For 2033 | \$ 79 |
| 2036 | Multifunction Board For HL With 128K, Serial, And Clock | \$199 |
| Та | ndy 1000, 1000SX, and 3000HL | |
| 2004 | Clock/Calendar Chip Option | \$ 49 |
| 2031 | Clock/Calendar Board With Software | \$ 59 |
| 2029 | Serial Port Board | \$ 99 |
| 2030 | Second Serial Port For 2029 And 2027 | \$ 49 |
| 2035 | MS DOS 3.2 With GW BASIC | \$ 89 |

```
Listing continued
00340 ;
00350 ;*** Save Command Line Parameters ***
00370
                           DE, PARAM
00380
                 LD
                           BC, 64
00390
                 LDIR
00400 ;
00410
       ;*** Test for Existence of Extra Memory ***
00420 ;
00430
                 DT
                                              ;Test for Existence of ; Banks 2 and 3
00440
                 LD
                           HL, ARBBYT
00450
                                                  By Writing to Bank 2
And Checking that
Bank 3 was not
Modified in the
                 LD
                           A.BANK2
88468
88478
                           (BANCTL), A
                 OUT
                 LD
                           (HL), ØFFH
A, BANK3
00480
                 LD
00490
                           (BANCTL), A
(HL), ØØH
                 OUT
00500
                 LD
                           A, BANK2
(BANCTL), A
00510
                 LD
00520
                 OUT
00530
                 LD
                          B, (HL)
                 LD
                           A, BANRES
00550
                 OUT
                           (BANCTL), A
                 EI
00570
                 LD
                                              ;Bank 2 Modified by
; Write to Bank 3?
;Install if not
00580
                 OR
00590
                          NZ, INSTAL
                 JP
00600 ;
                LD
00610
                          HL, ERRMES
                                              ;Else ERROR
00620
                 JP
00630
00640 ;*** Install Patches and Drivers ***
00660 INSTAL
                LD
                          A. RAMDRY
                                              ;Last Drive=Ramdrive
00670
                           (HIDISK), A
                 LD
00680 ;
00690
                 LD
                          HL . NEWRD
                                              ;Install New Read Sector
                           (READSC+4), HL
                 LD
                                              ; Handler
00710 ;
                 LD
                          HL, NEWWR
00720
                                              ;Install New Write Sector
                          A, ØC3H
(WRITSC), A
00730
                 LD
                           (WRITSC+1), HL
00750
                 LD
00760 :
00770
                 T.D
                          HL. DRVCHK
                                              ;Bypass Drive Check
; on RAMDISK
00780
                           (4C75H), A
                 LD
88798
                 LD
                           (4C76H), HL
00800;
00810
                 LD
                          HL, NEWRD
                                              ;Protect RAMDISK Driver
00820
                 DEC
00830
                          L, ØFFH
                           (HIMEM), HL
00840
                 LD
00850
                           (ENDMEM), HL
00860;
00870;*** Process Command Line Parameters ***
00880;
                          A, (PARAM)
00900
                 CP
                                              :Warm Start?
                          z
's'
                 RET
00920
                 CP
                                              ; Save RAMDISK to file
00930
                 JP
                          Z, SAVE
00940
                 CP
                                              ;Load RAMDISK file
                          Z,LOAD
00950
                 JP
99960 :
00970 ;*** Format Ramdrive (Cold Start) ***
00980 ;
                          HL, GAT
                LD
                                              :Clear 12 Sectors
00990
                          DE, GAT+1
BC, 3071
                                              ; of Track Buffer
01000
                 LD
01010
                 LD
                           (HL),0
01030
                 LDIR
01040 ;
01050
                 LD
                          A,1
(GAT),A
                                              ;Protect Bootstrap Gran
01060
                 LD
01070 ;
                 LD
                          HL, GAT+17
01080
                                              :Protect Tracks 17-39
                           DE, GAT+18
01100
                 T.D
                          BC. 39-17
                           (HL), '?
01110
                 LD
01120
                 LDIR
01130 ;
                          HL, 8FD3H
01140
                 LD
                                              ; Master Password=PASSWORD
                           (GAT+ØCEH), HL
01150
                 LD
                          HL. IDENT
01170
                 LD
                                              :Store Disk Name, Date
                           DE, GAT+0D0H
                 LD
01190
                 LD
                          BC, 17
                 LDIR
01210 ;
                                              ;Fill Phantom Directory
01220
                 LD
                          HL, GAT+256+50
                          DE, GAT+256+51
BC, 80-50-1
01230
                 LD
01240
                 L.D
                           (HL), OFFH
01250
                 LDIR
01260
01270 ;
                                               ;Copy Boot Sector
91289
                 T.D
                          HL, DBUFF1
                                                  to Ramdrive
01290
                 LD
                          BC,0
DE,1
                 LD
                           READSC
                 CALL
01310
                           HL, DBUFF1
                           BC, RAMDRV
01330
                 LD
```

New for MS-DOS from Hypersoft! PCXZ 1.0 Cross-Zap Utility for PC/MS-DOS

Now, from the Author that brought you Hypercross, Hyperzap and SuperCross comes an amazing new program for owners of Tandy 1000,1200, 3000 and true PC compatibles. PC Cross-Zap allows you to read all double density TRS-80 type disks on your PC. Not only that, PCXZ offers many of the features that TRS-80 owners have long enjoyed with HyperCross and HyperZap.

PC Cross-Zap is a utility program that runs on your PC or PC-compatible. With it you can copy files to or from TRS-80 disks at will. You can also format a disk, copy disks, explore, read and write sector data, repair bad directories and much more. Long after your TRS-80 is gone you will still be able to read your old disks. Even when you TRS-80 disks are gone you can continue to use PCXZ to read, fix and modify MS-DOS and other disks so your investment will never be lost

Formats Supported: Model I mixed density: DOS+ 3.4, DoubleDOS, LDOS (SOLE), MultiDOS, NEWDOS 80 V2, TRSDOS 2.7/8. Model I/III Double Density: DOS+ 3.5, LDOS 5.1. Model III: DOS+ 3.4, MultiDOS, NewDOS 80, TRSDOS 1.3 Model 4/4P; MultiDOS, DOS+ 4, TRSDOS 6. Max-80: LDOS 5.1. All formats also supported in double sided, 35, 40 and 80 tracks where appropriate. For 80 track formats you must have an 80 track (720K or 1.2M High Density) drive on your PC.

Main Features: With PCX2 you can format a TRS-80 disk (not the mixed density Model I types). You can copy files from a TRS-80 disk error free, without losing any data. Just like HyperCross 3.0 you can instruct PCXZ to convert your BASIC files on the fly as they are copied. ASCII and word processor text files are converted so they are in the correct format for your PC. Copying can be by file or using wild cards. You can also copy files from PC format back to your TRS-80 disks.

The Disk Zap, fix and copy features are perhaps the most exciting feature in any program ever offered in support of TRS-80 and MS-DOS disk formats. For the first time when you examine a disk the program tells you what you are looking at. For instance if you are inspecting a directory entry you will be told what each byte means as you move your cursor over it. This makes repair and modification a snap because you see the results of the change as you make it. Among the many things you can do are; remove passwords, rename, delete and undelete files. All is easy with the helpful prompts and action keys of PC Cross-Zap. The program comes with a manual that, also for the first time in one place, explains TRS-80 and MSDOS disk formats for all the different DOS versions

Constant improvements and generous upgrade policy. We are constantly improving our programs, adding new features and increasing performance. Ask, we may have already added the feature you need.

System Requirements: PC, XT, AT or compatible, Tandy 1000 or 1000EX (needs DMA), 1000 SX, 12000, 3000 with at least one 360K or 1.2M drive and 256K minimum memory. PCXZ can read, write and format 40 or 80 track TRS80 disks on a High Density drive. An original program from Hypersoft: Get PCXZ\$79.95 ppd. Call for special price for registered Hypercross owners.

Also for your PC: XENOCOPY II and MatchPoint

XenoCopy II runs on your PC and lets you read, write and format up to 275 different non TRS-80 formats. Includes many CP/M formats, CoCo, P-System disks and others. XenoCopy II file transfer program for the PC . Matchpoint—PC is the hardware solution to reading and writing Apple disks on your PC. A half-size card plugs in your PC and does the job software alone cannot. Reads Apple DOS, PRODOS, SOS, CP/M, also NorthStar CP/M and many other CP/M formats. Requires installation. Some disk drives need a minor modification. Matchpoint, the answer to an Apple Lover's prayer

TRS-80 Model I/III/4/4P Programs HyperCross 3.0 - The Proven Standard in File Transfer.

Using HYPERCROSS 3 you can COPY files between TRS-80 disks and those from many CP/M and IBM-PC type computers on your own TRS-80 Model I, III, 4/4P or Max-80. If you have access to more than one kind of computer, or you are changing to a new machine then you need HYPERCROSS to transfer your text files, BASIC, FORTRAN PASCAL or C programs. Viscalc files, general ledger and accounting files, data bases and even binary files. You can FORMAT alien disks, read their directories, copy files to and from them, even copy directly from one alien disk to another.

Formats supported: IBM-PC and MS-DOS compatibles include DOS 1.1, 2.0-3.2 Tandy 2000, single and double sided, 3.5 and 5 inch. CP/M from Aardvark to Zorba, including all popular TRS80 formats such as Holmes, Montezuma, and Omikron. TRS-80 Color Computer format also supported.

HyperCross converts Basic files! Now HyperCross includes a feature to automatically change the tokens in a TRS-80 file to the correct format for CP/M or MSDOS. As you copy, HyperCross automatically converts the Basic file, putting in spaces, changing PRINT @, correcting syntax errors and flagging parts needing manual modification.

Tried and Tested in 1000s of installations world wide, by Industry, Universities, Government Institutions and nice TRS-80 owners everywhere. Prices include disk, manual, and shipping. Upgrades from any version of HyperCross or SuperCross for old

| disk+\$5+price difference (\$15 min). | |
|--|-----------|
| HyperCross 2.0 CoCo reads CoCo format (No Basic convert) | . \$49.95 |
| HyperCross 3.0 CP/M reads 40 single sided CP/M formats | . \$49.95 |
| HyperCross 3.0 PC reads popular MSDOS 1.1-3.2 formats | \$49.95 |
| HyperCross XT/3.0 reads 90 different CP/M and PC formats | . \$89.95 |
| HyperCross XT/3.0-Plus. Reads over 220 formats inc CoCo | \$129.95 |
| Specify TRS-80 Model I (needs doubler), III, 4/4P or MAX-80. Dual Model versions | e.g. Mod |
| 3/4 on one diek add \$10 extra | - |

Amazing HYPERZAP 3.2G Disk Magic!

Do you want to back up your precious copy of Copycat 3, or SU. Do you want to fix or modify a disk - if so then you need HYPERZAP! On the market for 3 years, HYPERZAP is more than just another disk copying program - it is the program for analyzing, copying, repairing, creating floppy disks of all kinds. It works with TRS-80 formats as well as many others such as CP/M, PC, CoCo etc. Designed to handle mixed density sectors on any track in any sequence. Many features for reading, writing, editing track and sector data. Hyperzap is the tool that lets you be in charge. Make your own self booting disks. Take you own CMD file and turn it into a dual booting Mod 1, III, IV disk. Autopilot mode allows learns, saves and repeats procedures. Disk comes with fascinating examples. Use Hyperzap as a learning

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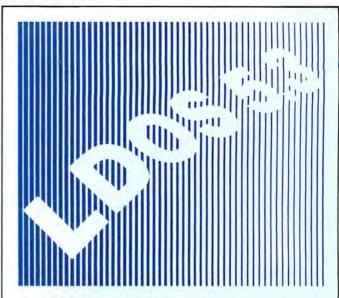


SAVE MONEY— NO HIDDEN SHIPPING COSTS

| 01360 01370 | continue | CALL | WRITSC | |
|--|--------------------|--|--|--|
| | 1 | LD | В,12 | Write Directory |
| 1380 | | LD | C, RAMDRV | ;Write Directory |
| 1390 | | LD | D, 17 | |
| 1400 | | LD | E,1 | |
| 1410 | 22200 | LD | HL, GAT | |
| | DIROUT | PUSH | BC | |
| 1430 | | PUSH | DE HL | |
| 1450 | | CALL | WRITSC | |
| 1460 | | POP | HL | |
| 1470 | | POP | DE | |
| 1480 | | POP | BC | Control Service S |
| 1490 | | INC | E | ; Next Record |
| 1500 | | DJNZ | H DIROUT | |
| 1520 | | RET | DINOUI | |
| 1530 | ; | | | |
| | ;*** Lo | ad Stor | ed RAMDISK Image | from File *** |
| | 1 | | Diction | |
| 1570 | LOAD | CALL | OPEN | |
| 1580 | | JP | NZ, BADPAR | |
| | LLOAD | LD | DE, (DCB) | ;Read Floppy Till EOF |
| 1600 | 11111 | CALL | READ | |
| 1610 | | JR | Z,L2LOAD | |
| 1620 | | CP | 1CH | ; EOF? |
| 1630 | | JR | Z,EXITLS | |
| 1640 | 121010 | JP | ERROR | Communication of the Communica |
| 1660 | L2LOAD | LD | NXTSEC HL, BUFFER | ;Copy Record to RAMDIS |
| 1670 | | CALL | WRITSC | |
| 1680 | | JR | LLOAD | |
| 1690 | | | | |
| 1700 | | ve RAMD | ISK Image to Fil | e *** |
| 1710 | 1 | | | |
| | SAVE | CALL | IOINIT | |
| 1730 | | CALL JP | INIT NZ, BADPAR | |
| | LSAVE | CALL | NXTSEC | ;Write Entire RAMDISK |
| 1760 | | LD | HL, BUFFER | ; to Floppy File |
| 1770 | | CALL | READSC | , |
| 1780 | | LD | DE, (DCB) | |
| 1790 | | CALL | WRITE | |
| 1800 | | JP | NZ, ERROR | |
| 1810 | | LD OR | A, (LAST) A | |
| 1830 | | JR | NZ,LSAVE | |
| 1840 | | 010 | Bellouin | |
| | EXITLS | LD | DE, (DCB) | |
| 1860 | | CALL | CLOSE | |
| 1870 | | JP | NZ, ERROR | |
| 1880 | | RET | | |
| | : *** Co | laulata | Next Sector *** | |
| 1910 | i | iculate | Next Sector | |
| | NXTSEC | PUSH | HL | |
| 1930 | | LD | C, RAMDRV | |
| 1940 | | LD | HL, (CURSEC) | |
| 1950 | | LD | D,-18 | |
| 1960 | | LD | E,D | |
| 1980 | | SBC | A HL, DE | |
| 1990 | | EX | DE, HL | |
| | | INC | DE | |
| 0000 | | LD | HL, (CURSEC) | |
| 2000 | | | L | |
| 2000 2010 2020 | | INC | | |
| 2000 2010 2020 2030 | | JR | NZ, ENXT | |
| 2000 2010 2020 2030 2040 | | JR LD | NZ, ENXT L,-18 | |
| 2000 2010 2020 2030 2040 2050 | | JR LD INC | NZ, ENXT L,-18 H | |
| 2000 2010 2020 2030 2040 2050 2060 2070 | | JR LD INC JR LD | NZ, ENXT L,-18 | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 | | JR LD INC JR LD POP | NZ,ENXT L,-18 H NZ,ENXT | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 | | JR LD INC JR LD POP RET | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2100 | ENXT | JR LD INC JR LD POP RET DEC | NZ, ENXT L, -18 H NZ, ENXT (LAST), A HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2100 | ENXT | JR LD INC JR LD POP RET DEC LD | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2100 2110 2120 | ENXT | JR LD INC JR LD POP RET DEC LD LD | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL A (LAST), A (CURSEC), HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2110 2120 2130 | ENXT | JR LD INC JR LD POP RET DEC LD LD POP | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2110 2110 2120 2130 2140 | , | JR LD INC JR LD POP RET DEC LD LD POP RET | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL A (LAST), A (CURSEC), HL | |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2100 2110 2110 2130 2140 2150 | ; *** Bu | JR LD INC JR LD POP RET DEC LD LD POP RET | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL A (LAST), A (CURSEC), HL | r Counter *** |
| 2000 2010 2020 2030 2040 2050 2060 2070 2080 2100 2110 2110 2130 2130 2140 2150 2170 | ; *** Bu | JR LD INC JR LD POP RET DEC LD LD POP RET | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL | r Counter *** |
| 2000 2010 2020 2030 2050 2050 2060 2060 2070 2080 2110 2110 2120 2130 2140 2150 2170 2180 | ; *** Bu | JR LD INC JR LD POP RET DEC LD LD POP RET ild DCB | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL | r Counter *** |
| 2000 2010 2020 2034 2040 2050 2070 2070 2070 2110 2110 2120 2130 2140 2150 2160 2170 2170 2180 2190 | ; *** Bu | JR LD INC JR LD POP RET DEC LD LD LD POP RET ild DCB | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto | r Counter *** |
| 2000 2010 2020 2034 2040 2050 2070 2080 2090 2110 2110 2120 2130 2140 2150 2160 2170 2180 22180 22180 22180 22180 | ; *** Bu | JR LD INC JR LD POP RET DEC LD POP RET ild DCB PUSH LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto | r Counter *** |
| 2000 2010 2030 2030 2040 2050 2060 2070 2080 2100 2110 2120 21130 21150 21150 21160 21170 21180 2190 2210 | ; *** Bu | JR LD INC JR LD POP RET DEC LD POP RET ild DCB PUSH LD LD LD LD LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto | r Counter *** |
| 2000 2010 2020 2030 2040 2050 2070 22070 22130 22130 22130 22150 22160 22170 22190 22190 22230 | ; *** Bu; | JR LD INC JR LD POP RET DEC LD LD LD LD LO LO LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL | r Counter *** |
| 2000 2010 2020 2030 2040 2050 2050 2060 22070 22100 22120 22210 22220 22220 22220 22220 | ; *** Bu; | JR LD INC JR LD POP RET LD LD POP RET ild DCB LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL | r Counter *** |
| 2000 2010 2010 2010 2010 2010 2020 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A, (DE) | r Counter *** |
| 2000 2010 | ; *** Bu; | JR LD INC JR LD POP RET DEC LD | NZ, ENXT L,-18 H NZ, ENXT (LAST), A HL A (LAST), A (CURSEC), HL HL and Reset Secto HL H,-18 L,H (CURSEC), HL HL DE, PARAM+1 A, (DE) DE | r Counter *** |
| 2000 2010 2010 2020 2030 2030 2040 2050 2060 2070 2070 2070 2070 2070 2070 207 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR | r Counter *** |
| 2000 2010 2010 2010 2010 2020 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR | r Counter *** |
| 2000 2010 1000 | ; *** Bu; | JR LD INC JR LD POP RET DEC LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR | r Counter *** |
| 12000 12010 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR | r Counter *** |
| 12 0 0 0 0 12 0 12 0 12 0 12 0 12 0 12 | ; *** Bu; | JR LD INC JR LD POP RET DEC LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 2,BADPAR '''' Z,LDCB | r Counter *** |
| 12000 0 1201 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR | r Counter *** |
| 12000 12010 | ; *** Bu; | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR ''' Z,LDCB DE (CURSEC),HL LH LH LH LH LH LH LH LH LH | |
| 12000 12010 | ; *** Bu; | JR LD INC JR LD POP RET LD LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A (LAST),A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE, PARAM+1 A, (DE) DE 13 Z,BADPAR '=' Z,LDCB DE (DCB),DE | r Counter *** ;LRL=256 |
| 12000 12010 | ; ;*** Bu ; iOINIT | JR LD INC JR LD POP RET LD | NZ,ENXT L,-18 H NZ,ENXT (LAST),A HL A (LAST),A (CURSEC),HL HL and Reset Secto HL H,-18 L,H (CURSEC),HL HL DE,PARAM+1 A,(DE) DE 13 Z,BADPAR ''' Z,LDCB DE (CURSEC),HL LH LH LH LH LH LH LH LH LH | |

```
Listing continued
02380 BADPAR LD
                         A, 11+40H
                                           ; Illegal Command Param.
02390
               JP
                         ERROR
02400
02410
       ;*** Message Area ***
02420
02430 IDENT
               DEFM
                         'Ram Disk12/30/86'
02440
                DEFB
02450
02460
      ERRMES
               DEFM
                         *** Memory Banks 2 and 3 Not Found ***!
02470
02480
               DEFB
                         13
02490
       ;*** Install Time Buffer Area ***
02500
02510 LAST
02520 CURSEC
                DEFS
               DEFS
02530 DCB
                DEFS
02540 PARAM
                EOU
02550 BUFFER
                EQU
                         $+100H
02560 GAT
               DEFS
                         3072
02580 ;***************
      ;* High Memory Drivers *
02590
02600
02620 ;*** New Read Sector Driver ***
02630
02640 NEWRD
               LD
                         A, RAMDRV
                                           ;Drive = RAMDRIVE?
02650
               CP
02660
               JR
                         NZ, FLOPRD
                                           ; No, then floppy driver
02670
02680
               PUSH
                                           ;Trk 17, Sec 12 or Lower?
                         HL,110CH
02690
               LD
02700
               XOR
02710
               SBC
                         HL. DE
02720
                         NC, LEGSEC
02730
               JR
               PILSH
02750
                         HT.
                                           ; If not, Zero Buffer
02760
               PUSH
                                           ; and Return
                         DE
02770
02780
               PUSH
               PUSH
                         HL
02790
                POP
02800
               INC
                         DE
                         BC, 255
02810
               LD
02820
               LD
                         (HL), 0
02830
               LDIR
                         ENEWRD
02840
               JR
02850
02860 LEGSEC
               PHSH
                        HT.
                                           ; Else Attempt to Read
02870
               PUSH
                         DE
02880
               PUSH
                         BC
02890
               CALL
                         CALC
                                           :Calculate Sector Address
02900
               LD
                         B, 0
                         DE, HL
02910
               EX
02920
                LD
                         HL, (SECADD)
02930
               DI
02940 SECIN
                LD
                         A, (BANK)
                                           ;Copy Sector to Buffer
02950
               OUT
                         (BANCTL), A
C, (HL)
02960
               LD
                         A, BANRES
02970
               LD
82988
               OUT
                         (BANCTL) . A
02990
               LD
03000
               LD
                         (DE),A
                         HL
03010
               INC
03020
               INC
                         DE
03030
               DJNZ
                         SECIN
03040
               EI
03050 ENEWRD
               POP
                         BC
93969
               POP
                         DE
               POP
                         HL
93989
               POP
                         AF
                                           ; Return to READSC caller
03090
               XOR
                         A
03100
03110
                         4C6BH
03120 FLOPRD JP
                                           ;Return to floppy driver
03130
      ; *** New Write Sector Handler ***
03140
03150
03160 NEWWR
                         A, RAMDRV
                                           ;Drive = RAMDRV
03170
               CP
03180
               JR
                         NZ, FLOPWR
                                           ; No, then floppy driver
03190
                PUSH
03200
                                           :Legal Sector?
                         HL,110CH
03210
                T.D
03220
                XOR
                         A
HL, DE
03230
                SBC
                POF
                         HL
03250
               RET
                         C
                                           ; If not, return
03260
03270
               PHISH
                         HL
                                           ; Else Attempt to Write
                         DE
                PUSH
03280
03290
                PUSH
                         BC
                                           :Calculate Sector Address
03300
                CALL
                         CALC
                         DE, (SECADD)
B, 0
03310
                LD
03320
                LD
03330
                DI
                         C, (HL)
                                           :Dump Buffer to Sector
03340 SECOUT
               LD
                         A, (BANK)
03350
                LD
03360
                OUT
                         (BANCTL), A
                LD
03378
03388
                         (DE),A
```

Listing continued



The LDOS 5.3 upgrade kit is now available to take your Model III or 4 (in 3 mode) to the year 2000. LDOS 5.3 provides complete media compatibility with LS-DOS 6.3, the newest Model 4 DOS released by Logical Systems, Inc. With LDOS 5.3, you can add 12 years to the life of your software. Just look at these improvements over version 5.1.4!

DOS Enhancements:

- Date support through December 31, 1999; time stamping for files.
- Enhancements to LDOS now free up 14 additional file slots for data disks.
- On-line HELP facility for DOS and BASIC 117 screens of help.

LIBRARY Enhancements:

- New FORMS, lets you change printer filter parameters.
- New SETCOM, lets you change RS-232 parameters.
- Improvements to LIST add paged displays, full-screen hex mode, and flexible tab expansion.
- MEMORY displays directory of terminate and stay resident modules.
- SYSTEM lets you direct the SYSGEN to any drive; adds a flexible drive swap subcommand; SMOOTH for faster disk throughput.
- DIRectory display enhanced with time stamps, file EOF, and more.
- We've also improved: AUTO, COPY, CREATE, DEBUG, DEVICE, DO, FREE, KILL, and ROUTE; and added CLS and TOF commands.

UTILITY Enhancements:

- We've added TED, a full screen text editor for ASCII files.
- LCOMM now gives you access to LDOS library commands while in terminal mode.
- PATCH supports D&F patch lines with REMOVE capabilities.
- DATECONV has been added to convert older disks to the new date convention.

BASIC Enhancements:

- Improvement to line editing with the addition of line COPY and MOVE.
- Very flexible INPUT@ added for screen fielded input.
- We've added a CMD"V" to dump a list of active variables with values – including arrays.

For \$24.95 (+S&H), the LDOS 5.3 upgrade kit includes a DOS disk and documentation covering the enhancements. Specify Model 3/4 or MAX-80.

P.S. - Don't return you old disk!



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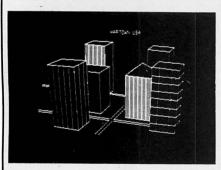
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| isting co | ontinued | | | | | | | | | |
|-----------|----------|----------|------------------|---------------------------|-------|--------|---------|------------------|--------------------------|-----|
| 2200 | | LD | A, BANRES | | | ADDOFF | LD | DE, (TRKSEC) | ;Offset = Sector * 2 | 56 |
| 3390 | | | (BANCTL), A | | 03850 | | DEC | DE | | |
| | | OUT | | | 03860 | | LD | D, E | | |
| 3410 | | INC | HL | | 03870 | | LD | E,0 | | |
| 3420 | | INC | DE | | 03880 | | ADD | HL, DE | ;Add Sector Offset | |
| 3430 | | DJNZ | SECOUT | | 03890 | | RL | С | | |
| 3440 | | EI | | | 03900 | | LD | A, C | ;Bank 2 and 3 Overflo | OW? |
| 3450 | | POP | BC | | 03910 | | OR | A | , | |
| 3460 | | POP | DE | | 03920 | | JR | NZ,BØ | ; then Use Bank Ø | |
| 3470 | | POP | HL | | 03930 | | BIT | 7,H | | |
| 3480 | | XOR | A | | | | | | ;Bank 2 Overflow? | |
| 3490 | | RET | A | | 03940 | | JR | NZ,B3 | ; then Use Bank 3 | |
| | | REI | | | 03950 | | JP | B2 | ;Else Use Bank 2 | |
| 3500 ; | | | | | 03960 | | | | | |
| | LOPWR | LD | | ;Return to floppy driver | 03970 | BØ | LD | A, BANKØ | ;Use Bank Ø | |
| 3520 | | CP | С | | 03980 | | . * * * | | *** | |
| 3530 | | JP | 45FAH | | 03990 | | . * * * | Insert Following | g Lines for Model 4P *** | |
| 3540 ; | | | | | 04000 | | . * * * | | *** | |
| 3550 ; | *** By | pass Tes | t of Ramdrive ** | ** | 04010 | | | LD DE, 4000H | *** | |
| 3560 : | | | | | 04020 | | | AND A | *** | |
| | DRVCHK | LD | A,C | | 04030 | | | SBC HL, DE | | |
| 3580 | | CP | RAMDRV | | | | | | | |
| 359Ø | | JR | Z. NOERR | | 04040 | | | | ^^^ | |
| | | IN | A, (ØFØH) | | 04050 | | JR | ECALC | | |
| 3600 | | | | | 04060 | | | | | |
| 3610 | | AND | 8ØH | | 04070 | B2 | LD | A, BANK 2 | ;Use Bank 2 | |
| 3620 | | JP | 4C79H | | 04080 | | JR | ECALC | | |
| 3630 1 | NOERR | XOR | A | | 04090 | • | | | | |
| 3640 | | RET | | | 04100 | | RES | 7,H | ;SECADD = HL - 8000H | |
| 3650 | | | | | 04110 | DJ | LD | A, BANK3 | ;Use Bank 3 | |
| | | lculate | Bank # and Offse | et of Sector *** | 04120 | | מם | A, BANKS | , ose bank s | |
| 3670 | | | | | 04120 | ECALC | LD | (DANK) A | Cours Doub # | |
| 3680 | | PUSH | HL | | | ECALC | | (BANK),A | ;Save Bank # | |
| 3690 | CUTC | PUSH | DE | | 04140 | | LD | | ; and Sector Address | 3 |
| 3700 | | PUSH | BC | | 04150 | | POP | BC | | |
| | | | | 01 0 0 01 01 | 04160 | | POP | DE | | |
| 3710 | | LD | C, Ø | ;Clear Bank Overflow Flag | 04170 | | POP | HL | | |
| 3720 | | LD | (TRKSEC), DE | | 04180 | | RET | | | |
| 3730 | | LD | HL,0 | ;Track Start Address | 04190 | • | | | | |
| 3740 | | LD | A,D | | | | n-Time | Variables *** | | |
| 3750 | | OR | A | | 04210 | | | | | |
| 3760 | | JR | Z, ADDOFF | ;Track 0? | | SECADD | DEFS | 2 | | |
| 377Ø | ; | | | | 04220 | TRKSEC | DEFS | 2 | | |
| 3780 | | LD | B, D | | | | | | | |
| 3790 | | LD | DE, TRKLEN | | 04240 | | DEFS | 1 | | |
| | MULTRK | ADD | HL, DE | | 04250 | | | | | |
| | MALTON | | C C | | 04260 | | END | START | | |
| 3810 | | RL | - | | | | | | | |
| 3820 | | DJNZ | MULTRK | | 1 | | | | | |
| 3830 | • | | | | 1 | | | | | |

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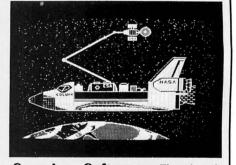
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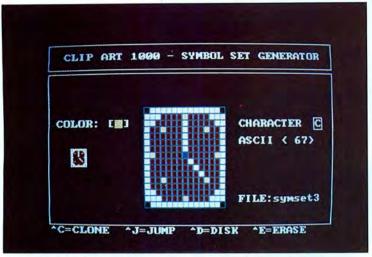
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Tandy 1000

Lustom

Character



Generatorby John D. Wolfskill

Photo 1. A sample symbol on Clip Generator's design screen.

recent inventory of my Tandy 1000 library revealed all manner of software. But one program I always seem to need—a simple but powerful utility to design graphics screens—was missing.

Paint and CAD are fine for serious artwork and large projects. However, these expensive, complicated programs seemed like overkill. I decided to write Clipper.

Clipper is a pair of Basic programs, Clipgen (see Program Listing 1) and Clipart (see Program Listing 2), that turn your keyboard into a graphics macroprocessor. It gives you the capabilities of a paint program and also allows you to develop a data base of custom text fonts and graphics

System Requirements

Tandy 1000 128K RAM One disk drive MS-DOS 2.11 or higher GW-Basic 2.02 or higher Printer (optional) symbols to add to your drawings at the touch of a key.

A symbol can occupy an area as small as four pixels and can expand to cover an area larger than the video screen. You can join symbols horizontally and vertically to form larger picture elements. Each symbol corresponds to an ASCII keyboard character from 32 to 127.

You can design symbols with your Tandy 1000's 16-color palette. The largest symbol that the magnified design grid can accommodate produces a 15- by 16-pixel matrix that is about %₆-inch square (see Photo 1). After you've carefully designed a symbol set and assigned each symbol to a macro key, you can save the file to disk for later use.

Listing 2 provides a canvas on which you can develop graphic video-page files. You can build custom screens by guiding the window-frame cursor around the display and placing the individual symbols onto the page with the macro keys. You can pick and choose among your library of fonts and symbols by loading the files selectively as you develop your custom screen pages.

You can use most symbols for more than one purpose. For example, you can instantly transform a text character into a continuous, multicolored graphic border by manipulating the X and Y steps of the frame cursor as it travels across the video page.

The Capture function allows you to grab a pattern beneath the frame cursor and duplicate it repeatedly as the cursor travels across the page. The Edit option enables you to cut, copy, flip, and mirrorimage portions of the video page. When you complete your picture, the program saves it as a PIC file, which you can add to your Basic programs. Photos 2 and 3 show examples of PIC files ready for insertion.

Getting Started

Enter Listings 1 and 2 and save them to disk as Clipgen.BAS and Clipart.BAS, respectively. I use a dual-drive 1000 and prefer that these programs reside on drive B. You can, however, assign them to another drive by changing all of their drive references. Clipgen's drive references are on lines 780, 1430, 1640, 1750, and 1890. Clipart's are on lines 400, 530, 2210,

2380, 2390, 2660, and 2830.

Before you can use Clipart, you must develop a symbol file with Clipgen. Load and run Listing 1. The initial prompt is "New file y/n?". Enter "Y." Indicate the size that you want your design grid to be by entering two-digit numbers within the range Clipgen specifies for X-axis (column) and Y-axis (row) sizes. Confirm your settings by entering "Y" or "N." The program then creates a file named New.Set.

Clipgen goes to work creating a file of 96 blank symbols. The small box to the left of the design grid shows each symbol's actual size as you work with it on the grid, which is magnified six times.

Quick References

Tables 1 and 2 detail all program commands and their actions. You can refer to these tables for quick reference anytime you need them.

A flashing block cursor appears in the upper-left corner of the grid. Practice moving the cursor around the grid with the arrow keys. Press the shift key and a directional-arrow key to paint single grid cells in the direction that the cursor is moving. You can erase previously colored cells by pressing the appropriate control-arrow-key combination.

When you complete your first symbol, proceed to the next one by pressing the greater-than (>) key. The program reads grid-color information into string-array variable CHARSET\$(n) and fills the grid with information about the next symbol in the array. Clipgen displays the prompt "ASCII:32" on the right middle portion of the screen to indicate that the symbol will later use the spacebar as its assigned macro key.

You can move backward and forward through the file by pressing the less-than (<) or greater-than (>) keys, respectively, or you can jump directly to any symbol in the file. Press control-J to enter the Jump option; then press the target key you desire. Pressing the shift-A combination displays the symbol associated with the uppercase letter A, for example.

Another time- and keystroke-saver is the Clone option, which allows you to duplicate patterns. For example, if you want all of your symbols to have a dark blue background, fill the grid with dark blue cells and press control-C. You can either duplicate the pattern into another symbol that you select or execute a global pattern duplication to all the other symbols in the file.

Press control-E at any time to erase the current symbol and start over with a blank grid. You can change the drawing color by pressing the left bracket ([) or right bracket



Photo 2. Sample PIC file.

()) to cycle through the color palette.

When you complete your file, save it to disk by pressing control-D. The file-control menu allows you to load, save, and kill symbol files that you have created with Clipgen. When you press the 2 key to invoke the Save option, a window indicating the resident symbol files on the target drive opens. Enter a file name of up to eight characters, for example, SYMSET1. There is no need to specify drive or file-extension parameters. The program automatically adds the SET extension to all files as it saves them to the target drive.

Clipping Along

When you press the break key, Clipart automatically loads, runs, and displays the



Photo 3. Sample PIC file.

file-control menu. You use two types of disk files while working with Clipart, those with the extension SET and those with the extension PIC. The latter type stores your finished video pages on disk for later use. File menu options 1–3 refer to operations on PIC files. Option 4 allows you to load SET files to use within the program.

You must load a SET file before starting to create a PIC file. When you press the 4 key, a window opens to display the current SET files on the target drive. Enter SYMSET1 to load the symbol file you created with Clipgen. Confirm the operation and file name by entering "Y."

The drawing page appears with a flashing frame cursor in its upper-left corner. Note that the size of the frame cursor is

| left arrow move left right arrow move right up arrow move up down arrow move down shift-left arrow draw left shift-right arrow draw up shift-down arrow draw down control-left arrow erase left control-right arrow erase right control-down arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket ([) decrement color value greater than (>) next symbol | Key(s) | Action | |
|--|---------------------|-----------------------|--|
| up arrow move up down arrow draw left shift-left arrow draw right shift-up arrow draw down control-left arrow control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket ([]) increment color value left bracket ([]) draw left draw left draw left draw left draw left erase left erase right erase right erase grid jump to symbol break load/run Clipart increment color value decrement color value | left arrow | move left | |
| shift-left arrow draw left shift-right arrow draw up shift-down arrow draw down control-left arrow control-down arrow control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket ([]) increment color value left bracket ([]) draw draw left wright draw ingred with the shift arrow draw down control-left arrow erase left erase right erase right erase grid jump to symbol load/run Clipart increment color value decrement color value | right arrow | move right | |
| shift-left arrow shift-right arrow draw right shift-up arrow draw up shift-down arrow draw down control-left arrow control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) disk I/O menu control-E erase grid jump to symbol break load/run Clipart right bracket ([]) increment color value decrement color value | up arrow | move up | |
| shift-right arrow shift-up arrow draw up shift-down arrow draw down control-left arrow control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([]) draw down | down arrow | move down | |
| shift-up arrow draw up draw down control-left arrow control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket ([]) increment color value left bracket ([]) draw down | shift-left arrow | draw left | |
| control-left arrow control-right arrow control-down arrow control-up arrow control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket ([]) derase left erase left erase left erase right erase right erase up control-C clone symbol(s) disk I/O menu erase grid jump to symbol load/run Clipart increment color value decrement color value | shift-right arrow | draw right | |
| control-left arrow control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([]) decrement color value | shift-up arrow | draw up | |
| control-right arrow control-down arrow control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | shift-down arrow | draw down | |
| control-down arrow erare down control-up arrow erase up control-C clone symbol(s) disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-left arrow | erase left | |
| control-up arrow erase up control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-right arrow | erase right | |
| control-C clone symbol(s) control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-down arrow | erare down | |
| control-D disk I/O menu control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-up arrow | erase up | |
| control-E erase grid control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-C | clone symbol(s) | |
| control-J jump to symbol break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-D | disk I/O menu | |
| break load/run Clipart right bracket (]) increment color value left bracket ([) decrement color value | control-E | erase grid | |
| right bracket (]) increment color value left bracket ([) decrement color value | control-J | jump to symbol | |
| left bracket ([) decrement color value | break | load/run Clipart | |
| | right bracket (]) | increment color value | |
| greater than (>) next symbol | left bracket ([) | decrement color value | |
| | greater than (>) | next symbol | |
| less than (<) previous symbol | less than (<) | previous symbol | |

The frame cursor automatically stops when it reaches a boundary.

the same as that of the grid originally assigned to your symbols in the SYM-SET1.SET file. You can move the cursor around the page by pressing the directional arrows. The frame cursor automatically stops when it reaches a display boundary.

You can change the number of discrete steps that the frame cursor moves horizontally and vertically by pressing shift-arrowkey combinations. The shift-left-arrow and shift-right-arrow combinations lower and raise X-axis steps, respectively, and the shift-up-arrow and shift-down-arrow combinations do the same for Y-axis movements. The program initially sets the X and Y step values for text display, allowing one vertical and one horizontal character space for each step of the frame cursor.

Press the key corresponding to the symbol with which you want to fill the area within the frame cursor. You can adjust both horizontal and vertical symbol spacing by adjusting the X and Y step values. After you've placed a few symbols on the page, position the frame cursor over one of them and press control-C. Notice that on the command line "release" changes to "capture."

Clipart picks up the group of picture elements that were located within the frame cursor when you entered the Capture option. You can duplicate the group by simply pressing an arrow key. To change the captured information first press control-R to release the old pixels; then press control-C to capture a new group of pixels within the cursor.

Experiment with various X and Y step values as you move the frame cursor across the screen. You can transform a symbol into a multicolored paint brush, and you can place the symbols associated with any other key onto the page without altering the pixels that the frame cursor has captured.

By pressing the delete key, you can erase pixels lying within the frame cursor, which changes them to the current background color. You can choose another page background color by pressing the escape key to cycle through all colors in the color palette. Due to the way in which Tandy 1000 Basic operates, you might have to turn off the frame cursor during certain operations to

Key(s)

Action

Cursor movement move left

left arrow
right arrow
up arrow
down arrow
shift-left arrow
shift-right arrow
shift-up arrow
shift-down arrow

move right move up move down decrease X step increase Y step decrease Y step

Screen control

ASCII 32–127
control-A
control-C
control-R
control-D
control-E
control-H
control-V
control-Z
tab
escape
delete
break
home

symbol macro keys
cursor on/off toggle
capture block
release block
disk I/O menu
edit option
horizontal-grid ruler
vertical-grid ruler
clear video page
increase magnification
change background color
blank frame cursor
load/run Clipgen.BAS
change the color palette

Edit commands

Block capture

shift-left arrow shift-right arrow shift-up arrow shift-down arrow left arrow right arrow up arrow down arrow left bracket ([) right bracket (]) enter

expand left
expand right
expand top
expand bottom
contract left
contract right
contract top
contract bottom
decrease step scale
increase step scale
select function

Special functions

copy, then cut source block duplicate source block copy, then invert source block copy, then flip source block quit Edit option move block

Move block

left arrow right arrow up arrow down arrow left bracket ([) right bracket (]) enter move left
move right
move up
move down
decrease step scale
increase step scale
replace block

Table 2. Command summary for Clipart.

ensure proper color duplication. You can switch the cursor frame from visible to invisible and back again by pressing the control-A cursor toggle.

Press the control-R combination when you're ready to resume normal operation. The program disregards pixels that have a color value of zero (black on the original design grid). Therefore, only pixels with a color other than the background are actually set with the PSet command. This arrangement allows you to superimpose one symbol over another and provides a way to mix symbol sizes within a set. For example, you might print a word onto the page, then later decide that you want to underline it. You can position the frame cursor so that you can add the underline symbol without erasing any portion of the text.

Symbols are not restricted to their original size. Press control-Z to clear the screen. Now press the tab key a few times. Note that the value adjacent to the letter M on the command line increases. This value is called the magnifier scale, and it is initially set to a one-to-one ratio. You can expand a symbol to fill the entire screen by increasing the scale.

When you press an assigned macro key, its associated symbol is drawn in expanded form, but in proportion to the magnifier scale. Symbols can occupy a space larger than the actual video page, but you can only use the portion of the symbol that lies within the page. Don't be alarmed if the program takes a while to draw the symbol. Keep in mind that large symbols might cover the command line. Portions of symbols that fall below the command line are usually unusable.

Clip Editing

A critical part of screen design is word and pixel alignment. The Edit option contains features that make this job easy. The editing commands function much like those of a word processor.

Press control-E to enter the Edit option. Note that the frame cursor diminishes to a single flashing dot. Think of the dot as a very small four-sided block. You can expand the block to capture a portion of the screen by pressing the appropriate shift-arrow-key combinations.

The arrow keys alter the block's four sides. Pressing arrow keys or shift-arrow-key combinations determines whether the side you select shrinks or enlarges in that direction.

As an example, press shift-up arrow several times. Note that the topmost side of the block expands. Now press shift-right arrow. The right side expands. Shift-left arrow and shift-down arrow produce similar results on the remaining sides. You can make any side of the block smaller by pressing an arrow key without pressing the shift key. You can adjust the expansion-step increment by pressing the



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Program Listing 1. Clipgen.

```
CLIP ART 1000
 60
                    SYMBOL SET GENERATOR
80
100 '
110 '
120 ' ** INITIALIZATION **
130 CLEAR,,,327681:SCREEN 5,,0,0:CLS:KEY OFF
140 DEFINT A-Z:DIM X,Y,XX,YY,XMAX,YMAX,A,BG
                                                                                                                                                                        2615
150 DIM LMENU! (5200), CHARSET$ (95), BL! (50)
160 ON ERROR GOTO 1056
                                                                                                                                                                        2324
170 LINE (0,15) - (319,40),15,B:LINE (0,44) - (319,190),15,B
180 LOCATE 4,3:PRINT CLIP ART 1000 - SYMBOL SET GENERATOR";
198 FG=15:COLOR FG, 0
200 LOCATE 12,2:PRINT"COLOR: [";CHR$(219);"]"
210 GOSUB 1710:PRINT"New File Y/N ?";
220 X$=INKEY$:IF X$="" THEN 220
230 IF X$="Y" OR X$="Y" THEN GOSUB 2020:GOSUB 1710:GOTO 260
240 IF X$="N" OR X$="n" THEN GOSUB 1390:GOTO 260
250 GOTO 220
                                                                                                                                                                        2703
                                                                                                                                                                        1786
 260 GOSUB 1710:PRINT"Initializing File..";
270 INIT=XSIZE*YSIZE
                                                                                                                                                                        3150
                                                                                                                                                                        1403
 280 FOR J=0 TO 95
290 CHARSET$(J)=STRING$(INIT,48)
                                                                                                                                                                           969
                                                                                                                                                                        2009
 300 NEXT J
305 FE$="NEW":GOSUB 1630
                                                                                                                                                                           604
                                                                                                                                                                        1398
305 FEŞ="NEW":GOSUB 1630
316 IF CHARSET$(0)="" THEN 2416
320 GOSUB 1710:LINE(103,76)-(193,172),0,BF
336 LINE(25,115)-(142,133),0,BF
340 LINE(25,115)-(25+XSIZE+1,1)5+YSIZE+1),15,B
                                                                                                                                                                        2287
                                                                                                                                                                        1601
                                                                                                                                                                        2615
 350 XMAX=103+((XSIZE-1)*6)
 360 YMAX=76+((YSIZE-1)*6)
376 ' ** SET UP GRID **
                                                                                                                                                                        1473
 380 FOR X=103 TO XMAX STEP 6
390 FOR Y=76 TO YMAX STEP 6
                                                                                                                                                                        1698
 400 LINE(X,Y)-(X+6,Y+6),3,B
                                                                                                                                                                        1524
 410 NEXT Y
                                                                                                                                                                           621
 420 NEXT X
                                                                                                                                                                           621
 430 CH=32:FG=1
                                                                                                                                                                           793
 440 GOSUB 870: GOSUB 1230
                                                                                                                                                                        1431
 450 X=104:Y=77:XX=26:YY=116
460 LOCATE 12,27:PRINT"CHARACTER";
                                                                                                                                                                        1649
                                                                                                                                                                         2141
 470 LINE(295,86)-(305,97),15,8
480 LOCATE 12,38:PRINT CHR$(CH);
                                                                                                                                                                         1568
                                                                                                                                                                        1933
 400 LOCATE 12,30; PRINT CHRY(CH);

500 GOSUB 1710; PRINT "C=CLONE "J=JUMP "D=DISK "E=ERASE";
                                                                                                                                                                        3822
510 IF PES="" THEN FES="New"
520 LOCATE 21,32:PRINT STRING$(8,32);
530 LOCATE 21,72:PRINT FILE:";PES;
540 ' ** PROCESS LOOP **
                                                                                                                                                                        1630
                                                                                                                                                                        2234
 550 X$=INKEY$
 560 IF X$="" THEN GOSUB 1980:GOTO 550 570 K=ASC(RIGHT$(X$,1))
                                                                                                                                                                        2165
 580 IF K=133 AND Y>82 THEN YY=YY-1:Y=Y-6:GOSUB 820
590 IF K=134 AND Y<YMAX THEN YY=YY+1:Y=Y+6:GOSUB 820
                                                                                                                                                                        3085
590 IF K=134 AND Y<YMAX THEN YY=YY+1:Y=Y+6:GOSUB 820
600 IF K=135 AND X>109 THEN XX=XX-1:X=X-6:GOSUB 820
610 IF K=136 AND X<XMAX THEN XX=XX+1:X=X-6:GOSUB 820
620 IF K=144 AND Y>82 THEN YY=YY-1:Y=Y-6:GOSUB 840
630 IF K=150 AND Y<YMAX THEN YY=YY+1:Y=Y+6:GOSUB 840
640 IF K=150 AND X>109 THEN XX=XX-1:X=X-6:GOSUB 840
650 IF K=115 AND X>109 THEN XX=XX-1:X=X-6:GOSUB 840
650 IF K=116 AND X<XMAX THEN XX=XX+1:X=X+6:GOSUB 840
660 IF K=93 THEN FG=FG-1:GOSUB 1330
670 IF K=93 THEN FG=FG-1:GOSUB 1330
680 IF K=72 AND Y>82 THEN YY=YY-1:Y=Y-6
690 IF K=80 AND Y<YMAX THEN YY=YY-1:Y=Y-6
690 IF K=75 AND X>109 THEN XX=XX-1:X=X-6
710 IF K=75 AND X>109 THEN XX=XX-1:X=X-6
720 IF K=5 THEN GOSUB 970:GOTO 450
730 IF K=3 THEN GOSUB 2380:GOTO 450
750 IF K=46 OR K=62 THEN GOSUB 2240:CH=CH+1:GOSUB 860:GOSUB 1230
:GOTO 450
                                                                                                                                                                        3294
                                                                                                                                                                        3121
                                                                                                                                                                        3281
                                                                                                                                                                        3289
3125
                                                                                                                                                                        3285
                                                                                                                                                                        2082
                                                                                                                                                                        2083
                                                                                                                                                                        2412
                                                                                                                                                                        2619
                                                                                                                                                                         2610
                                                                                                                                                                        2648
                                                                                                                                                                        2139
           :GOTO 450
                                                                                                                                                                        4402
 760 IF K=44 OR K=60 THEN GOSUB 2240; CH=CH-1: GOSUB 860: GOSUB 1230
 :GOTO 450
770 IF K=4 THEN GOSUB 1390:GOTO 310
                                                                                                                                                                        4401
 780 IF K=0 THEN LOAD"B:CLIPART.BAS",R 790 GOTO 550
                                                                                                                                                                        2310
790 GOTO 550
800 LOCATE 14,34:PRINT USING"###";CH;:RETURN
810 ' ** FILL GRID CELL **
820 LINE(X,Y)-(X+4,Y+4),FG,BF:PSET(XX,YY),FG:RETURN
830 ' ** ERASE GRID CELL **
840 LINE(X,Y)-(X+4,Y+4),0,BF:PRESET(XX,YY):RETURN
850 ' ** DISPLAY EXPANDED SYMBOL **
860 IF CH>127 THEN CH=32 ELSE IF CH<32 THEN CH=127
                                                                                                                                                                        691
                                                                                                                                                                        3262
                                                                                                                                                                        3137
                                                                                                                                                                        2945
                                                                                                                                                                           437
 880 GOSUB 1710:PRINT"Updating Grid..";
890 FOR X=104 TO XMAX+6 STEP 6
                                                                                                                                                                        2733
1830
 900 FOR Y=77 TO YMAX+6 STEP 6
910 BG=BG+1:A=ASC(MID$(CHARSET$(CH-32),BG,1)):A=A-48
                                                                                                                                                                        1785
910 BG=BG+1: A=ASC (MID$ (CHARS)
920 LINE (X,Y) - (X+4,Y+4), A, BF
                                                                                                                                                                        3028
                                                                                                                                                                        1611
          NEXT Y
                                                                                                                                                                           628
 940 NEXT X
 950 GOSUB 1710:RETURN
                                                                                                                                                                        1345
 960 ' ** ERASE GRID **
970 FOR X=104 TO XMAX+6 STEP 6
                                                                                                                                                                        1829
```

Listing 1 continued

Listing 1 continued 1793 988 FOR Y=77 TO YMAX+6 STEP 6 990 LINE (X,Y) - (X+4,Y+4),0,BF 1000 NEXT Y 1010 NEXT X 665 1020 LINE(26,116)-(26+(XSIZE-1),116+(YSIZE-1)),0,BF 1030 RETURN 1040 ' ** ERROR HANDLER ** 2845 1050 IF ERR>52 THEN GOSUB 1710:GOSUB 1110:GOSUB 1090:RESUME 1390 3892 1060 GOSUB 1710:PRINT"Program Error"; ERR; " in line"; ERL; 1070 GOSUB 1090; RESUME 450 1558 1080 1090 FOR TD=1 TO 4000:NEXT:RETURN 2097 1100 ** 1110 GOSUB 1710:PRINT"Disk Error or no files on disk.."; 1120 GOSUB 1690:GOSUB 1600:GOSUB 2410:RETURN 1130 ' ** READ GRID DATA ** 1140 CHARSET\$(CH-32)="" 1283 1150 FOR X=104 TO XMAX+6 STEP 6 1160 FOR Y=77 TO YMAX+6 STEP 6 1868 1170 A=POINT(X,Y): A=A+45 1180 CHARSETS(CH-32)=CHARSETS(CH-32)+CHR\$(A) 1455 2589 1190 NEXT Y 675 1200 NEXT X 666 1 * 708 1210 RETURN 1220 ' ** 1230 BG=0 * ** DISPLAY SYMBOL ** 1787 1240 FOR XX=26 TO 26+(XSIZE-1) 1250 FOR YY=116 TO 116+(YSIZE-1) 660 1260 BG=BG+1 1270 A=ASC(MID\$(CHARSET\$(CH-32), BG, 1)):A=A-48 1139 1280 PSET (XX, YY), A 1290 NEXT YY 1300 NEXT XX 755 789 1310 RETURN 1326 ' ** COLOR CHANGE ** 1326 ' ** COLOR CHANGE ** 1330 IF FG-BG THEN FG-FG+1 1340 IF FG-15 THEN FG-1 ELSE IF FG<1 THEN FG-15 1350 COLOR FG,0 1360 LOCATE 12,10:PKIMT CHR\$(219); 2787 1986 1370 RETURN 1386 ' ** DISK I/C ** 1390 GOSUB 1710:PRINT 1=LOAD 715 1390 GOSUB 1710:PRINT" 1=LOAD 2=SAVE 3=KILL 4=EXIT" 1400 GET(0,44)-(319,154),LMENU!:LINE(0,44)-(319,154),0,BF 1410 PSET(0,44):DRAW"C15"+"R319BD110L319" 1420 LOCATE 8,1:PRINT"RESIDENT :SET FILES:"; 1430 LOCATE 9,1:FILES"B:*.SET" 1440 X\$=INKEY\$:IF X\$="" THEN 1440 1450 IF X\$="1" THEN IO\$="LOAD":GOSUB 1500:GOSUB 1730:RETURN 1460 IF X\$="2" THEN IO\$="SAVE":GOSUB 1500:GOSUB 1620:RETURN 1470 IF X\$="3" THEN IO\$="KILL":GOSUB 1500:GOSUB 1880:RETURN 1480 IF X\$="4" THEN 1930 3503 2=SAVE 3=K 11.1. 4=EXIT": 3057 2283 2815 1799 1892 3570 3592 1289 784 1490 GOTO 1440 1500 GOSUB 1710:PRINT"Filename ?";:LOCATE 25,12:FE\$="" 1510 X\$=INKEY\$:IF X\$="" THEN 1510 1520 K=ASC(RIGHT\$(X\$,1)) 3863 1888 1380 1520 K=ASC(RIGHT\$(X\$,1)) 1530 IF K=75 AND ASC(LEFT\$(X\$,1))=0 THEN 1500 1540 IF K>32 AND K<127 THEN FE\$=FE\$+X\$:LOCATE 25,12:PRINT FE\$; 1550 IF LEN(FE\$)>8 THEN 1500 1560 IF K=13 OR K=27 THEN GOSUB 1710:RETURN 1570 IF K=8 THEN 1500 2530 3653 1572 2635 1570 IF K=8 THEN 1500 1580 GOTO 1510 1590 '** RESTORE WINDOW ** 1600 PUT(0,44),LMENU!,PSET:RETURN 1616 '** SAVE SYMBOL FILE ** 1620 GOSUB 1820:IF FL=1 THEN FL=0:GOTO 1930 1630 GOSUB 1710:PRINT"SAVUNG ";FES; 1640 OPEN"O",1,"B:"+FES+".SET" 1650 FOR J=0 TO 95 782 1 * 2117 2571 1 * 1628 1019 1660 WRITE #1, CHARSET\$(J) 1670 NEXT J 1505 663 2214 1680 WRITE #1,XSIZE:WRITE #1,YSIZE 1690 CLOSE 1:RETURN 1700 ' ** CLEAR COMMAND LINE ** 1233 1708 ' ** CLEAR COMMAND LINE ** 1718 LOCATE 25,1:PRINT STRING\$(40,32);:LOCATE 25,1:RETURN 1728 ' ** LOAD \$YMBOL FILE ** 1738 GOSUB 1820:IF FL=1 THEN FL=0:GOTO 1930 1740 GOSUB 1710:PRINT*LOADING ";FES; 1750 OPEN"1",1,"B:"+FES+".SET" 1760 FOR J=0 TO 95 1770 INPUT#1, CHARSET\$(J) 1788 NEWT. 1. 1 * 3544 2573 2211 1624 1480 665 1786 NEXT J 2162 1226 INPUT#1, XSIZE: INPUT#1, YSIZE 1790 INPUTE; XSIZE::NPUTE; YSIZE: 1800 CLOSF 1:RETURN 1810 ' ** VERIFY I/O ** 1820 PRINT IOS;" ";FES;" Y/N ?"; 1830 X\$=INKEYS:IF X\$="" THEN 1830 1840 IF X\$="Y" OR X\$="Y" THEN FL=0:GOSUB 1600:GOSUB 1710:RETURN 1850 IF X\$="N" OR X\$="n" THEN FL=1:RETURN 1860 GOTO 1830 1870 ' ** KILL FILE ** 1890 COSUB 1820 IF EI=1 THEN FL=0:GOTO 1930 1898 3861 2493 788 1880 GOSUB 1820:IF FL=1 THEN FL=0:GOTO 1930 1890 KILL"B:"+FES+".SET" 1900 GOSUB 1710:PRINT FES;" DELETED.."; 2579 2326 2096 1910 FOR TD=1 TO 2000:NEXT:RETURN 1920 ' ** ABORT I/O ** 1928 '** ABORT 1/0 "* 1938 GOSUB 1718:PRINT"ABORTING DISK 1/0"; 1948 GOSUB 1608:RETURN 1958 ' ** CURSOR BLINK DELAY ** 1968 FOR TD=1 TO 108:NEXT:RETURN 2596

You can make multiple copies and inversions of the same block.

left (() or right ()) bracket keys. For example, a setting of S:5 enlarges the side you select by five steps with each shift-arrow-key combination.

Press enter when you've captured the area you want to edit. Choose the function that you want the program to perform. Clipper executes the command after moving the block to its new screen position. You have the following options: Cut. which erases information at the original screen position after the block has been copied to a new location; Copy, which duplicates the information at the new position, leaving the original area intact: Mirror, which produces an inverted image of the block at the new position; Flip, which creates a vertical inversion (upsidedown image) of the original area at the new screen position; and Quit, which returns to the command line and cancels the Edit option.

The Flip and Mirror options do not buffer information before they perform their intended functions but merely move pixels from one screen location to another. Therefore, to ensure an accurate inversion, make sure that the destination area lies entirely outside the bounds of the source block before you invoke the operation.

When you press enter, the area you selected begins to flash in reverse video. Don't be surprised to find that colors you assigned to the pixels within the block change during this operation. This is a normal part of 1000's reverse-video operation.

Move the image to any point on the screen by pressing the arrow keys. Set the scale as before (using the left or right bracket key) so that you can move the block in larger steps. If the block refuses to move all the way to a display boundary, the step scale is probably set too high. To correct this, lower the step scale to an increment that allows the block to move the remaining distance to the edge of the display.

Since the XOR logical operator moves the block, the block does not destroy the background over which it passes. Press enter when the block is where you want it. What happens next depends on which option (1–4) you've chosen. You can capture and move approximately half of the display to an alternate position. The maximum number of pixels that you can move

Listing 1 continued

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Another symbol-alignment tool is the X,Y alignment grid, which consists of a flashing ruler line spanning the vertical and horizontal planes of the display at the current topmost frame-cursor coordinates. Press control-H to see the horizontal ruler and control-V to see the vertical ruler. You can display the alignment rulers any time while placing symbols or moving blocks of pixels using the Edit option.

You can make multiple copies and inversions of the same block by answering "Y" to the prompt "Move again y/n?". When you're finished editing, answering "N" to the prompt returns you to the command line.

Pixel Editor

In addition to the block editor just described, you need the versatility of a pixel editor for detailed work. Press control-P to enter the sketch mode. As before, the frame cursor becomes a single blinking dot. The arrow keys guide the cursor around the screen. The bracket keys allow you to increase the scale factor to move quickly or decrease it to get close to a boundary.

Press the left shift key to begin sketching. You can select a different drawing color by pressing the home key to cycle through the color palette. Press control to erase unwanted pixels. Press the right shift key when you want to return to the Move option. Escape exits sketch mode.

Permanent Pics

You can make a permanent disk record of your screen pages by saving them as a PIC file. Press control-D to view the file-control menu. As before, a window opens to display resident PIC files on the target drive. Press the 2 key to invoke the Save option. If you confirm the operation and file name by answering "Y" to the next prompt, the directory closes and your screen is saved to disk. You can move from Clipart to Clipgen by pressing break from either program's command line.

Parting Clips

Remembering the symbol for each macro key is not easy, as you will find out when you begin to build a library of specialized files. One way to remember which file to load to retrieve a symbol is to keep macro-key and symbol names mnemonically associated when constructing files that contain symbols other than the standard keyboard text characters. You might use the F key to produce a flag and the H key to produce a small house, for example. You can assign a sequence of keys, such as zero-9, to multipart symbol pictures.

```
Listing 1 continued
       1978 ' ** PIXEL CURSOR **
1988 GET(X,Y)-(X+4,Y+4),BL!:LINE(X,Y)-(X+4,Y+4),3,BF:GOSUB 1968
                                                                                                                                                                 3674
        1990 PUT(X,Y), BL!, PSET: GOSUB 1960
                                                                                                                                                                   706
        2000 RETURN
                     ** SET GRID SIZE **
                                                                                                                                                                  3594
        2020 GOSUB 1710:PRINT"X-Axis Size (02-15) ..";:GOSUB 2130
                                                                                                                                                                    777
                                                                                                                                                                  2273
        2040 IF XSIZE<2 OR XSIZE>15 THEN 2020
                  GOSUB 1710:PRINT"Y-Axis Size (02-16) ..";:GOSUB 2130
                                                                                                                                                                   3599
        2060 YSIZE=T
        2070 IF YSIZE-1
2070 IF YSIZE<2 OR YSIZE>16 THEN 2050
2080 GOSUB 1710;PRINT"XSIZE =";XSIZE;" YSIZE =";YSIZE;" OK Y/N
                                                                                                                                                                  2282
                                                                                                                                                                   4228
        2090 X$=INKEY$:IF X$="" THEN 2090
2100 IF X$="Y" OR X$="y" THEN GOSUB 1710:RETURN
                                                                                                                                                                   1896
                                                                                                                                                                   2865
        2110 GOTO 2020
                                                                                                                                                                    769
        2120
        2130 X$=INKEY$:IF X$="" THEN 2130
                                                                                                                                                                   1886
                                                                                                                                                                  2458
                  IF X$CHR$(48) OR X$CHR$(57) THEN 2130
T$=T$+X$:LOCATE 25,22:PRINT T$;
IF LEN(T$)=2 THEN T=VAL(T$):T$="":RETURN
        2160
       2160 IF LEN(T$)=2 THEN T=VAL(T$):T$="":RETURN
2170 GOTO 2130
2180 ' ** GLOBAL/SELECTED DUPLICATION **
2190 GOSUB 1710:PRINT"1=Global 2=Selected 3=1
2200 X$=INREY$:IF X$="" THEN 2200
2210 IF X$="1" THEN GOSUB 2240:GOSUB 2260:RETURN
2220 IF X$="2" THEN GOSUB 2240:GOSUB 2330:RETURN
2230 IF X$="3" THEN GOSUB 1710:RETURN
                                                                                                        3=Exit";
                                                                                                                                                                  3772
                                                                                                                                                                  1882
2903
                                                                                                                                                                  2903
2232
                  GOSUB 1710: PRINT "Reading Grid.."; : GOSUB 1140: GOSUB 1710: RET
                  URN

** GLOBAL SYMBOL DUPLICATION **

Ke
                                                                                                                                                                   4528
       2260 GOSUB 1710:PRINT Duplicating Key:"; CHR$(CH); as Key:"; 2270 FOR DUP=32 TO 127 2280 LOCATE 25,31:PRINT CHR$(DUP); 2290 CHARSET$(DUP-32)=CHARSET$(CH-32)
                                                                                                                                                                  4318
1274
                                                                                                                                                                  2072
        2300 NEXT
        2300 NEXT
2310 GOSUB 1710:RETURN
2320 ' ** SELECTED SYMBOL DUPLICATION **
2330 GOSUB 1710:PRINT"Target Character ? ";:TC$=INPUT$(1)
2340 IF TC$<CHR$(32) OR TC$>CHR$(127) THEN 2330
2350 CHARSET$(ASC(TC$)-32)=CHARSET$(CH-32)
2360 GOSUB 1710:PRINT"Key:";CHR$(CH);" duplicated as Key:";TC$;
2370 FOR TD=1 TO 3000:NEXT:GOSUB 1710:RETURN
2380 GOSUB 1710:PRINT"Target Jump Key ?";:JP$=INPUT$(1):GOSUB 17
                                                                                                                                                                  1385
                                                                                                                                                                   3986
                                                                                                                                                                  2627
2487
                                                                                                                                                                   4469
         2390 IF JP$>CHR$(127) OR JP$<CHR$(32) THEN 2380
        2400 GOSUB 2240:CH=ASC(JP$):GOSUB 870:GOSUB 1230:RETURN
2410 GOSUB 1710:PRINT"Cannot proceed: 1=New File 2=File Menu ";
2420 X$=INKEY$:IF X$="" THEN 2420
2430 IF X$="1" THEN GOSUB 2020:GOSUB 1710:GOTO 260
2440 IF X$="2" THEN GOSUB 1390:GOTO 310
2450 CLS:STOP
                                                                                                                                                                  3433
                                                                                                                                                                  4753
1890
                                                                                                                                                                   2919
                                                                                                                                                                  2251
                                                                                                                                                                    845
```

Program Listing 2. Clipart.

```
30
                                          CLIP ART 1000
                               MACRO GRAPHICS UTILITY
 50
 120
                        **********
 140
          * ** INITIALIZATION **
 160 CLEAR,,,32768!:SCREEN 5,0,,,0:CLS:KEY OFF
170 DEFINT A-Z:DIM GG,A,J,JJ,AA:ON ERROR GOTO 2880
176 DEFINT A-Z:DIM GG,A,J,JJ,AA:ON ERROR GOTO 2886
186 DIM CHARSETS(95),LDOT!(200),CSR!(200),MN1(5300),AGRID!(200)
196 MENU$="l=LOAD 2=SAVE 3=KILL 4=SYMBOL FILES"
206 BG=0:COLOR 15,BG:INIT=1
216 LOCATE 7,13:PRINT"CLIP ART 1000";
226 LOCATE 9,9:PRINT"MACRO GRAPHICS UTILITY";
236 LINE(0,22)-(319,190),15,B:LINE(34,61)-(273,74),15,B
246 COLOR 14,BG:LOCATE 14,11:PRINT"SELECT FILE OPTION:";
256 COLOR 2,BG:LOCATE 19,3:PRINT MENU$;
266 GOSUB 2190:COLOR 15,BG
278 GOSUB 2900:TS SPEI THEN SPEIGGOSUB 2180
                                                                                                                                                                                               3129
                                                                                                                                                                                               3507
                                                                                                                                                                                               2966
                                                                                                                                                                                                1656
                                                                                                                                                                                               2216
                                                                                                                                                                                               2983
                                                                                                                                                                                               2861
                                                                                                                                                                                               3565
2451
                                                                                                                                                                                               1560
 270
          GOSUB 2940:IF SF=1 THEN SF=0:GOSUB 2186
          CLS
' ** PROCESS LOOP **
                                                                                                                                                                                                  412
 298
 300 BX=0:BY=0:MAG=1:BX1=XSIZE+1:BY1=YSIZE+1
310 GET(BX,BY)-(BX1,BY1),LDOT!:GOSUB 800
320 GOSUB 1110:DPL=0:PRINT"X= Y= M= R
                                                                                                                                                                                              2781
2425
                                                                                                             RELEASE "E=EDIT "D=DIS
                                                                                                                                                                                               4107
 330 SCALE=XSIZE+1:LOCATE 25,3:PRINT USING"##";SCALE;
340 BRUSH=YSIZE+1:LOCATE 25,8:PRINT USING"##";BRUSH;
                                                                                                                                                                                               3319
3382
 350 LOCATE 25,13:PRINT USING"##"; MAG;
                                                                                                                                                                                              2249
 360 X$=INKEY$
360 X$=INKEY$
370 IF X$="" THEN GOSUB 800:GOTO 360
380 K=ASC(RIGHT$(X$,1)):IF LEN(X$)>1 THEN 520
390 IF K=5 THEN GOSUB 1130:GOTO 310
400 IF K=6 THEN LOAD"B:CLIFGEN.BAS",R
410 IF K=1 THEN IF CR=6 THEN CR=1 ELSE CR=0
420 IF K=4 THEN GOSUB 830:GOSUB 2180:GOTO 300
430 IF K=27 THEN GOSUB 750:GOTO 360
440 IF K=26 THEN CLS:GOTO 320
450 IF K=22 THEN XX=BX:GOSUB 2080
                                                                                                                                                                                                 790
                                                                                                                                                                                              2105
                                                                                                                                                                                              2625
                                                                                                                                                                                               2083
                                                                                                                                                                                               2286
                                                                                                                                                                                               2586
                                                                                                                                                                                              2710
                                                                                                                                                                                               1744
                                                                                                                                                                                               2030
```

Listing 2 continued

| | Listing | 2 continued |
|---|---------|--------------|
| 1430 LOCATE 25,25::PRINT USING"##";XF;:RETURN | | 2841 |
| 1416 ' ** EDIT SCALE UPDATE ** 1420 IF XF<1 OR XF>99 THEN XF=1 | 1* | 1867 |
| 1392 PUT(LX,TY),MNI,PSET 1400 RETURN | 1* | |
| 1390 GET(LX,TY)-(RX,BY),MN!:PUT(LX,TY),MN!,PRESET | 1 * | 1542 |
| 1380 TF RYCLY OR LX>RY OR TY>BY OR BY <ty return<="" td="" then=""><td>1*</td><td>3501</td></ty> | 1* | 3501 |
| 1360 IF K=135 AND LX-XF>-1 THEN LX=LX-XF 1370 IF K=136 AND RX+XF<320 THEN RX=RX+XF | 1* | 2524 |
| 1350 IF K=80 AND BY>=TY THEN BY=BY-XF | ** | 2315 |
| 1330 IF K=134 AND BY+XF<192 THEN BY=BY+XF 1340 IF K=133 AND TY-XF>-1 THEN TY=TY-XF | 1* | 2478 |
| 1326 IF K=77 AND RX>=LX THEN RX=RX-XF | 1* | 2354 |
| 1300 IF K=72 AND TY= <by then="" ty="TY+XF<br">1310 IF K=75 AND LX<=RX THEN LX=LX+XF</by> | | 2335 |
| 1290 IF K<72 OR K>136 THEN 1220 ELSE GOSUB 1300:GOTO 1220 | 1* | 3304 2343 |
| 1298 TE V-13 THEN 1456 | 14 | |
| 1260 IF K=93 THEN XF=XF+1:GOSUB 1420:GOTO 1220 1270 IF K=27 THEN 2030 | 1 * | 1214 |
| 1250 IF K=91 THEN XF=XF-1:GOSUB 1420:GOTO 1220 | 1* | 2760 2761 |
| 1240 K=ASC(RIGHT\$(X\$,1)) | 1* | 1379 |
| 1230 IF XS="" THEN PUT(LX,TY),MN!,PRESET:PUT(LX,TY),MN!,PSET:GOT O 1220 | 1. | |
| 1220 YS=TNKEVS | ** | 834 |
| 1216 ' ** BLOCK MOVE SCALE LOOP ** | | |
| 1190 LOCATE 25,25:PRINT USING"##";XF; 1200 LOCATE 25,33:PRINT"[ENTER]";:RETURN | 1.6 | 2634 |
| 1180 LOCATE 25.23:PRINT"S:": | 1.* | 1677 2248 |
| 1170 GOSUB 1110:PRINT"[ARROW][SHIFT/ARROW]"; | 11. | 3013 |
| 1140 GOSUB 830:GOSUB 1150:GOTO 1220 1150 LX=BX:LY=BY:FX=BX:FY=BY:TX=BX:TY=BY:XF=1 | 1+ | 3155 2041 |
| | 1 * | 2074 |
| 1126 '** EDIT OPTION ** 1130 AX=BX:AY=BY:AX1=BX1:AY1=BY1 | 1 * | 2075 |
| 1110 LOCATE 25,1:PRINT STRING\$(40,32);:LOCATE 25,1:RETURN | | 3538 |
| 1090 GET(BX,BY)-(BX1,BY1),LDOT1:RETURN 1100 ' ** COMMAND LINE CLEAR ** | | |
| 1080 NEXT JJ:NEXT J | 1* | 1215 2391 |
| 1070 IF A=48 THEN 1080 ELSE A=A-48:PSET(J,JJ),A | 1 * | 2744 |
| 1050 FOR JJ=BY+1 TO BY1-1 1060 GG=GG+1:A=ASC(MID\$(CHARSET\$(AA-32),GG,1)) | 1* | 2677 |
| 1040 FOR J=BX+1 TO BX1-1 | 1 * | 1397 |
| 1030 GG=0:AA=ASC(X\$) | ** | 1148 |
| 1016 ' **** KEY WRITE ROUTINE **** 1020 IF MAG>1 THEN GOSUB 1900:GOTO 1090 | 1. | 2316 |
| 1000 GET(BX+1,BY+1)-(BX1-1,BY1-1),MN!:RETURN | 1 * | 2602 |
| 980 RETURN 996 ' ** KEY REPEAT CAPTURE ** | | |
| 978 LOCATE 25,8:PRINT USING"##";BRUSH; | 1* | 2388 673 |
| 960 IF BRUSH>99 OR BRUSH<1 THEN BRUSH=1 | 1* | 2517 |
| 940 RETURN 950 ' ** Y-SCALE UPDATE ** | | 003 |
| 930 LOCATE 25,3:PKINT USING"##"; SCALE; | 1* | 2351 669 |
| 920 IF SCALE>99 OR SCALE<1 THEN SCALE=1 | 1 * | 2429 |
| 900 RETURN 910 ' ** X-SCALE UPDATE ** | | |
| 890 GET(BX,BY)-(BX1,BY1),LDOT1 | 1* | 1812 665 |
| 880 IF DPL=1 THEN PUT(BX+1,BY+1),MN!,OR | ** | 2372 |
| 870 IF BY1+BRUSH>191 THEN BY1=191:BY=191-(YSIZE+1) | ** | 3056 |
| 850 IF BX1+SCALE>319 THEN BX1=319:BX=319-(XSIZE+1) | ** | 2511 |
| 836 PUT(BX,BY),LDOT!,OF:RETURN 846 IF BX-SCALE<6 THEN BX-6:EX1=XSIZE+1 856 IF BX1-SCALE>319 THEN BX1=319:BX=319-(XSIZE+1) 866 IF BY-BRUSH<6 THEN BY=6:EY1=YSIZE+1 876 IF BY1+BRUSH>191 THEN BY1=191:BY=191-(YSIZE+1) 886 IF DPL=1 THEN PUT(BX+1,BY+1),MN!,OR 896 GET(BX,BY)-(BX1,BY1),LDOT1 | ** | 2477 |
| OZU FUI (DA, DI), CDA:, FDDI: FDIODI | | |
| 810 GET(BX,BY)-(BX1,BY1),CSP!:LINE(BX,BY)-(BX1,BY1),15,B | ** | 3350 2076 |
| FOR IF CRES ECALING ** E60 IF CRE1 THEN RETURN E10 GET(BX,BY)-(BX1,BY1), CSF1:LINE(BX,BY)-(BX1,BY1), I5,B 220 DIM(BY,BY) CSF1 DEST, | ** | 1465 |
| 780 COLOR ,BG:RETURN 790 ' ** CURSOR SCALING ** | | 1323 |
| 770 IF BG>15 THEN BG=0 | 1 * | 1279 1325 |
| 760 IF BG=FG THEN BG=BG+1 | 1.6 | 1497 |
| 748 * ** BACKGROUND COLOR ** 750 BG=BG+1 | 1. | 615 |
| 730 RETURN | ** | 666 |
| 710 LINE(BX,BY)-(BX1,BY1),0,BF 720 GET(BX,BY)-(BX1,BY1),LDOT! | 1 * | 1763 1804 |
| 700 ' **** BLANK CURSOR ROUTINE **** | | |
| 680 ' ** CAPTURE KEY PROMPT ** 690 LOCATE 25,16:PRINT DPL\$;:GOTO 360 | 1.4 | 2275 |
| 670 RETURN | ** | 669 |
| 650 IF MAG>15 THEN MAG=1 660 LOCATE 25,13:PRINT USING"##";MAG; | 1 * | 2253 |
| 640 MAG=MAG+1 | 1 * | 765 1429 |
| 630 ' ** KEY MAGNIFY SCALE ** | | |
| 610 IF K=135 THEN SCALE=SCALE-1:GOSUB 926 620 GOTO 360 | 1 * | 2518 682 |
| 600 IF K=136 THEN SCALE=SCALE+1:GOSUB 920 | 1.* | 2516 |
| 590 IF K=133 THEN BRUSH=BRUSH+1:GOSUB 960 590 IF K=134 THEN BRUSH=BRUSH-1:GOSUB 960 | * | 2584 |
| 570 IF K=72 THEN GOSUB 830:BY=BY-BRUSH:BY1=BY1-BRUSH:GOSUB 860 580 IF K=133 THEN BRUSH=BRUSH+1:GOSUB 960 | 1* | 3996 2580 |
| 560 IF K=80 THEN GOSUB 830:BY=BY+BRUSH:BY1=BY1+BRUSH:GOSUB 860 | 14 | 3990 |
| 540 IF K=77 THEN GOSUB 830:BX=BX+SCALE:BX1=BX1+SCALE:GOSUB 840 550 IF K=75 THEN GOSUB 830:BX=BX-SCALE:BX1=BX1-SCALE:GOSUB 840 | 1. | 3932 3935 |
| 530 TF K=0 THEN LOAD B.CLIPGEN BAS" . P | 1.6 | 2290 |
| 510 IF K>31 THEN GOSUB 830:GOSUB 1020:GOTO 360 ELSE 360 520 IF K=83 THEN GOSUB 710:GOTO 360 | 1* | 3271 2092 |
| 500 IF K=16 THEN GOSUB 3010:GOTO 300 | 1* | 2124 |
| 490 IF K=18 THEN DPL=0:DPL\$="RELEASE":GOTO 690 | 1 * | 2827 |
| 470 IF K=3 THEN DPL=1:DPL\$="CAPTURE":GOSUB 1000:GOTO 690 480 IF K=9 THEN GOSUB 640:GOTO 360 | 1 * | 3458 2049 |
| 460 IF K=8 THEN YY=BY:GOSUB 2130 | 1 * | 1986 |
| Listing 2 continued | | |
| | | |

If you have a graphics printer driver, you can display all the symbols in a file (along with their associated macro-key assignments) on your screen, then dump the screen to your dot-matrix printer. Although the output is not in color, this simple procedure maintains a permanent record of the contents of each file.

Addenda

You can display the PIC files that Clipper produces by loading them directly onto the screen from disk. This allows you to develop longer Basic programs, since you don't have to take up valuable work space with coded graphics routines.

I often load PIC files into extended video pages 1–3 while my Basic program is busy displaying a different PIC file on video page zero. I then rapidly sequence the extra screens onto the display using the PCopy n,0 command. The switch is fast enough (about four frames per second) to produce reasonably convincing full-screen animated effects.

You can use the following subroutine within your Basic programs to load PIC files directly to page zero (the displayed portion) of video memory:

DEF SEG = &HB800: BLOAD"B:PICTURE1.PIC",0:RETURN

The segment:offset addresses for extra video pages 1–3 depend on which version of Basic you're using and the amount of memory in your computer. The machine must have at least 256K of memory to use additional video pages. Clipper uses screen mode 5 for storing PIC files, in which each video page uses 32,768 bytes of memory. Therefore, for each additional video page that you assign within your program, you must increase a corresponding amount of allocated video-memory space in the Clear statement at the beginning of your program.

I use GW-Basic 2.02 with 512K additional memory installed on a Tandy Memory Plus expansion board. This version of Basic allows up to four assigned videomemory pages. Video-page segment addresses for this configuration are:

Page 0 = &HB800 Page 1 = &H5000 Page 2 = &H4800 Page 3 = &H4000

To load PIC files directly from disk into the extra video-page memory area, substitute the above addresses immediately after the DEF SEG statement as the sample routine shows. The offset into the segment is always zero.

John Wolfskill is a technical writer for PC Resource. Write to him c/o 80 Micro, 80 Elm St., Peterborough, NH 03458. Enclose a self-addressed, stamped envelope if you want a reply.

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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    * * * * * * * * * * * *
** SPECIAL FUNCTIONS **
GOSUB 110:PRINT'1=CUT 2-COPY 3-MIRROR 4-FLIP 5-QUIT";
TEMLX=LX:TEMTY-TY:TEMRX-RX:TEMBX-BX
X$=INKEY$:IF X$="" THEN 1470
IF X$="" THEN WYB=1:GOSUB 1560:GOSUB 1580:GOTO 2030
IF X$=""" THEN WYB=1:GOSUB 1560:GOSUB 1580:GOTO 2030
IF X$="" THEN GOSUB 1560:GOSUB 1990:GOTO 2030
IF X$="" THEN FLIR GOSUB 1560:GOSUB 1990:GOTO 2030
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                15
                                                                                                                                                                                                                                                                                                              2036
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         THEN PUT (LX, TY), MNI, XOR: PUT (LX, TY), MNI, XOR: GOTO
                                                                                                                                                                                                                                                                            GOSUB 1110:GOTO 2030
GOSUB 1560:GOSUB 1580:GOTO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   NEXT J:RETURN

** MULTI-MOVE PROMPT **
GOSUB 1110:PRITI'MOVE AGAIN Y/N ?"

X$=INKEY$:IF K$="" THEN 2040

IF X$="Y" OR X$="\" THEN MVB=8:GOSUB 1110:GOTO 1450

BX=AX:BY=AY:BX1=AX1:BY1=AX1:RETURN

** HORIZONTAL ALIGN RULER **
FOR J=1 TO 7
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   FOR J=1 TO 7
GET(XX,0)-(XX,191), AGRIDI:LINE(BX,0)-(XX,191),15,BF
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          IF K=91 AND XF>32 O'THEN XF=XF-1;GOSUB 1430

IF K=93 AND XF>32 O'THEN XF=XF+1;GOSUB 1430

IF K=13 AND MVB=1 THEN GOSUB 1760;RETURN

IF K=13 AND MVB=0 THEN BUT(LX,TY),MNI,OR:RETURN

IF K=2 THEN XX=BX:GOSUB 2080;GOTO 1580

IF K=2 THEN YEBY:GOSUB 2130;GOTO 1580

IF K=77 THEN 2030;GOSUB 2130;GOTO 1580

IF K=77 THEN IF RX+XF\6320 THEN LX=LX+KF:RX=RX+XF

IF K=75 THEN IF RX+F\6320 THEN LX=LX+FF:RY=RX+XF

IF K=75 THEN IF RX+F\6320 THEN LX=LX-KF:RY=RX+XF

IF K=75 THEN IF RX+F\6320 THEN RX=RX+XF
                                                                                                                                                                                                                                                                                                                                                                ** BLOCK MOVE **
GOSUB 1110:GOSUB 1126:GOSUB 1570:RETURN
PRINT"MOVE BLOCK: KEYS=ARROWS";:GOSUB 1430:RETURN
X$=IRREY$
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                A=POINT (TEMLX, TEMTY):PSET (JJ,J), A:TEMLX=TEMLX+1
NEXT-TEMEXIX=GG=TEMTY=TEMTY+1:NEXT:RETURN
** MAGNIFY REY **
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   A=POINT(TEMLX,TEMTY):PSET(JJ,J),A:TEMLX=TEMLX+1
NEXT:TEMLX=GG:TEMTY=TEMTY+1:NEXT:RETURN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             (LX, TY), MNI, XOR: PUT (LX, TY), MNI, XOR: RETURN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  FOR J=1 TO XSIZE
FOR AA=1 TO MAG
FOR JJ=1 TO YSIZE
C=C+1: AASC (MID$(CHARSET$(B),C,1)):A=A-48
IF A=0 THEN DRAW*BD"+STR$(MAG):GOTO 1978
DRAW*C"+STR$(A):DRAW*D"+STR$(RAG)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               LINE (TEMLX, TEMTY) - (TEMRX, TEMBY), BG, BF
LINE(LX, TY) - (Kx, BY), BG, BF
PUT(LX, TY), MNI, PSET: RETURN
'** MIRROR INAGE **
GG-TEMLX: IF FLIP=1 THEN FLIP=0:GOTO 1850
FOR J=TY TO BY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    NEXT JJ
DRAW"BU"+STR$(GG):DRAW"BR":C=C-YSIZE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ** MAGNIFY KEY **
B=ASC(X$)-32:C=0:GG=YSIZE*MAG
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      FOR J=TY TO BY
FOR JJ=RX TO LX STEP-1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ** FLIP IMAGE **
FOR J=BY TO TY STEP-1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | K=ASC(RIGHT$(X$,1)) |
| F K=91 AND XF>1 THEN |
| IF K=93 AND XF>2 THEN |
| IF K=13 AND WYB=1 THEN |
| IF K=12 AND WYB=2 THEN |
| IF K=2 THEN YYEBY:GOS |
| IF K=2 THEN YYEBY:GOS |
| IF K=2 THEN YYEBY:GOS |
| IF K=7 THEN IN RX-KF |
| IF K=7 THEN IF XF THEN XF THEN IF XF THEN XF THEN IF XF THEN XF 
                                                                                                                                                                                                                                                                            THEN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        JJ=LX TO RX
                                                                                                                        IF X$="1"
IF X$="2"
IF X$="3"
IF X$="4"
2036
IF X$="5"
IF X$="6"
GOTO 1470
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    NEXT AA
C=C+YSIZE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   IF X$="" 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  GOTO 1588
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         1590
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Listing 2 continued

1891 * * * 2810:CSET=0 THEN EXT\$=".PIC":GOSUB 2570:RETURN GOSUB 1110:PRINT 105," ",FE\$;" X/N ?"; X\$=INERX\$:IF X\$=" "HEN 215 IF X\$="Y"OR X\$="Y" THEN QOSUB 1110:GOSUB 2720:RETURN THEN FL=0:RETURN 3:KILL "B:"+FE\$:RETURN IF K=75 AND ASC(LEFT\$(X\$,1))=0 THEN FE\$="":GOTO 2446 FE\$=FE\$+X\$:LOCATE 25,14:PRINT FE\$; IF K=13 AND LEN(FE\$)<16 AND CSET=1 THEN EXT\$=".SET":G (0, XY) - (319, XX), AGRID1: LINE (0, YY) - (319, YY), 15, BF 60 NEXT:RETURN
70 '** DISK I/O **
80 GOSUB 1110:PRINT MENUS;
90 X\$=INKEY\$:IF X\$="" THEN 2190
80 K=ASC(RICHEY\$(X\$,K))
120 IF K=AG THEN GOSUB 2340:GOSUB 2280:GOTO 2620
91 IF K=49 THEN GOSUB 2340:GOSUB 2280:GOTO 2590
920 IF K=50 THEN GOSUB 2340:GOSUB 2280:GOTO 2590
930 IF K=51 THEN GOSUB 2340:GOSUB 2280:GOTO 2650
940 IF K=51 THEN GOSUB 2340:GOSUB 2280:GOSUB 280:GOTO 2650
950 IF K=51 THEN GSUB 2340:GOSUB 2280:GOSUB 280:GOSUB 2 IO\$="LOAD":GOSUB 2740:IF FL=1 THEN FL=0:RETURN PRINT"LOADING:";FE\$;:GOSUB 2800:GOSUB 2680:RETURN GET (0,44)-(319,154), MNI:LINE (0,44)-(319,154), 0,BF PSET (0,44):DRAW"C15"+"R319BD116L319" 9,1:FILES"B: * . SET": RETURN SEG=&HB800:BSAVE"b:"+FE\$,0,32768!:RETURN FL=1 THEN F 3 2800:KILL ** FILE EXTENT ** FE\$=LEFT\$(FE\$,LEN(FE\$)-1)+EXT\$:RETURN SEG=&HB800:BLOAD"b:"+FE\$,0:RETURN GOSUB 1110:PRINT"File: ";FES;" Y/N" GOSUB 1110:PRINT"Filename ?"; LOCATE 25,14:PRINT STRING\$(8,"."); LOCATE 25,25:PRINT"(ENTER>"; GOTO 2470 STRING\$(8,"."); GOSUB 2410: RETURN LOCATE 9,1:FILES"B: *. PIC": RETURN 8,1:PRINT"RESIDENT FILES: X\$=INKEY\$:IF X\$="" THEN 2420 IF X\$="Y" OR X\$="Y" THEN RETURN 50 LOCATE 25,14;PRINT STRING\$(8, '8) LOCATE 25,14;PRINT STRING\$(8, '0 X\$=INKIY\$; IF K\$="" THEN 2470 (8 K=ASC(RIGHT\$(X\$,1)))

IF K=27 THEN PERM PRINT"DELETING:"; FES; : GOSUB + ** PAGE LOAD ** IO\$="SAVE";GOSUB 2740:IF F PRINT"SAVING:";FE\$;:GOSUB ** RESTORE WINDOW **
PUT(0,44), MN!, PSET: RETURN VERTICAL ALIGN RULER K=13 AND LEN(FE\$)<10 LEN(FE\$)>8 THEN 2440 THEN LOCATE (XX, Ø), AGRID!, PSET (Ø, YY), AGRIDI, PSET THEN To :RETURN GOTO 2180 FE\$>"" IF INIT=1 CSET=1 LOCATE 290

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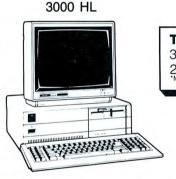
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                                      2764
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1263
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1355
471
715
                                                                                                                                   ERL=1390 THEN 2920
SUB 1110:PRINT"Error "; ERR;" in line "; ERL; :GOSUB 2800
ERL=2380 OR ERL=2390 THEN GOSUB 2995:GOSUB 2720:RESUME
                                                                                                                                                                                                                                                                                                                                                                     3340:0P=1:GOSUB 3280
                                                                                                                                                                                                                                                                                                                                              SCALE [
                                                                                                                                                                                  ERR>50 AND ERR<78 THEN GOSUB 2720:CSET=0:RESUME 2180
70 GOSUB 1110:PRINT"Disk I/O Aborted..";
80 GOSUB 2720:GOSUB 110:FL=1:RFTURN
80 FOR TD=1 TO 2000:NEXT:GOSUB 1110:RFTURN
80 FOR TD=1 TO 2000:NEXT:GOSUB 1110:RFTURN
80 FOR TD=1 TO 2000:NEXT:GOSUB 1110:RFTURN
80 CSET=0:GOSUB 1110:PRINT"Loading:";FE$;
90 FOR "I",1,"B:"+FE$
91 FOR J=0 TO 95:IRPUT#1,YSIZE
95 INDUT#1,XSIZE:INPUT#1,YSIZE
96 GLOSE 1:GOSUB 2720:RFTURN
                                                                                                                                                                                                                                                                                                                                              COLOR [ ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             THEN PSET(X,Y),FG ELSE PSET(X,Y), 6
                                                                                                                                                                                                                                                                                                            IN DIRECTORY .. ";
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               SC=1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Y+SC<191 THEN Y=Y+SC
                                                                                                                                                                                                                                                                                                                                                                                           :Kl=PEEK (&H417):DEF SEG
ND 1 THEN OP=1:GOSUB 3280
ND 2 THEN OP=2:GOSUB 3280
ND 4 THEN OP=3:GOSUB 3280
THEN GOSUB 3220
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | RETURN
| SC=SC-1:GOSUB 3386
| SC=SC+1:GOSUB 3386
| IF Y-SC>0 THEN Y=Y-SC
| IF Y+SC<191 THEN Y=Y+SC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            X-SC>0 THEN X=X-SC
X+SC<319 THEN X=X+9
                                                                                                                                                                                                                                                                                                                                                                    X=BX:Y=BY:SC=1:GOSUB 3380:FG=0:GOSUB
                                                                                                                                                                                                          SUB 1110:PRINT"Block too Large..'sUB 2800:GOSUB 2030:RESUME 1130
CHARSET$(0)>"" THEN RETURN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                -(X,Y),LDOT1:PSET(X,Y),3
TO 75:NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             IF SC>50 THEN SC=1 ELSE IF SC<1
LOCATE 25,38:PRINT USING"##"; SC;
RETURN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Y):PUT(X,Y),LDOT!,PSET
TO 75:NEXT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            LINE (208, 192) - (216, 198), FG, BF
                                                                                                                                                                                                                                                                                                                     4000:NEXT:RETURN
MODE **
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         THEN IF X-SC>0 THEN THEN IF X+SC<319
THEN GOSUB 3340
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  THEN PRINT" MOVE ";
THEN PRINT" DRAW ";
THEN PRINT"ERASE "
                                                                                                                                                                                                                                                                                                           LOCATE 15,1:PRINT"NO FILES FOR TD=1 TO 4000:NEXT:RETUR
                                                                                                                                                                                                                                                                                                                                              LOCATE 25,1:PRINT"SKETCH:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ** CHANGE DRAW COLOR **
FG=FG+1:IF FG>15 THEN FG=
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SCALE ADJUST **
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ** DISPLAY MODE PROMPT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     FLASH PIXEL CURSOR
                                                                                                                                                                                                                                                                      No Symbol File
                                                                                                                                                                                                                                                                                                                                                                                                                                                       K=ASC(RIGHT$(X$,1)
IF K=27 THEN RET
                                                                                                                        ** ERROR HANDLER
                                                                                                                                                                                                                                                                                                NEXT: SF=1: RETURN
                                                                                                                                                                                                                                                                                                                                                                                                       AND
                                                                                                                                                                                                                                                                                                                                                                                                                                Kl AND
X$="" T
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         LOCATE 25,11
IF OP=1 THEN
IF OP=2 THEN
                                                                                                                                                                                                                                                                                                                     FOR TD=1 TO
** SKETCH
                                                                                                                                                                                                                                                           TO
                                                                                                                                                                                                RESUME 300
                                                                                                                                                                                                                                                                                                                                                                                                       IF K1
                                                                                                                                                                                                                                                                                                                                                                                X$=INKEY$
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  GET (X,Y)-
FOR TD=1
                                                                                                                                                                                                                                                                       PRINT"NO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    FOR TD=1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          PRESET
                                                                                                                                                                                                                                              GOSUB
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 RETURN
                                                                                                                                                                                                                       GOSUB
                                                                                                                                                                                                            GOSUB
                                                                                                                                                GOSUB
                                                                                                                                               2890
                                    2800
2810
2810
2820
2830
2840
2850
2850
2860
2880
                                                                                                                                                                                  2900
                                                                                                                                                                                               2910
                                                                                                                                                                                                                      2930
2940
2950
2950
2970
2970
                                                                                                                                                                                                                                                                                              2998
                                                                                                                                                                                                                                                                                                                                                                    3020
                                                                                                                                                                                                                                                                                                                                                                                3030
3040
3050
3050
3070
3080
3100
3110
```



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The Route to DOS

Execute DOS commands from within Superscripsit.

f having to leave Superscripsit to perform DOS commands drives you crazy, my patches can restore your sanity. After running the appropriate program (Model III Commander or Model 4 Commander), you can view directories in any format available to DOS and execute most DOS commands from within Superscripsit. Each Commander program consists of a patch installer and the corresponding decimal code. I also provide the source code for reference.

Back up Superscripsit before running either patch. A typographical error in a patch can seriously damage Super-

Model 4 Commander

After booting your favorite Model 4 DOS, type Program Listing 1 into Basic and check for errors. Be sure that your backup copy of Superscripsit is in one of the drives. When you run the program, it modifies Model 4 Superscripsit file SCR17/CTL. You will see DOS Command instead of Disk Directory on the menu the next time you use Model 4 Superscripsit. After performing DOS commands, press the break key to return to Superscripsit's main menu.

Program Listing 2 is the source code for the Model 4 patch. You do not need it to run Listing 1, but you will find it helpful if vou make modifications. After DOS COM-MAND in line 130, 11 spaces blank out Superscripsit's "Directory" message.

Model III Commander

After booting your favorite Model III DOS, type Program Listing 3 into Basic and check for errors. Be sure that your backup copy of Model III Superscripsit is in one of the drives.

System Requirements

Model I/III/4 TRSDOS 1.3, LDOS 5.1.3, or Newdos/80 2.0 Basic Superscripsit (1.2.0 for the Model III, 1.0.1 or 1.1.0 for the Model 4) Available on The Disk Series

Program Listing 1. Model 4 Commander. See p. 116 for information on using checksums in Listings 1 and 3.

```
5 CLS:PRINT TAB(22) "Super Scripsit Dos Command Installer":PRINT
7422
                                                                                                         2874
2526
     7521
40 GET 1,1:LSET A$=U$:PUT 1,1
50 FIELD#1,241 AS A$,15 AS A$:GET 1,2:LSET A$="Dos Command":PUT
                                                                                                         1696
                                                                                                         4140
    FIELD#1,7 AS A$:GET 1,3:LSET A$=" ":PUT 1,3
                                                                                                         2591
60 FIELD#1,7 AS A$:GET 1,3:LSET A$=" ":PUT 1,3
99 CLOSE:PRINT:PRINT"Done"
100 DATA 62, 101, 239, 253, 203, 18, 166, 33, 123, 142, 62, 10
110 DATA 239, 33, 205, 142, 239, 1, 0, 79, 33, 217, 142, 62
120 DATA 9, 239, 56, 7, 62, 25, 239, 62, 10, 24, 234, 62
130 DATA 2, 14, 15, 239, 195, 38, 48, 28, 31, 42
                                                                                                         1888
                                                                                                         2904
                                                                                                         2768
                                                                                                          2631
                                                                                                                End
```

Program Listing 2. Source code for Model 4 Commander's patch.

```
00100
         ; Model 4 Super Scripsit Dos Command patch
                           Wright
9018H
00110
         ; By Randall K.
00120
                  ORG
00130
                  DEFM
                            'Dos Command
                                                      1:11 SPACES
                           8E5ØH
00140
                  ORG
                           A,101
28H
         COMAND
                  RST
00160
                           4, (IY+18)
                                              ; ENABLE BREAK KEY
00180
                  T.D
                           HL. TITLE
                           A,10
00190
                  LD
99299
                  RST
                           28H
                           HL, CMDMSG
         REDO
00210
                  LD
                           28H
00220
                  RST
                           BC,4FØØH
00230
                  LD
00240
                  LD
                           HL, BUFFER
                                              . OKEYIN
00250
                  LD
                           A.9
                           28H
                           C,RETURN
A,25
28H
99279
                  JR
                                              ; @CMNDR
00280
00290
                  RST
                           A,10
00300
                  LD
00310
                  JR
                           REDO
         RETURN
                  LD
                           A, 2
00320
                           C,15
28H
00330
                  RST
00340
00350
                           3026H
                  DEFW
         TITLE
00360
                           1F1CH
                                      ******** Super Scripsit Dos Command *
00370
00380
                           10 'Command? '
         CMDMSG
00390
                  DEFM
                           030EH
00410
         BUFFER
                  DEFS
                           80
                           BR2BH
00430
                                                                                           End
```

Program Listing 3. Model III Commander.

- Model 1/3 Super Scripsit Dos Command Installer.
- Lines 10-50 create overlay file. Lines 60-130 install DOS Command code into Super Scripsit.
- 4 By Randall K. Wright
 5 'Check lines 1140 1170 for DOS type.
 18 CLEAR 1800:CLS:PRINT TAB(25) "Overlay Creator":OPEN "R",1,"SCR IPSIT/CMD":OPEN "R",2,"S/OVL"
- 20 FIELD #1,124ASA\$,132ASB\$:FIELD #2,124ASX\$,132ASY\$

6199 Listing continued

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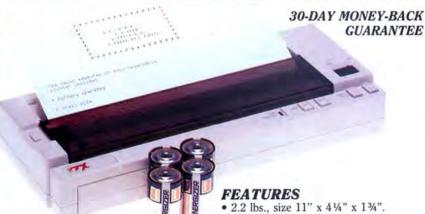


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in one of the drives.

The Model III version of Commander operates in two stages. In the first stage, it copies part of the Scripsit/CMD file into an overlay file called S/OVL.

Model III DOSes use memory locations 5200–6FFF hexadecimal (hex), which also happens to be the area of memory that Superscripsit uses. The overlay file contains the code necessary to restore the Model III Superscripsit program to memory after a DOS command.

After performing a DOS command, Model III Commander loads the overlay into memory before returning to Superscripsit's main menu. Without the overlay, Model III Superscripsit goes haywire after performing DOS commands, so you should make sure that S/OVL is on your Superscripsit disk after you run the patch.

In the second stage, Model III Commander modifies Superscripsit file SCR17/CTL. Pay attention to lines 1060–1090 of Listing 3, which provide the code to call the DOS command function of your DOS. Remove the REM marker (') on the line corresponding to your DOS and ensure that the other three lines either are deleted or have REM markers in front of them.

After you run Model III Commander, Superscripsit is ready to execute DOS commands. Those of you who, like me, swear by LDOS will be pleased to find that directories you call from Superscripsit are sorted in alphabetical order as if called from LDOS ready.

Model III Patch in Depth

Program Listing 4 is the source code for the Model III Commander patch. You do not need the code to run Listing 3; I include it for those of you who want to study the patch in depth. Notice that 12 spaces in line 130 blank out the previous Superscripsit directory message.

Lines 260–380 and 430–490 of Listing 4 change the DOS's @EXIT and @ABORT DOS call vectors. Originally used to make the Model III DOS-command patch work on LDOS 5.1.3., these lines allow you to use any program that loads and uses memory from 5200–6FFF hex and exits via either the @EXIT or @ABORT DOS call vectors from within Superscripsit.

Model I Commander

You can run Commander on your Model 1 by changing the two sequences of 27, 2 in line 1000 of Listing 3 to 103, 68. ■

Randall K. Wright is a co-sysop of the Great American Dream Machine BBS's TRS-80 section in Hayward, CA. (You can reach the BBS at 415-581-3019, 8-bit words, 1 stop bit, no parity.) He programs TRS-80s in Basic, assembly, and Fortran. Write to him at 2228 Lincoln Ave., Apt. J, Alameda, CA 94501.

```
Listing 3 continued
         6584
                                                                                                                                                                                                                  6178
                 CLS:PRINT 029, "INSTALL"
                                                                                                                                                                                                                  1665
                OPEN "R",1,"SCR17/CTL":FIELD #1,202ASA$,22ASA$
GET 1,2:LSET A$="Dos Command":PUT 1,2
FIELD #1,37ASA$,203ASA$
                                                                                                                                                                                                                   2802
                                                                                                                                                                                                                  2678
1450
         2615
        R$(13)
120 GET 1,1:LSET AS=U$:PUT 1,1
130 CLOSE:PRINT:PRINT "DONE":END
1000 DATA 33, 190, 141, 205, 27, 2, 33, 0, 142, 205, 27, 2
1010 DATA 66, 63, 33, 0, 82, 205, 64, 0, 120, 254, 0, 40
1020 DATA 68, 235, 42, 45, 64, 34, 184, 141, 42, 47, 64, 34
1030 DATA 186, 141, 42, 49, 64, 34, 184, 141, 237, 115, 182
1040 DATA 141, 62, 195, 33, 149, 141, 50, 45, 64, 34, 46, 64
1050 DATA 44, 64, 34, 49, 64, 235
1060 'Use one of the following 3 lines according to your DOS
1070 'DATA 205, 156, 66 'TRSDOS 1.3
1080 'DATA 195, 5, 68 'LDOS 5.1.3 MODEL III
1085 DATA 195, 5, 68 'LDOS 5.1.3 MODEL I
1090 'DATA 205, 25, 68 'NEWDOS 80 V.2
1100 DATA 237, 123, 182, 141, 42, 184, 141, 34, 45, 64, 42, 186
1110 DATA 141, 34, 47, 64, 42, 188, 141, 34, 49, 64, 24, 169
1120 DATA 1, 11, 142, 205, 48, 68, 195, 33, 82, 0, 0, 0
                                                                                                                                                                                                                  7858
1743
                     R$(13)
                                                                                                                                                                                                                   2131
                                                                                                                                                                                                                   2546
                                                                                                                                                                                                                   2782
                                                                                                                                                                                                                  2804
                                                                                                                                                                                                                   1787
                                                                                                                                                                                                                  1145
                                                                                                                                                                                                                  1151
                                                                                                                                                                                                                  1096
                                                                                                                                                                                                                  2971
                                                                                                                                                                                                                  2836
                                                                                                                                                                                                                  2611
         1130 DATA 0, 0, 0, 0, 0, 28, 31
                                                                                                                                                                                                                              End
```

Program Listing 4. Source code for Model III Commander's patch.

```
; Model 3 Super Scripsit Dos Command patch
; By Randall K. Wright
00100
00110
                    ORG
                              SEF 1H
00130
                               Dos Command
                                                            1:12 SPACES
00140
                    ORG
                              8D5@H
          COMAND
                    LD
                              HL, TITLE
                                                   ; VDLINE
00160
                    CALL
                              021BH
00170
                              HL, CMDMSG
          REDO
                    LD
00180
00190
                    CALL
                              021BH
                    LD
                              B.63
00200
00210
                              HL,5200H
                    CALL
                              64
                                                   ;Get command line input
00220
                              A,B
                    LD
00230
                    CP
00240
                              Z,RET
                    JR
                              DE,HL
HL,(402DH)
00250
                    EX
00260
                              (STRG1),HL
HL,(402FH)
00270
                    LD
00280
                    LD
                              (STRG2),HL
HL, (4031H)
00290
                    LD
00300
                    LD
00310
                              (STRG3),HL
(STACK),SP
                    LD
                    LD
00330
                              HL, RETURN
00340
                    LD
                              (402DH),A
(402EH),HL
00350
                    LD
00360
                    LD
00370
00380
                    LD
                               (4031H), HL
00390
                    EX
                              DE, HL
                                                   :TRSDOS 1.3
00400
                    CALL
                              429CH
                               4299H
00410
                    JP
                                                    ;LDOS 5.1.3
00420
                    CALL
                              4419H
                                                   : NEWDOS 80 V. 2
                              SP, (STACK)
HL, (STRG1)
00430
          RETURN
00440
                    LD
                               (402DH),HL
                    LD
00460
                    LD
                              HL, (STRG2)
(402FH), HL
                    LD
                              HL, (STRG3)
(4031H), HL
00480
00490
                    LD
                    LD
00500
00510
                              REDO
          RET
                              DE . MODULE
                    LD
00520
                    CALL
                                                   ;M.L. loading routine
00530
                    JP
                              5221H
                                                   ;Re-enter Super Scripsit
00540
                    DEFW
00550
          STRG1
                    DEFW
00560
00570
          STRG3
                    DEFW
00580
          TITLE
                                       ************ Super Scripsit Dos Command *******
00590
                    DEFM
00600
                    DEFR
00610
          CMDMSG
                    DEFB
                               'Command? '
00620
                    DEEM
00630
                    DEFB
                              'S/OVL'
00640
          MODULE
                    DEFM
00650
          PRGEND
00660
                    EOU
                              5-1
```

End



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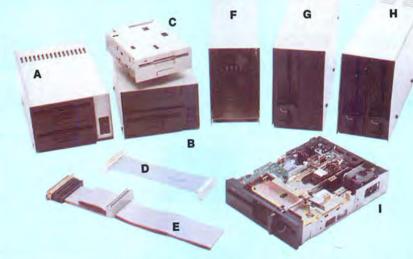
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had 40 tracks. In single density the tracks on the diskette surface are divided into 10 sectors. Each sector contains 256 bytes of data for a total of 2,560 bytes or 2.5k per track times the number of tracks your drive is capable of addressing. Double density, on the other hand, allows each track to be divided into 18 sectors. As in single density each sector contains 256 bytes but now there are 18 sectors instead of 10 giving an new storage capacity of 4,608 bytes or 4.5k per track. The result is 80% more data in the same space. You may wonder why Radio Shack did not choose to use double density in the beginning. The reason is simple. It costs more money. Double density disk storage techniques were more expensive to implement back then.

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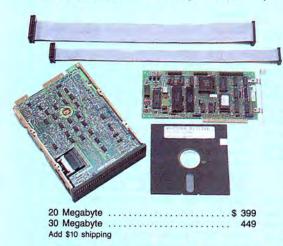
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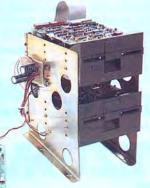
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Can we talk?

CP/M vs TRSDOS

By moving to CP/M on your Model 4 you achieve two things. First you open the door to a wealth of existing software. More 8-bit software runs under CP/M than any other operating system. This includes virtually all of the "big name" programs which have set the standards by which all others are measured. Programs like WordStar, dBASE II, and Turbo Pascal are available for CP/M, but not TRSDOS. Public domain software, almost unknown under TRSDOS, fills hundreds of megabytes of disk space. Valuable public domain programs like the Small C Compiler are just a toll-free phone call away. Most importantly, hundreds of applications programs are available from a multitude of vendors. Many include the source code. Wouldn't you like to be able to choose from scores of Accounts Receivable or General Ledger programs, instead of the meager selection you now have? Circle our special Reader Service number 600 on the Reader Service Card to receive our comprehensive free listing of suppliers of application programs that run under CP/M.

What about the future?

When the time comes to move up to another computer it will almost certainly use MS-DOS. That's when CP/M users get a pleasant surprise. Since MS-DOS was a derivative of CP/M it operates in almost the same manner. Even better, most of the same software packages are available in 16-bit form and they operate in virtually the same way that they did under CP/M.

Is it easy to use?

Montezuma Micro's CP/M has been carefully crafted to present a maximum of features while taking a minimum of memory. It supports all of the standard features of the Model 4/4P/4D computers, as well as most of the optional ones. Our CP/M has been consistently been awarded the highest ratings in industry magazines. It is version 2.2, the most popular and reliable of all the versions of CP/M produced. Our CP/M has been made as easy to use as possible. All customer-selected features are chosen from simple menus in our CONFIG utility. This includes the ability to configure a disk drive to run like that of scores of other CP/M com-

puters for maximum ease of software portability. Using the unique DBLCROSS program in our Monte's Toolkit utility package you can move files back and forth between CP/M, TRSDOS (1.3 and 6.x), and MS-DOS.

Why use Montezuma CP/M?

We have already told you why our CP/M is the best for the Radio Shack Model 4 computer. The only question left to answer is "Why buy CP/M at all?" Radio Shack has abandoned TRSDOS — all of their new machines use MS-DOS. Most of the software producers have followed, leaving no new software development and saddling the TRSDOS user with whatever software "leftovers" he can find. Which DOS do you want to head into the future with: the one originally written for the Model I or the one that served as the basis for MS-DOS? Make the right choice right now for just \$169.

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We don't forget you after the sale. If you have a problem you will find our phones are answered by people, not answering machines or hold buttons. Our philosophy is very simple — we want you to be happy and satisfied with your purchase. If you have a problem then we have a problem, and we'll do whatever we can to resolve it.

Cost to update?

Our owners are protected against instant obsolescence by our lifetime upgrade policy. At any time you can return your original CP/M disk to be upgraded to the latest version free of charge, except for a small shipping and handling fee. Periodically we publish NEW STUFF, a newsletter for registered users of Montezuma Micro CP/M. This publication carries news about new products, tips for getting more out of CP/M, and other valuable information for our users. It is sent free of charge to registered owners.

Can I use a hard disk drive?

CP/M hard disk drivers are available for Radio Shack, Aerocomp, and most other popular brands of hard disk drives. These drivers allow the hard drive to be partitioned into one to four logical drives of varying sizes. These drives may all be used by CP/M, or may be divided between CP/M and TRSDOS. A head-parking utility is included on the driver disk to minimize the risk of damage when the hard disk drive is not in use. Also included at no charge is a utility which will copy, compress, list, print, and delete files with ease. There isn't much you can say about a driver. It either works or it doesn't. Ours works supremely and it only costs \$30.

Hard disk backup?

Unlike the high-priced, underpowered backup utilities available for backup of TRSDOS hard drives, our CP/M HARDBACK utility makes the backup of a hard disk to floppies quick and painless. Only HARD-BACK gives you the choice of backing up the entire drive or only those files which it knows have been changed since the last backup. Daily backup is no longer a chore, since only new data must be copied. With HARDBACK you can quickly restore an entire drive, or only a single file if necessary. Only HARD-BACK will perform a complete check of the hard disk drive and lock out tracks which have become flawed to prevent the use of those tracks for later data storage. Add this supreme program to your hard disk for just \$49. Isn't your time and data worth it?

Specs?

Size of Transient Program Area (TPA): 56,070 bytes in a 64k system. 55,046 bytes in a 63k system (with optional hard disk driver). CP/M IOBYTE: Fully implemented. Device Drivers: Disk (35, 40, 77, & 80 track, single/double density single/double sided, 3, 5, or 8 inch. (More than 85 disk formats supported) Maximum Disk Capacity: 40T SS=220k, 40T DS=440k, 80T DS=880k RS-232: All word lengths, parity, & baud rates. Parallel Printer: With or without linefeed and/or formfeed. Video: 24 by 80 with reverse video. Keyboard: Full ASCII with 9 function keys. RAM Disk: 64k, automatic on 128k systems, Hard Disk: Optional drivers available at extra cost for most popular models. Standard CP/M programs included: ASM, DDT, DUMP, ED, LOAD, MOVCPM, PIP, STAT, SUBMIT, SYSGEN, and XSUB.

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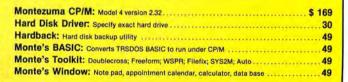
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Improve Your Backups

Reset the MOD flags when you back up floppy- or hard-drive Model 4 files.

odclear and Modset are small utilities that clear or set the MOD flags of TRSDOS 6.2 directory slots. Modclear is especially useful when you use it with Powersoft's Backrest hard-disk backup utility.

Because Backrest does not reset the MOD flags when you back up a hard disk, you cannot easily tell which files you modified after the backup. By running Modclear after Backrest is finished, you can clear the MOD flag of each file on the drive.

The Modset utility ensures that every file is copied when you use the TRSDOS 6.2 command Backup. Running Modset before Backup sets a MOD flag on each file, which clears when the file is copied.

Modclear

Type in the Program Listing and assemble it as Modclear/CMD. Since Modclear loads at the DOS overlay area (2600 hexadecimal [hex]), you can call it from other programs. Use the SYSTEM "RUN MODCLEAR:d" command to call Modclear from Basic, where "d" specifies the drive.

Modclear displays a title line and then checks the drive parameters. If the first character Modclear finds is not a colon, the utility aborts. Otherwise, the utility reads the second byte and strips high bits with the AND 7 instruction to convert the drive number from ASCII to binary.

Modelear checks the drive with the @CKDRV supervisory call (SVC). If it finds a non-write-protected disk in the drive, it proceeds.

The utility sets up a loop in which it reads a directory entry with the @DIRRD SVC, tests whether byte zero is active and primary, and then checks the next byte. Bit 6 of the second byte is the MOD flag. If the flag is set (indicating that you have modified the file), Modelear resets the bit with the RES 6, (HL) instruction and rewrites the entry to the directory with the

System Requirements

Model 4/4D/4P
TRSDOS 6.2
Assembly language
Editor/assembler
Available on the Disk Series

@DIRWR SVC. Modelear then displays a period on the screen, indicating activity.

Modclear repeats the loop for each directory slot. If the utility tries to read a non-existent directory entry, the @DIRRD SVC returns error code 16 and jumps to a short routine that displays the "Finished" message.

Modset

To create Modset, type in the Listing with the changes in the Figure. Modset works like Modclear, except that it sets a zero bit to indicate a modified file. The proper syntax is MODSET:d.

If you want to use Backup to make fileby-file copies of your hard disk, one way to do this is to group the files on floppy by extension. Modset ensures that you do not miss any files.

By running Modset before Backup, you can set the MOD flags of all your files. For example, enter MODSET: d, and then BACKUP/CMD:s:d to move all files hav-

ing the CMD extension (where "s" specifies the source drive and "d" the destination drive). Backup clears each file's MOD flag as it is copied. To see which files remain to be copied, simply type CAT :s (M). Modset then displays all the files that still have set MOD flags.

Variations

You can easily write variations of Modclear and Modset utilities. You could, for example, write a variation to change file passwords. Consult the Model 4/4P Technical Reference Manual or Roy Soltoff's Programmer's Guide to TRSDOS 6.2 (available from Diskcount Data, 2701-C W. 15th, Suite 612, Plano, TX 75075) for further information. ■

Daniel J. Fox is an insurance agent and has written several programs for use in the insurance business. You can write to him at P.O. Box 481, Columbus, IN 47202.

```
Program Listing. Modclear.
00100
00110
00120
00130 ;*
                 MODCLEAR/cmd
                            Clears the MOD flag from all files on
00140 ;*
                            the specified drive
99169 ;*
                 Syntax:
                            MODCLEAR :d
99189
00190
       @LOGOT
00200
99219
       OCKDRV
                 FOIL
                            33
00220
       @DIRRD
00230
       @DIRWR
00240
       PDSP
                  EOU
       @DSPLY
00250
00260
00270
       PERROR
                  EOU
                            26
       MABORT
                  EQU
                            #AA$
                  MACRO
                            A,#AA$
28H
00290
                  LD
                  RST
00300
                  ENDM
99329
                  IF
                            5200H
                  ELSE
00340
                            2600H
                                                ;Overlay area
00350
                  ORG
                  ENDIF
                                                 ;Save parameters
;Point to message
;Show the message
00370 START
                  PUSH
                            HL, HELLOS
00380
                  SVC
00390
                            @LOGOT
                                                 ; retrieve parameters
                  POP
88488
                            NZ, ERROR
                  JR
                                                 if error
                                                 ; Indicates drive spec.
00420
                  LD
                                                 ;lst character?
;No - parameter error
;Point to drive specified
                  CP
                             (HL)
                            NZ , PARMERR
00440
00450
                            A, (HL)
                                                 ;get drive number
;Strip high bits
;move to C
                  AND
00470
                                                 ;start with DEC=0
                                                                             Listing continued
```

| | HELLO\$ DB MAH, MODCLEAR - Clears out MOD flag' | - | | | | SVC | TOTTA OU! | T. H. G. | SVC @DSPLY ; show | DONE LD HL, DONE 5 | SVC GCKDRV ; 15 | T. TINGENER | | ACKDRV ; IS | | - The Control of the | - The Control of the | | | | | | | | | | | | | | | | | ar. | SVC MCKDKV | SAC GUNDAN | NEW SYC | dodda and | JR NZ, ERROR ; 11 | The state of the s |
|--|---|---|--|--|--|--|---|--|--|--|--|---|---|---|--|--|--|---|---|--|--|--|--|--|---|--|--|--|--|--|--|---|--|---|--|--|---|---|---|--|
| 00980 DB ' MODCLEAR :d', 0DH | DB WAH, Copyright (c) 1986 by Daniel J. | HELLO\$ DB | HELLOS DB 8AH, MODCLEAR - Clears out MOD flag DB 8AH, Copyright (c) 1986 by Daniel J. | ;************************************* | ;* Nessages ;** HELLO\$ DB | ; ************************************ | NOTRDY LD 60DH ; ; Dummy argument DB 60DH ; ; Dummy argument DB 60DH ; ; Dummy argument DB 61.0GOT ; ; 10g error mess CLOGOT ; ; 10g error exit RET LD HL, 6FFFH ; 11legal file # error DR 21.0DOK ; ; 11legal file # error GR 61.0GOT ; ; 5hort message SVC 6ABORT ; *********************************** | NOTRDY LD HL,RDY\$ NOTRDY LD HL,RDY\$ PARMER LD HL,PARM\$ SVC @LOGOT ;log error SVC @LOGOT ;log error RET HL,PEFFH ;lllegal file # error SVC @ERROR SVC @ERROR SVC @ABORT ;Short message SVC @ABORT ;lllegal file # error ********************************* | NOTRDY | NOTRDY LD (1989-LY); show lt (1986-1986) | NEAD ST NOTREDY 1 | Note | READ SWC SCKORRY 115 ortove reday; SWC SCKORRY 115 ortove reday; SWC SOLTRED 116 write protected AND 10010000B 15 primary entry INC HL 1001 10010 1001 1001 1001 1001 SWC SOL 1001 1000 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 1001 10 | JR NZ,NOTRDY JE not DEC Cred OJRRDY JR write protected JR C,NOTRDY JE write protected JR NZ,EROR JE write protected See JE active & G018010000 JR See JE active & J011010000 JR NZ,OK JE ND JE N | READ SWC SCKORRY 115 ortove reday; SWC SCKORRY 115 ortove reday; SWC SOLTRED 116 write protected AND 10010000B 15 primary entry INC HL 1001 10010 1001 1001 1001 1001 SWC SOL 1001 1000 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 1001 10 | SVC GCKRVV JR NZ, NOTRDY JR NZ, NOTRDY JR C,NOTRDY JR WILE EFFORE LD A, HL, BY BORD B, See if active & C, MOLIBRE B, See If active & C, ML B, MZ, OK B, POINT to next byte BC JR NZ, FRROR F, FEWILE DEC JR NZ, FRROR F, FEWILE DEC JR NZ, FRROR F, FEWILE DEC C, '.' FEWILE B, FEWILE B, FEWILE DEC JR NZ, FRROR F, FEWILE DEC C, '.' FEWILE B, | SVC GCKRVV JR NZ, NOTRDY JR NZ, NOTRDY JR C,NOTRDY JR WILE EFFORE LD A, HL, BY BORD B, See if active & C, MOLIBRE B, See If active & C, ML B, MZ, OK B, POINT to next byte BC JR NZ, FRROR F, FEWILE DEC JR NZ, FRROR F, FEWILE DEC JR NZ, FRROR F, FEWILE DEC C, '.' FEWILE B, FEWILE B, FEWILE DEC JR NZ, FRROR F, FEWILE DEC C, '.' FEWILE B, | READ SVC GCKDRV ; 115 ortuve ready; READ SVC GCKDRV ; 115 ortuve ready; SVC GDTRND ; 116 not protected LD A,(HL) ; 116 not set con the control of contr | READ SVC GCKDRV ; 115 ortuve ready; READ SVC GCKDRV ; 115 ortuve ready; SVC GDTRND ; 116 not protected LD A,(HL) ; 116 not set con the control of contr | SYC GKCDRV 115 Grive ready? | SYC GKURNY 115 drive ready? | Syc | Syc | Syc | SVC | Syc | Syc | Syc | Syc | SYC GKURNY 115 drive ready? | SYC GKCDRV 11 15 15 15 15 15 15 1 | READ SVC GCKDRV ; 115 drive ready? READ SVC GCKDRV ; 115 not by GDIRRD LD R N, REROR ; 15 f wite protected LD AND 10010000B ; 15 f mot by GDIRRD LD NZ OK ; 15 f mot set by GDIRRD NZ OK ; 15 f mot set by GDIRRD NZ OK ; 15 f mot set by GDIRRD NZ OK ; 15 f mot set by GDIRRD NZ OK ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NZ FROR ; 15 f mot set by GDIRRD NY FROR ; 15 f mot set by GDIRRD NY FROR ; 15 f mot set by GDIRRD NY FROR ; 15 f mot set by GDIRRD NY FROR ; 15 f mot set by GDIRRD NOTRDY LD B SEC ; 15 f mished by GDIRRD NOTRDY LD B GOIL MOS B GOIL MOS B GOIL MOS B GOIL MOS B GOIL | READ SWC SCKORRY 115 ortove reday; SWC SCKORRY 115 ortove reday; SWC SOLTRED 116 write protected AND 10010000B 15 primary entry INC HL 1001 10010 1001 1001 1001 1001 SWC SOL 1001 1000 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 SWC SOL 1001 1001 1001 1001 1001 1001 1001 10 | READ SVC NOTRDY If not cred NY | NEAD ST NOTRDY If not | NEAD STENOR STE | JR | LD | No. | LD A.(HL) ; get byte 0 AND A.(HL) ; get byte 0 DR 06010608B ; primary entry JR NZ,OK ; if not SYC 6.(HL) ; reset MOD flag SYC 6.1HL) ; reset MOD flag SYC 6.1HL) ; reset MOD flag SYC 6.0TRWR ; reset DEC SYC 6.1HL) ; reset MOD flag SYC 6.1HL) ; reset DEC SYC 6.1HL) ; reset MOD flag SYC 6.1HL) ; reset MOD flag SYC 6.0SP ; registers LD SYC 6.1HL ; rewrite DEC SYC 6.1HL ; rewrite DEC SYC 6.1HL ; rewrite DEC SYC 6.0SP ; registers LD SYC 6.1HL ; rewrite DEC SYC 6.1HL ; rewrite DEC NOR A ; registers SYC 6.1HL ; rewrite DEC SYC |
| and dimens | DB WAH, Copyright (c) 1986 by Daniel J. | HELLO\$ DB 0AH, MODCLEAR - Clears out MOD flag' DB 0AH, Copyright (c) 1986 by Daniel J. | HELLOS DB 6AH, MODCLEAR - Clears out MOD flag BB 6AH, Copyright (c) 1986 by Daniel J. | ;* Messages ;************************************ | ###################################### | ; ************************************ | NOTRDY LD NOTRDY LD B | NOTRDY LD HL, RDY\$ PARMERR LD HL, PARM\$ PARMERR LD HL, PARMER PARMERR PARMERR PARMER LD HL, PARMER PARMERR PARMER | LD | SYC EUSPLY STOW 14 | NEAD NZ,NOTRDY 1 | Note | READ SWC GCKDRV ; 15 of the ready; NY, NOTRDY ; 1f not SWC GOTRED ; 1f write protected SWC GOTRED ; 1f write protected AND 1001000000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected NN, OK (HL) ; 1f not set NN, OK (HL) ; 1f not set NN, ERROR ; 1f not set NN, ERROR ; 1f not set POS (1HL) ; 1f set of NN, ERROR ; 1f not set POS DE ; 1f not set NN, ERROR ; 1f not set NOTRDY LD HL, DNE\$; 100 error exit ERROR CP ; 100 error exit NOTRDY LD HL, PARW\$; 100 error exit NN & GABORT ; 111egal file # error NN & 10000000 ; 111egal file # error NN & 10000 | JR NZ,NOTRDY ; If not DR NZ,NOTRDY ; If write protected JR C,NOTRDY ; If write protected JR NZ,EROR ; If write protected A,IED A,IED ; Get byte & G0010000 ; see if active & G0100000 ; see if in or set byte in a Z,OK ; if see the OD flag set? JR NZ,EROR ; if see the OD flag set? JR NZ,EROR ; service trap pols BC ; see if mot set byte in a NZ,EROR ; service trap poly BC ; see if finished in C,'.' ; bisplay a period SVC GDSP ; see if finished in C, SVC & A ; see if finished in C, SVC & A ; see if finished in HL,DONE\$; point to message SVC GDSPLY ; no error exit ED HL,RDX\$; point to message succession in the B,DAR ; parameter error mess SVC GDSPLY ; no error exit ED HL,RDX\$; point to message succession in G000000 ; show it in G1000000 ; show it in G10000000 ; show it in G10000000 ; short message SVC GABORT ; short message SVC GABORT ; illegal file # error GR G100000000 ; short message SVC GABORT ; short message SVC | READ SWC GCKDRV ; 15 of the ready; NY, NOTRDY ; 1f not SWC GOTRED ; 1f write protected SWC GOTRED ; 1f write protected AND 1001000000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected NN, OK (HL) ; 1f not set NN, OK (HL) ; 1f not set NN, ERROR ; 1f not set NN, ERROR ; 1f not set POS (1HL) ; 1f set of NN, ERROR ; 1f not set POS DE ; 1f not set NN, ERROR ; 1f not set NOTRDY LD HL, DNE\$; 100 error exit ERROR CP ; 100 error exit NOTRDY LD HL, PARW\$; 100 error exit NN & GABORT ; 111egal file # error NN & 10000000 ; 111egal file # error NN & 10000 | SVC (CKDRV) ;15 drive ready; SVC (CKDRV) ;15 drive ready; SVC (CHIRED) ;1f mot LD A, (HL) ;1f mot LD A, (HL) ;1f mot SOUL 000000000000000000000000000000000000 | SVC (CKDRV) ;15 drive ready; SVC (CKDRV) ;15 drive ready; SVC (CHIRED) ;1f mot LD A, (HL) ;1f mot LD A, (HL) ;1f mot SOUL 000000000000000000000000000000000000 | READ SVC GCKDRV ; 115 ortuve ready; READ SVC GCKDRV ; 115 ortuve ready; READ SVC GENERD ; 116 not brotected AND 1001000000000000000000000000000000000 | READ SVC GCKDRV ; 115 ortuve ready; READ SVC GCKDRV ; 115 ortuve ready; READ SVC GENERD ; 116 not brotected AND 1001000000000000000000000000000000000 | SVC GCKDRV ; 15 drive ready? READ SVC NOTRDY ; 1f not by Ready? SVC NOTRDY ; 1f not brotected SVC NOTRDY ; 1f write protected SVC NOTRDY ; 1f not set byte 8 SVC NOTRDY ; 1f not set byte 8 SVC NOTRDY ; 1f not set byte 9 SVC NOTRDY DE ; 16 not set byte 9 SVC NOTRDY DE ; 16 not set byte 9 SVC NOTRDY DE ; 16 not set byte 9 SVC NOTRDY DE ; 16 not set byte 9 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not finished it not byte 10 SVC NOTRDY DE ; 16 not coxit it not finished it not byte 10 SVC NOTRDY DE ; 16 not coxit it not finished it | SYC GKURNY 118 drive ready? | Syc | Syc | Syc | SVC | Syc | Syc | Syc | Syc | SYC GKURNY 118 drive ready? | SYC GKCDRV 11 11 11 11 11 11 11 | READ SVC GCKDRV ; 15 drive ready? READ SVC GCKDRV ; 15 drive ready? READ SVC GUTRD ; 1f write protected SVC GD1808B ; see if active & CD AND 1001000B ; see if active & CO AND 1001000B ; see if not set CO AND 1001000B ; see if active & CO AND 100100B ; see if active & CO AND 100100B ; see if active & CO AND 10010B ; see if active & CO B AND 10010B ; see if active & CO B AND 10010B ; see if active & CO B B AND 10010B ; show it to message it in active & CO B B CO B C B C B C B C B C B C B C B | READ SWC GCKDRV ; 15 of the ready; NY, NOTRDY ; 1f not SWC GOTRED ; 1f write protected SWC GOTRED ; 1f write protected AND 1001000000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected AND 100100000 ; 1f write protected NN, OK (HL) ; 1f not set NN, OK (HL) ; 1f not set NN, ERROR ; 1f not set NN, ERROR ; 1f not set POS (1HL) ; 1f set of NN, ERROR ; 1f not set POS DE ; 1f not set NN, ERROR ; 1f not set NOTRDY LD HL, DNE\$; 100 error exit ERROR CP ; 100 error exit NOTRDY LD HL, PARW\$; 100 error exit NN & GABORT ; 111egal file # error NN & 10000000 ; 111egal file # error NN & 10000 | Name | NEAD NE NOTRDY If not | NEAD NEADY 1 | JR | LD | Main | LD A.(HLA) ; get byte 0 AND 10010000B ; see if active 6 CP 00010000B ; primary entry INC HL, ; point to next byte BIT 6,(HL) ; mod flag set; BIT 6,(HL) ; mod flag set; BIT 6,(HL) ; reset MOD flag SVC 6DIRWR ; recort trap PUSH BC ; registers LD C,'.' ; plany a period SVC 6DIRWR ; recort trap POP BC ; registers LD C,'.' ; plany a period SVC 6DSP ; registers DONE LD BC ; registers AN, ERROR ; recort trap BC NN, ERROR ; reco |
| PARM\$ DB 'Needs drive specification:', DAH | | HELLO\$ DB MAH, MODCLEAR - Clears out MOD flag' | HELLO\$ DB @AH, MODCLEAR - Clears out MOD flag' | ;** Messages ************************************ | ;* Nessages ;** HELLO\$ DB @AH, MODCLEAR - Clears out MOD flag' | ;;************************************ | NOTRDY LB NOTRDY LB BODH PARMERR LD GLOGOT ID HL, PARM\$; parameter error mess 10 GLOGOT ID HL, GFFFH ; llegal file # error RET CLOONE RET CLOONE RET CLOONE RET CLOONE RET CLOONE SVC GERROR SVC GERROR SVC GABORT ; *********************************** | NOTRDY LD HL, RDY\$; Dummy argument barbers LD HL, PARM\$; parameter error mess SVC GLOGOT ; log error LD HL, PARM\$; parameter error mess SVC GLOGOT ; log error SVC GLOGOT ; log error SVC BY Z, DONE ; log error SVC GEROR CP 16 ; lllegal file # error JR Z, DONE ; Short message SVC GEROR ; Short message SVC GABORT ; *********************************** | NOTRDY | DET HIL # 1.00 error exit NOTRDY LD # 1.00 error exit NOTRDY LD # 1.00 error exit NOTRDY LD # 1.00 error mess B # 1.00 error mess SVC # 2.00 error RET RET FEB ; Darameter error mess SVC # 2.00 error RET B | NEAD NY, NOTRDY | READ SVC CACATRON 15 orther ready; NY, NOTEDY 15 orther ready; NY, ROTEDY 15 orther ready; NY, READ 10010000 15 orther protected AND 100100000 15 orther ready; NR, OK 10010000 1001000 1001000 NR, OK 10010000 10010000 1001000 NR, OK 10010000 10010000 1001000 NR, OK 100100000 100100000 10010000 NR, READ 100100000 100100000 NR, READ 10010000 100100000 NR, READ 100100000 100100000 NR, READ 10010000 100100000 NR, READ 100100000 100100000 NR, READ 100100000 100100000 NR, READ 100100000 100100000 NR, READ 100100000 100100000 NR, READ 1001000000 100100000 NR, READ 100100000 100100000 NR, READ 10010000 100100000 NR, READ 100100000 10010000 NR, READ 100100000 100100000 NR, READ 100100000 1001000000 NR, REA | READ SWC SCKDRW 115 ortive reday; SW CKDTRDY 115 ortive reday; SW NOTRDY 115 ortive reday; SW NOTRDY 115 ortive for the control of | JR NZ,NOTRDY JE not DR CAPITRY JE NOTROY JR WILE PROCECTED AND LOUR DAY LEAD AND LEAR AND LEAD AND LEA | READ SWC SCKDRW 115 ortive reday; SW CKDTRDY 115 ortive reday; SW NOTRDY 115 ortive reday; SW NOTRDY 115 ortive for the control of | SVC GCKDRV ; 115 not be ready; 28VC GCKDRV ; 115 not be ready; 38VC GDRRVD ; 115 not be ready; 38VC GDRRDD ; 115 not be ready; 38VC GD10808B ; 35ee if active & CAND10808B ; 35ee if active & CAND1080B ; 35ee if a | SVC GCKDRV ; 115 not be ready; 28VC GCKDRV ; 115 not be ready; 38VC GDRRVD ; 115 not be ready; 38VC GDRRDD ; 115 not be ready; 38VC GD10808B ; 35ee if active & CAND10808B ; 35ee if active & CAND1080B ; 35ee if a | SYC | SYC | SYC GKCDRV 115 Grive ready? | SYC | SYC GKDRY | SVC GKCDRV 15 15 15 15 15 15 15 1 | SVC GKCDRV 15 15 15 15 15 15 15 1 | SVC | SVC GKCDRV 15 15 15 15 15 15 15 1 | SVC GKCDRV 15 15 15 15 15 15 15 1 | SVC GKCDRV 15 15 15 15 15 15 15 1 | SYC GKDRY | SYC | SYC GKCDRV 11 15 15 15 15 15 15 1 | SYC GKCNRV 115 STORE | READ SWC SCKDRW 115 ortive reday; SW CKDTRDY 115 ortive reday; SW NOTRDY 115 ortive reday; SW NOTRDY 115 ortive for the control of | Name | NEAD ST NOTRDY If not | READ SYC COUTRDY For the protected | JR | LD | Main | LD A.(HL) ;get byte byte byte control in 1981808B ; see if active E DN 1981808B ; see if active E DN 1981808B ; see if active E DN 1981808B ; primary entry in 1981808B ; primary entry in 1981808B ; primary entry in 1981808 ; point to next byte bill by 19818 ; see if in 198180 |
| SVC @ABORT ;*********************************** | | | | ** ' | SVC | | NOTRDY LD HL, RDY\$ NOTRDY LD 60DH PARMERR LD HL, PARM\$ SVC 6LOGOT LD HL, ØFFFFH RET 16 ERROR CP 16 OR 01000000B | NOTEDY LD HL, FDY\$ NOTEDY LD HL, PARM\$ PARMERE LD HL, PARM\$ SVC @LOGOT LD HL, ØEFFFH RET RET ERROR CP 16 OR 01000000B | LD | SYC EDSPLY LD HL, 0 RET HL, 0 NOTRDY LD HL, PAN\$ DB 0DDH PARMERR LD HL, PARM\$ SYC ELOGOT LD HL, 0EFFFH RET 16 RET 16 SRET 16 OR 01000000B | JR | READ SVC (ACTROY ACTROY ACTROX ACTROY ACTROY ACTROY ACTROY ACTROY ACTROY ACTROX ACTROY ACTROX | READ SVC SVC SVC SVC SVC SVC SVC SVC | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR NZ, ERROR LD A, (HL) AND 1001000BB CP 0001000BB JR NZ, OK INC HL JR Z, OK RES 6, (HL) JR NZ, ERROR PUSH BC C, ''' SVC (DIRWR DE POP BC LD C, ''' SVC (DISP RES C, ''' SVC (DISP LD HL, RDX \$ DB RDDH LD HL, RDX \$ DB RDDH RET HL, RDX \$ DB RDDH RET HL, RDX \$ DB RDDH RET HL, RDX \$ LD HL, REPFFH RET LD HL, REPFFH RET CONE CP LOONE CP LOONE SVC (LOGOT CR LOONE | READ SVC SVC SVC SVC SVC SVC SVC SVC | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD 100100000 LD 1001000000 JR NZ, OK INC HL, BIT 6, (HL) SYC 6018WR JR NZ, OK ENST 6, (HL) SYC 6018WR PUSH BC PUSH BC LD C, ''' SYC 605P POP BC LD C, ''' SYC 605P POP BC LD C, ''' SYC 605P LD C, ''' SYC 605P LD C, ''' SYC 605P LD HL, BC LD HL, | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD 100100000 LD 1001000000 JR NZ, OK INC HL, BIT 6, (HL) SYC 6018WR JR NZ, OK ENST 6, (HL) SYC 6018WR PUSH BC PUSH BC LD C, ''' SYC 605P POP BC LD C, ''' SYC 605P POP BC LD C, ''' SYC 605P LD C, ''' SYC 605P LD C, ''' SYC 605P LD HL, BC LD HL, | READ SVC SVC NE, NOTTRDY JR C, NOTTRDY JR C, NOTTRDY LD A, (HL) AD 1001909B CP 1001909B CP 1001909B CR SVC CHL) SVC CHC) SVC SVC SVC CHC) SVC CHC) SVC CHC) SVC CHC) SVC SVC CHC) SVC SVC SVC SVC CHC) SVC SVC CHC) SVC SVC SVC SVC SVC SVC SVC S | READ SVC SVC NE, NOTTRDY JR C, NOTTRDY JR C, NOTTRDY LD A, (HL) AD 1001909B CP 1001909B CP 1001909B CR SVC CHL) SVC CHC) SVC SVC SVC CHC) SVC CHC) SVC CHC) SVC CHC) SVC SVC CHC) SVC SVC SVC SVC CHC) SVC SVC CHC) SVC SVC SVC SVC SVC SVC SVC S | SVC GCKDRY JR NOTRDY JR NOTRDY JR NOTRDY JR NOTRDY JR NOTRDY CONTRDY JR NOTRDY JR JADONE JR NOTRDY JR JADONE JR JADONE JR NOTRDY JR JADONE J | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 10010008 CP 60010008 JR NZ, CK BIT 6, (HL) JR Z, OK RES 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC POPP DE PO | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 6001000B CP 6001000B JR NZ, CK INC HL, CK INC HL, CK BIT 6, (HL) JR Z, OK RES 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC POPP DE POPP | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR 2, OK RES 6, (HL) SVC (DIRWR JR N2, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE PO | SVC (CCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B JR NZ, CK INC HL, (HL) BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP | SVC (CKDRV JR N2, WOTR DY JR N2, WOTR DY JR N2, WER DR LD A, HL) AND 10010008 CP 000110008 JR N2, CK HL) BIT 6, (HL) JR N2, CK HL) SVC (DIRNR INC HL) BIT 6, (HL) JR N2, ERROR PUSH BC POP BC POP BC POP BC POP BC POP BC POP BC DON BC AND ARREN NZ, ERROR DE POP BC POP BC POP BC POP BC POP BC POP BC AND ARREN AND ARREN AND ARREN AND ARREN B BC DON B BC AND BC BC BC AND BC BC BC AND BC BC BC AND BC | SVC (CCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B JR NZ, CK INC HL, (HL) BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP | SVC (CCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B JR NZ, CK INC HL, (HL) BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP | SVC (CCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B JR NZ, CK INC HL, (HL) BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 6001000B CP 6001000B JR NZ, CK INC HL, CK INC HL, CK BIT 6, (HL) JR Z, OK RES 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC POPP DE POPP | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 10010008 CP 60010008 JR NZ, CK BIT 6, (HL) JR Z, OK RES 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC POPP DE PO | SYC 6CKDRY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 100100000 LD A,(HL) AND 100100000 AND 100100000 AND 100100000 AND 100100000 AND 1001000000 AND 100100000000 AND 1001000000000000000000000000000000000 | SYC GCKDRY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) LD A,(HL) AD 1001000B CP 000100B JR NZ,OK INC HL INC HL SYC (011RWR JR Z,OK RES 6,(HL) SYC (011RWR PUSH BC LD C,'.' SYC (011RWR PUSH BC LD C,'.' SYC (012RWR PUSH BC LD C,'.' SYC (012RWR DONE LD C,'.' SYC (012RWR DONE LD HL,DONE\$ CON HL, B HL, BANS DONE LD HL, B HL, BANS SYC (012RWR B BC CON HL, B HL, BANS SYC (012RWR B BC CON HL, B HL, BANS SYC (012RWR B BC CON HL, B HL, BANS SYC (012RWR CON HL, B HL, BANS SYC (012RWR CON HL, B HL, BANS SYC (012RWR CON HL, BEFFFH RET HL, BFFFFH RET LD LD HL, BFFFFH RET SYC CHOGOT SYC (110RWR SYC (110RWR CHOGOT SYC (110RWR SYC (110 | READ SVC SVC SVC SVC SVC SVC SVC SVC | READ SVC (COUTRDY JR (C,NOTRDY JR (C,NOTRDY JR (A, 10.1) AND 10010000 JR (A, 10.1) AND 100100000 BIT (A, (HL) JR (A, (HL) JR (A, (HL) JR (A, (HL) SVC (BDIRWR JR (A, (HL) SVC (BDIRWR JR (A, (HL) SVC (BDIRWR JR (A, (HL) SVC (BDSP POPP BC LD (A, (HL) SVC (BDSP DONE LD HL, DONE\$ SVC (BDSP) LD HL, DONE\$ SVC (BDSP) LD HL, PARR\$ SVC (BDSP) LD HL, RDY\$ SVC (BDSP) SVC (BDSP) LD HL, RDY\$ SVC (BDSP) LD HL, REFFFH RET 15, DONE DR ST, DONE DR S | NZ | JR | JR NZ ERROR LD AV (HL) AND 10010000E CP 00010000E JR NZ,OK INC HL, BIT 6, (HL) JR C (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SVC (DSP POP DE DONE LD AND, ERROR AND, ERROR AND, ERROR AND, ERROR AND, BC A | LD AND 19619698 CP 696196968 CP 7061196968 CR 1NC HL, BIT 6',(HL) JR 7,0K RES 6',(HL) SVC 6DIRWR JR NZ,FROR PUSH BC PU | LD A, (HL) AND 1001000BB CP 00011000BB CP 0011000BB CR 1NC HL BTT 6, (HL) SVC (011RMR) SVC (011RMR) FUSH BC FU | LID 100 100 100 100 100 100 100 100 100 10 |
| SVC @ABORT ; *********************************** | | | ** ** | ** | SVC | SVC | NOTRDY LD 6DD4 PARMERR LD 6DD4 FL, FARM\$ SVC 6LGGOT LD HL, ØFFFFH RET 16 ERROR CP 16 | NOTRDY LD HL, RDY\$ NOTRDY LD GDBH PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, BFFFFH RET 16 ERROR CP 16 OUT AND | LD HL, Ø RET HL, RDY\$ NOTRDY LD BD 9DDH PARMERR LD HL, PARM\$ SVC (LOGOT LD HL, ØFFFFH RET 16 ERROR CP 16 OUT 17, ØFFFFH OUT 16 OUT 17, ØFFFFH OUT 17, ØFFFH OUT 17, ØFFFFH OUT 17, ØFFFH OUT 17, ØFFFFH OUT 17, ØFFFFH OUT 17, ØFFFH OUT 17, ØFFH OUT 17, | SYC EDSPLY LD HL, B RET HL, RDY\$ NOTRDY LD #DB #DB PARMERR LD HL, PARM\$ SYC @LOGOT LD HL, BPFFFH RET 16 BRROR CP 16 OF 21, DONE | JR | READ SVC (ALCADA) SPAC (ACTRDY ACTRDY ACTRD | READ SVC CACACROY SVC CACACROY AND 10018008B CD 10018008B CO 1001800B CO 100180B C | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRY SVC (DIRRD AND 10010000 JR NZ, OK INC HL, BIT 6, (HL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) SVC (DIRWR PUSH BE 6, (HL) SVC (DIRWR PUSH BE C, ''' FRES 6, ''' FRES 7, ''' FRES | READ SVC CACACROY SVC CACACROY AND 10018008B CD 10018008B CO 1001800B CO 100180B C | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 100100000 JR NZ, OK BITT C, OK | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 100100000 JR NZ, OK BITT C, OK | READ SVC (CKDRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SVC (BLSPWR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC (BLSPWR LD C,''' SVC (BLSPWR DONE LD C,''' SVC (BLSPWR DONE LD C,''' SVC (BLSPWR DONE LD HL,DONES SVC (BLSPLY LD HL, BD HL, BD NOTRDY LD HL, BD SVC (LOCOT LD HL, B NOTRDY LD HL, BC SVC (LOCOT LD HL, BC SVC (LOCOT LD HL, BC RET LD HL, BC SVC (LOCOT LD HL, BC SVC (LOCOT LD HL, GFFFFH RET RET LD HL, GFFFFH RET LD HL, GFFFFH RET CON CON LD HL, GFFFFH RET CON CON LD HL, GFFFFH RET CON CON CON CON CON CON CON CO | READ SVC (CKDRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SVC (BLSPWR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC (BLSPWR LD C,''' SVC (BLSPWR DONE LD C,''' SVC (BLSPWR DONE LD C,''' SVC (BLSPWR DONE LD HL,DONES SVC (BLSPLY LD HL, BD HL, BD NOTRDY LD HL, BD SVC (LOCOT LD HL, B NOTRDY LD HL, BC SVC (LOCOT LD HL, BC SVC (LOCOT LD HL, BC RET LD HL, BC SVC (LOCOT LD HL, BC SVC (LOCOT LD HL, GFFFFH RET RET LD HL, GFFFFH RET LD HL, GFFFFH RET CON CON LD HL, GFFFFH RET CON CON LD HL, GFFFFH RET CON CON CON CON CON CON CON CO | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 10010008 CP 1001000 BIT 6,(HL) JR 2,OK RES 6,(HL) JR 2,OK RES 6,(HL) SVC 6D5FWR LD C,''' SVC 6D5FWR DONE LD C,''' SVC 6D5FLX LD SVC 6D5FLX LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5FLX LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5FLX LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5FLX LD HL,0DNE\$ BODH RET HL,8DX\$ NOTRDY LD HL,8DX\$ SVC 6LGCOT LD HL,0EFFFH RET LD HL,0EFFH R | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) SYC 6D1RWB AND 10010000B LD A, (HL) JR NZ,OK HES 6,(HL) SYC 6D1RWB POSH BC C, (HL) SYC 6D5P POSH BC LD C, ''' SYC 6D5P POSH BC LD C, ''' SYC 6D5P POSH BC LD C, ''' SYC 6D5P DONE LD BC A B DONE LD BC JR NZ,ERROR DONE LD BC JR NZ,ERROR DONE LD BC JR NZ,ERROR DONE HL,0BSP LD HL,0BNS SYC 6D5PLY LD HL,0BNS BODH NOTRDY LD HL,0BRS SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BC SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BFFFH RET FREEF SYC 6D5COT LD HL,0BFFFH RET SYC 6D5COT LD HL,0BFFH RET SYC 6D5COT | SYC 6CKDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,HELD LD A,HEL) LD A,HEL) LD A,HEL) AND 1001000B CP 1001000B BIT 6,HL) SYC 6D1RWR JR N2,OK HI 6,HL) SYC 6D1RWR JR N2,ERROR PUSH BC CP BC LD C,''' SYC 6D5P POP BC LD C,''' SYC 6D5P POP BC JR N2,ERROR OK INC B XOR B A BC LD C,''' SYC 6D5P DE DONE LD HL,DONE\$ DONE LD HL,0DNE\$ BY N2,READ DONE LD HL,0DNE\$ SYC 6D5P DONE LD HL,0DNE\$ BY N2,READ DONE LD HL,0DNE\$ SYC 6D5P LD HL,0DNE\$ LD HL,0DNE\$ SYC 6D5COT LD HL,0GFFFH RET HL,8RW\$ SYC 6D5COT LD HL,0GFFFH RET LD | SYC (CCRDRY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) LD AND 1001000B CP 1001000B CP 1001000B JR NZ, OK (HL) JR NZ, OK (HL) JR NZ, OK (HL) SYC (HL) S | SYC (CCRDRY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) LD AND 1001000B CP 1001000B CP 1001000B JR NZ, OK (HL) JR NZ, OK (HL) JR NZ, OK (HL) SYC (HL) S | SVC &CKDRV JR N2, NOTRDY JR N2, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 1001000B CP 0011000B JR NZ, CK HIC 6, (HL) SVC 6D1RW JR NZ, CK HIC 6, (HL) SVC 6D5P PUSH BC LD C, ''' SVC 6D5P POP BC LD C, ''' SVC 6D5P POP BC LD C, ''' SVC 6D5P DOP BC JR NZ, ERROR DE POP BC CP BC LD C, ''' SVC 6D5P DOP BC JR NZ, ERROR DE BC LD C, ''' SVC 6D5P DOP BC JR NZ, ERROR DE BC LD HL, DONE\$ LD HL, OFFFFH RET RET RET RET RET LD HL, OFFFFH RET RET RET RET RET RET RET RE | SYC (CCRDRY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) LD AND 1001000B CP 1001000B CP 1001000B JR NZ, OK (HL) JR NZ, OK (HL) JR NZ, OK (HL) SYC (HL) S | SYC (CCRDRY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) LD AND 1001000B CP 1001000B CP 1001000B JR NZ, OK (HL) JR NZ, OK (HL) JR NZ, OK (HL) SYC (HL) S | SYC (CCRDRY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) JR (NOTRDY) LD AND 1001000B CP 1001000B CP 1001000B JR NZ, OK (HL) JR NZ, OK (HL) JR NZ, OK (HL) SYC (HL) S | SYC 6CKDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,HELD LD A,HEL) LD A,HEL) LD A,HEL) AND 1001000B CP 1001000B BIT 6,HL) SYC 6D1RWR JR N2,OK HI 6,HL) SYC 6D1RWR JR N2,ERROR PUSH BC CP BC LD C,''' SYC 6D5P POP BC LD C,''' SYC 6D5P POP BC JR N2,ERROR OK INC B XOR B A BC LD C,''' SYC 6D5P DE DONE LD HL,DONE\$ DONE LD HL,0DNE\$ BY N2,READ DONE LD HL,0DNE\$ SYC 6D5P DONE LD HL,0DNE\$ BY N2,READ DONE LD HL,0DNE\$ SYC 6D5P LD HL,0DNE\$ LD HL,0DNE\$ SYC 6D5COT LD HL,0GFFFH RET HL,8RW\$ SYC 6D5COT LD HL,0GFFFH RET LD | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) SYC 6D1RWB AND 10010000B LD A, (HL) JR NZ,OK HES 6,(HL) SYC 6D1RWB POSH BC C, (HL) SYC 6D5P POSH BC LD C, ''' SYC 6D5P POSH BC LD C, ''' SYC 6D5P POSH BC LD C, ''' SYC 6D5P DONE LD BC A B DONE LD BC JR NZ,ERROR DONE LD BC JR NZ,ERROR DONE LD BC JR NZ,ERROR DONE HL,0BSP LD HL,0BNS SYC 6D5PLY LD HL,0BNS BODH NOTRDY LD HL,0BRS SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BC SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BC LD HL,0BC SYC 6D5COT LD HL,0BFFFH RET FREEF SYC 6D5COT LD HL,0BFFFH RET SYC 6D5COT LD HL,0BFFH RET SYC 6D5COT | SYC 6CKDRY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) LD B,000000 LD A,(HL) LD B,000000 LD B,000000 LD B,000000 LD C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC JR NZ,ERROR POPP BC LD C,''' SYC 6DSP POP BC JR NZ,ERROR POPP BC JR NZ,ERROR POPP BC JR NZ,ERROR DC A, B LD C,''' SYC 6DSP POPP BC JR NZ,ERROR DC B LD C,''' SYC 6DSP DC BC JR NZ,ERROR DC BC JR NZ,ERROR DC BC JR B BC JR NZ,ERROR DC BC JR B BC JR BC JR B BC JR B | READ SVC SVC ONTEDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY DD A,(HL) AND 100100000 BIT BIT BIT BIT BIT C,(HL) SVC CDIEWR JR C,(HL) SVC CDIEWR JR C,''' SVC CDIEWR DONE LD C,''' SVC CD DONE LD C,''' SVC CD DONE DONE LD C,''' SVC CD DONE DONE LD HL,DONE\$ DONE LD HL,DONE\$ BODH RET HL,RDY\$ DARWERR LD HL,0 HL, | READ SVC CACACROY SVC CACACROY AND 10018008B CD 10018008B CO 1001800B CO 100180B C | READ SVC 601RRD JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,PEROR LD A, (HL) AND 10010008 CP 00110008 INC HL, INC INC HL, INC INC HL, INC SVC 6011RN SVC 6011RN SVC 6011RN SVC 6011RN SVC 6011RN INC HL, INC CON INC BC DOP DE POP BC CON INC BC SVC 605P DOP BC TON INC BC NO, ',' SVC 605P DONE LD H, PONE\$ SVC 605P DONE LD HL, RDY\$ NOTRDY LD HL, RDY\$ DARMERR LD 605P INC HL, RDY\$ SVC 605P HL, PARM\$ SVC 605COT INC HL, RDY\$ SVC 605COT INC HL, REFFFH RET HL, REFFFH RET HL, REFFFH RET RET HL, RDY\$ SVC 605COT INC HL, REFFFH RET | READ SYC 6017RD A AND 18018RD AND 18018RD B AND 18018RD B B B B B B B B B B B B B B B B B B B | JR | JR NZ ERROR LD A/(HL) AND 10010000B CP 000110000B JR NZ OK INC HL, BIT 6',(HL) JR Z,OK RES 6',(HL) SVC 0DIRWR JR NZ ERROR PUSH BC PUSH BC PUSH BC POP BC CP BC CP BC SVC 0DSP CP BC CP BC SVC 0DSP CP BC A A CP BC A A CP BC A B CO A CO BC CO | LD AND 1989 BB CP PRODE TO THE | LD A, (HL) ADD 1001000BB CP CP 0001000BB CR INC HL BIT 6, (HL) SYC (EDITWR PUSH BC CA''' SYC (EDSP POP BC CA''' SYC (EDSP CA'' | LD |
| SVC GABORT ;************************************ | | | | ** | SVC GERROR SVC GABORT | SVC GERROR | NOTRDY LD HL, RDY\$ NOTRDY LD B 0DDH PARMER LD HL, PARM\$ SVC 0LOGOT LD HL, 0FFFFH RET 16 ERROR CP 16 JR 2.DONE | NOTEDY LD HL, FDY\$ NOTEDY LD HL, FDY\$ PARMERE LD HL, PARM\$ SYC GLOGOT LD HL, ØFFFFH RET 16 ERROR CP 16 IN 7. DONE | LD HL, 0 RET HL, RDX\$ NOTRDY LD 0DDH PARMERR LD HL, PARM\$ SVC 0LOGOT LD HL, 0FFFFH RET 16 ERROR CP 16 JR 2.DONE | SYC EDSPLY LD HL, 0 RET HL, 0 NOTRDY LD HL, PAN\$ DB 0DDH PARMERR LD HL, PARM\$ SYC 6LOGOT LD HL, 0FFFFH RET 16 RET 16 A. A | JR | READ SVC (ACTROY ACTROY ACTROX | READ SVC CACACROY SPACE CACACROY JR CANOTRDY JR CANOTRDY AND 1001000B CP 0011000B CP 0011000B JR NZ,OK INC HL, I BIT 6, (HL) JR 5, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 7, (HL) SVC 6011RW A 6 DONE ID B CO 1, (1) SVC 6058P DONE ID HL, DONE\$ SVC 6058P A 7 CP B CP | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR C, NOTRDY JR NZ, OK INC HL, JR NZ, OK INC HL, JR Z, OK RES 6, (HL) JR Z, OK RES 6, (HL) JR Z, OK RES 6, (HL) JR NZ, ERROR PUSH BC C, '' SVC (DIRWR LD C, '' SVC (DISP POP DC POP DC POP DC C, '' SVC (DSP LD HL, RAMS LD HL, RAMS LD HL, PARMS SVC (LOGOT LD HL, GFFFFH RET LD HL, GFFFFH | READ SVC CACACROY SPACE CACACROY JR CANOTRDY JR CANOTRDY AND 1001000B CP 0011000B CP 0011000B JR NZ,OK INC HL, I BIT 6, (HL) JR 5, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 7, (HL) SVC 6011RW A 6 DONE ID B CO 1, (1) SVC 6058P DONE ID HL, DONE\$ SVC 6058P A 7 CP B CP | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD 10010000B CP 00101000B CP 001000B CP 001000B CP 001000B CP 001000B CP 001000B CP 001000B CP 00100 CP 00100B CP 00100B CP 00100B CP 00100B CP 0010B | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD 10010000B CP 00101000B CP 001000B CP 001000B CP 001000B CP 001000B CP 001000B CP 001000B CP 00100 CP 00100B CP 00100B CP 00100B CP 00100B CP 0010B | READ SVC SVC NE, NOTTRDY JR C, NOTTRDY JR C, NOTRDY LD A, (HL) AD 1001900BB CP BT 10011000BB C, (HL) BT SVC C, (HL) SVC C, | READ SVC SVC NE, NOTTRDY JR C, NOTTRDY JR C, NOTRDY LD A, (HL) AD 1001900BB CP BT 10011000BB C, (HL) BT SVC C, (HL) SVC C, | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) SVC 6D1806 AND 10610606 JR NZ, OK HZ, OK | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 6001000B JR NZ,CK INC HL,CK BIT 6,(HL) JR Z,OK RES 6,(HL) SYC 6DSP PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SYC 6DSP POPP BC POPP BC CP BC NZ,FROR DE POPP BC LD C,''' SYC 6DSP CP BC CP BC NZ,FROR DE POPP BC LD HL,DONE\$ SYC 6DSP LD HL,DONE\$ SYC 6DSPLY LD HL,BARN\$ ENT H., BEFFFH RET ST. SYC 6LGGOT SYC 6L | SYC @CKDRVV JR N2,NOTRDY JR N2,NOTRDY JR N2,HEROR LD A,(HL) AND 1001000B CP 00011000B AND 1001000B JR N2,OK INC HL,OK BIT 6,(HL) JR 2,OK RES 6,(HL) SYC 001RWR JR N2,ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SYC 005P POP BC DOP BC POP BC POP BC C, HL AND, ERROR HL,ONE\$ SYC 005P AND, ERROR HL,ONE\$ SYC 005P BC AND HL,BDY\$ HL,BDY\$ DARWERR LD HL,PARM\$ SYC 01.000E BC AND BC AND BC BC BC AND BC BC AND BC BC BC AND BC BC BC AND BC | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR N2, CR BIT 6, (HL) JR N2, CR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR N2, CR BIT 6, (HL) JR N2, CR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE | SVC (CCRDRV JR N2, NOTRDY JR N2, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) AND 10010008 CP 000110008 JR N2, CK INC HL, BIT 6, (HL) JR 2, OK RES 6, (HL) SVC (DIRNR JR N2, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C, (HL) JR N2, ERROR DE POP D | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR N2, CR BIT 6, (HL) JR N2, CR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR N2, CR BIT 6, (HL) JR N2, CR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE | SVC (CCKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR N2, CR N2, OK HL, (HL) JR N2, CR BIT 6, (HL) JR N2, CR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP DE POP DE | SYC @CKDRVV JR N2,NOTRDY JR N2,NOTRDY JR N2,HEROR LD A,(HL) AND 1001000B CP 00011000B AND 1001000B JR N2,OK INC HL,OK BIT 6,(HL) JR 2,OK RES 6,(HL) SYC 001RWR JR N2,ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SYC 005P POP BC DOP BC POP BC POP BC C, HL AND, ERROR HL,ONE\$ SYC 005P AND, ERROR HL,ONE\$ SYC 005P BC AND HL,BDY\$ HL,BDY\$ DARWERR LD HL,PARM\$ SYC 01.000E BC AND BC AND BC BC BC AND BC BC AND BC BC BC AND BC BC BC AND BC | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 6001000B JR NZ,CK INC HL,CK BIT 6,(HL) JR Z,OK RES 6,(HL) SYC 6DSP PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SYC 6DSP POPP BC POPP BC CP BC NZ,FROR DE POPP BC LD C,''' SYC 6DSP CP BC CP BC NZ,FROR DE POPP BC LD HL,DONE\$ SYC 6DSP LD HL,DONE\$ SYC 6DSPLY LD HL,BARN\$ ENT H., BEFFFH RET ST. SYC 6LGGOT SYC 6L | SYC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,OK HL,OK HL,OK HL,ONE SYC 6DSP PUSH BC HL,DONE SYC 6DSP POP BC PUSH BC POP BC | SYC GCKDRY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 1001000B CP 0001000B CR 0011000B JR C,(HL) BIT 6,(HL) SYC (0111NR TA,OK JR C,(HL) SYC (0111NR FUSH C, HL SYC (0111NR TA,OK NZ,EROR DONE LD C,''' SYC (0111NR TA,OK TA,O | READ SVC CACACROY SPACE CACACROY JR CANOTRDY JR CANOTRDY AND 1001000B CP 0011000B CP 0011000B JR NZ,OK INC HL, I BIT 6, (HL) JR 5, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 7, (HL) SVC 6011RW A 6 DONE ID B CO 1, (1) SVC 6058P DONE ID HL, DONE\$ SVC 6058P A 7 CP B CP | READ SVC (COUTRDY JR (C,NOTRDY JR (C,NOTRDY JR (A, 101) AND 10010000 JR (A, 101) AND 100100000 JR (A, 101) AND 100100000 BIT (A, (HL) JR (| NZ | JR | JR NZ ERROR LD AV (HL) AND 10010000E CP 000110000E JR NZ,OK HL, CP (HL) JR C, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SVC (DSP POP BC POP BC POP BC POP BC POP BC CP BC JR NZ, ERROR AND AC JR NZ, ERROR BC JR NZ, ERROR AND BC DONE LD JR NZ, ERROR BC AND BC LD HL, DONE S SVC GDSELY LD HL, RDY S PARMERR LD HL, PARMS SVC GLGGOT LD HL, GEFFFH RET LD LD LD LD LD HL, GEFFFH RET LD LD LD LD LD LD LD LD LD L | LD AND 19618988 CP R02.1870.K LD AND 19618988 CR R02.00 BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POPP BE POPP BC POPP BC POPP BC CP BC CP BC AND, ERROR AND, ERROR DE POPP BC DC POPP BC POPP BC POPP BC POPP BC POPP BC AND, ERROR AND, ERROR AND, ERROR AND, BC AND, | LD A, (HL) AND 1001000BB CP 00011000BB CR 00011000BB CR 1NC HL, SVC (HL) SVC (HL) SVC (HL) SVC (HL) CR CS (HL) | LID 1001000000000000000000000000000000000 |
| OR 6100000B ;Short message SVC (ABORT ;*********************************** | | | | | OR 0100000BB ; SVC @ERROR SVC @ABORT | OR 6166666B ; | NOTRDY LD #DDM\$ NOTRDY LD #DDM\$ PARMERR LD #L, PARM\$ SVC @LOGOT LD HL, ØFFFFH RET 15 ERROR CP 16 | NOTRDY LD HL, RDX\$ NOTRDY LD HL, RDX\$ PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, BFFFFH ERROR CP 16 | LD HL, Ø RET HL, RDY\$ NOTRDY LD HL, RDY\$ PARMERR LD HL, PARM\$ SVC (LOGOT LD HL, ØFFFFH RET RET 16 | SYC 6DSPLY LD HL, 8 NOTRDY LD HL, RDY\$ PARMERR LD HL, PARM\$ SYC 6LOGOT LD HL, 8PFFFH ERROR CP 16 | JR | READ SVC 60,000 PC NOT PD NOT | READ SVC CACACROY SVC CACACROY JR C,NOTRDY LD A, (HL) AND 10010008 CP 100110008 JR NZ,OK INC HL II BIT 6, (HL) SVC (DIEWR JR NZ,OK FUSH BC FUSH BC FUSH BC FUSH BC SVC (DIEWR SVC (DIEWR JR NZ,ERROR FUSH BC FUSH BC TO C,''' SVC (DIEWR SVC (DIEWR ART NZ,ERROR DONE LD C,''' SVC (DIEWR ART NZ,ERROR HL, RDV\$ BC TO HL, BEFFFH TO HL, BFFFFH TO HL, BFFFH TO HL, BFF | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR NZ, ERROR LD A, (HL) AND 10010000 JR NZ, OK INC HL BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR PUSH BC PUSH BC POP BC POP BC JR NZ, ERROR PUSH BC LD C, ''' SVC (DSP POP BC JR NZ, ERROR LD C, ''' SVC (DSP LD HL, DONES SVC (DSSP LD HL, DONES SVC (DSSPLY LD HL, OFFFFH RET LL HL, REFFFH RET LL REFFH RET LL REFFH RET LL REFFFH RET LL REFFFH | READ SVC CACACROY SVC CACACROY JR C,NOTRDY LD A, (HL) AND 10010008 CP 100110008 JR NZ,OK INC HL II BIT 6, (HL) SVC (DIEWR JR NZ,OK FUSH BC FUSH BC FUSH BC FUSH BC SVC (DIEWR SVC (DIEWR JR NZ,ERROR FUSH BC FUSH BC TO C,''' SVC (DIEWR SVC (DIEWR ART NZ,ERROR DONE LD C,''' SVC (DIEWR ART NZ,ERROR HL, RDV\$ BC TO HL, BEFFFH TO HL, BFFFFH TO HL, BFFFH TO HL, BFF | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD B, 10010608B CP 6010608B CP 6010608B JR NZ, OK BIT 6, (HL) SYC 6D18WR LD C, '.' SYC 6D18WR LD BC | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD B, 10010608B CP 6010608B CP 6010608B JR NZ, OK BIT 6, (HL) SYC 6D18WR LD C, '.' SYC 6D18WR LD BC | READ SVC CECKDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AD 100100000 CP 00118ND JR NZ,OK INC HL BIT 6,(HL) SVC (0118WR PUSH BC LD C,''' SVC (0518WR LD C,''' SVC (0518WR DONE LD BC LD SVC (0518WR LD SVC (0518WR LD SVC (0518WR LD HL, RDVS LD HL, RDVS LD HL, RDVS BARNOR LD HL, RDVS PARMERR LD HL, RDVS SVC (0508LY LD HL, RDVS LD HL, RDVS RET HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS SVC (0508LY LD HL, RDVS LD HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS RET HL, RDVS RET HL, RDVS RET HL, REFFFH RET HL, REFFFH | READ SVC CECKDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AD 100100000 CP 00118ND JR NZ,OK INC HL BIT 6,(HL) SVC (0118WR PUSH BC LD C,''' SVC (0518WR LD C,''' SVC (0518WR DONE LD BC LD SVC (0518WR LD SVC (0518WR LD SVC (0518WR LD HL, RDVS LD HL, RDVS LD HL, RDVS BARNOR LD HL, RDVS PARMERR LD HL, RDVS SVC (0508LY LD HL, RDVS LD HL, RDVS RET HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS SVC (0508LY LD HL, RDVS LD HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS SVC (0508LY LD HL, RDVS RET HL, RDVS RET HL, RDVS RET HL, RDVS RET HL, REFFFH RET HL, REFFFH | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SVC 6D15WR LD SVC 6D15WR LD SVC 6D15WR LD SVC 6D5P PUSH BC PUSH BC PUSH BC LD C,''' SVC 6D5P POP BC LD C,''' SVC 6D5P POP BC LD C,''' SVC 6D5P LD C,''' SVC 6D5P LD HL,ENDY DONE LD HL,EDY NOTRDY LD HL, RDY BARMERR LD 6LOGCOT LD HL, 0PR RET HL, 0PR PARMERR LD HL, RDY SVC 6LOGCOT LD HL, 0PR RET | SYC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 AND 100100000 BIT 6,(HL) JR Z,OK RES 6,(HL) JR Z,OK RES 6,(HL) SYC 6DIFWR DOUB BC LD C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC JR NZ,ERROR POPP BC JR NZ,ERROR NZ,ERROR DE LD C,''' SYC 6DSP DE LD G,''' SYC 6DSP DE DONE LD BC A A CP B A A CP B B A CP B B B DONE LD BC JR HL, PONE\$ BA NOTRDY LD HL, RDY\$ PARMERR LD HL, RDY\$ ENCOTT LD HL, BARN\$ RET HL, BRRS SYC 6LGGOT LD HL, BEFFFH RET HL, BEFFFH RET HL, BEFFFH | SYC 6CKDRY JR C, NOTRDY JR NZ, NOTRDY JR NZ, EROR LD A, (HL) LD A, (HL) AND 10010000B CP 10010000B JR NZ, OK HL C, (HL) JR Z, OK RES 6, (HL) SYC 6D1RWR JR Z, OK RES 6, (HL) SYC 6D1RWR LD C, ''' SYC 6D5P POPP BC LD C, ''' SYC 6D5P POP BC JR NZ, ERROR POPP BC JR NZ, ERROR CP BC JR NZ, ERROR NOTRDY LD HL, RDY\$ DARWERR LD HL, RDY\$ PARMERR LD HL, RDY\$ SYC 6LOST LD HL, RDY\$ BARNOR LD HL, RDY\$ SYC 6LOST LD HL, RDY\$ LD HL, RDY\$ SYC 6LOST LD HL, REFFFH REFF | SYC @CCEDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC | SYC @CCEDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC | SVC &CKDRV JR N2, NOTRDY JR N2, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 0011000B JR N2, CK HIC 6, (HL) JR Z, OK RES 6, (HL) SVC 6D1RWR JR Z, OK RES 6, (HL) SVC 6D5PWR DE DE C, ''' SVC 6D5PWR DO DE DE DE LD C, ''' SVC 6D5PWR DO DE DE DO DE DE DO DE | SYC @CCEDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC | SYC @CCEDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC | SYC @CCEDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) LD B, C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC LD C,''' SYC @DIRWR LD BC | SYC 6CKDRY JR C, NOTRDY JR NZ, NOTRDY JR NZ, EROR LD A, (HL) LD A, (HL) AND 10010000B CP 10010000B JR NZ, OK HL C, (HL) JR Z, OK RES 6, (HL) SYC 6D1RWR JR Z, OK RES 6, (HL) SYC 6D1RWR LD C, ''' SYC 6D5P POPP BC LD C, ''' SYC 6D5P POP BC JR NZ, ERROR POPP BC JR NZ, ERROR CP BC JR NZ, ERROR NOTRDY LD HL, RDY\$ DARWERR LD HL, RDY\$ PARMERR LD HL, RDY\$ SYC 6LOST LD HL, RDY\$ BARNOR LD HL, RDY\$ SYC 6LOST LD HL, RDY\$ LD HL, RDY\$ SYC 6LOST LD HL, REFFFH REFF | SYC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 AND 100100000 BIT 6,(HL) JR Z,OK RES 6,(HL) JR Z,OK RES 6,(HL) SYC 6DIFWR DOUB BC LD C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC JR NZ,ERROR POPP BC JR NZ,ERROR NZ,ERROR DE LD C,''' SYC 6DSP DE LD G,''' SYC 6DSP DE DONE LD BC A A CP B A A CP B B A CP B B B DONE LD BC JR HL, PONE\$ BA NOTRDY LD HL, RDY\$ PARMERR LD HL, RDY\$ ENCOTT LD HL, BARN\$ RET HL, BRRS SYC 6LGGOT LD HL, BEFFFH RET HL, BEFFFH RET HL, BEFFFH | SYC 6CKDRY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 100100B BIT 6,(HL) SYC 6D1RWR LD A, CR INC HL BIT 6,(HL) SYC 6D1RWR LD C,''' SYC 6D5P POSH BC POSH BC LD C,''' SYC 6D5P POP BC LD C,''' SYC 6D5P DONE LD BC A A A NZ,ERROR DONE LD BC JR NZ,ERROR DONE LD BC A A CP B A A CP B DONE LD BC JR NZ,ERROR DONE LD BC JR HL, PONE\$ DONE LD HL, RDY\$ DARWERR LD HL, RDY\$ DARWERR LD HL, RDY\$ SYC 6LGCOT LD HL, REFFH RET HL, RDY\$ DARWERR LD HL, RDY\$ SYC 6LGCOT LD HL, RDY\$ SYC 6LGCOT LD HL, REFFH RET HL, REFFFH | READ SVC SVC ON OTRDY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD AND 100100000 AND 100100000 AND 100100000 BYC BYC BYC BYC BYC BYC BYC | READ SVC CACACROY SVC CACACROY JR C,NOTRDY LD A, (HL) AND 10010008 CP 100110008 JR NZ,OK INC HL II BIT 6, (HL) SVC (DIEWR JR NZ,OK FUSH BC FUSH BC FUSH BC FUSH BC SVC (DIEWR SVC (DIEWR JR NZ,ERROR FUSH BC FUSH BC TO C,''' SVC (DIEWR SVC (DIEWR ART NZ,ERROR DONE LD C,''' SVC (DIEWR ART NZ,ERROR HL, RDV\$ BC TO HL, BEFFFH TO HL, BFFFFH TO HL, BFFFH TO HL, BFF | READ SVC 601RRD JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,FRROR LD A, (HL) AND 10010008 CP 00110008 INC HL BIT 6, (HL) JR 5, (HL) SVC 6011RW JR 5, (HL) SVC 6011RW JR 6, (HL) SVC 6011RW JR 7, (HL) SVC 6011RW JR 7, (RROR PUSH BC LD C, ''' SVC 605P POP BC LD C, ''' SVC 605P POP BC NOTRDY LD HL, RDY\$ DARMERR LD HL, RDY\$ NOTRDY LD HL, RDY\$ BARNOR CP LD HL, 605F LD HL | READ SYC 6017RD A A 1007RD Y CANOTRD Y CANOTRD Y CANOTRD Y CANOTRD A 100 100 100 100 100 100 100 100 100 1 | JR | JR NZ ERROR LD A/(HL) AND 10010000B CP 000110000B JR NZ OK INC HL, BIT 6',(HL) JR Z,OK RES 6',HL) SVC 6DIRWR JR NZ ERROR PUSH BC 6DE PUSH BC 6DE PUSH BC 6DE POPP BC 6DE POPP BC 7''' SVC 6DSP POP BC 6DSP CP BC 6DSP NOT RET A A B BC AND CA''' SVC 6DSP DE 7''' LD C'''' SVC 6DSP DE 7''' LD C'''' A B B B B B B B B B B B B B B B B B B | LD AND 1989 BB CP 90919909B CP 90919909B CP 100 BB CP 10 | LD A, (HL) AND 1001000BB CP 0011000BB CP 010100BB CP 11NC CP 11NC CP 11NC CP 11NC CP 11NC CP 11NC CP 01NC CP | LD |
| JR Z.DONE OR GERROR SVC GABORT ;************************************ | | | | | JR Z DONE OR G1000000B SVC @ERROR SVC @ABORT | JR Z, DONE OR Ø1ØØØØßB ; SVC @ERROR | NOTRDY LD HL, RDY\$ NOTRDY LD B 0DDH PARMERR LD HL, PARM\$ SVC 0LOGOT LD HL, 0FFFFH RET | NOTEDY LD HL, FDY\$ NOTEDY LD HL, FDY\$ PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, ØFFFFH RET | LD HL, 0 RET HL, RDY\$ NOTRDY LD BDH DB 0DDH PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, 0FFFFH RET RET | SYC EDSPLY LD HL,0 RET HL,0 NOTRDY LD 90DH PARMERR LD HL,PARM\$ SYC 6LOGOT LD HL,0EFFFH RET RET | JR | READ SVC (ADTRDY JR CANOTRDY LD HL, RDX CANOTRDY L | READ SVC SVC SVC SVC SVC SVC SVC SVC | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR C, NOTRDY JR NZ, ERROR INC HL JR NZ, OK INC HL JR Z, OK RES 6, (HL) JR Z, OK RES 6, (HL) JR Z, OK RES 6, (HL) JR NZ, ERROR PUSH BC C, '' SVC (DIRWR JR NZ, ERROR PUSH BC LD C, '' SVC (DISP ED D LD HL, BONE ED HL, B SVC (DISP ED HL, B ED HL, B ED HL, PARRS SVC (LOGOT LD HL, BFFFH ED HL, BFFFFH ED HL, BFFFFH | READ SVC SVC SVC SVC SVC SVC SVC SVC | SVC NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD NZ, ERROR LD NZ, OK INC HL, BTT 6, (HL) SVC NOTRDY JR NZ, OK RES 6, (HL) SVC NOTRDY OK NZ, ERROR LD C, (HL) SVC NOTRDY OK NZ, ERROR RES C, (HL) SVC NZ, ERROR RET NZ, ERROR LD HL, RONES SVC NZ, ERROR LD HL, RONES DB NDDH RET HL, RDX S DB NDDH RET RET READ LD HL, ØFFFFH RET | SVC NOTRDY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD NZ, ERROR LD NZ, OK INC HL, BTT 6, (HL) SVC NOTRDY JR NZ, OK RES 6, (HL) SVC NOTRDY OK NZ, ERROR LD C, (HL) SVC NOTRDY OK NZ, ERROR RES C, (HL) SVC NZ, ERROR RET NZ, ERROR LD HL, RONES SVC NZ, ERROR LD HL, RONES DB NDDH RET HL, RDX S DB NDDH RET RET READ LD HL, ØFFFFH RET | READ SVC SVC NE, NOTTRDY JR C, NOTRDY LD A, (HL) ADD 1001909B CP BT 1001909B CP 1001909B CP 1001909B CP 1001909B CP 1001909B CP 100 SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD HL, DONE\$ EDIRWR NZ, RRAD DONE LD HL, BUNC\$ EDIRWR SVC EDIRWR RET HL, RDV\$ SVC ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT E | READ SVC SVC NE, NOTTRDY JR C, NOTRDY LD A, (HL) ADD 1001909B CP BT 1001909B CP 1001909B CP 1001909B CP 1001909B CP 1001909B CP 100 SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD C, '.' SVC EDIRWR DONE LD HL, DONE\$ EDIRWR NZ, RRAD DONE LD HL, BUNC\$ EDIRWR SVC EDIRWR RET HL, RDV\$ SVC ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT ELOGOT E | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) SVC 6D1806 AND 10610606 JR NZ, OK HL OK HL OK SVC 6D18R BES 6, (HL) SVC 6D18R PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POPP BC POPP BC POPP BC SVC 6D5P POPP BC C, ''' SVC 6D5P POPP BC COP BC NZ, READ DONE LD HL,DONE\$ SVC 6D5EIX LD HL,DONE\$ SVC 6D5EIX LD HL,PONE\$ SVC 6D5EIX LD HL,PARM\$ DB 6DDH PARMERR LD HL,PARM\$ DB 70000 BC CCCOCOT LD HL,PARM\$ DB 6DCCOT LD HL,PARM\$ DB 70000 BC CCCOCOT LD HL,PARM\$ DB 70000 BC LD HL,PARM\$ ED HL | SYC 6CKDVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) AND 1001000B CP 6001000B JR NZ,CK INC HL,CK BIT 6',(HL) JR Z,OK RES 6',(HL) SYC 6DSP PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C, ''' SYC 6DSP POPP BC POPP BC CP BC CP BC CP BC NZ,FROR DE POPP BC LD C,''' SYC 6DSP CP BC CP BC NZ,FROR DE POPP BC LD HL,DONE\$ SYC 6DSPLY LD HL,BARM\$ DB 9DBH PARMERR LD HL,PARM\$ DB 10DH RET HL, 6PFFFH | SYC @CKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) AND 1001000B CP 00011000B JR N2,OK INC HL,OK BLT 6,(HL) JR 2,OK RES 6,(HL) SYC 001RWR JR N2,ERROR PUSH BC C,''' SYC 005P POP BC POP BC POP BC CR N3,ERROR DE POP BC LD LD C,''' SYC 005P CR N3,ERROR DE POP BC LD HL,DONE\$ SYC 005PLY LD HL,DONE\$ SYC 005COT LD HL,BARM\$ DARWBERR LD HL,PARM\$ DARWBERR LD HL,PARM\$ DARWBERR LD HL,BARM\$ ELD HL,BARM\$ | SVC @CKDRVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR NZ, CK NZ, CK NZ, CK NZ, CK NZ, CK HUS, BT FUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC NZ, RROR JR NZ, ERROR AXOR A XOR A XOR A XOR A AXOR A NZ, ERROR HL, DONE\$ SVC GDSPLY LD HL, DONE\$ SVC GDSPLY LD HL, B AXOR B B AXOR B AXOR B B AXOR B B B B B B B B B B B B B | SVC @CKDRVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR NZ, CK NZ, CK NZ, CK NZ, CK NZ, CK HUS, BT FUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC NZ, RROR JR NZ, ERROR AXOR A XOR A XOR A XOR A AXOR A NZ, ERROR HL, DONE\$ SVC GDSPLY LD HL, DONE\$ SVC GDSPLY LD HL, B AXOR B B AXOR B AXOR B B AXOR B B B B B B B B B B B B B | SVC (CKDRV JR N2, NOTRDY JR N2, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) AND 10010008 CP 000110008 JR N2, CK INC HL, BIT 6, (HL) JR 2, OK RES 6, (HL) SVC (DIRNR JR N2, ERROR PUSH BC C, (HL) JR N2, ERROR DE POP D | SVC @CKDRVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR NZ, CK NZ, CK NZ, CK NZ, CK NZ, CK HUS, BT FUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC NZ, RROR JR NZ, ERROR AXOR A XOR A XOR A XOR A AXOR A NZ, ERROR HL, DONE\$ SVC GDSPLY LD HL, DONE\$ SVC GDSPLY LD HL, B AXOR B B AXOR B AXOR B B AXOR B B B B B B B B B B B B B | SVC @CKDRVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR NZ, CK NZ, CK NZ, CK NZ, CK NZ, CK HUS, BT FUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC NZ, RROR JR NZ, ERROR AXOR A XOR A XOR A XOR A AXOR A NZ, ERROR HL, DONE\$ SVC GDSPLY LD HL, DONE\$ SVC GDSPLY LD HL, B AXOR B B AXOR B AXOR B B AXOR B B B B B B B B B B B B B | SVC @CKDRVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CP 00011000B JR NZ, CK NZ, CK NZ, CK NZ, CK NZ, CK HUS, BT FUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC NZ, RROR JR NZ, ERROR AXOR A XOR A XOR A XOR A AXOR A NZ, ERROR HL, DONE\$ SVC GDSPLY LD HL, DONE\$ SVC GDSPLY LD HL, B AXOR B B AXOR B AXOR B B AXOR B B B B B B B B B B B B B | SYC @CKDRV JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) AND 1001000B CP 00011000B JR N2,OK INC HL,OK BLT 6,(HL) JR 2,OK RES 6,(HL) SYC 001RWR JR N2,ERROR PUSH BC C,''' SYC 005P POP BC POP BC POP BC CR N3,ERROR DE POP BC LD LD C,''' SYC 005P CR N3,ERROR DE POP BC LD HL,DONE\$ SYC 005PLY LD HL,DONE\$ SYC 005COT LD HL,BARM\$ DARWBERR LD HL,PARM\$ DARWBERR LD HL,PARM\$ DARWBERR LD HL,BARM\$ ELD HL,BARM\$ | SYC 6CKDVV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) AND 1001000B CP 6001000B JR NZ,CK INC HL,CK BIT 6',(HL) JR Z,OK RES 6',(HL) SYC 6DSP PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C, ''' SYC 6DSP POPP BC POPP BC CP BC CP BC CP BC NZ,FROR DE POPP BC LD C,''' SYC 6DSP CP BC CP BC NZ,FROR DE POPP BC LD HL,DONE\$ SYC 6DSPLY LD HL,BARM\$ DB 9DBH PARMERR LD HL,PARM\$ DB 10DH RET HL, 6PFFFH | SYC 6CKDRY JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,CK HL,CK BIT 6,(HL) SYC 6DIRWR JR NZ,CK PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C,''' SYC 6DSP POPP BC POPP BC CP BC CP BC NZ,READ DONE LD C,''' SYC 6DSP POPP BC POPP BC CP BC | SVC SVC SVC SVC SVC SVC SVC SVC | READ SVC SVC SVC SVC SVC SVC SVC SVC | READ SVC 60DIRDD JR C,NOTRDY JR AND 10018D LD AA, (HL) AND 1001000B JR NZ, CRR NZ, CR INC HL, JR NZ, CR INC HL, SVC 60DIRWR JR NZ, FRROR PUSH BC PUSH BC LD C, (HL) SVC 60DIRWR JR NZ, FRROR PUSH BC PUSH BC LD C, '.' SVC 60SP POP BC LD C, '.' SVC 60SP POP BC LD C, '.' SVC 60SP DOP BC LD HL, DONE \$ SVC 60SP DONE LD HL, DONE \$ SVC 60SP LD HL, DONE \$ RET HL, RDX \$ HL, PARMSRR LD HL, PARMSRR LD HL, PARMS SVC 60SSP AND HL, BC LD HL, PARMS SVC 60SSP LD HL, PARMS SVC 60SSP LD HL, PARMS SVC 60SSP LD HL, BC LD HL, PARMS SVC 60SSP LD HL, PARMS SVC 60SSP LD HL, PARMS SVC 60SSP LD HL, PARMS RET HL, REFFFH RET HL, REFFFH | NZ | JR | JR NZ_ERROR LD AV (HL) AND 10010000E CP 000110000E JR NZ_OK INC HL, JR C, (HL) JR C, (HL) SVC (DIRWR JR NZ_ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP | LD AND 1961898 CP 08019808B CP 08019808B JR NZ, OK INC HL, BIT 6', (HL) JR 2, OK RES 6', (HL) SVC (DIRWR JR NZ, ERROR PUSH BC C, '', '' SVC (DSP POP BC POP BC POP BC CP BC SVC (DSP AND, ERROR JR NZ, ERROR OK INC B XOR A CP BC BC DD HL, DONE \$ BC CP BC HL, DONE \$ BC CP BC CP BC AND, ERROR DD HL, BC CP BC | LD A, (HL) AND 1001000B CP 0011000B CP 0011000B CP NZ, OK INC HL ANZ, OK INC HL INC HL BTT 6, (HL) SVC (HL) SVC (HL) SVC (HL) FUSH BC | LID AAND 10010000B AND 10010000B JR NZ,OK INC HL, BIT 6,(HL) JR Z,OK RES 6,(HL) SVC 6DIRWR JR NZ,ERROR PUSH DE PUSH DE LD C,'.' SVC 6DSP POP BC DOP BC SVC 6DSP POP BC LD C,'.' SVC 6DSP DOP BC LD SVC 6DSP DOP BC LD HL,DONE\$ SVC 6DSP DONE LD HL,DONE\$ SVC 6DSP TRY NZ,ERAD DONE LD HL,DONE\$ SVC 6DSPILY LD HL,DONE\$ SVC 6DSPILY LD HL,PONE\$ SVC 6DSPILY LD HL,PARRS RET HL, BEFFFH |
| ERROR CP 16 ; Illegal file # efformation of the following the property of the following part of the following | 4 | 4 | 4 | м | EKKOK CF 160NE ;111egal file # 150NE OR 0100000B ;Short message SVC @ERROR SVC (@ABORT | EKKOK CF 16 ;111egal file # 2,DONE 0.0000000 ;Short message SVC @ERROR | NOTRDY LD 8DDH DB 8DDH PARMERR LD HL, FARM\$ SVC @LOGOT LD HL, ØFFFFH | NOTRDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, ØFFFFH | LD HL, Ø RET HL, RDY\$ NOTRDY LD 8DB PARMERR LD HL, PARM\$ SVC (LOGOT | SYC EDSPLY LD HL, B NOTRDY LD HL, RDX\$ DB 6DBH PARMERR LD HL, PARM\$ SVC 6LOGOT LD HL, ØFFFFH | JR | READ SVC 60,000 B SNC 60,000 B JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A, (HL) AND 1001000B CP 0011000B JR NZ,OK INC HL, IX SNC 60,1100 FUSH BC FUSH BC FUSH BC SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,11 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,110 SNC 60,50 DE DC JR NZ,EROR DC 10 SNC 60,50 DC 10 DC 110 NZ,READ DONE 10 HL, RDY 8 DD HL, RDY 8 ED HL, REFFFH ED HL, REFFFH | READ SVC CACACROY SVC CACACROY AND CACACROY LD A, (HL) AND 10018008 CP 10018008 CP 10018008 INC HL BIT 6, (HL) SVC (EDIFWR JR 2, OR RES 6, (HL) SVC (EDIFWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC LD C, ''' SVC (EDSP POP BC LD BC | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR NZ, ERROR LD A, (HL) AND 10010000 JR NZ, OK INC HL BIT 6, (HL) SVC (HL) SVC (HL) SVC (DIRWR PUSH BC LD C,''' FES 6, (HL) SVC (DIRWR PUSH BC PUSH BC LD C,''' SVC (DIRWR LD C,''' FEROR PUSH BC LD C,''' SVC (DISP RES BC LD SVC (DISP RES BC LD SVC (DISP RES BC LD HL, DONE S SVC (DISP LD HL, DONE S SVC (LOGOT LD HL, OFFFEH | READ SVC CACACROY SVC CACACROY AND CACACROY LD A, (HL) AND 10018008 CP 10018008 CP 10018008 INC HL BIT 6, (HL) SVC (EDIFWR JR 2, OR RES 6, (HL) SVC (EDIFWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC LD C, ''' SVC (EDSP POP BC LD BC | SVC GCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD B, 00010606B CP 6001066B JR NZ, OK BIT 6, (HL) SVC (DIRWR LD C, OK PUSH BC PUSH BC PUSH BC C, '.' SVC (DIRWR LD C, '.' LD LD LL, PRRNS SVC (DISPLY LD HL, PRRNS SVC (LOGOTT LD HL, GFFFFH | SVC GCKDRV JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD B, 00010606B CP 6001066B JR NZ, OK BIT 6, (HL) SVC (DIRWR LD C, OK PUSH BC PUSH BC PUSH BC C, '.' SVC (DIRWR LD C, '.' LD LD LL, PRRNS SVC (DISPLY LD HL, PRRNS SVC (LOGOTT LD HL, GFFFFH | SYC | SYC | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 10010008B CP 1001000B JR NZ,OK INC HL BIT 6,(HL) SVC 6D15WR LD SVC 6D15WR LD SVC 6D15WR LD SVC 6D5P POSH BC POSH BC TOSH NZ,ERROR POSH BC LD C,''' SVC 6D5P POP BC LD C,''' SVC 6D5P POP BC JR NZ,ERROR DC C,''' SVC 6D5P DC C,''' SVC 6D5P LD HL,DONE\$ DONE LD HL,0DNE\$ DONE LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5PLY LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5PLY LD HL,0DNE\$ DONE LD HL,0DNE\$ SVC 6D5CLY LD HL,0DNE\$ LD HL,0DRE\$ LD HL,0BFFFFH | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD B, 10018080B CP 10018080B CP 10018080B CR 100 HL BIT 6,(HL) JR Z,OK RES 6,(HL) SYC 6DIFWR JR NZ,EROR PUSH BC C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC JR NZ,EROR POPP BC JR NZ,EROR POPP BC JR NZ,EROR DE DONE LD BC JR NZ,EROR DE DONE HL,0 HL,0 NOTRDY LD HL,70 HL | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) SYC 6D1RWB TRES 6,(HL) JR Z,OK RES 6,(HL) SYC 6D1RWB LD SYC 6D1RWB LD C,''' SYC 6D5P POPP BC LD C,''' SYC 6D5P POPP BC JR NZ,EROR POPP BC LD C,''' SYC 6D5P DOPP BC JR NZ,EROR DONE ID BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROB DONE ID BC JR NZ,EROB DONE ID BC SYC 6D5PLY LD HL, BDYS DONE ID HL, BDYS DONE ID HL, BC DONE ID HL, BDYS SYC 6LGCOT LD HL, BEFFFH DONE ID HL, BEFFFH | SYC @CCRDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,C,(HL) JR N2,CK LD C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC LD C,''' SYC @DSP POP BC LD C,''' SYC @DSP POP BC LD C,''' SYC @DSP POP BC JR N2,ERROR DE BC LD C,''' SYC @DSP DE BC LD C,''' SYC @DSP DE BC LD C,''' LD HL,BDX\$ DONE LD HL,0 | SYC @CCRDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,C,(HL) JR N2,CK LD C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC LD C,''' SYC @DSP POP BC LD C,''' SYC @DSP POP BC LD C,''' SYC @DSP POP BC JR N2,ERROR DE BC LD C,''' SYC @DSP DE BC LD C,''' SYC @DSP DE BC LD C,''' LD HL,BDX\$ DONE LD HL,0 | SVC &CKDRVV JR N2, NOTRDY JR N2, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP 0011000B JR N2, CK HIC 6, (HL) JR Z, OK HIC 6, (HL) SVC 6D1RWR JR Z, OK HIC 6, (HL) SVC 6D5PWR JR N2, ERROR PUSH BC LD C, ''' SVC 6D5PWR DE POP BC LD C, ''' SVC 6D5PWR DE POP BC JR N2, ERROR OK INC B A CP BC JR N2, ERROR DE POP BC JR N2, ERROR DE BC DE BC JR N2, ERROR DE BC JR N2, ERROR DE BC DE BC JR N2, ERROR DE BC DE BC JR N2, ERROR DE BC JR N3, ERROR DE BC JR N3, ERROR DE BC JR N4, BC DE BC DE BC DE BC JR N4, BC DE BC DE BC DE BC JR N4, BC DE | SYC @CCRDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,C,(HL) LD B,C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC LD C,''' SYC @DIRWR JR N2,ERROR DE POP BC LD C,''' SYC @DIRWR DE LD C,''' SYC @DIRWR LD HL,0DNE\$ DONE LD HL,0DNE\$ SYC @DSPLY LD HL,8DY\$ DARWERR LD HL,8DY\$ DARWERR LD HL,0BR | SYC @CCRDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,C,(HL) LD B,C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC LD C,''' SYC @DIRWR JR N2,ERROR DE POP BC LD C,''' SYC @DIRWR DE LD C,''' SYC @DIRWR LD HL,0DNE\$ DONE LD HL,0DNE\$ SYC @DSPLY LD HL,8DY\$ DARWERR LD HL,8DY\$ DARWERR LD HL,0BR | SYC @CCRDRY JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,C,(HL) LD B,C,(HL) SYC @DIRWR JR Z,OK RES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC LD C,''' SYC @DIRWR JR N2,ERROR DE POP BC LD C,''' SYC @DIRWR DE LD C,''' SYC @DIRWR LD HL,0DNE\$ DONE LD HL,0DNE\$ SYC @DSPLY LD HL,8DY\$ DARWERR LD HL,8DY\$ DARWERR LD HL,0BR | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) SYC 6D1RWB TRES 6,(HL) JR Z,OK RES 6,(HL) SYC 6D1RWB LD SYC 6D1RWB LD C,''' SYC 6D5P POPP BC LD C,''' SYC 6D5P POPP BC JR NZ,EROR POPP BC LD C,''' SYC 6D5P DOPP BC JR NZ,EROR DONE ID BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROR DONE BC JR NZ,EROB DONE ID BC JR NZ,EROB DONE ID BC SYC 6D5PLY LD HL, BDYS DONE ID HL, BDYS DONE ID HL, BC DONE ID HL, BDYS SYC 6LGCOT LD HL, BEFFFH DONE ID HL, BEFFFH | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD B, 10018080B CP 10018080B CP 10018080B CR 100 HL BIT 6,(HL) JR Z,OK RES 6,(HL) SYC 6DIFWR JR NZ,EROR PUSH BC C,''' SYC 6DSP POPP BC LD C,''' SYC 6DSP POPP BC JR NZ,EROR POPP BC JR NZ,EROR POPP BC JR NZ,EROR DE DONE LD BC JR NZ,EROR DE DONE HL,0 HL,0 NOTRDY LD HL,70 HL | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 10010008 CP 10010008 BIT 6,(HL) SYC 6D1RWR JR NZ,OK HL BIT 6,(HL) SYC 6D1RWR LD SYC 6D1RWR JR Z,OK RES 6,(HL) SYC 6D1RWR DOSE DE CONTROR POSE DE CONTROR POSE DE CONTROR NZ,ERROR POSE DE CONTROR NZ,ERROR DE DE CONTROR NZ,ERROR DE D | READ SVC OR OCKRDY JR C,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SVC (BLEWR CP (BLEWR JR Z,OK RES 6,(HL) SVC (BLEWR DUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC (BDSP POP BC JR NZ,ERROR POP BC JR NZ,ERROR DC JR HL,ONE\$ DC JR HL,ONE\$ DC HL,ONE\$ DC | READ SVC CACACROY SVC CACACROY AND CACACROY LD A, (HL) AND 10018008 CP 10018008 CP 10018008 INC HL BIT 6, (HL) SVC (EDIFWR JR 2, OR RES 6, (HL) SVC (EDIFWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC LD C, ''' SVC (EDSP POP BC LD BC | READ SVC 601RRD JR C,NOTRDY JR C,NOTRDY JR NZ, FEROR LD A, (HL) AND 10010008 CP 00110008 DR NZ, CR INC HL, II BIT 6, (HL) JR Z, OK RES 6, (HL) SVC 601RWR JR Z, OK RES 6, (HL) SVC 601RWR SVC 601RWR SVC 601RWR SVC 601RWR JR NZ, ERROR PUSH DE LD C, ''' SVC 605P POP DE POP DE POP DE POP DE C, ''' SVC 605P DC HL, RDV S DC HL, RDY S DC HL, RDV S DC HL, RDY S DC HL, REFFFH DC HL, REFFFH | READ SYC @DIRRD AND INCORDY STRONG AND 100 100 100 100 100 100 100 100 100 10 | JR | JR NZ ERROR LD A/(HL) AND 10010000B CP 000110000B JR NZ OK INC HL, BIT 6,(HL) JR 2,OK RES 6,(HL) SVC 6DIRWR JR NZ ERROR PUSH BC PUSH BC PUSH BC C,''' SVC 6DSP POP BC POP BC DOP BC CP BC CP BC A A CP BC A A CP BC A B CO A CO BC A CO BC A CO BC A CO BC A CO BC A CO BC A CO BC A CO BC B C A CO BC A CO BC A CO BC A CO BC B C A CO BC B C A C C A C C A C C A C C B B CO BC A C C A C C B B CO BC A C C A C C B B CO BC A C C B B CO BC B C A C B B C A C C B B CO BC B C A C B B CO BC | LD AND 1989 BB CP 9891 9898 BB CP 9891 BB | LD A, (HL) ADD 1001900B CP 0011000B CP 010100B BT | LD |
| ERROR CP 16 ; Illegal file # error 18 2,100NE SVC @ERROR ; Short message SVC @ABORT ; Short message SVC @ABORT ; *********************************** | ш | ш | ш | м | ERROR CP | ERROR CP | NOTRDY LD HL, RDY\$ NOTRDY LD B 0DDH DB HL, PARM\$ SVC 6LOGOT LD HL, 0FFFFH | NOTEDY LD HL, FDY\$ NOTEDY LD HL, FDY\$ PARMERE LD HL, PARM\$ SVC GLOGOT LD HL, ØFFFFH | LD HL, 0 RET HL, RDX\$ NOTRDY LD HL, RDX\$ DB 0DDH PARMERR LD HL, PARM\$ LD H, 0PFFFH LD H, 0PFFFH | SYC EDSPLY LD HL, Ø RET HL, RDY\$ NOTRDY LD HL, PARM\$ DB HL, PARM\$ SYC ELOGOT LD HL, ØPFFFH | JR | READ SVC (ADTRDY JR CANOTRDY JR CANOTRDY JR CANOTRDY JR CANOTRDY JR CANOTRDY AND 10010008 B CANOTRDY AND 10010008 B CANOTRDY JR CANOTRDY J | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 10010008 CP 10010008 SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR DE C,'.' SVC 605F POSP BC CP BC | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR C, NOTRDY JR NZ, ERROR INC HL JR NZ, OK INC HL JR Z, OK RES 6, (HL) JR NZ, ERROR PUSH DE LD C, '' SVC (DE DE DOP DE TO C, '' SVC (DE DE DOP DE TO C, '' SVC (DE DE TO C, '' SVC (DE TO C, '' SVC (DE TO C, '' SVC (DE TO C, '' | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 10010008 CP 10010008 SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR DE C,'.' SVC 605F POSP BC CP BC | SVC 6CKDRV JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD A, (HL) LD B, 00010000B JR NZ, ERROR JR NZ, OK BITT C, (HL) JR SVC (EDIRWR JR NZ, CK LD C, (HL) JR NZ, ERROR PUSH BC PUSH BC LD C, '.' SVC (EDIRWR JR NZ, ERROR LD C, '.' LD HL, DONE\$ SVC (EDSPLY LD HL, DONE\$ SVC (EDSPLY LD HL, DONE\$ SVC (EDSPLY LD HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ RET HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ LD HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ | SVC 6CKDRV JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD A, (HL) LD B, 00010000B JR NZ, ERROR JR NZ, OK BITT C, (HL) JR SVC (EDIRWR JR NZ, CK LD C, (HL) JR NZ, ERROR PUSH BC PUSH BC LD C, '.' SVC (EDIRWR JR NZ, ERROR LD C, '.' LD HL, DONE\$ SVC (EDSPLY LD HL, DONE\$ SVC (EDSPLY LD HL, DONE\$ SVC (EDSPLY LD HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ RET HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ LD HL, PARM\$ SVC (EDSPLY LD HL, PARM\$ | READ SVC GCKDRY JR C,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) AND 1001000B CP 1001000B BIT 6,(HL) JR 2,OK HL BIT 6,(HL) SVC 6D1RWR JR 7,OK HL BIT 6,(HL) SVC 6D1RWR JR 02,OK RES 6,(HL) SVC 6D1RWR JR 02,CK DE DE DE POSH BC CO 1.1 SVC 6D5P DO BC CO 1.1 SVC 6D5P DO BC DO | READ SVC GCKDRY JR C,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) AND 1001000B CP 1001000B BIT 6,(HL) JR 2,OK HL BIT 6,(HL) SVC 6D1RWR JR 7,OK HL BIT 6,(HL) SVC 6D1RWR JR 02,OK RES 6,(HL) SVC 6D1RWR JR 02,CK DE DE DE POSH BC CO 1.1 SVC 6D5P DO BC CO 1.1 SVC 6D5P DO BC DO | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) SVC 6D1886 AND 1061866 JR NZ,OK HL OK JR NZ,ERROR DE POP DE | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,CK HL,CK BIT 6,(HL) SYC 6DIRWR JR NZ,CK HUS, BUSH 6,(HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC C,''' SYC 6DSP POP BC CR B CR B CR B CR B C,''' SYC 6DSP DE POP BC DE POP BC DE POP BC DE POP BC C,''' SYC 6DSP DE POP BC POP BC DE BB BB BB BB BB BB BB BB BB | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 1001000B CP 6001000B JR NZ, CK INC HL, CK BIT 6, (HL) SYC 6DIRWR JR NZ, CK BUSH BC FUSH BC FUSH BC FUSH BC FUSH BC C, ''' SYC 6DSP POPP BC POP BC POP BC CP BC CY '' SYC 6DSP POP BC CY ''' SYC 6DSP DE POP BC CR B | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NO K JR (NO | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NO K JR (NO | SVC (CKDRV JR N2, NOTR DY JR N2, NOTR DY JR N2, NOTR DY LD A, (HL) LD A, (HL) AND 1001000B CP 000110000B JR N2, CK INC HL, OK BIT 6, (HL) JR N2, CK RES 6, (HL) SVC (DIRWR JR N2, CKROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC CY (BS) CY (BS) CY (BS) DONE LD C, '' SVC (DSP) CY (BS) CY (BS) CY (BS) NZ, CRAD DE POPP BC DE POPP BC CY (BS) CY (BS) CY (BS) CY (BS) NZ, CRAD DE POPP BC DE POPP BC DE POPP BC CY (BS) CY (BS) CY (BS) NZ, CRAD DONE LD HL, DONE\$ SVC (BSSLY LD HL, PONE\$ DB (BDB) PARMERR LD HL, PARM\$ SVC (BOSPLY LD HL, PARM\$ DB (BDB) PARMERR LD HL, PARM\$ SVC (BCSPCT LD HL, PARM\$ | SVC (CCKDRV JR (NOTRDY JR | SVC (CCKDRV JR (NOTRDY JR | SVC (CCKDRV JR (NOTRDY JR | SYC 6CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 1001000B CP 6001000B JR NZ, CK INC HL, CK BIT 6, (HL) SYC 6DIRWR JR NZ, CK BUSH BC FUSH BC FUSH BC FUSH BC FUSH BC C, ''' SYC 6DSP POPP BC POP BC POP BC CP BC CY '' SYC 6DSP POP BC CY ''' SYC 6DSP DE POP BC CR B | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,CK HL,CK BIT 6,(HL) SYC 6DIRWR JR NZ,CK HUS, BUSH 6,(HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC C,''' SYC 6DSP POP BC CR B CR B CR B CR B C,''' SYC 6DSP DE POP BC DE POP BC DE POP BC DE POP BC C,''' SYC 6DSP DE POP BC POP BC DE BB BB BB BB BB BB BB BB BB | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,OK HZ,OK | SYC GCKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 1001000B BIT 6,(HL) JR Z,OK HES 6,(HL) SYC (HL) S | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 10010008 CP 10010008 SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR JR 2,OK RES 6,(HL) SVC 601FWR DE C,'.' SVC 605F POSP BC CP BC | READ SVC (DDTRDY JR (C,NOTRDY JR (C,NOTRDY JR (A,ME) AND 10010000 JR (ME) AND 100100000 JR (ME) BIT (A,ME) AND 100100000 BIT (A,ME) BIT (A, | NZ, NOTRDY JR | JR | JR NZ ERROR LD A(HL) AND 10010000E CP 000110000E BIT 6, (HL) JR 02, OK RES 6, (HL) SVC (DIRNR JR 02, CH EUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C, (HL) JR 02, HL DONE LD C, '' SVC (DSP POP BC POP BC CP BC CP BC CP BC SVC (DSP TREAD DONE LD HL, DONE\$ SVC (DSPLY LD HL, PONE\$ BC RET HL, PARM\$ DARMERR LD HL, PARM\$ SVC (DSPLY LD HL, PARM\$ DARMERR LD HL, PARM\$ LD HL, PARM\$ | JAK NY, JENON LD AND 19919998 CP 999199998 CP 999199998 BIT 6', (HL) JR NZ, CAN LD AND 199199998 BIT 6', (HL) SVC 9DIRWR JR NX, ERROR PUSH BC POP DE | LD A, (HL) AND 1001000B CP 0001000B JR NZ, OK INC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIFWR LD C, ''' SVC 6DSP POSP BC LD C, ''' SVC 6DSP POSP BC CP BC CP BC NZ, ERROR POSP BC CP BC NZ, ERROR CP BC NZ, ERROR CP BC NZ, ERROR NZ, ERROR NZ, ERROR DE DONE LD HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ LD HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ SVC 6DSPLY LD HL, PONE\$ LD HL, P | LID 1001000000000000000000000000000000000 |
| ERROR CP 16 ; Illegal file # error CP 2, DONE CR 2,DONE CR 2,DONE CR 2,DONE CR 2,DONE CR 2,DONE CR 2,DONE CR 2,CONT CR 3,CONT CR 4,CONT CR 4,CONT CR 4,CONT CR 4,CONT CR 4,CONT CR 5,CONT CR 6,CONT | ш | ш | м | ш | ERROR CP 16 ; Illegal file # 18 | ERROR CP 16 ;Illegal file # 2,DONE JR 0100000B ;Short message SVC @ERROR | NOTRDY LD HL, RDY\$ DB ØDDH PARMERR LD HL, PARM\$ SVC @LOGOT | NOTRDY LD HL, RDY\$ NOTRDY LD HD, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ SVC 0LOGOT | LD HL, 0 RET RET NOTRDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ SVC @LOGOT | SYC EDSPLY LD HL, B NOTRDY LD HL, RDX\$ DB BDB PARMERR LD HL, PARM\$ SYC EDGGT | JR | READ SVC (ACADEDY JR CANOTRDY JR CANOTRDY JR CANOTRDY JR CANOTRDY JR CANOTRDY ACADED JR CANOTRDY ACADED JR CANOTRDY ACADED JR CANOTRDY LD | READ SVC CACACROY SPACE CACACROY JR C,NOTRDY LD A, (HL) AND 1001000B CP 100100B JR NZ,OK INC HL BIT 6, (HL) SVC 60118NR FRES 60118NR NOTRDY LD HL, RDY\$ BARNERR LD HL, FARN\$ SVC 60118NR SVC 60118NR SVC 60118NR BARNERR LD HL, FARN\$ SVC 60118NR SVC 6011 | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR NZ, ERROR LD A, (HL) AND 10010000 JR NZ, OK INC HL BIT 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR PUSH DE LD C, ''' SVC (DSP POP DE POP DE POP DE POP DE POP DE TO C, ''' SVC (DSP TO C, ''' TO C, ''' TO C, ''' SVC (DSP TO C, ''' TO C, ''' TO C, ''' SVC (DSP TO C, ''' TO | READ SVC CACACROY SPACE CACACROY JR C, NOTRDY LD A, (HL) AND 1001000B CP 10011000B JR NZ, OK INC HL, IX JR Z, OK RES 6, (HL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) CON SPECIAL DOSH BC DOSH BC DONE LD C, ''' SVC (HL) SVC (HL) SVC (HL) C, ''' SVC (HL) SVC (HL) C, ''' SVC (HL) SVC (HL) C, ''' COCOPI | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 1001000B CP 0001000B CP 0001000B JR NZ, OK HL) SYC (HL) SYC (HL) SYC (DIRWR LD C, '.' SYC (DIRWR LD C, '.' SYC (DIRWR LD BC DE DE POP BC POP BC DE DE POP BC LD C, '.' SYC (DISPURE LD C, '.' SYC (DISPURE LD C, '.' SYC (DISPURE LD HL, DONE S SYC (DISPURE LD HL, DONE S SYC (DISPURE LD HL, ROY S LD HL, B LL, | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 1001000B CP 0001000B CP 0001000B JR NZ, OK HL) SYC (HL) SYC (HL) SYC (DIRWR LD C, '.' SYC (DIRWR LD C, '.' SYC (DIRWR LD BC DE DE POP BC POP BC DE DE POP BC LD C, '.' SYC (DISPURE LD C, '.' SYC (DISPURE LD C, '.' SYC (DISPURE LD HL, DONE S SYC (DISPURE LD HL, DONE S SYC (DISPURE LD HL, ROY S LD HL, B LL, | SYC | SYC | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SVC 6D1FWR LD SVC 6D1FWR DVSH BC PUSH BC LD C,''' SVC 6D5P POP BC LD BC CR RET BC LD BC CR RET BC LD BC RET BC | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 AND 100100000 AND 100100000 AND 100100000 BIT 6,(HL) BIT 6,(HL) SYC 6DIFWR JR Z,OK RES 6,(HL) SYC 6DIFWR LD SYC 6DIFWR LD C,''' SYC 6DSP POP BC LD C,''' SYC 6DSP DONE LD BC AND A,ERROR DONE LD BC LD C,''' SYC 6DSP DONE LD HL,DONE\$ DONE LD HL, RDY\$ NOTRDY LD HL, RDY\$ NOTRDY LD BC BA AND HL, RDY\$ BA NOTRDY LD HL, RDY\$ SYC 6DOGOT BA AND HL, RDY\$ BA BARMERR LD HL, RDY\$ SYC 6LOGOT SYC 6LOGOT BA BARMERR LD HL, PARM\$ | SYC 6CKDRY JR C, NOTRDY JR C, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD B, 100100000 JR NZ, OK HL BIT 6, (HL) SYC 6D1FWR JR NZ, OK HL BIT 6, (HL) SYC 6D1FWR JR NZ, FRROR PUSH BC PUSH BC PUSH BC LD C, ''' SYC 6D5P POP BC LD C, ''' SYC 6D5P POP BC JR NZ, ERROR DC C, ''' SYC 6D5P DC C, ''' DC C, ''' DC C, ''' SYC 6D5P DC C, ''' DC C, ''' DC C, ''' SYC 6D5P DC C, ''' SYC 6D5C DC C, ''' SYC 6 | SYC @CCEDRY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) LD C, (HL) SYC @D1FWR LD C, (HL) SYC @D1FWR LD C, '' SYC @D1FWR LD C, '' SYC @D5P PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P LD C, '' SYC @D5P LD C, '' SYC @D5P LD H, PONE\$ SYC @D5P LD HL, RDY\$ NOTRDY LD HL, RDY\$ SYC @LOGOT LD HL, RDY\$ SYC @LOGOT SYC WA SYC @LOGOT SYC WA SYC @LOGOT SYC WA SY WA SY WA SY WA SY WA | SYC @CCEDRY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) LD C, (HL) SYC @D1FWR LD C, (HL) SYC @D1FWR LD C, '' SYC @D1FWR LD C, '' SYC @D5P PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P LD C, '' SYC @D5P LD C, '' SYC @D5P LD H, PONE\$ SYC @D5P LD HL, RDY\$ NOTRDY LD HL, RDY\$ SYC @LOGOT LD HL, RDY\$ SYC @LOGOT SYC WA SYC @LOGOT SYC WA SYC @LOGOT SYC WA SY WA SY WA SY WA SY WA | SVC @CKDRV JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 1001000B CP 0011000B JR NZ, OK HZ, OK | SYC @CCEDRY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) LD C, (HL) SYC @D1FWR LD C, (HL) SYC @D1FWR LD C, '' SYC @D1FWR LD C, '' SYC @D5P PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P LD C, '' SYC @D5P LD C, '' SYC @D5P LD H, PONE\$ SYC @D5P LD HL, RDY\$ NOTRDY LD HL, RDY\$ SYC @LOGOT LD HL, RDY\$ SYC @LOGOT SYC WA SYC @LOGOT SYC WA SYC @LOGOT SYC WA SY WA SY WA SY WA SY WA | SYC @CCEDRY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) LD C, (HL) SYC @D1FWR LD C, (HL) SYC @D1FWR LD C, '' SYC @D1FWR LD C, '' SYC @D5P PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P LD C, '' SYC @D5P LD C, '' SYC @D5P LD H, PONE\$ SYC @D5P LD HL, RDY\$ NOTRDY LD HL, RDY\$ SYC @LOGOT LD HL, RDY\$ SYC @LOGOT SYC WA SYC @LOGOT SYC WA SYC @LOGOT SYC WA SY WA SY WA SY WA SY WA | SYC @CCEDRY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) LD C, (HL) SYC @D1FWR LD C, (HL) SYC @D1FWR LD C, '' SYC @D1FWR LD C, '' SYC @D5P PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P POP BC LD C, '' SYC @D5P LD C, '' SYC @D5P LD C, '' SYC @D5P LD H, PONE\$ SYC @D5P LD HL, RDY\$ NOTRDY LD HL, RDY\$ SYC @LOGOT LD HL, RDY\$ SYC @LOGOT SYC WA SYC @LOGOT SYC WA SYC @LOGOT SYC WA SY WA SY WA SY WA SY WA | SYC 6CKDRY JR C, NOTRDY JR C, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD B, 100100000 JR NZ, OK HL BIT 6, (HL) SYC 6D1FWR JR NZ, OK HL BIT 6, (HL) SYC 6D1FWR JR NZ, FRROR PUSH BC PUSH BC PUSH BC LD C, ''' SYC 6D5P POP BC LD C, ''' SYC 6D5P POP BC JR NZ, ERROR DC C, ''' SYC 6D5P DC C, ''' DC C, ''' DC C, ''' SYC 6D5P DC C, ''' DC C, ''' DC C, ''' SYC 6D5P DC C, ''' SYC 6D5C DC C, ''' SYC 6 | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 AND 100100000 AND 100100000 AND 100100000 BIT 6,(HL) BIT 6,(HL) SYC 6DIFWR JR Z,OK RES 6,(HL) SYC 6DIFWR LD SYC 6DIFWR LD C,''' SYC 6DSP POP BC LD C,''' SYC 6DSP DONE LD BC AND A,ERROR DONE LD BC LD C,''' SYC 6DSP DONE LD HL,DONE\$ DONE LD HL, RDY\$ NOTRDY LD HL, RDY\$ NOTRDY LD BC BA AND HL, RDY\$ BA NOTRDY LD HL, RDY\$ SYC 6DOGOT BA AND HL, RDY\$ BA BARMERR LD HL, RDY\$ SYC 6LOGOT SYC 6LOGOT BA BARMERR LD HL, PARM\$ | SYC 6CKDRY JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD BJB 8080B CP 10801080B CP 10801080B JR NZ,OK INC HL BIT 6,(HL) SYC 6DIFWR JR Z,OK RES 6,(HL) SYC 6DIFWR JR Z,OK RES 6,(HL) SYC 6DIFWR JR NZ,EROR PUSH BC PUSH BC PUSH BC PUSH BC LD C,''' SYC 6DSP POP BC LD C,''' SYC 6DSP DONE LD HL,DONE\$ DONE LD HL, RDY\$ NOTRDY LD HL, RDY\$ DB 6DSPLY LD HL, BD SYC 6DSPLY LD HL, BC SYC 6DSPLY LD HL, BD SYC 6DSPLY BB SYC 6DSPLY | SYC GCKDRY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AND 100100000 CP 100100000 JR NZ,OK INC HL BIT 6,(HL) SYC (0118WR PUSH BC LD C,''' SYC (058P POP BC LD BC CR BC LD BC CR BC LD BC CR BC LD BC CR BC | READ SVC CACACROY SPACE CACACROY JR C, NOTRDY LD A, (HL) AND 1001000B CP 10011000B JR NZ, OK INC HL, IX JR Z, OK RES 6, (HL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) CON SPECIAL DOSH BC DOSH BC DONE LD C, ''' SVC (HL) SVC (HL) SVC (HL) C, ''' SVC (HL) SVC (HL) C, ''' SVC (HL) SVC (HL) C, ''' COCOPI | READ SVC (DIRRD) JR (C,NOTRDY) JR (C,NOTRDY) JR (C,NOTRDY) JR (A) (HL) AND 10010008 CP (00110008 JR (C,HL) SVC (0110NR SVC (0110NR DO (110C | READ SYC @DTRDY JR C,NOTRDY JR C,NOTRDY JR A, (HL) AND 10010000 JR NZ, ERROR AND 100100000 BIT 6, (HL) JR NZ, CR INC H, C BIT 6, (HL) SYC @DIRWR JR 5, (HL) SYC @DIRWR JR 6, (HL) SYC @DIRWR JR 6, (HL) SYC @DIRWR JR 7, (HL) SYC @DIRWR JR 7, (R) FUSH DE LD C,'.' SYC @DSP POP DE POP DE POP DE POP DE TO C,'.' SYC @DSP DON BC AND, ERAD DONE LD HL, PONE\$ SYC @DSP TO C,'.' SYC @DSP DONE LD HL, PONE\$ SYC @DSP TO HL, BN S TO HL, BN S TO HL, BN S TO HL, BN S TO HL, PARMS BARRER LD HL, PARM\$ SYC @LOGOT TO HL, PARM\$ | JR | JR NZ_ERROR LD A, (HL) AND 10010008 CP 00010008 JR NZ_OK INC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DEFWR JR NZ_EROR PUSH NZ_EROR PUSH DE LD C, '.' SVC 6DSP POP BC LD C, '.' SVC 6DSP POP BC LD C, '.' SVC 6DSP DOP BC LD HL, DONE\$ SVC 6DSP DONE LD HL, DONE\$ SVC 6DSP NOTRDY LD HL, PRNY\$ NOTRDY LD HL, PRNY\$ SVC 6DSPIN LD HL, PRNY\$ NOTRDY LD HL, PRNY\$ SVC 6DSPIN LD HL, PRNY\$ SVC 6DSCOT SVC 6D | LD AVE PENCH AND 1981808B CP 9091808B CP 9091808B BT NZ (RL) AND 1981808B BT CP (RL) AND AVE | LD A, (HL) AD 1001900B CP 1001900B CP 1001900B JR NZ,OK RES 6, (HL) SVC (DIEWR PUSH BC | LD |
| ERROR CP | ш | м | ш | ш | LD | ERROR CP 16 1111egal file # 1111egal file # 2.DONE 1111egal file # 2.DONE 1111egal file # 2.DONE 1111egal file # 2.DONE 1111egal file # 3.DONE 1111egal file # 3 | NOTRDY LD HL, RDY\$ DB 0DDH PARMERE LD HL, PARM\$ | NOTRDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ | LD HL, 0 RET HL, RDY\$ NOTRDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ | SYC EDSPLY LD HL, 0 RET HL, 0 NOTRDY LD 80DH DB 80DH PARMERR LD HL, PARM\$ | JR | READ SVC CAUTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) ADD 1001000B CP 010100B JR NZ, OK INC HL BIT 6, (HL) SVC 6015WR LD SVC (HL) SVC 605FWR JR NZ, CK LD C, ''' SVC 605FWR DOP BC DOP BC DOP BC JR NZ, ERROR POSP BC JR NZ, ERROR DOP BC JR NZ, ERROR DONE LD HL, DONE\$ SVC DOP BC JR NZ, ERROR DONE LD HL, DONE\$ DOP BC JR NZ, ERROR DONE LD HL, DONE\$ DOP BC DOP BC JR NZ, ERROR DONE LD HL, DONE\$ DOP BC DOP BC JR NZ, ERROR DOP BC DOP BC JR NZ, ERROR DOP BC DOP BC JR NZ, ERROR DOP BC DOP BC DOP BC JR NZ, ERROR DOP BC DOP BC JR NZ, ERROR DOP BC DOP BC | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 10010008 CP 10010008 DE C, HL) BIT C, HL) SVC CORD SVC CORD CORD SVC CORD | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR NZ, ERROR LD A, (HL) AND 1001000BB CP 0001000BB JR NZ, OK INC HL JR Z, OK ESS C, (HL) JR NZ, ERROR PUSH BC C, (HL) JR NZ, ERROR PUSH BC LD C, ''' SVC (DIRWR LD LD C, ''' SVC (DIRWR LD LD C, ''' LD HL, DONE\$ LD HL, NONE\$ LD HL, PARM\$ LD HL, PARM\$ LD HL, PARM\$ LD HL, PARM\$ | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 10010008 CP 10010008 DE C, HL) BIT C, HL) SVC CORD SVC CORD CORD SVC CORD | SVC 6CKDRV JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD A, (HL) LD B, 0000000 JR NZ, CR ERROR JR NZ, OK BITT Z, OK BITT Z, OK BITT Z, OK BITT Z, OK BITT B, C, (HL) JR NZ, ERROR PUSH BC C, '', SVC (DISN'R DC LD C, '', DC LD C, | SVC 6CKDRV JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD A, (HL) LD B, 0000000 JR NZ, CR ERROR JR NZ, OK BITT Z, OK BITT Z, OK BITT Z, OK BITT Z, OK BITT B, C, (HL) JR NZ, ERROR PUSH BC C, '', SVC (DISN'R DC LD C, '', DC LD C, | READ SVC SVC SVC SVC SVC SVC SDLEROD LD AVILL) AND 100100000 BVC BVC BVC BVC BVC BVC BVC | READ SVC SVC SVC SVC SVC SVC SDLEROD LD AVILL) AND 100100000 BVC BVC BVC BVC BVC BVC BVC | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 1001000B BIT 6,(HL) JR Z,OK HES 6,(HL) SVC 6DIEWR JR NZ,OK HES 6,(HL) SVC 6DIEWR JR NZ,ERROR DE DE C,''' SVC 6DSP DE DE DE DONE DE DONE DE TONE DE | SYC GCKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,OK HZ,OK | SYC @CKDRV JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B LD A,(HL) JR N2,CK HL,OK HL,OK HL,OK TRES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC TOR N2,ERROR DE POP BC TOR N2,ERROR DE POP BC TOR N2,ERROR DE DOR DE TOR N2,ERROR DE DOR DE TOR N2,ERROR DE DOR DE TOR N2,ERROR TOR N2,ERROR TOR N2,ERROR TOR N3,ERROR TOR N3,ERROR TOR N3,ERROR TOR N4,ERROR TOR N5,ERROR | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP (0011000B CP (0011000B JR NZ, OK HIZ, OK BIT 6, (HL) JR NZ, OK BIT 6, (HL) SVC (01RNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC P | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP (0011000B CP (0011000B JR NZ, OK HIZ, OK BIT 6, (HL) JR NZ, OK BIT 6, (HL) SVC (01RNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC P | SVC (CKDRV JR N2, NOTR DY JR N2, NOTR DY JR N2, NOTR DY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B BIT 6, (HL) JR N2, CK INC HL, OK BIT 6, (HL) SVC (DIRPR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC C, '' ' SVC (DSP PUSH BC DD C, '' ' SVC (DSP POPP BC POPP BC CP BC CP BC CP BC NZ, READ DONE LD HL, DONE\$ SVC (DSP LD HL, DONE\$ SVC (DSP) CR B BC CP BC | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP (0011000B CP (0011000B JR NZ, OK HIZ, OK BIT 6, (HL) JR NZ, OK BIT 6, (HL) SVC (01RNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC P | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP (0011000B CP (0011000B JR NZ, OK HIZ, OK BIT 6, (HL) JR NZ, OK BIT 6, (HL) SVC (01RNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC P | SVC (CCKDRV JR (NOTRDY JR (NOTRDY JR (NOTRDY JR (NOTRDY LD A, (HL) LD A, (HL) AND 1001000B CP (0011000B CP (0011000B JR NZ, OK HIZ, OK BIT 6, (HL) JR NZ, OK BIT 6, (HL) SVC (01RNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC P | SYC @CKDRV JR N2,NOTRDY JR C,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B LD A,(HL) JR N2,CK HL,OK HL,OK HL,OK TRES 6,(HL) SYC @DIRWR JR N2,ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC TOR N2,ERROR DE POP BC TOR N2,ERROR DE POP BC TOR N2,ERROR DE DOR DE TOR N2,ERROR DE DOR DE TOR N2,ERROR DE DOR DE TOR N2,ERROR TOR N2,ERROR TOR N2,ERROR TOR N3,ERROR TOR N3,ERROR TOR N3,ERROR TOR N4,ERROR TOR N5,ERROR | SYC GCKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B JR NZ,OK HZ,OK | SYC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) SYC 6D18R0 JR NZ,OK HZ,OK | SYC GCKDRY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) AND 10010008 CP 10010008 BYC 6, (HL) JR Z, OK HES 6, (HL) SYC 6DIRWR JR NZ, OK HES 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC C, ''' SYC 6DSP DE C, ''' SYC 6DSP DE DE C, ''' SYC 6DSP DE DE C, ''' SYC 6DSP DE DE DE C, ''' SYC 6DSP DE D | READ SVC CACADY SVC CACADY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 10010008 CP 10010008 DE C, HL) BIT C, HL) SVC CORD SVC CORD CORD SVC CORD | READ SVC (ALL) JR C, NOTRDY JR C, (HL) SVC (BL) SVC (B | NZ | JR | JR NZ ERROR LD AV (HL) AND 10010000B CP 000110000B JR NZ, OK INC HL, BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIRNR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POPP BC CP BC SVC 6DSP POPP BC CP BC SVC 6DSP CP BC CP BC CP BC SVC 6DSP SVC 6DSP TRY NOTRDY LD HL, DONE\$ SVC 6DSPIX LD HL, DONE\$ LD HL, BC LD | LD AND 1989 BB CP 98919 989 BB CP 98919 989 BB CP 98919 989 BB CP 98919 989 BB CP 98919 BC 98 | LD A, (HL) AND 1001000B CP 0001000B JR NZ, OK INC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIFWR PUSH BC PUSH BC PUSH BC PUSH BC C, ''' SVC 6DSP POP BC DC C, ''' SVC R B CP BC DOP BC D | LD A, (HL) AND 19919998 CP 909199998 CP 909199998 INC HL BIT 6, (HL) ARES 6, (HL) SVC 6DIRWR FUSH BC C, ' ' ' SVC 6DSP FOP BC AR NZ, ERROR FUSH BC FUSH BC C, ' ' ' SVC 6DSP FOP BC AR NZ, ERROR AR C, ' ' ' SVC 6DSP FOP BC AR NZ, ERROR AR C, ' ' ' SVC 6DSP FOP BC AR NZ, ERROR AR C, ' ' ' SVC 6DSP AR RET C, ' ' ' SVC 6DSP AR RET C, ' ' ' SVC 6DSP AR BR AR RED AR BR AR RED BR |
| ERROR CP 1.00 error ing error call ERROR CP 1.00 error ing error call ERROR CP 1.00 error ing error call call call call call call call cal | м | ш | м | ш | ERROR CP 16 ; Illegal file \$ ERROR CP 16 ; Illegal file \$ SVC @ERROR ; Short message SVC @ERROR | ERROR CP 1.00 FFFFH ; error exit RET 16 ; illegal file \$ 0.00 CR 01000000B ; Short message SVC @ERROR | NOTRDY LD HL, RDY\$ DB 0DDH | NOTRDY LD HL,RDY\$ DB 6DDH | LD HL, Ø RET HL, RDY \$ NOTRDY LD B BDB STANDON IN UT DATASET | SVC GDSPLY LD HL,0 NOTRDY LD HL,RDX\$ ODD BDB GDDH HT,RDX\$ HT,R | JR | READ SVC (CANTRDY JR CANOTRDY LD CANOTRDY LD HL, SPLAND JR CANOTRDY LD HL, SPLAND | READ SVC CACACAN SPACE CACACAN JR C,NOTRDY LD A, (HL) AND 1001000B CP 001180B CP 001180B JR NZ,OK INC HL JR 2,OK INC HL JR 2,OK RES 6,(HL) SVC (0118NR PUSH BC PUSH BC CP BC CO C, (LL) SVC (0118NR PUSH BC CO C, (LL) SVC (0118NR CO C, (LL) CO C, (LL) SVC (0118NR CO C, (LL) CO C, | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD JR C, NOTRDY JR C, NOTRDY JR NZ, OK INC HL) JR NZ, OK INC HL) JR Z, OK RES 6, (HL) JR Z, OK RES 6, (HL) SVC (DIRWR JR NZ, ERROR PUSH DE LD C,'' SVC (DSP POP DE LD C,'' SVC (DSP POP BC LD C,'' SVC (DSP LD HL, DONES SVC (DSP LD HL, ROYS LD HL, ROY | READ SVC CACACAN SPACE CACACAN JR C,NOTRDY LD A, (HL) AND 1001000B CP 001180B CP 001180B JR NZ,OK INC HL JR 2,OK INC HL JR 2,OK RES 6,(HL) SVC (0118NR PUSH BC PUSH BC CP BC CO C, (LL) SVC (0118NR PUSH BC CO C, (LL) SVC (0118NR CO C, (LL) CO C, (LL) SVC (0118NR CO C, (LL) CO C, | SYC GEKERY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 10010008 CP 00010008 CP 00010008 JR NZ, OK INC HL SYC 6018WR JR NZ, OK ELS 6, (HL) SYC 6018WR DUSH BC C, ''' SYC 6018WR DUSH BC C, ''' SYC 6018WR DY RES 6, (HL) RET 1, ROYS BC DY RET 1, ROYS BC DO DE | SYC GEKERY JR NZ, NOTRDY JR NZ, NOTRDY JR NZ, ERROR LD A, (HL) LD 10010008 CP 00010008 CP 00010008 JR NZ, OK INC HL SYC 6018WR JR NZ, OK ELS 6, (HL) SYC 6018WR DUSH BC C, ''' SYC 6018WR DUSH BC C, ''' SYC 6018WR DY RES 6, (HL) RET 1, ROYS BC DY RET 1, ROYS BC DO DE | READ SVC RECKORDY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) ADD 1001000B CP 000100B CR 001100B JR NZ, OK INC HL BIT 6, (HL) SVC (0115WR SVC (0115WR FUSH BC C, ''' SVC (055P) FOP BC FOP BC FOP BC FOP BC C, ''' SVC (055P) FOP BC C, ''' SVC (055P) FOP BC FOP BC FOP BC FOP BC FOP BC FOP BC C, ''' SVC (055P) FOP BC FOP | READ SVC RECKORDY JR C, NOTRDY JR C, NOTRDY JR C, NOTRDY LD A, (HL) ADD 1001000B CP 000100B CR 001100B JR NZ, OK INC HL BIT 6, (HL) SVC (0115WR SVC (0115WR FUSH BC C, ''' SVC (055P) FOP BC FOP BC FOP BC FOP BC C, ''' SVC (055P) FOP BC C, ''' SVC (055P) FOP BC FOP BC FOP BC FOP BC FOP BC FOP BC C, ''' SVC (055P) FOP BC FOP | SVC 6CKDRV JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 100100000 CP 100100000 CP 100100000 JR NZ,OK INC HL BIT 6,(HL) SVC 6DIFWR LD SVC 6DIFWR DVSH BC CP 1010 SVC 6DIFWR DVSH BC CP 101 SVC 6DIFWR DVSH BC CO 101 SVC 6DSP DVSH BC CO 102 CO 103 CO 104 CO 105 CO 105 CO 106 CO 107 C | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 CP 100100000 CR 100 PUSH BC C,''' SYC 6DSP POP BC DC TO C,''' SYC 6DSP AND A,ERROR DC DC DC DC DC DC DC DC DC D | SYC 6CKDRY JR C, NOTRDY JR C, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) BIT C, (HL) SYC 6D1FWR LD B, C, (HL) SYC 6D1FWR LD B, C, (HL) SYC 6D1FWR LD SYC 6D5P POSH BC PUSH BC PUSH BC LD C, ''' SYC 6D5P POP BC LD C, ''' SYC 6D5P DONE LD BC C, ''' SYC 6D5P DONE LD BC C, ''' SYC 6D5P DONE LD HL, PONE\$ SYC 6D5P LD HL, PONE\$ SYC 6D5P LD HL, BD LD HL, B | SYC @CCEDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,(HL) LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' LD H, DONE\$ SYC (B,LROR LD H, DONE\$ SYC (B,LROR LD H, B, B, LD H, B, | SYC @CCEDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,(HL) LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' LD H, DONE\$ SYC (B,LROR LD H, DONE\$ SYC (B,LROR LD H, B, B, LD H, B, | SVC (CCKDRV JR N2, NOTRDY JR C, NOTRDY JR N2, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) AND 1001000B CP 0011000B CR 10C HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC (EDSP PUSH BC PUSH BC PUSH BC C, ''' SVC (EDSP POP BC LD C, ''' SVC (EDSP POP BC LD C, ''' SVC (EDSP POP BC LD C, ''' SVC (EDSP DC C, ''' DC C, | SYC @CCEDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,(HL) LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' LD H, DONE\$ SYC (B,LROR LD H, DONE\$ SYC (B,LROR LD H, B, B, LD H, B, | SYC @CCEDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,(HL) LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' LD H, DONE\$ SYC (B,LROR LD H, DONE\$ SYC (B,LROR LD H, B, B, LD H, B, | SYC @CCEDRY JR N2,NOTRDY JR N2,NOTRDY JR N2,NOTRDY LD A,(HL) LD A,(HL) LD A,(HL) LD A,(HL) LD B,(HL) LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD B,(HL) SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' SYC (B,LROR LD C,''' SYC (B,LROR LD B, C,''' LD H, DONE\$ SYC (B,LROR LD H, DONE\$ SYC (B,LROR LD H, B, B, LD H, B, | SYC 6CKDRY JR C, NOTRDY JR C, NOTRDY JR NZ, NOTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD B, C, (HL) BIT C, (HL) SYC 6D1FWR LD B, C, (HL) SYC 6D1FWR LD B, C, (HL) SYC 6D1FWR LD SYC 6D5P POSH BC PUSH BC PUSH BC LD C, ''' SYC 6D5P POP BC LD C, ''' SYC 6D5P DONE LD BC C, ''' SYC 6D5P DONE LD BC C, ''' SYC 6D5P DONE LD HL, PONE\$ SYC 6D5P LD HL, PONE\$ SYC 6D5P LD HL, BD LD HL, B | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) AND 100100000 CP 100100000 CR 100 PUSH BC C,''' SYC 6DSP POP BC DC TO C,''' SYC 6DSP AND A,ERROR DC DC DC DC DC DC DC DC DC D | SYC 6CKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) AND 10010008 CP 10010008 JR NZ,OK INC HL BIT 6,(HL) SYC 6D1FWR AND 10010008 CP 1010 SYC 6D1FWR DYSH BC PUSH BC C,''' SYC 6D5P POP BC TO C,''' SYC 6D5P DO BC AND A, ERROR DO BC DO BC DO BC AND A, ERROR DO BC DO BC AND A, ERROR DO BC DO BC BC DO BC | READ SVC READ JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A,(HL) AD 100100000 AD 1001000000 AD AD AD AD AD AD AD AD | READ SVC CACACAN SPACE CACACAN JR C,NOTRDY LD A, (HL) AND 1001000B CP 001180B CP 001180B JR NZ,OK INC HL JR 2,OK INC HL JR 2,OK RES 6,(HL) SVC (0118NR PUSH BC PUSH BC CP BC CO C, (LL) SVC (0118NR PUSH BC CO C, (LL) SVC (0118NR CO C, (LL) CO C, (LL) SVC (0118NR CO C, (LL) CO C, | READ SVC (001RD) JR (2,NOTRDY) JR (2,NOTRDY) JR (2,NOTRDY) JR (2,NOTRDY) AND 100100008 CP (001100008 JR (1L) AND 100100008 CP (1L) JR (1,L) JR (1,L) AND 10010008 CP (1,L) SVC (0011RWR JR (2,0K RES (1,L) SVC (011RWR JR (2,0K FUSH (011RWR JR (1,L) SVC (011RWR JR (1,L) JR (1,L) SVC (011RWR JR (1,L) JR (1,L) SVC (011RWR | READ SYC 6017RD A CANOTRDY JR CANOTRDY JR CANOTRDY JR ACANOTRDY LD AA(161) AND 10610606B JR NZ, CR NZ | JR | JR NZ ERROR LD AV, (HL) AND 10010000E CP 00010000E JR NZ, OK RES 6, (HL) SVC 0DIEWR JR NZ, EROR PUSH NZ, EROR PUSH DE LD C, '!' SVC 0DSP POP DC POP DC SVC 0DSP DOP DC SVC 0DSP DONE LD HL, DONE\$ SVC 0DSPLY NOTRDY LD HL, RDY\$ | LD AND 196908 CP 196908 CP 196908 CP 1060808 CR 107 AND 19690808 CR | LD A, (HL) ADD 1001900B CP 0011000B CR 1NC HL BT 6, (HL) BT 7, OK RES 6, (HL) SVC 6DIRWR FUSH DE LD C, ''' SVC 6DSP FOP DE POP D | LD |
| SVC @LOGOT ; log error LD HL,0FFFPH ; error exit ERROR CP 16 A 2,DONE ; log error BR 2,DONE ; lllegal file # error CR 2,DONE ; Short message SVC @RBROR ; Short message SVC @ABORT ; *********************************** | ш | м | ш | м | SVC (LOGOT TERROR CP 16 COGOT OR CP 16 COGOT OR CP 16 COGOT COGOT COGO COGOT C | SVC 6LOGOT LD HL, ØFFFFH RET 16 Z, DONE OR 6100000B | NOTRDY LD HL,RDY\$ DB ØDDH | NOTRDY LD HL, RDY\$ | LD HL, Ø RET RET HL, RDY\$ NOTRDY LD HL, RDY\$ | SVC EDSPLY LD HL,0 NOTRDY LD HL,RDX\$ DB 0DDH | JR | READ SVC C,NOTRDY JR C,NOTRDY JR C,NOTRDY JR C,NOTRDY LD A, (HL) AND 1001000B CP 0011000B JR NZ,OK INC HL BIT 6, (HL) SVC (0115WR INC HL BIT 6, (HL) SVC (0115WR JR NZ,OK RES 6, (HL) SVC (0115WR JR NZ,EROR PUSH BC PUSH BC PUSH BC FUSH BC FUSH BC C,''' SVC (015FWR DC FUSH BC TO C,''' SVC (015FWR DC FUSH BC TO C,''' SVC (015FWR DC TO C,''' SVC | READ SVC CACADAY SVC CACADAY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 1001000B CP 00118WB JR NZ,OK INC HL BIT 6,(HL) SVC 60118WB CP 0018 BC CP 0018 BC LD C,''' SVC 60118WB LD C,''' SVC 60518WB DOPP BC DOPP BC TOSH BC CO,''' SVC 60518WB DOPP BC JR NZ,EROR DOPP BC JR NZ,EROP DOPP BC DOPP B | JR NZ, NOTRDY JR C, NOTRDY SVC (DIRRD) JR C, NOTRY LD A, (HL) AND 1001000BB CP 0001000BB JR NZ, OK INC HL JR NZ, OK INC HL JR NZ, OK EES 6, (HL) JR NZ, EEROR PUSH BC PUSH BC ED C, '' SVC (DIRWR JR NZ, EEROR LD C, '' SVC (DSP EE DOP EE DOP EE DOP EE DOS JR NZ, EEROR INC B NZ, EERO | READ SVC CACADAY SVC CACADAY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 1001000B CP 00118WB JR NZ,OK INC HL BIT 6,(HL) SVC 60118WB CP 0018 BC CP 0018 BC LD C,''' SVC 60118WB LD C,''' SVC 60518WB DOPP BC DOPP BC TOSH BC CO,''' SVC 60518WB DOPP BC JR NZ,EROR DOPP BC JR NZ,EROP DOPP BC DOPP B | SVC | SVC | READ SVC CCKDRY JR C,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) AND 1001000B CP 100100B JR NZ,OK INC HL BIT 6,(HL) SVC 601FWR JR Z,OK RES 6,(HL) SVC 601FWR JR NZ,ERROR PUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC 605FWR DE LD C,''' SVC 605FWR DE DOP BC DOP BC JR NZ,ERROR POP BC C,''' SVC 605F DOP BC JR NZ,ERROR DOP BC JR NZ,ERAD DONE LD HL,DONE\$ SVC 605SLY LD HL,DONE\$ LD | READ SVC CCKDRY JR C,NOTRDY JR C,NOTRDY JR NZ,ERROR LD A,(HL) AND 1001000B CP 100100B JR NZ,OK INC HL BIT 6,(HL) SVC 601FWR JR Z,OK RES 6,(HL) SVC 601FWR JR NZ,ERROR PUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC 605FWR DE LD C,''' SVC 605FWR DE DOP BC DOP BC JR NZ,ERROR POP BC C,''' SVC 605F DOP BC JR NZ,ERROR DOP BC JR NZ,ERAD DONE LD HL,DONE\$ SVC 605SLY LD HL,DONE\$ LD | SVC 6CKDRV JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,ERROR LD A,(HL) LD A,(HL) LD A,(HL) AND 10010008 CP 10010008 BYC 6D,FRNC JR Z,OK RES 6,(HL) SVC 6D,FRNC LD C,''' SVC 6D,FRNC PUSH BC PUSH BC PUSH BC LD C,''' SVC 6D,FRNC DE POPP BC LD C,''' SVC 6D,SP POPP BC CO NE DE DOP BC DOP BC DOP BC TO NZ,ERROR DOP BC DO | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 001000B CR 0,(HL) JR Z,OR HT 6,(HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) CY (HL) SYC (HL) CY (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) | SYC @CKDRV JR N2,NOTRDY JR C,NOTRDY JR N2,KEROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B CR 1NC HL JR N2,CK HL LD C,(HL) SYC (ELL) SYC (ELL) SYC (ELL) EUSH BC CO (EDSP PUSH BC PUSH BC CO (EDSP | SYC (CKDRVY JR N2,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 0001000B CR N2,CK INC HL,OK JR N2,CK JR N2,CK JR N2,CK PUSH BC C,''' SYC (DSP POP DE POP D | SYC (CKDRVY JR N2,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 0001000B CR N2,CK INC HL,OK JR N2,CK JR N2,CK JR N2,CK PUSH BC C,''' SYC (DSP POP DE POP D | SVC (CKDRV JR N2, NOTEDY JR N2, NOTEDY JR N2, NOTEDY LD A, (HL) LD A, (HL) AND 1001000B CP 00011000B CR NZ (KL) JR NZ (KL) JR NZ (KL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) ENS 6, (HL) SVC (HL) SVC (HL) SVC (HL) CONTRON | SYC (CKDRVY JR N2,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 0001000B CR N2,CK INC HL,OK JR N2,CK JR N2,CK JR N2,CK PUSH BC C,''' SYC (DSP POP DE POP D | SYC (CKDRVY JR N2,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 0001000B CR N2,CK INC HL,OK JR N2,CK JR N2,CK JR N2,CK PUSH BC C,''' SYC (DSP POP DE POP D | SYC (CKDRVY JR N2,NOTRDY JR C,NOTRDY JR C,NOTRDY JR N2,ERROR LD A,(HL) LD A,(HL) AND 1001000B CP 0001000B CR N2,CK INC HL,OK JR N2,CK JR N2,CK JR N2,CK PUSH BC C,''' SYC (DSP POP DE POP D | SYC @CKDRV JR N2,NOTRDY JR C,NOTRDY JR N2,KEROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 0011000B CR 1NC HL JR N2,CK HL LD C,(HL) SYC (ELL) SYC (ELL) SYC (ELL) EUSH BC CO (EDSP PUSH BC PUSH BC CO (EDSP | SYC 6CKDRV JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 001000B CR 0,(HL) JR Z,OR HT 6,(HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) CY (HL) SYC (HL) CY (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) CY (HL) SYC (HL) | SYC 6CKDRY JR NZ,NOTRDY JR C,NOTRDY JR NZ,EROR LD A,(HL) LD A,(HL) LD A,(HL) AND 1001000B CP 1001000B CR C,(HL) JR Z,OR BIT 6,(HL) SYC 6DIRWR JR Z,OR RES 6,(HL) SYC 6DIRWR JR NZ,ERROR PUSH BC PUSH BC C,''' SYC 6DSP DE DOP BC C,''' SYC 6DSP DOP BC C,''' SYC 6DSP DOP BC C,''' SYC 6DSP DOP BC DOP BC C,''' SYC 6DSP DOP BC DO | SYC GCKDRY JR NOTRDY JR NOTRDY JR NZ, DOTRDY JR NZ, ERROR LD A, (HL) AND 10010008 CP 1001000 BIT 6, (HL) JR Z, OK RES 6, (HL) SYC 6D1FWR JR Z, OK RES 6, (HL) SYC 6D1FWR DE DE PUSH BC PUSH BC PUSH BC C, ''' SYC DE DOP BC DOP | READ SVC CACADAY SVC CACADAY JR C,NOTRDY JR C,NOTRDY LD A,(HL) ADD 1001000B CP 00118WB JR NZ,OK INC HL BIT 6,(HL) SVC 60118WB CP 0018 BC CP 0018 BC LD C,''' SVC 60118WB LD C,''' SVC 60518WB DOPP BC DOPP BC TOSH BC CO,''' SVC 60518WB DOPP BC JR NZ,EROR DOPP BC JR NZ,EROP DOPP BC DOPP B | READ SVC (ADTRDY JR CANOTRDY LD HL DONE S CANOTRDY LD HL DONE S CANOTRDY LD HL ADVENTANCE DB HL CANOTRDY LD H | NZ | JR | JR NZ ERROR LD A(HL) AND 10010000B CP 000110000B JR NZ OK INC HL) BIT 6',(HL) JR Z,OK RES 6',(HL) SVC 01RWR JR NZ ERROR PUSH BC C,''' SVC 055P POP BC DD BC POP BC DOP BC DOP BC DOP BC ACROR ACRO ACROR ACRO ACROR ACRO ACROR ACROR ACROR ACROR ACROR ACROR ACROR ACROR ACRO ACROR ACROR ACRO AC | LD AND 1989 BB CP 98919998 CP 989199998 CP 100 Hz, OK 110 CP 100 | LD A, (HL) AND 1001000BB CP 00011000BB JR NZ, OK INC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC (DIEWR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC LD C, '' SVC (DIEWR ED BC LD C, '' SVC (DIEWR ED BC AND REP CP BC JR NZ, ERROR OK INC B AND, ERROR ON INC B AND, ERROR ON INC B AND, ERROR AND, ERROR AND, ERROR AND, ERROR AND, AND, ERROR AND, AND, ERROR AND, AND, AND, AND, AND, AND, AND, AND, | LD A, (HL) AND 10010000B CP 00010000B CP 100 HL BIT 6, (HL) AR 2, OK RES 6, (HL) SVC (DIRWR SVC (DIRWR FUSH DE PUSH DE PUSH DE PUSH DE POP DE POP DE POP DE POP DE POP DE AXOR A CP BC AXOR |
| PARMERR LD HL, PARM\$; parameter error mess SVC @LOGOT ; log error LD RET & LD HL, PEFFPH ; error exit RET & LD BL & FFFPH ; error exit CP LD & J.DONE CR & B100000B B ; Short message SVC @ERROR & SVC @ABORT & SANCT & RESAGE & DANCT & SANCT & RELLOS & DB & BAH, 'RODCLEAR - Clears out MOD flag' BARM\$ DB 'Needs drive specification:', BAH | ы н | д ш | ы н | р н | PARMERR LD HL, PARMS SVC @LOGOT LD HL, BEFFFH RET 16 ERROR CP 16 OR 0100000B SVC @ERROR SVC @ERROR SVC @ABORT | PARMERR LD HL.PARMS SUC GLOCOT LD HL, ØFFFFH RET RET 16 ERROR CP 16 Z, DONE OR 91080808 SVC GERROR | NOTRDY LD HL, RDY\$ | NOTRDY LD HL, RDY\$ | LD HL, Ø RET NOTRDY LD HL, RDX\$ | SVC GDSPLY LD HL,0 RET HL,RDY\$ | NEAD JR NZ,NOTRDY JE not | READ SVC CLOREDY ; 15 out to teady of the control o | READ SVC (CKDRV) SVC (CKDRV) JR C,NOTRDY ; 15 not ready BO 100000 ; 15 not ready AND 10010000 ; 15 erior AND 10010000 ; 15 in or BNZ,OK ; 100 ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in o | JR NZ,NOTRDY If not JR VICE DIRRD JR VICE DEC JR VICE DIRRD JR VICE DEC JR VICE DIRRD JR VICE DIRRD JR VICE DIRDD JR VICE DIRDDD JR | READ SVC (CKDRV) SVC (CKDRV) JR C,NOTRDY ; 15 not ready BO 100000 ; 15 not ready AND 10010000 ; 15 erior AND 10010000 ; 15 in or BNZ,OK ; 100 ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in o | SVC GCKDRV ; 15 GTIVE ready SVC GCKDRV ; 15 GTIVE ready SVC GNOTRDY ; 15 mot by the prote SVC GNOTRDY ; 15 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot to messal structure | SVC GCKDRV ; 15 GTIVE ready SVC GCKDRV ; 15 GTIVE ready SVC GNOTRDY ; 15 mot by the prote SVC GNOTRDY ; 15 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot by the protein structure of (HL) ; 10 mot to messal structure | SVC | SVC | SVC | SYC | SYC GCKDRV 15 | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not eprote C,NOTRDY ; If write prote JR NZ,EROR ; If error LD AND 1001000B ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active NZ,OK ; joint to next NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; from to next NZ, OK ; joint to next SVC (HL) ; mod flag set? JR NZ,EROR ; from trap FUSH BC ; joint to next SVC (DSP) ; get byte 0 C,''' ; joint to next NZ,EROR ; from trap POP BC ; getser Save POP BC ; getser Save NZ,EROR ; getser Crap POP BC ; getser Save NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERO | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not eprote C,NOTRDY ; If write prote JR NZ,EROR ; If error LD AND 1001000B ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active NZ,OK ; joint to next NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; from to next NZ, OK ; joint to next SVC (HL) ; mod flag set? JR NZ,EROR ; from trap FUSH BC ; joint to next SVC (DSP) ; get byte 0 C,''' ; joint to next NZ,EROR ; from trap POP BC ; getser Save POP BC ; getser Save NZ,EROR ; getser Crap POP BC ; getser Save NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERO | SVC (CKDRV) JR NZ,NOTRDY ; IE not NZ,NOTRDY ; If not LD N, (HL) AND 1001000B ; See if active CP 0001000B ; See if active CP 0001000B ; See if active CP NZ,OK ; See if active SVC (HL) ; See NOD flag SVC (HL) ; See OF SEE NOD flag NZ,ERROR ; SEE OF SEE SEE SEE SEE SEE SEE SEE SEE SEE SE | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not eprote C,NOTRDY ; If write prote JR NZ,EROR ; If error LD AND 1001000B ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active NZ,OK ; joint to next NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; from to next NZ, OK ; joint to next SVC (HL) ; mod flag set? JR NZ,EROR ; from trap FUSH BC ; joint to next SVC (DSP) ; get byte 0 C,''' ; joint to next NZ,EROR ; from trap POP BC ; getser Save POP BC ; getser Save NZ,EROR ; getser Crap POP BC ; getser Save NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERO | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not eprote C,NOTRDY ; If write prote JR NZ,EROR ; If error LD AND 1001000B ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active NZ,OK ; joint to next NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; from to next NZ, OK ; joint to next SVC (HL) ; mod flag set? JR NZ,EROR ; from trap FUSH BC ; joint to next SVC (DSP) ; get byte 0 C,''' ; joint to next NZ,EROR ; from trap POP BC ; getser Save POP BC ; getser Save NZ,EROR ; getser Crap POP BC ; getser Save NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERO | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not eprote C,NOTRDY ; If write prote JR NZ,EROR ; If error LD AND 1001000B ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active NZ,OK ; joint to next NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; from to next NZ, OK ; joint to next SVC (HL) ; mod flag set? JR NZ,EROR ; from trap FUSH BC ; joint to next SVC (DSP) ; get byte 0 C,''' ; joint to next NZ,EROR ; from trap POP BC ; getser Save POP BC ; getser Save NZ,EROR ; getser Crap POP BC ; getser Save NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,EROR ; getser Crap NZ,ERON ; getser Crap NZ,ERO | SYC GCKDRV 15 | SYC GCKDRV 15 drive ready 16 drive ready 16 drive 16 | SYC | SVC | READ SVC (CKDRV) SVC (CKDRV) JR C,NOTRDY ; 15 not ready BO 100000 ; 15 not ready AND 10010000 ; 15 erior AND 10010000 ; 15 in or BNZ,OK ; 100 ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or SVC (HL) ; 100 in or BNZ,OK ; 100 in or SVC (HL) ; 100 in o | READ SVC ONTEDY JR C,NOTRDY JR C,NOR JR C | NZ, NOTRDY If not | NR_NOTRDY If not | JR NZ, FRROR ; 11 error LD AV (HL) ; 944 byte 0 and 1001000B ; 944 byte 0 and 100100B ; 944 byte 0 and 10010B ; 944 byte | JA N. J. | LD A, (HL) AND 1001000B ; get byte 0 B001000B ; get if active BINC HL ; point to next BINC HL ; point to next BIR Z,OK ; if not set SVC (BILN) ; rewrite DEC JR NZ, PROR ; error trap PUSH BC ; error trap POP BC ; error trap SVC (BDSP ; registers FRENCE FOR ; registers NA, ERROR ; registers NOR B ; registers FRENCE FOR SERVING ; registers NOR B ; registers SVC (BDSPL) ; registers FRENCE FOR SERVING ; registers NOR B ; registers SVC (BDSPL) ; registers SVC (BDSPL) ; registers FRENCE FOR SERVING ; registers NOR BC ; registers SVC (BDSPL) ; registers SVC (BDSPL) ; registers SVC (BDSPL) ; registers FRENCE FOR SERVING ; registers SVC (BDSPL) ; registers SVC (BCSPL) ; registers SVC (BCSPL) ; registers SVC (BCSPL) ; regist | LD |
| PARMERR LD | н н | р н | р н | д ш | PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, ØFFFFH ERROR CP 16 OR 01000000 SVC @ERROR SVC @ERROR | PARMERR LD HL.PARM\$ SVC @LOGOT LD HL.ØFFFFH RET 16 ERROR CP 16 OR \$1000000B SVC @ERROR | NOMBRY ID | NOMBRY IN HT BRVC | LD HL, 0 ; no error | SVC (BSPLY) Show it. LD HL, 0 ; no error RET HT BPAS | NEAD JR NZ,NOTRDY JE not | READ SVC (NOTRDY 15 II write prote SVC (BIRROR 15 F F F F F F F F F F F F F F F F F F | READ SVC (CKDRV) SRC (CKDRV) JR (C,NOTRDY) JE (C | JR NZ.NOTRDY ; If not JR C.NOTRDY ; If write protect of JRRD JR NZ.EROR ; if error label by the byte byte byte byte byte byte byte byt | READ SVC (CKDRV) SRC (CKDRV) JR (C,NOTRDY) JE (C | SVC GCKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not candy SVC GNOTRDY ; 15 not cote SVC NZ,ERROR ; 15 wite prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next BIT Z,OK ; point to next BIT Z,OK ; point to next SVC GDIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers LD C,'.' ; spoint to next POSP BC ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mexs NZ,ERROR ; registers LD C,'.' ; spoint to mexs NZ,ERROR ; registers LD R, ERROR ; registers LD H, DONES ; point to messa SVC GBSPLY ; no error exit | SVC GCKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not candy SVC GNOTRDY ; 15 not cote SVC NZ,ERROR ; 15 wite prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next BIT Z,OK ; point to next BIT Z,OK ; point to next SVC GDIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers LD C,'.' ; spoint to next POSP BC ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mext NZ,ERROR ; registers LD C,'.' ; spoint to mexs NZ,ERROR ; registers LD C,'.' ; spoint to mexs NZ,ERROR ; registers LD R, ERROR ; registers LD H, DONES ; point to messa SVC GBSPLY ; no error exit | READ SVC (CKDRV) ;15 drive ready READ SVC (CKDRDY);1f not ready READ SVC (DIRRD);1f write prote (DIRRD);1f error LD A,(HL) ;9et byte 0 AND 1001000B ;9et byte 0 AND 1001000B ;9et byte 0 BY NZ,OK ;9ein or set if active LD NZ,OK ;9ein to next in a constant of the co | READ SVC (CKDRV) ;15 drive ready READ SVC (CKDRDY);1f not ready READ SVC (DIRRD);1f write prote (DIRRD);1f error LD A,(HL) ;9et byte 0 AND 1001000B ;9et byte 0 AND 1001000B ;9et byte 0 BY NZ,OK ;9ein or set if active LD NZ,OK ;9ein to next in a constant of the co | SVC CCKDRV 15 drive ready 18 dri | READ SWC GCKRRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,ERROR ; If write prote CP GDIRRD ; Get byte 0 LD A,(HL) ; get byte 0 LD AND 1001000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR Z,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; point to next BLZ C,(HL) ; mod flag sel? JR NZ,ERROR ; frewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; point to next FOSH BC ; point to next SWC GDSP ; point to next SWC GDSP ; point to next SWC A ; point to messa SWC BC ; registers JR NZ,ERROR ; print to messa SWC GDSPLY ; hoo erfor exit LD HL,DONE\$; point to messa | READ SVC GCKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BJR NZ,EROR ; If error LD A,(HJ) ; See if active CP 0810808B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ, OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; registers LD C,''' ; when modified POP BE ; registers DOP BE ; registers DOP BE ; registers DOP BE ; registers OK INC B ; point to messa SVC 6BSP ; registers JR NZ,ERROR ; registers | SVC | SVC | SVC | SVC | SVC | SVC | READ SVC GCKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BJR NZ,EROR ; If error LD A,(HJ) ; See if active CP 0810808B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ, OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; registers LD C,''' ; when modified POP BE ; registers DOP BE ; registers DOP BE ; registers DOP BE ; registers OK INC B ; point to messa SVC 6BSP ; registers JR NZ,ERROR ; registers | READ SWC GCKRRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,ERROR ; If write prote C, GDIRRD ; Get byte 0 LD A,(HL) ; get byte 0 LD AND 1001000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR Z,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; point to next BIT 6,(HL) ; mod flag sel? JR NZ,ERROR ; frewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; point to next FOSH BC ; point to next NZ,ERROR ; registers DC C,''' ; when modified DC C,''' ; when modified DC C,''' ; when modified DC GD BC ; registers DC BC ; registers DC BC ; registers DC BC ; registers JR NZ,ERROR ; registers | READ SVC GCKDRV ; IS drive ready JR NZ,NOTEDY ; If not ready JR NZ,ERROR ; If write prote GDIRRD ; If write prote GDIRRD ; If write prote GDIRRD ; If write prote GDIRBD ; I write GDIRBD | SVC CCKDRV 15 drive ready 15 drive ready 18 C,NOTRDY 15 frot 18 C,NOTRDY 18 | READ SVC (CKDRV) SRC (CKDRV) JR (C,NOTRDY) JE (C | READ SVC (NOTRDY) If write protected by the protected by | NZ, NOTRDY If not | NEAD JR NZ,NOTRDY JE Not | JR NZ, FRROR ; 11 error LD AV (HL) ; 994 byte 0 CP 800.00008 ; 12 not 1 octobe 0 CP 800.0000 ; 12 not 1 octobe 0 CP 800.0000 ; 12 not 1 octobe 0 CP 800.0000 ; 13 not 1 octobe 0 CP 800.0000 ; 14 not 1 octobe 0 CP 800.0000 ; 15 not 1 octobe 0 CP 800.000 | JA | LD A, (HL) get byte 0 | LD A,(HL) AND 10010000B ; see if active CP 00100000B ; primary entry NZ,OK ; print to next BIT 5,(HL) ; mod flag set; JR 2,OK ; print to next RES 6,(HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC FUSH BC ; rewrite DEC FUSH BC ; rewrite DEC SVC (DIRWR ; rewrite DEC FUSH BC ; rewrite DEC SVC (DIRWR ; rewrite DEC FUSH BC ; registers FUSH BC ; registers LD C,''' ; propried profit of the point of the profit of |
| PARMERR LD | р ш | р ш | . н н | . н н | PARMERR LD HL, PARM\$ SyC (LCGCOT LD HL, BEFFFH RET 16 ERROR CP 16 JR Z, DONE OR 91080808B SyC (BEROR SyC (BEROR SyC (BEROR | PARMERR LD HL.PARM\$ PARMERR LD HL.PARM\$ SVC 6.CGOT LD HL.ØFFFFH RET 16 ERROR CP 16 Z,DONE OR 61808060B SVC 6ERROR | | RET. | LD HL, 0 ; no error | SVC EDSPLY ; show it. LD HL, 0 ; no error RET ; no error | NR | READ SVC (NUTRDY) 15 Unive leady 1 | READ SWC GCKDRY ; 15 GILVE FEADY JR C,NOTRDY ; 15 GILVE FEAD SWC BDIRDB ; 15 GILVE BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB BC SWC BC | JR NZ,NOTRDY If not JR C,NOTRDY If write protections JR C,NOTRDY If write protections JR C,NOTRDY If write protections JR NZ,EROR If write protections JR NZ,EROR If write protections JR NZ,OK If not set if active JR NZ,EROR If not set if post JR NZ,EROR If not set if post JR NZ,EROR If not if not JR NZ,EROR If not | READ SWC GCKDRY ; 15 GILVE FEADY JR C,NOTRDY ; 15 GILVE FEAD SWC BDIRDB ; 15 GILVE BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB BC SWC BC | SVC GCKDRV ; 15 GTIVE ready JR C,NOTRDY ; 15 not ready SVC GDIRRD ; 1f write prote GDIRRD ; 1f not Set if active GDIRRD ; 1f not Set if active GOIRRD ; 1f not | SVC GCKDRV ; 15 GTIVE ready JR C,NOTRDY ; 15 not ready SVC GDIRRD ; 1f write prote GDIRRD ; 1f not Set if active GDIRRD ; 1f not Set if active GOIRRD ; 1f not | SVC CKKNV 15 GIVE FEAD 16 WILE FEAT 16 WI | SVC CKKNV 15 GIVE FEAD 16 WILE FEAT 16 WI | SVC | SYC | SYC GCKDRV 15 | SVC | SVC | SVC (CKDRV) JR NZ,NOTRDY ; IE drive ready JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR C (HL) ; mod flag set? JR SZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; front trap PUSH BC ; protect trap POP BC ; registers JR NZ,ERROR ; r | SVC | SVC | SVC | SYC GCKDRV 15 | SYC | SYC | SVC | READ SWC GCKDRY ; 15 GILVE FEADY JR C,NOTRDY ; 15 GILVE FEAD SWC BDIRDB ; 15 GILVE BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB SWC BDIRDB BC SWC BC | READ SVC (NOTRDY) | NZ, NOTRDY If not | NR | JR NZ, ERROR ; 11 error LD A, (HL) ; 9ct byte 0 AND 1001000B ; 5ce if active CP N001000B ; 5ce if active NZ, OK ; if not next BIT 6, (HL) ; mod flag set? JR S, (HL) ; mod flag set? JR S, (HL) ; reset MOD flag SVC (DIRWR ; reset MOD flag SVC (DIRWR ; reset MOD flag FUSH BC ; reset MOD flag SVC (DIRWR ; reset mod flag FUSH BC ; registers LD C,'' ; registers CON SR NZ, ERROR ; registers JR NZ, ERROR ; registers SVC (DSP ; registers JR NZ, ERROR ; registers JR NZ, ERROR ; registers SVC (DSP ; registers JR NZ, ERROR ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registers JR NZ, ERROR ; registers SVC (DSPLX ; registe | JA | LD A, (HL) get byte g and 1001000B see if active 0001000B see if active 0001000B see if active 0001000B see if active 0001000B see if active 000B see if active 000 | LD |
| NOTRDY LD HI, RDX\$; ; Dummy argument BARMERR LD HI, PARK\$; ; parameter error mess SVC GLOGOT; ; log error ; log error sexit RETY LD HI, ØFFFFH ; error exit RETY L16 ; lllegal file # error OR 2, DONE SVC GABORT ; Short message SVC GABORT ; SANTH MESSAGE SVC GABORT ; *********************************** | Z A H | Z A H | Z A H | Z A H | NOTEDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ SVC 6LOGOT LD HL, ØFFFFH RET 16 AT 2, DONE OR 9108080B SVC 6ERROR SVC 6ERROR SVC 6ERROR | NOTEDY LD HL, RDY\$ DB 0DDH PARMERR LD HL, PARM\$ SVC @LOGOT LD HL, ØFFFFH RET 16 ERROR CP 16 OR 0100000B SVC @ERROR | | 10110 0111 | LD HL,0 ; no error | SVC (DSPLY ; show it | NR | READ SVC CANTRDY 115 IN THE PLOTE OF THE PLO | READ SVC CKCKDV ; 15 GILVE FEACY SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready LD A, (HL) ; 9ct byte 0 CP NO 100000000000000000000000000000000000 | JR NZ,NOTEDY JE not JR VICEDY JR VIC | READ SVC CKCKDV ; 15 GILVE FEACY SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready LD A, (HL) ; 9ct byte 0 CP NO 100000000000000000000000000000000000 | SVC GCKDRV ; 1s drive ready JR C,NOTRDY ; 1s drive ready JR C,NOTRDY ; 1s drive ready JR C,NOTRDY ; 1s write prote SVC GDIRRD ; 1s error LD A,(HL) ; get byte 0 AND 1001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next BIT 2,OK ; point to mext BIT 2,OK ; point to mext BIT 3,OK ; ERROR ; primishe BIT 6,'' ; point to messa SVC 6DSP ; registers JR NZ,ERROR ; prinishe ID 7,'' ; point to messa SVC 6DSP ; registers JR NZ,ERROR ; prinishe JR NZ,ERROR ; prinishe JR NZ,READ ; point to messa | SVC GCKDRV ; 1s drive ready JR C,NOTRDY ; 1s drive ready JR C,NOTRDY ; 1s drive ready JR C,NOTRDY ; 1s write prote SVC GDIRRD ; 1s error LD A,(HL) ; get byte 0 AND 1001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next BIT 2,OK ; point to mext BIT 2,OK ; point to mext BIT 3,OK ; ERROR ; primishe BIT 6,'' ; point to messa SVC 6DSP ; registers JR NZ,ERROR ; prinishe ID 7,'' ; point to messa SVC 6DSP ; registers JR NZ,ERROR ; prinishe JR NZ,ERROR ; prinishe JR NZ,READ ; point to messa | SVC | SVC | SVC | SYC | SYC GCKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 LD AND 10010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,EROR ; for set SYC 6,(HL) ; rewrite DEC JR NZ,EROR ; gets trep LD C,''' ; rewrite DEC POSH BC ; registers LD C,''' ; when modified POP BC ; registers DC DE ; register | SVC 6CKDRV 15 Grive ready JR NZ,NOTRDY 15 not JR NZ,NOTRDY 15 not JR NZ,EROR 15 error LD A,(HL) 19619698 15 error JR NZ,OK 15 not not JR NZ,OK 15 not not JR NZ,OK 15 not not JR S,OK 15 not not JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not not JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa | SVC 6CKDRV 15 Grive ready JR NZ,NOTRDY 15 not JR NZ,NOTRDY 15 not JR NZ,EROR 15 error LD A,(HL) 19619698 15 error JR NZ,OK 15 not not JR NZ,OK 15 not not JR NZ,OK 15 not not JR S,OK 15 not not JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not not JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa | SVC (CKDRV) JR NZ,NOTRDY ; If write prote NZ,NOTRDY ; If write prote DIRRD SVC (DIRRD) ; If write prote DIRRD ; If write prote of DIRRD ; If write of DIRRD | SVC 6CKDRV 15 Grive ready JR NZ,NOTRDY 15 not JR NZ,NOTRDY 15 not JR NZ,EROR 15 error LD A,(HL) 19619698 15 error JR NZ,OK 15 not not JR NZ,OK 15 not not JR NZ,OK 15 not not JR S,OK 15 not not JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not not JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa | SVC 6CKDRV 15 Grive ready JR NZ,NOTRDY 15 not JR NZ,NOTRDY 15 not JR NZ,EROR 15 error LD A,(HL) 19619698 15 error JR NZ,OK 15 not not JR NZ,OK 15 not not JR NZ,OK 15 not not JR S,OK 15 not not JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not not JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa | SVC 6CKDRV 15 Grive ready JR NZ,NOTRDY 15 not JR NZ,NOTRDY 15 not JR NZ,EROR 15 error LD A,(HL) 19619698 15 error JR NZ,OK 15 not not JR NZ,OK 15 not not JR NZ,OK 15 not not JR S,OK 15 not not JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not set JR NZ,ERROR 15 not not JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa JR NZ,ERROR 15 not to messa | SYC GCKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 LD AND 10010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,EROR ; for set SYC 6,(HL) ; rewrite DEC JR NZ,EROR ; gets trep LD C,''' ; rewrite DEC POSH BC ; registers LD C,''' ; when modified POP BC ; registers DC DE ; register | SYC | SYC | SVC | READ SVC CKCKDV ; 15 GILVE FEACY SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready SVC NOTEDY ; 15 not ready LD A, (HL) ; 9ct byte 0 CP NO 100000000000000000000000000000000000 | READ SVC NOTRDY If write protects SYC NOTRDY If write protects LD A, (HL) See if active AND 1001000B See if active SOC NOTRDY If write protects SOC NOTRDY See if active SOC NOTRDY See if active SOC NOTRDY See if active SOC NOTRDY See if not SOC NOTRDY See if active SOC NOTR | NZ, NOTRDY If not | NR | JR NZ, FRROR ; 11 error LD AV (HL) ; 994 byte 0 and 10010000 ; 904 byte 0 and 1001000 ; 904 byte 0 and 10010000 ; 904 byte 0 and 100100000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 100100000 ; 904 byte 0 and 100100000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 100100000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 100100000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 100100000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 100100000000 ; 904 byte 0 and 1001000000 ; 904 byte 0 and 10010000000 ; 904 byte 0 and 10010000000000 ; 904 byte 0 and 1001000000000000 ; 904 byte 0 and 1001000000000000000000000000000000000 | JAN 10,100,000 11,100 1 | LD A, (HL) get byte 0 Ann 1001000B get byte 0 Get 100100B get byte 0 Get 10010B get byte 0 Get 10010B get byte 0 Get 10010B get 10010 | LD A,(HL) ; get byte 8 active AND 10010000B ; gee if active 00010000B ; primary entry INC NZ,OK ; primary entry incomplex inco |
| Syc (655PLY); show it no error exit no error no error no exit no error no exit no error no | 2 A M | 2 A H | 2 A H | 2 A H | SVC (60SPLX) LD HL,0 RET HL,RDY\$ DB (90BH PARMERR LD HL,PARM\$ SVC (6.0GOT LD HL,0FFFH RET LD HL,0FFFH RET 16 ERROR CP 16 CR 2,DONE OR 01080808B SVC (6RBORR SVC (| SVC (055PLX) LD HL,0 RET HL,8DV\$ DB 8DDH PARMERR LD HL,PARM\$ SVC (0.0007 LD HL,PARM\$ RET HL,0FFFFH RET 1,0 OR 6100000B SVC (0.0007 COR (0.00000) SVC (0.00000) SVC (0.00000) SVC (0.00000) SVC (0.00000) | SVC (DSPLY | SVC (absply | Annual min | The state of the s | NZ,NOTRDY If not | READ SVC CANTRDY ; IS WITHE FIGURE OF THE STAND STEED SVC (DIRRD STEED SVC (DIRRD STEED STEED SVC (DIRRD SVC | SVC | JR NZ,NOTEDY JE not JR C,NOTEDY JE write prote Syc C,NOTEDY JE error JR C,NOTEDY JE write prote Syc C,NE JE NZ,OK JE | SVC | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 15 not SVC GDIRRD ; 15 not LD A,(HL) ; 9cet byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR NZ,ERROR ; rewrite DEC PUSH DEC PUSH DEC ; point to next FUSH DE ; rewrite DEC JR NZ,ERROR ; point to next FUSH DE ; registers LD C,''' ; phen modified FOOP DE ; registers JR NZ,ERROR ; registers JR NZ,READ ; if not finishe | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 15 not SVC GDIRRD ; 15 not LD A,(HL) ; 9cet byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR Z,OK ; point to next BT 6,(HL) ; mod flag set? JR NZ,ERROR ; rewrite DEC PUSH DEC PUSH DEC ; point to next FUSH DE ; rewrite DEC JR NZ,ERROR ; point to next FUSH DE ; registers LD C,''' ; phen modified FOOP DE ; registers JR NZ,ERROR ; registers JR NZ,READ ; if not finishe | SVC GCKDRV ;1s drive ready READ SVC GDIRRD ;1f not LD A,(HL) ; get byte 0 AND 1001000BB ; grinary entry BY NZ,OK ; goint onext BY Z,OK ; goint to next BY NZ,EROR ; goint to next BY C, '' ; goint to next BY REST GOING ; goint to next BY NZ,EROR ; goint to next | SVC GCKDRV ;1s drive ready READ SVC GDIRRD ;1f not LD A,(HL) ; get byte 0 AND 1001000BB ; grinary entry BY NZ,OK ; goint onext BY Z,OK ; goint to next BY NZ,EROR ; goint to next BY C, '' ; goint to next BY REST GOING ; goint to next BY NZ,EROR ; goint to next | SVC | SVC 6CKDRV ; IS drive ready JR NZ,NOTEDY ; If not JR NZ,EROR ; If not LD A,(HL) ; get byte 0 CP 001800 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; point to next BES 6,(HL) ; mod flag sel? JR NZ,EROR ; primary entry SVC 60, EN ; point to next FES 6,(HL) ; mod flag sel? JR NZ,EROR ; fron set FOUSH BC ; primary entry SVC 60, EN ; primary a peri EN C,''' ; primary a peri EN SVC 60, EN ; primary a peri | SYC GCKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not LD A,(HL) ; get byte 0 LD AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR NZ,EROR ; floot set SYC G,(HL) ; rewrite DEC JR NZ,EROR ; error trap FUSH BC ; point to next FUSH BC ; if not set FUSH BC ; rewrite DEC FUSH BC ; registers LD C,''' ; when modified FUSH BC ; registers FUSH BC ; r | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D AND (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; jet of set SVC (HL) ; mod flag set? JR NZ,EROR ; jet of set FOUSH BC ; set of set FOUSH BC ; jet of set FOUSH BC | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D AND (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; jet of set SVC (HL) ; mod flag set? JR NZ,EROR ; jet of set FOUSH BC ; set of set FOUSH BC ; jet of set FOUSH BC | SVC (CKDRV) JR NZ,NOTRDY ; If write prote NZ,NOTRDY ; If write prote DIRRD SVC (DIRRD) ; If write prote DIRRD ; If error in the prote of DIRRD ; If error in the DIRRD ; If error in the DIRRD ; If with DIRRD ; If not | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D AND (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; jet of set SVC (HL) ; mod flag set? JR NZ,EROR ; jet of set FOUSH BC ; set of set FOUSH BC ; jet of set FOUSH BC | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D AND (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; jet of set SVC (HL) ; mod flag set? JR NZ,EROR ; jet of set FOUSH BC ; set of set FOUSH BC ; jet of set FOUSH BC | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D AND (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 CP (0010000 ; jet byte 0 JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,EROR ; jet of set SVC (HL) ; mod flag set? JR NZ,EROR ; jet of set FOUSH BC ; set of set FOUSH BC ; jet of set FOUSH BC | SYC GCKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not LD A,(HL) ; get byte 0 LD AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR NZ,EROR ; floot set SYC G,(HL) ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; seror trap FUSH BC ; point to next FUSH BC ; point to next FUSH BC ; point to next SYC G, HL) ; reset MOD flag FUSH BC ; registers LD C,''' ; when modified FUSH BC ; registers FUSH BC ; point to next FUSH BC ; registers FUSH BC ; reg | SVC 6CKDRV ; IS drive ready JR NZ,NOTEDY ; If not JR NZ,EROR ; If not LD A,(HL) ; get byte 0 CP 001800 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; point to next BES 6,(HL) ; mod flag sel? JR NZ,EROR ; primary entry SVC 60, EN ; point to next FES 6,(HL) ; mod flag sel? JR NZ,EROR ; fron set FOUSH BC ; primary entry SVC 60, EN ; primary a peri EN C,''' ; primary a peri EN SVC 60, EN ; primary a peri | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not ready JR NZ,ERROR ; If write prote LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 CP 001000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry BTT 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry JR NZ, DK ; primary entry JR NZ, DK ; primary entry JR Z,OK ; primary entry SVC 60, HL) ; rewrite DEC FUSH BC ; rewrite DEC FUSH BC ; primary a peri SVC 60, SP ; registers LD C,''' ; when modified POP BC ; registers DOP BC ; registers JR NZ, ERROR ; registers OK INC B ; prim to next | SVC | SVC | READ SVC NZ,NOTRDY II wite prote SVC NZ,NOTRDY II write prote SVC NZ,REROR II write prote SVC NZ,REROR II write prote SVC NZ,REROR II write prote SVC NZ, SVC NZ, SVC | NZ, NOTRDY If not | NR | JR NZ, FRROR ; 11 error LD AND 1010000 ; 5ee if active CP 00010000 ; 5ee if active JR NZ, OK ; 10 in to next INC HL, OK ; 10 in to the in the INC HL, OK ; 10 in the In | JK N. (HL) AND 1001000B ; pet byte 0 CP 00010000B ; primary entry JR NZ OK ; point to next BIT 6, (HL) ; mod flag set? JR S. OK ; point to next BIT 6, (HL) ; mod flag set? JR NZ, ERROR ; primary entry JR NZ, ERROR ; peror trap FUSH BC ; point to next JR NZ, ERROR ; peror trap FUSH BC ; point to next JR NZ, ERROR ; peror trap FOURH BC ; registers LD C, '' ; when modified FOURH BC ; registers JR NZ, ERROR ; peror trap FOURH BC ; point to next JR NZ, ERROR ; prior trap FOURH BC ; point to next XOR A ; zero A ; z | LD A, (HL) get byte 0 Ann 1001000B get byte 0 Get byte Get | LD |
| DONE LD HL, DONE\$; point to message SV | O Z A H | O Z A H | | | DONE LD HL, DONE\$ SYC (BOSPLY LD HL, B NOTRDY LD HL, RDY\$ DB (DDH PARMERR LD HL, RDY\$ SYC (BLOGOT LD HL, PARM\$ ERFT LD HL, PREFFH ER SYC (BLOGOT SYC (BROOR SYC (BRO | DONE LD HL, DONE\$ SYC (BOSPLY LD HL, R NOTRDY LD (BDH PARMERR LD HL, RDX\$ SYC (LCGOT LD HL, RDX\$ RET RET RET RET RET REFFH RET RET RET REFFH RET RET SYC (BREROR SYC (BRROR SYC (BRROR SYC (BRROR SYC (BRROR | DONE LD HL, DONES SVC @DSPLY | DONE LD HL, DONE\$ | DONE LD HL, DONE\$ | Sauce in | NR | READ SVC CLORENY 15 Ultre leady 15 Not 15 No 1 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SWC NZ,EROR ; if error LD A,(HL) ; get byte 0 and 1001000000000000000000000000000000000 | SVC | SVC (CKDRV)1S GUIVE ready JR C,NOTRDY ;1f not JR C,NOTRDY ;1f not SVC (DIRRD)1f write prote SVC (DIRRD)1f error LD A,(HL) ;9et byte 0 CP (0010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ;mod flag set? JR S,OK ; point to next RES 6,(HL) ;mod flag set? JR NZ, OK ; reset NOD flag SVC (DIRWR ; reset NOD flag FUSH BC ; registers JR NZ, ERROR ; registers | SVC (CKDRV)1S GUIVE ready JR C,NOTRDY ;1f not JR C,NOTRDY ;1f not SVC (DIRRD)1f write prote SVC (DIRRD)1f error LD A,(HL) ;9et byte 0 CP (0010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ;mod flag set? JR S,OK ; point to next RES 6,(HL) ;mod flag set? JR NZ, OK ; reset NOD flag SVC (DIRWR ; reset NOD flag FUSH BC ; registers JR NZ, ERROR ; registers | SVC | SVC | SVC | SYC | SVC GCKDRV 15 | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If not JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000 ; get if active CP 00010000 ; get if active CP 00010000 ; get if active NZ,OK ; if not JRC HL, ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 000 ; get byte 0 STOR NZ,OK ; if not set not set LD STOR ; if not set STOR (HL) ; reset NOD flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 J | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If not JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000 ; get if active CP 00010000 ; get if active CP 00010000 ; get if active NZ,OK ; if not JRC HL, ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 000 ; get byte 0 STOR NZ,OK ; if not set not set LD STOR ; if not set STOR (HL) ; reset NOD flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 J | SVC (CKDRV) JR N2,NOTRDY ; IE drive ready JR N2,NOTRDY ; If mot N2,NOTRDY ; If mot LD N, (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR N2,OK ; point to next BIT 6,(HL) ; mod flag set? JR SC (HL) ; reset NOD flag set? JR SC (HL) ; reset NOD flag set? JR N2, ERROR ; reset NOD flag set? LD SVC (DIRWR ; reset NOD flag set? JR N2, ERROR ; registers LD C,''' ; phon modified SVC (DSP ; Restore POP DE ; registers JR N2, ERROR ; registere POP DE ; registers JR N2, ERROR ; registere | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If not JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000 ; get if active CP 00010000 ; get if active CP 00010000 ; get if active NZ,OK ; if not JRC HL, ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 000 ; get byte 0 STOR NZ,OK ; if not set not set LD STOR ; if not set STOR (HL) ; reset NOD flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 J | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If not JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000 ; get if active CP 00010000 ; get if active CP 00010000 ; get if active NZ,OK ; if not JRC HL, ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 000 ; get byte 0 STOR NZ,OK ; if not set not set LD STOR ; if not set STOR (HL) ; reset NOD flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 J | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If not JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000 ; get if active CP 00010000 ; get if active CP 00010000 ; get if active NZ,OK ; if not JRC HL, ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 6,(HL) ; mod flag set? JR 000 ; get byte 0 STOR NZ,OK ; if not set not set LD STOR ; if not set STOR (HL) ; reset NOD flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 STOR (HL) ; mod flag set? JR 000 ; get byte 0 J | SVC GCKDRV 15 | SYC | SYC | SVC SCKRBV 15 of tive ready | SVC | READ SVC (NOTRDY) If write prote of the protein of | NZ, NOTRDY If not | NR_NOTRDY Jf not | JR NZ, ERROR ; 11 error LD AND 1001000B ; see if active CP 0001000B ; see if active CP NZ, OK ; if not to next INC HL ; mod flag set? JR C, (HL) ; mod flag set? JR C, (HL) ; reset MOD flag SVC (HL) ; reset frag SVC (HL) ; when modified SVC (HL) ; when modified SVC (HL) ; registers | JA AVELENCE (111) AND 1001000B See if active CP 0001000B See if active CP 0001000B See if active JA NZ, CK (HL) See if active JA NZ, CK (HL) See if active CP (HL) See if active CP (HL) See if in to next JA NZ, ERROR SEE NOD FLAG SEC SEC SEE NOD FLAG SEE SEE NOD FLAG SEE SEE NOD FLAG SEE SEE NOD FLAG SEE SEE SEE SEE SEE SEE SEE SEE SEE SE | LD A, (HL) ; get byte \$\theta\$ AND 1001000B ; primary entry \$\theta\$ 0010000B ; primary entry \$\theta\$ 0010000B ; primary entry \$\theta\$ 0010000B ; primary entry \$\theta\$ 001000B ; primary entry \$\theta\$ 00100 B ; primary entry \$\theta\$ 00100 B ; primary entry \$\theta\$ 00100 B | LD |
| DONE DONE DONE | O Z A H | O Z A H """ | O Z A H | O Z A H | DONE 1JR HL, DONE 5 SVC (DSFLX) LD HL, DONE 5 ED HL, F NOTRDY LD (DD HL, FDX 8) PARMERR LD (L, PARM 9) PARMERR LD (L, PERFFH RET LD (L, PEFFFH ERROR CP 16 OR 01000000 SVC (ERROR SVC (ERRO | DONE 1D HI, DONE \$ SVC (EDSPLY LD HI, 0 B HI, | DONE LD HL, DONE\$ | DONE LD HL, DONES | DONE LD HL, DONE\$ | JR NZ, KEAD | NR | READ SVC (NUTRDY) 15 Unive leady 15 NOTEDY 15 NOT | SVC SCADAN 15 GIVE FEAD 15 FEAD 18 C,NOTRDY 15 feat feat feat feat feat feat feat feat | JR NZ,NOTEDY ; If not JR C,NOTEDY ; If write prote Syc C,NOTEDY ; If write prote Syl C,NOTEDY ; If write prote LD A,HL) ; get byte B c 100100000 ; jet not log 10010000 ; jet not log 100100000 ; jet not log log log 10010000 ; jet not log | SVC SCADAN 15 GIVE FEAD 15 FEAD 18 C,NOTRDY 15 feat feat feat feat feat feat feat feat | SVC GCKDRV ; 1s drive ready JR C,NOTRDY ; 1f not SVC B,ERRD ; 1f write prote SVC B,ERROR ; 1f write prote LD A,(HL) ; get byte \$\theta\$ AND 1801808B ; primary entry C,NOTRDY ; 1f not D, 1801808B ; primary entry C, NK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to per PUSH BC (HL) ; rewrite DEC JR NZ,ERROR ; savet trap PUSH BC ; rewrite DEC D, SVC (DSP ; registers LD C,''' ; when modified POP BC ; registers JR NZ,ERROR ; registers | SVC GCKDRV ; 1s drive ready JR C,NOTRDY ; 1f not SVC B,ERRD ; 1f write prote SVC B,ERROR ; 1f write prote LD A,(HL) ; get byte \$\theta\$ AND 1801808B ; primary entry C,NOTRDY ; 1f not D, 1801808B ; primary entry C, NK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to next BIT G,(HL) ; mod flag set? JR Z,OK ; point to per PUSH BC (HL) ; rewrite DEC JR NZ,ERROR ; savet trap PUSH BC ; rewrite DEC D, SVC (DSP ; registers LD C,''' ; when modified POP BC ; registers JR NZ,ERROR ; registers | READ SVC (CKDRV) ;1s drive ready READ SVC (NOTRDY ;1s drive ready LD A, (HL) ; get byte \$\theta\$ AND 1001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 100100BB ; get byte \$\theta\$ AND 10010BB ; get byte byte \$\theta\$ AND 10010BB ; get byte byte \$\theta\$ AND 10010BB ; get byte byte byte byte \$\theta\$ AND 10010BB ; get byte byte byte byte byte byte byte by | READ SVC (CKDRV) ;1s drive ready READ SVC (NOTRDY ;1s drive ready LD A, (HL) ; get byte \$\theta\$ AND 1001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 001000BB ; get byte \$\theta\$ AND 100100BB ; get byte \$\theta\$ AND 10010BB ; get byte byte \$\theta\$ AND 10010BB ; get byte byte \$\theta\$ AND 10010BB ; get byte byte byte byte \$\theta\$ AND 10010BB ; get byte byte byte byte byte byte byte by | SVC | SVC GCKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,ERROR ; If write prote LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 CP 9018000 ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry BT 6,(HL) ; mod flag set? JR 2,OK ; ff not set JR 2,OK ; ff not set JR SC (HL) ; reswrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers LD C,''' ; point on peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers | SYC GCKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR JR NZ,EROR JR NZ,EROR JR NZ,EROR JR NZ,OR JR NZ,OK JR NZ,EROR JR JR NZ,EROR JR NZ,ER | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HL) ; get byte 0 CR NZ,0R ; primary entry JR NZ,OR ; primary entry JR Z,OR ; primary entry SVC (HL) ; mod flag sel? JR Z,OR ; primary entry JR Z,OR ; primary entry SVC (HL) ; resert MOD flag sel? JR NZ,ERROR ; front set POE BC Sel | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HL) ; get byte 0 CR NZ,0R ; primary entry JR NZ,OR ; primary entry JR Z,OR ; primary entry SVC (HL) ; mod flag sel? JR Z,OR ; primary entry JR Z,OR ; primary entry SVC (HL) ; resert MOD flag sel? JR NZ,ERROR ; front set POE BC Sel | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not prote C, NOTRDY ; If write prote JR NZ,EROR ; if error LD A,(IL) ; get byte 0 CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 6,(IL) ; mod flag sel? JR Z,OK ; point to next BIT 6,(IL) ; mod flag sel? JR Z,OK ; point to next BIT 6,(IL) ; mod flag sel? JR Z,OK ; point to next BES 6,(IL) ; mod flag sel? JR NZ,EROR ; frow set NO flag FUSH BE ; point to next SVC 6BSP ; registers LD C,''' ; when modified FOR BE ; registers JR NZ,ERROR ; registers | SVC (CKRNV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If mot LD C,NOTRDY ; If write prote LD A,(HL) ; get byte 0 CP 0018000 ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry FES 6,(HL) ; mod flag sel? JR NZ,ERROR ; front set PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH DE ; rewrite DEC PUSH DE ; restrict trap POP DE ; restrict trap SVC (BDSP ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap NZ, RROR ; restrict trap | SVC (CKRNV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If mot LD C,NOTRDY ; If write prote LD A,(HL) ; get byte 0 CP 0018000 ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry FES 6,(HL) ; mod flag sel? JR NZ,ERROR ; front set PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH DE ; rewrite DEC PUSH DE ; restrict trap POP DE ; restrict trap SVC (BDSP ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap NZ, RROR ; restrict trap | SVC (CKRNV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If mot LD C,NOTRDY ; If write prote LD A,(HL) ; get byte 0 CP 0018000 ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry FES 6,(HL) ; mod flag sel? JR NZ,ERROR ; front set PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH DE ; rewrite DEC PUSH DE ; restrict trap POP DE ; restrict trap SVC (BDSP ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap POP DE ; restrict trap NZ,ERROR ; restrict trap NZ, RROR ; restrict trap | SYC GCKDRY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,NOTRDY JR NZ,EROR JR NZ,EROR JR NZ,EROR JR NZ,EROR JR NZ,OR JR NZ,OK JR NZ,EROR JR JR NZ,EROR JR NZ,ER | SVC GCKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,ERROR ; If write prote LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 CP 9018000 ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry BT 6,(HL) ; mod flag set? JR 2,OK ; ff not set JR 2,OK ; ff not set JR SC (HL) ; reswrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers LD C,''' ; point on peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers LD C,''' ; primary a peri SVC 6DSP ; registers | SVC | SVC | SVC SCADAN 15 GIVE FEAD 15 FEAD 18 C,NOTRDY 15 feat feat feat feat feat feat feat feat | READ SVC NOTRDY If write protect | NZ, NOTRDY If not | NR_NOTRDY JE not | JR NZ, ERROR ; II error LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; perimary entry JR NZ, OK ; point to next BIT 6, (HL) ; reset MOD flag RES 7, registers ON NZ, ERROR ; registers ON NZ, ERROR ; registers ON INC B ; registers ON NZ, ERROR ; registers ON NZ, ER | JA AND 1001000B ; primary entry CP (FL) ; get byte 0 (CP 001000B ; primary entry JR NZ, OK ; point to next BIT 6,(HL) ; mod flag Set? JR NZ, OK ; point to next BES 6,(HL) ; mod flag Set? JR NZ, ERROR ; primary error trap PUSH BC C, LS ; primary a peri SVC 60SP ; when modified SVC 60SP ; when modified POP DE C, LS C, | LD A, (HL) get byte 0 Ann 1001000B sein artive 0001000B sein artive 0001000B sein artive 0001000B sein artive 0001000B sein artive s | LD |
| DONE LD HL,DONE\$; if not finished bone LD HL,DONE\$; point to message ; show it to message show it. LD HL,BDY\$; show it to message between the betwe | O Z A H | | O Z A H | O Z A H | DONE JR NZ, READ DONE LD HL, DONE\$ SYC (DESPLY LD HL, 0 NOTRDY LD HL, RDY\$ NOTRDY LD HL, RDY\$ NOTRDY LD HL, RDY\$ B (DDH PARMERR LD HL, RPR\$ SYC (LGGOT LD HL, RPFFFH ERFO CP 16 SYC (ERROR | DONE JR NZ, READ DONE LD HL, DONE\$ SVC (DESELY LL) RET HL, RDY\$ NOTRDY LD (DDH PARMERR LD (LCGOT LD HL, PARM\$ SVC (LCGOT LD HL, PEFFH RET RET LD (BEFFFH RET RET LD (BEFFFH RET RET LO (BEFFFH RET SVC (BERROR SVC (B | DONE LD HL, DONE\$ SVC GDSPLY | DONE LD HL, DONE\$ | JR NZ, READ DONE LD HL, DONE\$ | JR NZ, READ | NR_NOTRDY Jf not | SVC SCANDENCY 15 11 11 15 15 15 15 1 | SVC SCADAY 15 STITUTE FEACY 15 STITUTE FEACH 15 STITUTE FEACY 15 STITUTE FEACY 16 STITUTE 16 ST | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC NZ,EROR ; if error LD A,HH) ; get byte 0 and 10010000 ; jet byte 0 and 1001000 ; jet byte 0 and 10010000 ; jet by | SVC SCADAY 15 STITUTE FEACY 15 STITUTE FEACH 15 STITUTE FEACY 15 STITUTE FEACY 16 STITUTE 16 ST | SVC (CKDRV) 15 GTIVE ready JR NZ,NOTRDY ; 15 not ready JR NZ,NOTRDY ; 15 not ready JR NZ,EROR ; 15 write prote CD NZ,EROR ; 15 write prote CD NZ,008 ; 10 not ready JR NZ,0K ; 10 not ready JR NZ,0K ; 10 not ready JR NZ,0K ; 10 not ready JR SZ,0K ; 10 not ready JR NZ, CK ; 10 not ready JR NZ, ERROR ; 10 not ready JR NZ, CK ; 10 not ready JR NZ, ERROR ; 10 not ready | SVC (CKDRV) 15 GTIVE ready JR NZ,NOTRDY ; 15 not ready JR NZ,NOTRDY ; 15 not ready JR NZ,EROR ; 15 write prote CD NZ,EROR ; 15 write prote CD NZ,008 ; 10 not ready JR NZ,0K ; 10 not ready JR NZ,0K ; 10 not ready JR NZ,0K ; 10 not ready JR SZ,0K ; 10 not ready JR NZ, CK ; 10 not ready JR NZ, ERROR ; 10 not ready JR NZ, CK ; 10 not ready JR NZ, ERROR ; 10 not ready | SVC | SVC | SVC | SYC | SYC GCKDRV 15 drive ready 18 drive ready 18 drive ready 18 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive 19 driv | SVC | SVC | SVC | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 18 drive ready 18 drive ready 18 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive 19 driv | SYC | SVC | SVC | SVC SCADAY 15 STITUTE FEACY 15 STITUTE FEACH 15 STITUTE FEACY 15 STITUTE FEACY 16 STITUTE 16 ST | READ SVC (BIRROR) If write prote CANDENDY If write protection of CANDENDY If write DEC CANDEND If write DEC CAN | NZ, NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; 11 error LD AV, (HL) ; 994 byte 0 CP 90010000B ; 900 in a vertice 0 CP 90010000B ; 900 in a vertice 0 CP NZ, OK ; 900 in to next INC HL, phod flag set? JR 6, (HL) ; 900 in to next INC BC 6, (HL) ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag set? JR NZ, ERROR ; 100 set NOD flag | JK | LD A, (HL) ; get byte \$\theta\$ AND 1001000B ; primary entry \$\text{CP}\$ CP \$\text{CP}\$ 0001000B ; primary entry \$\text{SP}\$ NZ, OK ; primary entry \$\text{SP}\$ NZ, ERROR ; primary entry \$\text{SP}\$ NZ, OK ; primary entry \$\text{SP}\$ NZ, ERROR ; primary enty | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 0010000B ; primary entry DR NZ,OK ; if not included inc |
| CP | O Z A A | O Z A H """ | O Z A H | O Z A H | CP B R R R S S S S S S S S S S S S S S S S | CP B | CP B JR NZ, READ DONE LD HL, DONE\$ | CP B JR NZ, READ DONE LD HL, DONE\$ SVC 605SFLY | CP B JR NZ, READ DONE LD HL, DONE\$ | CP B JR NZ, READ | NR | READ SVC CANTRDY 15 Ultre leady 15 NOTEDY 15 Ultre leady 15 NOTEDY 15 Ultre leady 15 NOTEDY 15 Ultre leady 15 | READ SVC NOTRDY ; 15 UTIVE FEADY JR C,NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEAD SVC NOTRDY ; 15 UTIVE PLOTE OF NOTRDY ; 15 UTIVE UTIVE UTIVE PLOTE OF NOTRDY ; 15 UTIVE UT | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote Syd NZ,ERROR ; See if active AND 10010000B ; see if active G0010000B ; see if active JR NZ,OK ; primary entry included in the Syd NZ,OK ; point to next NZ,OK ; point to next RES C,(HL) ; reset MODE lag Set? JR NZ,ERROR ; rewrite DEC Syd GDSP ; rewrite DEC DEC PUSH BC ; registers in the Syd DE Syd Syd GDSP ; registers Syd DE Syd | READ SVC NOTRDY ; 15 UTIVE FEADY JR C,NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEAD SVC NOTRDY ; 15 UTIVE PLOTE OF NOTRDY ; 15 UTIVE UTIVE UTIVE PLOTE OF NOTRDY ; 15 UTIVE UT | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 15 not SVC B,ERROR ; 15 wite prote GDIRRD ; 16 write prote JD A,(HL) ; get byte g AND 1001000B ; get byte g CP NZ,OK ; point to next BIT Z,OK ; point set set no set next BIT Z,OK ; point set set next BIT Z,OK ; point to next | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 15 not SVC B,ERROR ; 15 wite prote GDIRRD ; 16 write prote JD A,(HL) ; get byte g AND 1001000B ; get byte g CP NZ,OK ; point to next BIT Z,OK ; point set set no set next BIT Z,OK ; point set set next BIT Z,OK ; point to next | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 18 NZ,NOTEDY 15 drive ready 18 NZ,NOTEDY 15 frote 18 NZ,ERRD 15 error 19010000 15 error 190100000 190100000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 190100000 1901000000 1901000000 1901000000 19010000000 19010000000000 | SVC | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not NZ,NOTRDY ; If write prote SWC (010000B ; See if active CP 0001000B ; See if active CP NZ,OK ; if not set NZ,EROR ; if not set | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not NZ,NOTRDY ; If write prote SWC (010000B ; See if active CP 0001000B ; See if active CP NZ,OK ; if not set NZ,EROR ; if not set | SVC | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not NZ,NOTRDY ; If write prote SWC (010000B ; See if active CP 0001000B ; See if active CP NZ,OK ; if not set NZ,CK (HL) ; reset MOD flag SWC (01RWR ; rewrite DEC PUSH BC ; registers LD C,''' ; save PUSH DE ; registers LD C,''' ; when modified SWC (05SP ; when modified POP BE ; registers NZ,EROR ; registers NZ, SRROR ; registers | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not NZ,NOTRDY ; If write prote SWC (010000B ; See if active CP 0001000B ; See if active CP NZ,OK ; if not set NZ,CK (HL) ; reset MOD flag SWC (01RWR ; rewrite DEC PUSH BC ; registers LD C,''' ; save PUSH DE ; registers LD C,''' ; when modified SWC (05SP ; when modified POP BE ; registers NZ,EROR ; registers NZ, SRROR ; registers | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not NZ,NOTRDY ; If write prote SWC (010000B ; See if active CP 0001000B ; See if active CP NZ,OK ; if not set NZ,CK (HL) ; reset MOD flag SWC (01RWR ; rewrite DEC PUSH BC ; registers LD C,''' ; save PUSH DE ; registers LD C,''' ; when modified SWC (05SP ; when modified POP BE ; registers NZ,EROR ; registers NZ, SRROR ; registers | SVC | SYC GCKDRV 15 drive ready 18 NZ,NOTEDY 15 drive ready 18 NZ,NOTEDY 15 frote 18 NZ,ERRD 15 error 19010000 15 error 190100000 190100000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 19010000 190100000 190100000 1901000000 1901000000 19010000000 190100000000 19010000000000 | SVC CCKDRV 15 drive ready 15 drive ready 18 dri | SVC | READ SVC NOTRDY ; 15 UTIVE FEADY JR C,NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEADY SVC NOTRDY ; 15 UTIVE FEAD SVC NOTRDY ; 15 UTIVE PLOTE OF NOTRDY ; 15 UTIVE UTIVE UTIVE PLOTE OF NOTRDY ; 15 UTIVE UT | READ SVC (NOTRDY) | NZ, NOTRDY If not | NR_NOTRDY Jf not | JR NZ, ERROR ; 11 error LD AND 1001000B ; see if active OP 0001000B ; see if active OP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; point to next BTT 6, (HL) ; reset MOD flag SVC 6DIRWR ; reset MOD flag SVC 6DIRWR ; reset MOD flag PUSH BC ; registers LD C C, '' ; hold point a peri SVC 6DSP ; registers LD C C, '' ; hold point a peri SVC 6DSP ; registers FOP DE ; registers FOP | 10 | LD A, (HL) get byte 0 Ann 1001000B see if active 0 0001000BB see if active 0 000100BB see if active 0 00010BB see if active 0 if act | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active AND 10010000B ; primary entry INC HL ; primary entry inc CP CP (HL) ; primary entry INC CP |
| CONF | O Z A M """ | O Z A H | O Z A H | O Z A H | DONE LD HL, PDNE\$ SVC (DESELY LD HL, 0 B HD, DONE\$ NOTRDY LD HL, RDY\$ PARMERR LD HL, RDY\$ SVC (DESELY LD HL, RDY\$ DB (DDH HL, RDY\$ ERPT LD HL, REFFH CO HL, REFFH | AND A A A CACA B B A CACA B B A CACA CACA | A A A A C B B B A B A B B B B B B B B B | XOK A CP B CP JR NZ, READ DONE LD HL, DONE\$ SVC 605F1.Y | CP B CP B JR NZ, READ DONE LD HL, DONE\$ | CP B JR NZ, READ | NZ,NOTRDY If not | SVC SCANDENCY 15 15 15 15 15 15 15 1 | SVC | JR NZ,NOTRDY JE not JR C,NOTRDY JE write prote Syv C,NOTRDY JE write prote DIRRD JR NZ,EROR JE write prote DID A,HL) See if active 00010000 je primary entry NZ,OK JR NZ,OK JE NZ,OK JR NZ,EROR JR NZ,ER | SVC | SVC GCKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not SVC GDIRRD ; 15 wite prote SVC GDIRRD ; 16 write prote SVC GOIRRD ; 16 write prote SVC GOIRRD ; 16 not SVC GOIRRD ; 16 not set SVC GOIRRD ; 16 set set set SVC GOIRRD ; 16 set set set SVC GOIRRD ; 16 set | SVC GCKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not SVC GDIRRD ; 15 wite prote SVC GDIRRD ; 16 write prote SVC GOIRRD ; 16 write prote SVC GOIRRD ; 16 not SVC GOIRRD ; 16 not set SVC GOIRRD ; 16 set set set SVC GOIRRD ; 16 set set set SVC GOIRRD ; 16 set | READ SVC CKRNENV ;15 drive ready READ SVC CONTRDY ;1f not LD A,(IL) ; ferror LD A,(IL) ; get byte g AND 1001000B ; primary entry CP 001000B ; primary entry NZ,OK ;princt yearly BIT 6,(IL) ; mod flag sel? JR NZ,OK ; primary entry BIT 6,(IL) ; mod flag sel? JR Z,OK ; fron set NOF 18ES GOTTONEN NZ, CK ; primary entry NZ, ERROR ; registers LD C,''' ; when modified POP BC ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, CK ; NZ, CK ; primary entry NZ, ERROR ; registers | READ SVC CKRNENV ;15 drive ready READ SVC CONTRDY ;1f not LD A,(IL) ; ferror LD A,(IL) ; get byte g AND 1001000B ; primary entry CP 001000B ; primary entry NZ,OK ;princt yearly BIT 6,(IL) ; mod flag sel? JR NZ,OK ; primary entry BIT 6,(IL) ; mod flag sel? JR Z,OK ; fron set NOF 18ES GOTTONEN NZ, CK ; primary entry NZ, ERROR ; registers LD C,''' ; when modified POP BC ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, ERROR ; registers NZ, CK ; NZ, CK ; primary entry NZ, ERROR ; registers | SVC GCKRRV ; IS drive ready JR C,NOTRDY ; If not ready JR NZ,NOTRDY ; If not epote C, NOTRDY ; If write prote LD A,(HL) ; get byte 0 CP 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR S,OK ; primary entry JR NZ, DK ; primary entry JR NZ, DK ; primary entry SVC 6DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC FUSH BC ; rewrite DEC FUSH BC ; registers LD C,''' ; when modified SVC 6DSP ; registers DOP BC ; registers JR NZ, ERROR ; registers DOP BC ; registers JR NZ, ERROR ; registers | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,EROR ; If not LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 CP 0010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,EROR ; primary entry SVC 6DIRWR ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; registers LD C,''' ; when modified EOF POE ; registers DOF | SYC GCKDRV 15 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive prote 19 drive 19 dri | SVC | SVC | SVC (CKDRV) JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not by the b | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive prote 19 drive 19 dri | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,EROR ; If not LD A,(HL) ; get byte 0 LD A,(HL) ; get byte 0 CP 0010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,EROR ; primary entry SVC 6DIRWR ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; registers LD C,''' ; when modified EOF POE ; registers DOF | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not e ready JR NZ,ERROR ; If write prote 6DIRRD ; If write prote 6DIRRD ; If write prote 6DIRBD ; See if active 6DIBBBB ; Primary entry 7R NZ,OK ; Point to next 187 6,(HL) ; mod flag sel? JR S,OK ; Point to next 188 6,(HL) ; mod flag sel? JR S,OK ; POIRRR ; FEWITE DEC S,OK ; POIRRR ; FEWITE DEC S,OK ; POIRRR ; FEWITE DEC S,OK ; POIRR ; FEWITE DEC POIRR ; FEWITE DEC POIRR ; FEWITE DEC POIRR ; FEWITE DEC ; FEWITE ; POIR POIRR ; FEWITE DEC ; FEWITE ; POIRR ; FEWITE DEC POIRR ; FEWITE DEC POIRR ; FEWITE DEC ; FEWITE POIR ; FEWITE DEC POIRR ; | SVC | SVC | READ SVC NOTRDY If wite protect of the protect of | NZ, NOTRDY If not | NR | JR NZ, ERROR ; 11 error LD A/(EL) ; 994 byte 0 AND 10010000 ; 904 byte 0 CP 00010000 ; 904 byte 0 CP 00010000 ; 904 byte 0 CP 00100000 ; 904 byte 0 CP 0010000 ; 904 byte 0 CP 0010000 ; 904 byte 0 CP 001000 ; 904 byte 0 CP 0 CP 00100 ; 904 byte 0 CP 0 C | JA AND 1001000B ; get byte 0 AND 1001000B ; get byte 0 CP 0001000B ; primary entry JR NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; joint to next RES 6,(HL) ; reset MOD flag SVC (BIRNR ; rewrite DEC JR NZ,ERROR ; get of trap FUSH BC ; reget MOD flag SVC (BIRNR ; rewrite DEC JR NZ,ERROR ; reget rap FUSH BC ; registers LD C,''' ; when modified SVC (BOSP ; registers FOOP BC ; registers JR NZ,ERROR ; registers FOOP BC ; registers JR NZ,ERROR ; registers JR NZ,ERROR ; registers JR NZ,ERROR ; registers | LD A, (HL) ; get byte 0 Ann 1001000B ; peinary entry 0001000B ; peinary entry 1001000B ; peinary entry 1001000B ; peinary entry 10010B | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 0010000B ; gee if active CP 0010000B ; primary entry NZ,OK ; point to next BIT Z,OK ; point to next RES 6,(HL) ; reset MOD flag set? SVC 601RMR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers LD C,'' ; when modified CP DEC CP CP DEC C,'' ; when modified CP DEC CP CP DEC |
| XOR A Sero A Ser | O Z A M | O Z A H | | | XOR A CP B CR A SR READ DONE LD HL, DONE\$ SYC 6DSPLY LD HL, 0 RET HL, PARM\$ BB 6DDH PARMERR LD HL, PEFFH CP RET LD HL, PEFFFH ERROR CP LOGOT CR 16 CR 17 CR 16 CR 17 CR | XOR A | XOR A ;Zero A ;Zero A CP See if See if DONE LD HL,DONE\$;point SVC @DSPLY ;show if the control of the control o | XOR A ;Zero A ;Zero A ;Zero A See if JR NZ,READ ; if not DONE LD HL,DONE\$;point SVC @DSPLY ;show is show in the same show is shown in the same show is shown in the same show is shown in the same show in | XOR A ;Zero A ;Zero A CP Sero A CP Sero A See if See if DONE LD HL,DONE\$;point | XOR A ;Zero A | NR | READ SVC (NOTRDY 15 II wite prote SVC (NOTRDY 15 II wite prote SVC (NOTRDY 15 II write prote SVC (NOTRDY 15 II not SVC (NOT SVC (NOTRDY 15 II NOT SVC (NOT SVC (NOT SVC II NOT SVC (NOT SVC II NOT SVC II NOT SVC (NOT SVC II NOT SVC II NO | READ SVC (CKDRV | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC C,NOTRDY ; If write prote SVC NZ,EROR ; if error JR NZ,EROR ; if error 100 100 100 100 100 100 100 100 100 10 | READ SVC (CKDRV | SVC (CKDRV)15 of rive ready JR NZ,NOTRDY ;1f not content of conte | SVC (CKDRV)15 of rive ready JR NZ,NOTRDY ;1f not content of conte | SVC | SVC | SVC (CKRRV) JR NZ,NOTRDY ; If drive ready JR NZ,NOTRDY ; If note prote C, NOTRDY ; If write prote SVC (BDIRRD) ; Get byte 0 AND 10010000 ; primary entry CP (0010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag SVC (HL) ; registers LD C,''' ; registers LD C,''' ; primary a peri SVC (BDSP ; registers JR NZ,EROR ; registers JR NZ,EROR ; registers SAVC (BDSP ; registers JR NZ,EROR ; registers JR NZ,EROR ; registers | SYC | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC (BIRNR ; reset NOD flag set? JR NZ,ERROR ; registers LD C,'' ; gave in perion of the condition of the | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC (BIRNR ; reset NOD flag set? JR NZ,ERROR ; registers LD C,'' ; gave in perion of the condition of the | SVC (CKDRV) JR NZ,NOTRDY ; IE drive ready JR NZ,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR C,(HL) ; mod flag set? JR S, OK ; if not JR S, OK ; if not JR S, OK ; if not set BT 6, (HL) ; mod flag set? JR NZ,EROR ; reset NOD flag SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag LD C,'' ; registers LD C,'' ; phen modified SVC (BSP ; registers JR NZ,ERROR ; registers JR NZ,ERROR ; registers JR NZ,ERROR ; registers JR NZ,ERROR ; registers | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC (BIRNR ; reset NOD flag set? JR NZ,ERROR ; registers LD C,'' ; gave in perion of the condition of the | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC (BIRNR ; reset NOD flag set? JR NZ,ERROR ; registers LD C,'' ; gave in perion of the condition of the | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC (BIRNR ; reset NOD flag set? JR NZ,ERROR ; registers LD C,'' ; gave in perion of the condition of the | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SYC | SVC | SVC (CKRRV) ;15 drive ready JR NZ,NOTRDY ;15 drive ready JR NZ,NOTRDY ;15 mrice prote SVC (DIRRD ;15 write prote LD A,(HL) ;9et byte 0 LD A,(HL) ;9et byte 0 LD AND 10010000 ;primary entry JR NZ,OK ;point to next BIT 6,(HL) ;mod flag set? JR S,OK ;point to next RES 6,(HL) ;mod flag set? JR NZ,OK ;16 not set NZ,OK ;16 not set JR NZ,EROR ;16 not set LD SVC (DIRWR ;16 not set LD C,''' ;16 not set LD C,''' ;16 not set SVC (DIRWR ;16 not set LD C,''' ;16 not set SVC (DIRWR ;16 not set LD C,''' ;16 not set SVC (DSSP ;16 set or trap SVC (DSSP ;16 set or trap POP DE ;16 set or trap POP DE ;16 set or trap | READ SVC (CKDRV | READ SVC (NOTRDY) If write prote of the protein of | NZ, NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; 11 error LD A, (HL) ; 9et byte 0 AND 1001000B ; 9et if active CP 0001000B ; primary entry JR NZ, OK ; if not to next BIT 6, (HL) ; mod flag set? JR S, (HL) ; reset MOD flag SVC (BIRNR ; rewrite DEC JR NZ, ERROR ; registers LD C, '' ; pisplay a peri SVC (BSP ; when modified SVC (BSP ; when modified FOP DE ; registers JR NZ, ERROR ; registers | JA A. (HL) AND 1001000B ; per byte 0 CP 0001000B ; per mary entry JR NZ,OK ; point to next BIT 6, (HL) ; mod flag ser? JR SAVO ; point to next SAVO ; point to next JR NZ, ERROR ; reset MOD flag SAVO ; point to next jr not set jr n | LD A, (HL) ; get byte 0 Ann 1001000B ; see if active 0001000B ; primary entry of NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag se? 3, CK ; if not set NZ,OK ; if not NZ, | LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; see if active JR NZ.OK ; jf not not IN S.OK ; jf not set of C.(HL) ; mod flag set? JR Z.OK ; jf not set of C.(HL) ; reset bod lag set? JR NZ.EROR ; registers LD C.'. ; jbisplay a perior bod lag set of C.'. ; jbisplay lag set of C.'. ; jbisplay a perior bod lag set of C.'. ; jbisplay a perior bod lag set of C.'. ; jbisplay lag set of C.'. ; jbisplay a perior bod lag set of C.'. ; jbisplay lag set of C.'. ; j |
| OK | O D Z A H | O D Z A H | 0 0 2 4 4 | 0 0 2 4 4 | OK INC B | OK INC B | OK INC B ;point XOR A ;Zero A ;Zero B ; see if CP B ; see if JR NZ,READ ; if not DONE LD HL,DONE\$;point SVC @DSPLY ; show i | OK INC B ;point XOR A ;Zero A | OK INC B ;point XOR A ;Zero A ;Zero B ; see if C B ; see if JR NZ,READ ; if not DONE LD HL,DONE\$;point | OK INC B ;point XOR A ;Zero A ;Zero B CP B ; see if CP | NZ,NOTRDY If not | READ JR C,NOTRDY ; 15 into feary JR C,NOTRDY ; 15 into feary JR C,NOTRDY ; 15 into feary GDIRRD ; 15 error do 10010000 ; 15 error do 1001000 ; 15 error do 100100 ; 15 error do 100100 ; 15 error do 1001000 ; 15 error do 100100 ; 15 error do 100100 ; 15 error do 1001000 ; 15 error do 100100 ; 15 error do 100100 ; 15 error do 1001000 ; 15 error do 100100 ; 15 error do 100100 ; 15 error do 1001000 ; 15 error do 100100 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote JR NZ,EROR ; See if active AND 10010000 ; See if active G0010000 ; See if active NZ,OK ; point to next INC H, how ; point to next INC C,HL) ; rewrite DEC JR RES G,(HL) ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR DEC ; registers in Syd C GDSP ; registers | SVC | SVC GCKDRV ; 15 GTIVE ready JR NC,NOTRDY ; 15 not color of color o | SVC GCKDRV ; 15 GTIVE ready JR NC,NOTRDY ; 15 not color of color o | SVC | SVC | SVC | SVC | SYC CKRNRV 15 drive ready 3R NZ,NOTRDY 1f not 15 not | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HJ) ; get byte 0 CP 10010000 ; primary entry C, NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry SES 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry SYC 6,(HL) ; mod flag sel? JR Z,OK ; primary entry SYC 6,(HL) ; reset MOD flag FES 6,(HL) ; reset MOD flag SYC 6, HL) ; reset FES 6, HL) SYC 6, HL) ; Restor EDC FOOR BE ; Restore FOOR BE ; Restore FOOR BE ; registers | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HJ) ; get byte 0 CP 10010000 ; primary entry C, NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry SES 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry SYC 6,(HL) ; mod flag sel? JR Z,OK ; primary entry SYC 6,(HL) ; reset MOD flag FES 6,(HL) ; reset MOD flag SYC 6, HL) ; reset FES 6, HL) SYC 6, HL) ; Restor EDC FOOR BE ; Restore FOOR BE ; Restore FOOR BE ; registers | SVC (CKDRV) JR NZ,NOTRDY ; If write prote NZ,NOTRDY ; If write prote DIRRD SVC (DIRRDY ; If write prote DIRRDY ; If write prote NZ,ERNOR ; If error is not 10010000 ; primary entry cp NZ,OK ; point to next NZ,OK ; point | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HJ) ; get byte 0 CP 10010000 ; primary entry C, NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry SES 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry SYC 6,(HL) ; mod flag sel? JR Z,OK ; primary entry SYC 6,(HL) ; reset MOD flag FES 6,(HL) ; reset MOD flag SYC 6, HL) ; reset FES 6, HL) SYC 6, HL) ; Restor EDC FOOR BE ; Restore FOOR BE ; Restore FOOR BE ; registers | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BDIRRD ; If write prote LD A,(HJ) ; get byte 0 CP 10010000 ; primary entry C, NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry SES 6,(HL) ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry SYC 6,(HL) ; mod flag sel? JR Z,OK ; primary entry SYC 6,(HL) ; reset MOD flag FES 6,(HL) ; reset MOD flag SYC 6, HL) ; reset FES 6, HL) SYC 6, HL) ; Restor EDC FOOR BE ; Restore FOOR BE ; Restore FOOR BE ; registers | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If write prote C, (BL) ; SEROR ; If error LD A,(HJ) ; See if active CP 10010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR Z,OK ; primary entry JR Z,OK ; primary entry SVC 6,(HL) ; mod flag sel? JR Z,OK ; fron set FES 6,(HL) ; mod flag sel? JR Z,OK ; fron set FES 6,(HL) ; resert MOD flag SVC 6,(HL) ; resert NDC flag SVC 6, HL ; series per SC C, LOK ; series modified ED C,''' ; series modified FOO DE ; registers FOO DE ; registers | SYC CKRNRV 15 drive ready 3R NZ,NOTRDY 1f not 15 not | SVC | SVC | SVC | SVC | READ SVC (NOTRDY) If write protect of the control | NZ, NOTRDY If not | NR | JR NZ FROR ; II error LD A, (HL) ; get byte 0 AND 100 100 100 100 100 100 100 100 100 10 | JA AND 1001000B ; pet byte 0 AND 1001000B ; pet byte 0 CP 0001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to DEC JR NZ,ERROR ; primary entry JR NZ,ERROR ; peror trap PUSH BC ; rewrite DEC FUSH DE ; restrict trap | LD A, (HL) get byte 0 Ann 1001000B get byte 0 Sective 0 | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active 0 0010000B ; gee if active 0 0010000B ; primary entry INC HL ; point to next INC HL |
| OK | O D Z A W """ | O D Z A H | O Q Z A H | O Q Z A H | OK 1NC N'2 FERNOR XOR A CP B NZ RED DONE LD HL, DONE\$ SVC (0.52FLY LD HL, PDNE\$ NOTRDY LD HL, RDY\$ NOTRDY LD HL, RDY\$ DB HL, RDY\$ DB HL, RDY\$ ERT HL, RDY\$ DB HL, PRR\$ SVC (0.50FF) CD HL, OFFFFH ERROR CP 16 CR 16 CR 210000000 SVC (0.50FR) SVC (0.50FR) SVC (0.50FR) | OK INC B 1 SERVOR OK 20R A C C B B A C C B B A C C C C C C C C C | OK INC B FERON FETON FOR DOING IN DOING ID HI, DONE ID HI, DONE FOR FENON FETON FETO | OK INC B | OK INC BERKOR JETOTO XOR A JECO A CP B B B JECO A CP B B JETOTO JR NZ, READ JET NC I D DONE LD HL, DONE\$ JEOINE | OK INC B FENCE FELLOR XOR A FEELOR CP B FEELOR CP B FEELOR JR NZ, READ FIELOR TO THE TO | NR NZ,NOTRDY | READ SVC CANOTRDY ; 15 not ready 15 not cannot be control of the | SVC | JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write prote Syl C,NOTRDY ; if error JR NZ,OK ; if not set NZ,OK ; if not next NZ,OK ; if not set NZ,OK ; if not not set NZ,OK ; if not set NZ,OK ; if not | SVC | SVC (CKDRV)1S GTIVE ready JR NZ,NOTRDY ;1f not SVC (DIRRD)1f wite prote SVC (DIRRD)1f write prote SVC (DIRRD)1f error JR NZ,ERROR)1f error LD A, (HL) ;9et byte 0 CP (0010000B ;primary entry JR NZ,OK ;point to next INC HL ;mod flag set? JR SZ,OK ;point to next BIT 6, (HL) ;mod flag set? JR SZ,OK ;ferror lap set? JR SZ,OK ;ferror lap push BC ;primary a peri SVC (DIRROR ;reset NOD flag SVC | SVC (CKDRV)1S GTIVE ready JR NZ,NOTRDY ;1f not SVC (DIRRD)1f wite prote SVC (DIRRD)1f write prote SVC (DIRRD)1f error JR NZ,ERROR)1f error LD A, (HL) ;9et byte 0 CP (0010000B ;primary entry JR NZ,OK ;point to next INC HL ;mod flag set? JR SZ,OK ;point to next BIT 6, (HL) ;mod flag set? JR SZ,OK ;ferror lap set? JR SZ,OK ;ferror lap push BC ;primary a peri SVC (DIRROR ;reset NOD flag SVC | SVC | SVC | SVC (CKRNV) IS drive ready JR NZ,NOTRDY) If note ready JR NZ,NOTRDY) If write prote SVC (DIRRD) If write prote DN (BDIRRD) ferror LD A,(HJ) ; see if active CP (0010000B) ; primary entry NZ,OK ; point to next NZ,OK ; point to next NR | SYC | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC | SVC | SVC (CKDRV) JR NZ,NOTRDY ; IE drive ready JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write prote LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; see if active CP NZ,OK ; if not JR NZ,OK ; point to next BIT 6, (HL) ; mod flag set? JR Z,OK ; point to next SVC (HL) ; reset MOD flag set? JR SVC ; if not set JR NZ, EROR ; reset MOD flag set? JR OLSH BC ; reset mod flag set set set of the modified set | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SYC | SVC | SVC | SVC | READ SVC (NOTRDY) | NZ, NOTRDY If not JR | NR_NOTRDY | JR NZ, ERROR ; 11 error LD AV (HL) ; 9ct byte 0 AV | UD AV. (HL) AND 1001000B ; get byte 0 CP 0001000B ; primary entry UN NZ. (AL) ; mod flag set; INC HL, ; mod flag set; BIT 6, (HL) ; mod flag set; JR Z. OK ; fn ot set SVC 6DIRWR ; reset MOD flag SVC 6DIRWR ; reset MOD flag FUSH BC ; reset MOD flag FUSH BC ; reset MOD flag SVC 6DSP ; registers FOPP DE ; Refore | LD A, (HL) ; get byte \$\theta\$ AND 1001000B ; seet if active \$00010000B ; primary entry \$1 \text{NZ} \text{OK} ; if not \$1 \text{INC} \text{HL} ; mod flag sel? \$1 \text{INC} \text{HL} ; mod flag sel? \$1 \text{INC} \text{RES} \text{G, (HL)} ; if not set \$1 \text{NZ} \text{OK} \$1 \text{FROR} \$1 | LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; see if active JR NZ,OK ; if not IN 1001000B ; primary entry IN 2,OK ; point to next IN 2,OK ; if not set SVC (HL) ; reset MOD flag SVC (HL) ; resisters DVC (HL) ; resisters DVC (HL) ; resisters |
| OK INC B FEROR FER | O O Z A H """ | O O Z A W """ | O D Z A H | O D Z A H | OK 1NC B KEROR XOR A B CP B CP | OK INC B KEROR NOR A A B CP | OK JR NZ, ERROR SERVING NZ, ERROR SERVING NZ | OK INC B ; PEROR ; PEROR ; POINT NO. | OK JR NZ, ERROR ; error OK JNC B ; point XOR A ; Zero A CP B ; see if CP B ; see if DONE LD HL, DONE\$; point | OK INC B FEROR FEROR FOR SOINC SOINC B FEROR FERON A FERON FERON FERON FILE NO. 1 FERON FE | NR | READ SVC (NOTRDY 15 II write prote SVC (DIRRD 16 II write DEC II writ | READ SVC GCKDRV ; 15 GILVE FEACY SIS GLINE FEACH SVC BUIRRD ; 1f not by the bound of the bound o | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote Syd NZ,ERROR ; if error JR NZ,ERROR ; if error JR NZ,OK ; joint to next IN NZ,OK ; joint to next IN NZ,OK ; joint to next IN Syd (HL) ; reset NDE JR Z,OK ; joint Set Syd (HL) ; reset NDE JR Syd (EIRWR ; error trap PUSH BC C, III) ; rewrite DEC JR NZ,ERROR ; error trap PUSH BC ; joint a peri Syd (HD) ; rewrite DEC JR NZ,ERROR ; error trap PUSH BC ; joint a peri Syd (HD) ; rewrite DEC JR NZ,ERROR ; error trap PUSH BC ; joint a peri Syd (HD) ; rewrite DEC Syd (HD) ; rewrite DEC JR NZ,ERROR ; error trap PUSH BC ; save ; registers in DEC ; hence modified POP DE ; Restore | READ SVC GCKDRV ; 15 GILVE FEACY SIS GLINE FEACH SVC BUIRRD ; 1f not by the bound of the bound o | SVC (CKDRV | SVC (CKDRV | SVC | SVC | SVC CCKDRV 15 drive ready 15 drive ready 18 C,NOTEDY 11 not 18 C,NOTEDY 15 drive ready 18 C,NOTEDY 15 drive ready 18 C,NOTEDY 15 drive prote 18 C,NOTEDY 15 drive prote 18 C,NOTEDY 16 drive prote 18 C,NOTEDY | SVC GCKDRV 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive prote NZ NOTEDY 15 drive protein | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD ; If error LD A,(HL) ; get byte 0 AN 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next ENT 6,(HL) ; mod flag set? JR S,OK ; if not set NOT RES SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag FUSH BC ; rewrite DEC ; save FUSH BC ; rewrite DEC ; save FUSH BC ; resisters LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD ; If error LD A,(HL) ; get byte 0 AN 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next ENT 6,(HL) ; mod flag set? JR S,OK ; if not set NOT RES SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag FUSH BC ; rewrite DEC ; save FUSH BC ; rewrite DEC ; save FUSH BC ; resisters LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not SVC (DIRRD) ; If write protes NZ, NOTRDY ; If write protes NZ, | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 AN 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next ENT 6,(HL) ; mod flag set? JR S,OK ; if not set NOT RES SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag FUSH BC ; rewrite DEC ; save FUSH BC ; rewrite DEC ; save FUSH BC ; resisters LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; restore | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 AN 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next ENT 6,(HL) ; mod flag set? JR S,OK ; if not set NOT RES SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag FUSH BC ; rewrite DEC ; save FUSH BC ; rewrite DEC ; save FUSH BC ; resisters LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; restore | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 AN 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next ENT 6,(HL) ; mod flag set? JR S,OK ; if not set NOT RES SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag FUSH BC ; rewrite DEC ; save FUSH BC ; rewrite DEC ; save FUSH BC ; resisters LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; resisters) LD C,'' ; pisplay a peri SVC (BDSP ; restore | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC GCKDRV 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive prote NZ NOTEDY 15 drive protein | SVC | SVC | READ SVC GCKDRV ; 15 GILVE FEACY SIS GLINE FEACH SVC BUIRRD ; 1f not by the bound of the bound o | READ SVC (NOTRDY) If write protect of the control | NZ, NOTRDY If not | NR | JR NZ, ERROR ; II error LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; point to next SVC (HL) ; if not set 2, OK RES 6, (HL) ; reset MOD flag SVC (HL) ; reset MOD flag FUSH C ; exprite DEC FUSH C ; rewrite DEC F | UD A.(HL) AND 1001000B ; see if active CP 0001000B ; see if active CP 0001000B ; see if active CP 0001000B ; primary entry UN NZ,OK ; if not INC HL ; mod flag set? JR Z,OK ; if not set NZ, CHL) ; reset NO Elag RES 6, (HL) ; reset NO Elag SVC 0DIRWR ; rewrite DEC JR NZ, ERROR ; refor trap FUSH BC ; save FUSH BC ; registers LD C,'' ; pissplay a peri | LD A, (HL) ; get byte 0 AND 1001000B ; primary entry 0101000B ; primary entry EN NZ, OK ; point to next BIT Z, OK RES 6, (HL) ; rewrite DE SVC 6, (HL) ; rewrite DE FUSH BC NZ, ENROR ; error trap FUSH BC NZ, ENROR ; error trap FUSH BC SVC ; registers LD C, ''' ; when modified POF DE END END END END END END END END END | LD A,(HL) ;get byte 0 AND 10010000B ;gee if active CP 00010000B ;gee if active CP 00010000B ;primary entry INC HL ;primary entry INC HL ;primary entry INC HL ;print to next INC A CON ;if not set RES C,(HL) ;reset MOD flag set? SVC (DIRWR ;revrite DEC INR NZ,ERROR ;error trap PUSH BC ;sexet MOD flag SVC (DIRWR ;revrite DEC INC INC INC INC INC INC INC INC INC IN |
| OK INC B, rectisters OK INC B, rector trap NOR B, rector trap NOR B, rector trap ONE D, rector trap ONE D, rector to next DEC NOTED B, rector to message SUC GESELY ; no error exit NOTED DB GDDH PARMERR D HI, PARM\$ SUC GLOGOT LD HI, PARM\$ DB GDDH PARMERR D HI, RDY\$ SUC GENCOT CD HI, PARM\$ SUC GENCOT CD HI, BEFFPH SUC GENCOT SUC GERROR SU | O Q Z A W | 0 0 2 4 4 | O D Z A H | O Q Z A H | OK INC B CONTROLL OF THE CONTROLL OF THE CONTROLL ON THE CONTR | OK INC B C C C C C C C C C C C C C C C C C C | OK INC NZ, ERROR ; regis OK INC NZ, ERROR ; perror XOR A ; Zero | OK INC B NZ, ERROR ; regists of the control of the | POP BC 1 registry 1 registry 1 registry 2 re | OK INC B NZ, ERROR ; regis OK INC B ; reror ; point S XOR A ; Zero A ; Zer | NEAD JR NZ,NOTRDY JE not | SVC SCANDENCY 15 15 15 15 15 15 15 1 | SVC | JR NZ,NOTRDY ; If not SNOTRDY SNOTRDY ; If write prote SNC NZ,EROR ; If write prote JR NZ,EROR ; If write prote JR NZ,EROR ; if error JR NZ,OK ; point to next INC HL ; point to next INC HL ; point to next BIT Z,OK ; point to next BIT NZ,EROR ; rewrite DEC PUSH BE ; registers DEC P | SVC | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTEDY ; 1f not SVC (DIRRD ; 1f not by the by | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTEDY ; 1f not SVC (DIRRD ; 1f not by the by | SVC | SVC | SVC CCKDRV 15 drive ready 18 drive 18 dri | SVC GCKDRV 15 drive ready 18 NZ,NOTEDY 1f not 18 NZ,NOTEDY 1f not 18 NZ,NOTEDY 1f not 18 NZ,EROR 1f error 18 NZ,EROR 1f error 18 18 18 18 18 18 18 1 | SYC GCKDRV 15 drive ready 18 NZ,NOTRDY 15 drive ready 18 NZ,NOTRDY 15 frot 18 NZ,NOTRDY 15 frot 18 NZ,EROR 15 ferror 19 19 19 19 19 19 19 1 | SVC (CKNORV) ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag FUSH BC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; point to next | SVC (CKNORV) ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag FUSH BC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; point to next | SVC (CKDRV) JR NZ,NOTRDY ; If not C,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRDY ; If write prote DR NZ,EROR ; if error LD A,(HL) ; get byte 0 AND 10010000 ; primary entry CP (0010000 ; primary entry JR NZ, OK ; point to next BIT 6,(HL) ; mod lag set? JR S,OK ; point to next BIT 6,(HL) ; mod lag set? JR S,OK ; point to next BIT 6,(HL) ; mod lag set? JR NZ, OK ; primary entry JR S,OK ; primary entry JR NZ, OK ; point to next BIT 6,(HL) ; mod lag set? JR NZ, OK ; primary entry JR NZ, OK ; primary entry JR NZ, CK ; primary entry | SVC (CKNORV) ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag FUSH BC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; point to next | SVC (CKNORV) ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag FUSH BC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; point to next | SVC (CKNORV) ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag FUSH BC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; rewrite DEC ; point to next | SYC GCKDRV 15 drive ready 18 NZ,NOTRDY 15 drive ready 18 NZ,NOTRDY 15 frot 18 NZ,NOTRDY 15 frot 18 NZ,EROR 15 ferror 19 19 19 19 19 19 19 1 | SVC GCKDRV 15 drive ready 18 NZ,NOTEDY 1f not 18 NZ,NOTEDY 1f not 18 NZ,NOTEDY 1f not 18 NZ,EROR 1f error 18 NZ,EROR 1f error 18 18 18 18 18 18 18 1 | SVC | SVC | SVC | READ SVC (BIRROR) If write prote SVC (BIRROR) If write prote SVC (BIRROR) If write prote SVC (BIRROR) If error DV (BIRROR) If error DV (BIRROR) I error SVC (BIRROR) I error SVC (BIRROR) I error SVC (BIRROR) I erwite DV (BIRROR) I error trap PUSH DC DV (BIRROR) I error trap DV (BIRROR) I ERWITE D | NZ, NOTRDY If not | NR_NGTRDY | JR NZ FRROR ; 11 error LD AND 10010000B ; 25 er if active CP NS | JA AVELENCY (111) AND 10010000B ; get byte 0 CP 00010000B ; primary entry JR NZ / OK ; point to next BIT 6, (HL) ; mod flag set? JR Z / OK ; floor set JR S C (HL) ; reset MOD flag SVC (BIRNR ; reset MOD flag FUSH BC ; primary error teap FUSH BC ; registers LD C, ' ; phen modified | LD A, (HL) ; get byte 0 Ann 1001000B ; primary entry 0001000B ; primary entry 1001000B ; primary entry 100100 B | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 0010000B ; primary entry SOLO000B ; primary entry NZ,OK ; point to next BIT 2,OK ; point to next NZ,ERROR ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers COLO C,''' ; point modified SOLO C,''' ; point modified |
| OK INC NOTEDY LD NOT | O D Z A H | O D Z A H | O Q Z A H | о о ха ш | OK INC B C C C C C C C C C C C C C C C C C C | OK INC B C C C C C C C C C C C C C C C C C C | OK INC B FEROR FEROR SERVOR SE | OK INC B FEROR FERON FER | OK INC B FEROR FETOR SET OF SE | OK INC B FEROR FEROM FERON FERON FERON FEROM FER | NR_NOTRDY Jf not | READ SVC (NOTRDY 15 II not ready 18 C,NOTRDY 15 II not ready 18 C,NOTRDY 15 II write prote 18 C,NOTRDY 15 II not 18 C,NOTRDY 18 C,NO | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC C,NOTRDY ; If write prote SVC NZ,EROR ; je er or JR NZ,EROR ; je er or JR NZ,EROR ; je er if active CP 80010000B ; primary entry NZ,OK ; point to next INC NZ,OK ; point to next INC G,(HL) ; je on Set 2,0K ; je on Set 3,0K SVC (HL) ; reset MOE lag SVC (HL) ; reset MOE lag SVC (HL) ; reset MOE lag NGSH BC SVC (HL) ; reset MOE lag NGSH BC SVC (HL) ; reset MOE lag NGSH BC ; registers LD C, '' ; hhen modified SVC (MC) ; hhen modified | SVC | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not conversely JR NZ,NOTRDY ; 15 not conversely NZ, ERROR ; 15 error LD A, (HL) ; 9et byte 0 | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not conversely JR NZ,NOTRDY ; 15 not conversely NZ, ERROR ; 15 error LD A, (HL) ; 9et byte 0 | SVC CKRNEW 15 GIVE ready 16 GIVE ready | SVC CKRNEW 15 GIVE ready 16 GIVE ready | SVC | SYC GCKDRV 15 drive ready JR NZ,NOTRDY 1f not JR NZ,NOTRDY 1f f not JR NZ,NOTRDY 1f write prote JR NZ,EROR 1f error JR NZ,EROR 1f error JR NZ,EROR 1gt byte 0 JR NZ,OK 1gt not JR NZ,OK 1gt not JR NZ,OK 1gt not JR JR JR JR JR JR JR J | SVC GCKDRV 15 | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not LD SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; per if active CP 00010000B ; per if active CP NZ,OK ; if not to next NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set NZ,OK ; floor trap PUSH BC (HL) ; reset MOD flag SVC (HL) ; registers PUSH DE ; registers LD C,'' ; registers SVC (DSP) ; when modified | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not LD SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; per if active CP 00010000B ; per if active CP NZ,OK ; if not to next NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set NZ,OK ; floor trap PUSH BC (HL) ; reset MOD flag SVC (HL) ; registers PUSH DE ; registers LD C,'' ; registers SVC (DSP) ; when modified | SVC (CKDRV) JR (NZ,NOTRDY ; IE drive ready JR (NOTRDY ; If not JR (NOTRDY ; If write prote SVC (DIRRD ; If write prote JR (NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR 2,OK ; point to next RES 6,(HL) ; reset MOD flag SVC (HL) ; reset MOD flag FUSH RES 6,(HL) ; reset MOD flag FUSH RES 6, HL ; reset MOD flag SVC (BJRWR ; rewrite DEC FUSH BC ; registers FUSH DE ; registers SVC (BOSP ; when modified | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (BIRRD ; If error LD A,(HL) ; get byte 0 AND 10010000B ; per if active CP 00010000B ; per if active CP NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag PUSH NZ, FROR ; reset MOD flag PUSH DE ; registers RES 6, HL ; reset MOD flag SVC (BURNR ; registers LD C,'' ; registers SVC (BOSP ; when modified | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (BIRRD ; If error LD A,(HL) ; get byte 0 AND 10010000B ; per if active CP 00010000B ; per if active CP NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag PUSH NZ, FROR ; reset MOD flag PUSH DE ; registers RES 6, HL ; reset MOD flag SVC (BURNR ; registers LD C,'' ; registers SVC (BOSP ; when modified | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (BIRRD ; If error LD A,(HL) ; get byte 0 AND 10010000B ; per if active CP 00010000B ; per if active CP NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag PUSH NZ, FROR ; reset MOD flag PUSH DE ; registers RES 6, HL ; reset MOD flag SVC (BURNR ; registers LD C,'' ; registers SVC (BOSP ; when modified | SVC GCKDRV 15 | SYC GCKDRV 15 drive ready JR NZ,NOTRDY 1f not JR NZ,NOTRDY 1f f not JR NZ,NOTRDY 1f write prote JR NZ,EROR 1f error JR NZ,EROR 1f error JR NZ,EROR 1gt byte 0 JR NZ,OK 1gt not JR NZ,OK 1gt not JR NZ,OK 1gt not JR JR JR JR JR JR JR J | SVC GCKDRV 15 drive ready JR NZ,NOTRDY 15 drive ready JR NZ,NOTRDY 15 drive prote DLR NZ,EROR 15 error JR NZ,EROR 15 error JR NZ,EROR 15 error JR NZ,EROR 15 error JR NZ,OK 15 error JR NZ,EROR 15 error JR JR NZ,EROR 15 error JR JR JR JR JR JR JR J | SVC 8CKRRV ; 15 drive ready JR C,NOTRDY ; 15 drive ready JR NZ,NOTRDY ; 15 drive prote C, 0DIRRD ; 15 write prote JR NZ,EROR ; 15 write prote LD A,(HL) ; 9et byte 0 AND 1001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR C,(HL) ; mod flag set? JR C,(HL) ; reset NOD flag SVC 6DIRWR ; rewrite DEC PUSH BC ; registers FES 6, HL) ; reset NOD flag SVC 6DIRWR ; registers FES 6, HL) ; reset NOD flag SVC 6DIRWR ; registers FUSH DE ; registers FUSH DE ; registers SVC 6DSP ; when modified | SVC | READ SVC (NOTRDY) | NZ, NOTRDY If not | NR_NOTRDY Jf not | JR NZ, ERROR ; 11 error LD AV, (HL) ; 9ce if active CP 80010000B ; 9ce if active CP 8001000B ; primary entry JR NZ, OK ; if not next BIT 6, (HL) ; mod flag set? JR S, OK ; if not set SVC 6DIRWR ; reset MOD flag FUSH BC ; FROR ; reset MOD flag FUSH BC ; FROR ; registers LD C, '' ; plsplay a peri | LD A.(HL) AND 1001000B ; see if active CP 0001000B ; see if active CP 0001000B ; see if active CP NZ,OK ; if not INC HL, ; mod flag set? BIT 6,(HL) ; mod flag set? JR C,OK ; if not set SVC (DIRWR ; reset MOD flag SVC (HL) ; registers CP NUSH BC ; registers CP NUSH BC ; registers CP NUSH C ; registers | LD A, (HL) ; get byte 0 AND 1001000B ; primary entry of 00010000B ; primary entry of NZ, OK ; point to next INC HL ; point to next BIT 6, (HL) ; mod flag set? JR Z, OK ; if not set NS G, (HL) ; reset MOD flag SVC ; serior trap PUSH BC ; save ite DEC PUSH BC ; registers DEC PUSH BC ; registers LTD C, '' ; poisplay a peri SVC GDSP ; when modified | LD A,(HL) ; get byte 0 AND 10010000B ; gee if active CP 00010000B ; gee if active JR NZ.OK ; jf not not IN JR NZ.OK ; jf not set JR S.OK ; jf not set S.OK ; jr not set S.OK ; |
| POP DE ; restore NOR INC B ; redisters OK XOR A ; refisters CP B ; redisters CP B ; redisters CP B ; redisters DONE LD B ; redisters SVC & DSPLY ; redisters DONE LD HL,DONE\$; red finished DONE LD HL,DONE\$; red if finished DONE LD HL,DONE\$; red if redisters NOTRDY LD HL,PARN\$; red exit RET HL,PARN\$; red exit DB HD,PARN\$; red exit ERROR CP ; red exit CP ID HL,PARN\$; red exit ERROR CP ; red exit SVC & CLOGOT ; red exit ERROR CP ; red exit SVC & REFPER ; red exit SVC & REFROR ; red exit SVC & REFROR ; red exit SVC & REROR ; red exit message SVC & RER | O D Z A H | O D Z A H | O Q Z A H | о о ха ш | OK INC B DE POP DE POP DE AK INC B NZ, ERROR A NZ, ERROR A NZ, ERROR A NZ, ERROR B DONE LD HL, DONE \$ SVC GLOSOT B B DONE LD HL, PARM\$ NOTRDY LD HL, PARM\$ PARMERR LD HL, PARM\$ SVC GERFFH ERROR CP 16 SVC GERFOR GARORR SVC GERFOR GARORR SVC GERFOR | POP DE POP DE POP BC AR NS, ERROR AND A A A A A B B B B B B B B B B B B B B B | POP DE Restor | POP DE Restor POP DE P | POP DE | POP DE ; Restor POP DE ; Restor POP BC ; regis Cor JR NZ, ERROR ; reror SCOR A ; recor A CP B CP B ; recor A CP B ; record A CP B B B ; record A CP B B B ; record A CP B B B B B B B B B B B B B B B B B B | NZ,NOTRDY If not | READ SV. C.NOTRDY 15 into teady SV. C.NOTRD | SVC | JR NZ,NOTRDY JE not JR C,NOTRDY JE write prote Syc C,NOTRDY JE error JR C,NOTRDY | SVC | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 1f not SVC GDIRRD ; 1f write prote SVC GDIRRD ; 1f write prote JR A,(HL) ; get byte \$\theta\$ AND 1801808B ; get byte \$\theta\$ AND 1801808B ; get byte \$\theta\$ AND 1801808B ; grimary entry CP NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 2,OK ; joint to next BIT 2,OK ; joint to DEC SVC GOIRWR ; rewrite DEC SVC SVC SVC SVC SVC SVC SVC SVC SVC SV | SVC GCKDRV ; 15 GTIVE ready JR C,NOTEDY ; 1f not SVC GDIRRD ; 1f write prote SVC GDIRRD ; 1f write prote JR A,(HL) ; get byte \$\theta\$ AND 1801808B ; get byte \$\theta\$ AND 1801808B ; get byte \$\theta\$ AND 1801808B ; grimary entry CP NZ,OK ; joint to next BIT 6,(HL) ; mod flag set? JR Z,OK ; joint to next BIT 2,OK ; joint to next BIT 2,OK ; joint to DEC SVC GOIRWR ; rewrite DEC SVC SVC SVC SVC SVC SVC SVC SVC SVC SV | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 write prote NZ NOTEDY 15 write DEC 15 write | SYC GCKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,NOTEDY ; If not SYC GDIRRD ; If write prote DAND GOBORD ; F error LD A,(HL) ; get byte 0 CP GOBORD ; primary entry JR NZ,OK ; primary entry JR S,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SYC G,(HL) ; mod flag set? JR Z,OK ; f not set SEC GOBORD ; prewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; registers | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote D, NZ,EROR ; if error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR Z,OK ; if not set NOT SEROR | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD) ; If write prote D AND (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CR NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR NZ,ERROR ; rewrite DEC PUSH BC ; SAGISTERS ; DISPLAY a peri | SVC (CKDRV) JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote DR NZ,EROR ; If error LD A,(IL) ; get byte 0 CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 6,(IL) ; mod flag sel? JR Z,OK ; if not set Y SKE 6,(IL) ; mod flag sel? JR Z,OK ; if not set Y SKE 6,(IL) ; mod flag sel? JR Z,OK ; if not set Y SKE 6,(IL) ; mod flag sel? JR Z,OK ; if not set Y SKE 6,(IL) ; mod flag sel? JR Z,OK ; if not set NO Flag SWC 6,(IL) ; rewrite DEC SEL NO Flag DUSH BC ; SEROR ; SAGISTERS ; DOST SAGISTERS | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD) ; If write prote D AND (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CR NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR NZ,ERROR ; rewrite DEC PUSH BC ; SAGISTERS ; DISPLAY a peri | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD) ; If write prote D AND (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CR NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR NZ,ERROR ; rewrite DEC PUSH BC ; SAGISTERS ; DISPLAY a peri | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD) ; If write prote D AND (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CP (10010000 ; pet byte 0 CR NZ,OK ; primary entry JR NZ,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SVC (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR Z,OK ; fron set SKES (11L) ; mod flag sel? JR NZ,ERROR ; rewrite DEC PUSH BC ; SAGISTERS ; DISPLAY a peri | SYC GCKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR NZ,NOTEDY ; If not SYC GDIRRD ; If write prote DAND GOBORD ; F error LD A,(HL) ; get byte 0 CP GOBORD ; primary entry JR NZ,OK ; primary entry JR S,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry JR Z,OK ; primary entry SYC G,(HL) ; mod flag set? JR Z,OK ; f not set SEC GOBORD ; prewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; registers | SYC GCKDRV 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 drive ready 18 NZ NOTEDY 15 write prote NZ NOTEDY 15 write DEC 15 write | SVC | SVC | SVC | READ SVC NOTRDY If write protect of the protect o | NZ, NOTRDY If not | NR | JR NZ FROR ; II error LD A, (HL) ; get byte 0 AND 1001000B ; gee if active 0 0001000B ; gee if active 0 00010B ; ger if not next in 0 00010B ; ger in 0 0001 | JA AND 1001000B ; pet byte 0 AND 1001000B ; pet byte 0 CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag sel? JR Z,OK ; if not set NO flag SVC 6,(HL) ; rewrite DEC JR NZ,ERROR ; rewrite DEC PUSH BC ; SAPEROR ; rewrite DEC PUSH BC ; SAPEROR ; rewrite DEC LD SC ; ; pisplay a peri | LD A, (HL) ; get byte 0 Ann 1001000B ; pein if active 0 0001000B ; pein ary entry control of the | LD A,(HL) AND 10010000B ; gee if active CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 2,OK ; point to next BIT 2,OK ; if not set RES 6,(HL) ; reset MOD flag set? JR NZ,ERROR ; rewrite DEC PUSH BC ; save trap PUSH BC ; rewrite DEC PUSH BC ; registers LD SC ; registers |
| ON INC BENOR FRESTOR FRESTOR FRESTOR FOR FOR FRESTOR F | O D Z A H | о о га и | O D Z A M | о о га ш | OK INC. DOP BC DOP BC NOT INC B NZ, ERROR OK INC B NZ, ERROR OCH B NZ, ERROR OCH B NZ, ERROR OCH B NZ, ERROR OCH B NZ, ERAD OCH B NZ, ERAD OCH B NZ, ERAD OCH BC O | OK INC. DOP BC NOK INC. DOP BC NOK INC. DOP BC NOK INC. DONE B NZ, ERROR NOTRDY LD HL, PDNS; SYC (DEDELY) LD HL, RDY; DOD BD (DD BC) NOTRDY LD (DD BC) LD HL, RDY; DOD BD (DD BC) LD HL, RDY; LD HL, RDY; ERROR CP 16 ERROR CP 16 CR 2, DONE OR (1980808) | OK INC B SEROR SERVED OK INC B SERVED OK INC B SERVED SERV | OK INC. READ 1 F | OK IN SERAD SERVING SE | OK INC B NZ, FRROR ; Restor Control of Contr | NR_NOTRDY If not | READ SVC C.NOTRDY ; 15 not ready 15 NOTRDY 15 Note ready 15 NOTRDY 15 Note ready 15 NOTRDY 15 Note ready 15 NOTRDY 15 NOTR | SVC | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write prote SUC NZ, ERROR ; If write prote SUC NZ, ERROR ; If error LD A, (HL) ; Gee if active CP 00010000 ; primary entry JR NZ, OK ; point to next NZ, OK ; point to next NZ, OK ; point to set NZ, OK ; point to set NZ, OK ; point to set NZ, OK ; point to next NZ, OK ; point NZ, ERROR ; previe DE SUC NZ, ERROR ; registers NZ, CL , point NZ, ERROR ; registers NZ, CL ; pisplay a perior next NZ, OK ; point NZ, ERROR ; registers NZ, OK ; point NZ, ERROR ; registers NZ, OK ; point NZ, ERROR ; registers NZ, OK ; point NZ, OK ; poi | SVC | SVC (CKDRV ; 15 GTIVE ready JR NC, NOTRDY ; 1f not 5 NOTRDY ; 1f not 5 NOTRDY ; 1f not 6 NOTRDY ; 1f not 7 NOTRDY ; 1f not 1001000000000000000000000000000000000 | SVC (CKDRV ; 15 GTIVE ready JR NC, NOTRDY ; 1f not 5 NOTRDY ; 1f not 5 NOTRDY ; 1f not 6 NOTRDY ; 1f not 7 NOTRDY ; 1f not 1001000000000000000000000000000000000 | SVC | SVC | SVC 8CKDRV ; Is drive ready JR NZ,NOTEDY ; If not ready JR NZ,NOTEDY ; If not eprote D NZ,EROR ; If write prote D AND 10010000B ; get byte 0 CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR NZ,OK ; floot set JR NZ,OK ; reset NOD flag SVC 6DIRWR ; reset NOD flag FUSH BC ; seror trap FUSH BC ; in pisplay a peri | SVC 6CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,ERROR ; If write prote ODIRDY ; If write prote The NY,ERROR ; If error LD A,(HL) ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag SVC 0DIRWR ; reset NOD flag SVC 0DIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; serror trap PUSH BC ; serror trap FUSH DE ; registers | SVC (CKRNV) JR NZ,NOTRDY ; IS drive ready JR (C,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, (HL) ; Get byte 0 AND 10010000 ; primary entry CP (0010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,OK ; reset MOD flag SVC (BIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; reset NOD flag PUSH BC ; stror trap PUSH BC ; registers perior | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) JR NZ,NOTRDY ; If not NZ,NOTRDY ; If not SVC (DIRRDY ; If write prote AND A,(HL) ; get byte 0 AND 1001000B ; primary entry CP (001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR SZ,OK ; point to next RES 6,(HL) ; rewrite DEC JR NZ, OK ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; registers FUSH BC ; stror trap FUSH BC ; registers LD C,'' ; pisplay a peri | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKRNV) JR NZ,NOTRDY ; IS drive ready JR (C,NOTRDY ; If not JR NZ,NOTRDY ; If write prote C, (HL) ; Get byte 0 AND 10010000 ; primary entry CP (0010000 ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,OK ; reset MOD flag SVC (BIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; reset NOD flag PUSH BC ; stror trap PUSH BC ; registers perior | SVC 6CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,ERROR ; If write prote ODIRDY ; If write prote The NY,ERROR ; If error LD A,(HL) ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next RES 6,(HL) ; mod flag set? JR NZ,OK ; reset NOD flag SVC 0DIRWR ; reset NOD flag SVC 0DIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; serror trap PUSH BC ; serror trap FUSH DE ; registers | SVC 6CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote ODIRBD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 0010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to Set JR S,OK ; reset MOD flag SVC 6DIRWR ; reset MOD flag SVC 6DIRWR ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; reset NOD flag FUSH BC ; stror trap FUSH BC ; registers ; registers con in the control of t | SVC 8CKRRV ; 15 drive ready JR C,NOTRDY ; 15 not JR C,NOTRDY ; 15 not JR NZ,ERRD ; 15 write prote D | SVC | READ SVC NOTRDY If wite prote C,NOTRDY If write prote BIRRD If write prote BIRRD If write prote BIRRD If write prote BIRRD If write prote G, (HL) If write prote G, (HL) If write prote G, (HL) If not Set I active G, (HL) If not | NZ, NOTRDY If not | NR_NGTRDY | JR NZ, ERROR ; 11 error LD AND 10010000B ; see if active CP 00010000B ; see if active JR NZ, OK ; if not INC HL, ; mod flag set? JR C, (HL) ; mod flag set? JR C, (HL) ; reset MOD flag set? SVC 6, (HL) ; reset MOD flag set? JR NZ, OK ; reset MOD flag SVC JR NZ, ERROR ; reset MOD flag SVC JR NZ, ERROR ; reset MOD flag SVC JR NZ, ERROR ; reset MOD flag PUSH BC ; register DE PUSH BC ; register DE C, (HL) ; pisplay a peri | JK A. (HL) AND 1001000B ; get byte 0 CP 0001000B ; primary entry JR NZ, OK ; point to next BIT 6, (HL) ; mod flag set? JR Z, OK ; floor set JR S, OK ; reset MOD flag SVC 0DIRWR ; rewrite DEC JR NZ, ERROR ; set of trap PUSH BC ; stror trap FUSH DE ; registers LD C, '' ; pisplay a peri | LD A, (HL) ; get byte \$\theta\$ AND 1001000B ; see if active \$00010000B ; primary entry \$1 \text{NZ} \text{OK} ; if not \$1 \text{INC}\$ HL ; mod flag set? \$1 \text{INC}\$ HL ; mod flag set? \$1 \text{SC}\$ (HL) ; if not set \$1 \text{NZ}\$ (NK) ; if not set \$1 | LD A, (HL) ; gee byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry CR NZ, OK ; point to next BIT 2, OK ; point to next BIT 2, OK ; if not set NZ, CK (HL) ; reset MOD flag SeV SVC (HL) ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; seror trap FUSH BC ; save push DE ; copisters LD C, '' ; ibisplay a peri |
| SyC @BSP ; when modified POP BE ; registers JR NZ,ERROR ; registers OK INC B ; recor trap NOR B ; recor trap CP B B ; recor exit NOTRDY LD HL, PARS ; recor exit CD HL, PARS | 0 D Z A B | O D Z A H | о о га ш | о о га ш | SYC | SYC | SVC (BSP ; when pop pop pop pop pop pop pop pop pop po | SVC (DSP ; when POPP DE POPP DE POPP DE POPP DE POPP DE POPP POPP | SVC (DSP ; when pop POP DE ; Restor Festor POP BC ; restor Festor POP BC ; restor OK INC B ; point XOR A ; Sero A CP B ; point DONE LD HL,DONE\$; point | SVC (DSP ; when pop pop pop pop pop pop pop pop pop po | NR NZ,NOTRDY JE not | READ SVC CANTROY 15 Ultre leady JR C,NOTRDY 15 ultre leady JR C,NOTRDY 15 write prote SVC (BIRROR 15 error LD A,(HL) 1961byte 1961byte AND 1861808B 1961mot CP (8018080B 1961mot JR NZ,OK 1961mot 1961mot SVC (HL) 1961mot 1961mot SVC (HL) 1961mot 1961mot JR Z,OK 1961mot 1961mot 1961mot JR S,OK 1961mot 1961mo | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 15 not JR C,NOTRDY ; 15 not JR NZ, FEROR ; 16 write prote LD A, (HL) ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP NZ,OK ; 9cint to next INC HL ; 9cint to next INC HL ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 10cint to next | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC C,NOTRDY ; If write prote SVC NZ,EROR ; je er or je er o | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 15 not JR C,NOTRDY ; 15 not JR NZ, FEROR ; 16 write prote LD A, (HL) ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP NZ,OK ; 9cint to next INC HL ; 9cint to next INC HL ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 10cint to next | SVC (CKDRV ; 15 GTIVE ready JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f wite prote SVC (DIRRD ; 1f write prote SVC (HL) ; 1f not SV | SVC (CKDRV ; 15 GTIVE ready JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f wite prote SVC (DIRRD ; 1f write prote SVC (HL) ; 1f not SV | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC | SVC (CKDRV) JR (N.YNOTRDY) JR (N.YOTRDY) JR (N.Y | SVC (CKDRV) JR (N.YNOTRDY) JR (N.YOTRDY) JR (N.Y | SVC (CKDRV) JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROB ; If write prote SVC (DIRRD ; If error LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next BTT 6,(HL) ; reset MOD flag SVC (DIRRR ; rewrite DEC JR NZ,ERROR ; rewrite DEC FUSH BC ; rewrite DEC FUSH BC ; registers | SVC (CKDRV) JR (N.YNOTRDY) JR (N.YOTRDY) JR (N.Y | SVC (CKDRV) JR (N.YNOTRDY) JR (N.YOTRDY) JR (N.Y | SVC (CKDRV) JR (N.YNOTRDY) JR (N.YOTRDY) JR (N.Y | SVC | SYC GCKDRV 15 drive ready 3R NZ,NOTRDY 1f not 1 | SVC | SVC | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 15 not JR C,NOTRDY ; 15 not JR NZ, FEROR ; 16 write prote LD A, (HL) ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP 00010000 ; 9ce if active CP NZ,OK ; 9cint to next INC HL ; 9cint to next INC HL ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next ST C, (HL) ; 9cint to next JR Z,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 9cint to next JR S,OK ; 10cint to next | READ SVC (NOTRDY) If not constructed by the protect of the protec | NZ,NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; 11 error LD AV, (HL) ; 9ct byte 0 AND 1001000B ; 9ce if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; point to next BTT 6, (HL) ; mod flag set? JR S 6, (HL) ; reset MOD flag SVC @DIRWR ; reviite DEC JR NZ, ERROR ; reviite DEC FUSH BC ; registers | LD AND 1001000B ; see if active CP 9001000B ; see if active CP 9001000B ; primary entry LD NZ,OK ; if not INC HL ; mod flag set? JR S,OK ; if not Set S,OK ; if not S,OK ; | LD A, (HL) ; get byte 0 Ann 1001000B ; see if active 0001000B ; see if active CP NZ, OK ; point to next INC HL ; point to next BT Z, OK ; point to next BT Z, OK ; if not set RE G, (HL) ; reset NDE Ing SVC (HL) ; reset NDE Ing NZ, SVC (BIRNR ; error Lrap PUSH BC RROR ; error Lrap PUSH BC RROR ; registers | LD A,(HL) ;get byte 0 AND 10010000B ;gee if active CP 00010000B ;gee if active CP 00010000B ;primary entry INC HL ;primary entry ENCH ENC HL ; rewrite DEC FUSH BC ; save ; registers |
| SVC (BASE) ; When modified POP BESP ; Restore POP BESP ; Restore POP BESP ; Restore For Cortagn Pop BESP ; Proint to mext DEC CORT BESP POP POP POP POP POP POP POP POP POP P | O Q Z A W | O D Z A B | о о ха ш | O Q Z A W | SVC (6DSP POP DE | SVC GDSP POP DE POP DE POP DE POP DE NOR A A A CP B | Name | SVC | Color Colo | SUC COSP ; When POP DE ; Restor POP DE ; Pop DE | NZ,NOTRDY | READ SVC (NOTRDY 15 II not ready 18 C,NOTRDY 15 If not by the protect of the prot | SYC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write protes SyC | SYC | SVC (CKDRV ; 1s drive ready JR NC,NOTRDY ; 1f not SVC (DIRRD ; 1f not by CALL SVC (DIRRD ; 1f write prote of DIRRD ; 1f write prote of DIRRD ; 1f write prote of DIRRD ; 1f not by CALL SVC (DIRRD ; 1f not by CALL SVC (HL) ; 1f not set of CALL ; 1f not set of CAL | SVC (CKDRV ; 1s drive ready JR NC,NOTRDY ; 1f not SVC (DIRRD ; 1f not by CALL SVC (DIRRD ; 1f write prote of DIRRD ; 1f write prote of DIRRD ; 1f write prote of DIRRD ; 1f not by CALL SVC (DIRRD ; 1f not by CALL SVC (HL) ; 1f not set of CALL ; 1f not set of CAL | SVC | SVC | SVC | SVC | SYC @CKDRV JR drive ready JR NZ,NOTRDY JI not JR C,NOTRDY JI finot JR NZ,EROR JI write prote LD A,(HL) LD A,(HL) JR NZ,EROR JR NZ,OK JR NZ,EROR J | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD) ; If write prote D (DIRRD) ; Get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; primary entry RES 6,(HL) ; med flag set? JR Z,OK ; if not set NOT SVC (GIL) ; rewrite DEC JR NZ,EROR ; rewrite DEC DIRRN ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD) ; If write prote D (DIRRD) ; Get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; primary entry RES 6,(HL) ; med flag set? JR Z,OK ; if not set NOT SVC (GIL) ; rewrite DEC JR NZ,EROR ; rewrite DEC DIRRN ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote C, (EDIRRD) If write prote LD A,(IL) ; get byte 0 AND 10010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR C,OK ; if not set XOK ; point to DEC XOK ; if not NEX Sel (HL) ; mod flag sel? JR Z,OK ; point to DEC XOK ; | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD) ; If write prote D (DIRRD) ; Get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; primary entry RES 6,(HL) ; med flag set? JR Z,OK ; if not set NOT SVC (GIL) ; rewrite DEC JR NZ,EROR ; rewrite DEC DIRRN ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD) ; If write prote D (DIRRD) ; Get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; primary entry RES 6,(HL) ; med flag set? JR Z,OK ; if not set NOT SVC (GIL) ; rewrite DEC JR NZ,EROR ; rewrite DEC DIRRN ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD) ; If write prote D (DIRRD) ; Get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; primary entry RES 6,(HL) ; med flag set? JR Z,OK ; if not set NOT SVC (GIL) ; rewrite DEC JR NZ,EROR ; rewrite DEC DIRRN ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; rewrite DEC PUSH BC ; registers | SYC @CKDRV JR drive ready JR NZ,NOTRDY JI not JR C,NOTRDY JI finot JR NZ,EROR JI write prote LD A,(HL) LD A,(HL) JR NZ,EROR JR NZ,OK JR NZ,EROR J | SVC | SVC | SVC | SYC | READ SVC (NOTRDY II not 1 | NZ, NOTRDY If not | JR | JR NZ FROR ; II error LD A,(HL) ; get byte 0 AND 1001000B ; get byte 0 JR NZ,OK ; if not INC HL ; point to next INC G,(HL) ; mod flag set? JR Z,OK ; if not set RES G,(HL) ; reset MOD flag SVC @DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH BG ; registers | JA N. (HL) 1960 1960 1960 1960 1960 1960 1960 1960 | LD A, (HL) ; get byte 0 Ann 1001000B ; primary entry 0001000B ; primary entry 1001000B ; primary entry 100 B NZ, OK ; point to next BT C, (HL) ; mod flag set? BT C, (HL) ; freset MOD flag SVC (BL) ; freset MOD flag SVC (BL) ; reset MOD flag SVC (BL) ; rewrite DEC DIRME ; rewrite DEC DUSH BC ; registers | LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry DR NZ,OK ; point to next BT C,OK ; point to next BT Z,OK ; if not set SC G,(HL) ; reset MOD flag SC SVC (DIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC FUSH BC SVC (DIRWR ; rewrite DEC FUSH BC SVC ; seer Lap FUSH BC ; registers |
| SVC (BOSP); Pisplay a period SVC (BOSP); When modified POP BE ; Restort BE ; Restort SVC (BOSP); Restort SVC (BOSP); Point to next DEC SVC (BOSPLY); See if finished JR NZ,RAD ; Soult to message SVC (BOSPLY); Show it to message SVC (BOSPLY); Show it to message DB (BOSPLY); Show it to message SVC (BOSPLY); Show it serior SVC (BOSPLY); Short message SVC (BOSPLY); Short | 0 0 2 4 4 | | о о га ш | о о га ш | DE C,'.' SVC 6DSP POP DE TO BE TO | LD C,'.' SVC @DSP POP DE POP BC JR NZ,ERROR OK INC B A CP B CP B CP B CP B ANZ,ERAD DONE LD HL,DONE\$ SVC @DSPLY LD HL,DONE\$ NOTRDY LD #L,RDX\$ NOTRDY LD #L,RDX\$ ERPT HL,RDX\$ LD HL,RDX\$ LD HL,RDX\$ ERPT HL,RDX\$ CGCGOT LD HL,GFFFFH RET COORE CO HL,GFFFFH RET COORE COO | LD C,'.' ; Displa SVC @DSP ; When POP DE ; Restor JR NZ,ERROR ; Ferror OK INC B ; Ferror CP B ; Ferror CP B ; Ferror AXOR A ; Zero A ; Zero A ; Sero I B ; | LD C,'.' Displa | LD C,'.' ; Displa SVC @DSP ; When POP DC ; Festor JR NZ,ERROR ; Festor OK INC B ; Ferror OK XOR A ; Zero A CP B ; See if DONE LD HL,DONE\$; point | LD C,'.' ; Displa SVC (DSP ; When POP BC ; Region JR NZ,ERROR ; error OK INC B ; FEROR ; perror XOR A ; Zero A CP B ; See if | NEAD NEADY | READ SVC CANOTRDY ; 15 not ready 16 not ready 1 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (NOTRDY ; If write prote SVC (NOTRDY); If write prote SVC (NOTRDY); Get byte 9 and 1001000000000000000000000000000000000 | SVC | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not control of the c | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not control of the c | SVC | SVC | SVC (CKRRV ; Is drive ready JR NZ,NOTRDY ; If not endy JR NZ,NOTRDY ; If not endy JR NZ,NOTRDY ; If wite prote (DIRR) ; If write prote (DIRR) ; If write prote (DIRR) ; If write prote (DIRR) ; See if active | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive 18 driv | SVC GCKDRV 15 drive ready 18 drive ready 15 drive prote 18 drive 18 driv | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) JR NZ,NOTRDY ; IS drive ready JR NZ,NOTRDY ; If not JR NZ,EROR ; If write prote ED A, (HL) ; get byte 0 AND 10010000 ; primary entry JR NZ,OK ; point to next BIT 6, (HL) ; mod flag set? JR 85 6, (HL) ; mod flag set? SVC (BIRWR ; front to next BIT 6, (HL) ; mod flag set? JR 85 6, (HL) ; reset NOD flag SVC (BIRWR ; reset Lrap | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote (DIRRD AND 100 100 100 100 100 100 100 100 100 10 | SVC GCKDRV 15 drive ready 18 drive ready 15 drive prote 18 drive 18 driv | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive 18 driv | SVC 6CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not JR NZ,EROB ; If write prote C, 6DIRBD ; if error LD A,(HL) ; see if active CP 60010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR S,OK ; if not set SVC 6,(HL) ; rewrite DEC JR NZ,OK ; rewrite DEC JR NZ,EROR ; Save | SVC (CKRNV ; 15 drive ready JR NZ,NOTRDY ; 15 not 1 JR NZ,NOTRDY ; 15 not 1 JR NZ,FROR ; 15 write prote 6 JR NZ,FROR ; 16 error LD A,(HJ) ; 9et byte 8 AND 10010000B ; 9et byte 8 CP 00010000B ; 9et byte 8 INC HL ; 15 not 1 JR NZ,OK ; point to next BIT 6,(HL) ; mod 130 get 9 JR NZ,OK ; point to next BIT 6,(HL) ; mod 130 get? 3 JR NZ,OK ; if not set 7 JR NZ,OK ; reset NOD flag SVC JR NZ,OK ; reset NOD flag SVC JR NZ, NX ; rewrite DEC JR NZ, ERROR ; SAVE LEAD | SVC | READ SVC NOTRDY ; If not construction of the protect of the protec | NZ,NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; 11 error LD AND 10010000B ; see if active OF 00010000B ; see if active JR NZ, OK ; if not next INC HL, ; mod flag set? JR C, (HL) ; mod flag set? JR C, (HL) ; reset MOD flag set? JR NZ, OK ; front set NZ, OK ; front SEC NZ, OK | JA AVE TO THE STANCE OF THE ST | LD A, (HL) ; get byte 0 Ann 1001000B ; see if active 0001000B ; primary entry 1001000B ; primary entry 10010 HL ; point to next 1001 HL ; point 1001 H | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry SINC HL ; point to next BIT 6, (HL) ; mod flag set? JR SVC (HL) ; reset MOD flag SVC GDIRWR ; rewrite DEC JR NZ, ERROR ; seror trap PUSH BC ; Save |
| LD C.'.' jDisplay a period SVC 6DSP ; when modified POP BE ; Restore FOP BE SVC 6DSPLY ; Restore FOP BE SVC 6DSPLY ; Restore FOP BE 6DSPFFH ; RET FOP BE 6DSPFFH ; FOR FOR BE 6DSPFH (C) 1986 BY DANIEL J. COPYTIGHT (C) 1986 BY DANIEL J. COPYTIGHT (C) 1986 BY DANIEL J. COPYTIGHT (C) 1986 BY DANIEL JOH FOR FILED J. FOR FILED J. FOR F | O D Z A W | 0 Q Z A H | о о га ш | о о га ш | DE SVC (6DSP POP POP POP POP POP POP POP POP POP P | DE C,'.' SVC (DSP CON | LD C.'.' ; justing to the control of | LD | LD C.'.' ; jusplan SVC (BSP ; Rebor POPP BC ; region POPP | LD C.'.' ; justing SVC (BSP ; When SVC (BSP ; Restor POP DE ; Restor POP DE ; registor JR NZ, ERROR ; point XOR A ; Zero A SCO A SCO A ; See of CP B S ; see o | NR NZ,NOTRDY | READ SVC (NOTRDY 15 OUT | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 1f not SVC GDIRND ; 1f write prote GDIRND ; 1f write prote A, (HL) ; 16 th byte g AND 10010000 ; 16 th byte g AND 10010000 ; 16 th byte g CP 00010000 ; 16 th write prote NZ,OK ; 10 th to next BIT 6, (HL) ; mod flag set? JR 2,OK ; 16 th to next RES 6, (HL) ; reset NOD flag PISH NZ, FROR ; rewrite DEC SVC (DIRNR ; rewrite DEC SNC (BIRNR ; rewrite DEC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote LD A,HL) ; get byte B AND 10010000 ; jsee if active CP 00010000 ; jsee if active JR NZ,OK ; join to next IN L H ; join to next IN C (HL) ; mod flag set? JR SyC (HL) ; reset NOD flag SyC @DIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; serior trap PUSH BC Syc Save ; jsee NZ,ERROR ; serior trap | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 1f not SVC GDIRND ; 1f write prote GDIRND ; 1f write prote A, (HL) ; 16 th byte g AND 10010000 ; 16 th byte g AND 10010000 ; 16 th byte g CP 00010000 ; 16 th write prote NZ,OK ; 10 th to next BIT 6, (HL) ; mod flag set? JR 2,OK ; 16 th to next RES 6, (HL) ; reset NOD flag PISH NZ, FROR ; rewrite DEC SVC (DIRNR ; rewrite DEC SNC (BIRNR ; rewrite DEC | SVC (CKDRV ; 15 GTIVE ready JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (HL) ; 16 not SVC (HL) SVC (DIRRD ; 16 not SVC (HL) SVC (HL) ; 16 n | SVC (CKDRV ; 15 GTIVE ready JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (HL) ; 16 not SVC (HL) SVC (DIRRD ; 16 not SVC (HL) SVC (HL) ; 16 n | SVC | SVC | SVC (CKRNV ; IS drive ready JR NZ,NOTRDY ; If not LOL C,NOTRDY ; If not brote BLRAD SVC (BLRAD ; If write prote BLRAD SVC (BLRAD ; If write prote CP (BOL0000B ; If active CP 0001000B ; Is active CP 0001000B ; Is not next NZ,OK ; In not set NZ,OK ; In not set NZ SVC (HL) ; reset NOD flag SVC (BLRAR ; rewrite DEC PURM | SVC GCKDRV 15 drive ready 3R drive ready 15 drive ready 3R C,NOTRDY 1f write prote 18 NZ,NOTRDY 1f write prote 18 NZ,EROR 1f write prote 19 NZ,EROR 16 troin 18010000B 19 trimary entry 18 NZ,OK 19 trimary entry 18 NZ,OK 19 trimary entry 18 C,(HL) 19 trimary entry 19 trimar | SVC (CKDRV ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If not D, NZ, DRADY ; If not D, NZ, DRADY ; If not D, NZ, D, | SVC (CKDRV) JR (NJNOTRDY ; If not JR (NJOTRDY ; If not JR (NJOTRDY ; If write prote SVC (DIRRD ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; mod flag set? JR 5, (HL) ; reset MOD flag RES 6, (HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH NZ, SAVE ; save | SVC (CKDRV) JR (NJNOTRDY ; If not JR (NJOTRDY ; If not JR (NJOTRDY ; If write prote SVC (DIRRD ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; mod flag set? JR 5, (HL) ; reset MOD flag RES 6, (HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH NZ, SAVE ; SAVE | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write protes SVC (DIRRD) ; If error LD A,(HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; get if active NZ,OK ; if not IR LL INC HL ; mod flag set? JR S,OK ; if not set NZ,OK ; if not set NZ,OK ; if not set NZ,OK S,OK S,OK S,OK S,OK S,OK S,OK S,OK S | SVC (CKDRV) JR (NJNOTRDY ; If not JR (NJOTRDY ; If not JR (NJOTRDY ; If write prote SVC (DIRRD ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; mod flag set? JR 5, (HL) ; reset MOD flag RES 6, (HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH NZ, SAVE ; SAVE | SVC (CKDRV) JR (NJNOTRDY ; If not JR (NJOTRDY ; If not JR (NJOTRDY ; If write prote SVC (DIRRD ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; mod flag set? JR 5, (HL) ; reset MOD flag RES 6, (HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH NZ, SAVE ; SAVE | SVC (CKDRV) JR (NJNOTRDY ; If not JR (NJOTRDY ; If not JR (NJOTRDY ; If write prote SVC (DIRRD ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get if active CP 0001000B ; get if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; mod flag set? JR 5, (HL) ; reset MOD flag RES 6, (HL) ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC PUSH NZ, SAVE ; SAVE | SVC (CKDRV ; IS drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If not D, NZ, DRADY ; If not D, NZ, DRADY ; If not D, NZ, D, | SVC GCKDRV 15 drive ready 3R drive ready 15 drive ready 3R C,NOTRDY 1f write prote 18 NZ,NOTRDY 1f write prote 18 NZ,EROR 1f write prote 19 NZ,EROR 16 troin 18010000B 19 trimary entry 18 NZ,OK 19 trimary entry 18 NZ,OK 19 trimary entry 18 C,(HL) 19 trimary entry 19 trimar | SVC | SVC | READ SVC GCKDRV ; 15 GILVE FEACY JR C,NOTRDY ; 1f not SVC GDIRND ; 1f write prote GDIRND ; 1f write prote A, (HL) ; 16 th byte g AND 10010000 ; 16 th byte g AND 10010000 ; 16 th byte g CP 00010000 ; 16 th write prote NZ,OK ; 10 th to next BIT 6, (HL) ; mod flag set? JR 2,OK ; 16 th to next RES 6, (HL) ; reset NOD flag PISH NZ, FROR ; rewrite DEC SVC (DIRNR ; rewrite DEC SNC (BIRNR ; rewrite DEC | READ SVC (DIRRDY) If write prote SVC (DIRRDY) If write prote SVC (NZ, NOTRDY) If write prote SVC (NZ, NOTRDY) If write prote SVC (NZ, NZ, NZ, NZ, NZ, NZ, NZ, NZ, NZ, NZ, | NZ,NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; II error LD A, (HL) ; get byte 0 AND 1001000B ; geet if active CP 0001000B ; primary entry JR NZ, OK ; point to next INC HL ; point to next BIT 6, (HL) ; incd flag set? JR S, OK ; if not set of the context of | UD A.(HL) AND 10010000B ; get byte 0 CP 00010000B ; get if active CP 00010000B ; primary entry UNC HL ; mod flag set? JR Z,OK ; if not set RES 6, (HL) ; reset MOD flag SVC @DIRMR ; rewrite DEC JR NZ,ERROR ; servite DEC FINAL SERROR ; servite DEC | LD A, (HL) ; get byte 0 AND 1001000B ; pein if active 0001000B ; primary entry of the control of | LD A,(HL) ;get byte 0 AND 10010000B ;gee if active CP 00010000B ;gee if active CP 00010000B ;primary entry INC HL ;primary entry BIT 6,(HL) ;mod flag set? JR ES 6,(HL) ;reset MOD flag SVC @DIRWR ;rewrite DEC PISHOR ;gave |
| PUSH DE LD C,'.' Display a period SyC POP BG NR, FRROR NR, SARORT SYC GRROR SYC GRROR SYC GRROR NR, NRESSAGE SYC GRROR NRESSAGE | о о га ш | о о га ш | о о га ш | о о га ш | DONE LD C,'.' SVC (BSP) POP DE POP DE POP BC NOK INC B A COP B B COP BC NOTRDY LD HL,DONE\$ SVC (BSPLY LD HL,DONE\$ NOTRDY LD HL,RDX\$ NOTRDY LD HL,RDX\$ NOTRDY LD HL,RDX\$ EEROF LD HL,RDX\$ SVC (BCGOT LD HL,RDX\$ SVC (BCGOT LD HL,RDX\$ SVC (BCGOT LD HL,RDX\$ SVC (BCGOT COP BCC | DONE LD C,'.' SVC GDSP POP DE POP DE POP BC NOR INC B A CP B B CP B A CP B B CP B A CP B B CP B CP B CP B CP B | PUSH DE | PUSH DE | PUSH DE | PUSH DE | JR | SVC SCANDENCY 15 Ultre leady | SVC | JR NZ,NOTRDY ; If not SV C.NOTRDY ; If write prote SVC NZ,EROR ; If write prote JR C.NOTRDY ; If write prote JR C.NOTRDY ; If write prote JR NZ,EROR ; If active S0010000 ; primary entry SV C.NC NZ,OK ; point to next SINC HL ; mod flag set? JR Z,OK ; if not set JR Z,OK ; if not set SKES 6,(HL) ; rewrite DEC SVC SULRWR ; rewrite DEC JR NZ,EROR ; error trap | SVC | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTEDY ; 1f not SVC (DIRRD ; 1f wite prote SVC (DIRRD ; 1f not SQC (DIRRD ; 1f not SVC (SQC (DIRRD ; 1f not SVC (SQC (SVC) ; 1f not SVC (SQC (SVC) ; 1f not set SVC (SQC | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTEDY ; 1f not SVC (DIRRD ; 1f wite prote SVC (DIRRD ; 1f not SQC (DIRRD ; 1f not SVC (SQC (DIRRD ; 1f not SVC (SQC (SVC) ; 1f not SVC (SQC (SVC) ; 1f not set SVC (SQC | SVC | SVC | SVC (CKRNV ; IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,ERRD ; If write prote ED NZ,ERROR ; If write prote LD A,(HL) ; get byte 0 CP 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry BIT 6,(HL) ; mod flag sel? JR Z,OK ; if not set SVC (HL) ; rewrite DEC JR NZ,ERROR ; rewrite DEC | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR C,NOTEDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 0010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR C,OK ; if not set SVC 6(HL) ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; rewrite DEC | SYC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DD A,(HJ) ; get byte 0 AND 10010000 ; primary entry CP 0010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; if not set JR Z,OK ; rewrite DEC SYC @DIRWR ; rewrite DEC JR NZ,EROR ; error trap | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not by the BL NZ,NOTRDY ; If write prote (DIRRD SVC (DIRRD SVC (DIRRD) ; If write prote (DIRRD SVC (DIRRD) ; See if active CP (DIRRD) ; See if active CP (DIRRD) ; See if active JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flagset JR S,OK ; if not set JR S,OK ; if not set SVC (BLIRRD) ; rewrite DEC JR NZ,ERROR ; error trap | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not by the BL NZ,NOTRDY ; If write prote (DIRRD SVC (DIRRD SVC (DIRRD) ; If write prote (DIRRD SVC (DIRRD) ; See if active CP (DIRRD) ; See if active CP (DIRRD) ; See if active JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flagset JR S,OK ; if not set JR S,OK ; if not set SVC (BLIRRD) ; rewrite DEC JR NZ,ERROR ; error trap | SVC (CKDRV) 15 Grive ready JR NZ,NOTRDY 11 write prote NZ,NOTRDY 11 write prote NZ,NOTRDY 11 write prote DLD A,(HL) 1981888 15 etc byte 8 AND 1881888 15 etc ive CP 0881888 15 etc ive CP 0881888 15 etc ive JR NZ,OK 15018 160 set JR 6,(HL) 1605 set SVC (HL) 1605 set | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not by the BL NZ,NOTRDY ; If write prote (DIRRD SVC (DIRRD SVC (DIRRD) ; If write prote (DIRRD SVC (DIRRD) ; See if active CP (DIRRD) ; See if active CP (DIRRD) ; See if active JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flagset JR S,OK ; if not set JR S,OK ; if not set SVC (BLIRRD) ; rewrite DEC JR NZ,ERROR ; error trap | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not by the BLT C,NOTRDY ; If write prote (DIRRD SVC (DIRRD SVC (DIRRD) ; If write prote (DIRRD SVC (DIRRD) ; See if active CP (DIRRD SVC (DIRRD) ; See if active CP (DIRR | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not by the BLT C,NOTRDY ; If write prote (DIRRD SVC (DIRRD SVC (DIRRD) ; If write prote (DIRRD SVC (DIRRD) ; See if active CP (DIRRD SVC (DIRRD) ; See if active CP (DIRR | SYC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DD A,(HJ) ; get byte 0 AND 10010000 ; primary entry CP 0010000 ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR Z,OK ; if not set JR Z,OK ; rewrite DEC SYC @DIRWR ; rewrite DEC JR NZ,EROR ; error trap | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR C,NOTEDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 0010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag sel? JR C,OK ; if not set SVC 6(HL) ; rewrite DEC JR NZ,EROR ; rewrite DEC JR NZ,EROR ; rewrite DEC | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not e prote JR NZ,NOTEDY ; If not e prote SVC 6DIRED ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP NZ,OK ; point to next INC HL ; mod flag sel? JR C,OK ; if not set X,OK ; if NZ, ERROR ; if not trap | SVC | SVC | READ SVC (BURRDY) If not constructed by the protect of the protec | NZ,NOTRDY If not | JR | JR NZ FROR ; it error LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set RES 6,(HL) ; reset NOD flag SVC (HL) ; reset NOD flag SVC (BIRNR ; rewrite DEC JR NZ, ERROR ; error trap | JA N. 12, ERNOR 111-11-11 J. 12, 12, 13, 14, 14, 15, 15, 15, 15, 15, 15, 15, 15, 15, 15 | LD A, (HL) ; get byte 0 Ann 1001000B ; primary entry 0001000B ; primary entry INC HL ; point to next BT 2,OK ; if not set O, (HL) ; rewrite DEC SVC 6,(HL) ; rewrite DEC JR NZ, ERROR ; error trap | LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry DR NZ,OK ; point to next BIT 2,OK ; point to next BIT 2,OK ; if not set BIT 2,OK ; if not set SES 6,(HL) ; rewrite DEC SR SY SEROR ; rewrite DEC JR NZ,EROR ; error trap |
| PUSH BC ; seve Seve Seve Seve PUSH BC Seve Sev | O D Z A H | о о га ш | о о ха ш | о о ха ш | PUSH BC PUSH BC SVC @DSP SVC @DSP SVC BC DC C,'.' DOP BC DC C,'.' DOP BC DC C,'.' DC B BC DC C BC DC B BC DC C BC DC BC | PUSH BC PUSH BC PUSH BC SVC @BSP POP BC JR NZ, ERROR OK INC B B CP BC JR B BC ACR A A CR B ACR B NZ, ERROR OONE LD HL, DONE\$ SVC @BSPLY LD HL, DONE\$ NOTRDY LD HL, BC BC NOTRDY LD HL, PRN\$ ERF CO BC | DUSH BC ; save PUSH BC ; regis LD C,'.' ; plspla SVC (BSP ; regis POP DE ; regis POP BC ; regis OK INC B ; regis OK INC B ; regis OK NZ, RRAD ; re in JR NZ, RRAD ; re in JR NZ, RRAD ; re in SVC (BSPLY ; regis | PUSH BC ; save to push BC ; regis SVC @BSP ; regis SVC POP BC ; regis JR NZ, ERROR ; regis JR NZ, ERROR ; regis OK INC B ; save JR NZ, READ ; if not DONE LD HL, DONE\$; point SVC @BSP!V ; show is point SVC &BSP!V ; show is show in the point SVC &BSP!V ; show is show in the point SVC &BSP!V ; show is show in the point SVC &BSP!V ; show in the point SVC &BSP!V ; show is show in the point SVC &BSP!V ; show in the point SVC &BSP!V ; show is show in the point SVC &BSP!V ; show in the point SVC &B | PUSH BC ; save PUSH BC ; regis LD C,'.' ; plispla SVC @DSP ; when POP DE ; regis TOP BC ; regis OK INC B ; regis OK INC A ; regis OK INC B ; regis | PUSH BC ; save Save PUSH BC Save Sav | NR_NOTRDY JE not | SVC SUCTROY 15 Ultre leady 15 Ultre | SVC | JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write prote SVC (NOTRDY ; if write DEC SVC (NOTRDY ; if not next NOTRDY ; if not set SVC (NOTRDY ; if not set SVC (NOTRDY ; if not set SVC (NOTRDY ; if not set NOTRDY ; if n | SVC | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not candy JR NZ,NOTRDY ; 15 not conditions of conditions in the protect of conditions of conditi | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 15 not candy JR NZ,NOTRDY ; 15 not conditions of conditions in the protect of conditions of conditi | SVC CKRNEW 15 GTIVE ready 15 GTIVE 16 | SVC CKRNEW 15 GTIVE ready 15 GTIVE 16 | SVC (CKRRV ; Is drive ready JR NZ,NOTRDY ; If not LOL C,NOTRDY ; If not brote by READ SVC (DIRRD ; If write prote brote | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive protect 18 drive prote | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive protect 18 d | SVC | SVC | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote bIRRD SVC (bIRRD) ; If write prote bIRRD NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR SC (HL) ; mod flag set? JR SC (HL) ; reset MOD flag SVC BIRRS 6,(HL) ; reset MOD flag SVC BIRRS 6,(HL) ; reset MOD flag SVC BIRRS 6,(HL) ; reset MOD flag SVC BIRRS 6, HL) ; reset MOD flag SVC BIRRY ; rewrite DEC BIRRY SVC BIRRY ; reset MOD flag | SVC | SVC | SVC | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive protect 18 d | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive protect 18 drive prote | SVC | SVC 8CKDRV ; 15 drive ready JR C,NOTRDY ; 15 not ready JR NZ,NOTRDY ; 15 not brote JR NZ,ERROR ; 15 error LD A,(HL) ; 9et byte 0 AND 10010000B ; 9et byte 0 CP 90010000B ; 9et byte 0 AND 10010000B ; 9et byte 0 AND 1001000B ; 9et byte 0 AND 100100 ; 9et byte 0 | SVC | READ SVC NOTRDY ; If not construction of the protect of the protec | NZ, NOTRDY If not | NR_NOTRDY | JR NZ, ERROR ; 11 error LD A, (HL) ; 9ce if active CP 08010000B ; 9ce if active CP 0801000B ; primary entry JR NZ, OK ; if not next BIT 6, (HL) ; mod flag set? JR 2, OK ; if not set C, (HL) ; reset MOD flag SVC 6, (HL) ; reset MOD flag SVC 6DIRMR ; rewrite DEC | LD A.(EL) ; get byte 0 AND 1001000B ; primary entry CP 0001000B ; primary entry JR NZ,OK ; point to next BIT 6,(H.) ; mod flag set? JR Z,OK ; fn ot set SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag SVC (HL) ; reset NOD flag | LD A, (HL) ; get byte 0 AND 1001000B ; primary entry CP 001000B ; primary entry JR NZ, OK ; point to next BIT 6, (HL) ; mod flag set? JR 2, OK ; if not set RES 6, (HL) ; reset MOD flag SVC @DIRMR ; rewrite DEC | LD A, (HL) ; get byte 0 AND 1001000B ; see if active 0 0001000B ; see if active CP NZ,OK ; if not next INC HL ; point to next BIT 6, (HL) ; mod flag set? JR Z,OK ; if not set NZ SVC GDIRMR ; reset MOD flag set NZ EBPOR ; reset MOD flag |
| PUSH BC. PUSH BC. LD SVC 6DSP ; registers POP DE ; registers POP DE ; registers NX, ERROR ; registers NX, ERROR ; registers ON NX, RAA ; recort trap DONE LD HL, DONE\$; point to message SVC 6DSPLY ; point to message SVC 6DSPLY ; point to message SVC 6DSPLY ; point to message DONE LD HL, PARN\$; point to message SVC 6DSPLY ; no error exit NOTRDY LD HL, PARN\$; parameter error mess DB 6DDH ; point to message SVC 6LOGOT ; parameter error mess SVC 6LOGOT ; parameter error mess SVC 6LOGOT ; parameter error mess SVC 6LOGOT ; point message SVC 6ABORT ; court message SVC 6ABORT ; court message SVC 6ABORT ; llegal file # error SVC 6ABORT ; llegal file # error llegal file # err | о о га ш | О Д Z Д Ш "." | о о га н | о о га ш | DUSH NG 11 TO 1 | DUSH NOT THE PUSH BC EDD C,'.' SVC (BDSP POP BC TO (BDSP POP BC TO B AND, ERROR AND, ERROR DONE LD HL, DONE\$ SVC (BDSPLY LD HL, DONE\$ TO HL, ØFFFFH RET HL, ØFFFFH RET HL, ØFFFFH RET RET LD HL, ØFFFFH RET LD RET RET LD HL, ØFFFFH RET LO B SVC (BDSPLY LD HL, PARN\$ TO HL, ØFFFFH RET RET RET RET RET CONE OR G1000000000000000000000000000000000000 | PUSH BC | PUSH BC ; Save Save PUSH BC ; Save Save PUSH BC ; Save | DUSH BC | PUSH BC | JR | READ SVC (NOTRDY 15 IN OUT | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote Syd C,NOTRDY ; If write prote JR NZ,EROR ; See if active AND 10010000 ; primary entry JR NZ,OK ; point to next INC HL ; point to next INC HL ; point to next INC LL ; point to next INC LL ; point to next INC LL ; point to next INC C,OK ; point see? JR NZ,OK ; primary entry JR Z,OK ; point to next INC C,OK ; point see? NOD flag Sec? Syd | SVC | SVC 0CKDRV ;1s drive ready JR C,NOTRDY ;1f not SVC 0DIRRD ;1f write prote OD NS,ERROR ;1f write prote JD A,(HL) ;9et byte 0 AND 1001000B ;9et byte 0 CP NZ,OR ;primary entry JR NZ,OR ;point to next BIT 2,OK ;point to next BIT 2,OK ;1f not set RES 6,(HL) ;reset MOD flag SVC (HL) ;reset MOD flag | SVC 0CKDRV ;1s drive ready JR C,NOTRDY ;1f not SVC 0DIRRD ;1f write prote OD NS,ERROR ;1f write prote JD A,(HL) ;9et byte 0 AND 1001000B ;9et byte 0 CP NZ,OR ;primary entry JR NZ,OR ;point to next BIT 2,OK ;point to next BIT 2,OK ;1f not set RES 6,(HL) ;reset MOD flag SVC (HL) ;reset MOD flag | SVC | SVC | SVC CCKDRV 15 drive ready 18 drive ready 18 NZ,NOTRDY 11 not 18 NZ,NOTRDY 15 drive ready 18 NZ,NOTRDY 15 drive prote 18 NZ, NZ, NZ 18 NZ, NZ 18 NZ, NZ NZ | SVC GCKDRV 15 drive ready 18 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive | SVC (CKDRV 15 drive ready JR | SVC (CKDRV) IS drive ready JR N2,NOTRDY ; If not JR C,NOTRDY ; If mite prote SVC (DIRRD) ; ferror LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR N2,OK ; jf not INC HL ; point to next BIT 6,(HL) ; med flag set? JR Z,OK ; if not set SVC (DIRWR); rewrite DEC | SVC (CKDRV) IS drive ready JR N2,NOTRDY ; If not JR C,NOTRDY ; If mite prote SVC (DIRRD) ; ferror LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR N2,OK ; jf not INC HL ; point to next BIT 6,(HL) ; med flag set? JR Z,OK ; if not set SVC (DIRWR); rewrite DEC | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD); If write protest of the pr | SVC (CKDRV) IS drive ready JR N2,NOTRDY ; If not JR C,NOTRDY ; If mite prote SVC (DIRRD) ; ferror LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR N2,OK ; jf not INC HL ; point to next BIT 6,(HL) ; med flag set? JR Z,OK ; if not set SVC (DIRWR); rewrite DEC | SVC (CKDRV) IS drive ready JR N2,NOTRDY ; If not JR C,NOTRDY ; If mite prote SVC (DIRRD) ; ferror LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR N2,OK ; jf not INC HL ; point to next BIT 6,(HL) ; med flag set? JR Z,OK ; if not set SVC (DIRWR); rewrite DEC | SVC (CKDRV) IS drive ready JR N2,NOTRDY ; If not JR C,NOTRDY ; If mite prote SVC (DIRRD) ; ferror LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; primary entry JR N2,OK ; jf not INC HL ; point to next BIT 6,(HL) ; med flag set? JR Z,OK ; if not set SVC (DIRWR); rewrite DEC | SVC (CKDRV 15 drive ready JR | SVC GCKDRV 15 drive ready 18 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive | SVC | SVC | SVC | READ SVC NOTRDY If write prote CANDING NOTRDY If write prote SVC NOTRDY If write prote NOTRDY If write protection Inc. In | NZ, NOTRDY If not | JR | JR NZ FROR ; il error LD A,(HL) ; get byte 0 AND 1001000B ; get byte 0 CP 0001000B ; primary entry JR NZ,OK ; joint to next INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set RES 6,(HL) ; reset NOD flag SVC 0DIRWR ; rewrite DEC | JR A.(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ.OK ; if not next INC HL ; point to next JR Z.OK ; if not set JR Z.OK ; if not set SC (FIL) ; reset NDE INC BLT 6, (HL) ; reset NDE INC BLT SVC (DIRWR ; rewrite DEC | LD A, (HL) ; get byte 0 Ann 1001000B ; sei if active 0001000B ; sei if active DR NZ, OK ; spoint to next INC HL ; mod flag set? JR Z, OK ; if not set ND RES 6, (HL) ; reset MOD flag SVC @DIRWR ; rewrite DEC | LD |
| UNCHENDR ; save PUSH BC PUSH BC PUSH BC PUSH BC Save PUSH BC SAVE POP BC SAVE POP BC SAVE SEROR SAVE SEROR SEROR SEROR SEROR SEROR SAVE SEROR | 0 Q Z A H """ | 0 Q Z A H """ | 0 Q Z A H | о о га и | DR NZ, ERROR PUSH BC PUSH BC PUSH BC EDD C,'.' SVC @BSP POP BC JR NZ, ERROR OK INC B B XOR B XOR A CP BC A NZ, ERROR OC BC JR NZ, ERROR OC BC JR NZ, READ DONE LD HL, DONE\$ SVC @BSPLY LD HL, DONE\$ BCT H, RDY\$ DB HD, PARM\$ ERT H, RDY\$ DB H, PARM\$ ERT LD H, PERM\$ ERT LD H, PERFFH ERT LD H, PERFFH ERT LD H, PERFFH ERT LD H, PERFFH ERT C GERROR SVC @ERROR SVC @ERROR | JR NZ, ERROR PUSH BC PUSH BC PUSH BC EDD C,'.' SVC @BSP POP BC DR INC JR NZ, ERROR OK INC A NZ, ERROR ON INC B NZ, ERD ONE C B B NZ, ERROR ON INC C B | JR NZ, ERROR ; error PUSH BC PUSH BC ; Save PUSH BC C, '.' ; pispla SVC @DSP ; regis DE C, '.' ; pispla SVC @DSP ; regis DE C, '.' ; pispla SVC @DSP ; regis DE C, '.' ; pispla SVC & B ; pispla | JR | JR NZ, ERROR ; error PUSH BC PUSH BC ; Save SVC @DSP ; when POP BC ; regis JR NZ, ERROR ; reg | JR NZ, ERROR FETOR FET | JR | READ SVC NOTRDY ; 15 not ready 15 North | SVC | JR NZ, NOTRDY ; If not Set NOTRDY ; If write prote SVC (PURRD) ; if write prote JR NZ, ERROR ; if error JR NZ, OR ; pein byte Ø 00100000 ; pein active CP NZ, OK ; point to next INC HL ; point to next BIT 6, (HL) ; mod flag set? JR Z, OK ; pein active OK SKE Ø, (HL) ; mod flag set? NOT SKE Ø, (HL) ; resert NOD flag | SVC | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTRDY ; 1f not JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (BIRRD ; 1f write prote CD (BILLD ; 16 EFFOR ; 16 E | SVC (CKDRV ; 15 GTIVE ready JR NC,NOTRDY ; 1f not JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (BIRRD ; 1f write prote CD (BILLD ; 16 EFFOR ; 16 E | SVC | SVC | SVC (CKRNV) ; Is drive ready JR NZ,NOTRDY ; If not ready JR NZ,NOTRDY ; If not brote JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set SKE 6,(HL) ; resert NOD flag | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive 18 driv | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive 18 driv | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC (CKDRV) JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not C,NOTRDY ; If write prote BYC (BIRRD ; If error LD A,(HL) ; get byte 0 AND 1001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; point to next SES 6,(HL) ; mod set FES 6,(HL) ; reset NOD flag | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive 18 driv | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive 18 driv | SVC 6CKDRV ; Is drive ready JR NZ,NOTEDY ; If not JR C,NOTEDY ; If not JR NZ,EROR ; If write prote D AND 10010000B ; get byte 0 AND 1001000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set SES 6,(HL) ; reset NOD flag | SVC SCKREV 15 drive ready 15 drive ready 18 NZ.NOTEDY 15 drive ready 18 NZ.NOTEDY 15 drive prote NZ.NOTEDY 15 write prote NZ.EROR 16 write prote NZ.EROR 16 error 10010000 16 error 100100000 16 error 100100000 16 error 100100000 16 error 100100000 16 error 1001000000 16 error 1001000000 16 error 1001000000 16 error 100100000000000000000000000000000000 | SVC | READ SVC (BIRROR) If write prote (BIRROR) If error 100.100.000 jet byte (BIRROR) if error 100.100.000 jet byte (BIRROR) if error 100.100.000 jet byte (BIRROR) is primary entry (BIRROR) is primary entry (BIRROR) if not next (BIRROR) if not set (BIRROR) if | READ SVC (PUTRDY ; If not CANOTRDY ; If write prote SVC (BUTRD ; if error LD A, (HL) ; get byte group CP 10010000 ; jeinary entry CP 100100000 ; jeinary entry CP 1001000000 ; jeinary entry CP 1001000000 ; jeinary entry CP 10010000000 ; jeinary entry CP 100100000000 ; jeinary entry CP 100100000000000000000000000000000000 | JR | JR NZ FROR ; 11 error LD A/(EL) ; 99t byte 0 AND 10010000B ; 9ee if active CP 0001000B ; primary entry JR NZ /OK ; point to next BIT C (HL) ; mod flag set? JR Z /OK ; if not set SET C C (HL) ; reset NOD flag set? COK ; if not set SET C C (HL) ; reset NOD flag | JK N. (HL) ; get byte 0 AND 1001000B ; primary entry CP 0001000B ; primary entry JR NZ,OK ; point to next BIT 2,OK ; if not set JR S,OK ; point to next JR S,OK ; primary entry | LD A, (HL) ; get byte 0 AND 1001000B ; see if active 0 00010000B ; primary entry JR NZ,OK ; joint to next INC HL ; modil to next BIT 6, (HL) ; mod flag Set? JR Z,OK ; if not set NDE Set NDE flag Set? | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry SINC HL ; point to next BIT 6, (HL) ; mod flag set? SINC SINC SINC SEE SINC SEE NOT FREE 6, (HL) ; resert NOD flag set? |
| JAC BUTTON STATE S | O D Z A H | о о га ш | о о га ш | о о х н н | JAY. RETROR PUSH BC, PUSH BC, PUSH BC, PUSH BC, PUSH BC, POP DE POP DE POP DE POP DE POP BC, P | JAY. RULLARIN. JAY. RULLARIN. LD. C, '.' SYC. @DSP POPP DE SYC. @DSP A A CP A | SVC RETROR FILE OF THE OFFICE OF THE OFFICE OF THE OFFICE OF THE OFFICE | JAV. RETROR FILE OF THE OFFICE OF THE OFFICE OF THE OFFICE OF THE OFFICE | JAN RETROR FILENT FERENT FOR | JAV. NETROR FILE OF THE OFFICE OF THE OFFICE OF THE OFFICE OF THE OFFICE | JR NZ,NOTRDY JE not | SVC | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (NOTRDY ; If write prote SVC (NOTRDY ; If write prote D NZ,EROR ; if error JR (NZ,EROR ; if error JR (NZ,EROR ; if error NZ,OK ; if not not NZ,OK ; if not not NZ,OK ; if not set? JR (HL) ; imod flag set? | SVC | SVC (CKDRV ; 15 of the ready JR NZ,NOTRDY ; 1f not not conversely 18 of the prote SVC (DIRRD ; 1f write prote DIRRD ; 1f write prote SVC (DIRRD ; 1f error LD A, (HL) ; 9et byte 0 AND 10010000B ; 9thimary entry CP 0010000B ; 9thimary entry CR NZ,OK ; 1f not next NZ,OK ; 16 not next NZ,OK ; 16 not next NZ,OK ; 16 not set JR S,OK ; 16 not set SC,OK ; 16 not set SC,OK ; 16 not set NZ,OK ; 16 not set SC,OK ; 16 not set NZ,OK ; 16 not SC,OK ; 16 | SVC (CKDRV ; 15 of the ready JR NZ,NOTRDY ; 1f not not conversely 18 of the prote SVC (DIRRD ; 1f write prote DIRRD ; 1f write prote SVC (DIRRD ; 1f error LD A, (HL) ; 9et byte 0 AND 10010000B ; 9thimary entry CP 0010000B ; 9thimary entry CR NZ,OK ; 1f not next NZ,OK ; 16 not next NZ,OK ; 16 not next NZ,OK ; 16 not set JR S,OK ; 16 not set SC,OK ; 16 not set SC,OK ; 16 not set NZ,OK ; 16 not set SC,OK ; 16 not set NZ,OK ; 16 not SC,OK ; 16 | SVC (CKDRV ;1s drive ready JR (NZ,NOTRDY ;1f not JR (NOTRDY)1f not DIRED JR (NZ,EROR ;1f write prote DIRED JR (NZ,EROR ;1f error LD A,(HL) ;9ee if active CP (NZ,OK ;1f not JR (NZ,OK ;1f not JR (HL) ;1mod flag set? RES (,(HL) ;1mod flag set? | SVC (CKDRV ;1s drive ready JR (NZ,NOTRDY ;1f not JR (NOTRDY)1f not DIRED JR (NZ,EROR ;1f write prote DIRED JR (NZ,EROR ;1f error LD A,(HL) ;9ee if active CP (NZ,OK ;1f not JR (NZ,OK ;1f not JR (HL) ;1mod flag set? RES (,(HL) ;1mod flag set? | SVC @CKRRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote C, NOTRDY ; If write prote D, NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; get if active CP 00010000B ; get if active CP NZ,OK ; if not JNC HL ; point to next BTT 6,(HL) ; mod flag set? JR NZ,OK ; if not set RES 6,(HL) ; reset MOD flag | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive prote 18 drive 18 driv | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR S, OK ; mod flag set? RES 6,(HL) ; reset WOD flag | SVC (CKDRV) JR (NZ,NOTRDY ; If not JR (N,NOTRDY ; If not SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; jf not next INC HL ; mod flag set? JR 2,OK ; jc not set JR 5,(HL) ; reset MOD flag RES 6,(HL) ; reset MOD flag | SVC (CKDRV) JR (NZ,NOTRDY ; If not JR (N,NOTRDY ; If not SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; jf not next INC HL ; mod flag set? JR 2,OK ; jc not set JR 5,(HL) ; reset MOD flag RES 6,(HL) ; reset MOD flag | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write prote bIRRD JR NZ,ERROR ; if error LD A,(HL) ; get byte 0 A, HL) ; get byte 0 A, HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; jf not next NZ,OK ; mod flag set? JR S,OK ; if not set RES 6,(HL) ; reset MOD flag | SVC (CKDRV) JR (NZ,NOTRDY ; If not JR (N,NOTRDY ; If not SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; jf not next INC HL ; mod flag set? JR 2,OK ; jc not set JR 5,(HL) ; reset MOD flag RES 6,(HL) ; reset MOD flag | SVC (CKDRV) JR (NZ,NOTRDY ; If not JR (N,NOTRDY ; If not SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; jf not next INC HL ; mod flag set? JR 2,OK ; jc not set JR 5,(HL) ; reset MOD flag RES 6,(HL) ; reset MOD flag | SVC (CKDRV) JR (NZ,NOTRDY ; If not JR (N,NOTRDY ; If not SVC (DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; jf not next INC HL ; mod flag set? BTT 6,(HL) ; reset MOD flag RES 6,(HL) ; reset MOD flag | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry CP 0001000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR S, OK ; mod flag set? RES 6,(HL) ; reset WOD flag | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 drive prote 18 drive prote 18 drive prote 18 drive 18 driv | SVC 6CKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote C, NOTRDY ; If write prote JR NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; if not set BTT 6,(HL) ; mod flag set? JR S,OK ; if not set RES 6,(HL) ; reset MOD flag | SVC @CKRRV ;1s drive ready JR NZ,NOTRDY ;1f note prote C,NOTRDY ;1f write prote D, RA, (HL) ;9et byte 0 AND 10010000B ;9et byte 0 CP 0001000B ;9et if active CP 0001000B ;primary entry JR NZ,OK ;if not INC HL ;mod flag set? BTT 6,(HL) ;mod flag set? JR S, (HL) ;mod flag set? TRES 6,(HL) ;reset WOD flag | SVC | READ SVC NOTRDY ; If not seed a solution is | NZ, NOTRDY If not | JR | JR NZ FROR ; 11 error LD A,(HL) ; 9ct byte 0 AND 1001000B ; 9ce if active CP 0001000B ; primary entry JR NZ,OK ; if not next BTT 6,(HL) ; mod flag set? JR S,OK ; if not set RES 6,(HL) ; reset MOD flag | UN A.(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry UN NZ,OK ; if not next INC HL ; point to next BIT 6,(HL) ; mod flag set? JR ES 6,(HL) ; reset MOD flag | LD A, (HL) ; get byte 0 A B 1001000B ; see if active CP 0010000B ; primary entry SR NZ, OK ; point to next INC HL, ; mod flag set? JR S, (HL) ; mod flag set? JR S, (HL) ; reset MOD flag | LD A,(HL) ;get byte 0 AND 10010000B ;gee if active CP 00010000B ;gee if active JR NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? JR Z,OK ;if not set FR 6,(HL) ;reset NOD flag |
| SyC @DIRWR ; rewrite DEC JR NZ, ERROR ; reror trap PUSH BC LD C,'.' ; bisplay a period SyC BC SyC BC NZ, ERROR ; registers DOP DE POP DE POP BC RESTOR ; registers NZ, ERROR ; recortan NZ, ERROR ; recortan SyC BC NZ, RAA ; recortan SyC BCSPLY ; point to mext DEC NORD LD HL, DONE\$; point to message SyC BCSPLY ; point to message SyC BCSPLY ; no error exit NOTRDY LD HL, PARK\$; parameter error mess DB BDDH ; parameter error mess SyC BCCOT ; parameter error exit mess SyC BCCOT ; parameter error exit mess SyC BCCOT ; parameter error exit mess SyC BCCOT ; parameter e | O D Z A M | о о га ш | О Д Z Д Ш | о о га ш | SYC 6DIRWR JR NZ, ERROR PUSH DE LD C,'.' SYC 6DSP SYC 6DSP POP DE POP DE POP DE POP DE POP DE SYC 6DSP AN NZ, ERROR AN NZ, ERROR AN NZ, ERROR B BC JR NZ, ERROR AN NZ, ERROR B B B B B B B B B B B B B B B B B B B | SYC @DIRWR JR NZ,ERROR PUSH BC PUSH BC LD C,'.' SYC @DSP POP BC POP BC AND, ERROR JR NZ,ERROR JR NZ,ERROR DONE LD HL,DONE\$ SYC @DSPLY LD HL, DONE\$ DONE LD HL, RDY\$ DONE LD HL, RDY\$ ERT HL, RDY\$ DB ØDDH PARMERR LD HL, RDY\$ CLOGGOT LD HL, RDY\$ ERT T RET HL, RDY\$ SYC @LEGGOT LD HL, GFFFFH RET RET LO HL, GFFFFH RET RET LO HL, GFFFFH RET RET RET LO HL, GFFFFH RET | SYC (DIRWR) rewith JR NZ, ERROR PUSH BC Save Fught BC Fugh BC Fught BC Fught BC Fugh BC Fught BC Fught BC Fugh | SVC (DIRWR ; rewrit JR NZ, ERROR ; rewrit JR NZ, ERROR ; rewrit LD C,'.' ; Joispla SVC (DSP ; when POP DE POP DE ; regis JR NZ, ERROR ; regis JR NZ, ERROR ; refus JR NZ, ERROR ; point CP B SVC (DSP!) ; refus JR NZ, READ ; refus NZ, RE | SVC (DIRWR ; rewrit JR NZ, ERROR ; rewrit FUSH DE ; Save ; regis Save | SYC (DIRWR) rewrit JR NZ, ERROR ; rewrit PUSH BC | JR | READ SVC (NOTRDY 15 IN OR 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | SVC | JR NZ,NOTRDY ; If not SVC NOTRDY ; If write prote SVC NZ,EROR ; If write prote JR NZ, ERROR ; If error JR NZ, ERROR ; If error NZ, ERROR ; If error SW NZ, ERROR ; See if active CP 80010000B ; See if active JR NZ, OK ; point to next BIT 6, (HL) ; mod flag see; JR NZ, OK ; if not set. | SVC | SVC GCKDRV ;1s drive ready JR NC,NOTRDY ;1f not SVC GDIRRD ;1f write prote SVC GDIRRD ;1f write prote LD A,(HL) ;get byte Ø AND 1001000BB ;get byte Ø AND 1001000BB ;primary entry CP NZ,OK ;joint to next BIT G,(HL) ;mod flag set? JR Z,OK ;if not set | SVC GCKDRV ;1s drive ready JR NC,NOTRDY ;1f not SVC GDIRRD ;1f write prote SVC GDIRRD ;1f write prote LD A,(HL) ;get byte Ø AND 1001000BB ;get byte Ø AND 1001000BB ;primary entry CP NZ,OK ;joint to next BIT G,(HL) ;mod flag set? JR Z,OK ;if not set | SVC | SVC | SVC | SVC | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DL NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR C,OK ; if not set. | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DL NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR C,OK ; if not set. | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD); If write prote DIR NZ,EROR ; If error A,HI) ; get byte B O 00010000 ; jet not See If active CP 00010000 ; jet not See If active CP 00010000 ; jet not See If active NZ,OK ; point to next INC HL ; jeint to next BIT 6,(HL) ; if not set in active SIR | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DL NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR C,OK ; if not set. | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DL NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR C,OK ; if not set. | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote DL NZ,EROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL ; mod flag set? JR C,OK ; if not set. | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC | SVC | SVC | SVC | READ SVC (BIRRDY ; If not contained by the protect of the protect | NZ,NOTRDY If not | JR | JR NZ FROR ; 11 error LD A,(HL) ; 9et byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set | JR NZ, ERNOR (11) (11) (12) (13) (14) (15) (15) (15) (15) (15) (15) (15) (15 | LD A, (HL) ; get byte 0 Ann 1001000B ; sei if active 0001000B ; primary entry JR NZ,OK ; for the primary entry 1NC HL ; mod flag set? JR Z,OK ; if not set. | LD A, (HL) ; geet byte 0 AND 10010000B ; gee if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6, (HL) ; mod flag set? JR Z,OK ; if not set. |
| NES 0, (HL) Frewitte DEC NES NZ, ERROR Frewitte DEC PUSH BE PUSH BE PUSH BE From trap Fremit o DEC From trap Fremit o DEC | 0 0 2 4 4 | 0 Q Z A H | о о га ш | о о га ш | NES 61, (BL) SVC 6DIFWR PUSH BC PUSH BC LD C, '.' SVC 6DSP POP BC JR NZ, ERROR OK INC B CP BC JR NZ, ERROR OK SVC A CR A CR NZ, READ DONE LD HL, DONE\$ SVC 6DSFY LD HL, PONE\$ SVC 6LOCOT LD HL, PARM\$ ERT LD HL, PARM\$ SVC 6LOCOT LD HL, PARM\$ SVC 6EROR SV | SKES 61, (BL) SVC 6DIFWR DUSH BC PUSH BC PUSH BC LD C,'.' SVC 6DSP POP BC JR NZ, ERROR OK INC B NZ, ERROR OK INC B NZ, ERROR OK SVC A A CP B A CP B A CP B B ANZ, ERROR ONTEDY LD HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ SVC 6DSPLY LD HL, PARM\$ SVC 6DSPLY LD HL, RDX\$ LD HL, RDX\$ ERROR CP LD HL, GFFFFH ERROR CP LD HL, GFFFFH CP LD HL, GFFFH CP L | SYC (BDSP) Fester JR NZ, ERROR Ferror SON HL, DONE Ferror JR NZ, READ Ferror SON GDSPLY Ferror SON GDSPLY Ferror SON GDSPLY Ferror SON FERROR FERROR S | NES 6, (HL) 1 1 1 1 1 1 1 1 1 | NES | KES 6, (HL) SVC (BIRWR) FEETER JR NZ, ERROR ; SAVE FUSH BE ; SAVE LD C, '' ; joisplas SVC (BSP ; Restor POP BE ; Restor POP BC ; Restor POP BC ; restor OK INC B ; FEROR ; perrot XOR NZ, ERROR ; perrot XOR B ; see if CP B ; see if | NZ,NOTRDY If not | READ SVC (NOTRDY 115 not ready 18 C,NOTRDY 115 not 18 C,NOTRDY 18 C,NOTRD 18 C,N | SVC | JR NZ, NOTRDY ; If not C, NOTRDY ; If write prote SVC (BDIRRD ; if error JR A, (HL) ; see if active CP AND 1001000B ; primary entry CP NZ, OK ; point to next INC HL ; point to next INC HL ; point to next INC CP (HL) ; mod flag set? JR Z, OK ; if not set | SVC | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (BIRRD ; 1f error JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte 0 AND 10010000B ; primary entry CP 00010000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (BIRRD ; 1f error JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte 0 AND 10010000B ; primary entry CP 00010000B ; primary entry JR NZ,OK ; point to next INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set | SVC (CKDRV ;15 drive ready JR (NZ,NOTRDY ;1f not JR (NOTRDY ;1f not JR (NOTRDY ;1f not by CONTRDY ;1f write prote (DIRRO ;1f write prote (DIRRO ;1f error ID A,(IL) ;1get byte (DIRRO ;1get byte byte byte byte byte byte byte by | SVC (CKDRV ;15 drive ready JR (NZ,NOTRDY ;1f not JR (NOTRDY ;1f not JR (NOTRDY ;1f not by CONTRDY ;1f write prote (DIRRO ;1f write prote (DIRRO ;1f error ID A,(IL) ;1get byte (DIRRO ;1get byte byte byte byte byte byte byte by | SVC (CKRRV ; Is drive ready IR or, NOTRDY ; If not If n | SVC | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote BYC @DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL, ; mot const BIT C,OK ; if not set | SVC (CKDRV) JR (NZ,NOTRDY ; If not ready JR (NOTRDY ; If not prote (DIRRD Y ; If write (DIRRD Y ; IF | SVC (CKDRV) JR (NZ,NOTRDY ; If not ready JR (NOTRDY ; If not prote (DIRRD Y ; If write (DIRRD Y ; IF | SVC (CKDRV) JR (NZ,NOTRDY ; IE not JR (N,NOTRDY ; If not JR (NZ,ROR) ; If write prote SVC (01RRD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; point to next BIT 6,(HL) ; mod flag set? JR (NC) ; mod flag set? | SVC (CKDRV) JR (NZ,NOTRDY ; If not ready JR (NOTRDY ; If not prote (DIRRD Y ; If write (DIRRD Y ; IF | SVC (CKDRV) JR (NZ,NOTRDY ; If not ready JR (NOTRDY ; If not prote (DIRRD Y ; If write (DIRRD Y ; IF | SVC (CKDRV) JR (NZ,NOTRDY ; If not ready JR (NOTRDY ; If not prote (DIRRD Y ; If write (DIRRD Y ; IF | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote BYC @DIRRD ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; point to next INC HL, ; mot const BIT C,OK ; if not set | SVC | SVC 6CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010008 ; primary entry JR NZ,OK ; point to next INC HL, ; mot next BIT C,OK ; if not set | SVC (CKDRV) ;1s drive ready JR (ANOTEDY) ;1f not JR (ANOTEDY) ;1f not JR (ANOTEDY) ;1f write prote SVC (DIRED) ;1f write prote DN (HL) ;9et byte 0 AND 10010000B ;9et byte 0 CP (0010000B ;9et byte 0 CP (0010000B ;9et byte 0 AND 10010000B ;9et byte 0 AND 1001000B ;9et byte 0 AND 1001000B ;9et byte 0 AND 1001000B ;9et byte 0 AND 100100B ;9et byte 0 AND 100100B ;9et byte 0 AND 100100B ;9et byte 0 AND 10010B ;9et byte 0 AND 1 | SVC | READ SVC (NOTRDY) If not cond so we will be seen if active by the seen if active cond so we will be seen in a see | NZ, NOTRDY If not | JR NZ, NGTRDY | JR NZ. FROR ; 11 error LD A.(HL) ; 9ct byte 0 AND 10010000B ; 9ce if active CP 00010000B ; primary entry JR NZ.OK ; if not next BIT 6.(HL) ; mod flag set? JR Z.OK ; if not set | JK NZ, ERNOK (11) (11) AND 1001000B (12) (13) (14) (15) (15) (15) (15) (15) (15) (15) (15 | LD A, (HL) ; get byte 0 AND 1001000B ; see if active 0 0001000B ; primary entry 1R NZ.OK ; point to next INC HL ; point to next BIT 6, (HL) ; mod flag set? IR 2.OK ; if not set | LD A, (HL) ; get byte 0 AND 1001000B ; see if active 0001000B ; primary entry JR NZ,OK ; if not next INC HL ; point to next BIT 6, (HL) ; mod flag set? IR Z,OK ; if not set |
| RES 6 (HL) ; reset MOD flag SVC 8DIRWR ; rewrite DEC JR 52Ve PUSH BC ; registers LD C,'.' ; pisplay a period SVC 6DSP ; registers DOP BC ; registers POP BC ; registers JR NZ,FEROR ; registers JR NZ,FEROR ; registers OK INC B ; registers JR NZ,FEROR ; register error mess JR NZ,FER | | | о о и и и | о о га ш | NES 6, (HL) SYC (DIRWR JR NZ, ERROR PUSH BC, PUSH BC PUSH BC LD C,'', SYC (DSP POP DE POP DE POP BC NOR INC B NZ, ERROR ON INC GLOGOT INC B HL, PARM\$ SYC (ELGCOT INC B INC, GEFFFH ERROR INC B INC BEFFFH ERROR INC GENOOR ON ING GROOR ON ING GENOOR SYC GEROOR | NES 6, (HL) | SYC | SYC | SYC | Second S | JR | READ SVC NOTRDY ; 15 Ultre leady SVC SCANOTRDY ; 15 Ultre prote SVC NOTRDY ; 16 Write protection of SVC NOTRDY ; 16 Write SVC NOTRDY ; 16 Write SVC NOTRDY ; 16 Write SVC NOTRD ; | SVC (CKDAV) | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC NZ,ERROR ; if error LD A,(HL) ; get byte R NZ,0010000 ; jr mary entry JR NZ,OK ; jr not INC NZ,OK ; mod flag set? | SVC (CKDAV) | SVC (CKDRV ;1s drive ready JR NZ,NOTRDY ;1f not C,NOTRDY ;1f not E prote SVC (DIRRD ;1f write prote JR NZ,EROR ;1f error LD A,(HL) ;9ee if active CP (0010000B ;primary entry JR NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? | SVC (CKDRV ;1s drive ready JR NZ,NOTRDY ;1f not C,NOTRDY ;1f not E prote SVC (DIRRD ;1f write prote JR NZ,EROR ;1f error LD A,(HL) ;9ee if active CP (0010000B ;primary entry JR NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? | SVC (CKDRV ;1s drive ready IR NZ,NOTRDY ;1f not eady If not c, NOTRDY ;1f not eprote DIRRD | SVC (CKDRV ;1s drive ready IR NZ,NOTRDY ;1f not eady If not c, NOTRDY ;1f not eprote DIRRD | SVC @CKRRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote BYC @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag set? | SVC | SVC (CKDRV) JR (NOTRDY ;If not NZ,NOTRDY ;If not SVC (DIRRD ;If write prote LD A,(HL) ;get byte 0 AND 10010000B ;get if active CP 0001000B ;get if active CP 0001000B ;get if active NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If not SVC (DIRRD); If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not IR LD A, HL ; point to next IR C (HL) ; mod flag set? | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV) IS drive ready JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If mot JR NZ,EROR ; If write protest NZ,EROR ; If error LD A,(HL) ; get byte 0 A,(HL) ; get if active CP 00010000B ; primary entry JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV) JR (NOTRDY ;If not NZ,NOTRDY ;If not SVC (DIRRD ;If write prote LD A,(HL) ;get byte 0 AND 10010000B ;get if active CP 0001000B ;get if active CP 0001000B ;get if active NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? | SVC | SVC | SVC @CKRRV ;1s drive ready JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f not JR NZ,EROR ;1f write prote D NZ,EROR ;1f error LD A,(EL) ;9et byte 0 AND 10010000B ;9ee if active CP 00010000B ;primary entry JR NZ,OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? | SVC (CKDAV) | READ SVC (NOTRDY) If not construction of the protect of the prote | NZ, NOTRDY If not | JR | JR NZ EROR ; 11 error LD A,(HL) ; 9ct byte 0 AND 100.1000B ; see if active CP 000.1000B ; primary entry JR NZ,OK ; if not INC HL ; point to next BIT 6,(HL) ; mod flag set? | JR A.(HL) LD A.(HL) AND 10010000B ; get byte 0 CP 00010000B ; primary entry JR NZ.OK ; if not INC HL ; point to next BIT 6, (HL) ; mod flag set? | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 00010000B ; primary entry JR NZ,OK ; if not INC HL ; point to next BIT 6, (HL) ; med flag set? | LD A,(HL) ;get byte 0 AND 10010000B ;gee if active CP 00010000B ;gee if active JR NZ.OK ;if not INC HL ;point to next BIT 6,(HL) ;mod flag set? |
| RES 7.0K ; in not set C for C | | 0 0 2 4 4 | о о га ш | о о га ш | AB 2,0K BES 2,0K SUC @DIRWR JR NZ,FRROR PUSH NZ,FRROR PUSH DE LD C,'.' SUC @DSP POP BC POP BC POP BC NZ,FRAOR NZ,FRAOR NZ,FRAOR NZ,FRAOR NZ,FRAD DONE LD HL,0NE\$ SUC @DSPLY LD HL,DONE\$ SUC @DSPLY LD HL,RDY\$ NOTRDY LD HL,RDY\$ PARMERR LD HL,RDY\$ ERT HL,RDY\$ PARMERR LD HL,RDY\$ LD HL, GFFFFH RET LD HL, GFFFFH ERROR CP 16 COR @11600000 SUC @ERROR SUC WELL | JR 5,000 E ON ERROR ON E | JR | NE | JR Z,OK ; 11 not RES G,(HL) ; reset SVC (BIRWR ; rewrit JR NZ,ERROR ; rewrit JR NZ,ERROR ; rewrit PUSH DE ; regis SVC (BDSP ; regis JR NZ,ERROR ; | JR Z,OK ; 11 not see to | JR | SVC | SVC | JR NZ, NOTRDY ; If not C. NOTRDY ; If write prote SVC (DIRRD) ; if error JR (HL) ; get byte % 08018080B ; printy entry CP NZ, OK HL ; point to next NT (HL) ; mod flag set? | SVC | SVC (CKDRV ; 1s drive ready JR NC,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (DIRRD ; 1f write prote JR NZ,EROR ; 1f error JR NG,080808 ; primary entry CP 8080808 ; primary entry INC HL ; point to next BT 6. (HL) ; mod flag set? | SVC (CKDRV ; 1s drive ready JR NC,NOTRDY ; 1f not SVC (DIRRD ; 1f write prote SVC (DIRRD ; 1f write prote JR NZ,EROR ; 1f error JR NG,080808 ; primary entry CP 8080808 ; primary entry INC HL ; point to next BT 6. (HL) ; mod flag set? | SVC | SVC | SVC CCKDRV 15 drive ready 15 drive ready 18 NZ.NOTRDY 11 not 15 drive ready 18 NZ.NOTRDY 15 drive prote NZ.PROR 15 error 19010000 19 error 190100000 19 error 1901000000 19 error 1901000000 19 error 1901000000 1901000000 1901000000 1901000000000 19010000000000 | SVC | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC @CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry HT 6.(HL) ; mod flag set? | SVC @CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry HT 6.(HL) ; mod flag set? | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC @DIRRD ; If write prote LD A,(HL) ; get byte @ AND 18818080B ; get byte @ CP 88018080B ; primary entry JR NZ,OK ; point to next BT 6.(HL) ; mod flag set? | SVC @CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry HT 6.(HL) ; mod flag set? | SVC @CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry HT 6.(HL) ; mod flag set? | SVC @CKDRV ; Is drive ready JR C,NOTRDY ; If not JR C,NOTRDY ; If not JR NZ,EROR ; If write prote LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; primary entry JR NZ,OK ; primary entry HT 6.(HL) ; mod flag set? | SYC GCKDRV 15 drive ready 18 drive ready 15 drive ready 18 drive prote 18 dri | SVC | SVC | SVC CCKDRV 15 drive ready 18 drive ready 18 drive ready 15 not 18 drive ready 18 drive ready 18 not 18 drive 1 | SVC | No | NZ, NOTRDY If not | JR NZ,NOTRDY | JR NZ EROR ;11 error LD A,(HL) ;9et byte 0 AND 1001000B ;see if active CP 0001000B ;primary entry JR NZ,OK ;if not INC HL ;point to next BT 6.(HL) ;mod flag see? | JR NZ, ERNOR 111.0 1901 1901 1901 1901 1901 1901 190 | LD A, (HL) ; get byte 0 AND 1001000B ; see if active 0001000B ; primary entry JR NZ,OK ; if not 1NC HL ; point to next BT 6. (HL) ; mod flag set? | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry SN NZ, OK ; jf not INC HL ; point to next BT 6. (HL) ; mod flag set? |
| JR 2,0K ; if not set SVC GDIRWR ; rewrite DEC JR NZ,EROR ; rewite DEC PUSH BE ; registers LD C,'.' ; registers LD C,'.' ; pisplay a period SVC GDSP ; registers LD C,'.' ; pisplay a period SVC GDSP ; registers DOP BE ; registers NZ,ERNOR ; registers NZ,ERNOR ; registers NZ,RAD ; registers NZ,R | | | | о о га ш | JR 2,0K RES 6,(HL) SVC 6,(HL) PUSH BC PUSH BC LD C,'.' SVC 6DSP POP BC POP BC JR NZ,EROR OK INC B XOR A CP B CP B CP B COP BC JR NZ,ERAD ON INC B NZ,ERAD DONE LD HL,DONE\$ SVC 6DSFLY LD HL,DONE\$ SVC 6LOCOT LD HL,PARM\$ ERT HL,PARM\$ SVC 6EROR | JR 2,0K RES 6,(HL) SVC (BL) SVC (BL) PUSH BC LD C,''' SVC (BDSP POP BC JR NZ,ERROR OK INC B B XOR A CP BC JR NZ,ERROR OK INC GDSP DODE LD HL,DONE\$ SVC (BSPL) LD HL,DONE\$ NOTRDY LD HL,PRN\$ NOTRDY LD HL,PRN\$ PARMERR LD HL,PRN\$ SVC (BDSPL) LD HL,PRN\$ LD HL,PRN\$ LD HL,PRN\$ ERFOR CF LD HL,BPR\$ SVC (BDSPL) LD HL,PRN\$ LD HL,PRN\$ SVC (BDSPL) LD HL,PRN\$ ERFC CF CD HL, BFFFH RET CF CO COOLE CO COOL | JR 2,0K ; if not RES 6,(HL) ; reset Sect Collection (Inc.) ; reset Collectio | JR 2,0K ; if not RES 6,(HL) ; reset SVC (DIRWR ; rewill SVC (DIRWR ; regis DVC (DIRWR) ; r | JR 2,0K ; if not RES 6,(HL) ; reset Sec | JR Z,OK ; if not RES 6,(HL) ; reset Sect OPIRMR ; rewrit JR NZ,ERROR ; reset Save PUSH BC ; save PUSH BC ; regist LD C,''' ; pipispla SVC @DS ; regist POP DE ; regist JR NZ,ERROR ; regist JR NZ,ERROR ; record JR NZ,ERROR ; record SOR INC B | JR NZ,NOTRDY ; If not | SVC | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC C,NOTRDY ; If write prote SVC NZ,ERROR ; If error LD A,(HL) ; geet byte 0 And 10010000 ; see if active CP 00010000 ; primary entry JR NZ,OK ; point to next in the see if so the system in the system i | SVC | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f wite prote SVC (DIRRD ; 1f error LD A,(HL) ; 9et byte 0 AND 10010000B ; 9et byte 0 CP 0001000B ; 9et if active CP 0001000B ; 10 in the CD C | SVC (CKDRV ; 15 GTIVE ready JR NZ,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f wite prote SVC (DIRRD ; 1f error LD A,(HL) ; 9et byte 0 AND 10010000B ; 9et byte 0 CP 0001000B ; 9et if active CP 0001000B ; 10 in the CD C | SVC | SVC | SVC | SVC | SVC GCKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 118 drive ready JR NZ,NOTRDY 115 not | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC GCKDRV 1 | SVC | SVC | SVC | SVC | READ SVC (NOTRDY) If not constructed by C,NOTRDY) If write prote (DIRRD) if error LD A,(HL) ; get byte 0 AND 10010000B ; per byte 0 CP 00010000B ; per if active CP 00010000B ; primary entry JR NZ,OK ; if not HL | JR NZ,NOTRDY | JR | JR NZ. PROR ; 11 error LD A.(HL) ; 9ct byte 0 AND 10010000B ; 9ce if active CP 00010000B ; primary entry JR NZ.OK ; if not 1 INC HL ; point to next | JK NZ, ERNOK ; 11 E 11.01 LD A, (HL) ; 9et byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry JR NZ, OK ; if not INC HL | LD A, (HL) ; get byte 0 AD 1001000B ; see if active CP 60010000B ; primary entry JR NZ,OK ; if not INC HL ; point to next | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ, OK ; if not INC HL ; point to next |
| BIT 6 (HL) ; mod riag set; RES 6,(HL) ; mod riag set; SYC @DIRWR ; reset MOD flag SYC @DIRWR ; revite DEC BUSH BC ; registers LD | | | | о о д д н н | BIT 6, (BL) BRY 6, (BL) SVC (BDIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC LD C, '' SVC (BSP POP BC POP | BIT 6, (BL) JR 2, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC LD C, ',' SVC 6DSP POP BC POP BC POP BC CP B C CP B C CR A A CR A A CR A B C | BIT 6, (HL) ; mod rid rid rid rid rid rid rid rid rid ri | BIT 6, (HL) ; mod IJ RES 6, (HL) ; reset SVC (HL) ; reset SVC (HL) ; reset FER 7, (HL) ; reset SVC (HL) ; reset FER 1, reset FOP DE ; regis When FOP DE ; regis FOP DE ; regis FOP DE ; regis NZ, ERROR ; reror FOR NZ, ERROR ; recor FOR NZ, | BIT 6, (H.L.) ; mod rid RES 6, (H.L.) ; reset SVC (BIRWR ; reset SVC (BIRWR ; reror FUSH BC ; save FUSH BC ; regis LD C, '' ; jDispla When SVC (BSP ; regis When POP BC ; regis FOP BC ; regis OK INC (BSP ; regis OK | BIT 6, (HL) ; mod rid rid rid rid rid rid rid rid rid ri | JR | READ SVC (NOTRDY 15 IN OR 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | SVC CKCADY ; 15 UTIVE FEACY JR C,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f write prote C,NOTRDY ; 1f artive C,NOTRDY ; 1f not C,NOTRDY ; 1f n | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SyC (DIRRD) ; if error JR (DIRRD) ; if error JR (DIRRD) ; see if active AND 10010000 ; primary entry JR (NZ,OK); in not to next | SVC CKCADY ; 15 UTIVE FEACY JR C,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f write prote C,NOTRDY ; 1f artive C,NOTRDY ; 1f not C,NOTRDY ; 1f n | SVC (CKDRV ;1s drive ready JR NZ,NOTRDY ;1f not Chores SVC (DIRRD ;1f write prote JR NZ,EROR ;1f error LD A,(HL) ;9et byte 0 AND 10010000B ;see if active CP 00010000B ;primary entry NZ,OK ;1f not cheet | SVC (CKDRV ;1s drive ready JR NZ,NOTRDY ;1f not Chores SVC (DIRRD ;1f write prote JR NZ,EROR ;1f error LD A,(HL) ;9et byte 0 AND 10010000B ;see if active CP 00010000B ;primary entry NZ,OK ;1f not cheet | SVC | SVC | SVC | SVC | SVC | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 A,(HL) AND 10010008 ; per if active CP 000100008 ; primary entry NZ,OK ; in not to next | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 A,(HL) AND 10010008 ; per if active CP 000100008 ; primary entry NZ,OK ; in not to next | SVC (CKDRV 118 drive ready JR NZ,NOTRDY 11 frot 11 frot 12 frot 12 frot 12 frot 13 frot 13 frot 14 frot 15 frot | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 A,(HL) AND 10010008 ; per if active CP 000100008 ; primary entry NZ,OK ; in not to next | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 A,(HL) AND 10010008 ; per if active CP 000100008 ; primary entry NZ,OK ; in not to next | SVC (CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC (DIRRD ; if error LD A,(HL) ; get byte 0 A,(HL) AND 10010008 ; per if active CP 000100008 ; primary entry NZ,OK ; in not to next | SVC | SVC | SVC | SVC | SVC CKCADY ; 15 UTIVE FEACY JR C,NOTRDY ; 1f not C,NOTRDY ; 1f not C,NOTRDY ; 1f write prote C,NOTRDY ; 1f artive C,NOTRDY ; 1f not C,NOTRDY ; 1f n | READ SVC NOTRDY ; If not record is considered by the protect of th | NZ, NOTRDY If not | JR NZ,NOTRDY ; If not | JR NZ ERROR ; 11 error LD A,(HL) ; 9et byte 0 AND 10010000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; in not | JR A.(EL) ; get byte 0 AND 10010000B ; see if active CP 0001000B ; primary entry JR NZ.OK ; if not | LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 0001000B ; primary entry NZ, OK ; if not TM HT. | LD A,(HL) ;get byte 0 AND 10012000B ;see if active CP 00010000B ;see if active CP 00010000B ; primary entry NZ,OK ;if not TNC NZ,OK ;not to next |
| BIT 6,(HL) ; mod flag set? RES SVC BIRMR SVC GUIRMR SAVE FOR ; reset MOD flag SVC GUIRMR SAVE FOR SAV | 0 0 2 4 4 | | 0 0 2 4 4 | 0 0 2 4 4 | BIT 6, (HL) JR 2,0K RES 2,0K RES 2,0K RES 6, (HL) SVC @DERWR JR NZ, FRROR PUSH DE LD C,'.' SVC @DSP POP BC POP BC POP BC POP BC NJ, FRAD DONE LD HL, DONE\$ SVC @DSPLV AR NJ, FRAD DONE LD HL, DONE\$ SVC @DSPLV LD HL, PONE\$ ENCT HL, BFFFH ERROR LD HL, BEFFFH ERROR CP 16 COR GLOGOT LD HL, GEFFFH ERROR CP 16 COR GLOGOT SVC @ERROR | DONE LD HL, REFERENCE OK 1NC 60, (HL) SYC 60, IRNN JR 2,0K BUSH 6, (HL) SYC 60, IRNN BUSH DE LD C,'.' SYC 60, SP DOP DE POP DE POP DE POP DE NO, RERO NO, READ NOTRDY LD HL, RDY\$ DB 60, DB NOTRDY LD HL, RDY\$ SYC 60, COCOT LD HL, RDY\$ LD HL, RDY\$ SYC 60, COCOT LD HL, RDY\$ LD HL, RDY\$ SYC 60, COCOT LD HL, RDY\$ SYC 60, COCOT LD HL, GFFFFH RET LD HL, RDY\$ SYC 60, COCOT LD HL, GFFFFH RET RET LO HL, GFFFFH RET | BIT 6, (HL) ; mod flag set? JR Z,OK ; fin not set RES 6, (HL) ; reset Not lag SVC @DIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC FUSH BC ; save FUSH BC ; save FUSH BC ; save FUSH BC ; save FOP DE ; registers DOP DE ; registers NZ,ERROR ; registers NZ,E | BIT 6, (HL) ; mod flag set? JR Z.OK ; if not set RES 6, (HL) ; reset MoD flag SVC @DIRWR ; rewrite DEC JR NZ, ERROR ; error trap PUSH BC ; save PUSH DE ; save LD C,'.' ; pissplay a peri SVC @DSP ; when modified POP DE ; registers POP BC ; registers FOP BC ; registers NZ, ERROR ; registers OK INC BC ; registers JR NZ, ERROR ; registers JR NZ, RRAD ; finot finishe JR NZ, RBAD ; if not finishe SVC @DSF; show it | BIT 6, (HL) ; mod flag set? RES 6, (HL) ; reset MoD flag SVC 6DIRWR ; rewrite DEC PUSH BC ; registers POP BC ; registers POP BC ; registers DC BC ; rewrite DC BC ; registers DC BC ; rewrite | BIT 6, (HL) ; mod flag set? JR Z,OK ; if not set RES 6, (HL) ; reset NDD flag SVC @DIRWR ; rewrite DEC JR NZ,ERROR ; severite DEC FUSH DE ; save FUSH DE ; save LD C,'.' ; plasplay a peri SVC @DSP ; when modified POP DE ; registers POP DE ; registers NY,ERROR ; retror trap NY,ERROR ; registers NX,ERROR ; registers NY,ERROR ; registers | JR NZ,NOTRDY ; If not JR OZ,NOTRDY ; If write prote C,NOTRDY ; If write prote JR OX (BDIRD) ; if error LD A,(HL) ; get byte 0 AND 1001000B ; get byte 0 CP 0001000B ; primary entry JR NZ,OK ; if not | READ SVC (NOTRDY ; 15 not ready 15 NOTRDY ; 15 not ready 18 NOTRDY ; 16 Note prote 18 NOTRDY 16 Note prote 18 NOTRDY | SVC CECKDN 15 GIVE FEACH 15 GIVE FEACH 18 NZ,NOTRDY 11 not 18 NZ,EROR 15 Error 18 NZ,EROR 16 Error 18 NZ,EROR 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 18 NZ,OK 15 not 18 OZ,OK 15 not 19 OZ,OK 19 ERROR 19 ER | JR NZ,NOTRDY ; If not C,NOTRDY ; If write prote SVC (DIRRD); if error JR A,(HL) ; get byte Ø AND 1001000B ; primary entry JR NZ,OK ; if not | SVC CECKDN 15 GIVE FEACH 15 GIVE FEACH 18 NZ,NOTRDY 11 not 18 NZ,EROR 15 Error 18 NZ,EROR 16 Error 18 NZ,EROR 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 18 NZ,OK 15 not 18 OZ,OK 15 not 19 OZ,OK 19 ERROR 19 ER | SVC CKDRV ; 1s drive ready JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f wite prote SVC EDIRRD ; 1f write prote LD N, ERROR ; 1f error LD A, (HL) ; 9et byte 8 AND 18010808B ; primary entry JR NZ,OK ; 1f not | SVC CKDRV ; 1s drive ready JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f wite prote SVC EDIRRD ; 1f write prote LD N, ERROR ; 1f error LD A, (HL) ; 9et byte 8 AND 18010808B ; primary entry JR NZ,OK ; 1f not | SVC CKRNEN 15 GTIVE ready 15 GTIVE 16 GTIVE 17 GTIVE 18 | SVC CKRNEN 15 GTIVE ready 15 GTIVE 16 GTIVE 17 GTIVE 18 | SVC RCKDRV ; IS drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote SVC BDIRRD ; If write prote JR NZ,EROR ; if error LD A,(HL) ; get byte 8 AND 10010000B ; pet byte 8 CP 00010000B ; primary entry JR NZ,OK ; if not | SVC 6CKDRV ;Is drive ready JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write prote SVC 6DIRRD ;If write prote LD NZ,ERROR ;if error LD A,(HL) ;get byte 8 AND 10010000B ;pet byte 8 CP 00010000B ;primary entry JR NZ,OK ;if not | SYC @CKDRV ;Is drive ready JR C,NOTRDY ;If not JR C,NOTRDY ;If write prote ODIRBD ;If write prote LD NZ,ERROR ;If error LD A,(HL) ;get byte 0 AND 10010000B ;primary entry JR NZ,OK ;if not | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; if not | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; if not | SVC (CKDRV ; Is drive ready JR or, NOTRDY ; If not INC, NOTRDY ; If write prote (DIRRD); If write prote (DIRRD); If write prote (DIRRD); If error INC, NOT, NOT, NOT, NOT, NOT, NOT, NOT, NOT | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; if not | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; if not | SVC @CKDRV ; Is drive ready JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write prote @DIRRD ; If write prote JR NZ,ERROR ; If error LD A,(HL) ; get byte 0 AND 10010000B ; primary entry JR NZ,OK ; if not | SYC @CKDRV ;Is drive ready JR C,NOTRDY ;If not JR C,NOTRDY ;If write prote ODIRBD ;If write prote LD NZ,ERROR ;If error LD A,(HL) ;get byte 0 AND 10010000B ;primary entry JR NZ,OK ;if not | SVC 6CKDRV ;Is drive ready JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write prote SVC 6DIRRD ;If write prote LD NZ,ERROR ;if error LD A,(HL) ;get byte 8 AND 10010000B ;pet byte 8 CP 00010000B ;primary entry JR NZ,OK ;if not | SVC 6CKDRV ; Is drive ready NZ,NOTRDY ; If not ready JR C,NOTRDY ; If write prote ODIRDD ; If write prote ODIRDD ; If write prote DIRDD ; If write prote ODIRDD ; If write prote ODIRDD ; If write prote ODIRDD ; Is error in 10010000 ; Is active ODIRDD000000 ; If not JR NZ,OK ; If not | SVC CCKDRV 15 drive ready 18 NZ,NOTRDY 15 not 15 not 18 NZ,NOTRDY 15 not 18 NZ,EROR 15 error 18 NZ,EROR 16 error 18 NZ,EROR 19 19 19 19 19 19 19 1 | SVC CECKDN 15 GIVE FEACH 15 GIVE FEACH 18 NZ,NOTRDY 11 not 18 NZ,EROR 15 Error 18 NZ,EROR 16 Error 18 NZ,EROR 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 19 010000B 19 Error 18 NZ,OK 15 not 18 OZ,OK 15 not 19 OZ,OK 19 ERROR 19 ER | READ SVC NOTRDY ; If not construction of const | JR NZ,NOTRDY | JR NZ,NOTRDY ; If not JR OZ,NOTRDY ; If write prote SVC (DIRRD); if error JR A, (HL) ; get byte 0 AND 1001000B ; primary entry JR NZ,OK ; if not | JR NZ ERROR ;11 error LD A,(HL) ;9et byte 8 AND 1001000B ;see if active CP 0001000B ; primary entry JR NZ,OK ;1f not | JK NZ.EKNOK ; 11 - 11.01 LD A.(HL) ; 9et byte 0 AND 10010000B ; 9et if active CP 00010000B ; primary entry JR NZ.OK ; if not | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ; if not | LD A, (EL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry JR NZ,OK ;if not |
| NC | | | 0 0 2 4 4 | | INC HL BINC HL JR 6, (HL) SVC 60, (HL) SVC 60, HL) FUSH BC C, '.' SVC 60, SPC SVC 60, SPC SVC 7, '' SVC 80, SPC DE FOOP BC SVC 80, SPC SVC 60, SPC A A CP B NZ, ERAD DONE LD HL, DONE\$ SVC 60, SPC LD HL, PARM\$ SVC 60, SCC LD HL, PARM\$ ERT HL, PARM\$ SVC 60, SCC LD HL, PARM\$ SVC 60, SCC LD HL, PARM\$ SVC 60, SCC LD HL, PARM\$ SVC 60, SCC CO CO CO CO CO CO CO CO CO | INC HL BINC HL JR 5,0K JR 2,0K SWC 60,1HL) SWC 60,1FWR PUSH BC PUSH BC LD C,''' SWC 60SP POP BC JR NZ,ERROR OK INC B BC CP BC JR NZ,ERROR OK INC GDSP DOP BC JR NZ,ERROR A CP BC JR NZ,ERROR NOTRDY LD HL,DONE\$ SWC 60SPLY LD HL,DONE\$ BETTOR LD HL,DONE\$ LD HL,PARM\$ SWC 61CGOT LD HL,BYS BB 6DDH DARMERR LD HL,PARM\$ SWC 61CGOT LD HL,BFFFH RET LD HL,BFFFH RET CON GERROR C | INC HL ; point to next BIT 6,(HL) ; mod flag set? JR 2,OK ; if not set woo flag set? SVC (BIRWR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers by DE ; registers pop DE ; registers bop DE ; registers bop DE ; registers bop DE ; registers JR NZ,ERROR ; removed to the NZ,ERROR ; registers JR NZ,ERROR ; removed to the NZ,ERROR ; registers bop DE ; registers bop DE ; registers jR NZ,ERROR ; removed to the NZ,ERROR ; | INC HL ; point to next BIT 6,(HL) ; mod flag set? JR 2,OK ; fnot set NOK SVC 6DIRWR ; rewrite DEC FOUSH BC ; registers FOUSH BC ; rewrite BC ; registers FOUSH BC ; rewrite BC ; rewrit | INC HL ; point to next BIT 6,(HL) ; mod flag set? JR 2,OK ; jf not set S | INC HL ; point to next BIT 6,(HL); prod filage Set? JR Z,OK; jf not Set Set Set Color in the Set Set Color in the Set Color | JR NZ,NOTRDY | SYC CALDRY ; 15 or | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD A, (HL) ; get byte LD A, (HL) ; get byte CP @010000B ; primary | JR NZ,NOTRDY ; If not SVC (NOTRDY ; If write SVC (DIRRD); If write DIRRD JR (HI) ; if error LD A/ (HI) ; get byte AND 10010000 ; see if a | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD A, (HL) ; get byte LD A, (HL) ; get byte CP @010000B ; primary | SVC 6CKDRV ; 15 drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC 6DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; get byte CP 6010000B ; see if ac | SVC 6CKDRV ; 15 drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC 6DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; get byte CP 6010000B ; see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write JR NZ,ERROR ; if error JR NZ,ERROR ; if error LD A,(EL) ; get byte CP 00010000 ; primary | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write JR NZ,ERROR ; if error JR NZ,ERROR ; if error LD A,(EL) ; get byte CP 00010000 ; primary | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A,(EL) ; get byte CP 00010000B ; primary | SVC QCKDRV 1 | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If not JR NZ,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;if error LD A,(III) ;get byte AND 10010000B ;see if according to the NY | SVC (CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC (DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ | SVC (CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC (DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ | SVC @CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC @DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ, | SVC (CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC (DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ | SVC (CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC (DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ | SVC (CKDRV ; Is drive JR NZ, NOTRDY ; If not JR NZ, NOTRDY ; If write SVC (DIRRD ; If write LD NZ, ERROR ; If error LD A, (HL) ; get byte AND 10010000B ; get if ac NOTRDY ; primary con NZ | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If not JR NZ,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;if error LD A,(III) ;get byte AND 10010000B ;see if according to the NY | SVC QCKDRV 1 | SVC | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f wite JR NZ,ERROR ;1f write LD A,(EL) ;9et byte LD 10010000B ;see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD A, (HL) ; get byte LD A, (HL) ; get byte CP @010000B ; primary | SVC CALLEY 15 15 15 15 15 15 15 1 | JR NZ, NOTRDY | JR | JR NZ.EROR ;11 error LD A.(EL) ;9et byte 0 AND 10010000B ;see if active CP 00010000B ;pee if active TO NO O O O O O O O O O | LD A.(EL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 00010000B ; primary entry |
| INC HELL | 0 0 2 4 4 | | 0 0 2 4 4 | | INC HLL BIT 6, (HL) JR 7, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC POP DE POP DE POP DE POP DE POP BC CP B A XOR A XOR A XOR A XOR A XOR A XOR B CP B CP BC POP DE | INC HLL) BIT 6, (HL) JR 7, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH BC 6DE POPP DE | INC HL, ; point to next BIT 6, (HL) ; mod flag set? 3. (KL) ; mod flag set? 3. (KL) ; fn net set RES 6, (HL) ; reset MOD flag set? 3. (HL) ; reset modified set. 3. (HL) ; reset set. 3. (HL) ; reset. 3. (HL) ; | INC HL, ; point to next BIT 6, (HL) ; mod flag set? JR S, (HL) ; mod flag set? SVC (BIRNR ; reset MOD flag set? JR NZ, EROR ; reset mod flag set? SVC (BLS) ; when modified set | NC | INC HL, ; point to next BIT 6, (HL) ; mod flag set? JR RES 6, (HL) ; reset MOD flag set? SVC @DIRWR ; reset MOD flag set? JR NZ, ERROR ; reset MOD flag set? JR NZ, ERROR ; reset MOD flag set? JR NZ, ERROR ; resit to DE ; registers post be considered by the modified set of the post set of the | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write OIRBA ; If write OIRBA ; If write OIRBA ; If error ID A,(IL) ; get byte AND 1080808 ; get byte CP 080108080 ; get if ac CP | SVC CKALKY ; 15 01176 JR C,NOTRDY ; 1f write JR C,NOTRDY ; 1f write JR C,NOTRDY ; 1f write JR N2,ERROR ; 1f error LD A,(EL) ; 9et byte AND 10810808B ; 9et byte CP 08010808B ; primary | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 12 error LD A,(EL) ; 96et byte AND 10810808B ; peinary CP 08010808B | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10801808B ; see if a CP 60010008B ; perimary CP | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 12 error LD A,(EL) ; 96et byte AND 10810808B ; peinary CP 08010808B | SVC (CKDRV ;18 drive JR ACTOR JR C,NOTRDY ;1f woite SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;primary CP 00010000B ;primary | SVC (CKDRV ;18 drive JR ACTOR JR C,NOTRDY ;1f woite SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;primary CP 00010000B ;primary | SVC | SVC | SVC | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write NZ,ERROR ; If error LD A,(HL) ; get byte AND 100,100000 ; see if ac CP 000100000 ; primary | SVC | SVC @CKDRV 118 drive 3R NZ,NOTRDY 11f not 11f not 11f not 11f write 12f | SVC @CKDRV 118 drive 3R NZ,NOTRDY 11f not 11f not 11f not 11f write 12f | SVC | SVC @CKDRV 118 drive 3R NZ,NOTRDY 11f not 11f not 11f not 11f write 12f | SVC @CKDRV 118 drive 3R NZ,NOTRDY 11f not 11f not 11f not 11f write 12f | SVC @CKDRV 118 drive 3R NZ,NOTRDY 11f not 11f not 11f not 11f write 12f | SVC | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write NZ,ERROR ; If error LD A,(HL) ; get byte AND 100,100000 ; see if ac CP 000100000 ; primary | SVC GCKDRV 1 | SVC | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 12 error LD A,(EL) ; 96et byte AND 10810808B ; peinary CP 08010808B | READ SVC 00TRDY ; If not to t | JR NZ,NOTRDY | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If error C,NOTRDY ;Get byte C,NOTRDY | JR NZ ERROR ;11 error LD A,(HL) ;9et byte 0 AND 10010008 ;see if active CP 000100008 ; primary entry | JK NY, EKNOK ; 11 - 1101 LD A, (HL) ; 9ct byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 60010000B ; primary entry | LD A,(HL) ;get byte 0 AND 10010000B ;see if active CP 00010000B ; primary entry |
| JR NZ,OK ; if not ENT DATE TO THE STATE OF SET OF S | 0 0 2 4 4 | | 0 0 2 4 4 | | JR NZ, OK HELD IN A COR IN A C | JR NZ, OK HE NZ, OK HE NZ, OK RES 6, (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) SYC (HL) FUSH NZ, ERROR FUSH DE C, '.' SYC (HSSP) FOP DE C, '.' SYC (HSSP) FOR NZ, ERROR FET HL, RDY\$ FOR HL, REFFFH FOR HL, RDY\$ FOR HL, RDY\$ FOR HL, REFFFH FOR HL, RDY\$ FOR HL, REFFFH FOR HL, REFFH | JR NZ,OK ; jif not next INC | JR NZ,OK ;if not next BIT H, C, H, point to next BIT 6,(HL) ; mod flag set? JR Z,OK ;if not set SVC (HL) ; reset Nob flag set? JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; rewrite DEC JR NZ,ERROR ; registers in D C,'.' ; jbisplay a peri SVC (HDSP C) ; head modified DOB DE JR NZ,ERROR ; registers DOP DE JR NZ,ERROR ; registers JR NZ,ERROR ; register Langestall SVC (HZ) ; register A finisher SVC (HZ) ; register A finisher SVC (HZ) ; reflow it to messall state of the sta | JR NZ,OK ; if not not look large set; and flag flag set; an | JR NZ,OK ; jin not next BIT 6,(HL) ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; jin not set S,OK ; j | JR | SVC CALLEY 115 Ulive 1 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error JR A,(HL) ; get byte AND 18018080B ; see if act of And 1801 | SVC | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not LJR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 18018080B ; see if action and analogous ; see if action and action and action and action and action and action action and action and action acti | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not LJR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 18018080B ; see if action and analogous ; see if action and action and action and action and action and action action and action and action acti | SVC | SVC | SVC CKORV 11 | SVC QCKDRV 1 | SYC QCKDRV 1 1 1 1 1 1 1 1 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SVC @CKDRV 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SYC QCKDRV 1 1 1 1 1 1 1 1 1 | SVC QCKDRV 1 | SVC CKRRV 1 1 1 1 1 1 1 1 1 | SVC CKRRV 1:S drive | SVC | SV | JR NZ, NOTRDY | JR | JR NZ, ERROR ; if error LD A, (HL) ; get byte 0 AND 1001000B ; see if active | JK N. (HL) : 101 DV (HL) : 100 DV CO | LD A, (HL) ; get byte 0 AND 10010000B ; see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active |
| JR NZ_OK ; if not next byte BT Z_OK ; point to next byte BT Z_OK ; point to next byte BT Z_OK ; point to next byte PUSH BC G_OTHUN ; rewrite DEC JR NZ_EROR ; rewrite DEC JR NZ_EROR ; rewrite DEC JR NZ_EROR ; registers registers JR NZ_EROR ; registers jropp BC jropp jropp BC jropp jropp BC jropp jropp jropp BC jropp jropp jropp BC jropp jropp jropp BC jropp jropp BC jropp jropp j | 0 0 2 4 4 | | | 0 0 2 4 4 | JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR NZ, ERROR JR NZ, ERROR BC C JR NZ, ERROR DE C DE | JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR NZ, ERROR PUSH BC PUSH BC POP BC DE POP BC JR NZ, ERROR DE NZ, ERROR NZ, ERROR A SWC NX NR A CP NZ, ERROR A CP NZ, ERROR A CP NZ, ERROR A CR NZ, DONE A CR NZ | JR NZ,OK ; if not INC HI BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set JR S,OK ; if not set JR S,OK ; if not set JR NZ,EROR ; reset MOD flag set? JR NZ,EROR ; registers LD C,'' ; when modified FOSP DE ; registers FOSP DE ; registers FOSP DE ; registers JR NZ,ERROR ; registers FOSP DE ; registers JR NZ,ERROR ; registers FOSP DE ; registers JR NZ,ERROR ; registers JR NZ | JR NZ,OK ; if not and long long long long long long long long | JR NZ,OK ; if not INC HL BIT C,OK ; point to next BIT Z,OK ; point to next Sec 6,(HL) ; reset MOD flag Set? JR C,OK ; point to next Sec 6,(HL) ; reset MOD flag Set? JR NZ,ERER ; rewrite DEC JR NZ,ERER ; rewrite DEC JR DEC ; registers por DE ; registers pop DE | JR NZ,OK ; if not INC HL STORY STORY SET OF | JR NZ,NOTRDY ; If not C | SVC CEALDRY ; If not and a second of the control of | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 11f not JR C,NOTRDY 1f write SVC (DIRRD JR NZ,ERROR 11f write LD A,(HL) 19et byte AND 10010000 | JR NZ,NOTRDY ; If not NZ,NOTRDY ; If write SVC (DIRRD); If write LD A, (HL) ; get byte AND 10010008 | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 11f not JR C,NOTRDY 1f write SVC (DIRRD JR NZ,ERROR 11f write LD A,(HL) 19et byte AND 10010000 | SVC CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000 | SVC CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000 | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 1001000B | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 1001000B | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD A,(HL) ; get byte AND 1001000B | SVC | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A,(HL) ; get byte AND 1001000B | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A, (HL) ; get byte AND 1001000B | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A, (HL) ; get byte AND 1001000B | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write NZ,ERROR ;If error LD A,(HL) ;get byte AND 10010000B | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A, (HL) ; get byte AND 1001000B | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A, (HL) ; get byte AND 1001000B | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A, (HL) ; get byte AND 1001000B | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error LD A,(HL) ; get byte AND 1001000B | SVC | SVC | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 1001000B | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 11f not JR C,NOTRDY 1f write SVC (DIRRD JR NZ,ERROR 11f write LD A,(HL) 19et byte AND 10010000 | READ SVC (CADENY ; If not to t | JR | JR | JR NS.ERROR ;11 error LD A.(HL) ;9et byte 0 AND 1001000B ;see if active | JA NY,EKNOK 11 ELOL LD A,(HL) ; get byte 0 AND 1001000B ; see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active |
| CP 00010000B ; primary entry INC HL, ; if not to next byte BIT 5.0(HL) ; if not flag set? SYC 0DIRWR ; point to next byte bIT 6.(HL) ; indo flag set? SYC 0DIRWR ; rewrite DEC SYC 0DIR SET SAVE ; rewrite DEC SYC 0DIR SEROR ; registers in the set of t | О Д Z д Ш | | О Д Z Д Ш | ООХАИ | CP 0001000B JNC HL, BIT 6, (HL) JN 7, OK TNC HC, TNC | OF 00011000B JR NZ,OK INC HL, BIT 6, (HL) JR C, (HL) SVC (DIRMR JR NZ, ERROR PUSH BC PUSH BC POP BC POP BC POP BC POP BC CP BC CP BC CP BC SVC (DSP POP BC POP BC NOT INC BC SVC (DSP POP BC NOT BC SVC (DSP POP BC NOT BC SVC (DSP BC SVC (DSP DE POP BC NOT BC SVC (DSP DE POP BC DC NOT BC SVC (DSP DC DC DC DC DC DC DC DC DC D | CP | CP 00010000B jpilmary entry 1 | CP | CP 0001000B ; primary entry nave in the interval of the interv | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write SYC (DIRECTOR); If error NZ,ERROR ; if error in the system is the system of the system is the system of the system in the system is the system in the system in the system in the system is the system in the system in the system in the system is the system in | SVC CKALKY 115 GITTE JR NZ,NOTRDY 11f not JR C,NOTRDY 11f write SVC CBIRRD 11f write JR NZ,ERROR 11f error AA,(HL) 1964 byte | SVC CCKDRV 713 GIVE JR NZ,NOTRDY 715 GIVE JR C,NOTRDY 715 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error in adalages ; get byte it adalages | SVC CCKDRV 713 GIVE JR NZ,NOTRDY 715 GIVE JR C,NOTRDY 715 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | SVC (CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;qet byte A, HL) | SVC (CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;qet byte A, HL) | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;If error LD A,(HL) ;get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC CCKDRV 713 GIVE JR NZ,NOTRDY 715 GIVE JR C,NOTRDY 715 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | READ SVC CENTRDY ; If not to t | READ JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write BAD JR NZ,EROR ; if error A,NOTRDY ; get byte A,NOTRDY ; get byte A,NOTRDY ; get byte A,NOTRDY ; get byte if an analysass | JR | JR NZ, ERROR ;11 error LD A (HL) ;get byte byte or if arive | JR NZ, EKROK ; 11 e1101 LD A, (HL) ; get byte 0 | LD A, (HL) ; get byte @ | LD A, (HL) ; get byte 0 |
| CP 66618608B ; primary entry NR NZ,OK ; if not NR NZ,OK ; if not NR S 6, (HL) ; point to next byte BIT 6, (HL) ; point to next byte RES 6, (HL) ; reset MOD flag SVC 601RWR ; revite DEC NR S NZ, ERROR ; revite DEC SVC 601SP ; registers LD C,',' ; pisplay aperiod SVC 605P ; registers POP DE ; registers NN, ERAD ; point to next DEC NN, READ ; point to next DEC SVC 605SP ; point to next DEC NN, READ ; point to message SVC 605SP ; show it LD HL, DNE\$; show it LD HL, PARM\$; show it DB 605P ; show it ERROR CP ; parameter error mess SVC 61660T ; parameter error mess SVC 61660T ; parameter error mess SVC 6260T ; parameter error | 0 0 2 0 0 | 0 0 2 4 4 | | 0 0 2 4 4 | OK NOTED DONE SOC GERONE OK NOTED DONE LD HL, BET BEROR BE CALL BET BE | CP. 66016666 JR NZ,OK INC NZ,OK RES 6, (HL) SVC 601RWR JR NZ, (HL) SVC 601RWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC C, '.' SVC 605P DE POP DE POP BC NZ, ERROR OK INC 605P DC JR NZ, ERROR DC JR NZ, ERROR DC JR NZ, ERROR DC JR NZ, ERROR DC JR HL, DONE\$ SVC 605P DC DC JR HL, RAD DONE LD HL, RDY\$ DC | Na | Na | NZ | Na | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BIRRD ; if error LD A,(HL) ; get byte | SVC CKALKY ; is ulved JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD A,(HL) ; get byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;get byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC (ECKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (ECKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A, (HL) ; 9et byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A,(HL) ; get byte | SVC GCKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC GDIRRD ;If write LD N, (HL) ;get byte | SYC GCKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SYC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BJRRD ; if write JR NZ, REROR ; if error LD A, (HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SYC GCKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SYC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC GCKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC GDIRRD ;If write LD N, (HL) ;get byte | SVC | SVC (CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | READ SVC (FOLKEY) ; If not constructed by the construction of the | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if write LD A,(HL) ;get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error LD A,(HL) ;get byte | JR NZ, ERROR ; 11 error LD A, (HL) ; get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 |
| AND 18018080B ; primary entry B 187 6,(HL) ; mod flag set? BIT 5,OK ; if not set B 5,01K ; if not set B 5,01K B 5,00K ; rewite DEC B 5,01K B 5,00K ; registers B 6,01K B 6,00K ; registers B 6,00K B 7,00K B | О Д Z A H | О Д Z 4, Ш | О Д Z Д Ш | 0 0 0 0 | AND 1001000BB AND 1001000BB JR NZ,OK BIT 6,(HL) SVC 6D1FWR PUSH BC PUSH BC PUSH BC PUSH BC C,'.' SVC 6D5P POP BC CP BC CP BC SVC 6D5P COP BC AND 18 BC AND B | AND 1001000BB JR NZ,OK INC HL BIT 6,(HL) SVC (BLSPWR PUSH BC PUSH BC PUSH BC PUSH BC LD C,''' SVC (BDSP POP BC JR NZ,ERROR POP BC JR NZ,ERROR C, ''' SVC (BDSP DOP BC JR NZ,ERROR OK INC B B XOR A CP BC JR NZ,ERROR OK INC BB NZ,ERROR DE DONE ID HL,DONE\$ SVC (BDSPLY LD HL,DONE\$ BODH LD HL,DONE\$ SVC (BDSPLY LD HL,PRY\$ DANNERR LD HL,RY\$ ERT HL,RY\$ SVC (BDSPLY LD HL,BY\$ DANNERR LD HL,RY\$ ERT HL,RY\$ SVC (BDSPLY LD HL,BY\$ DANNERR LD HL,RY\$ ERT HL,GFFFFH RET LD HL,GFFFFH RET LD HL,GFFFFH SVC (BDSPLY LD HL,GFFFFH RET LD HL,GFFFFH SVC (BSROR CON GERROR CON GERROR CON GERROR CON GEROR CON GERROR CON GERRO | AND 1001000BB ; primary entry of 00010000BB ; primary entry of 1001000BB ; primary entry of 100100BB ; primary entry of 10010BB ; primary entry entry entry of 10010BB ; primary entry entry entry of 10010BB ; primary entry ent | AND 1001000B ; primary entry of 00010000B ; primary entry of 00010 BT (HL) ; mod flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) primary entry of 0010 BT (HL) primary entr | AND 1001000B ; primary entry of 00010000B ; primary entry of 00010000B ; primary entry of 0.0 100100B ; primary entry of 0.0 10010B ; primary entry of 0.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | AND 1001000B ; primary entry of NZ, OK | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error TR NZ,ERROR ; if error | SVC CEADRY ; is diversity of the control of the con | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error TR NZ,ERROR ; if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A, in | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error TR NZ,ERROR ; if error | SVC @CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error rr , drive buth | SVC @CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error rr , drive buth | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write TRAD SVC @DIRRD ;if error TR N /1T N /1T , cot byte | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write TRAD SVC @DIRRD ;if error TR N /1T N /1T , cot byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write TRAD SVC @DIRRD ;if error TR N / IT | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write IR NZ,ERROR ;if error in A 111. | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error in A 111 N | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A 111, N 111 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A 111, N 111 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write IR NZ,ERROR ;if error in A 111 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A 111, N 111 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A 111, N 111 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A 111, N 111 | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error in A 111 N | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write IR NZ,ERROR ;if error in A 111. | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write IR NZ,ERROR ;if error in A 111. | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write TRAD SVC @DIRRD ;1f write | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error TR NZ,ERROR ; if error | SVC CALLYN ; If not and a second state of the | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error in A in | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error TR NZ,ERROR ; if error | JR NZ, ERROR ; 11 6 | JR NZ, EKROR | 100. | 100. |
| AND 1601860BB ; See if active & CP 8001800BB ; primary entry JR HJOK HL DOK ; point to next byte BIT 2,0K ; point to next byte puSH | 0 0 2 0 0 | 0 0 2 4 4 | 0 0 2 4 4 | 0 0 2 4 4 | AND 1001000B CP 00011000B JR 00011000B BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIRWR JR NZ, FRROR PUSH BC PUSH BC POP BC POP BC CP B | AND CP 08011000B SP 08011000B JR N2 OK INC HL, OK BITT 6, (HL) JR Z, OK RES 6, (HL) SVC 6DIRMR JR NZ ERROR PUSH BC PUSH BC POP BC C, ', ' SVC 6DSP POP BC CP BC CP BC CP BC CP BC SVC 6DSP COP BC COP BC COP BC SVC 6DSP DOP BC COP BC NOT RET COP BC A A COP BC COP BC COP BC A B COP BC CO | AND 1001000B ; See if active CP 0001000B ; Primary entry NZ, OK ; if not next NZ, OK ; if not set NZ, OK ; if not not NZ, OK ; if not set NZ, OK ; if not not NZ, OK ; if not set NZ, OK ; if not not NZ, OK ; | AND 1001000B ; see if active CP 0001000B ; primary entry INC HL ; point to next BIT 6, (HL) ; mod flag set? JR 5, (HL) ; reset MOD flag SVC 6DIRMR ; rewrite DEC JR NZ, EROR ; registers LD C,''' ; plagsters NZ, ERROR ; registers NZ, ERROR ; registers OK NZ, ERROR ; registers | AND 1000060 | AND 1001000B ; see if active CP 0001000B ; primary entry INC HL, ; if not convex BIT 6, (HL) ; imod flag set? SVC (HL) ; reset MOD flag SVC (HL) ; rese | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SVC (DIRRDY); if error NZ,ERROR ;if error | SVC CLARY ; SUITED IN STANDARY ; SUITED SVC (DIRRD) If write IR NZ, ERROR ; If error if error if error in the suite in th | SVC @CKDRV ;1S GTIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write JR NZ,ERROR ;if error | SVC @CKDRV ;1S GTIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKRRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write NC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write NC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write CNOTRDY ;If write NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write NC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write NC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write NC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS Grive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;1S GTIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | JR C,NOTRDY ;If not control of control of series if error if error if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRBD ;If write NZ,ERROR ;if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write C,NOTRD JR NZ,ERROR ;if error | JR NZ, ERROR ; 11 6 | JR NZ, EKRUK | | |
| LD A (HL) 1995 | 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 2 4 4 | О Д Z д Ш | 0 0 2 4 4 | LD 1010000000000000000000000000000000000 | LD A, (HL) AMD A, (HL) JR N2, OK INC HL, OK ENT C, (HL) JR SVC (HL) SVC (HL) SVC (HL) EUSH BC FUSH BC TO SVC (BSE) BC TO SVC (BSE) BC TO TO TO TO TO TO HL, FDV\$ BA FEFF FERROR TO HL, FDV\$ TO HL, GFFFF TO TO TO TO TO TO TO TO TO | LD A,(HL) ; gee if active (CP 0010000); gee if active (D010000); gee if active (D10000); gee if active (D10000); gee if active (D10000); gee if active (D1000); gee if active (D0100); | LD A,(HL) ; gee if active CP 00010000B ; see if active 1NZ OK ; primary entry 1NZ OK (HL) ; reset Mobiliages SVC (HL) ; reset Nobiliages SVC (HL) ; registers SVC (HL) ; reg | LD A,(HL) ; gee if active (CP 0001000B); gee if active (CP 0001000B); gee if active (CP 0001000B); grimary entry (CP 0001000B); grimary entry (CP 00100B); grimary entry (CP 0010B); grimary (CP | LD A,(HL) ; gee if active (CP 0010000 ; gee if active (D010000 ; gee if active (G,(HL) ; gee if active (G,G) | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if write NZ, FRROR ;if error | SVC CECADRY ; 15 GIVE JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write READ SVC CDIRRD ; 1f write | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,FEROR ;if error | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error | SVC @CKDRV ; is drive JR NZ, NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write IR NZ, FRROR ; if error | SVC @CKDRV ; is drive JR NZ, NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write IR NZ, FRROR ; if error | SVC (CKDRV) 11s drive JR NZ, NOTRDY ; 1f not JR C, NOTRDY ; 1f write SVC (DIRRD ; 1f write IR NZ, FRROR ; 1f error | SVC (CKDRV) 11s drive JR NZ, NOTRDY ; 1f not JR C, NOTRDY ; 1f write SVC (DIRRD ; 1f write IR NZ, FRROR ; 1f error | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IR NZ,FRROR ; if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC (EKDRV 1:1s drive JR C,NOTRDY 1:1f not JR C,NOTRDY 1:1f write SVC (EDIRRO 1:1f write IR NZ, FRROR 1:1f error | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error | JR C,NOTRDY ;If not C,NOTRDY ;If write SYC @DIRRD ;If write IREAD IN NY, FRROR ;If error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if write IREAD IN NY, ERROR ;if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error | TR NZ.ERROR | . IN N. ERROR | | 1 |
| No. | 0 0 2 0 0 | О Д 2 д Ш | 0 0 2 4 4 | | LD A, (HL) AND 1001000B CP 0001000B CP 0001000B CP NZ, OK INC HL BTT 6, (HL) SVC 6DIFWR DC C, '' SVC 6DSP POP BC DC C, '' SVC 6DSP POP BC CP BC | LD A, (HL) AND 1001000B CP CP 00011000B CR INC HL BIT 6, (HL) SYC (EDITWR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP BC CP BC CP BC AN NZ, ERROR POP BC CP BC CP BC CP BC CP BC AN NZ, ERROR CP BC CP BC AN NZ, ERROR CP BC CP BC AN NZ, ERROR CP BC C | LD A, (HL) ; get byte 0 Ann 1001000B ; peinfy entry entry of 0001000BB ; peinfy entry entry of 0001000BB ; peinfy entry entry of 0001000BB ; peinfy entry en | LD A,(HL) ; get byte 0 and 1001000B ; peinary entry of 0001000BB ; peinary entry of 0001000BB ; peinary entry of 0001000BB ; peinary entry of 001000BB ; peinary entry of 0010BB ; peinary entry entry of 0010BB ; peinary entry e | LD A,(HL) ; get byte 0 and 1001000B ; per if active 0 001000B ; per if active 0 001000BB ; per if active 0 001000BB ; per if active 0 001000BB ; per if active 0 00100BB ; per if active 0 0010BB | LD A, (HL) get byte g AND 1001000B see if active BNZ,OK joint to next BIT Z,OK joint to next BT Z,OK jet not set BT Z,OK jet finishe BT Z,OK jet finishe BT Z,OK jet finishe BT Z,OK jet zet BT Z,OK jet zet zet BT Z,OK jet zet zet zet zet zet zet zet zet zet z | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC CLADRY 115 ULIVE IN STANDING 115 ULIVE IN STANDING 115 ULIVE IN STANDING 115 WILLE SVC COTRRD | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD | JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | | | JR NZ, ERROR ; 11 | THE PROPERTY OF THE PARTY OF TH |
| DECTOR OF THE PROPERTY OF THE PARTY OF THE P | 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 2 0 4 | о о д д н | 0 0 2 4 4 | DAND 1010000000000000000000000000000000000 | LD AND 10010000B CP 10010000B CP 10010000B CR NZ,OK LD 6,(HL) JR 2,OK RES 6,(HL) SVC 6DIRWR JR NZ,ERROR PUSH BC PUSH BC POP BC CP BC DC C,''' SVC 6DSP POP BC CP BC DC C,''' SVC 6DSP DC DC C,''' SVC B B DC DC DC DC C,''' SVC B B DC DC DC DC C,''' SVC B B DC DC DC DC DC C,''' SVC 6DSP DC D | LD AND 1001000B ; per byte 0 CP 00010000B ; per mary entry JNC HL | LD AND 1001000B ; pet byte 0 CP 1001000B ; primary entry LNC HL ; mod flag set? BRT 6,(RL) ; mod flag set? JR 2,OK ; ff not set NO flag set? JR NZ,FROR ; ff not set NO flag set? JR NZ,FROR ; ff not set NO flag set? SVC 6DIRWR ; rewrite DEC PUSH DEC | UN | LD AND 1000000 ; per byte 0 CP 000100000 ; primary entry INC HL, ; mod flag set; BIT 6, (HL) ; mod flag set; SVC (BLIRWR ; reset MOD flag SVC (BLIRWR ; reset frag SVC (BLIRWR ; registers SV | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC GDIRRD | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write READ SVC @DIRRD | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC 601RRD | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write SVC GDIRRD | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC 601RRD | SVC @CKDRV 11S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD | SVC @CKDRV 11S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not LY C,NOTRDY ;If write SVC @DIRRD | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write KREAD SVC @DIERR | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC 601RRD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write READ SVC GDIRRD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC 0DTRRD | | dodda and | The EDDON | The second secon |
| JR NA, ERROR ; if error LD AA(HL) See if active & 60010000 | 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 2 0 0 | О Д 2 Д Ш | | JR NZ_ERROR LD A, (HL) AND 1001000B CP 0001000B JR NZ_OK INC HL BIT 6, (HL) JR 02, (HL) SVC (DIRWR JR NZ_ERROR PUSH BC PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC CP BC CP BC CP BC NZ, ERROR JR NZ, ERROR HL, DONE\$ SVC (DSF) CP BC CP BC NZ, ERROR HL, DONE\$ SVC (DSF) LD HL, PARM\$ ETT HL, ONE\$ SVC (LOGOTT LD HL, PARM\$ ERT LD HL, PARM\$ SVC (LOGOTT LD HL, PARM\$ SVC (LOGOTT LD HL, PARM\$ SVC (ERROR CD BC | JR NZ_ERROR LD A, (HL) AND 10019008 OF 90010008 JR NZ_OK INC HL, BIT 6, (HL) JR C, (HL) SVC (DIRNR JR NZ_FROR PUSH BC PUSH BC PUSH BC PUSH BC POP BC CP BC | JR NZ_FROR ; if error LD A,(HL) ; get byte 0 AND 1001000B ; geet if active S001000B ; geet if active JR NZ_OK ; if not to next BIT 6,(HL) ; mod flag set? JR S 6,(HL) ; reset MOD flag SVC GDIRWR ; reset MOD flag SVC GDIRWR ; reset MOD flag FUSH BC ; reset MOD flag SVC GDIRWR ; reset MOD flag SVC GDSP ; resit of flag SVC GDSP ; resit of flag SVC GDSP ; resit of flag NZ_FRROR ; registers JR NZ_FRROR ; regi | JR NZ.EROR ; if error LD A.(HL) ; get byte 0 AND 1001000B ; geet if active 0001000B ; geet if active 1NC NZ.OK ; point to next 1NC NZ.OK ; if not set 3.0K ES 6.(HL) ; reset MOD flag SVC @DIRWR ; revire DEC 1.0K JR NZ.EROR ; resisters LD C.'.' ; pisplay a peri SVC @DSP ; registers LD C.'.' ; pisplay a peri SVC @DSP ; registers OK NZ.EROR ; registers OK NZ.EROR ; registers OK NZ.EROR ; registers NZ.EROR ; registers OK NZ.EROR ; registers NZ.EROR ; registers NZ.EROR ; registers OK NZ.EROR ; registers NZ.EROR ; | JR NZ, FRROR ; if error LD A, (HL) ; get byte 0 AND 1001000B ; get byte 0 JR NZ, OK ; if not next BIT 6, (HL) ; mod flag set? JR NZ, OK ; if not set SVC (BLRWR ; reset MOD flag FUSH BC ; (HL) ; reset MOD flag SVC (BLRWR ; reset MOD flag FUSH BC ; (HL) ; reset MOD flag SVC (BLRWR ; reset MOD flag FUSH BC ; (HL) ; reset MOD flag SVC (BLRWR ; restor Lrap FUSH BC ; registers LD C, '' ; julsplay a peri SVC (BSP ; registers FOOP DE ; restore FOOP BC ; registers OK INC B ; registers OK INC B ; registers CP BC ; registers JR NZ, FRROR ; registers OK INC B ; registers OK SVC (BLROR ; registers) A XOR A ; registers DONE LD HL, DONE ; juliable DONE LD HL, DONE ; juliable point to nexas | JR NZ.EROR jiferror LD A.(HL) jeet byte 0 AND 1001000B jeet if active 00010000B jeet if active 100 NZ.OK jf not next 100 NZ.EROR jerst not set of jerst not not not not not not not not not no | JR NZ,NOTRDY ; If not | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IL not JR C,NOTRDY IL write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IL not JR C,NOTRDY IL write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKRRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKRRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IL not JR C,NOTRDY IL write | JR NZ,NOTRDY ;If not | JR NZ,NOTRDY ; If not | JR NZ,NOTRDY ; If not | NEW SYC | | | TD NY FREOR |
| JR | 0 0 2 4 4 | 0 0 2 4 4 | | | JR NZ, ERROR LD A, (HL) AND 10910608B CP 00010006B JR NZ, OK INC H, C, (HL) JR Z, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH DE POP DE PO | DONE LD AR, FEROR AND 104010606B CP 60010006B CP 60010006B BIT 6, (HL) BIT 6, (HL) SVC 601RWR JR 7, (HL) SVC 601RWR JR 7, (HL) EUSH BC FUSH BC FUSH BC FUSH BC TO C, ''' SVC 605P FOSP | JR NZ, ERROR ; if error LD A,(HL) ; get byte 0 AND 00010000 ; see if active CP 00010000 ; see if active JR NZ,OK ; in to next BIT 6,(HL) ; reset MOD flag SVC (HL) ; reset MOD flag SVC (HL) ; reset MOD flag FUSH NZ, ERROR ; resite DEC PUSH BC ; resite DEC PUSH BC ; resite DEC PUSH BC ; resite DEC SVC (HL) ; reset MOD flag FUSH NZ, ERROR ; resiters LD C,'.' ; bisplay a peri SVC (HS) ; resiters LD C,'.' ; bisplay a peri SVC (HS) ; resiters AN NZ, ERROR ; resiters AN NZ, ERROR ; resiters AN NZ, ERROR ; resiter of tinishe DONE LD HL,DONE ; point to next SVC (HS) ; resiters AN NZ, ERROR ; resiter of tinishe SVC (HS) ; resiter of tinishe SVC (HS) ; resiter of tinishe AN NZ, ERROR ; resiter of tinishe AN NZ, ERROR ; resiter of tinishe SVC (HS) ; resiter of tinishe SVC (HS) ; resiter of tinishe AN NZ, ERROR ; resiter of tinishe | JR (ALLE) 196 byte byte byte byte byte byte byte byte | JR NZ, ERROR ; if error JR NZ, ERROR ; if error AND 10000000 ; gee if active g001000000 ; primary entry JR NZ, OK ; point to next INC HL ; point to next INC GDIRWR ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; rewrite DEC JR DEC JR SVC GDIRWR ; rewrite DEC JR DEC JR SVC GDSP ; point to next INC B ; point to next INC NZ, ERROR ; point to next INC NZ, REMD ; finished DONE LD HL, DONE ; point to messe | JR NZ, ERROR ; if error JR NZ, ERROR ; gee if active AND 1000000 ; gee if active 000100000 ; gee if active 000100000 ; primary entry INC NZ, OK ; point to next INC (HL) ; reset not flag set? JR Z, OK ; point to next INC (HL) ; reset DEC JR RS C, (HL) ; registers C, (HL) C, (HL) ; r | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC PCADA ; if not JR C,NOTRDY ; If write | SVC @CKDKV ; is drive JR NZ, NOTRDY ; if not JR C,NOTRDY ; if write | NZ,NOTRDY ; If not C,NOTRDY ; If write | SVC @CKDKV ; is drive JR NZ, NOTRDY ; if not JR C,NOTRDY ; if write | GCKDRV ; IS drive NZ,NOTRDY ; If not C,NOTRDY ; If write | GCKDRV ; IS drive NZ,NOTRDY ; If not C,NOTRDY ; If write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC &CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC &CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC &CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC &CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC &CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDKV ; is drive JR NZ, NOTRDY ; if not JR C,NOTRDY ; if write | JR C,NOTRDY ; If write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | | | The state of the s | TD NZ FRROR |
| No. | | | | | No. | No. | READ SWC (BDIRRD) ; if error LD A,(HL) ; get byte 0 AND 1001000B ; primary entry Og01000B ; primary entry INC HL ; mod flag sel? BIT 6,(HL) ; mod flag sel? SWC (BIRRR ; error trap FUSH BC ; in primary a peri NX, ERROR ; error trap FUSH BC ; in primary a peri SWC (BDIRRR ; error trap FUSH BC ; in primary a peri SWC (BDIRRR ; error trap FUSH BC ; in primary a peri SWC (BDSP ; registers FOOP BC ; registers FOOP BC ; registers OK INC B ; registers OK INC B ; registers FOOP BC ; registers OK INC B ; registers FOOP BC ; registers FOOP BC ; registers OK INC B ; registers SWC (BDSP ; registers) FOOP BC ; registers | Name | Name | Name | JR NZ,NOTRDY ; If not | JR NZ,NOTRDY ; If not I | SVC GCKDKV ; IS GIVE JR NZ, NOTRDY ; If not IR C. NOTRDY ; If not IR C. NOTRDY ; If write | NZ, NOTRDY ; If not | SVC GCKDKV ; IS GIVE JR NZ, NOTRDY ; If not IR C. NOTRDY ; If not IR C. NOTRDY ; If write | @CKDRV ;1s drive NZ,NOTRDY ;1f not C.NOTRDY ;1f write | @CKDRV ;1s drive NZ,NOTRDY ;1f not C.NOTRDY ;1f write | SVC GCKDRV ; 1S Grive JR NZ, NOTRDY ; 1f not TR C NOTRDY : 1f wite | SVC GCKDRV ; 1S Grive JR NZ, NOTRDY ; 1f not TR C NOTRDY : 1f wite | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ; IS drive JR NZ, NOTRDY ; If not JR C.NOTRDY ; If wite | SVC @CKDRV ; IS drive JR NZ; NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not IR C.NOTRDY : If write | SVC @CKDRV ; IS drive JR NZ; NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ, NOTRDY ; If not JR C.NOTRDY ; If wite | SVC @CKDRV ; IS drive JR NZ, NOTRDY ; If note JR C.NOTRDY ; If write | SVC @CKDRV ; IS GIIVE JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC GCKDKV ; IS GIVE JR NZ, NOTRDY ; If not IR C. NOTRDY ; If not IR C. NOTRDY ; If write | JR NZ,NOTEDY ; If not | JR NZ,NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAD | READ SVC (ADIRRD | READ SVC (DIRRD | READ SVC @DIRRD |
| Name | | | 2 D D D | | Name | READ SVC 6DTRRD LD AND 10000000 LD AND 100000000 CP 6001000000 LD AND ACK INC HL, OK BIT 6, (HL) SVC 6DTRRD SVC 6DTRRC PUSH BC FUSH BC C, ''' SVC 6DSP POP BC CP BC | READ SVC COTRED JE error | Name | Name | Name | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | AZ NOTRDY ; IS drive | AZ NOTRDY ; IS drive | SVC GCKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC GCKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAN CUC | READ SVC @DIRRD | READ SVC @DIRRD | READ SVC @DIRRD |
| READ SVC @ DIERD | 0 0 2 4 4 | 2 O Q Z A H | | | READ SVC (0) (1) | READ SVC (6)11RD LD A(HL) AND 10010000B CP 000110000B DR NZ (RENOR INC HL) BIT 6, (HL) SVC (9)1RWR JR NZ (RENOR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP BC POP BC CP BC CP BC SVC (9)2P CP BC CP BC CP BC NZ, READ DONE LD HL, DONE\$ SVC (9)2P CP BC CP BC NOTRDY LD HL, REYEFFH LD HL, OFFFFH LD HL, OFFFH LD HL, OFFH LD HL, OFFFH | READ SVC CDIRRD Jif error LD Av (HL) Jee if active LD Av (HL) Jee if active JEE | READ SVC CDIRRD Jif error JR NZ ERROR Jif error Jun | READ SVC CDIRRD JE error LD Av. (HL) JG 010000 JE error LD Av. (HL) JG 010000 JE error JG 0100000 JE error JG 0100000 JE error JG 0100000 JE error JG 01000000 JE error JG 0100000 JE error JG 0100000 JG 01000000 JG 01000000 JG 01000000 JG 010000000 JG 010000000000 JG 01000000000 JG 01000000000000 JG 010000000000000000000000000000000000 | READ SVC CDIRRD Jif error JR NZ ERROR Jif error Jun Jid 100 100 08 Jif error Jun Jid 100 100 08 Jif error Jun Jid 100 100 08 Jif not entry Jun NZ OK Jid J | JR NZ, NOTRDY ; If not | JR NZ,NOTRDY ; If not | JR NZ, NOTRDY ; If not | NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | GCKDRV ; IS drive NZ, NOTRDY ; If not | GCKDRV ; IS drive NZ, NOTRDY ; If not | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not | JR NZ, NOTRDY ; If not | JR NZ,NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAN SWC ANTERN | READ SVC @DIRRD | READ SVC (DIRRD | READ SVC (DIRECTOR 1) FEROR 11 FEROR |
| NEAD JR C, MOTENT JR WILE protected | | | | | Name | READ SYC (PUTRID) JR AND 10910808 LD A, (HL) AND 10910808 CP 60010008 BIT 6, (HL) JR NZ, OK RES 6, (HL) SYC (PUTRIN) LD C, (HL) SYC (PUTRIN) FUSH NZ, FRROR PUSH NZ, FRROR PUSH DE LD C, '.' SYC (PUSH DE LD HL, PONE\$ LD HL, RDY\$ HL, RDY\$ NOTRDY LD HL, RDY\$ LD HL, OFFFFH RET HL, RDY\$ SYC (LGCOT LD HL, OFFFFH RET LD HL, GFFFFH RET LD HL, RDY\$ SYC (ERROR CLOCOT LD HL, OFFFFH RET LD HL, OFFFFH RET CONE SYC (ERROR CLOCOT LD HL, OFFFFH RET CONE SYC (ERROR CONE SYC (ERROR CONE CONE SYC (ERROR CONE CONE CONE SYC (ERROR CONE CONE SYC (ERROR CONE CONE SYC (ERROR CONE CONE SYC (ERROR CONE CONE SYC (ERROR CONE CONE CONE SYC (ERROR CONE | Name | NEAD JR C,NOTRDY JI WILE prote | Name | Name | TT. VURNOW WIN GT | TE NA NOMBRY . I E | SVC GCKDRV 11S | TT. NOWBDV .TF | SVC GCKDRV 11S | GCKDRV ; 1S | GCKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC &CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDRV 11S | TE NOWBOW TE | Tr. VORBIN OR | TT. VARMON WW GT | DEAD SUC STEEL | JR C,NOTRDY ; II WILLE READ SVC @DIRRD | JR C,NOTRDY ;II Write READ SVC @DIRRD | READ SVC @DIRRD ; II WELLE READ TO NOT PROPERTY ; If WILLE |
| READ SYC GUIRRD NY, ERROR NY, ERROR AA(HL) | | | | | READ JR C, NOTRDY JR C, NOTRDY LD A, (HL) LD C, (HL) SVC (HC) | READ JR C, NOTRDY READ JR C, NOTRDY LD A, (HL) LD A, (HL) LD B1000B CP 0001000B JR NZ, OK INC HL B1T C, (HL) SVC (B1EWR) LD SVC (B1EWR) POSH BC POSH BC POSH BC LD C, ''' SVC (B1SPR) CP BC LD C, ''' SVC (B1SPR) CP BC LD C, ''' SVC (B1SPR) DONE LD BC A A CP BC JR NZ, ERROR DONE LD HL, DONE\$ SVC (B1SPL) LD HL, DONE\$ B1R NZ, READ DONE LD HL, RDX\$ NOTRDY LD HL, RDX\$ BB 0BDH PARMERR LD HL, RDX\$ SVC (B1SPL) LD HL, RPX\$ SVC (B1SPL) LD HL, RPR\$ SVC (B1SPL) LD HL, RPR\$ SVC (B1SPL) LD HL, RPR\$ SVC (B1SPL) CD HL, RPR\$ CD HL, RPR\$ SVC (B1SPL) CD HL, RPR\$ CD HL, R | READ SVC (BURRD) JR C,NOTRDY ; If write prote of the bound of the bou | READ JR C,NOTRDY JE write protects JR C,NOTRDY JE write protects JR C,NOTRDY JE write protects JR A, (HL) JR JR JR JR JR JR JR J | READ JR C,NOTRDY JE write prote | READ JR C,NOTRDY | | SVC GCKDRV | SVC (CKDRV ; 1.5 | | SVC (CKDRV ; 1.5 | GCKDRV ;1S | GCKDRV ;1S | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC (CKDRV ; 1.5 | SAC | | The state of the s | JR C,NOTRDY ; If write | JR C,NOTRDY ; If write | JR C,NOTRDY ;If write READ SVC @DIRRD | JR C,NOTRDY ;If write READ SVC @DIRDD ;if error |
| READ SVC (DIRRD) 1 Not | | | | M A N D O | READ SVC 601RRD 10 A, (HL) 10 A, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 10 B, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 1 | READ SVC 601RRD LD A, (HL) LD B, (HL) LD B, (HL) BIT 6, (HL) SVC 601RRD BIT 6, (HL) SVC 601RR RES 6, (HL) SVC 601RR PUSH BC 601RR PUSH BC 601RR PUSH BC 601RR PUSH BC 601RR NOT REP CO 601RR REP CO 601RR | Na | Na | NZ, NOTEDY | NZ, NOTEDY | 2000 | SALIK OF THE STATE | ST. SUCKDEN | | ST. SUCKDEN | ackned : 1s | ackned : 1s | SUC ACKIDEU | SUC ACKIDEU | SI: ACKDRU | SI: | SUC ACKDRU | SI: ACKDRV | SI: ACKDRV | SI: ACKDRV :IS | SI: ACKDRV | SI: ACKDRV | SI: ACKDRV | SUC ACKDRU | SI: | ST: SCKDRV | ST: ACKDRU | ST. SUCKDEN | The same of the sa | | 2000 | JR C,NOTRDY ;II not JR C,NOTRDY ;If write | JR NZ, NOTEDY ; II NOT C, NOTEDY ; If write READ SVC @DIRRD | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write READ SVC @DIRRD | JR NZ,NOTEDY ;II NOT JR C,NOTEDY ;If write READ SVC @DIRRD ;If write |
| NR | | | | | JR | JR | NEAD JR NZ, NOTRDY JE Not | NR_NOTRDY | NR_NGTRDY | NEAD JR NZ,NOTRDY JE Not | SAC GONDAY | | 31. | CLADAV | 31. | acerbot. | acerbot. | ary arybot | ary arybot | ar. | er. | aT. | Terror arange | Terror arange | Tempor Te | Terror arange | Terror arange | Terror arange | aT. | er. | er. | are acorder | 31. | | CT. | SAC GUNDAN | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write READ SVC @DIRRD ; if error |
| READ NR | | | | | JR | JR | NEAD JR NZ, NOTRDY JE Not | NEAD JR NZ, NOTRDY JI | NR | NEAD NEADOTRDY If write protections JR NEAD NEAD If write protections JR NEAD If write protections NEAD NEAD If write protections NEAD NEAD If write protections NEAD If when modified NEAD If when modified NEAD If when writing NEAD If which is not next NEAD If write protections NEAD If which is not next NEAD If write | 2000 | SALIK OF THE STATE | ST. SUCKDEN | | ST. SUCKDEN | ackned : 1s | ackned : 1s | SUC ACKIDEU | SUC ACKIDEU | SI: ACKDRU | SI: | SUC ACKDRU | SI: ACKDRV | SI: ACKDRV | SI: ACKDRV :IS | SI: ACKDRV | SI: ACKDRV | SI: ACKDRV | SUC ACKDRU | SI: | ST: SCKDRV | ST: ACKDRU | ST. SUCKDEN | The same of the sa | | 2000 | JR NZ_NOTRDY ; If not JR C, NOTRDY ; If write bean cur anten | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; if error |
| NR | | | | | READ SVC (DIRRD AND NOTRDY LD AND LD AV (HL) AND 1001000B CF (HL) AV (| READ SVC 601RRD LD A, (HL) LD A, (HL) LD A, (HL) LD A, (HL) LD B, (HL) BIT 6, (HL) RES 6, (HL) SVC 601RRD RES 6, (HL) SVC 601RRR PUSH BC 6, (HL) SVC 601RRR PUSH BC 6, (HL) SVC 601RRR DE C, (HL) DE C, (HL) SVC 601RRR DE C, (HL) | NEAD NE, NOTEDY | NEAD NZ, NOTRDY | NEAD NE, NOTEDY | NEAD NE, NOTEDY | | SVC | SVC MCKDKV | | SVC MCKDKV | ACKDRV ; IS | ACKDRV ; IS | SVC ACKDRV : 18 | SVC ACKDRV : 18 | SVC ACKDRV : IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC MCKDKV | CT. | | | JR C,NOTRDY ;II not JR C,NOTRDY ;If write | JR NZ, NOTRDY ; II not JR C, NOTRDY ; If write READ SVC @DIRRD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; if error |
| READ SVC (DIRRD) 1 Not | | | | M A N D O | READ SVC 601RRD 10 A, (HL) 10 A, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 10 B, (HL) 10 B, (HL) 11 B, (HL) 12 B, (HL) 13 B, (HL) 14 B, (HL) 15 B, (HL) 16 B, (HL) 17 B, (HL) 18 B, (HL) 18 B, (HL) 18 B, (HL) 18 B, (HL) 19 B, (HL) 10 B, (HL) 1 | READ SVC 601RRD LD A, (HL) LD B, (HL) LD B, (HL) BIT 6, (HL) SVC 601RRD BIT 6, (HL) SVC 601RR RES 6, (HL) SVC 601RR PUSH BC 601RR PUSH BC 601RR PUSH BC 601RR PUSH BC 601RR NOT REP CO 601RR REP CO 601RR | Na | Na | NZ, NOTEDY | NZ, NOTEDY | | SVC BURDRY | SVC GCKDRV ; 15 | | SVC GCKDRV ; 15 | ACKDRV ; IS | ACKDRV ; IS | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDRV ; 15 | SAC GONDAY | | | JR C,NOTRDY ;II not JR C,NOTRDY ;If write | JR NZ, NOTEDY ; II NOT C, NOTEDY ; If write READ SVC @DIRRD | JR NZ, NOTRDY ; If not JR C, NOTRDY ; If write READ SVC @DIRRD | JR NZ,NOTEDY ;II NOT JR C,NOTEDY ;If write READ SVC @DIRRD ;If write |
| READ SVC (DIRRD) NA_NOTRDY NA_FROR | | 0 Q Z A H | | M D D O M M | READ SVC (DIRRD JRNOTRD) LD A, (HL) RES (A, (HL) SVC (DIRWR JR Z, OK RES (A, (HL) SVC (DIRWR JR Z, OK RES (A, (HL) SVC (DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC PUSH BC CY (BSP POPP BC POPP BC CY (BSP CY | READ SVC (DIRRD AND INCIRCUL) LD A, (HL) RES (6, (HL)) SVC (DIRRD SVC (DIRRD RES (1, (HL)) SVC (DIRRD LD C, ''' SVC (DIRRD CP BE POSP BE NOTRDY LD BE RET AND RESPECT NOTRDY LD HL, DONE \$ SVC (DSPLY LD HL, DONE \$ LD HL, REFFH RET LD HL, REFFH LD HL, REFFH RET LD HL, RET LD HL, REFFH RET LD HL, RET L | Na | Na | N. N. N. N. N. N. N. N. | Na | | SVC BURDRY | SVC GCKDRV ; 15 | | SVC GCKDRV ; 15 | ACKDRV ; IS | ACKDRV ; IS | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDRV ; 15 | SAC GONDAY | | | JR C,NOTRDY ;If write | JR NZ,NOTEDY ; II NOT JR C,NOTEDY ; If write READ SVC @DIRRD | JR NZ,NOTEDY IL NOC JR C,NOTEDY IT write READ SVC @DIRRD | JR NZ,NOTKDI ;II NOC JR C,NOTKDY ;If write READ SVC @DIRRD ;if error |
| READ SVC GIRRD BY CALCIDOTT | | 0 0 2 4 4 | | | READ JR C, ANDTRDY JR C, ANDTRDY LD A, (HL) LD A, (HL) LD A, (HL) LD A, (HL) SYC (011808 BITT 6', (HL) JR Z, OK RES 6', (HL) SYC (018R) PUSH BC POP BC C, ''' SYC (018P) DE POP BC C, ''' SYC (018P) DE POP BC CP BC CP BC CP BC NOT INC B BC CP BC SYC (018P) DE POP BC CP BC NOT NC BC SYC (018P) DE POP BC DE POP BC POP BC CP BC SYC (018P) DB HL, PONE\$ SYC (108C) | READ JR C, NOTRDY JR C, NOTRDY LD AND 1000000 LD AND 10000000 CP 000100000 JR NZ, CK HL) JR NZ, CK HL) JR NZ, CK HL) SVC HL) SVC HL) SVC HL) CP BE PUSH BE PUSH BE PUSH BE PUSH BE CP BE POPP BE POPP BE POPP BE POPP BE POPP BE POPP BE NOTRDY LD BE NOTRDY LD HL, DONE\$ BRT RET HL, RDY\$ NOTRDY LD HL, BE LD HL, BEFFH RET HL, BFFFH RET LD HL, BFFFFH RET CD HL, BFFFFH RET LD HL, BFFFH RET LD HL, BFFFFH RET LD HL, BFFFH R | Name | READ SWC GDIRRD ; If write prote of the control of | READ SVC (DIRRD) JR (AVIL) AND 10010000 | READ SVC (DIRRD) IN N. FEROR ; if write prote to be proved to be prov | | SVC BCKURV | SVC GCKDKV 11S | | SVC GCKDKV 11S | GCKDRV ; IS | GCKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDKV 11S | SVC | | | JR CANOTED ; If write | JR C,NOTEDY ; If write READ SVC (0DIRRD | JR C,NOTRDY ;If write READ SVC @DIRRD | JR C,NOTRDY ;If write READ SVC @DIRRD ;If write TD NY FEROR ;if error |
| READ SVC 601RRD ; if write protected by CANCTRDY ; if error in the case of a color of the case is active & CANCTRDY ; if not set is active by CANCTRDY ; if not finished by CANCTRDY ; if not finished is active canctropy is active by CANCTRDY ; if not finished is active by | | | | | READ JR C, NOTRDY JR NZ, ERROR LD A, (HL) LD A, (HL) LD A, (HL) SVC 6011800 AND 10610606 JR NZ, OK HINC H, OK JR NZ, OK HUS 6, (HL) SVC 6011RR JR NZ, OK HUS BC FUSH BC FOP BC C, ''' SVC 605FFF HL, DONE\$ SVC 610607 LD HL, PARM\$ BRT HL, PARM\$ SVC 64607 SVC 64607 LD HL, PARM\$ SVC 64607 | READ JR C, NOTRING JR C, NOTRING JR C, NOTRING JR C, NOTRING JR NZ, ERROR JR NZ, ERROR JR NZ, ERROR JR NZ, CK HL) LD A, (HL) LD A, (HL) SYC B, (H | Name | READ SVC (DIRRD) If write prote of DIRRD 1f write | READ SVC 6DIRRD ; if write prote of the control of | Name | | SVC GCKDRV | SVC (CKDRV ; 1.5 | | SVC (CKDRV ; 1.5 | GCKDRV ;1S | GCKDRV ;1S | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC (CKDRV ; 1.5 | SAC | | The state of the s | JR CANTED ; If write | JA C, NOTEDY ; If write READ SVC (0) IRBD | READ SVC @DIRRD | NATURE STATE OF STATE |
| READ SVC SULRED Jf Write protected | | | | | Note | No. | Name | READ JR C,NOTRDY Jf write protects JR C,NOTRDY Jf write protects JR LD A,(HL) JR GD GD GD GD GD GD GD G | Name | No. | | SVC BUNDRY | SVC GCKDKV 11S | | SVC GCKDKV 11S | GCKDRV ; IS | GCKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDKV 11S | OVC CONDA | | | JR C,NOTRDY ; If write | JR C, NOTRDY ; If write | READ SVC @DIRRD | SYC (DIRRD) : If write SYC (DIRRD) : if error |
| READ SWC GUTRRD ; if write protected Na, ERROP ; if error and 10010000B ; see if active & CP 001000B ; see if active & CP 0010000B ; prinary entry and 10010000B ; prinary entry and 1001000B ; prinary entry and 100100B ; prinary entry and 100100B ; prinary entry and 10010B ; prinary argument and 10000B ; prinary argum | | | | | READ JR C, NOTRDY READ JR C, NOTRDY LD A, (HL) LD B, (HL) LD C, (HL) SVC (B) ERROR PUSH BC PUSH BC LD C, ''' SVC (B) ERROR PUSH BC LD C, ''' SVC (B) ERROR POPP BC LD C, ''' SVC (B) ERROR DE POPP BC LD C, ''' SVC (B) ERROR NZ, ERROR DE DOPP BC LD C, ''' SVC (B) ERROR DE DOPP BC LD C, ''' SVC (B) ERROR DE DOPP BC LD HL, DONE\$ DOPP BC LD HL, DONE\$ DOPP BC LD HL, DONE\$ SVC (B) BC DOPH RET HL, PARM\$ SVC (B) BC LD HL, PARM\$ SVC (B) BC COPP BC CO | READ JR C,NOTRDY READ JR C,NOTRDY LD A,(HL) AD 1001000B CP 0001000B JR NZ,OK INC HL BIT HL BIT C,(HL) SVC (0118WR POPP BC POPP BC TOWN NZ,ERROR PUSH BC PUSH BC PUSH BC PUSH BC C,''' SVC (055P POP BC A A CP BC JR NZ,ERROR DC JR B DONE ID HL,DONE\$ SVC (055P BC JR NZ,ERROR DC JR HL,PARM\$ SVC (055P HL,RDX\$ DC LD HL,RDX\$ SVC (055P HL,RDX\$ ERFROR CD HL,GFFFFH RET CD HL,GFFFFH RET CD CD CD CD CD CD CD CD CD C | Note | READ JR C,NOTRDY Jf write prote | READ JR C,NOTEDY | No | AT. | SVC GCADRY | SVC GCKDRV 115 | AT. VAGEOR EL | SVC GCKDRV 115 | GCKDRV ; IS | GCKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC ACKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV ; IS | SVC GCKDRV 115 | SVC SCREEN | The state of the s | AT. MUMON MA | JR C,NOTRDY ; If write | JR C,NOTRDY ; If write READ SVC GDIRRD | JR C,NOTRDY ;If write READ SVC @DIRRD | SVC (DIRRD : if write NEAD SVC (DIRRD : if error rb N2 FPROR : if error |
| READ SVC (DIREAD); If write protected SVC (DIREAD); if error LD A (HL) get byte 6 C C C C C C C C C C C C C C C C C C | | | | | READ SVC (ADTRID) LD A, (HL) AND 10010000B AND 10010000B AND 10010000B CP 00010000B AND 10010000B BIT 6, (HL) AR 1, (HL) AR 1, (HL) BIT 6, (HL) AR 1, (HL) SVC (DIRWR JR 1, (HL) DONE 1, (HL) SVC (DIRWR B 1, (HL) AR 1, (HL) AR 1, (HL) B 1, (HL, (HR) B 1, (HR) B 1 | READ JR C, NOTRDY JR JR PERROR LD A, (HL) AND 1001000B CP 00011000B JR NZ, OK INC HL, IX JR Z, OK RES 6, (HL) SVC 0118WR PUSH BC PUSH BC LD C, ' ' ' SVC 052P POP BC CP BC JR NZ, ERROR PUSH BC LD C, ' ' ' SVC 052P DOP BC LD C, ' ' ' SVC 052P DONE LD HL, PONE\$ BC JR NZ, ERROR HL, BC JR NZ, ERROR DONE LD HL, BC LD HL, GFFFFH RET CD HL, GFFFH C | Name | Name | READ SVC (BIRRD ; if write prote SVC (BIRRD ; if error LD A, (HL) ; get byte g 10110008 ; primary entry crown gold 10010008 ; primary entry sold 1001000 ; primary entry ent | Name | TT. VURNOW WIN GT | TE NA NOMBRY . I E | SVC GCKDRV 11S | TT. NOWBDV .TF | SVC GCKDRV 11S | GCKDRV ; 1S | GCKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; 1S | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC GCKDRV 11S | TE NOWBOW TE | Tr. VORBIN OR | TT. VARMON WW GT | JR C,NOTRDY ; If write | JR C,NOTRDY ; If write READ SVC @DIRRD | JR C,NOTRDY ;If write READ SVC @DIRRD | READ SVC (DIRRD : if write READ TO THE NOT EDROR : if error |
| READ JR C, NOTRDY JI Write protected | | | | | READ SYC (PUTRDY JR AND 10910808 AND 10910808 AND 10910808 JR NZ,OK INC HL) BIT 6,(HL) JR Z,OK RES 6,(HL) SYC (DIRWR JR NZ,EROR PUSH DE PUSH DE POP DE P | READ SVC (00TRDY AND 10010008B CP (00110008B CP (00110008B CP (00110008B CP (00110008B CP (1, I.) BIT (1, I.) SVC (011RWR SVC | NEAD JR C,NOTRDY | NEAD JR C,NOTRDY | Name | NEAD JR C,NOTRDY | II: YORTON SI | TR NZ NOTRDY : If | SVC ACKDRV 11S | NZ.NOTRDY | SVC ACKDRV 11S | AZ NOTRDY :If | AZ NOTRDY :If | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC ACKDRV 11S | TR NZ NOTBDY : If | II: NZ.NOTRDY | II: NOTRDY SI | JR C,NOTRDY ; If write | JR C,NOTRDY ; If write READ SVC @DIRRD | JR C,NOTRDY ;If write READ SVC @DIRRD | READ SVC @DIRRD :if write |
| NEAD | | 2 O O Z A H | | M D D O | NEAD JR C, NOTED! | NEAD JR C, NOTED! | NEAD JR C,NOTED! | NEAD JR C,NOTRDY JI WILE PIOCE | NEAD JR C,NOTED! | NEAD JR C,NOTED | JR NZ, NOTRDY ; If | JR NZ,NOTRDY ; If | SVC GCKDRV 11S | NZ, NOTRDY ; If | SVC GCKDRV 11S | CECKDRV ; IS | CECKDRV ; IS | SVC @CKDRV ;11S | SVC @CKDRV ;11S | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ; IS | SVC @CKDRV ;IS | SVC @CKDRV ;IS | SVC @CKDRV ;IS | SVC @CKDRV ; IS | SVC GCKDRV 11S | JR NZ,NOTRDY ; If | JR NZ, NOTRDY ; If | JR NZ, NOTRDY ; If | DEAD SWC GATERN | READ SVC @DIRRD | READ SVC (DIRRD | READ SVC GUIRDI ; IL WILLE GUIRDI ; IL WILLE TE MY FEROR : if error |
| READ SVC @ DIERD | 0 0 2 4 4 | 0 Q Z A H | | | READ SVC (0) (1) | READ SVC (6)11RD LD A(HL) AND 10010000B CP 000110000B DR NZ (RENOR INC HL) BIT 6, (HL) SVC (9)1RWR JR NZ (RENOR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP BC POP BC CP BC CP BC SVC (9)2P CP BC CP BC CP BC NZ, READ DONE LD HL, DONE\$ SVC (9)2P CP BC CP BC NOTRDY LD HL, REYEFFH LD HL, OFFFFH LD HL, OFFFH LD HL, OFFH LD HL, OFFFH | READ SVC CDIRRD Jif error LD Av (HL) Jee if active LD Av (HL) Jee if active JEE | READ SVC CDIRRD Jif error JR NZ ERROR Jif error Jun | READ SVC CDIRRD JE error LD Av. (HL) JG 010000 JE error LD Av. (HL) JG 010000 JE error JG 0100000 JG 01000000 JG 01000000 JG 01000000 JG 01000000 JG 01000000 JG 01000000 JG 010000000 JG 010000000 JG 010000000 JG 010000000 JG 0100000000 JG 0100000000 JG 0100000000 JG 01000000000 JG 010000000000 JG 010000000000000000000000000000000000 | READ SVC CDIRRD Jif error JR NZ ERROR Jif error Jun Jid 100 100 08 Jif error Jun Jid 100 100 08 Jif error Jun Jid 100 100 08 Jif not entry Jun NZ OK Jid J | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ,NOTRDY ; If not | NZ, NOTRDY ; If not | JR NZ,NOTRDY ; If not | AZ,NOTRDY ;IS drive | AZ,NOTRDY ;IS drive | SVC @CKDRV ;1s drive JR NZ,NOTRDY ;1f not | SVC @CKDRV ;1s drive JR NZ,NOTRDY ;1f not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | JR NZ,NOTRDY ; If not | JR NZ,NOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAN SWC ANTERN | READ SVC @DIRRD | READ SVC (DIRRD | READ SVC (DIRECTOR 1) FEROR 11 FEROR |
| No. | | | | | Name | READ SVC 6D1RRD LD AVID 100000B CP 00010000B CP 00010000B JR NZ,OK HZ,OK HZ,OK BIT 6,(HL) SVC 6D1RWR JR Z,OK PUSH BC LD C,''' SVC 6D5P POP BC LD C,''' SVC 6D5P POP BC DOP BC TO C BC SVC 6D5P DOP BC LD C,''' SVC 6D5P DOP BC LD C,''' SVC 6D5P DOP BC LD C,''' SVC 6D5P DOP BC LD HZ,BAD DONE ID HL,DONE\$ DONE ID HL,DONE\$ NOTRDY LD HL,RYS BRT LD HL,RYS LD HL,RYS LD HL,RYS BRT LD HL,RYS LD HL,RYS SVC 6D5PH LD HL,RYS LD HL,RYS SVC 6D5COT LD HL,RYS SVC 6D5COT LD HL,RYS SVC 6D5COT LD HL,RYS SVC 6ERROR CD HL,RYS SVC 6ERROR | Name | Name | Name | Name | JR NZ, NOTRDY ; If not | JA NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | AZ, NOTRDY ; IS drive NZ, NOTRDY ; If not | AZ, NOTRDY ; IS drive NZ, NOTRDY ; If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | SVC @CKDRV ; IS drive JR NZ, NOTRDY ; If not | SVC @CKDRV ; Is drive JR NZ, NOTRDY ; If not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; IS drive JR NA, NOTRDY ; If not | SVC @CKDRV ; IS drive JR NA, NOTRDY ; If not | SVC @CKDRV ; Is drive JR NA_NOTRDY ; If not | SVC @CKDRV ; IS drive JR NA, NOTRDY ; If not | SVC @CKDRV ; IS drive JR NA, NOTRDY ; If not | SVC @CKDRV ; IS drive JR NA, NOTRDY ; If not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not | SVC @CKDRV ; Is drive JR NZ, NOTRDY ; If not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not | JR NZ, NOTRDY ; If not | JA NZ, MOTRDY ; If not | JR NZ, NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAD CUC | READ SVC @DIRRD | READ SVC @DIRRD | READ SVC @DIRRD |
| READ SVC @ITRED ; if error | | | | | Name | READ SVC GDIRRD AND 10010000B CP 1001000B CP 1001000B JR NZ,OK INC HL BIT 2,OK RES 6,(HL) SVC (BLSP POPP BC JR NZ,ERROR PUSH BC PUSH BC C,''' SVC (BDSP POP BC JR NZ,ERROR POP BC JR NZ,ERROR OK INC SVC (BDSP DOP BC JR NZ,ERROR DONE LD HL,DONE\$ NOTRDY LD HL,PARM\$ SVC (BDSP A CP BC JR NZ,ERROR A CP BC JR NZ,ERAD DONE LD HL,DONE\$ BODH HL,PARM\$ SVC (BDSPLY LD HL,PARM\$ SVC (BERROR CD SVC (BERROR SVC (BEROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BEROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BEROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BEROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BERROR SVC (BEROR SVC (BERCOR SV | Name | Name | Name | Name | JR NZ, NOTRDY ; If not | JR C.NOTRDY ; If not and JR C.NOTRDY ; If write | SVC GCKDKV ; IS GIIVE JR NZ,NOTRDY ; If not JR C.NOTRDY ; If not | NZ, NOTRDY ; If not | SVC GCKDKV ; IS GIIVE JR NZ,NOTRDY ; If not JR C.NOTRDY ; If not | @CKDRV ;1s drive NZ,NOTRDY ;1f not C.NOTRDY ;1f write | @CKDRV ;1s drive NZ,NOTRDY ;1f not C.NOTRDY ;1f write | SVC @CKDRV ; IS Grive JR NZ,NOTRDY ; If not JR G.NOTRDY ; If write | SVC @CKDRV ; IS GTIVE JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ;IS Grive JR NZ,NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ, NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C.NOTRDY ; If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ, NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ, NOTRDY ;If not JR C.NOTRDY ;If write | SVC @CKDRV ;IS GTIVE JR NZ,NOTRDY ;If not JR C.NOTRDY ;If write | SVC GCKDKV ; IS GIIVE JR NZ,NOTRDY ; If not JR C.NOTRDY ; If not | JR NZ,NOTRDY ; If not | JR NZ,NOTRDY ; If not | JR NZ, NOTRDY ; If not | DEAD | READ SVC (DIRRD | READ SVC @DIRRD | READ SVC @DIRRD |
| D | | | | | NEAD 3 N. 2. PERROR LD A, (HL) AND 10010000B AND 10010000B CP 00010000B BIT 6, (HL) AR 2, OR RES 6, (HL) SVC 0DIRWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC NZ, ERROR JR NZ, ERROR JR NZ, ERROR DONE LD C, ',' BC AR NZ, ERROR DONE LD HL, PONE\$ SVC 0DSF DONE LD HL, PARRY BB 0DDH HL, RDY\$ PARRERR LD HL, PARRY SVC 0LGCOT LD HL, GEFFFH ERROR SVC 0EGOT LD HL, GEFFFH ERROR SVC 0EGOT CL CON 010000000 SVC 0EGOT CL CL CL CL CL CL CL CL CL C | NEAD 3 N. 2. PERROR AND 19619698 CP 10 10 10 10 10 10 10 10 10 10 10 10 10 | AND A. (HL) Gee byte AND Gee Gee byte AND Gee Ge | Name | Name | LD | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC PCADAY ; if not JR OCTADY ; If wite | SVC @CKDKV ; is drive SVC NZ, NOTRDY ; if not JR C,NOTRDY ; if write | NZ,NOTRDY ; If not C,NOTRDY ; If write | SVC @CKDKV ; is drive SVC NZ, NOTRDY ; if not JR C,NOTRDY ; if write | GCKDRV ; IS drive NZ,NOTRDY ; If not C,NOTRDY ; If write | GCKDRV ; IS drive NZ,NOTRDY ; If not C,NOTRDY ; If write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC @CKDKV ; is drive SVC NZ, NOTRDY ; if not JR C,NOTRDY ; if write | JR NZ,NOTEDY ; If write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | | READ SVC PULKED | KEMD SVC GDIKAD | NEAL SVC CLIAND |
| D | 0 0 2 4 4 | О Д 2 Д Ш | О Д Z Д Ш | | JR NZ, ERROR LD AV, (EL) AND 10010008 CP 90010008 JR NZ, OK INC HL SYC 6, (HL) SYC 6DIEWR JR NZ, ERROR PUSH BE LD C, 'I' SYC 6DSP POP DE | JR NZ, ERROR LD AV, (HL) AND 10010008 JR NZ, OK INC HL SVC (HL) SVC (HC) SVC (H | JR NZ,EROR ; if error LD A,(IL) ; get byte g AND 10000B ; get if active CP 0001000B ; primary entry JR NZ,OK ; point to next INC 1,0K ; point to next ES 5,(HL) ; reset MOD flag SVC 0DIRWR ; reverte DEC JR NZ,ERROR ; registers JR NZ,ERROR ; registers COF DE ; registers JR NZ,ERROR ; registers | JR NZ,EROR ; if error LD A,(HL) ; get byte g AND 1001000B ; gee if active JR NZ,OK ; join not next BIT 6,(HL) ; reset book flag set? JR Z,OK ; join to next RES 6,(HL) ; reset book flag SVC @DIRWR ; rewrite DEC JR NZ,EROR ; rewrite DEC FUSH BC ; reset book flag FUSH BC ; reset book flag FUSH BC ; reset book flag FUSH BC ; reset rap FUSH BC ; reset rap FUSH BC ; registers SVC @DSP ; when modified FOP BC ; registers FOP BC ; registers OK NZ,EROR ; registers FOP BC ; registers NZ,EROR ; registers OK NZ,EROR ; registers JR NZ,EROR ; registers | JR NZ,EROR ; if error LD A,(IL) ; get byte g AND 1001000B ; get if active CP 0001000B ; primary entry JR NZ,OK ; find to next BIT 6,(HL) ; mod flag set? JR SC, (HL) ; reset MOD flag SVC (BIRNR ; revite DEC JN NZ,EROR ; registers LD SVC (BEP ; registers POSP DE ; registers NZ, ERROR ; re | JR NZ, ERROR ; if error LD A,(HL) ; get byte g AND 10000B ; get if active 10 0001000B ; primary entry INC NZ,OK ; point to next BIT 6,(HL) ; reset MOD flag RES 7, registers RES 6, R | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IIF not JR C,NOTRDY IIF write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IIF not JR C,NOTRDY IIF write | SVC @CKDRV ; IS drive JR NZ.NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ.NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write | SVC GCKDRV ILS GIVE JR NZ,NOTRDY IIF not JR C,NOTRDY IIF write | JR NZ,NOTRDY ;If not | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write | THE PART OF THE PA | | 441 | TD Nº FRROR : if |
| ADD | 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 2 4 4 | о о д д н | 0 0 2 4 4 | ADD | ADD | A, MLD | An | A, MLD | LD | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write NZ,ERROR ;if error | SVC CKALKY 115 GIVE JR NZ,NOTRDY 11f not JR C,NOTRDY 11f write READ SVC CDIRROR 11f error | SVC CCKDRV 71S GILVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC CDIRRD 71f write NZ,ERROR 71f error | JR NZ,NOTEDY ;If not JR C,NOTEDY ;If write SVC @DIRRD JR NZ,ERROR ;if error | SVC CCKDRV 71S GILVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC CDIRRD 71f write NZ,ERROR 71f error | SVC (CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error | SVC (CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKRRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIERRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write READ SVC @DIRRD ;if error | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write CREAD SVC @DIRRD ;if write JR NZ,ERROR ;if error | SVC @CKRRV ;IS Grive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC CCKDRV 71S GILVE JR NZ,NOTRDY 71f not JR C,NOTRDY 71f write READ SVC CDIRRD 71f write NZ,ERROR 71f error | JR NZ, NOTRDY ; If not a control of the control of | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write CDIRRD ;If write NZ,ERROR ;if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DOTRDY ;If write NZ,ERROR ;if error | JR NZ, ERROR ; 11 | JK NZ, EKRUK | | |
| AND 190900B See if active & CP 8001000B See if active & See if act | 0 0 2 0 0 | 0 0 2 4 4 | 0 0 2 4 4 | 0 0 2 4 4 | AND 190908 CP 80019008 JR 1000K BIT 6',(HL) JR 2,OK RES 6',(HL) SVC 6DIRWR JR NZ,FROR PUSH BC PUSH BC PUSH BC POPP BC POPP BC CP B XOR A XOR A XOR A XOR A XOR A XOR B CP BC POPP BC POPP BC POPP BC POPP BC POPP BC POPP BC SVC 6DSP CP B XOR A XOR A XOR A XOR B B B B B B B B B B B B B B B | AND 19090B CP 8001900B JR 800K INC HL,OK BIT 6,(HL) SVC 8DIRWR JR 2,OK BUSH BC 6, HL) SVC 8DIRWR JR NZ ERROR PUSH BC 60SP POP BC 60SP POP BC 60SP CP BC 60SP CP BC 60SP NOT BC 7,''' SVC 8DSP CP BC 60SP A A A A A A A A A A A A A A A A A A A | AND 100000 See if active CP 0001000B Serial active INC HL, Serial Section BIT 6, (HL) Second Set Serial Section SVC (BIRWR Serial DEC Serial DEC Serial DEC Serial Serial DEC SERIAL DECES S | AND 1001000B ; perimary entry of 8001000B ; perimary entry of 8001000B ; primary entry of 8001000B ; primary entry of 8001000B ; primary entry of 801 MZ, 0K ; if not set of 801 MZ, ERROR ; reset MOD flag set? SVC 601RNR ; reset MOD flag set? SVC 601RNR ; reset MOD flag set? SVC 601RNR ; reset MOD flag by SVC 601RNR ; registers of 805 MZ, ERROR ; register of 805 MZ, ERROR ; regist | AND 196968 ; perimary entry OF 08018698 ; perimary entry INC HL, OK ; point to next BIT 6, (HL) ; mod flag set? JR 2, OK ; from set in force set of file set. JR 2, OK ; from set of flag set. JR NZ, FRROR ; reset NOD flag set. JR NZ, FRROR ; reset NOD flag set. JR NZ, FRROR ; reset no flag set. JR NZ, FRROR ; registers CON 1NC 6DSP ; registers NR, FRROR ; registers NR, NZ, FRROR ; regi | AND 1001000B ; See if active CP 0001000B ; Primary entry NZ,OK ; if not next BIT 6,(HL) ; mod flag ser? JR S,OK ; if not set NZ,OK ; if not set SVC (HL) ; reset NOD flag SVC | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SPEAD SVC (DIRRD); If write NZ,ERROR ;if error | SVC CLABAY 115 ULIVE JR NZ, NOTRDY 11f not JR C,NOTRDY 11f write SVC @DIRRD JR NZ, ERROR ;if error | SVC @CKDRV 715 GTIVE JR NZ,NOTRDY 715 GTIVE JR C,NOTRDY 71f Write READ SVC @DIRRD 71f write JR NZ,ERROR 71f error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC (DIRRD JR NZ,ERROR ;if error | SVC @CKDRV 715 GTIVE JR NZ,NOTRDY 715 GTIVE JR C,NOTRDY 71f Write READ SVC @DIRRD 71f write JR NZ,ERROR 71f error | SVC (CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error | SVC (CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write NZ,ERROR ;1f error | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write NZ,ERROR ;1f error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write NZ,ERROR ;If error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write READ SVC @DIRRD ;If write | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS Grive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write NZ,ERROR ;If error | SVC @CKDRV 715 GTIVE JR NZ,NOTRDY 715 GTIVE JR C,NOTRDY 71f Write READ SVC @DIRRD 71f write JR NZ,ERROR 71f error | READ SVC (DIRRD ; If not control of control | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write GLORRD SVC GDIRRD ;If write NZ,ERROR ;if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC (DIRRD); If write NZ,ERROR ;if error | JR NZ, ERROR ; 11 6 | JR NZ, ERRUR ; 11. | | |
| AND 10010000B ; primary entry DR 00010000B ; primary entry DR 00010000B ; primary entry DR 00010B | O Q Z A H | | 0 0 2 4 4 | | AND 1001000B CP 0010000B JR 0010000B JR 0010000B BIT 6',(HL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) SVC (HL) COLIENE DD C,''' SVC (HC) DD C,''' SVC (HC) DC C,''' DC C,''' SVC (HC) DC C,''' D | AND 1001000B CP 0701000B JR 07.0K INC HL BIT 6.(HL) SWC 6.(HL) SWC 6.(HL) SWC 6.0EPWR DE DE C, '.' SWC 6.0EP DE C DOP BC DOP BC DOP BC DOP BC SWC 6.0EPR DOP BC DOP BC AND SEROR NO. SEROR SWC 6.0ESPLY LD HL, DONE\$ SWC 6.0ESPLY LD HL, DONE\$ SWC 6.0ESPLY LD HL, DONE\$ SWC 6.0ESPLY LD HL, OFFFFH RET LD HL, OFFFFH RET CD HL, OFFFFH RET CD HL, OFFFFH RET CD HL, OFFFFH CO HL, OFFFH CO HL, OFFF | AND 1001000B ; see if active CP 00010000B ; primary entry INC HL BIT 6,(HL) ; mod flag set? JR 2,OK ; if not set SVC 6DIRWR ; rewrite DEC JR NZ,EROR ; registers FUSH BC ; if not set FUSH BC ; registers ID C,'' ; iphen modified FOOP DE ; registers FOOP DE ; registers FOOP DE ; registers NZ,ERROR ; registers NZ, ERROR ; registers NZ | AND 1001000B ; primary entry of 1001000B ; primary entry of 100 10000B ; primary entry of 100 100 100 100 100 100 100 100 100 10 | AND 1001000B ; primary entry of 0010000B ; primary entry of 0010000B ; primary entry of 0010000B ; primary entry of 001000B ; primary entry of 00100B ; primary entry of 0010B ; primary entry entry of 0010B ; primary entry | AND 1001000B ; see if active UR NZ, VK ; joint to next BIT 6, (HL) ; mod flag set? URES 6, (HL) ; rewrite DEC SVC (DIRWR ; reset MOD flag SVC (DIRWR ; rewrite DEC JR NZ, ERROR ; registers LD C, '' ; registers LD C, '' ; registers SVC (DSP ; registers LD C, '' ; registers ON NZ, ERROR ; registers SVC (DSP ; registers ON NZ, ERROR ; registers O | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write C,NOTRD ;If write NZ,ERROR ;If error NZ,ERROR ;If error | SVC CLARY ; is diversed by the control of the contr | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not of the control of the con | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC (DIRRD); if write JR NZ,ERROR ;if error | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not of the control of the con | SVC @CKDRV ;1S GTIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S GTIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S GRIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;1S GRIVE JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not C,NOTRDY ;If not C,NOTRDY ;If write READ SVC @DIRRD ;if error JR NZ,FRROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If not SVC @DIRRD ;If write READ SVC @DIRRD ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write NZ,ERROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not C,NOTRDY ;If not C,NOTRDY ;If write READ SVC @DIRRD ;if error JR NZ,FRROR ;if error | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write JR NZ,ERROR ;if error | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,FRROR ;if error | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write JR NZ,ERROR ;1f error | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not of the control of the con | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if write JR NZ,ERROR ; if error | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write JR NZ,ERROR ;if error | JR C,NOTRDY ;If not JR C,NOTRDY ;If write NEAD SVC (DIRRO ;If write NZ,ERROR ;If error is the not NZ,ERROR ;If error is the no | JR NZ, ERROR , 111 e | JR NZ, EKROR | The state of the s | 1 1111 |
| AND 18018080B ; primary entry B 187 6,(HL) ; mod flag set? BIT 5,OK ; if not set B 5,01K ; if not set B 5,01K B 5,00K ; rewite DEC B 5,01K B 5,00K ; registers B 6,01K B 6,00K ; registers B 6,00K B 7,00K B | О Д Z A H | О Д Z 4, Ш | О Д Z Д Ш | 0 0 0 0 | AND 1001000BB AND 1001000BB JR NZ,OK BIT 6,(HL) SVC 6D1FWR PUSH BC PUSH BC PUSH BC PUSH BC C,'.' SVC 6D5P POP BC CP BC CP BC SVC 6D5P COP BC AND 18 BC AND B | AND 1001000BB JR NZ,OK INC HL BIT 6,(HL) SVC (BLSPWR PUSH BC PUSH BC PUSH BC PUSH BC LD C,''' SVC (BDSP POP BC JR NZ,ERROR POP BC JR NZ,ERROR C, ''' SVC (BDSP DOP BC JR NZ,ERROR OK INC B B XOR A CP BC JR NZ,ERROR OK INC BB NZ,ERROR DE DONE ID HL,DONE\$ SVC (BDSPLY LD HL,DONE\$ BODH LD HL,DONE\$ SVC (BDSPLY LD HL,PRY\$ DANNERR LD HL,RY\$ ERT HL,RY\$ SVC (BDSPLY LD HL,BY\$ DANNERR LD HL,RY\$ ERT HL,RY\$ SVC (BDSPLY LD HL,BY\$ DANNERR LD HL,RY\$ ERT HL,GFFFFH RET LD HL,GFFFFH RET LD HL,GFFFFH SVC (BDSPLY LD HL,GFFFFH RET LD HL,GFFFFH SVC (BSROR CON GERROR CON GERROR CON GERROR CON GEROR CON GERROR CON GERRO | AND 1001000BB ; primary entry of 00010000BB ; primary entry of 1001000BB ; primary entry of 100100BB ; primary entry of 10010BB ; primary entry entry entry of 10010BB ; primary entry entry entry of 10010BB ; primary entry ent | AND 1001000B ; primary entry of 00010000B ; primary entry of 00010 BT (HL) ; mod flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) ; reset MoD flag set? of 0010 BT (HL) primary entry of 0010 BT (HL) primary entr | AND 1001000B ; primary entry of 00010000B ; primary entry of 00010000B ; primary entry of 0.0 100100B ; primary entry of 0.0 10010B ; primary entry of 0.0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | AND 1001000B ; primary entry of NZ, OK | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error TR NZ,ERROR ; if error TR A IRIN ; oot byte | SVC CEADRY ; is urversely and selection of the selection | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write TRAD SVC @DIRRD ; if error TRAD A HIN , det byte | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error in A fir. A fir. | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IR NZ,ERROR ; if error IR N A HIN GOT byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write JR NZ,ERROR ; if error rn A frr | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write JR NZ,ERROR ; if error rn A frr | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write TRAD SVC @DIRRD ;if write TR N / HT.N ; det byte | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write TRAD SVC @DIRRD ;if write TR N / HT.N ; det byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if write TR NZ,ERROR ;if error TR N / HT. | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write IR NS,EROR ;if error in A fir, | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error IN A III. | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A in | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A in | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,EROR ;if error in A iii, one byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A in | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A in | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error in A in | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error IN A III. | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write IR NS,EROR ;if error in A fir, | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write TRAD SVC @DIRRD ;if error IN A 181. | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f write TR NZ,EEROR ;1f error TR A fift) | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IR NZ,ERROR ; if error IR N A HIN GOT byte | SVC CALLYN ; If not and a state of the state | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error IR A IRIN ; oot byte | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error TRAD XV, ERROR ; if error TRAD A INI. | JR NZ, ERROR ; 11 e | Th A (HI) | TD A (HT.) | Tab. |
| The problem of the primary entry of the primary of the primary entry of the primary of the primary entry of the primary entry of the primary of the pr | О Д Z 4, Ш | 0 0 2 4 4 | 0 0 2 4 4 | 0 0 2 4 4 | AND AND AND AND AND AND AND AND | AND AND AND AND AND AND AND AND | AND 1001000B ; primary entry of 1001000B ; primary entry of 1001000B ; primary entry of 100100B ; primary entry of 10010B | AND 1001000B ; primary entryers of the control of t | AND 1001800B ; primary entrye of the content of the | AND 1001000B ; primary entry of 100100 B ; primary entry entry of 100100 B ; primary entry e | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error ID A.(H) ;det byte | SVC CEADRY ; is university of the control of the co | SVC CCADRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IN NZ,ERROR ; if error IN A. (H.) ; get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC (DIRRD ;if write IN NZ,ERROR ;if error IN A.(H.) ; get byte | SVC CCADRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IN NZ,ERROR ; if error IN A. (H.) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write JR NZ,ERROR ; if error IJ A. (H.) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write JR NZ,ERROR ; if error IJ A. (H.) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write IN NZ,ERROR ; if error IN A, (H.) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write IN NZ,ERROR ; if error IN A, (H.) ; get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error ID A.(HL) ; det byte | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write JR NZ,ERRDR ;1f write JR NZ,ERROR ;1f write LD A.(HL) ; det byte | SVC CCADRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IN NZ,ERROR ; if error IN A. (H.) ; get byte | SVC CALENCY 115 OCT 11 | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write IR NZ,ERROR ;if error IN A.(H.) ; get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error ID A.(HL) ;get byte | JR NZ, ERROR ; 11 e | I.D A. (H.) | In A. (HI.) | I.D A. (HI.) |
| The problem of the prince of t | 0 0 2 4 4 | 0 0 2 4 4 | 0 0 2 4 4 | 0 0 2 4 4 | AND AND AND AND AND AND AND AND | AND AND AND AND AND AND AND AND | AND 1000000 ; primary entry of the content of the c | AND 1000000 ; primary entry of the control of the c | AND 1000E DE PETER SECONDER OF THE COLOR OF | AND 180808 ; primary entry of the control of the co | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error LD A,(HL) ; get byte | SVC CEADEN ; is university of the control of the co | SYC CKADRY ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SYC CATEROR ; if write LD NZ,ERROR ; if error LD A.(HL) ; get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write LD A,(HL) ; qet byte | SYC CKADRY ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SYC CATEROR ; if write LD NZ,ERROR ; if error LD A.(HL) ; get byte | SVC (CKDRV ; is drive JR NZ, NOTRDY ; if not JR C, NOTRDY ; if write SVC (DIRRD ; if write NZ, ERROR ; if error LD A, (HL) ; get byte | SVC (CKDRV ; is drive JR NZ, NOTRDY ; if not JR C, NOTRDY ; if write SVC (DIRRD ; if write NZ, ERROR ; if error LD A, (HL) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IRAD SVC %DIRRD ; if error LD A.(HL) ; get byte | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write IRAD SVC %DIRRD ; if error LD A.(HL) ; get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;II not. JR C,NOTRDY ;II wite SVC @DIRRD ;II write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIGRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A.(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If wite SVC @DIRRD ;if error ID A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite READ SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A.(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIGRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;qet byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIGRD ;If write JR NZ,ERROR ;if write LD A,(HL) ;get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write IRAD SVC %DIRRD ; If error ID A,(HL) ; get byte | SYC CKADRY ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SYC CATEROR ; if write LD NZ,ERROR ; if error LD A.(HL) ; get byte | READ SVC CLORRY ; If not control of control | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SEAD SVC @DIRRD ;if write ID A,(HL) ; qet byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error LD A.(HL) ; get byte | JR NZ, ERROR ; 11 e | LD A. (HL) | LD A. (HL) ; get | LD A. (HL) ; qet |
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| C.P. 00010000 10110101 10110101 10110101 10110101 10110101 10110101 10110101 10110101 10110101 10110101 1011010101 1011010101 1011010101 1011010101 1011010101 1011010101 10110101010 | 0 0 2 4 4 | 0 0 2 4 4 | О Д 2 Д Н | 0 0 2 4 4 | CP 0001000000000000000000000000000000000 | AND 1000 SE STORY OF | Name | The problem of the primary centry of the pri | The problem of the primary entry of the primary entry of the proint to next in the primary entry of the proint to next in the primary entry of the primary entry entr | The problem of the primary entry of the primary ent | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;get byte | SVC CEALER ; is ulve JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC CDIRRD ; if write IN NZ,ERROR ; if error LD A, (HL) ; get byte | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(HL) ; get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if write LD A,(HL) ;get byte | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(HL) ; get byte | SVC (EKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC (CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SYC GCKDRV ; Is drive JR NZ, NOTRDY ; If not JR C, NOTRDY ; If wite SYC @DIRRD ; If write JR NZ, ERROR ; if write LD A, (HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite C,NOTRDY ;If wite SVC @DIGRD ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIGRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SYC GCKDRV ; Is drive JR NZ, NOTRDY ; If not JR C, NOTRDY ; If wite SYC @DIRRD ; If write JR NZ, ERROR ; if write LD A, (HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD R,(HL) ;get byte | SVC (CKDRV ; 15 drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC @CKDRV ; is grive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(HL) ; get byte | READ SVC (FOLKEY) If not a control of the control | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if write LD A,(HL) ;get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;get byte | JR NZ, ERROR ; 11 e LD A, (HL) ; get | LD A, (HL) ;get | LD A, (HL) ;get | LD A, (HL) ;get |
| CR | 0 0 2 4 4 | 0 0 2 4 4 | | 0 0 2 4 4 | CP 60016000 JR NZ,OK INC NZ,OK RES 6,(HL) SVC 6DIRWR JR NZ,EROR PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC SVC 6DSP POP BC DOP BC DOP BC DOP BC POP BC POP BC POP BC DOP | CP 0001000000000000000000000000000000000 | The Markey Street Stree | Na | CP 0001000B ; primary entry UR NZ,OK ; if not INC H,(HL) ; mod flag set? UR Z,OK ; frest NOD flag set? SVC 01RNR ; rewrite DEC rough be rewrite DEC rough be registers UD C,'' ; sold period registers UN C 05SP ; registers VOP DE ; registers VOR INC B ; registers UN R R R R R R ; registers UN R R R R R R ; registers UN R R R R R R R R R R R R R R R R R R R | The Markey Street No. 1 | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BIRRD ; if error LD A,(HL) ; get byte | SVC CKALKY ; is ulved JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC CDIRRD ; if write LD A, (HL) ; get byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error LD A,(HL) ;get byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC (ECKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (ECKDRV ; 1s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A, (HL) ; 9et byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A,(HL) ; get byte | SVC GCKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC GDIRRD ;If write LD N, (HL) ;get byte | SYC GCKDRV ; Is drive JR NZ, NOTRDY ; If not JR C,NOTRDY ; If wite SYC @DIRRD ; If wite JR NY, ERAD SYC % NY, ERROR ; if error LD A, (HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BJRRD ; if write JR NZ, REROR ; if error LD A, (HL) ; get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite SVC @DIRRD ;If write JR NY, ERAD ;If error LD A,(HL) ;get byte | SYC GCKDRV ; Is drive JR NZ, NOTRDY ; If not JR C,NOTRDY ; If wite SYC @DIRRD ; If wite JR NY, ERAD SYC % NY, ERROR ; if error LD A, (HL) ; get byte | SVC GCKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC GDIRRD ;If write LD N, (HL) ;get byte | SVC | SVC (CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | SVC (ECKDRV) 11s GIVE JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte | READ SVC (FOLKEY) ; If not constructed by the construction of the | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if write LD A,(HL) ;get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;if error LD A,(HL) ;get byte | JR NZ, ERROR ; 11 error LD A, (HL) ; get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 |
| CP 6001600B ; primary entry JR NZ_OK ; if not INC (HL) ; point to next byte BIT 6,(HL) ; mod flag set; JR Z_OK ; if not set to set set to set set to set to set to set set to set set to set set to set set set to set s | 0 0 2 4 4 | 0 0 2 4 4 | | 0 0 2 4 4 | OK IN OCTROL IN | OF 660166068 JR NZ,OK INC INC ENT | Na | Na | Na | Na | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if error LD A,(HL) ;get byte | SVC CKALKY ; is ulive JR C,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD A,(HL) ; get byte | SVC (EKDRV) 11 not 13 curve 13 curve 13 curve 13 curve 13 curve 13 curve 14 curve 15 curve 1 | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;if error JR A,(HL) ;get byte | SVC (EKDRV) 11 not 13 curve 13 curve 13 curve 13 curve 13 curve 13 curve 14 curve 15 curve 1 | SVC (EKDRV) 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV) 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD N, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD N, ERROR ; 1f error LD A, (HL) ; 9et byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A, (HL) ; get byte | SVC CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite JR C,NOTRDY ;If write SVC (DIRRD ;If error LD N,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DDD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (PIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DDD ;If write LD A,(HL) ;get byte | SVC CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If wite JR C,NOTRDY ;If write SVC (DIRRD ;If error LD N,ERROR ;if error LD A,(HL) ;get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A, (HL) ; get byte | SVC (EKRRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write LD NZ,ERROR ; 1f error LD A, (HL) ; 9et byte | SVC (EKDRV) 11 not 13 curve 13 curve 13 curve 13 curve 13 curve 13 curve 14 curve 15 curve 1 | READ SVC CARROY ; If not control of control | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write SYC @DIRRD ;if error LD A,(HL) ;get byte | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SYC @DIRRD ;if error LD A,(HL) ;get byte | JR NZ,ERROR ;11 error LD A, (HL) ;9et byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) ;get byte 0 |
| CP 60010000B ; primary entry JR NZ,OK ; if not INC HZ, INC HZ, INC HZ, INC HZ, INC G,(HL) ; mod flag set? JR Z,OK ; rewrite DEC JR ; rewrite DEC JR Set GDIRWR ; rewrite DEC JR Sev GDIRD JR Sev GDIRD JR Sev GDIR JR JR Sev GDIR JR JR JR Sev GDIR JR JR JR Sev GDIR JR JR JR JR Sev GDIR JR | 0 0 2 4 4 | 0 0 2 4 4 | | 0 0 2 4 4 | CP 90010000B JR NZ,OK INC HL STAC (HL) JR 2,OK RES 6, (HL) SYC 6DIRWR JR NZ,EROR PUSH NZ,EROR PUSH DE LD C,'.' SYC 6DSP POP DE PO | CP 90010000B JR NZ,OK INC INC BIT 6,(HL) JR ES 6,(HL) SVC 6DIRWR JR PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC PUSH BC POP BC INC SVC 6DSP POP BC NO,'.' SVC 6DSP POP BC AN,'ERAD DONE LD HL,DONE\$ SVC 6DSP AN,'ERAD DONE LD HL,BDY\$ BB NZ,'ERAD DB 6DDH AL,'BPR\$ ERECOT LD HL,'BPR\$ SVC 6LGGCT LD HL,'BPR\$ SVC 6LGGCT LD HL,'BPR\$ SVC 6LGGCT CP AL,'BPR\$ SVC 6LGGCT CP AL,'BRR\$ SVC 6LGGCT CP AL,'BRR\$ SVC 6LGGCT CP AL,'BEFFFH RET CD AL,'BRR\$ SVC 6ERROR SVC | CP 0001000B ; primary entry INC INC ; point to next INC E. (ILL) ; point to next BTT 6, (ILL) ; point to next RES 6, (HL) ; reset MOD flag SVC 6DIRMR ; rewrite DEC JUBH | CP 0000000B ; primary entry | CP 00010000B ; primary entry JR NZ,OK ; if not next INC HL ; point to next INC HL ; point to next INC INC INC ; point to next INC | CP 0001000B ; primary entry INC INC 100 INC 10 | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DOTRDY ;If write NZ,ERROR ;if error LD A,(HL) ;get byte | SVC CKALKY ; is ulive JR NZ,NOTRDY ; if not LS NOTRDY ; if write SVC ChIRRD ; if error LD A,(HL) ; ; get byte | SVC (EKDRV) 11 not 12 (11) (12) (13) (13) (13) (13) (13) (13) (13) (13 | JR NZ,NOTRDY ; If not C,NOTRDY ; If write SVC @DIRRD ; if error JR A,(HL); ; get byte | SVC @CKDRV ; is grive JR C,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write ID N, FRROR ; if error | SVC (EKDRV) 11s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (BJIRD ; 1f write JR NZ, FRRON ; 1f error | SVC (EKDRV) 11s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (BJIRD ; 1f write JR NZ, FRRON ; 1f error | SVC (EKDRV 118 drive JR NZ,NOTRDY 11f not JR C,NOTRDY 11f write SVC (BIRRD 11f write NZ, REROR 11f error LD A, (HL) 1 | SVC (EKDRV 118 drive JR NZ,NOTRDY 11f not JR C,NOTRDY 11f write SVC (BIRRD 11f write NZ, REROR 11f error LD A, (HL) 1 | SVC @CKRRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write CDIRRD JR NZ,ERROR ; If error LD A,(HL) ; get byte | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C (NOTRDY ; If write C (NOTRDY) ; If write L (NOTRDY) ; If error LD A,(HL) ; iget byte | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write BEAD JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C (NOTRDY ; If write C (NOTRDY) ; If write L (NOTRDY) ; If error LD A,(HL) ; iget byte | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C (NOTRDY ; If write C (NOTRDY) ; If write L (NOTRDY) ; If error LD A,(HL) ; iget byte | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C (NOTRDY ; If write C (NOTRDY) ; If write L (NOTRDY) ; If error LD A,(HL) ; iget byte | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write LD A,(HL) ; get byte | SVC (ECKDRV ; 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRO ; 1f write NZ, REROR ; 1f error LD A, (HL) ; 9et byte | SVC @CKDRV ; is grive JR C,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write ID N, FRROR ; if error | SEAD STATE OF THE OFFICE OF THE OFFICE OFFIC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write SYC @DIRRD ; if error LD A,(HL) ; ; get byte | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DOTRD ; If write JR NZ,EROR ; if error LD A,(HL) ; get byte | JR NZ, ERROR ; if error LD A, (HL) ; get byte 0 | LD A, (HL) ;get byte 0 | LD A, (HL) | LD A, (HL) ;get byte 0 |
| CP 60010000B ; primary entry NZ,OK ; if not conext byte BIT 6, (HL) ; mod flag set? SNC 6DIRWR ; if not set SNC 6DIRWR ; rewrite DEC SNC 6DIRWR ; rewrite DEC JR 82, conext byte PUSH BC ; save FUSH B | 0 0 2 4 4 | | 0 0 2 4 4 | 0 0 2 4 4 | CP 8001000B JR NZ,OK INC HL BIT 6, (HL) JR 2, (ML) SVC 6DIEWR JR NZ, ERROR PUSH BC PUSH BC PUSH BC POP BC POP BC POP BC POP BC POP BC CP BC | CP 8001000B JR NZ,OK INC HL, BIT 6, (HL) SYC 6, (HL) SYC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC POP DE POP DE POP BC CP B C | CP 8001000B ; primary entry INC NZ,OK ; jf not rext INC HL, ; point to next INC S,(HL) ; proint to next INC S,(HL) ; reset MOD flag SVC (BIRNR ; rewrite DEC JN NZ,ERROR ; registers LD C,'' ; pospilaters LD C,'' ; pospila | OP | CP 8001000B ; primary entry INC NZ,OK ; if not next BIT 6,(HL) ; point to next JR RES 6,(HL) ; reset MOD flag SVC 6DIRWR ; reset MOD flag SVC 6DIRWR ; retor trap FUSH BC ; registers LD C,'.' ; jblsplay a peri SVC 6DSP ; registers FOOP DE ; regist | CP 8001000B ; primary entry INC NZ,OK ; jf not to next BTT 6,(HL) ; point to next BTZ 2,OK ; from Set 3 SVC 6DIRWR ; rewrite DEC JR NZ,EROR ; rewrite DEC PUSH BC ; registers LD C,'.' ; pisplay a peri SVC 6DSP ; registers LD C,'.' ; pisplay a peri SVC 6DSP ; registers LD C,'.' ; pisplay a peri SVC 6DSP ; registers LD C,'.' ; pisplay a peri SVC 6DSP ; registers TREAD ; registers OK INC B ; registers TREAD ; registers | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write SYC (DIRECTOR); If error NZ,ERROR ; if error in the system is the system of the system in the system is the system in the system in the system in the system is the system in the system in the system in the system in the system is the system in | SVC CKALKY 115 GITTE JR NZ,NOTRDY 11f not JR C,NOTRDY 11f write SVC CDIRRD 11f write JR NZ,ERROR 11f error AA,(HL) 1964 byte | SVC CCKDRV 715 GIVE JR NZ,NOTRDY 716 NOT JR C,NOTRDY 716 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,EROR ; if error in adalages ; get byte it adalages | SVC CCKDRV 715 GIVE JR NZ,NOTRDY 716 NOT JR C,NOTRDY 716 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | SVC (CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;qet byte A, HL) | SVC (CKDRV ;1s drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;qet byte A, HL) | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC @CKDRV ;1S Grive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If write JR NZ,ERROR ;If error LD A,(HL) ;get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write READ SVC @DIRRD ;1f error JR NZ,ERROR ;1f error LD A,(HL) ;get byte | SVC CCKDRV 715 GIVE JR NZ,NOTRDY 716 NOT JR C,NOTRDY 716 Write SVC (DIRRD 716 Write JR NZ,ERROR 716 error LD A,(HL) 79ct byte | READ SVC CENTRDY ; If not to t | READ JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write C,NOTRDY ;If write B, SVC (D,D) ; if error ID A,(HL) ;get byte b, NZ, RAGARAN ; if error in an analysass | JR | JR NZ, ERROR ;11 error LD A (HL) ;get byte byte or if arive | JR NZ, EKROK ; 11 e1101 LD A, (HL) ; get byte 0 | LD A, (HL) ; get byte @ | LD A, (HL) ; get byte 0 |
| TRES 6.(HL) ; if not set in the following in the control of the co | О Д Z A H | | О Д Z Д Ш | ООХАИ | OF 0000 DE | OF 00001 0000 0000 0000 0000 0000 0000 0 | CP N2,0K 1 1 1 1 1 1 1 1 1 | CP 00010000B ; primary energy inc of the control of | OF NOALBOONE ; prinary energy nor to next INC HL, C, (HL) ; mod flag set? 3.0K ; if not constructed to the construction of the | CP N2012000B ; primary energy nate of the control o | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD) ; If write JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 18010808B ; see if ac | READ SVC CLADRY ; If not a control of the control o | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not JR C,NOTRDY 71E write SVC (DIRRD 71E write LD A,(HL) 79et byte AND 18010008 | JR NZ,NOTRDY ; If not JR CANOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 18018080B ; see if ac | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not JR C,NOTRDY 71E write SVC (DIRRD 71E write LD A,(HL) 79et byte AND 18010008 | SVC (CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;see if ac | SVC (CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;see if ac | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 18010808B ;set if ac | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 18010808B ;set if ac | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD A,(HL) ;get byte AND 18010808B ;set if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A,(HL) ; get byte AND 18010808B ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC (CCKDRV 11s drive 18 15 15 15 15 15 15 15 | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A, (HL) ; get byte AND 180100008 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write READ SVC @DIRRD ; If error LD A,(HL) ; get byte AND 18010808B ; see if ac | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write READ SVC @DIRRD ;If error LD A,(HL) ;get byte AND 18010808B ;set if ac | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD A,(HL) ;get byte AND 18010808B ;set if ac | SVC CCKDRV 71S GIVE JR NZ,NOTRDY 71E not JR C,NOTRDY 71E write SVC (DIRRD 71E write LD A,(HL) 79et byte AND 18010008 | READ JR C,NOTRDY ;If not control of the control of | JR NZ,NOTRDY | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 18010808B ; see if ac | JR N2,ERROR ;11 error LD A(HL) ;9et byte 0 AND 10010008 :see if active | JR NZ,EKROK ;II ellot LD A,(HL) ;get byte 0 AND 100100008 ;see if active | LD A, (HL) ; get byte 0 | LD A, (HL) ;get byte 0 and 10010000B ;see if active |
| JR NOOLERA ; intract onext byte lift not next byte lift not set lift not next byte lift not set lift not next bec lift not lift no | О Д Z 4, Ш | | 0 0 2 4 4 | 0 0 2 4 4 | OK INC HL, OK H INC HL, OK H INC HL, OK H INC HL, OK H INC H INC HL, OK H INC | OK INC HL, OK H INC | JR NEW HILLY HOLD HOLD HOLD HOLD HOLD HOLD HOLD HOLD | JR NZ, OK ; if not INC HIZ, OK ; point to next Save Save NoD flag Save Save NoD flag Save NoD flag Save No flag Save No flag Save No flag DE ; registers DEC Save No flag Save No flag DE ; registers DEC Save No flag DE ; registers DEC Save No flag DE ; registers DEC SAVE NO flag DEC ; registers DO DE SAVE NO flag Save INC DE SAVE SAVE SAVE SAVE SAVE SAVE SAVE NO flag DEC SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE | JR NZ,OK ; jif not ENLY SERROR ; ji, not ENLY SERROR ; joint to next Set TAN S. OK S | JR NZ,OK ; junt to next in the control of the contr | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BIRRD ; If error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC CLADRY 115 UTVE JR C,NOTRDY 11f not JR C,NOTRDY 11f write SVC @DIRRD 11f write JR NZ,ERROR 11f error LD A,(HL) 19et byte AND 10010000B | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD); if error LD A, (HL) ; get byte AND 1001000B | SVC | SVC CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000 | SVC CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000 | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B | SVC | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000B | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CCKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRO ; If error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If not C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10010000B | SVC | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write JR NZ,ERROR ;1f error LD A,(HL) ;get byte AND 10010000B | SVC | READ SVC (ADTRDY 11 NOT | JR | JR NZ.NOTRDY ; If not JR C,NOTRDY ; If write JR C,NOTRD ; If write CD NZ,ERROR ; if error LD A, (HL) ; get byte AND 10010000B ; see if ac | JR NZ,ERROR ;11 error LD A,(HL) ;9et byte 0 AND 1001000B ;see if active | JR N., EKNOR ;11 1101 LD A. (HL) ;9et byte 0 AND 10010000B ;see if active | LD A, (HL) ; get byte 0 AND 1001000BB ; see if active | LD A, (HL) ; get byte 0 AND 10010000B ; see if active |
| JR NZ_OK ; if not next byte BT Z_OK ; point to next byte BT Z_OK ; point to next byte BT Z_OK ; point to next byte PUSH BC G_OTHUN ; rewrite DEC JR NZ_EROR ; rewrite DEC JR NZ_EROR ; rewrite DEC JR NZ_EROR ; registers registers JR NZ_EROR ; registers jropp BC jropp jropp BC jropp jropp BC jropp jropp jropp BC jropp jropp jropp BC jropp jropp jropp BC jropp jropp BC jropp jropp j | 0 0 2 4 4 | | | 0 0 2 4 4 | JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR NZ, ERROR JR NZ, ERROR BC C JR NZ, ERROR DE C DE | JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR JR NZ, OK JR NZ, ERROR PUSH BC PUSH BC POP BC DE POP BC JR NZ, ERROR DE NZ, ERROR NZ, ERROR A SWC NX NR A CP NZ, ERROR A CP NZ, ERROR A CP NZ, ERROR A CR NZ, DONE A CR NZ | JR NZ,OK ; if not INC HI BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set JR S,OK ; if not set JR S,OK ; if not set JR NZ,EROR ; reset MOD flag set? JR NZ,EROR ; registers LD C,'' ; when modified FOSP DE ; registers FOSP DE ; registers FOSP DE ; registers JR NZ,ERROR ; registers FOSP DE ; registers JR NZ,ERROR ; registers FOSP DE ; registers JR NZ,ERROR ; registers JR NZ | JR NZ,OK ; if not and long long long long long long long long | JR NZ,OK ; if not INC HL BIT C,OK ; point to next BIT Z,OK ; point to next Sec 6,(HL) ; reset MOD flag Set? JR C,OK ; point to next Sec 6,(HL) ; reset MOD flag Set? JR NZ,ERER ; rewrite DEC JR NZ,ERER ; rewrite DEC JR DEC ; registers por DE ; registers pop DE | JR NZ,OK ; if not INC HL STORY STORY SET OF | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000B ; see if ac | SVC CEADAY ; 15 or 175 | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD ; if write JR N,(HL) ; get byte A,(HL) ; see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B | SVC @CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC @DIRRD ; 1f write JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ; 1s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC @DIRRD ; 1f write JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD NZ,ERROR ;1f error LD A,(EL) ;9ee byte AND 10010000B | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f write LD NZ,ERROR ;1f error LD A,(EL) ;9ee byte AND 10010000B | SVC | SVC @CKDRV 1 | SVC QCKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 11s drive 18 drive 18 | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC (CKDRV 1 | SVC QCKDRV 1 | SVC @CKDRV 1 | SVC | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write JR Q,NOTRDY ;1f write NZ,ERRO ;1f write LD A,(EL) ;9eb byte AND 10010000B ;see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B | SVC CALLACY 15 15 15 15 15 15 15 1 | JR NZ, NOTRDY | JR | JR NZ.EROR ;11 error LD A.(EL) ;9ct byte 0 AND 10010000B ;see if active | 1) NY, EKNON 11 ELOL LD A (HL) ; get byte 0 AND 10010000B ; see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active |
| JR NZ,OK ;if not INC 1. 1. 1. 1. 1. 1. 1. 1 | 0 0 2 4 4 | 0 0 2 4 4 | | 0 0 2 4 4 | JR NZ, OK BINC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIFWR PUSH BC PUSH BC PUSH BC PUSH BC C, '.' SVC 6DSP POP BC DC JR NZ, ERROR OK INC B NZ, ERROR ONE LD HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ DB 6DDH DRHERR LD HL, RDY\$ DB 6DDH PARMERR LD HL, PARM\$ SVC 6LOGOT LD HL, PARM\$ SVC 6LOGOT LD HL, PARM\$ SVC 6EROOR SVC 6EROOR OR GEROOR SVC 6EROOR SVC 6EROOR SVC 6EROOR OR GEROOR SVC 6EROOR SVC 6EROOR | JR NZ, OK BINC HL BIT 6, (HL) SVC 6DIEWR PUSH BC PUSH BC PUSH BC LD C, '.' SVC 6DSP SVC 8D B A A B C B B A A B C B B A A B C B B NOTRDY LD HL, PONE\$ SVC 6DSPLY LD HL, PONE\$ SVC 6DSPLY LD HL, PARM\$ SVC 6DSPLY SVC 6DSPL | JR NZ,OK ji not love line line line line line line line lin | JR NZ,OK jië not look land land set land land set land land land set land land land land land land land land | JR NZ,OK ;if not lock that lock the lock that lock the lock that l | JR NZ,OK ji not love love love love love love love love | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if write NZ,ERROR ; if error LD A,(HL) ; get byte AND 1801800B ; see if ac | SVC CALDEN 115 ulive 1 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (BIRRD ; if error JR NZ, RROR ; if error LD A, (HL) ; get byte AND 1801000B ; see if ac | SVC | SVC CKDRV ; 1s drive JR NC, NOTEDY ; 1f not JR C, NOTEDY ; 1f write SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 1001000B ; see if ac | SVC CKDRV ; 1s drive JR NC, NOTEDY ; 1f not JR C, NOTEDY ; 1f write SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 1001000B ; see if ac | SVC (CKDRV ; 11s drive NZ, NOTRDY ; 1f not JR NZ, NOTRDY ; 1f not LD SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 10010000 ; see if ac | SVC (CKDRV ; 11s drive NZ, NOTRDY ; 1f not JR NZ, NOTRDY ; 1f not LD SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 10010000 ; see if ac | SVC CKRRV 1 1 1 1 1 1 1 1 1 | SVC SCKDRV 1 | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite EAD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A, (IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; IS drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite BIRRD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR O,NOTRDY ; If wite EAD SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(IL) ; get byte AND 10010000 ; see if ac | SVC SCKDRV 1 | SVC QCKDRV 1 | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC @DIRRD ;1f error LD A,(EL) ;9et byte AND 10010000 ;see if ac | SVC | SVC CANOTRDY | JR NZ, NOTRDY | JR NZ,NOTRDY ; If not JR OGIRDY ; If write C,NOTRDY ; If write GDIRRD ; if error LD A,(HL) ; get byte AND 1801800B ; see if ac | JR NZ ERROR ;11 error LD A.(HL) ;9ct byte 0 AND 10010000B ;see if active | JK NY, EKNOK ; IL TILOL LD A. (EL) ; get byte 0 AND 1001000B ; see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active | LD A, (HL) ;get byte 0 AND 1001000B ;see if active |
| JR NZ,OK ;if not EACH JR hote BIT 6,(HL) ; point to next byte BIT 2,OK ;if not set of CHL) ; reset MOD flag Set? JR Set OF GOLKWR ; reset MOD flag Set? JR NZ, ERROR ; revite DEC PUSH BC ; point to next DEC POP BC ; registers revite DOR BC ; registers revite DOR BC ; registers revite DOR BC ; registers revite DONE BC ; registers revite DONE BC ; registers revite DONE BC ; registers revite BC registers revite REROR CP registers revite REROR CP registers revite r | 0 0 2 4 4 | | О Д Z Д Д | | JR NZ, OK INC HL BIT 6, (HL) BIT 2, OR RES 6, (HL) SVC 6DIFWR JR NZ, ERROR PUSH BC PUSH BC POP BC JR NZ, ERROR C, ''' SVC 6DSP POP BC JR NZ, ERROR CP BC JR NZ, ERROR NJ, ERROR OK NO A CP B NZ, ERROR A CP B JR NZ, ERROR A CP B NZ, ERROR A CP B DB HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ BY RET HL, RDY\$ DB HL, PARM\$ ERPOR ERPOR CP BB AB BB BB BB BBB BB BB | JR NZ, OK INC HL, BIT 6, (HL) BIT 7, OK RES 6, (HL) SVC (0118WR PUSH NZ, ERROR PUSH DE PUSH DE POP DE POP DE POP DE POP DE POP DE POP DE NOT INC B A CP B A CP B B C | JR NZ,OK ;if not located by the loca | JR NZ,OK ;if not look INC HL hoint to next BTT 5,0K ;point to next BTT 2,0K ;point to next RES 6,(HL) ;reset MOD flag Set? JR Z,OK ;reset MOD flag Set | JR NZ,OK ;if not look INC HL inch inch inch inch inch inch inch inch | JR NZ,OK ;if not line to line line to line line line line line line line line | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write JR NZ, FRROR ; if error LD A,(HL) ; get byte CD And 180180808 ; see if action and an analysis of the control of the contr | SVC CALLEY 115 Ulive 1 | SVC | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; if error JR A,(HL) ; get byte AND 18018080B ; see if act of And 1801 | SVC | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not LJR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 18018080B ; see if action and analogous ; see if action and action and action and action and action and action action and action and action acti | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not LJR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ, ERROR ; 1f error LD A, (HL) ; 9et byte AND 18018080B ; see if action and analogous ; see if action and action and action and action and action and action action and action and action acti | SVC | SVC | SVC CKORV 11 | SVC QCKDRV 1 | SYC QCKDRV 1 1 1 1 1 1 1 1 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SVC @CKDRV 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SVC SCKDRV 1 | SYC QCKDRV 1 1 1 1 1 1 1 1 1 | SVC QCKDRV 1 | SVC CKRRV 1 1 1 1 1 1 1 1 1 | SVC CKRRV 1:S drive | SVC | SV | JR NZ, NOTRDY | JR | JR NZ, ERROR ; if error LD A, (HL) ; get byte 0 AND 1001000B ; see if active | JK N. (HL) : 101 DV (HL) : 100 DV CO | LD A, (HL) ; get byte 0 AND 10010000B ; see if active | LD A, (HL) ;get byte 0 AND 10010000B ;see if active |
| JR NZ,OK ; in not and lang set; BIT 6,(HL) ; mod flag set; BRS 6,(HL) ; mod flag set; JR NZ,EROK ; if not set and lang set; JR NZ,ERROR ; rewrite DEC set and lang set; JR NZ,ERROR ; rewrite DEC set and lang set; LD C,'.' ; point to be set and lang set; DOP DE ; registers set and lang set; JR NZ,EROR ; registers set and lang set; JR NZ,EROR ; registers set and lang set an | 0 0 2 4 4 | | 0 0 2 4 4 | | JR NZ, OK H. JR NZ, OK H. JR NZ, OK H. JR NZ, OK RET G, (HL) BIT 6, (HL) JR SVC 6DIRWR JR NZ, ERROR PUSH DE C, (HL) POP BC 6DSP POP BC POP B | JR NZ, OK HELL IN A CONTROLL I | JR NZ OK JI NOT | JR NZ,OK ; in not next BIT 6, (HL) ; point to next BIT 6, (HL) ; point to next BIT 2,0K ; if not set SvC 6, (HL) ; reset MDE flag set? JR NZ, ERROR ; rewrite DEC JR NZ, ERROR ; rewrite DEC SVC 6DIRWR ; rewrite DEC SVC 6DSP ; registers in D C,'.' ; jbisplay a peri SVC 6DSP ; when modified POP DE ; registers POP DE ; registers FOP DE C ; registers SVC 6DSP ; registers JR NZ, ERROR ; register A finishe SVC 6DSEP; repowrit to messa | JR NZ,OK ; JIT NOT NOT NOT NOT NOT NOT NOT NOT NOT NO | JR NZ,OK ; JI not next large l | JR | SVC CALLEY ; 15 or 175 | SVC (EKDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (BIRRD ; 1f write LD A, (HL) ; 96t byte AND 18010808B ; primary CP 68010808B ; primary | JR NZ,NOTRDY ; If not C,NOTRDY ; If write SYC @DIRRD ; if error JR A,(HL) ; get byte AND 1801808B ; primary CP 8001808B ; primary CP | SVC (EKDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (BIRRD ; 1f write LD A, (HL) ; 96t byte AND 18010808B ; primary CP 68010808B ; primary | SVC (EKDRV ; 11s drive JR 02, NOTRDY ; 1f not JR 02, NOTRDY ; 1f wite SVC (E) RRD ; 1f wite JR NZ, FRROR ; 1f error LD A, (HL) ; 150, 100, 100, 100, 100, 100, 100, 100, | SVC (EKDRV ; 11s drive JR 02, NOTRDY ; 1f not JR 02, NOTRDY ; 1f wite SVC (E) RRD ; 1f wite JR NZ, FRROR ; 1f error LD A, (HL) ; 150, 100, 100, 100, 100, 100, 100, 100, | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRO ; 1f write LD A, (H1) ; 5et byte AND 18010808B ; see if ac CP 68010808B ; primary | SVC (EKDRV ; 11s drive JR NZ, NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRO ; 1f write LD A, (H1) ; 5et byte AND 18010808B ; see if ac CP 68010808B ; primary | SVC CKRRV 1:S drive | SVC | SVC (CKDRV 118 drive 18 drive 18 NZ,NOTRDY 11f not 18 NZ,NOTRDY 11f write 18 NZ,ERROR 11f error 18 NZ,ERROR 15 15 15 15 15 15 15 1 | SVC (6CKDRV 118 drive 18 drive 18 NZ, NOTRDY 11f not 18 NZ, NOTRDY 11f write 18 NZ, ERROR 18 18 18 18 18 18 18 1 | SVC (6CKDRV 118 drive 18 drive 18 NZ, NOTRDY 11f not 18 NZ, NOTRDY 11f write 18 NZ, ERROR 18 18 18 18 18 18 18 1 | SVC (CCKDRV 118 drive 18 drive 18 NZ,NOTRDY 11f not 18 NZ,NOTRDY 11f write 18 NZ,ERROR 18 18 18 18 18 18 18 1 | SVC (6CKDRV 118 drive 18 drive 18 NZ, NOTRDY 11f not 18 NZ, NOTRDY 11f write 18 NZ, ERROR 18 18 18 18 18 18 18 1 | SVC (6CKDRV 118 drive 18 drive 18 NZ, NOTRDY 11f not 18 NZ, NOTRDY 11f write 18 NZ, ERROR 18 18 18 18 18 18 18 1 | SVC (6CKDRV 118 drive 18 drive 18 NZ, NOTRDY 11f not 18 NZ, NOTRDY 11f write 18 NZ, ERROR 18 18 18 18 18 18 18 1 | SVC (CKDRV 118 drive 18 drive 18 NZ,NOTRDY 11f not 18 NZ,NOTRDY 11f write 18 NZ,ERROR 11f error 18 NZ,ERROR 15 15 15 15 15 15 15 1 | SVC | SVC | SVC (ECKDRV ; 11s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (EDIRRD ; 1f write NZ,FRROR ; 1f error LD A, (H1) ; 5et byte AND 18010808B ; see if ac | SVC (EKDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (BIRRD ; 1f write LD A, (HL) ; 96t byte AND 18010808B ; primary CP 68010808B ; primary | SV | JR NZ, NOTRDY | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write SVC (e) C,NOTRDY ; If write JR NZ,EROR ; if error LD A,(HL) ; get byte CP 6001,0008 ; primary CP 6001,0008 ; primary CP | JR NZ, ERROR ; 1 E error LD A, (H.) ; 9et byte 0 AND 10010000B ; see if active CP 000,0000B : primary entry | JR N2.ERNOR 111 e1101 LD A,(HL) ;get byte 0 AND 1001000B ;see if active CP 0001000B ; primary entry | LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; brimary entry | LD A, (HL) 19et byte 0 AND 10010000B ;see if active CP 00010008B ; primary entry |
| N. N. N. N. N. N. N. N. | 0 0 2 4 4 | 0 0 2 4 4 | О О В В В | 0 0 2 4 4 | DATE OF COLORS O | DE TO THE | NE | Name | NE | INC. H.S. CONTROLLED TO SELECT TO SE | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write C,NOTRDY ; If write C,NOTRDY ; If write C,NOTRDY ; If error L,D A,(HL) ; get byte C,NOTRDY ; get byte | SVC CALLEY ; 15 ULIVE SVC | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 11 error LD A,(HL) ; 96et byte AND 19810808 ; primary CP 88810808 ; primary | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (E) NZ, ERROR ; If error LD A,(HL) ; get byte AND 10810808B ; get byte CP 60810808B ; primary CP 60810808B | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 11 error LD A,(HL) ; 96et byte AND 19810808 ; primary CP 88810808 ; primary | SVC (CKDRV ;18 drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;see if ac CP 00010000B ;primary | SVC (CKDRV ;18 drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 10010000B ;see if ac CP 00010000B ;primary | SVC (CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD ;1f write JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 100100008 ;see if ac CP 000100008 ;primary | SVC (CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f write SVC (DIRRD ;1f write JR NZ,ERROR ;1f error LD A,(HL) ;9et byte AND 100100008 ;see if ac CP 000100008 ;primary | SVC CKRRV 1 | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write NZ,ERRO ; If error LD A,(HL) ; get byte AND 10010000B ; get byte CP 00010000B ; primary | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 100100008 ;get byte CP 000100008 ;primary | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A,(HL) ; get byte AND 108108088 ; get byte CP 000100008 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 10800008 ;get byte CP 0001000008 ;primary | SVC (CCKDRV 1 1 1 1 1 1 1 1 1 | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 10800008 ;get byte CP 0001000008 ;primary | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 10800008 ;get byte CP 0001000008 ;primary | SVC @CKDRV ;IS drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 10800008 ;get byte CP 0001000008 ;primary | SVC @CKDRV ;Is drive JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write SVC @DIRRD ;If write LD NZ,ERROR ;If error LD A,(HL) ;get byte AND 100100008 ;get byte CP 000100008 ;primary | SVC @CKRRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write NZ,ERRO ; If error LD A,(HL) ; get byte AND 10010000B ; get byte CP 00010000B ; primary | SVC OCKDRV 1 | SVC | SVC @CKDRV ; 115 GTIVE JR C,NOTRDY ; 11 not JR C,NOTRDY ; 11 write SVC @DIRRD ; 11 write LD NZ,ERROR ; 11 error LD A,(HL) ; 96et byte AND 19810808 ; primary CP 88810808 ; primary | AND 10810808 FEE BY C. NOTRDY 1 | JR NZ,NOTRDY | JR NZ,NOTRDY ;If not JR C,NOTRDY ;If write CDIRBD ;If write JR NZ,ERROR ;if error LD A,(HL) ;get byte AND 10810808B ;get byte CP 08010808B ;get if ac | JR NZ ERROR ;11 error LD A,(HL) ;9et byte Ø AND 10010008 ;see if active CP 00010008 ; primary entry | JK NZ,EKNOK ; 11 e1101 LD A,(HL) ; 9et byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A.(HL) ;get byte 0 AND 1001000B ;see if active CP 0001000B ;primery entry |
| INC HL | 0 0 2 4 4 | | 0 0 2 4 4 | | INC HL. BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH BC PUSH BC POP DE POP D | INC HL. BIT 6, (HL) JR 7, OK RES 6, (HL) SVC 6DIRWR JR NZ, ERROR PUSH BC 6DE PUSH BC 6DE POP B | NC | NC | NC | INC HLL ; point to next BIT 6, (HL) ; mod flag set? 3. (RL) ; mod flag set? 3. (RL) ; fnot set NoD flag set? 3. (HL) ; reset NoD flag set. 3. (HL) ; reset N | JR | SVC CLADRY ; 15 or 175 | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 116 NOT JR C,NOTRDY 116 NOT JR NZ,EROR 116 ETFOR LD A, (HL) 19et byte AND 10010000B 15ee if ac CP 00010000B 1; primary | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (NOTRD) ; If write SVC (NZ,ERROR ; if error LD A,(HL) ; see if ac CP (NB) (NB) ; see if ac CP (NB) (NB) (NB) (NB) (NB) (NB) (NB) (NB) | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 116 NOT JR C,NOTRDY 116 NOT JR NZ,EROR 116 ETFOR LD A, (HL) 19et byte AND 10010000B 15ee if ac CP 00010000B 1; primary | SVC (CKDRV ; 15 Grive JR NZ, NOTRDY ; 11 not JR NZ, NOTRDY ; 11 not SVC (DIRRD ; 11 write SVC (DIRRD ; 11 write JR NZ, ERROR ; 11 error LD A, (HL) ; 12 error LD A, (HL) ; 13 ee if a CCP (000100000 ; primary) | SVC (CKDRV ; 15 Grive JR NZ, NOTRDY ; 11 not JR NZ, NOTRDY ; 11 not SVC (DIRRD ; 11 write SVC (DIRRD ; 11 write JR NZ, ERROR ; 11 error LD A, (HL) ; 12 error LD A, (HL) ; 13 ee if a CCP (000100000 ; primary) | SVC (CKDRV ; 15 Grive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A, (HL) ; get byte AND 10010000B ; get if ac CP 00010000B ; primary | SVC (CKDRV ; 15 Grive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ,ERROR ; 1f error LD A, (HL) ; get byte AND 10010000B ; get if ac CP 00010000B ; primary | SVC | SVC GCKDRV 1 1 1 1 1 1 1 1 1 | SVC QCKDRV 1 | SVC (CKDRV 118 drive 3R NZ,NOTRDY 11f not 11 | SVC (CKDRV 118 drive 3R NZ,NOTRDY 11f not 11 | SVC (CCKDRV 118 drive 18 drive 18 NZ,NOTRDY 11f not 18 NZ,NOTRDY 11f write 18 NZ,EROR 11f write 18 NZ,ERROR 11f error 18 NZ,ERROR 18 19 19 19 19 19 19 19 | SVC (CKDRV 118 drive 3R NZ,NOTRDY 11f not 11 | SVC (CKDRV 118 drive 3R NZ,NOTRDY 11f not 11 | SVC (CKDRV 118 drive 3R NZ,NOTRDY 11f not 11 | SVC QCKDRV 1 | SVC GCKDRV 1 1 1 1 1 1 1 1 1 | SVC CKCRV 1 | SVC CKCRV 118 drive | SVC (CKDRV) 115 GTIVE JR NZ,NOTRDY 116 NOT JR C,NOTRDY 116 NOT JR NZ,EROR 116 ETFOR LD A, (HL) 19et byte AND 10010000B 15ee if ac CP 00010000B 1; primary | Na | JR | JR | JR NZ ERROR ;11 error LD A,(HL) ;9et byte 0 AND 10010000B ;see if active CP 00010000B ;primary entry | JR A.(EL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A,(HL) ;get byte 0 AND 10010000B ;see if active CP 00010000B ;primary entry |
| INC HL ; point to next byte BT | | | 0 0 2 4 4 | | INC HL BIT 6'(HL) 3R 2,OK RES 6'(HL) SVC (BIRNR JR NZ ERROR PUSH BC PUSH BC POP BC SVC (BSP POP DE POP DE POP DE POP DE POP DE POP DE SVC (BSP A NZ ERROR OK INC B NZ ERPO DB HL,DONE\$ SVC (BSPLY HL, PARM\$ ELD HL, PARM\$ SVC (BCOCT DR TA OK TO HL, PARM\$ SVC (BRORR TO HL, PARM\$ TO HL, PARM\$ SVC (BRORR TO HL, PARM\$ TO HL, PARM\$ SVC (BRORR TO HL, PARM\$ TO HL, PARM\$ TO HL, PARM\$ TO HL, PARM\$ SVC (BRORR TO HL, PARM\$ TO HL | INC HL BIT 6'(HL) 3R 3R 2 'OK BES 6'(HL) SVC 6DIRWR JR NZ, PRROR PUSH BC PUSH BC LD C,''' SVC 6DSP POP BC POP BC SVC AB CP BC A A CP BC A A CP BC A A CP BC A B COP BC SVC 6DSP DE DOP BC DOP BC DOP BC DOP BC A B COP BC A B A CR A B A CR A B A CR B B B B B B B B B B B B B B | INC HL ;point to next BIT 6,(HL) ;mod flag set? JR 2,OK ;if not set JR 6,(HL) ;reset MOD flag SVC 6DIRWR ;error trap PUSH BC ;reset MOD flag FUSH BC ;rewrite DEC ;registers LD C,'.' ;phen modified SVC 6DSP ;registers POP DE ;registers POP DE ;registers DOR BC ;registers JR NZ,ERROR ;registers SVC 6DSPLX ;registers JR NZ,ERROR ;reincr trap SVC 6DSPLX ;registers JR NZ,ERROR ;reincr trap SVC 6DSPLX ;registers | BIT 6,(HL) ; mod flag set? JR 2,OK ; if not set set set set set set set set set se | BIT 6, (HL) ; point to next BIT 6, (HL) ; mod flag set? JR 2, OK ; if not set SVC (BIRWR ; rewrite DEC JR NZ, ERROR ; seror trap PUSH BC ; it is perior LD C, '' ; phen modified SVC (BSP ; registers POP DE ; registers POP DE ; registers NR NZ, ERROR ; registers NR NZ, ERROR ; registers JR NZ, ERROR ; registers NR NZ, ERROR ; registers NR NZ, ERROR ; registers JR NZ, ERROR ; registers NR NZ, ERROR ; registers JR NZ, ERROR ; registers NR NZ, ERROR ; registers JR NZ, ERROR ; registers NR NZ, ERROR ; registers NR NZ, ERROR ; registers JR NZ, ERROR ; registers JR NZ, ERROR ; registers NONE LD HL, PONE\$; point to nexa | BIT 6, (HL) ; point to next BIT 6, (HL) ; mod flag set? JR Z, OK ; if not set RES 6, (HL) ; reset MOD flag SVC (BIRWR ; revite DEC JR NZ, ERROR ; reror trap PUSH BC ; registers LD C,'.' ; plagisters SVC (BDSP ; registers POP DE ; registers POP DE ; registers OR NZ, ERROR ; registers JR NZ, ERROR ; registers OK NG B ; registers OK NG B ; registers JR NZ, ERROR ; registers OK NG B ; registers JR NZ, ERROR ; register JR NZ, ERROR ; registers | JR NZ,NOTRDY JIf not | SYC CEALDRY ; 15 or 15 o | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write JR NZ,ERROR ; if error LD A, (EL) ; get byte AND 10010000B ; see if ac | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC (DIRRD JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000 ; see if are not | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write JR NZ,ERROR ; if error LD A, (EL) ; get byte AND 10010000B ; see if ac | SVC CCKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC CDIRRD ; if write JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000B ; see if ac | SVC CCKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC CDIRRD ; if write JR NZ,ERROR ; if error LD A,(HL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write SVC @DIRRD ; if write LD NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B ; see if ac | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SVC @DIRRD ; If write LD NZ,ERROR ; if error LD A, (EL) ; get byte AND 10010000B ; gee if ac | SVC SCKDRV 1 | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write SVC (DIRRD ; If write LD NZ,ERROR ; If error LD A,(HL) ; get byte AND 10010000B ; get if according to the NY | SVC (CKDRV 1 S drive 1 S drive 1 S No. NOTRDY 1 f not 1 S NOTRDY 1 S Not N | SVC (CKDRV 1 S drive 1 S drive 1 S No. NOTRDY 1 f not 1 S NOTRDY 1 S Not N | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,FROR ; if error LD A, (HL) ; get byte AND 10010000B ; get byte SVC 00010000B ; gringly system is not system. | SVC (CKDRV 1 S drive 1 S drive 1 S No. NOTRDY 1 f not 1 S NOTRDY 1 S Not N | SVC (CKDRV 1 S drive 1 S drive 1 S No. NOTRDY 1 f not 1 S NOTRDY 1 S Not N | SVC (CKDRV 1 S drive 1 S drive 1 S No. NOTRDY 1 f not 1 S NOTRDY 1 S Not N | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write SVC (DIRRD ; If write LD NZ,ERROR ; If error LD A,(HL) ; get byte AND 10010000B ; get if according to the NY | SVC SCKDRV 1 | SVC | SVC @CKDRV ;1S drive JR NZ,NOTRDY ;1f not JR C,NOTRDY ;1f wite JR NZ,ERROR ;1f write LD A,ERROR ;1f error LD A,GLL) ;9ee if ac CP 80018008 ;5ee if ac | SVC @CKDRV ; is drive JR NZ,NOTRDY ; if not JR C,NOTRDY ; if write JR NZ,ERROR ; if error LD A, (EL) ; get byte AND 10010000B ; see if ac | SVC CALLEY 15 15 15 15 15 15 15 1 | JR | JR | JR NZ ERROR ; 11 error LD A.(HL) ; 9et byte 0 AND 1001000B ; see if active CP 90010000B ; primary entry | JR N. FENOR ; ILL OF (HL) ; get byte 0 AND 10010000B ; see if active CP 00010000B ; primary entry | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 0001000B ; primary entry | LD A, (HL) ; get byte 0 AND 1001000B ; see if active CP 00010000B ; primary entry |
| NC | O Q Z A H | | О Д Д Д | 0 0 2 4 4 | INC HL BINC HL JR 2,0K RES 6,(HL) SVC 601FWR DUSH BC FUSH BC FUSH BC FUSH BC FUSH BC C,'.' SVC 6D5F POP BC CP BC C | INC HL BIT 6, (HL) JR 2, OK RES 6, (HL) SVC 6DIFWR DUSH BC PUSH BC PUSH BC PUSH BC LD C, '.' SVC 6DSP POP BC JR NZ, ERROR CP BC JR NZ, ERROR CP BC JR NZ, ERROR NZ, ERROR DE DE DONE LD HL, DONE\$ SVC 6DSPLY LD HL, DONE\$ BODH PARMERR LD HL, PARM\$ SVC 6DSPLY LD HL, DONE\$ LD HL, DONE\$ LD HL, GFFFFH RET LD HL, GFFFFH RET COR BB DONE LD HL, GFFFFH RET COR BB | INC HL ; polit to next JR 6,(HL) ; mod flag set? JR 2,OK ; if not set to | INC HL ; point to next BIT 2,OK ; if not set 2,OK ; if not set 2,OK ; if not set 3,OK ; if not set 4,OK ; if not in set 5,OK ; if not in set 6,OK | INC HL ; pout to next BIT 6,(HL) ; mod flag set? JR 2,OK ; if not set to set set to | INC HL ; point to next BIT 6,(HL) ; mod flag set? JR Z,OK ; if not set Set Color in the color i | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write C,NOTRDY ; If write JR NZ, FRROR ; if error LD A, (HL) ; get byte CP 00010000 ; primary JR NZ,OK ; if not | SVC CALDEN 115 ULIVE 15 U | SVC (EXDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (B)IRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP (8010808B ; see if ac TR NZ,OK ; 1f not | JR NZ,NOTRDY ; If not SVC (BURRDY ; If write SVC (BURRD ; if error JR A, (HL) ; get byte AND 10010008 ; primary JR NZ,OK ; if not | SVC (EXDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (B)IRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP (8010808B ; see if ac TR NZ,OK ; 1f not | SVC (CKDRV ; 118 drive JR NZ, NOTRDY ; 15 drive JR C, NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte CP 80010000 ; primary JR NZ, OR ; if not JR | SVC (CKDRV ; 118 drive JR NZ, NOTRDY ; 15 drive JR C, NOTRDY ; 1f write SVC (DIRRD ; 1f write JR NZ, ERROR ; 1f error LD A, (HL) ; 9et byte CP 80010000 ; primary JR NZ, OR ; if not JR | SVC (CKDRV ; 11s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP 08010808B ; 5ee if ac TR NZ,OK ; 1f not | SVC (CKDRV ; 11s drive JR NZ,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (DIRRD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP 08010808B ; 5ee if ac TR NZ,OK ; 1f not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write JR NZ,ERROR ; if error JR NZ,ERROR ; if error AND 10010000B ; see if ac CP 0001000B ; primary JR NZ,OR ; if not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write DIRRD ; If write JR NZ,ERROR ; if error LD A, (IL) ; get byte AND 10010000B ; gee if ac CP 0001000B ; primary JR NZ,OK ; if not JR NZ,OK ; if | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write C,NOTRDY ; If write JR NZ,ERROR ; if error LD A, (IL) ; get byte AND 10010000B ; gee if act NZ, OK NZ, OK ; if not NZ, OK ; if not not NZ, OK ; if not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If wite JR NZ,NOTRDY ;If write BIRRD SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(EL) ;get byte AND 10010000B ;see if ac TR NZ,OK ;if not TR NZ,OK ;if no | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If wite JR NZ,NOTRDY ;If write BIRRD SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(EL) ;get byte AND 10010000B ;see if ac TR NZ,OK ;if not TR NZ,OK ;if no | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write SVC @DIRRD ; If write JR NZ,ERROR ; if error LD A,(EL) ; get byte AND 10010000B ; gee if ac RR NZ,OK ; if not JR NZ,OK ; if | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If wite JR NZ,NOTRDY ;If write BIRRD SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(EL) ;get byte AND 10010000B ;see if ac TR NZ,OK ;if not TR NZ,OK ;if no | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If wite JR NZ,NOTRDY ;If write BIRRD SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(EL) ;get byte AND 10010000B ;see if ac TR NZ,OK ;if not TR NZ,OK ;if no | SVC @CKDRV ; Is drive JR NZ,NOTRDY ;If wite JR NZ,NOTRDY ;If write BIRRD SVC @DIRRD ;if write JR NZ,ERROR ;if error LD A,(EL) ;get byte AND 10010000B ;see if ac TR NZ,OK ;if not TR NZ,OK ;if no | SVC (CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write C,NOTRDY ; If write JR NZ,ERROR ; if error LD A, (IL) ; get byte AND 10010000B ; gee if act NZ, OK NZ, OK ; if not NZ, OK ; if not not NZ, OK ; if not | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR NZ,NOTRDY ; If write DIRRD ; If write JR NZ,ERROR ; if error LD A, (IL) ; get byte AND 10010000B ; gee if ac CP 0001000B ; primary JR NZ,OK ; if not JR NZ,OK ; if | SVC @CKDRV ; Is drive JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write JR NZ,ERROR ; if write LD A,(IL) ; get byte AND 10010000 ; see if ac CP 00010000 ; primary JR NZ,OR ; if not | SVC (CKDRV ; 1s drive JR NZ,NOTEDY ; 1f not JR C,NOTEDY ; 1f write SVC (DIERD ; 1f write LD NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP (0010000 ; primary JR NZ,OK ; if not | SVC (EXDRV) 115 GIVE JR C,NOTRDY ; 1f not JR C,NOTRDY ; 1f write SVC (B)IRRD ; 1f write JR NZ,ERROR ; 1f error LD A,(HL) ; 9et byte CP (8010808B ; see if ac TR NZ,OK ; 1f not | READ SVC (FOLDS) ; If not to t | JR NZ, NOTRDY | JR NZ,NOTRDY ; If not JR C,NOTRDY ; If write SyC @DIRRD ; if write LD A,(HL) ; get byte CP 000100000 ; primary JR NZ,OK ; if not JR NZ,OK | JR NZ.EROR ; 11 error LD A.(EL) ; 94t byte 0 AND 10010000B ; 5ee if active CP 00010000B ; primary entry JR NZ.OK ; if not | JK N. (FL.) 19610000 11 1101 1101 1101 1101 1101 11 | LD A, (HL) ; get byte 0 AND 10010008 ; see if active CP 600100008 ; primary entry TR N2.OK ; if not | LD A, (HL) ;get byte 0 AND 10010000B ;see if active CP 60010000B ;primary entry TR NX.OK ;if not |

MODSET/cmd Sets the MOD flag on all files on the specified drive ## the specified drive

Circle 291 on Reader Service card.

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FROM THE ORIGINAL AUTHOR OF THE MODEL 4 OPERATING SYSTEM

LS-DOS 6.3 is an update to the TRSDOS 6.x operating system for Tandy TRS-80 Model 4 computers. Due to the continuing popularity of the TRS-80 Model 4, this update was deemed necessary to extend the useful life of the computer through the 1990's. At the same time, many other useful features have been added.

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- Automatic date/time conversion when copying from TRSDOS 6.x to version 6.3.
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- Variable and line number cross reference utility for BASIC programs.
- Many "user requested" changes/additions/enhancements have been made.
- · Several changes to increase "user friendliness."
- Many enhancements to BASIC: INCLUDING -
- Line copy and block move with automatic line reference renumbering.
- Search and display variable, line numbers, and keywords.
- Selective block renumbering.
- High speed load and save.
- Direct access to DOS SVCs.
- List next or previous line(s) with a single keystroke.
- Single letter abbreviations for Auto, Delete, Edit, and List.

LS-DOS 6.3x

\$**39**95

A documentation update describes all new features and utilities, and contains technical information changes and additions.

Since this is an update to TRSDOS 6.2, all customers are expected to have purchased or received and have in their possession a legitimate copy of the TRSDOS 6.x DOS and documentation.

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NP-10



- 100 cps draft 25cps NLO
- · Friction and push tractor
- 2K buffer
- Parallel interface
- IBM graphics
- Single sheet auto-feed

NX-10

NX-15



- . 120 cps draft, 30 cps NLQ
- · Friction and push tractor
- 5K buffer
- · Parallel interface
- · IBM graphics
- Single sheet auto-feed

ND-10



- . 180 cps draft, 45 cps NLQ
- · Friction and push tractor
- · 12.6K buffer
- · Parallel interface
- · IBM graphics
- Single sheet auto-feed

NR-15



- · 240 cps draft, 60 cps NLQ
- · Friction and push tractor
- 12.6K buffer
- Parallel interface
- IBM graphics
 Single sheet auto-feed
- Epson FX compatible

NB-15



- 300 cps draft, 100 cps NLQ
- 24 wire print head
 Friction and push tractor
- 16K buffer, expand to 32K
- Parallel interface IBM graphics
- Single sheet auto-feed
- Epson LQ1500 compatible · Easy front panel operation

micronics

NB24-15

- · 216 cps draft, 72 cps NLQ
- · 24 wire print head · Friction and push tractor
- 5K buffer, expand to 16K · Parallel interface
- IBM Graphics
- · Single sheet auto-feed Epson LQ1500 compatible · Easy front panel operation



· 120 cps draft, 25 cps NLQ

. Bottom or back feed

· Epson compatible

· Tractor included

4K buffer

• IBM graphics





MSP-10 MSP-15 MSP-20 MSP-25

• IBM graphics

· Epson compatible

· 18 month warranty

. 160 cps draft, 40 cps NLQ

1K buffer, 8K optional
Push tractor built-in

- . 200 cps draft, 50 cps NLQ
- 8K buffer
- · Push tractor built-in
- IBM graphics
- Epson compatible
- . 18 month warranty
- · 8K buffer · Push tractor built-in

PREMIERE 35

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f you would like to have variety in the character sets you send from your Model 4 to your DMP printer, use my DMP Character program. It gives you three new fonts you can use to print out ASCII disk files or print directly from the keyboard. The three character sets contain graphic-character information for uppercase letters A–Z, digits zero–9, and most other keyboard symbols.

The symbols listed in the Table are printer-control codes and cannot be printed. You can use all of the available printer fonts by placing control codes in your text. The codes in the Table are for the DMP 105; you can easily change them to fit other DMP printers.

To use DMP Character, type Program Listing 1 into Basic and save it to disk. Then type in Program Listings 2, 3, and 4 and save them to disk in ASCII format as Charset1, Charset2, and Charset3, respectively.

Since lines 5020-5410 of Charset1 and Charset2 are indentical, you do not have

}DMPCHAR/BAS TEST FILE{

}LETTERS{

ABCDEFGHIJKLM NOPQRSTUVWXYZ

}DIGITS{

0123456789

}SYMBOLS{

!"#\$%&'()*:-= @+;±_^/?\.,<>

'[TEST OF BOLD NORMAL SIZE ~ TEST OF BOLD CONDENCED |TEST OF BOLD COMPRESSED }ELONGATED{

Fig. 1. DMP Test.

System Requirements

Model 4/4P/4D 64K RAM Basic DMP printer Available on The Disk Series to type them in twice. After entering Listing 2 and saving it to disk, delete all lines except 5020–5410. You can then use the lines in Listing 3. Be sure to save the Charset listings in ASCII so they can be chained to DMP Character.

A Test of Character

Enter the DMP Test file (see Fig. 1) with a text editor or word processor and save it to disk. When you load and run DMP Character, it asks you which character set you want to use. When you enter "1," the program loads Charset1 and asks you if you want to print a disk file or print di-

rectly from the keyboard. Choose "1" for disk file and enter DMP Test in response to the "File name" prompt.

DMP Character then prints out the DMP Test file using character set 1. Repeat the process to print the file in character sets 2 and 3. You should get the results shown in Figs. 2, 3, and 4. After experimenting with each character set, choose the print from keyboard option to make sure that everything works correctly.

Gerald Hall is a computer hobbyist. Write to him at Box 465, Atikokan, Ontario POT 1CO.

| Symbol | Tells printer |
|--|--|
| clear-shift (}) | Start elongated (normal-size) lettering. |
| | CHR\$(30);CHR\$(27);CHR\$(19);CHR\$(27); |
| 100000 | CHR\$(14);CHR\$;(18); |
| clear-shift-, ({) | End elongated (normal-size) lettering. |
| | CHR\$(30);CHR\$(27);CHR\$(15);CHR\$(18); |
| | Note: Characters are set to normal size after elongation |
| clear-, ([) | Start bold lettering. CHR\$(30);CHR\$(27); |
| | CHR\$(31);CHR\$(18); |
| clear (]) | End bold lettering. CHR\$(30);CHR\$(27); |
| | CHR\$(32);CHR\$(18); |
| shift-@ (') | Normal-size lettering. CHR\$(30); CHR\$(27); |
| The state of the s | CHR\$(19);CHR\$(18); |
| clear-shift-/ (¦) | Compressed lettering. CHR\$(30);CHR\$(27); |
| | CHR\$(23);CHR\$(18); |
| clear-shift-; (~) | Condensed lettering. CHR\$(30);CHR\$(27); |
| | CHR\$(20);CHR\$(18); |
| | |
| | Table, Printer-control codes. |

```
DOMPCHER / CES
                                   FILE
                         THE
LETTERS
 G C D E F G H
               II
                    BC.
n o P a R S
DIGITS
0 1 2 3 4 5 6
58 M (B) (C) (L) (5
TEST OF BOLD DORMAL SIZE
TEST OF BOLD CONDENCED
TEST OF BOLD COMPRESSED
ELONGHTED
              Fig. 2. Character set 1 test.
```

DMPCHARZONS TEST FILE

LETTERS

A C D E F G H I J K L M

N O P Q R S T U V W X Y Z

DISITS

0 1 2 3 4 5 6 7 8 9

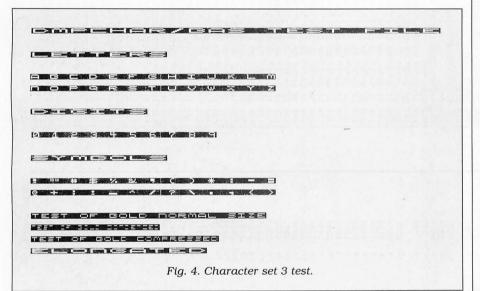
SYMBOLS

: "" # \$ % & 1 () * : - =

2 + ; : - ^ / ? \ · , ()

TEST OF GOLD NORMAL SIZE
TEST OF GOLD COMPRESSED
EL ONG FIED

Fig. 3. Character set 2 test.



Program Listing 1. DMP Character. 10 REM *********** 1658 1399 40 REM **** by GERALD HALL **** 50 REM **** BOX 465 **** 1795 1441 50 REM **** BÓX 465 **** 60 REM **** ATIKOKAN, ONT **** 70 REM **** CANADA **** 80 REM **** PØT-1CØ **** 1737 1441 90 REM ********** 1405 1872 100 CLS: DEFSTR A.C-E.N.P.O-S.Z ZO=CHR\$(16): ZF=CHR\$(17) 1570 110 ZO=CHR\$(16):ZF=CHR\$(17) 120 Y=0:X=0:O=0:PRINT CHR\$(15); 130 PRINT@(2,31),ZO;" DMPCHAR/BAS ";ZF; 140 PRINT@(4,31),ZO;" 3 NEW Character SETS ";ZF; 150 PRINT@(5,31),ZO;" for your DMP Printer ";ZF; 160 PRINT@(7,34),ZO;" by Gerald Hall ";ZF; 170 PRINT@(10,26),ZO;" Press <ENTER> to Continue --> ";:INPUT M: 1864 2658 3210 3454 3284 2418 3477 3482 3526 4027 3118 2841 277Ø 2773 2776 1480 Listing 1 continued

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| | \$\\ \tag{612}\$ \tag{612}\$ \tag{612}\$ \tag{613}\$ \t | Listing 1 continued |
|---------------------|---|---------------------|
| Listing 1 continued | 930 NEXT I 940 PRINT: P | |
| | * * * * * * * * * * * * * * * * * * * | Listing I continued |
| Listing 1 continued | 328 PRINTE (0,122)," | |

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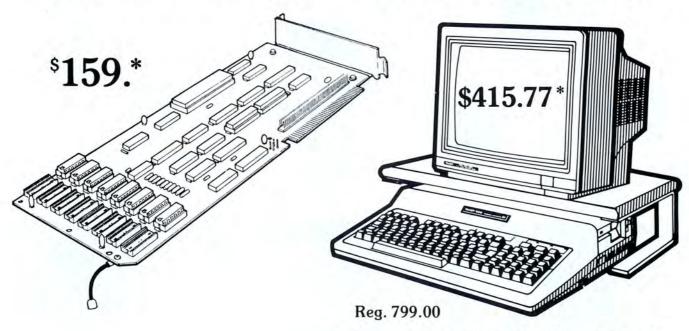
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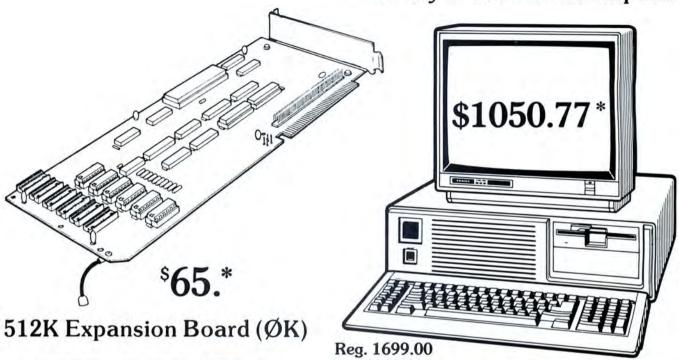
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| B Listing 1 continued | | Listing 2 continued | |
|---|------------------|--|--------------------|
| TOTAL STREET 17 11 -0 01 000 | | Control Coct Change and | |
| 1610 IF Q="<" THEN LPRI 1610 IF Q=">" THEN LPRI | | ED=SIKING\$(2,128)+CHK\$(135)+CHK\$(102)+CHK\$(218) HR\$(204)+STRING\$(3,128):REM (@) | 1* 5258 |
| 1620 IF Q="=" THEN LPRI | | 5250 E6=STRING\$(2,128)+CHR\$(136)+CHR\$(132)+CHR\$(130)+CHR\$(132)+C | 1* 5202 |
| 1640 IF Q="@" THEN LPRI | | 5260 E7=STRING\$(3,128)+CHR\$(164)+CHR\$(174)+CHR\$(164)+STRING\$(4,1 | |
| 1650 IF Q="" THEN LPRI | | | 1* 5447 |
| 1600 IF Q=CHK\$(127) THE 1670 IF Q="\" THEN LPRI | | 52/W EX=STRING\$(Z,1Z8)+CHK\$(13W)+CHK\$(134)+CHK\$(14W)+CHK\$(15Z)+C HR\$(176)+CHR\$(16W)+STRING\$(Z,1Z8):REM (\) | ** 5828 |
| 1680 IF Q=" THEN LPRI | | | 1* 2838 |
| 1690 IF Q="0" THEN LPRI 1700 IF O="1" THEN LPRI | | 5290 N0=STRING\$(2,128)+CHR\$(190)+CHR\$(209)+CHR\$(201)+CHR\$(197)+C HR\$(195)+CHR\$(190)+STRING\$(2,128):REM (0) | 1* 5807 |
| IF Q="2" THEN LPRI | | 5300 N1=STRING\$(2,128) +CHR\$(192) +CHR\$(196) +CHR\$(194) +CHR\$(255) +S | |
| IF Q="3" THEN LPRI IF Q="4" THEN LPRI | | TRING\$(2,192)+STRING\$(2,128);REM (1) 5318 N2=STRING\$(2,128)+STRING\$(2,201)+CHR\$(198)+STRING | .* 5620 |
| IF Q="5" THEN LPRI | | \$(2,128):REM (2) | ·* 4538 |
| IF Q="6" THEN LPRI IF Q="7" THEN LPRI | | 5320 N3=STRING\$(2,128)+CHR\$(162)+CHR\$(193)+STRING\$(3,201)+CHR\$(1 | * 5072 |
| IF Q="8" THEN LPRI | | 5330 N4=STRING\$(2,128)+CHR\$(143)+STRING\$(2,136)+CHR\$(255)+STRING | |
| IF Q=" THEN LPRI | | \$(2,136) +STRING\$(2,128):REM (4) 5340 N5=STRING\$(2,128)+CHR\$(207) +STRING\$(4,201)+CHR\$(177)+STRING | |
| IF Q=" " THEN LPRI | | \$(2,128);REM (5) | 4545 |
| IF Q=" THEN LPRI | | 5550 NO=STRING\$(Z,1Z8)+CHK\$(190)+STRING\$(4,Z01)+CHK\$(1//)+STRING \$(2,1Z8):REM (6) | 4549 |
| 1830 IF Q=" {" THEN LPRINT EEL;:X=3:RETURN 1840 IF Q=" (" THEN LPRINT SBO::RETURN | * 2685 * 2410 | 5360 N7=STRING\$(2,128)+CHR\$(135)+CHR\$(129)+CHR\$(241)+CHR\$(137)+C | * 5804 |
| IF Q="]" THEN LPRI | | 5370 N8=STRING\$(2,128)+CHR\$(182)+STRING\$(4,201)+CHR\$(182)+STRING | • |
| TOOD VETORN | | \$(2,128):REM (8) 5380 N9=STRING\$(2,128)+CHR\$(134)+STRING\$(4,137)+CHR\$(254)+STRING | 4 |
| | | \$(2,128);REM (9) | 1* 4560 |
| Program Listing 2. Character set 1. | | 5390 NM=CHR\$(50)+CHR\$(27)+CHR\$(12)+CHR\$(12);CP=CHR\$(20)+CHR\$(27)+CHR\$(20)+CHR\$(18):R | , |
| | | EM NM=NORMAL SIZE ('), CP=COMPRESSED () CD=CONDENCED (") 5400 SEL=CHRS(30)+CHRS(27)+CHRS(19)+CHRS(27)+CHRS(14)+CHRS(18):E | 14981 |
| 5000 REM *** CHARACTER SET 1 **** 5010 REM **** SYMBOLS & DIGITS **** | 1* 1965 | ELECHR\$(30) +CHR\$(27) +CHR\$(15) +CHR\$(18) :REM SEL ()) =START EL | - |
| 5020 Cl=STRING\$(3,128) +STRING\$(3,174) +STRING\$(4,128):REM (1) | * | ONGATION, EEL ({}=END ELONGATION 5410 SBO=CHR\$(30)+CHR\$(27)+CHR\$(31)+CHR\$(18):EBO=CHR\$(30)+CHR\$(2 | |
| 5030 CZ=CHR\$(128)+CHR\$(142)+CHR\$(128)+CHR\$(142)+STRING\$(2,128)+C HR\$(142)+CHR\$(128)+CHR\$(142)+CHR\$(128):REM (") | 1* 5952 | 7) +CHR\$(32) +CHR\$(18):REM SBO ([)=START BOLD, EBO (])=END BO | 1* 7268 |
| 5040 C3=STRING\$(2,128)+CHR\$(148)+CHR\$(190)+STRING\$(2,148)+CHR\$(1 | : | ULU | * * |
| 90) +CHR\$(148) +STRING\$(2,128):REM (#) 5050 C4=CHR\$(128)+CHR\$(164)+STRING\$(2,170)+CHR\$(255)+STRING\$(3,1 | * | 5420 AA=CHR\$(255)+CHR\$(193)+CHR\$(255)+STRING\$(4,137)+CHR\$(255)+S | |
| 70) + CHR\$(146) + CHR\$(128) : REM (\$) 5060 CF - CMDING(2) + CMDE(138) + CMDE(136) + CMDE(1 | 1* 5242 | TRING\$(2,128) 5440 AB=CHR\$(190)+CHR\$(193)+CHR\$(255)+STRING\$(2,193)+STRING\$(3,2 | 4295 |
| 3000 C3=STRING\$(2,128) +CHK\$(134) +CHK\$(140) +CHK\$(144) +CHK\$(130) +C HR\$(132) +CHR\$(178) +CHR\$(176) +CHR\$(128):REM (%) | . 9265 *1 | 01) + CHR\$(120) + | * 4823 |
| 5070 C6=CHR\$(128)+CHR\$(180)+STRING\$(2,170)+CHR\$(180)+CHR\$(176)+C | * | 5450 AC=CHR\$(128)+CHR\$(190)+CHR\$(193)+CHR\$(255)+STRING\$(3,193)+C HR\$(162)+STRING\$(2,128) | 1* 4831 |
| 5080 C7=STRING\$(3,128) +STRING\$(2,142) +CHR\$(174) +CHR\$(158) +STRING | | 5460 AD=CHR\$(255) + CHR\$(193) + CHR\$(255) + STRING\$(3,193) + CHR\$(162) + C | 4 4836 |
| \$(3,128):KEM (') 5090 C8=STRING\$(3,128)+CHR\$(156)+CHR\$(162)+STRING\$(2,193)+STRING | * 4449 | 5470 AE=CHR\$(1255)+CHR\$(193)+CHR\$(255)+STRING\$(3,201)+STRING\$(2,1 | |
| \$(3,128):REM (() 5100 C9=STRINGS(3.128)+STRINGS(2.193)+CHRS(162)+CHRS(156)+STRING | 1* 4533 | 93, #STRING\$(2,128) 5480 AF=CHR\$(255) +CHR\$(193) +CHR\$(255) +STRING\$(3,137) +STRING\$(2,1 | k |
| \$(3,128);REM()) \$(3,128);REM()) | * 4495 | 29) +STRING\$(2,128) 5490 AG=CHR\$(190) +CHR\$(193) +CHR\$(255) +CHR\$(193) +STRING\$(3.201) +C | 1* 4648 |
| 56) + CHR\$(170) + CHR\$(170) + STREAM (2) 128) ; REM (2) 2000 CHR\$(170) CHR | 9265 *1 | HR\$(186)+STRING\$(2,128) 5500 AH=CHR\$(255)+CHR\$(193)+CHR\$(255)+STRING\$(4.136)+CHR\$(255)+S | 1* 4837 |
| \$128 DZ=CHK((128) *SIKING\$(3,138) *CHK\$(253) *SIKING\$(3,138) *SIKING \$(2,128):REM (+) | 1* 4523 | TRINGS (2, 128) | 1* 4299 |
| 5130 D3=STRING\$(10,128):REM () 5140 D4=STRING\$(3.128)+STRING\$(2.152)+CHR\$(216)+CHR\$(184)+STRING | * 172 | <pre>5510 A1=CHR\$(128)+STRING\$(2,193)+CHR\$(255)+CHR\$(193)+CHR\$(255)+S TRING\$(2,193)+STRING\$(2,128)</pre> | 1* 5183 |
| \$(3,128):REM (,) 5150 DS=STRINGS(2,128)+CTPINGS(6,148)+CTPINGS(2,128):DPM (-) | | 5520 AJ=CHR\$(176)+CHR\$(200)+CHR\$(208)+CHR\$(224)+STRING\$(2,192)+C HR\$(160)+CHR\$(159)+STRING\$(2,128) | 1* 5360 |
| 5160 D6=STRINGS(3,128) +STRINGS(10,1140 +STRINGS(16,128); REM (-) 5170 D7-670 D | * 3467 | 5530 AK=CHR\$(255)+CHR\$(193)+CHR\$(255)+CHR\$(136)+CHR\$(148)+CHR\$(1 62)+CHR\$(250)+CHR\$(250) | * |
| D/=SIKING\$(2,128)+CHK\$(150)+CHK\$(176)+CHK\$(152)+CHK\$ HR\$(134)+CHK\$(130)+STRING\$(2,128);REM (/) | 1* 5780 | 5540 AL-GRANGS (25) +CHRS (193) +CHRS (255) +STRINGS (4,192) +CHRS (224) +S | |
| 5180 D8=STRING\$(4,128) +STRING\$(2,182) +STRING\$(4,128) :REM (:) 5190 D9=STRING\$(4,128) +CHR\$(214) +CHR\$(182) +STRING\$(4,128) :REM (: | 34 | TRINGS(2,128) 5550 AM=CHR\$(255)+CHR\$(193)+CHR\$(255)+STRINGS(2,129)+CHR\$(158)+C | |
| | 1* 3672 | HR\$(129)+CHR\$(255)+STRING\$(2,128) 5560 AN=CHR\$(255)+CHR\$(193)+CHR\$(255)+STRING\$(4,120)+CHR\$(255) | 1* 5385 |
| | 1* 4733 | | 1* 4312 |
| | * 4735 | 55/8 AO=CRX\$(198) +CBX\$(193) +CHX\$(221) +CHX\$(227) +STRING\$(3,193) +C | * 4840 |
| 5220 E3=STRING\$(2,128)+STRING\$(6,182)+STRING\$(2,128):REM (=) 5230 E4=STRING\$(2,128)+CHR\$(132)+CHR\$(130)+CHR\$(242)+STRING\$(2,1 | * : | 550W AF-CHR\$(134) +CHR\$(155) +CHR\$(255) +SIRING\$(4,137) +CHR\$(134) +S TRING\$(2,128) | * 4312 |
| 38)+CHR\$(132)+STRING\$(2,128):REM (?) | List | | Isthue 9 continued |
| | | | 1 |

| | ** 5828 ** 2838 ** 5620 ** 4538 ** 4549 ** 4555 ** 4560 ** 4657 |
|---------------------|--|
| Listing 3 continued | 520 BE-STRINGS (2, 128) + CHRS (134) + CHRS (134) + CHRS (134) + CHRS (134) + CHRS (125) + CHRS (126) + CHRS (127) + CHRS |
| _ | 5574 5362 5316 5316 5561 5561 5561 5392 724 End End 4449 4449 4449 4449 4449 4449 4449 4455 5976 5977 5978 597 |
| | * * * * * * * * * * * * * * * * * * * |
| Listing 2 continued | \$598 AQ-CHR\$ (199) + CHR\$ (123) + CHR\$ (123) + CHR\$ (123) + CHR\$ (1193) + CHR\$ (1193) + CHR\$ (1193) + CHR\$ (129) + CHR\$ (1 |

| | * 4542 | 1* 5867 | <u> </u> | 740 + | 455 C 1 | * 455 | * | * 454 | | 1* 10651 | ì | 9224 | 1* 7260 | 0 | m · | * 4284 | 1* 3952 | 1* 3756 | ** 3768 | * 4294 * 3425 | * | * 3412 | * 5369 * 2890 | *- | 3436 | *) | | 1* 3429 | * | 1* 3428 | 1* 5592 | * 5570 | 1* 5190 | ** 5200 | 1* 5180 | End |
|---------------------|--|--|---|--|---|--|---|---|--|---|--|--|---|--|---|---|---|---|---|---|--|---|---|---------|--|---------|---|--|---|--|---|--|---|---|--|---------------------|
| Listing 4 continued | 5310 N2=STRINGS(2,255)+CHR\$(141)+STRING\$(4,182)+CHR\$(185)+STRING \$(2,255):REM (2) | 5320 N3=STRING\$(2,255)+CHR\$(221)+CHR\$(190)+STRING\$(3,182)+CHR\$(2 | 5330 N4=STRING\$(2,255) +CHR\$(40) +STRING\$(2,247) +CHR\$(128) +STRING | \$(2,24/) *STKLNG\$(2,255) : KEM (4) 5340 N5=STRING\$(2,255) +CHR\$(176) +STRING\$(4,182) +CHR\$(206) +STRING | \$(2,255):REM (5) 5350 NG=STRING\$(2,255)+CHR\$(193)+STRING\$(4,182)+CHR\$(206)+STRING | \$(2,255):REM (6) 5360 N7=STRING\$(2,255)+CHR\$(248)+CHR\$(254)+CHR\$(142)+CHR\$(246)+C | HR\$(250)+CHR\$(252)+STRING\$(2,255):REM (7) 5370 N8=STRING\$(2,255)+CHR\$(201)+STRING\$(4,182)+CHR\$(201)+STRING | \$(2,255):REM (8) 5380 Ne=STRING\$(2,255)+CHR\$(249)+STRING\$(4,246)+CHR\$(129)+STRING | \$(2,255);REM (9) 5390 NM=CHR\$(30)+CHR\$(12)+CHR\$(18);CP=CHR\$(30)+CHR\$(27) | FCHR\$(23) +CHR\$(18):CD=CHR\$(30) +CHR\$(21) +CHR\$(20):R EM NM=NORMAL SIZE ('), CP=COMPRESSED () CD=CONDENCED (') | 5400 SEL=CHR\$(30)+CHR\$(27)+CHR\$(19)+CHR\$(27)+CHR\$(14)+CHR\$(18):E EL=CHR\$(30)+CHR\$(27)+CHR\$(15)+CHR\$(16):REM SEL (})=START EL | ONGATION, EEL ({}=END ELONGATION 5410 SBO=CHR\$(30)+CHR\$(27)+CHR\$(31)+CHR\$(18):EBO=CHR\$(30)+CHR\$(2 | 7)+CHR\$(32)+CHR\$(18):REM SBO ([)=START BOLD, EBO (])=END BO LD | 5420 REM ***** CHARACTER SET 3 - LETTERS A-Z ****** 5430 AA=CHR\$(255)+CHR\$(195)+CHR\$(237)+STRING\$(5,237)+CHR\$(195)+C | HR\$(255) 5440 AB=CHR\$(255)+CHR\$(193)+STRING\$(3,221)+STRING\$(3,213)+CHR\$(2 | 35)+CHR\$(255) AC=CHR\$(255)+CHR\$(193)+STRING\$(7,221)+CHR\$(255) | | | 5480 AF=CHR\$(L35)+CHR\$(L35)+STKING\$(4,245)+STKING\$(3,253)+CHR\$(L 55) 5400 A)-CHB\$(25E)+CHB\$(2027)+CHB\$(2027)+CHB\$(2027) | | 5510 A1=CHR\$(255) +STRING\$(3,221) +CHR\$(193) +STRING\$(3,221) +STRING\$(3,221) +STRING\$(3,221) | 5520 AJ=CHR\$(255) +CHR\$(231) +STRING\$(6,223) +CHR\$(225) +CHR\$(255) 5530 AK=STRING\$(2.255) +CHR\$(193) +CHR\$(247) +CHR\$(251) +CHR\$(245) +C | 54 | | 5560 AN=CHR\$(255)+CHR\$(193)+STRING\$(6,253)+CHR\$(195)+CHR\$(255) 5570 AO=CHR\$(255)+CHR\$(227)+STRING\$(6,221)+CHR\$(227)+CHR\$(255) | | 5600 AR=CHR\$(255) +CHR\$(133) +STRING\$(3,245) +CHR\$(229) +STRING\$(2,2 | 5610 AS=CHR\$ (255) +CHR\$ (219) +STRING\$ (6,213) +CHR\$ (237) +CHR\$ (255) | | 5630 AU=CHR\$(255)+CHR\$(225)+STRING\$(6,223)+CHR\$(225)+CHR\$(255) 5640 AV=CHR\$(255)+CHR\$(249)+CHR\$(247)+CHR\$(239)+STRING\$(2.223)+C | HR\$(239)+CHR\$(247)+CHR\$(249)+CHR\$(255) 650 AW=CHR\$(255)+CHR\$(241)+CHR\$(239)+CHR\$(223)+CHR\$ | 23)+CHR\$(239)+CHR\$(241)+STRING\$(2,255) 5660 AX=CHR\$(255)+STRING\$(2,221)+CHR\$(237)+CHR\$(247)+CHR\$(237)+S | TRING\$(2,221) +STRING\$(2,255) 670 AX=CHR\$(255) +STRING\$(2,253) +CHR\$(251) +CHR\$(199) +CHR\$(251) | TRING\$(2,253)+STRING\$(2,255) AZ=STRING\$(2,255)+CHR\$(221)+CHR\$(205)+CHR\$(213)+CHR\$(217) | TRING\$(2,221)+STRING\$(2,255) 569@ RETURN | |
| | 1* 5392 | .* 5047 | * | | 1 | | | | - | 1* 2073 | | 1* 5957 | 1* 5590 | ** 5241 | 1* 5978 | 1* 5951 | 1* 4445 | 1* 4527 | | 597 | * 4532 * 1729 | 4 | * 3462 * 3475 | 1* 5792 | 367 | 1* 4728 | | 1* 3469 | | 1* 5280 | | 1* 5450 | * 5840 * 2835 | 1* 5824 | * 5623 | Listing 4 continued |
| Listing 3 continued | AW=CHR\$(191) +CHR\$(255) +CHR\$(224) +CHR\$(192) +CHR\$(188) +STRII\$(2,192) +CHR\$(191) +STRING\$(2,128) | 5660 AX=CHR\$(127)+CHR\$(182)+CHR\$(156)+CHR\$(136)+CHR\$(148)+CHR\$(1 62)+CHR\$(193)+STRING\$(3,128) | 5670 AY=CHR\$(131)+CHR\$(134)+CHR\$(140)+CHR\$(248)+CHR\$(132)+CHR\$(1 | 5680 AZ=CHR\$(128)+CHR\$(195)+CHR\$(227)+CHR\$(211)+CHR\$(203)+CHR\$(1 | 99) +CHR\$(195) +CHR\$(193) +STRING\$(2,128) 5690 RETURN | | | Program Listing 4. Character set 3. | المقاسلة للمقاسلة عن المساسلة المدار | 5000 REM **** CHARACTER SET 3 ***** 5010 REM **** SYMBOLS AND DIGITS **** | 5020 C1=STRING\$(3,255)+STRING\$(3,209)+STRING\$(4,255):REM (1) 5030 C2=CHR\$(255)+GRR\$(241)+GHR\$(255)+CHR\$(225)+CHR\$(25 | HR\$(241)+CHR\$(255+CHR\$(241)+CHR\$(255):REM (") 5848 C7=STRINGS(2, 255)+CHR\$(234)+CHR\$(134)+CHR\$(134) | 93) +CHRX(235) +STRING\$(2,255) :REM (#) 546 A -CHRX(235) +STRING\$(2,255) :REM (#) | 5050 01-0104(120) 1-0104(125) 1-0111104(1215) 1-01114(120) 1-0114(120) 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-015 1-0141104(1215) 1-014104(1215) 1-0141104(1215) 1-014104(1215) 1-0141104(1215) 1-0141104(1215) 1-0141104(1215) 1-0 | 5050 C-211.000 (251) CHR\$(202) CHR\$(202) CHR\$(255); REM (\$) 5070 CE=CHP\$(255+ APPS) CJ31.40PS(202) +CHP\$(252) | 50.80 C7=SFRINGS (2.21) + CHR\$ (2.25) + CHR\$ (2.55) + REM (£) 50.80 C7=SFRINGS (3.27) + CHR\$ (2.25) + CHR\$ (2.55) | \$(3,255);REM (') 5090 C8=STRING\$(3,255)+CHR\$(227)+CHR\$(221)+STRING\$(2,190)+STRING | \$(3,255);REM (() 5100 C9=STRING\$(3,255)+STRING\$(2,190)+CHR\$(221)+CHR\$(227)+STRING | \$(3,255):REM()) D1=CHR\$(255)+CHR\$(247)+CHR\$(213)+CHR\$(227)+CHR\$(128)+CHR\$ | 27) + CHR\$ (213) + CHR\$ (247) + STRING\$ (2,255); REM (*) 5120 D2=CHR\$ (255) + STRING\$ (3,247) + CHR\$ (193) + STRING\$ (3,247) + STRING | \$(2,255):REM (+) 5130 D3=STRINGS(10,255):REM () | 5149 D4+STKING\$(3,725) +STKING\$(2,7231) +CHR\$(16/) +CHR\$(199) +STKING\$(3,6/3,725) +STRING\$(3,6/3,725) +STR | 512W D5=STRING\$(2,255)+STRING\$(6,243)+STRING\$(2,255):REM (-) 516W D6=STRING\$(3,255)+STRING\$(3,199)+STRING\$(4,55):REM (.) 517M P7=STRING\$(3,255)+STRING\$(3,199)+STRING\$(4,55):REM (.) | | 5190 D9=STRING\$(4,255)+CHR\$(169)+CHR\$(201)+STRING\$(4,255):REM (; | | 5210 E2=STRING\$(3,255)+CHR\$(190)+CHR\$(221)+CHR\$(235)+CHR\$(247)+S TRING\$(3,255):REM (<) | 5220 E3=STRING\$(2,255)+STRING\$(6,201)+STRING\$(2,255);REM (=) 5230 E4=STRING\$(2,255)+CHR\$(251)+CHR\$(253)+CHR\$(205)+STRING\$(2,2 | 45)+CHR\$(251)+STRING\$(2,255);REM (?) 5240 E5=STRING\$(2,255)+CHR\$(227)+CHR\$(221)+CHR\$(181)+CHR\$(173)+C | HR\$(179)+STRING\$(3,255):REM (@) 5250 E6=STRING\$(2,255)+CHR\$(247)+CHR\$(251)+CHR\$(253)+CHR\$(251)+C | HR\$(247) +STRING\$(3,255):REM (^) 5260 E7=STRING\$(3,255) +CHR\$(219) +CHR\$(209) +CHR\$(219) +STRING\$(4,2 | 55):REM (plus or minus) 5270 E8=STRING\$(2,255)+CHR\$(253)+CHR\$(249)+CHR\$(243)+CHR\$(231)+C | HR\$(207) +CHR\$(223) +STRING\$(2,255):REM (\) 5280 E9=CHR\$(255) +STRING\$(8,207) +CHR\$(255):REM (_) | 5290 NØ=STRING\$(2,255)+CHR\$(193)+CHR\$(174)+CHR\$(182)+CHR\$(186)+C HR\$(188)+CHR\$(193)+STRING\$(2,255);REM (0) | 5300 N1=STRINGS(2,255)+CHR\$(191)+CHR\$(187)+CHR\$(189)+CHR\$(128)+S TRING\$(2,191)+STRING\$(2,255);REM (1) | |



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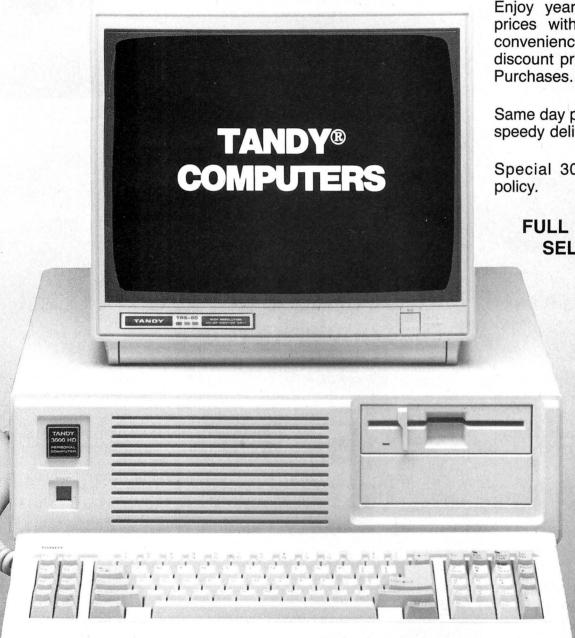
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Avoiding the Backslash

ast month, I began exploring MS-DOS's undocumented features. This month, I will continue and demonstrate another feature of the system. My small utility might ease the pain of a lot of Tandy 1000 users, so pay attention.

I like the keyboard layout on the Tandy 1000. As always, some features could be implemented in a more desirable way. Placement of the backslash (\) key used extensively as a subdirectory separator is one of those features. In the standard IBM configuration, this key is located centrally on the main keyboard. The Tandy 1000 keyboard locates this key on the keyboard's far right, in the numeric keypad. I have to take my right hand completely off the main key rows to reach this key.

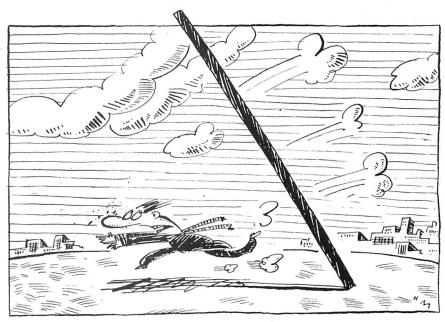
MS-DOS implements a flexible parameter-switch designator, and DOS version 2 contains an undocumented command you could use in the configuration file to set the switch character to something other than the default slash (/). Why do this? For example, if you change the switch character to a hyphen (-), you can then use the / character for subdirectories, as in C:/DOS/UTIL versus the normal format C:\DOS\UTIL.

This is much more convenient, as you no longer have to move your fingers from the home row while typing DOS commands. Unfortunately, this is not the total answer—Microsoft removed this configuration command from version 3. Also, any simple changes to the switch character requires rebooting the system to install the new configuration commands.

The short assembly-language Program Listing furnishes a simple solution. It uses an undocumented MS-DOS function call to manipulate this DOS parameter switch. The operating system uses this function call to determine the current switch character setting for each of its commands. This function also provides an entry point for setting the switch character to a new value.

You can build SWITCHAR.COM in two ways. Type in the assembly source code from the Listing and assemble it using the following commands (for Microsoft's MASM assembler):

MASM SWITCHAR; LINK SWITCHAR; EXE2BIN SWITCHAR SWITCHAR.COM



Don't worry about the error message warning you of the missing stack segment when you perform the link phase. This is normal for creating a binary-image COM file.

The other alternative is to enter the statements from the Figure into a script file using any text editor or word processor that can save the commands in a DOS text file or ASCII format. Make sure that you type the commands as listed—even the blank line is critical. Save the commands to disk using the file name of SWITCHAR.SCR. Next, load Debug and issue the following command to create SWITCHAR.COM:

DEBUG <SWITCHAR.SCR

Operation of SWITCHAR is simple. If you include a character following the command name, the DOS switch character is changed to this character. If no command tail is present or the length indicates more than one character, the tail is ignored and the current value of the switch character is listed to the video screen. Not bad for 85 bytes of program space.

The only cryptic part of the Listing is the processing of the command line. DOS creates an area preceding each program called the program segment prefix. Among other items, this area includes the character string representing the remainder of the command line after removing the program name. It is commonly referred to as the "command tail."

This area begins at offset address

0080 hexadecimal (hex) in the code/data space for a COM file, and this byte contains a count of the characters in the command tail. This byte count is immediately followed by the character string from the remainder of the command line, and this string ends with a carriage return. Since a single blank usually separates the tail from the command name, the byte count will be 2 if a character is present for SWITCHAR to process.

Assemblers and Mysticism

Two deterrents prevent many people from learning assembly. Some find the language overwhelming and mystical, while others do not want to invest the money to experiment with the assembler. Most public-domain alternatives are limited and often hinder more than they help.

However, I have located an astounding assembler called A86 by Eric Isaacson. It implements the 8086/186/286 instruction set (no protected mode) and provides the many other features contained in MASM, such as macroinstruction definition and conditional assembly. Best of all, it is a shareware program. It costs you nothing to experiment and a modest fee (\$40) if you want to register and support the author.

It supports a great deal of the "other" assembler's language and is fast. Isaacson claims that it assembles at approximately 1,000 lines per second on an IBM

JOHN'S MS-DOS COLUMN

PC/AT, and I believe it. It includes many language extensions that add overwhelming versatility.

It does have some limitations. A86 does not support the protected operating environment on the 80286 chips and does not have the floating-point instructions to support the 8087/80287 coprocessors. A86 is also limited to small memory model COM files and cannot produce OBJ files to link to other programs.

Isaacson appears eminently qualified to produce such an assembler. He worked for Intel and has been involved with its microprocessors since the days of the 8080. He was part of a two-man team that implemented the first ASM86 assembler.

Learning Assembly

The only way to learn assembly is to study good code examples and under-

stand the explanations provided. Then you must jump in and try your hand at it. Many reference works are on the market, and I want to discuss those that are most useful for getting started.

The Assembly Language Primer for the IBM PC and XT, by Robert Lafore (The Waite Group, 1984), is an excellent work. The style is clear and concise with good explanations of the hardware features and well-positioned demonstration programs that work. I like this book because it introduces you to both the machine-language environment and the computer architecture that you will need to work with the IBM compatibles.

On both topics, this introduction is easy and understandable. More to the point, the book is packed with little assembly routines that you always need but never want to write. Lafore's style contributes an easy learning environment while tackling most of the complexities of the Intel 80xxx architectures.

The MS-DOS Developer's Guide, by John Angemeyer and Kevin Jaeger (The Waite Group, 1986), sounds somewhat ominous. These authors also have an easy writing style that leads you rapidly through structured coding techniques to programming in an MS-DOS environment, memory-resident programs, device drivers, and programming for the math coprocessors.

This book has exquisite programming examples and is one of the best works I have seen to illustrate structured programming features and macros. Again, these programming examples reinforce the material and develop working programs that you can run and experiment with.

Angemeyer and Jaeger also treat topics that you cannot find adequately documented elsewhere. They provide working examples of device drivers with detailed explanations, complete discussions of terminate-and-stay-resident (TSR) programs and methods for removing them, and a complete discussion of disk structure. This section contains a detailed utility for recovering files on floppy disks that you could easily extend to work with hard disks.

The Peter Norton Programmer's Guide to the IBM PC, by Peter Norton (Microsoft Press, 1985), is a necessity for anyone who writes software in the IBM-compatible environment. Norton's book doesn't provide the wealth of programming examples in the former references. In fact, many examples are code fragments written in a program design language based heavily on Basic. This book does provide complete reference of MS-DOS functions, basic input/output system (BIOS) functions, hardware programming features, low-memory data-communication areas, and much more.

Norton presents a well-organized discussion of all facets of the IBM architecture. His book adequately documents the frequently used areas in the BIOS communication memory page. It is also the only reference that documents the features of the IBM PC, XT, AT, and PCjr. Tandy 1000 users should appreciate this, as that machine's graphics behave almost identically to the jr's.

Conclusion

I hope you find the parameter-switch character routine useful. It has helped me.

Am I justified in letting you know of all these undocumented features in MS-DOS? I think so—version 3.2 continues these features, and this is probably the last release for a single-user operating system, particularly where the 8088 chip is involved. This system is relatively stable,

```
Print or Set the DOS "switch" character using an undocumented
     function call in MS-DOS.
     Syntax:
              SWITCHAR [c]
     where "c" specifies an optional character to set for the DOS
     switch character. If no parameter is present or it is not a single character, SWITCHAR returns the current value of the DOS
     switch character.
PAGE
                 ,132
CODE
         SEGMENT
         ORG
                 ааван
PSPCnt
CmdLine DB
         ORG
                 0100H
         ASSUME
                 DS:CODE, CS:CODE, ES:CODE, SS:CODE
SwitchChar:
         JMP
                 Start
                  'The switch character is now "'
Message DB
MsgChar DB
                 ?
'".',13,10,'$'
         DB
Start:
         MOV
                 AH, PSPCnt
                                            ;Get command tail char count
         CMP
                                            ;Test for char present
                 PrintOutChar
        MOV
                 DL,CmdLine+1
                                            ;Get new switch char
        PIISH
                 DX
                 AH, 37H
        MOV
                                            :Get/Set switch char
        MOV
                                            ;Sub-function to set switch char
        INT
                 21H
                                            ;Execute DOS function
                                            ;Retrieve character
                 PrintOut 2
         JMP
PrintOutChar:
                 АН,37Н
         MOV
                                            ;Get/Set switch char
                                            ;Sub-function to return switch char
;Execute DOS function
         MOV
                 21H
PrintOut2:
         MOV
                 BYTE PTR MsgChar, DL
                                            ;Store character in message
                                            :DOS Write String
                 DX,OFFSET Message
         MOV
         INT
                 21H
                                            ;Write out message
                 AH,4CH
         MOV
                                            Terminate Process
                                            ; .. with no error
                 21H
         INT
```

Program Listing. Get/Set parameter switch character.

ENDS

SwitchChar

CODE

JOHN'S MS-DOS COLUMN

```
a0100
   JMP
           0126
   NOP
           'The switch character is now " ".',d,a,'$'
   DB
           AH,[0080]
   MOV
           AH, Ø2
   CMP
   JNZ
           013E
           DL,[0082]
   MOV
   PIISH
           DX
           AH.37
   MOV
           AL,01
   MOV
   TNT
           21
   POP
           DX
           0144
   JMP
   NOP
   MOV
           AH,37
           AL,00
   MOV
   INT
            [0120],DL
   MOV
   MOV
           AH,09
           DX,0103
   MOV
   INT
           AH,4C
   MOV
   MOV
           AL,00
   TNT
n SWITCHAR.COM
0055
q
```

Figure. This Debug script creates SWITCHAR.COM. Enter the text using any word processor or program editor that can save the file in ASCII. Make sure you enter it just as it appears, including the blank lines.

and I do not think that it will change except for minor version releases.

I spoke about the A86 assembler, and I have an offer to make. Send me a disk in a self-addressed mailer with the correct return postage, and I'll return it with a copy of the assembler. Take a few additional minutes and drop me a note to tell me what your continued interests are or use Easyplex on Compuserve. (My number is 73016,1326 and I frequent the TRS80PRO SIG.)

Send your disks and mailers to LCDR John B. Harrell III, 1519-A Carswell Circle, Bolling Air Force Base, Washington, DC 20336. I'll be looking forward to next month when I explore some more areas of your DOS.

John B. Harrell III is a naval electronic warfare systems analyst. He programs in Pascal, C. and assembly language. Write to him c/o 80 Micro, 80 Elm St., Peterborough, NH 03458.



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ustration by Michael Paraskeva

More Word-Processing Goodies

ast month I discussed some of the larger, professional-quality word-processing programs in the public domain. Those programs were PC-Write, PC-Type+, New York Word, and Word-plan. This month, I will continue where I left off with a few other word processors and also tell you about a few public-domain word-processing tools. The Table tells you where to order by mail those programs whose authors request donations.

Galaxy

Like Wordplan described last month, Galaxy 1.3 has Framework-type pulldown menus and Wordstar-like commands, and it can use Borland's Turbo Lightning as a spelling checker.

Omniverse, the company that produces Galaxy, doesn't consider its program as being in the public domain or free. Though non-registered users can use Galaxy on a trial basis, they are expected to fork over either \$25 for registration or \$35 for complete registration, which includes 20 printer drivers and a reference manual on disk.

Omniverse also sells Galaxy 2.0, which is not distributed on the share-ware concept, for \$49.95. This enhanced version allows headers, footers, justification, and column blocks. It comes with a printed reference guide. Apparently, Galaxy 1.3 is just a tickler to get you interested in 2.0.

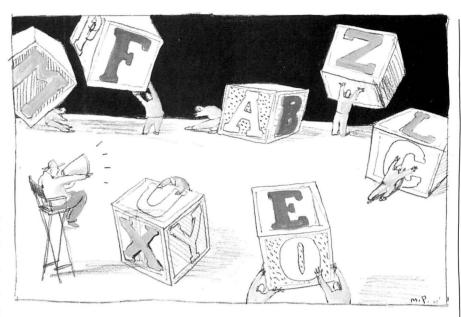
Other than its word-processing controls, menus, and the ability to interface with Turbo Lightning, no similarity exists between Wordplan and Galaxy. Where Wordplan is better suited as a report generator, Galaxy is better suited as a word processor, with more commands and a help menu. Galaxy also provides a quick-reference guide on disk.

You can execute commands or get help on non-Wordstar commands from the menu. There are sometimes three ways to perform a function. To mark the beginning and end of a block, for example, you can use the Wordstar control commands, select the tasks from the pull-down menu, or press the F7 and F8 function keys.

Galaxy has a fast search command, and it is logically structured and easy to use.

Edwin

Though not a full-function word processor, Edwin is the text editor I like best



Word Processing for Kids is designed for simplicity.

for creating disk text files. Edwin is a programmer's editor written by Kim Kokkonen of Turbopower Software and fashioned after Borland International's Editor Toolbox. Turbopower asks for no donation, but if you want the latest version of the program, send \$10. The documentation states that if you ask for support, expect to donate enough to cover costs.

Edwin offers no pull-down menus or spelling checker; it's just a plain text editor. It has Wordstar-like commands and allows windows, block moves, and undeleting. On-line help is also available. The current version of Edwin is 1.5B. I prefer a previous version, 1.4. Its help file is easier to read. Version 1.4 doesn't include a provision for printing as version 1.5B does. However, you can fool Edwin 1.4 into printing your text by marking all or part of the text and writing it to a file called PRN.

If you program in a compiled language

such as Pascal, C, assembly, or Quick Basic, Edwin can be useful in creating your files for compilation. Edwin is also handy if you need to use a text editor with your communications program. I use Edwin to compose messages from my terminal program before sending them by batch mode to a bulletin-board system (BBS).

Word Processing for Kids

Sidney D. Nolte had a novel idea of writing a word processor that is a teaching tool for children. Word Processing for Kids (WPK) has a limited command set, but it was designed that way for simplicity. Young children will feel right at home with WPK with its larger-than-life alphanumeric characters. Although WPK usually displays only 20 characters to the line, you can select up to 40 characters per line.

The program even has a musical opening and a graphic menu. Nothing is complicated or fancy with WPK. Kids won't get discouraged using the program and can even print out their efforts. You can save and load files by menu selection. The author asks for a \$10 donation if you like the program.

Other Word-Processing Tools: CP2

CP2 stands for "cut and paste." This is a background utility written by Stephen R. Davis, Gerry Boyd, and Larry

Weiss. You can call CP2 from within other programs.

Easy-to-use commands let you select text from the screen to place a copy of it in a paste buffer. You can then go to any location on the screen, either in the same program or another, and paste the text there.

CP2 is small and unobtrusive. It works with many existing public-domain and commercial word processors. It doesn't work with programs that do not use the normal DOS function calls. For example, it doesn't work with many versions of the LeScript word processor, though it might work with the latest version. This utility is in the public domain with no donation asked.

E88

The E88 text editor, by Emery D. Wooten Jr., is a short text editor that, like Edwin, you can also use for programming. E88 has a master command menu that you call with the F1 function key. You can select commands for saving files or setting the default parameters, for example. E88 also has a help screen. It has no formatted printing function, however.

Though simple, this text editor offers a lot. The author requests a \$10 contribution.

EZSpell

EZSpell, by Samuel H. Smith, is a spelling checker for use with ASCII files. The dictionary isn't very efficient, as it doesn't store words in compressed format. You can add your own words to its dictionary or create a customized dictionary and either merge it with EZSpell's or replace it. No contribution is asked for this program.

Letrhead

Letrhead, by Technical Service Associates, creates customized letterheads using your dot-graphics Epson or IBM printer or compatible. You also need a text editor or word processor to create an enlarged version of the design you wish to create.

Letrhead prints your letterhead design on printer paper or on envelopes, if they fit properly in your printer. Technical Service Associates requests a contribution of \$5 or else \$10 for a disk holding the Turbo Pascal source code and the latest version.

Perfskip

Perfskip, by David Ray, is a printer utility to let you skip over perforations using the appropriate Epson-compatible command. You can specify the number of lines you want to skip. This program

works well with Edwin 1.4 to print text using the method I described. No contribution is requested.

Textcon

Textcon, by Chris Wolf, is an interesting utility. Many times I've had to transfer a file from one word processor to another. Most word processors can save a file in ASCII format, but in doing so add hard carriage returns to the file. On another word processor, the transferred text requires some cleanup to eliminate these carriage returns. Textcon does this task automatically.

Letrhead creates customized letterhead designs using dot-graphics printers.

Textcon analyzes the file to ensure that it doesn't remove too many carriage returns and thus preserves paragraphs. I've used Textcon successfully to download long text files from message services. In some cases, I've had to run Textcon twice on the file because of an idiosyncrasy in the number of carriage returns put into the file by the message service. Textcon automatically identifies Wordstar files and converts them to ASCII format.

The author requests a \$25 donation from those who try and like Textcon. In return, he will send an additional

program to convert programs to a DCA/RFT format used by many PC word-processing programs, but I am not sure which ones.

Next Month

Word processing is a primary use for home computers these days. Though this and last month's selections covered a large variety, many more word processors and tools are available for download on BBSes around the country. Next month, I'll hit upon how you can access these boards, what equipment and software you need, and what you do after you get on.

All programs from this month's Public Works are available for downloading on the 80 Micro BBS. As a convenience, I again offer disks for 80 Micro readers. The cost is \$6 plus \$2 shipping for each disk. The disks are Galaxy and WPK, Edwin (both 1.4 and 1.5B on one disk), and the other word-processing tools. Please don't ask for anything other than what I offer. I urge you to write me, but please do so separately.

The 80 Micro BBS

All public-domain software discussed in the Public Works column is available for downloading from the *80 Micro* BBS for a period of time. The phone number is 603-924-6985 (300/1,200 baud, 8-bit words, no parity, 1 stop bit).■



Thomas Quindry has written for 80 Micro since 1980. Write Tom at 6237 Windward Drive, Burke, VA 22015. Enclose a stamped, self-addressed envelope for a reply.

E88 M.R.E. Software 150 Jones St. West Point, MS 39773

Edwin Turbopower Software 478 W. Hamilton Ave. #196 Campbell, CA 95008

Galaxy 1.3 Omniverse P.O. Box 2974 Renton, WA 98056 Letrhead Technical Service Associates 277 Sandhurst Road Columbia, SC 29210

Textcon 1521 Greenview Ave. East Lansing, MI 48823

Word Processing for Kids 13858 Peyton Drive Dallas, TX 75240

Table. Addresses for ordering by mail the shareware programs mentioned this month. $\ \ \,$

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The Rules of Bank Switching

The warnings in the Model 4/4P Technical Reference Manual sound ominous: "This section on bank switching is intended for the professional." If you heed the warnings, you might never use the alternate banks of memory in your Model 4 for more than a RAM disk or print spooler.

Actually, the alternate memory banks are easier to use than some of the Model 4's other features, at least from assembly language. If you understand how the Model 4's memory is organized and observe a few simple precautions, you should have no trouble writing programs that save data or run in the alternate banks.

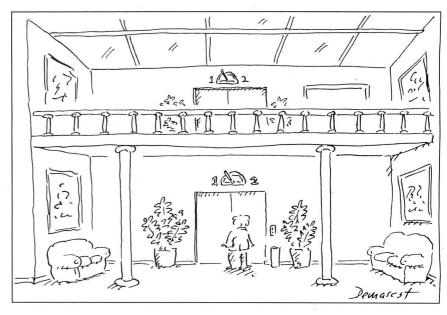
The Model 4's Z80 CPU can address only 64K bytes of memory. As far as the CPU is concerned, your Model 4 can't have any more memory. Whether you've added memory chips that upgrade to 128K or plugged in add-on boards that increase the Model 4's memory to 256K, 512K, or 1,024K of RAM, the Z80 only "sees" 64K of memory at a time.

A 64K Model 4 actually has 66K of RAM: 64K of "main memory" and an additional 2K of video memory. The reason that you can't directly access the video memory in Model 4 mode (with Peeks and Pokes in Basic, for example) is that the 2K video memory isn't generally included in the 64K that the Z80 addresses. Like the memory you've added past 64K, it is normally invisible to the Z80.

Electronic hardware switches inside the Model 4 can change the addressing of various parts of memory. If you set one switch, the Model 4 "bank-switches" the 2K video RAM and 1K of memory space dedicated to the keyboard into addressable memory from 0F400 to 0FFFF hexadecimal (hex). Simultaneously, the

System Requirements

Model 4/4P/4D
128K RAM
Assembly language
Basic
Editor/assembler
(Pro-Create 4.3a or MRAS)
Available on the Disk Series



memory that is normally at that location becomes invisible to the Z80. Once you set the bank switch, it is as trivial a matter to write to screen memory as it is to write to any other memory address.

Sets Switch

When you ask TRSDOS to put a character on the screen with the @DSP supervisory call (SVC), it sets the video-banking switch, writes to the banked video memory, and resets the switch so the video memory "disappears." Other circuitry translates the contents of video memory into the characters and graphics that you see on the screen. Since bank switching is almost instantaneous, the entire operation requires very little time.

If you have more than 64K of general RAM, TRSDOS switches banks in and out of the Z80's address space as they are needed. Because the Model 4's internal circuitry insists on seeing RAM as 32K banks of memory, with each RAMbank switch one-half of the Z80's normal address space swaps with a normally invisible bank.

If a program handles the details of setting and resetting the switches itself, it can switch the alternate banks into memory either from address 0000 to 7FFF hex or from 8000 to 0FFFF hex. Working at this low level, however, is tricky, and a minor bug can cause catastrophic results. Your program becomes

responsible for all interrupt handling, device input/output (I/O), and linking to TRSDOS and high-memory drivers.

Using the TRSDOS @BANK SVC to do the low-level work is safer, allows your software to be compatible with other programs, and lets you concentrate your programming efforts on the higher-level logic of using banked memory intelligently. TRSDOS does all bank switching in the upper half of memory (address range 8000–0FFFF hex) so that TRSDOS is always available in low memory.

If you use TRSDOS to control banking, it automatically brings the "normal" bank back during I/O processing and interrupt handling so that all resident drivers are present in both low and high memory. TRSDOS restores the current bank before returning control to your program. TRSDOS can perform many bank switches that are invisible to your program and that happen fast enough that they do not slow your computer down noticeably.

Rules to Use SVC

You must follow only a few rules to use the @BANK SVC. Although you can run programs in alternate banks, all device drivers and filters, all disk sector buffers, and all interrupt handlers must be either in the lower half of memory or in bank zero (the "normal" resident bank).

You must ensure that the stack is in the

Program Listing 1. Demonstration program.

```
99199 .-
             Alternate Bank Demonstration Program
00120
             Uses an alternate bank as a cache for video screens
See Listing 2 for bank routines, Listing 3 for macros,
Listing 4 for Basic program to generate simple screens
00140
99169
             Written by Hardin Brothers
00180
        *LIST OFF
00190
00200 *GET 1
00210 *LIST ON
                   LISTING3/ASM
                                                   :This is the macro file
00220 CR
                   EOH
00230 ;
00240
                              2700H
                   ORG
                                                   ;Put buffers
00250 VIDBUF
                                                       into library overlay area
00260 DSKBUF
                             256
                  DS
00270;
00280
                   ORG
                             3000H
                                                   ;Put program at normal address
                             SP,START
00290 START
                   LD
                                                   :Put stack below program
00300
                   BACT.S
                                                   ;Clear the screen
;Reserve a bank
00310
                  CALL
                              RSVBNK
00320
                   .TP
                             NZ.ERROR1
                                                    ;Go if no bank available
                   LD
                              A,C
7FH
                                                   :Get bank number
00340
                   AND
                                                   ;Be sure high bit is off
                                                   ; and save it;
;Move file name to FCB;
;Go if bad file name;
;Open file with LRL = 1 screen line
00350
                              (OURBANK) .A
                   LD
00360
                   @@FSPEC
                             FNAME, FCB
00370
                   JP
                             NZ. ERROR2
                             DSKBUF, 80
00380
                   @@OPEN
00390
                   @@DSPLY
                             WORKING
                                                    Explain the delay
                                                   ;Get our bank number
;Put in C for @BANK
;Function: bring in bank
                             A, (OURBANK)
00410
                  T.D
                   LD
                                                   ;Perform bank swap
;Save restore instructions
;Get 17 screens
00430
                  SVC
                              @BANK
                   PUSH
                             BC,17*24
                  LD
99459
                             HL,8000H
                   LD
                                                   ;Starting bank memory addr.
00470 INPUT1
                  PIISH
                                                   ;Save screen counter
;Read one row
00480
                   @@READ
00490
                             BC,80
                                                   ;One row
;HL==> next UREC address
00500
                  ADD
                             HL, BC
00510
                             BC
BC
                                                   ;Recover counter
;We've finished one screen
00520
                  DEC
00530
                                                   ;Get count
                   LD
                             A,B
00540
                  OP
                                                   ;Merge B with C
;Repeat for entire screen
                             NZ, INPUT1
                  JR
00560 ;
00570
                  POP
                                                   ;Recover bank restore instruction ;Bring back original bank ;Then close the file
00580
                              @BANK
00590
                   @@CLOSE
00600
00610 DISPLAY LD
                             HL,8000H
                                                   ;Start at bank bottom
;Do 17 screens
                             B,17
BC
00630 LOOP
                  PUSH
                                                   ;Save count
;Move one screen of data
                             BC,80*24
                             DE, VIDBUF
                                                       to video buffer
00650
                  LD
                             A. (OURBANK)
                                                   ;Get bank number
                   LD
00670
                  CALL
                             BNKMEM
                                                   Move it Point to next screen block
00680
                             HL,BC
                  ADD
00690
                  PUSH
                                                   ;Save bank address
;HL==> screen data
                             HL, VIDBUF
                  LD
                                                   Transfer data to screen
                   @@VDCTL
00710
00720
                             HL
                                                   ;Recover address
;Recover counter
                  POP
                  POP
00730
00740
                             LOOP
                  DJNZ
                                                   :And do another screen
00750
00760
                   @@KBD
                                                   ;Look for keystroke
;Loop until key is pressed
                  JR
                             NZ, DISPLAY
00780
                  JR
                             RELEASE
                                                   ;Release bank and leave
00800
        ; Error if no bank available
00810
00820 ERROR1
                  @@DSPLY NOBANK
                                                   ;Report error
00830
                  @@EXIT -1
                                                   ;And leave
00840
           Error after bank reserved
00850
00860
00870 ERROR2 @@DSPLY BADFNM
                                                   ;Report bad file name
00890
          Release bank then exit
00900
                             A. (OURBANK)
00910
        RELEASE LD
                                                   ;Get bank number ;Release the bank
                  CALL
00930
                  00EXIT
                                                   ;And leave
00950
          Data and messages
00960
                             32
                                                   ;File control block ;Our bank number
00970 FCB
                  DS
                             32 ; Our bank numb

'No memory banks available',CR

'Bad file name',CR

'BANKDEMO/DAT',CR
00980 OURBANK DB
00990 NOBANK
                  DB
01000 BADFNM
01010 FNAME
                  DB
                              'Loading screen data file ... ',CR
01020
       WORKING DB
01030
        ;
*GET
                  LISTING2/ASM
                                                   ;These are the bank routines
01050
```

lower half of memory before TRSDOS does any bank switching. TRSDOS checks the stack location before it allows bank switching, and if the stack would be lost as it banked memory, TRSDOS refuses to make the bank switch.

The final rule is that your program must rely completely on the @BANK SVC to handle memory. Mixing hardware manipulation with TRSDOS services is a sure road to disaster. (TRSDOS loses track of which banks are in use and of what bank is presently available in the top half of memory.)

If you follow these rules, you should not have any problem using one bank for a print spooler, another for a RAM disk, another for Pro-Wam, and still others for a currently running application program. The @BANK SVC should keep all the programs running smoothly. Luckily, @BANK is easy to use, despite the warnings in the *Technical Reference Manual*.

Memory Organization

Before I explain this month's demonstration program, which shows how to use alternate banks for data storage, a quick review of the Model 4 memory map might be helpful.

The memory from 0000 hex to the byte just before the \$KI keyboard driver (the address of which you can find with the @GTMOD SVC) is reserved for the core of TRSDOS. A few scattered bytes in the first page of memory are available to application programs, but otherwise programs should not write to any memory location in this range.

\$KI-12FF hex is the low-memory area reserved for device and disk drivers and filters. You can load such a program here if a call to @HIGH\$ shows that room is available.

The resident portion of TRSDOS (SYS1/SYS) resides from 1300 to 1DFF hex. An application program should never write to this area.

System files SYS2/SYS-SYS5/SYS and SYS9/SYS-SYS12/SYS run from the system overlay area, which extends from 1E00 to 23FF hex. TRSDOS uses the last page of this area (2300–23FF hex) as an overlay buffer. If your program is not a memory-resident background task, and if you are not using Debug, you can usually store information in this buffer temporarily.

The TRSDOS library commands (the commands you see when you enter LIB at the DOS prompt) run in the memory space from 2400–2FFF hex. If your program does not invoke any of these commands with the @CMNDI or @CMNDR SVCs, it can use this area freely.

All application programs can use the

area from 3000 hex-HIGH\$. Therefore, most assembly programs start with an ORG 3000H command and load into this region.

Memory-resident programs, filters, drivers, and background tasks load from HIGH\$-0FFFF hex. Application programs generally do not write to this area unless they are communicating with specific high-memory routines.

Using Alternate Banks

To use @BANK, you must follow a simple, logical order of operations:

- Determine if the banks you need are available.
- Reserve those banks for your program.
- Call @BANK to switch memory banks as needed.
- Bring the bank that was resident when you started back to main memory before your program ends.
- Release the banks you reserved for other programs before your program ends.

This month's program shows how to perform each of these steps. The overall demonstration program, Listing 1, reads a data file into a memory bank, then transfers that data, one screen at a time, to the video display. This transfer looks like a fast slide show or a simple animation. Listing 1 runs until you press a key.

Program Listing 2 contains three general-purpose bank routines that are useful in many programs. The first, RSV-BNK, finds an unused bank of memory, reserves it, and returns the bank number to the calling program.

The @BANK SVC can find an unused and unreserved bank of memory two ways: one using function 2 and the other with function 3. Unfortunately, @BANK cannot directly tell a program how many unreserved banks of memory exist, nor can it provide the number of an unused bank. Instead, a program must go through a loop and test every possible bank.

If you merely want to find out which banks are unused, @BANK function 2 is the most useful. When it returns, the status of the Z flag indicates whether a particular bank is available.

The Technical Reference Manual suggests that a program use @BANK function 2 to determine whether a bank is available and then function 3 to reserve that bank. However, there is no reason to use both steps. The RSVBNK routine in Listing 2 tries to reserve a bank without testing it.

If the routine is successful, it knows that the bank exists and is unused. If it is unsuccessful, it knows that the bank either does not exist or is already in use, and it tries another bank. Since function 3 returns the same error codes as func-

tion 2, the routine uses function 3 until it either finds an open bank or concludes that no free banks are available.

The second routine in Listing 2 brings a specific bank into addressable memory and then moves a block of memory with an LDIR instruction. This routine calls up a bank with @BANK function zero. Function zero of @BANK, if successful, returns with B and C set correctly to

undo the bank switch. If you swap banks with the code:

LD B,0 ;Select function 0 LD C,BANK ;Select bank to use SVC @BANK ;Swap banks PUSH BC ;Save return value

all you have to do to return to the previous bank is use the code:

POP BC ;Recover bank & function SVC @BANK

Program Listing 2. Three bank routines.

```
00100
00110
00120
          This routine will reserve one back bank of memory
         for use by a program. It will pick the highest-numbered bank available
00140
00150
                   Z = success, bank reserved is in C
00160
           Exit:
                  NZ = failure.
00180
           Uses: AF, BC
99299
00210
                 DEFINE @BANK,66H
00220
00230 RSVBNK:
00240
                           BC,3<8+32
                 T.D
                                                          ;Start at bank 31 (1 meg)
00250 RSVBNK1 DEC
                                                          ;Try the next bank
;Go if failure
00260
                           Z,RSVBNKF
00270
                 PUSH
                           BC
                                                          ;Else save counter
00280
                            @BANK
                                                          ;Try to reserve bank
                                                          Recover counter; Success -- leave
00290
                 POP
                           BC
00300
00310
                 JR
                           RSVBNK1
                                                          ;Else try again
00320
           Here if no bank available
00330
00340
00350
       RSVBNKF INC
                                                          ;Set NZ flag
00360
                 RET
                                                          ;And leave
00370
00380
00390
       ; BNKMEM
00400
           This routine will call up a bank and move data within the bank or between the bank and low memory.

The only error checking is the bank number, not the buffer
00410
00420
00430
00440
           addresses or buffer length.
00450
           Entry: A = BANK number
00460
                  HL = Source address
00470
                  DE = Destination address
00480
                  BC = Bytes to move
00490
00500
           Exit: NZ = failure, no data moved.
00510
                    Z = success
00520
           Uses: AF
00540 BNKMEM:
00550
                 RPUSH
                           BC, DE, HL
                                                ;Save registers
00560
                 EXX
                                                ;Move to alternate registers ;And save them
                 RPUSH
                           BC, DE, HL
00570
00580
                 AND
                            7FH
                                                ;Be sure high bit isn't set
                           C,A
B,Ø
00590
                 LD
                                                ;Copy bank number to C
00600
                 LD
                                               Ready to call bank
Call up the bank
Go if error
Bring back reg. registers
00610
                 SVC
                           GBANK
                           NZ,BNK2MX
                 JR
00630
                 EXX
00640
                 LDIR
                                                ;Move the memory ;Back to alternate set to clean up
00650
                 EXX
00660
                           @BANK
                                                ;Bring back original bank
;Set Z-flag -- success
;Restore alternate registers
                 SVC
00670
                 XOR
00680 BNK2MX
                 RPOP
                           HL, DE, BC
                                                ;Recover regular registers
00700
                 RPOP
                           HL, DE, BC
                                                ;Restore them
00710
00720
00730
00740
         RELBNK
00750
            Releases a bank for use by other programs.
00760
00770
            ENTRY: Bank number in A
00780
            EXIT: Success always USES: AF
00790
00800
       RELBNK:
00820
                 PUSH
                           BC
                                                ;Save registers
                 LD
                           C,A
B,1
                                                ;Put bank number in C
00840
                 T.D
                                                      function: reset BUR
                 SVC
                           @BANK
                                                ;Do it
00860
                 POP
                                                ;Recover registers
                 RET
```

End

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```
Program Listing 3. Macro commands.
                                                                         01080
                                                                                                     DE, #FCB
            @@CLOSE -- Close a file or device
                                                                         01090
                                                                                          ENDIF
00120
            #FCB defaults to value in DE
                                                                          01100
                                                                                          SVC
                                                                                                    @GET
            AF is altered
                                                                         01110
01120
                                                                                          IFEQ
99149
                                                                                           POP
       @@CLOSE MACRO
                          #FCB
                                                                         01130
                                                                                          ENDIF
99169
                DEFINE
                          @CLOSE,3CH
                                                                                          ENDM
                IFEO
                          88.1
                                                                         01150
                 PUSH
00180
                                                                         01160
                            DE, #FCB
00190
                  LD
                                                                                    @@KBD -- Checks keyboard buffer for waiting
00200
                ENDIF
                                                                                           keystroke
                                                                         01180
                          @CLOSE, CHECK
00210
                SVC
                                                                          01190
                IFEQ
                          88,1
                                                                         01200 @@KBD
                                                                                          MACRO
00230
                                                                          01210
                                                                                          DEFINE
                                                                                                   @KBD. Ø8H
                 ENDIF
                                                                                          PUSH
                                                                                                   DE
@KBD
                                                                         01220
                                                                         Ø123Ø
Ø124Ø
00250
00260
                                                                                          POP
                                                                                                   DE
00270
                                                                         Ø125Ø
                                                                                          ENDM
00280
            @@CLS -- Clears the screen
                                                                         01260
01270
00290
00300 @@CLS
                MACRO
                                                                         01280
                                                                                     @@OPEN -- Opens an existing file
                DEFINE
                          @CLS,69H
                                                                                     or device
Aborts on all errors except changed LRL
                                                                         01290
00320
                SVC
                          @CLS, CHECK
                                                                         01300
                ENDM
                                                                                     #Buffer is required.
#LRL defaults to 0 (256)
#FCB defaults to current value in DE
                                                                         01310
00340
                                                                          01320
                                                                         01330
01340
00360
         DEFINE -- Define a lable unless it
                                                                                     AF is altered.
01350
                                                                         Ø136Ø @@OPEN MACRO
                                                                                                   #BUFFER, #LRL=0, #FCB
                          #LABEL, #VALUE
                                                                         01370
                                                                                          DEFINE
                                                                                                   @OPEN, 3BH
                 IFNDEF
99499
                          #LABEL
                                                                                                   BC,HL
HL,#BUFFER
                                                                         01380
                                                                                          RPUSH
00410 #LABEL
                EOU
                          #VALUE
                                                                         01390
00420
00430
                ENDIF
                                                                         01400
                                                                                          T.D
                                                                                                   B, #LRL
                ENDM
                                                                         01410
01420
                                                                                          IFEQ
LD
                                                                                                   88,3
00440
00450
                                                                                                     DE, #FCB
                                                                         01430
                                                                                          ENDIF
            @@DSPLY -- Displays line of text
                                                                         Ø144Ø
Ø145Ø
                                                                                          SVC
                                                                                                   @OPEN
           LINE defaults to value in HL
00470
                                                                                          RPOP
                                                                                                   HL, BC
                                                                         01460
                                                                                          JR
00490
       @@DSPLY MACRO
                                                                         01470
                                                                                          CP
                                                                                                   2AH
                                                                                                                      ;;Check for LRL change
00500
                DEFINE
                          @DSPLY, ØAH
                                                                                          JR
                                                                                                   Z,$1?
00510
                          88,1
                                                                                                                      ;; Else error code to C
;; @ERROR SVC number
                                                                         01490
                                                                                          LD
                                                                                                   C,A
                  RPUSH DE, HL
                                                                                                   A,1AH
28H
00520
                                                                         01500
00530
                            HL, #LINE
                   LD
                                                                         01510
                                                                                          RST
                  SVC
RPOP
00540
                            @DSPLY, CHECK
                                                                         01520 $1?
                                                                                          EQU
00550
                            HL, DE
                                                                         01530
                                                                                          ENDM
00560
                ELSE
                                                                         01540 ;
00570
                  PUSH
                            DE
                                                                         01550
99589
                  SVC
                            @DSPLY, CHECK
                                                                                    @@READ -- Reads a record from an open file
#UREC defaults to HL
#FCB defaults to DE
                                                                         01560
00590
                                                                         Ø157Ø
Ø158Ø
99699
                ENDIF
00610
                ENDM
                                                                         01590
00620
                                                                         01600
                                                                                @@READ MACRO
                                                                                                   #UREC, #FCB
00630
                                                                         01610
                                                                                          DEFINE
                                                                                                   @READ, 43H
         @@EXIT -- Exits program
#RETCOD defaults to 0 (no error)
00640 ;
                                                                         Ø162Ø
Ø163Ø
                                                                                          IFEQ
00650
                                                                                          PUSH
                                                                                                     DE
00660
                                                                         01640
                                                                                                     DE, #FCB
       00EXIT
                MACRO
                          #RETCOD
                                                                         01650
                                                                                          ENDIF
                          @EXIT,16H
%%,1
00680
                DEFINE
                                                                         01660
                                                                                          IFGT
00690
                IFEQ
                                                                         01670
                                                                                           PUSH
00700
                  T.D
                            HL, #RETCOD
                                                                                                     HL, #UREC
                                                                                            LD
                ELSE
                                                                                          ENDIF
                                                                         01690
99729
                  LD
                            HL,0
                                                                         01700
                                                                                                   @READ, CHECK
                                                                                          SVC
                ENDIF
                                                                         01710
01720
                                                                                          IFGT
99749
                SVC
                          @EXIT
                                                                                           POP
                ENDM
                                                                                          ENDIF
                                                                         01730
99769
                                                                         01740
                                                                                          IFEQ
                                                                                                   %%,2
DE
00770
                                                                         01750
                                                                                            POP
00780
           @@FSPEC -- Move filespec or devspec
                                                                                          ENDIF
                                                                         01760
           to an FCB or DCB
Test Z / NZ after using!
00790
                                                                         01770
                                                                                          ENDM
00800
                                                                         01780
                                                                                     RPOP -- Version 2
00810
           #Fname and #FCB are both required.
                                                                                       Pops Ø to 6 registers from the stack
Example: RPOP BC,DE,HL,IX
           If \# Fname is already in \# L, use \# L as filename DE is set to \# FCB
                                                                         01800
00830
                                                                         01810
           AF is altered.
                                                                         01820
00850
                                                                         01830 RPOP
                                                                                          MACRO
                                                                                                   #R1, #R2, #R3, #R4, #R5, #R6
00860 @@FSPEC MACRO
                          #FNAME, #FCB
@FSPEC, 4EH
                                                                         01840
                                                                                          IFGT
00870
                DEFINE
                                                                         01850
                                                                                           POP
                                                                                                     #R1
00880
                RPUSH
                          BC.HL
                                                                         01860
                                                                                          ENDIF
                IFNE$
00890
                          #FNAME, HL
                                                                         01870
                                                                                          IFGT
                                                                                                   88,1
00900
                            HL, #FNAME
                                                                         Ø188Ø
Ø189Ø
                  LD
00910
00920
                ENDIF
                                                                                          ENDIF
                          DE.#FCB
                LD
                                                                         01900
                                                                                          IFGT
                                                                                                   88,2
00930
                SVC
                          @FSPEC
                                                                         01910
                                                                                           POP
                                                                                                     #R3
00940
                RPOP
                          HL,BC
                                                                         01920
00950
                                                                         01930
                                                                                                   %%,3
#R4
                                                                                          IFGT
00960
                                                                                            POP
                                                                                          ENDIF
                                                                         01950
00980
            @@GET -- Get one byte from file
                                                                         01960
                                                                                          IFGT
                                                                                                   88,4
               or device
                                                                         01970
                                                                                                     #R5
           No error checking included
#FCB defaults to current value of DE
AF is altered
01000
                                                                                          ENDIF
                                                                         01990
                                                                                          IFGT
POP
                                                                                                   %%,5
#R6
01020
                                                                                          ENDIF
                                                                         02010
01040 @@GET
                MACRO
                          #FCB
                                                                          02020
                                                                                          ENDM
01050
                DEFINE @GET, Ø3H
                                                                         02030
                IFEQ
PUSH
01060
                                                                                                                             Listing 3 continued
```

The final routine in Listing 2 releases a bank to TRSDOS with @BANK function 1, so that another program can use the bank. If you do not call this routine when the program ends, TRSDOS reserves the bank until you reboot the computer.

Listing 1 brings all these ideas to-

gether into a simple demonstration program. It assumes that you have already run Program Listing 4, a Basic program, to create a file of 17 video screens called Bankdemo/DAT. Do not try to run Listing 1 until you have created that file.

The demonstration program starts by reading in a macro file (see Program List-

ing 3 for the necessary macro commands). It then uses the library overlay area for two buffers: a 1,920-byte buffer for one screen's worth of material and a 256-byte buffer for disk transfers. It also puts the stack at the top of the overlay area to ensure that the bank routines do not fail because of a misplaced stack.

| Duchas & | | | : | | | | |
|---|--|---|--|---|---|---|---|
| MACRO IFGT PUSH ENDIF IFGT PUSH ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF | %%,0 #R1 %%,1 #R2 %%,2 #R3 | 02360 02370 02380 02390 02400 02410 02420 02430 02450 02450 02470 | \$1? | MACRO LD RST IFGT JR LD LD RST EQU ENDIF | #NUM, #CHECK A, #NUM 28H %%,1 Z, \$1? C,A A, 1AH 28H \$ | ;;Go if no error ;;Put error code in C ;;@ERROR SVC number ;;Exit through @ERROR ;;Here if no error | nt? |
| | | | | | | @VDCTL functions | |
| | #R4 | 02500 | ; | #FNC is | required | | |
| | 99 4 | 02516 | Commons | W1 000 | | | |
| | | | GGADCLT | | | | |
| | #14.5 | | | | | | |
| | 88.5 | | | | | METER" | |
| PUSH | #R6 | | | | mibbino mini | | |
| ENDIF | 7.7 | | | | BC | | |
| ENDM | | 02580 | | LD | B, #FNC | | |
| | | 02590 | | SVC | @VDCTL | | |
| | | 02600 | | POP | BC | | |
| Invoke a | TRSDOS 6 SVC | | | ENDM | | | |
| | | 02620 | ; | | | | |
| through @ | ERROR if NZ flag is returned | 1 2 2 2 2 | | | | | E |
| | MACRO IFGT PUSH ENDIF IFGT | MACRO #1,#R2,#R3,#R4,#R5,#R6 PUSH #R1 ENDIF IFGT %%,1 PUSH #R2 ENDIF IFGT %%,2 PUSH #R3 ENDIF IFGT %%,3 PUSH #R4 ENDIF IFGT %%,4 PUSH #R5 ENDIF IFGT %%,4 PUSH #R5 ENDIF IFGT %%,5 PUSH #R6 ENDIF | MACRO #R1,#R2,#R3,#R4,#R5,#R6 92399 IFGT %%,8 8 92498 PUSH #R1 92418 ENDIF 92428 IFGT %%,1 92438 PUSH #R2 92458 ENDIF 92458 ENDIF 92458 ENDIF 92460 PUSH #R3 92460 PUSH #R3 92460 PUSH #R4 92598 PUSH #R4 92598 ENDIF 92598 ENDIF 1FGT %%,4 92529 PUSH #R5 92518 IFGT %%,5 PUSH #R6 92548 ENDIF 1FGT %%,5 PUSH #R6 92548 ENDIF 1FGT %%,5 PUSH #R6 92568 ENDIF 1FGT %%,5 PUSH #R6 925 | MACRO #R1,#R2,#R3,#R4,#R5,#R6 02390 02400 02410 | MACRO #R1, #R2, #R3, #R4, #R5, #R6 92390 IFGT IFGT | MACRO #R1, #R2, #R3, #R4, #R5, #R6 IFGT | MACRO #R1, #R2, #R3, #R4, #R5, #R6 IFGT |

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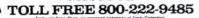
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After displaying a simple sign-on message, the program reserves a bank. It then opens the data file and reads it into banked memory. Next it switches to its alternate bank and loads the file into it. Because TRSDOS always switches to bank zero during all I/O including disk access, the disk-transfer area must be either in the lower half of memory or in bank zero. The code in Listing 1 looks like it violates that requirement.

Remember that there is a 256-byte disk buffer in the library overlay area. Whenever the program reads a file that has a record length of less than 256 bytes, it requires two buffers: a sector buffer that it defines when the file opens and a buffer called UREC that receives the data after TRSDOS unblocks it.

The 256-byte disk buffer must be accessible when TRSDOS switches to bank zero. If the UREC buffer is in an alternate bank, TRSDOS can still perform the data transfer correctly. Keep in mind, however, that TRSDOS only uses UREC if it opens a file that has a record length of less than 256 bytes.

The rest of Listing 1 is straightforward. After reading the file into the alternate bank, the program goes through a loop using the @VDCTL SVC block transfer to move one screen of data at a time from the bank to the low-memory video buffer and then from the buffer to the screen.

After displaying all 17 screens, the program scans the keyboard to see if you are pressing a key. If you are not, the program displays another cycle of 17 screens

Final Comments

This month we've looked at how to use banks to hold data, but not how to use them to hold program code. Getting a program to run in an alternate bank requires some tricks, which I will cover in a future column.

If your Model 4/4P/4D only has 64K of memory, you can easily upgrade it to 128K yourself if you're willing to open the case and insert some chips. You have to also solder a wire in some versions of the Model 4 and insert a special PAL chip if you have an old-style Model 4, but none of these procedures are difficult.

I know of three memory add-on boards for the Model 4. The XLR8er board (H.I. Tech Inc., P.O. Box 25404, Houston, TX 77265, 713-682-7317, \$299.95), which can speed up your computer appreciably, comes with 256K of RAM and software that allows the @BANK SVC to access all of it. My XLR8er arrived just as I was finishing this column, so I haven't had time to install and test it yet.

The Alpha Technology Supermem board (Alpha Technology Inc., 1127 S.

Using an alternate bank requires some tricks.

Patrick Drive, Suite 24, Satellite Beach, FL 32937, 305-773-1136, \$179.95) comes with either 512K or 1,024K of RAM. If you want to access its back banks with the @BANK SVC, you must patch TRSDOS. The patches are both in the second volume of the Misosus Quarterly (Misosys Inc., P.O. Box 239, Sterling, VA 22170-0239, 703-450-4181 or 800-647-6797, \$25 per year in the U.S., \$30 per year in Canada) and on disk in the Disknotes for that volume. You can also get them from the LDOS Forum on Compuserve. The patches are specifically for TRSDOS 6.2.1 and LS-DOS 6.3. I have been using the 512K version of this board with the Misosys patches for guite a while with no problems.

By the way, if you are serious about programming your Model 4, you should subscribe to the *Misosys Quarterly*, which, except for *80 Micro*, is the best source of programming information for the Model 4.

Anitek (Anitek Software Products, P.O. Box 361136, Melbourne, FL 32935, 305-259-9397) offers another add-on memory board for \$159 that, I understand, does not support the @BANK SVC. As far as I know, nobody has developed patches for it.

Basic is restricted to bank zero regardless of how much memory you install in your Model 4. I do not know a way to make Basic grow into an alternate bank, although you might be able to use a memory bank to hold data for a Basic program.

The simplest way to do this is to install a RAM disk in an alternate bank and simply use it to hold files for the Basic program. In any case, don't buy an addon memory board expecting to write large Basic programs. The results would not justify the extra assembly programming involved.



Write Hardin Brothers at 280 N. Campus Ave., Upland, CA 91786. Enclose a stamped, self-addressed envelope for a reply. You can also contact Hardin on Compuserve's WE-SIG (PCS-117).

Program Listing 4. Basic program to create video screens.

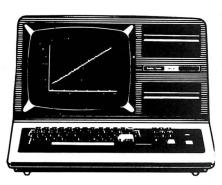
```
Banked Memory Demonstration
                                                                                                                  49
50
2
               program creates the (primitive) graphics file
            for Listing 1 to use.
                                                                                                                  51
123
100 DIM A$(23,79)
                                                         'One screen image
                                                                                                                   866
110 DEFINT
                                                                                                                  852
120 B$ = CHR$(191)
130 OPEN "O",1,"BANKDEMO/DAT"
140 FOR SCREEN = 1 TO 17
                                                                                                                  899
                                                                                                                 1711
                                                        'Room for 17 screens in 32K
                                                                                                                  504
          PRINT "Creating screen"; SCREEN; "of 17";
FOR X = 0 TO 23
FOR Y = 0 TO 79
"Clear" the screen
                                                                                                                3367
1132
160
170
180
                                                                                                                 1241
190
                    A$(X,Y) =
                                                                                                                 1102
               NEXT Y
200
                                                                                                                  810
          NEXT X
VIEW = SCREEN: IF VIEW > 9 THEN VIEW = 18 - VIEW
210
                                                                                                                  714
220
        VIEW = SCREEN: IF VIEW
TOP = 12 - VIEW
BOTTOM = 13 + VIEW
LEFT = 3 + VIEW * 2
RIGHT = 78 - 2 * VIEW
FOR X = LEFT TO RIGHT
PRINT @(TOP,X), B$;
PRINT @(BOTTOM,X),B$;
A$(TOP,X) = B$
A$(DOTTOM,Y) = B$
                                                                                                                 3263
230
                                                                                                                 1168
240
                                                                                                                 1362
250
                                                                                                                 1300
260
                                                                                                                 1446
270
                                                                                                                 1633
280
                                                                                                                 1500
290
                                                                                                                1727
1123
              A$(TOP,X) = B$

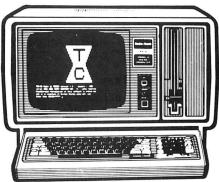
A$(BOTTOM,X) = B$
300
                                                                                                                1350
320
         NEXT X
FOR X = TOP TO BOTTOM
                                                                                                                  684
                                                                                                                 1661
              PRINT @(X,LEFT),B$;
PRINT @(X,RIGHT),B$;
340
                                                                                                                 1553
                                                                                                                 1637
360
              A$(X,LEFT) = B$
                                                                                                                 1185
370
              A$(X,RIGHT) = B$
                                                                                                           1 *
         NEXT X
FOR X = Ø TO 23
380
                                                                                                                  690
                                                      ' Save screen to disk
                                                                                                                 1104
400
              FOR Y = Ø TO 79
PRINT #1,A$(X,Y);
                                                                                                                 1204
420
              NEXT Y
                                                                                                                  782
         NEXT X
                                                                                                                  686
440 NEXT SCREEN
                                                                                                                  983
     CLOSE
460 CLS
                                                                                                                  412
```

End



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Edit SCREDT

The Program Listing shows changes to be made to the assembly-language listing of my program SCREDT, originally published in "The Mean Screen Editing Machine" (80 Micro, December 1986, p. 46).

These changes correct a small failure to abide by the TRSDOS 6 filter rules, as kindly pointed out by George Deluca of Burlington, Ontario, and add two new features as documented in lines 181 and 182. You should enter these lines in your editor/assembler, between—and in some cases replacing—existing lines in the original SCREDT listing.

John Ratzlaff Candler, NC

Reader Forum Bugs

I have found errors in two items in the March 80 Micro Reader Forum (p. 24). First, because Swap is not supported by Model III Basic, Robert M. Doerr's ripple sort will not run on this machine. Two bugs appear in Daniel Baright's Model III keyboard-entry routine using Inkey\$ in an infinite loop. In line 10, delete the colon before STEP; it causes a syntax error. In line 20, change IN to IF.

Henry H. Herrdegen Windsor, Ontario

Fixing That Thinking Feeling

I would like to point out some gremlins in Bruce Tonkin's "That Thinking Feeling" in the February 80 Micro (p. 42). I have yet to get F1 or control-B to function. In line 3820 I believe TEST\$ should read TEXT\$. Also, as the program listing stands, accidentally pressing F8 could cause an emotional problem; it sounds a beep, flashes some letters on the screen, and kills the disk file. By adding 7335 GOSUB 8850 you are given a choice.

Jimmy O. Webb Golden, CO

Inserting characters into a line as you edit will eventually push the characters at the end of the line off the screen. If this happens, an asterisk appears at the end of the line. Pressing

the F1 key or control-B will then reformat the area.—Eds.

Payroll Fixes

A number of changes should be made to the Payroll/BAS listing that accompanied my article "Payday Made Easy" in the April issue of 80 Micro (p. 56). I would also like to point out that the withholding tax tables in this program are current only through March 1987 and must be modified if tax laws change or if your state laws differ from those of the state of Missouri.

First, you should change line 1240 to

prevent an occasional problem that occurs in month-to-date payroll totals. This change initializes current and month-to-date payroll totals for a new (added) employee and precludes any need to use the "Change employee record" menu option to do the same thing. Change line 1240 to read:

 $\begin{array}{l} 1240 \, B\$(13) = `` : B(14) = 0 : B(15) = 0 : B(16) = 0 : \\ B(17) = 0 : B(18) = 0 : B(19) = 0 : B(20) = 0 : \\ B(21) = 0 : B(22) = 0 : B(23) = 0 : B(24) = 0 : \\ B(25) = 0 : B(26) = 0 : B(27) = 0 : B(28) = 0 : \\ B(29) = 0 : B(30) = 0 : GOSUB 170 \end{array}$

Line 2310 is repeated.
Line 2460 is missing. This line should

Program Listing. Changes for SCREDT.

```
00110 ;by JMR 5-25-86 revised 3-3-87
                         <F1> moves cursor to right of last non-blank char on line
<shift-F1> clears to end of line
00181
                          (U6+1),HL
(SAME+1),HL
00721
                LD
00722
                LD
01960
                OR
                                            ;return empty
                         A,Ø
01961
                LD
02780
                OR
02781
                         A,0
                LD
03031
                VDCTL.
03032
      DONE
                OR
                                            ; return empty
                         A,0
03033
                LD
03034
                RET
03035
03036 SKIP6
                CP
                          81H
                                            ; <Fl>? skip to end of line
                         NZ,SKIP6A
03037
03038
                VDCTL
                                            ;get current cursor position
                LD
                                            ;save column number
                         L,80
03040
                LD
                                             start at last column
      LOOP 5
                DEC
                                             ; move backward
03042
                LD
                         A,E
                                            ; compare this place with where cursor was
03043
                CP
                                            ;if same place, need to test further;left of cursor--do nothing
03044
                JR
                          Z,SAME
03045
                JR
                         NC, DONE1
03046
                VDCTL
                                            ;get char in this column
03047
                CP
                                             ;is it a space?
03048
                                            ;if space, keep looking
                         Z,LOOP5
03049
      DONE 4A
                INC
                                            ; move to next column
03050
                          A,L
03051
                CP
                          80
                                            ; are we in fact off the screen?
03052
                         C,SKIP6C
                JR
                                            :no
03053
                DEC
                                            ;yes -- go left one
03054 SKIP6C
                VDCTL
                                            ;place cursor here
03055
                .TR
                         DONE 1
                                            ;done!
                         A, (0000)
03056 SAME
                LD
                                             ;get char under cursor
03057
                CP
                                            ; if space, done
                JR
                          Z,DONE1
03059
                JR
                         DONE 4A
                                            ; if not space, move right one
03060
03061 SKIP6A
                CP
                          91H
                                            ; <shift-F1>? clear to end of line
                         NZ,SKIP6B
03062
                JR
03063
                LD
03064
                          (0000),A
                LD
                                            :put space under cursor
03065
                VDCTL
                                            ;get cursor position
                INC
03066
      LOOP 4
                                            ;next column
                         A,L
80
03067
                LD
03068
                CP
                                            ;last column yet?
03069
                JR
                         NC, DONE1
03070
                LD
                                            ;place a space
03071
                VDCTL
                         LOOP 4
                JR
03073
03080 SKIP6B
                CP
                         Ø8H
                                            ; check for arrows (08-0BH)
03150
03151
                OR
                                            ;but return empty
                         A, 0
                LD
03420
                OR
                         Α,0
                                                                                         End
03421
```

DEBUG

read as follows: 2460 W = B(20): B(20) = FNR(W) '---ROUND OFF FED TX

Regarding lines 2730 and 2740, Social Security deductions for any employee are presently withheld only on the first \$43,800 in taxable annual wages. Since the program does not maintain year-to-date totals and does not recognize when this amount has been exceeded, you must keep such records and ensure that FICA deductions conform to the current annual limits. Thus, if you use the program to calculate paychecks for employees making in excess of \$43,800 (1987 law), the following changes will facilitate entry of correct FICA values into the paycheck records for those employees whose wages have exceeded the current limit. You should change lines 2730 and 2740 and add lines 2742 and 2744 as follows:

2730 PRINT: INPUT "ENTER (C) to make changes---(F) to change FICA only---(P) to print paystub"; E\$ 2740 IF E\$ = "C" THEN CLS: GOTO 2170 2742 IF E\$ = "F" THEN INPUT "Enter FICA amount"; B(19): GOTO 2600 2744 IF E\$ = "P" THEN 2750 ELSE 2730

Finally, a number of lines have extra

characters and need to be changed as fol-

- Line 170: Add a closing parenthesis to the end of the fourth line; delete the fifth
- Line 180: Delete the fifth line.
- Line 2750: Delete the fifth line.
- Line 4130: Add a closing parenthesis to the end of the fourth line.
- Line 4330: Add the characters (12)) to the end of the fourth line. Delete the fifth line.
- Line 4420: Delete the fifth line.

G.S. Bradshaw Branson, MO

In Search of. . .

I read with great interest "In Search of Lost Superscripsit Files" by David Goben

in the April 80 Micro (p. 114). What a lifesaver! In fact, I had a disk crash (sector lost) the same day the issue arrived. The program saved several important documents I had been working on.

I made a few small changes (see the Figure) so I could recover the printer control codes after getting back to a new Superscripsit document. Instead of just ignoring the F5 or clear code that precedes these controls, I convert it to a 3byte group not likely to be seen in any document: #&#. Any other combination would work. Note the remark sent to the screen if an F5 is encountered; with a global search and replace you have every control code back.

> Jay M. Sheppard Laurel, MD

Figure. Changes to recover printer control codes. 240 ON ERROR GOTO 0: IF J THEN 480 ELSE END 2596 410 PRINT#2,"#&#";:PRINT"#&#";:J=1:GOSUB 100:GOTO 310 3044 480 PRINT: PRINT" FINAL NOTE -- after conversion back to Superscr 5786 ipsit' 482 PRINT"from ASCII, make a GLOBAL Search-and-Replace: 4319 3821 484 PRINT" Search for (#&#> Replace with (CLEAR)" 486 END 409 End

The 80 Micro Disk Series

1000/1200/3000

80 Micro has come to the rescue of the Tandy 1000, 1200, and 3000 owners. Now you don't have to type in the MS-DOS program listings that appear in 80 Micro. They are now available on a quarterly basis. We have two disks covering the first two quarters for 1987.

You will need the appropriate 1987 issues as documentation to use the programs. Below are the directories of what appears on the first two disks, the 1987 issue, article title, page number, and the program(s) that correspond.

To order call toll free 1-800-258-5473, 24 hours, seven days a week, or fill out the order form on page 101 and mail it to us with your payment enclosed. The price for each disk is \$17.95 including postage and handling.

January-March 1987 January Checking References, p. 48 REFLIB.BAS

Hidden Attributes, p. 66 SECURE.ASM SECURE.EXE

February That Thinking Feeling, p. 42

OUTLINE.BAS Taking Measure, p. 49

AREA.BAS Changing of the Guard, p. 60 FILEIT.ASM

FILEIT.COM March So, You Want to Buy a House?,

p. 54

HOUSE BAS Disk Repair 101, p. 42 DISKINFO.PAS DISKINFO.COM Bonus Program September 1986 Making the Grade, p. 68 MARK.BAS

April-June 1987

April Payday Made Easy, p. 56 PAYROLL.BAS

Quick Boot, p. 46 REBOOT.BAS

May Leave the Printing to Spooli, p. 58

SPOOLI.ASM SPOOLI.COM Data-Statement generator, p. 80 DATAPOKE.BAS June Tandy 1000 Custom Character

Generator, p. 58

CLIPART BAS CLIPGEN.BAS John's MS-DOS Column, p. 93 SWITCHAR.ASM SWITCHAR.COM

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Send your letter or proposal to Submissions Committee, 80 Micro, 80 Elm St., Peterborough, NH 03458. No phone calls, please.

Deskhelp allows Tandy owners to expand the uses of Deskmate.

Continued from p. 37

other ways to use this mail merge. You can create your Deskmate Text file to specially format the output to print custom forms, such as checks.

In performing the merge, Deskhelp looks for the bar (|) character as a delimiter within the Text file to specify the locations at which to insert Filer data. The ties between Text and Filer files are the field names you assign to the Deskmate Filer fields. Deskhelp replaces the delimiter with the specified field of Filer data, record by record, as it produces the output. Consequently, you'll have to do a certain degree of advance planning when you create Deskmate Text and Filer files to use later in Deskhelp.

For instance, you must press enter at the end of each Deskmate Text line, rather than waiting until the end of a paragraph. Additionally, if you're inserting a Filer field into the line, you must consider the maximum number of characters the line can hold; otherwise Deskhelp might give you an error message when it attempts the merge.

Filer File

Similarly, when you create a Deskmate Filer file, you must avoid any blank lines between fields, as this too can cause problems for Deskhelp. However, the manual explains these and other constraints, which are easy enough to live with.

You can direct Mail Merge output to the printer or to a disk file, perhaps to use in another program. You can produce up to five copies of each output document, and you can request a pause after each one. If you have only one drive, then both Text and Filer source files must be on the same disk, in addition to the disk output, if specified.

In the course of preparing for the merge, you must provide some specifications about your desired output, such as lines per page, margins, and so on. Deskhelp offers a default list of sample output pages, thus saving you time for a majority of print formats. You can modify the samples or specify the output format to meet your exact needs.

The nicest part of Mail Merge is its ability to use indexing to select records from your Filer file for output. By choosing one of three toggle settings, you can get Deskhelp to print all records automatically, print selected records automatically, or let you specify which records to print, all or selected, one by one.

The selection process in Indexing lets you specify one field of the Filer file for comparison, and checks it against a relational comparison (<, >, or =) that you provide. For instance, if you want to send a sales letter to zip codes in the 90000s, just specify the Deskmate Filer field name for the zip code field and the comparison >89999.

While this selection capability is useful, the ability to specify multiple selection criteria would be better. In the case of the zip-code example, Deskhelp doesn't let you select within a range. However, considering Deskmate's limitations, a one-field/one-value select will probably be adequate in most cases.

I appreciated Mail Merge's feature that displays a progress report telling you what is currently taking place during a merge. There's no mysterious dark screen to cause concern. In the case of manual record selection, the screen even displays the record image for your review before printing.

While Deskmate lists Filer records in a sorted order (of your choice), Deskhelp's Mail Merge outputs records in sequential order, as they are physically recorded in the Filer file. This is Deskhelp's biggest shortcoming.

The Printer Codes option lets you modify the printer-code table in memory to use specific printer options. Deskhelp lets you easily modify specific characters so that LPDRVR.SYS can convert them to control codes your printer uses to produce such features as bold print, underline, and elongation. Deskhelp's instructions are simple, and the program provides a clear and easy method of entering the new code data.

From there, Deskhelp compiles the new codes into a file that LPDRVR uses, and that you can specify with a single keystroke in your Deskmate Text file. This option adds some text capabilities to Deskmate, and you can also use it with other systems because the printer codes remain in memory until you change them or reset the computer.

I use Deskmate primarily for writing and storing correspondence. However, Deskhelp allows me new ways to use Deskmate. Deskhelp is easy to use, well-documented, and fairly priced. Those Tandy owners who have given up on Deskmate might find Deskhelp to be the key that opens up Deskmate's potential. ■

LDOS 5.3 by Jack Feldman

LDOS 5.3 Upgrade Kit runs on the Model III/4/4P (in Model III mode). Misosys, P.O. Box 239, Sterling, VA 22170-0239. 800-697-6747. \$24.95.

hen arguments start over which Model III DOS is best, LDOS is usually the yardstick against which other systems are measured. It certainly is the most powerful operating system available for TRSDOS machines. Logical Systems Inc., the company that developed LDOS, has once again updated LDOS and added some new features.

The LDOS 5.3 Update Kit comprises a disk containing the full DOS and supplemental documentation. If you are starting from scratch and don't have the 5.1.3 manual with the 5.1.4 supplement, then you have to buy the full manuals, which brings the total cost to \$55.

The major change is that the directory structure now includes time-stamping of individual files. Programmers who want to time-stamp their files will appreciate this feature. LDOS 5.3 will date files through Dec. 31, 1999. If you don't need the feature, you can eliminate it with the System command. Unfortunately, the new directory structure poses a potential danger to your LDOS 5.1.4 disks.

Take Care

The problem is that the individual directory entry, being longer, puts your old disks at risk. The supplemental documentation has several warnings about booting in 5.3 and switching to an earlier version without rebooting. The documentation doesn't tell you that you can destroy your disk if you don't follow instructions. You can read disks formatted in all versions of LDOS, but you must use Dateconv to change the directories to make all your old disks compatible.

The most important 5.3 upgrade is the new Help feature. Typing HELP DOS (library command) or HELP BASIC (Basic command) gives you one or two screens full of information on how to use the command. Even some of the utilities and filters are listed under the Help DOS command. It is the most complete Help file I've seen for any DOS. If you have even a vague idea of what you want to do, you no longer need the manual.

Additions

Two other additions make LDOS easier to use. When you want to format a printout or set parameters on the RS-232C port, you have to use the Filter or Set commands. In the past when you

wanted to change any of the format or serial-port parameters, you had to do a reset and then start all over and install the new parameters. Now you can change any of the parameters simply by invoking the command followed by the change.

If you are not sure of the parameters, entering Forms or Setcom lists them. If you don't remember the abbreviation for the parameter, the Help feature reminds you. Forms is particularly important to me, because my printer is not set to automatically line-feed when it receives a carriage return (enter). The 5.3 upgrade eliminates this tedious process: A simple FORMS (A) takes care of the problem.

The new LDOS also includes Ted, the full-screen text editor. It lets you create an ASCII file but won't let you format or print a file. You can print the file you create, but you cannot format your printout.

The editor has all the features necessary to create your patch files or object code for assembly language. It contains a full range of cursor-control, search, search-and-replace, and all the block commands you could want. It is a welcome addition to the package.

You can now page through listed files more slowly, so the list doesn't scroll up the screen faster than you can read. LCOMM lets you access the library commands without leaving the program, and Basic has several new enhancements.

When you enter or edit a Basic program, you can copy or move a Basic line to another part of the program. Input@ works like the Print@ command to let you position the cursor at a specific place on the screen, but it also lets you define the location, the kind, and the size of the requested response. You can dump a list of the active variables and their values.

So far, so good. By now you should be sold on the LDOS upgrade kit as a necessity for your Model III or 4. But I'm not saying that LDOS is perfect.

LDOS 5.3 doesn't always make life easier for you. It is wonderful to have the flexibility of controlling print parameters and the RS-232C port, but the lengthy routine necessary to set those parameters is a good example of how LDOS can also be difficult to use. (Thank goodness for Setcom and Forms.)

Conclusion

On the whole, though, LDOS's new features are great, and no other operating system can match the control LDOS gives you. While it is unfortunate that 5.3 is not totally backward-compatible, some time spent with Dateconv will take care of that. Although the time-stamping doesn't do much for me on my Model 4, it is great on my Max-80, which has a built-in clock that automatically tells the DOS the time and date.

The Apple Polisher by John McCormick

Trackstar and Trackstar 128K run on the Tandy 1000/1200/3000 and are available from the manufacturer or from Radio Shack's Express Order Service (EOS). Diamond Computer Systems Inc., 1225 Tiros Way, Sunnyvale, CA 94086, 408-736-2000. Trackstar (EOS catalog no. 26-2590), \$375. Trackstar 128K (EOS catalog no. 25-1028), \$395.

Eds. note—Diamond Computers Systems states that it is only shipping the Trackstar 128K. The 64K board is available through special order.

Trackstar is an expansion board that lets IBM PCs and compatibles run most Apple II + programs and still gives you complete MS-DOS compatibility. It allows parents with a Tandy 1000 at home to run the Apple software their kids use at school, or it lets the ex-Apple owner who has now moved on to MS-DOS save all his or her Apple software.

The 64K Trackstar makes your disk drives operate like Apple drives. As a result, your Tandy machine can run about 65 percent of Apple II + software. Half of these programs run using Trackstar's Basic, and half require Apple FPBasic. About the only software Trackstar can't handle are those that employ special copy-protection schemes that are configured to specifics of Apple drive operation.

The Trackstar package includes the main expansion board, a smaller disk controller, a floppy interface cable, an RGB video cable, a composite video cable, two capacitors for the Tandy disk drives, and two utility disks. You plug the disk controller into the motherboard behind the disk drives. It has a connector into which you can plug an Apple drive, which will let you run about 97 percent of all Apple II + software.

Installation

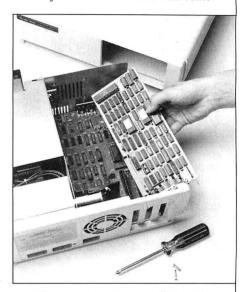
Installing Trackstar isn't a job for the fainthearted. Besides plugging the board in, you have to remove the disk drives to install a capacitor in each and remove the drive-controller cable from the mother-board. Then you install the smaller controller board and plug the disk drives into it. Another cable goes from the main Trackstar board to the smaller one, passing under the disk drives.

A few discrepancies exist between the step-by-step directions and the insides of my Tandy 1000. The instructions don't mention the shield that covers the disk drives. You don't need to remove it; if you take out three screws and unplug the power and controller cables, you can

slide the top drive out and carefully reach in to plug the capacitor into the top of the bottom drive.

When installing the capacitors, which just plug in on the outside of the drives, make sure that the pins don't touch each other, shorting out the capacitor. These connectors are very close together and easy to bend. Once they are installed, just pry them a bit apart. Sliding the top drive back in place and replacing the screws is a simple job.

Actually, two screwdrivers are all you need to accomplish the installation, but, unless you are comfortable with remov-



Installing Trackstar is a difficult job.

ing the rather delicate connectors used in computer electronics, you probably should let a technician install Trackstar.

The software installation is simple: You put the MS-DOS system files onto a back-up copy of the Trackstar utility disk.

Operation

Once you've installed Trackstar, you can switch between the MS-DOS and Apple operating systems by pressing the alternate and escape keys. You can't, however, switch to MS-DOS while you're running an Apple program. Trackstar also lets you choose between a 40- and an 80-column screen to accommodate various software.

Trackstar supports two Apple game ports; unfortunately, the joystick ports on the front of the 1000 won't operate in the Apple mode. On the back of the Trackstar board are the color monitor port, 40-column video out, and a game port that emulates the Apple IIe or IIc game ports exactly. An internal port lacks two of the signal lines of the true Apple IIe game port but will work for most purposes. Both ports are set up to receive a standard Apple-joystick plug.

The F9 and F10 keys on the Tandy

REVIEWS

1000 act like the open apple and solid apple keys found on the ${\rm II}$ + .

Trackstar never interfered with the MS-DOS programs I ran.

Once you've installed Trackstar, it's unlikely that you'll want to remove it. Diamond Computer evidently thinks so too, because its manual doesn't offer any instructions for taking the board out. If you ever need to, though, just reverse installation procedure.

Compatibility

After I installed Trackstar, I put a copy of Blue Chip Software's Millionaire in my 1000's drive and started it up. The copy-protected program opened but wouldn't run.

Next I tried Broderbund Software's graphics and text program, The Print Shop. It ran just fine, but the color was a bit off. In fact, I noticed this same problem with several programs: The letters and lines seemed to be clear but they often had color fringes.

The other programs I ran had similar results: Those without copy protection worked fine and most with copy protection didn't. I also tried a bit of Basic programming and had no trouble, except that the operation was slow.

Even without the Apple drives, Trackstar will run most of the MECC (Minnesota Educational Computing Corp.) educational software.

Appleworks

The Appleworks integrated word-processing/spreadsheet/data-base/utility software doesn't run on the Apple II+, so it didn't surprise me that it wouldn't work with the 64K Trackstar. But, for an extra \$25, Diamond will include the Plus-Works-XMT utility that not only modifies Appleworks to run on the 64K Trackstar, but also expands the program's capabilities. The largest of the Tandy machine lets Appleworks handle more files.

When I was installing this software, I encountered a "Relocation/configure" error that the people at Diamond could not explain. So, I ignored the error message, inserted the Appleworks start-up disk, and proceeded. The program ran properly, and I suspect the error message was itself an error.

Enhanced Version

Trackstar 128K runs Appleworks without the Plus-Works-XMT modification. It also runs IIe programs. To use the 128K board in a Tandy 3000 HL, you must add a 360K disk drive or an Apple drive.

Documentation

The spiral-bound Trackstar manual is printed on only one side of each page,

and the type is smaller than I like to read. But, since Trackstar is relatively simple to operate once it's installed, you shouldn't need to refer often to the documentation.

Conclusion

The installation is a bit beyond plugand-play. You will have to know how to work with delicate connectors, but those with patience, small hands, and a controlled sensitive touch should have no problems.

I did have minor problems running

some of the programs, but these problems stemmed from my lack of familiarity with Apple programming and Apple's operating systems. When a friend of mine with Apple experience talked me through some operations, every program ran just as it should. After all, this board is an Apple emulator, and to run it you need Apple, not MS-DOS, skills.

I would not buy Trackstar so I could start buying Apple software, but if I already owned or had access to Apple programs, I would order one immediately.

EXPRESS CHECKOUTS

Whoops!

Whoops! 3.2d runs on the Tandy 1000/1200 (256K) and requires two disk drives. Cornucopia Software, Inc., P.O. Box 6111, Albany, CA 94706. 415-528-7000. \$49.95.

Whoops!, a memory-resident spelling checker and thesaurus, is an unpredictable beast. Because it is intended to work with "almost all word-processing programs," it's likely that some of its features will be useful no matter what combination of hardware and software you're running, and that the conditions under which it will work perfectly will be rare. Like the nursery rhyme's little girl with the curl, when Whoops! is good, it's very, very good, but when it's bad. . . .

What You See

Whoops! has a 50,000-word spelling list to which you can add words easily while you use it. (Removing them takes a separate program, included, and a word processor.) Ideally, Whoops! loads its word list into RAM and doesn't need its disk files to check spelling. The thesaurus has a separate list and uses it from disk. You get two versions of the synonym list: The super-fast, indexed version needs 100K of disk space. For floppy-disk systems running large applications, the slower, less useful version, sans index, uses half the space.

The 28-page manual has a misspelling on page 9. Regardless, the manual's main feature is its vagueness. I was often convinced it had outlined a specific action, only to find the language obscure enough to cover any circumstance.

No matter. Whoops! is easy to install. A configuration program, which adjusts Whoops! to various conditions, works so simply that finding the best configuration for your system, even for each different application, is little trouble.

To use its spelling list in RAM,

Whoops! needs 200K more than DOS and your other programs use. If all you have is 256K, Whoops! won't consider loading its word list. Above that, simple arithmetic tells you if it's possible. If you can't fit the spelling list into memory, not only is Whoops! slower, but much of the reason for using it disappears.

Whoops! has two spelling-checker modes that run in the background. Its real-time mode monitors what you type or otherwise put on the screen. It beeps at you when it doesn't recognize a word. Whoops! kept up with my typing and didn't appear to slow down any of the applications I used it with. The program doesn't mark suspected misspellings as you type, except audibly. If you don't correct errors immediately, there's no reason to use the real-time mode.

The second mode, Screen Proofing, examines the current screen of text and highlights words it doesn't know. With the word list in memory, it's impressively fast.

When Whoops! points out a real misspelling, you can retype it or ask for help. Point to the word and Whoops! displays its word list where the suspect word ought to appear. You can scroll the list in both directions. If the correction is not nearby, type another spelling and jump to another part of the list. In addition, Whoops! might suggest corrections, and they are often uncannily accurate. If you find the correct spelling, you highlight it. Whoops! returns to the text screen and makes the correction. It adjusts for the length of the new word and maintains your capitalization.

The thesaurus is available any time Whoops! is resident, provided its synonym file is in the right drive and directory. Point to the word you don't like, and Whoops! shows you a list of words (not all of them direct synonyms) related in meaning to your word. Whoops! uses the other words to locate other word groups. In that way you can follow

EXPRESS CHECKOUTS

shades of meaning until you find the right word.

In the foreground, the Proof program proofreads and corrects text files on disk. Proof stops at each unrecognized word, and the correction takes the same form as its original in the background version. When the program reaches the end of the file, it goes back and makes the changes all at once. You get one pass. If you make a mistake, you have to run the program again. Proof does not maintain capitalization. Finally, the manual claims that Proof "self-configures to recognize the documents of most word processors." Proof worked with the ASCII and near-ASCII files that any application might produce, but I can't report that it works reliably with any other format.

What You Get

The manual lists a dozen word-processing programs. At first I assumed that Whoops! is certified to work with those word processors. The manual makes no such promise.

I tried Whoops! with five word processors, two of them on the list. With one of them, not on the list, Whoops! worked perfectly. It was a pleasure to use and a valuable addition to the word processor. With two of the others, one of them on the list, almost everything worked most of the time. Although neither word processor crashed, Whoops! occasionally became addled, but I was always able to regain control of the computer if I persisted and pronounced the right curse.

The fourth word processor uses a bitmapped display. As the manual promised, Whoops! reconfigured to respond to the keyboard instead of the display, and I was able to use its real-time mode. But it couldn't proofread the screen or make corrections. Whoops! didn't work at all with the fifth word processor, which was on the list. The two programs in the same computer guaranteed mutually assured destruction.

Conclusion

I feel that the way Whoops! worked with the five word processors is representative of the way it will behave in general: The program performs well enough under most conditions. Sometimes it delivers its full potential superbly; sometimes it proves useless.

—Harry Bee

Mergemate **

Mergemate runs on the Tandy 1000 (128K) and requires one disk drive. McAdams Associates, 109 Spanish Village Center, Suite 618, Dallas, TX 75248. 214-239-9646. \$40.

Mergemate, a Deskmate accessory, is a fine example of what "kitchen table" software can be (and so often is not). The program lets you use data stored and organized with Filer and documents prepared with Text to produce form letters, mailing labels, reports, and such. It delivers this extra capability, missing from Deskmate, efficiently and with style.

To use Mergemate you need to create a special document. In the first line, you identify all the fields in each Filer record. There's no need to use the field names you used in Filer, nor must you use a certain character to set off your field identifiers. Any nomenclature that is distinct enough so it won't be confused with normal text will do.

You then place the identifiers you specified in the body of the text where you want the contents of a field inserted. You don't have to use every field, and the ones you do use don't have to be in order. You can print any combination of fields, once or any number of times each, in any order that suits your purpose.

One problem you might encounter at this point is with the unnamed fields that are possible with Filer. When you leave blank lines in an entry screen for visual separation, Filer treats them as fields. Allowing for this, Mergemate checks the document and the file you name for agreement. If they don't agree (or if you notice anything amiss while using Mergemate), a shell function lets you leave the program to make corrections, and return with whatever variables you've established intact.

You'll need to make few modifications to your Filer files to use them. Even if you've entered data in uppercase, a selectable filter converts all but initial letters to lowercase. And Mergemate supports Filer's edit characters, used with dates and telephone numbers.

Mergemate uses the same document formatting scheme as Text. Though this doesn't add anything, it provides compatibility and familiarity. You can save your standard document format as the program's default, but change parameters temporarily during use. Mergemate is very good at supporting wordwrap, adjusting for fields of varying sizes, and tracking the line count and page length.

When the program encounters an empty field, it leaves a blank or a blank line. You can prevent the poor appearance this can cause by using the program's selection criteria to exclude empty fields. Mergemate supports the same data-selection ability as Filer, including wild cards. You can have separate criteria for every field, even ones you don't intend to print.

The program disk includes two versions of Mergemate that differ in the way

each handles Filer's index and records. Version 1.1, for files of fewer than 5,000 records, performs fewer disk accesses; version 2.1 handles up to 65,535 records. A program called Which tells you which version to use.

Mergemate does not sort. If you need to sort a file for a particular purpose, such as by zip code for mailing labels, you must use Filer's Order function. It does ignore records that are deleted, but not erased, so you don't have to pack your files. It also remembers file names, formats, and selection criteria, so that, between printings, you need only type changes.

Mergemate is flexible. It's easy to use and handles errors well. Its screens, if spare, are nicely designed, and its functions are clearly prompted. The somewhat self-conscious documentation, contained in a Text file on the program disk, is organized, indexed, and sufficient. Though there are omissions, the program covers enough bases to make it a valuable utility. If you use Deskmate and need to create form letters and the like, you won't go wrong choosing Mergemate.

-Harry Bee

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We're looking for people with good ideas. In particular, we'd like to see some useful utilities, small-business and personal management programs, tutorials on Basic and Pascal programming for all levels of expertise, and interesting science, math, and hobby applications.

The procedure is simple. Write us a query letter telling us about your proposed article. We'll tell you whether we think your article is appropriate for 80 Micro. We'll also send you a copy of our author's guidelines, which will give you information on manuscript preparation, style, payment rates, and the like.

Send your letter or proposal to Submissions Committee, 80 Micro, 80 Elm St., Peterborough, NH 03458. No phone calls, please.

MS-DOS

The Engineer's Scratchpad

Mathcad lets engineers and scientists use their computers as scratchpads to perform complex numerical analysis and document the results. You can enter and calculate equations, create plots, and enter and edit text on the same screen. The computational features include differentiation, integration, root finding, curve fitting, cubic splines, built-in statistics functions, and the fast Fourier and inverse transforms.

Mathcad runs on MS-DOS 2.x and requires 512K. It costs \$249 from Mathsoft Inc., One Kendall Square, Cambridge, MA 02139, 617-577-1017.

Circle 560 on Reader Service card.

Two From Aedex

The Aedex COM-100 is an RS-232 port sharing device that lets you connect two input devices to a single serial port. The 4- by 4- by 1.5-inch unit features one nine-pin D connector on the front panel and two on the back. The unit can transfer data at 300 to 38,400 baud.

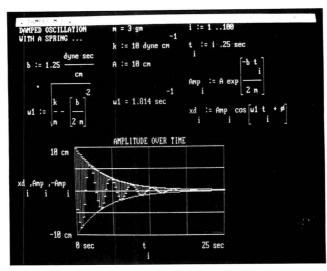
The COM-100 comes with an external power supply and sells for \$250.

The BCS-150 Bar Code System plugs into any bus slot and allows three inputs. It comes with a bar-code scanner, bar-code printing firmware, and remote data-entry firmware. The board lets you add on other boards and network devices and has inputs for a wand, a laser scanner, and a magnetic strip reader.

The BCS-250 sells for \$995. For information contact Aedex Corp., 181 W. Orangethorpe Ave., Suite C, Placentia, CA 92670, 714-528-4700. Circle 556 on Reader Service card.

Learn Dbase III Plus

Individual Training for



Mathcad in a mechanical engineering application: damped oscillation with a spring.

Dbase III Plus is a software program that teaches you how to use Dbase III Plus. The tutorial includes interactive lessons that provide handson experience with a variety of Dbase commands to show you how to create a data base, enter records, retrieve and edit data, sort and index a data base, and print reports.

Individual Training for Dbase III Plus requires 256K and DOS 2.x and sells for \$69.95 from Individual Software Inc., 1163-I Chess Drive, Foster City, CA 94404, 415-341-6116

Circle 557 on Reader Service card.

Editor Assembler

ED/ASM-86 3.1 is a full macro assembly-language development system that includes a line editor, screen editor, assembler, linker, debugger, and disassembler in one 60K file.

The assembler can directly generate a COM or EXE file, assemble directly into memory, and assemble to a special link format file for modular program development. The debugger includes symbolic disassembly of arbitrary code, 8087 register display in scientific notation, assembly to memory, and use of complex expressions with previously defined symbols or

register values.

The line editor features intra-line editing, block move and copy, partial save and load, and tokenized source for quick loading and assembly.

ED/ASM-86 sells for \$124.95 and comes with a manual that includes a tutorial on assembly, an 8086/186/286/87 instruction reference, and an extensive index. Contact Misosys Inc., P.O. Box 239, Sterling, VA 22170, 800-647-6797 (in VA, 703-450-4181). Circle 550 on Reader Service card.

Printer Emulation Package

PEP, short for Printer Emulation Package, makes any computer capable of RS-232 output think that your IBM PC compatible is a printer. Therefore, any application that is running on the other computer can "print" its data to the PC via an RS-232 cable. At the PC, PEP can receive data, modify it for MS-DOS compatibility, store it to disk, display it on a monitor, and print it on a printer at speeds up to 19,200 baud.

PEP interprets a 5-second pause between transmissions as an end-of-transmission indicator, so you can easily transmit and save a sequence of distinct data files to the PC.

PEP requires an IBM PC

compatible with 192K, RS-232 capability, and DOS 2.x. The program is not copy-protected and sells for \$59.95 from Intelpro, 13 Saratoga Drive, Kirkland, Quebec H9H 3J9, 514-694-6862.

Circle 552 on Reader Service card.

Null Slot Clock

The Zero-Slot Clock is a battery-powered real-time clock and calendar consisting of software and a hardware module. Since the module fits into the BIOS ROM socket on the CPU board, it doesn't occupy any expansion slots. You then install the ROM on top of the module.

You can add the Zero-Slot Clock to any IBM PC compatible. Two small programs set and read the clock, and the module won't affect computer operation, even at turbo speed. The Zero-Slot Clock sells for \$35 from Zero-Slot Products, P.O. Box 282014, Columbus, OH 43228, 614-878-9080.

Circle 553 on Reader Service card.

First Choice

First Choice is a multipurpose business program designed for those who are new to computing. It includes a word processor with built-in spelling checker, a file manager and report generator, a spreadsheet, and electronic communications. First Choice sells for \$179 and is available through Radio Shack Computer Centers (catalog no. 90-3080).

The manufacturer, Software Publishing, will include a free conversion disk that lets PFS:File owners convert their files. For more information, contact Software Publishing Corp., P.O. Box 7210, Mountain View, CA 94039-7210, 415-962-8910.

Circle 551 on Reader Service card.

Credit Tracker

Credit Card Tracker is an expense-control management program that tracks, verifies,

NEW PRODUCTS

and organizes credit-card charges for businesses using multiple credit cards. The menu-driven program verifies charge receipts against bankcard statements, organizes expenses by general-ledger account number, and accommodates variable deduction percentages for each expense type to meet new tax laws. Management reports or screen inquiry includes expenses by card type, card user, expense types, and time period.

The Credit Card Tracker sells for \$79.95 and runs on MS-DOS and Kaypro CP/M machines. Contact The Computing Clinic, 15524 84th St. N.E., Lake Stevens, WA 98258, 206-691-5418.

Circle 554 on Reader Service card.

Digital-to-Analog Conversion

Circle 434 on Reader Service card.

The Analog Connection AO is a digital-to-analog converter and digital input/output card that compares its

output to on-board, factory-calibrated references to calibrate itself. The card has two, four, six, or eight 12-bit analog outputs and four ranges (zero-10 v, zero-5 v, ±5 v, and 4-20 mA that you can switch-select on each channel.

The Analog Connection AO is used for such laboratory and industrial control applications as analog control loops, PID loops, set-point control, and waveform generation. Prices range from \$395 for two analog outputs to \$995 for eight outputs. Contact Strawberry Tree Computers, 1010 W. Fremont Ave., Sunnyvale, CA 94087, 408-736-3083.

Circle 558 on Reader Service card.

For the Globe Trotter

The Freequent Flyer is an interactive knowledge base that lets you keep track of the various airlines' frequent-traveler programs. It lets those who fly often enter their

travel plans to see what travel credits are available and how to best use them. The software includes information on which airlines, hotels, or carrental firms participate with each other and what awards and bonuses are currently available.

The Freequent Flyer requires 256K and a hard disk. It sells for \$39.95 and includes two free updates to the data base. Contact The OMT Group, 1296 Albion Court, Sunnyvale, CA 94087, 408-732-8565.

Circle 559 on Reader Service card.

Real Estate Finder

The Commercial Property Locator helps commercial and industrial real-estate brokers keep track of the properties that their brokerage lists. You can search for property by city, size, usage, availability, and so on, and get several types of printed reports.

The Commercial Property Locator sells for \$199 and requires 256K. A demo disk is available for \$5. Contact Signature Solutions Inc., 454 Kenneth Ave., Campbell, CA 95008, 800-327-6111 (in CA, call 408-378-8177).

Circle 561 on Reader Service card.

Newsmaster

Newsmaster is a desktoppublishing program that combines graphics and textprocessing capabilities to produce printouts on a dotmatrix or laser printer. The program lets you mix lines, text, boxes, and clip art in multicolumn, multiple-page documents.

Newsmaster lets you choose from four different page views—expanded, normal, full-width, and full-page—with eight levels of zoom. You maintain complete editing capabilities, regardless of the view. The program offers several choices of page layout, type fonts, graphics, and design.

You can choose from one to

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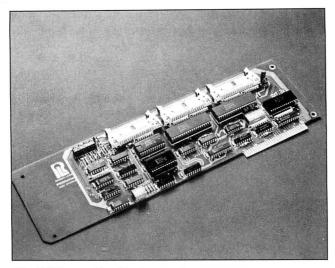
10 columns per page, and your body copy automatically flows from column to column and page to page. You can also determine how the text will flow around artwork and graphics. Newsmaster reads most word-processing programs' ASCII files, so you can read text from other sources.

Newsmaster sells for \$99.95 and requires 256K, a color adapter with color monitor, or an enhanced graphics adapter or Hercules graphics monochrome adapter with a monochrome monitor. Contact Unison World, 2150 Shattuck Ave., Suite 902, Berkeley, CA 94704, 415-848-6666.

Circle 565 on Reader Service card.

Step by Microstep

The PCMotion Plus is a microstep motor controller that can control two motor channels ramped and four motor channels non-ramped. You can use software commands



The PCMotion Plus fits the Tandy 1200/3000.

to adjust the microstep ratio. The unit has a single motor speed capable of 140K steps per second, a dual motor speed of 100K, and up to 500 million steps per move.

The PCMotion Plus can interface with interpreted Basic, Pascal, C, Fortran, and Forth and has an optional op-

tical encoder interface. It sells for \$695 from Rogers Labs, 2727 S. Croddy Way, Suite E, Santa Ana, CA 92704, 714-751-0442.

Circle 555 on Reader Service card.

Mach 3.5

The Mach 3.5 device driver software and formatter is de-

signed for 3½-inch 80-track drives with a 720K format capacity. It is compatible with DOS 2.x and was developed as an alternative to IBM's Driver.SYS.

The Mach 3.5 sells for \$29.95. Contact J&M Systems Ltd., 15100-A Central S.E., Albuquerque, NM 87123, 505-292-4182.

Circle 564 on Reader Service card.

Computer-Aided Design

Firstcadd is an entry-level, full-featured, two-dimensional drafting and design package that offers a set of drawing symbols, such as circles, arcs, rectangles, polygons, ellipses, and B-spline curves. The program also features rubber-banding and point and grid snapping. You can draw objects in up to 256 colors and layers.

The program lets you edit your drawings; create a library of your own symbols; and specify the size, color,

Circle 40 on Reader Service card.

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Expanded memory card for the 1000 and 1000A with 512K of memory and DMA \$109.95. Clock calendar option for this board \$28.95.

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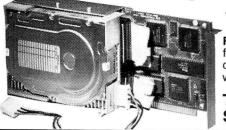
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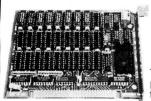


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• Expands Tandy 1000 (128K Version) to as much as 640K using 256K DRAM chips • Includes DMA controller chip · Optional clock/calendar plugs onto board (not included) · Made in the U.S.A. · 2-year warranty

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EMTAN-384K

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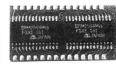
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How to Use 80 Micro Program Listings

Basic program listings in 80 Micro include a checksum value at the end of each line. This value is the sum of the ASCII values of all characters and spaces in the line, excluding remarks. You can use these values to test the accuracy of your typing.

- ●Type in program code *exactly* as listed, omitting the indentations (when program lines continue to a second or third magazine line). The '* characters, checksum values, and comments may be omitted.
- Save the program in ASCII format with the command SAVE "file name", A.
- ●Load and run Checksum (see Program Listing). (For the Tandy 1000, change line 10 to: 10 CLS:LOCATE 2,25:PRINT "VERIFY CHECKSUMS ON PROGRAM" '* 3544.) The program will prompt you for the name of the file to be verified and give you the option of sending the line numbers and checksum values to the printer or to the screen.

When printing to the screen, Checksum lists 20 lines and then waits for you to press the enter key.

 Compare the displayed line numbers and checksum values with the checksums shown in the listing. Correct errors in lines having checksum values that don't match.

> —Beverly Woodbury, Technical Editor

| Program Listing. Checksum. | | |
|--|------------|--------------|
| 10 CLEAR 1000:CLS:PRINT@140, "VERIFY CHECKSUMS ON PROGRAM" | 1 * | 3713 |
| 20 PRINT:PRINT:INPUT "Enter Name of File to verify";F\$ | · * | |
| 30 PRINT:PRINT:PRINT "List Checksums to:" | 1 * | |
| 40 PRINT TAB(20) " <p>rinter":PRINT TAB(20) "<s>creen"</s></p> | 1 * | |
| | 1 * | 2148 |
| 50 PRINT:PRINT:PRINT TAB(30);"? "; 60 K\$=INKEY\$ 70 IF K\$="p" OR K\$="p" OR K\$="s" THEN 80 ELSE 60 | 1 * | 726 |
| 70 IF KS="P" OR KS="p" OR KS="S" OR KS="S" THEN 80 ELSE 60 | 1 * | 3269 |
| 80 PRINT K\$:IF K\$="P" OR K\$="p" THEN LP=1 | '* | 2439 |
| 90 OPEN "I".1.FS:BS=CHRS(34) | 1 * | 1321 |
| 100 IF EOF(1) THEN CLOSE:GOTO 390 110 LINE INPUT#1,L\$:L=VAL(LBFT\$(L\$,6)) 120 IF Z=2 AND L=0 THEN 100 ELSE Z=2 130 A=VARPTR(L\$):GOSUB 270:Q=PEER(A) 140 LS=PEEK(A+1):MS=PEEK(A+2):A=MS*256+LS:GOSUB 270 | · * | 2000 |
| 110 LINE INPUT#1,LS:L=VAL(LEFTS(LS,6)) | 1 * | 2213 |
| 120 IF Z=2 AND L=0 THEN 100 ELSE Z=2 | '* | 2003 |
| 130 A=VARPTR(L\$):GOSUB 270:Q=PEEK(A) | . !* | 2277 |
| 140 LS=PEEK(A+1):MS=PEEK(A+2):A=MS*256+LS:GOSUB 270 | 1 * | 3113 |
| 150 IF INSTR(L\$,""") THEN GOSUB 280 | '* | 2000 |
| 160 IF RIGHT\$(L\$,1)=" " THEN IQ=Q:GOSUB 370 | '* | 2314 |
| 170 FOR K=1 TO Q:P=PEEK(A):CS=CS+P:A=A+1:NEXT K | !* | 2343 |
| 140 LS=PEEK (AT1): MS=FEEK(AT2): A-MS=20TAS: GGSGB 270 150 IF INSTR(L\$,"") THEN GOSUB 280 160 IF RIGHT\$(L\$,1)=" "THEN IQ=Q:GOSUB 370 170 FOR K=1 TO Q:P=PEEK(A): CS=CS+P: A=A+1: NEXT K 180 IF CS=0 THEN 100 190 IF CS<100000! THEN D\$="-" 200 IF CS<100000 THEN D\$="-" | * | 1101 |
| 190 IF CS<100000! THEN D\$="-" | /* | 1330 |
| 200 IF CS<10000 THEN D\$="- " | ** | 1401 |
| 210 IF CS<1000 THEN D\$="- " | ! * ! * | 1400 |
| 220 IF CS<100 THEN D\$="- " | 1 * | 1471 |
| 220 IF CS<100 THEN DS="- " 230 IF LP=1 THEN LPRINT "Line";L;D\$;CS,:CS=0:GOTO 100 240 PRINT "Line";L;D\$;CS:CS=0:X=X+1 | '* | 337Ø 2282 |
| 240 PRINT "Line"; L; D\$; CS: CS=0: X=X+1 | | 2202 |
| 250 IF X=20 THEN X=0:PRINT TAB(30) "Press <enter> to continue." ELSE 100 260 K\$=INKEY\$:IF K\$<>CHR\$(13) THEN 260 ELSE 100 270 IF A>32767 THEN A=(65536!-A)*-1:RETURN:ELSE RETURN 280 I=INSTR(L\$,""):IQ=I-1 290 IF LEN(L\$)=INSTR(L\$,"") THEN 100 300 LQ\$=STR\$(L):LQ=LEN(LQ\$):IF LQ+2=>I THEN 100 310 Q1=INSTR(L\$,B\$):IF Q1>I OR Q1=0 THEN 370 320 Q2=INSTR(Q1+1,L\$,B\$):IF Q2>I THEN I=INSTR(Q2,L\$,"'") 330 IF I=0 THEN RETURN 340 Q3=INSTR(Q2+1,L\$,B\$):IF Q3>I OR Q3=0 THEN 370</enter> | 1+ | 4924 |
| 260 K\$=INKEY\$:IF K\$<>CHR\$(13) THEN 260 ELSE 100 | 1* | 2705 |
| 270 IF A>32767 THEN A=(65536!-A)*-1:RETURN:ELSE RETURN | 1 * | 3275 |
| 280 I=INSTR(L\$,"'"):IQ=I-1 | * | 1504 |
| 290 IF LEN(L\$)=INSTR(L\$,"'") THEN 100 | 1 * | 2095 |
| 300 LQ\$=STR\$(L):LQ=LEN(LQ\$):IF LQ+2=>I THEN 100 | 1 * | 2839 |
| 310 Q1=INSTR(L\$,B\$):IF Q1>I OR Q1=0 THEN 370 | * * | 2593 |
| 320 Q2=INSTR(Q1+1,L\$,B\$):IF Q2>I THEN I=INSTR(Q2,L\$,"'") | 1 * | 3297 |
| 330 IF I=0 THEN RETURN | 1 * | 1386 |
| 340 Q3=INSTR(Q2+1,L\$,B\$):IF Q3>I OR Q3=0 THEN 370 | 1 * | 2869 |
| 350 Q4=INSTR(Q3+1,L\$,B\$):IF Q4>I THEN I=INSTR(Q4,L\$,"'") | 1* | 3308 |
| 360 IF I=0 THEN RETURN | 1* | 1303 |
| 370 FOR I=IQ TO 1 STEP-1:C=ASC(MID\$(L\$,I,1)):IF C<33 THEN NEXT : | | 3041 |
| 380 RL\$=LEFT\$(L\$,I):Q=LEN(RL\$):RETURN | 1 * | 2323 |
| 390 PRINT:PRINT"CHECKSUM/BAS now in Memory" | * | 32 40 |
| 400 PRINT "Reload the PROGRAM that you are working on? (Y/N)"; | | 4030 |
| 410 INPUT Q\$:IF Q\$="Y" OR Q\$="Y" THEN CLS:LOAD F\$ | 1 * | 2967 |
| | | End |

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| G. Do you plan to purchase anothe 1. ☐ Yes | r TRS-80/Tandy Computer d 2. □ No | within 12 months. uring the next 12 months? 3. □ Don't know |
| H. Where do you use your TRS-80/1 | | |
| At home for pleasure At home for business At work | 4. ☐ At sc 5. ☐ For m tion | hool ath/science applications in any loca- |
| I. The articles in 80 Micro are: 1. □ Too simple | 2. Too complex | 3. ☐ Just right |
| J. How many purchases have you r | The state of the s | |
| | do you read? Please rate th | em on a scale of 1 (seldom read) to 5 |
| (always read). 1. Side Tracks 2. Feedback Loop 3. Pulse Train 4. The Art of Programming | 5. The Next Step 6. Dave's MS-DOS 7. Fine Lines 8. Reader Forum | Column 9. Reviews 10. New Products 11. Hot CoCo |
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| E. How long have you owned your 1. Less than 1 year 2. 1-2 years 3. 2-3 years | FRS-80/Tandy Computer? 4, 3-4 years 5. More than 4 years | |
| F. Do you subscribe to an informati | ion utility, such as Compuse 2. □ No | erve, Dow Jones News Retrieval, etc.? 3. Not now, but intend to within 12 months. |
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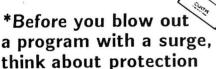
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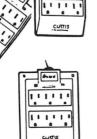
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NEW PRODUCTS

and rotation of text. You can rotate, scale, stretch, copy, and erase objects and print out your drawings on most dot-matrix printers.

Firstcadd requires 256K, DOS 2.x, and a graphics card. It costs \$49.95 from Generic Software Inc., 8763 148th N.E., Building C, Redmond, WA 98052, 800-228-3601.

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Plotting financial data with PCPlot.

Financial and Scientific Graphs

PCPlot 3 is a high-resolution graphics program that creates linear and logarithmic plots and creates line graphs with error bars, stockmarket charts, and bar charts. The program supports two independent Y axes that you can scale to two different data sets. You can mix different charts on a single graph and scale X and Y data separately.

PCPlot 3 sells for \$95 from BV Engineering, 2200 Business Way, Suite 207, Riverside, CA 92501, 714-781-0252.

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Doan's Pills, Software Style

Dr. David Lehrman, founder of the St. Francis Hospital Spine Center and the Lehrman Back Center in Miami, has developed a program to help you identify the causes and possible solutions to back problems. Backaid Software takes you inside the aching back and illustrates the probable causes of distress. While not intended to diagnose or supplement professional treatment, it helps identify and monitor the physical and emotional factors that may contribute to back discomfort and offers some ways to ease or eliminate the pain.

Backaid Software sells for \$99 from Brainbank Inc., Suite 1201, 220 Fifth Ave.. New York, NY 10001, 212-686-6565.

Circle 566 on Reader Service card.

Guide for **Mouse Programmers**

The Microsoft Mouse Programmers's Reference Guide explains how to create a mouse menu program that lets you use the Microsoft Mouse with an application that does not have built-in mouse support and how to build mouse support directly into applications you've written. The guide contains the tools and technical information you need to make calls to the driver.

The Microsoft Mouse Programmer's Reference Guide sells for \$25 and includes the Microsoft Mouse Tools disk, which contains version 6.0 of the mouse library, the EGA register interface library, mouse menu generation tools, and several examples. Contact Microsoft Corp., 16011 N.E. 36th Way, Box 97017, Redmond, WA 98073-9717. 206-882-8080.

Circle 568 on Reader Service card.

Five-Minute **Business Graphs**

Stella Systems claims you can create a chart within 5 minutes after you've opened its software package, Stella Business Graphics.

You can type in your data or import it from Lotus's 1-2-3, Multiplan, Dbase, or a word processor and then select from one of 12 graph types to best display your data. Stella Business Graphics sells for \$199 from Stella Systems, 10430 S. De Anza Blvd., Suite 185, Cupertino, CA 95014, 408-257-6644.

Circle 567 on Reader Service card.

TRS-80

Rembrandt for CP/M

Spectre Technologies' Rembrandt Complete Business Graphics Toolkit is now available for the TRS-80 Model 4 running CP/M. The

NEW PRODUCTS

package lets you draw freehand; create bar charts, pie charts, and x,y charts; print graphics on most dot-matrix and daisy-wheel printers; create on-screen electronic slide shows; and print out integrated text and graphics.

Rembrandt sells for \$39.95 from Spectre Technologies Inc., 22458 Ventura Blvd., Suite E, Woodland Hills, CA 91364, 818-716-1655.

Circle 569 on Reader Service card

Math and Reading Help

The Word Problems series offers drill in solving math word problems, a reward game, and student/program management systems. There are two disks for grades 3 and 4, two for grades 5 and 6, and two for grades 7 and 8. The first disk develops prerequisite math skills, and the second provides drill in solving the word problems. Problems are controlled for difficulty, and students receive help if

they give a wrong answer.

Teachers can determine the number of problems presented as well as the number of correct answers a student must give in order to play the reward game. The student-management system holds up to 200 student files and records names, lessons completed, raw scores, and percent correct. Teachers can view, print, or delete any files.

The disk set for each class level sells for \$69.95. Other packages that include back-up disks, class packs, and networking systems are also available.

Chance It! A Game of Details is a two-player game that uses a game-show format to encourage students to read for details. The game is available in a third- and fourthgrade level and in a fifth- and sixth-grade level.

Chance It! sells for \$39.95. As with Word Problems, more complete packages are available, and the disk includes a similar student/program management system.

Contact Gamco Industries Inc., Box 1911, Big Spring, TX 79721, 800-351-1404 (in TX, call 915-267-6327 collect).

Circle 570 on Reader Service card.

Portable Disk Drive

Tandy's 200K, 3½-inch Portable Disk Drive 2 for the Tandy 102 and 200 operates on four AA batteries or an optional AC adapter, weighs only 1½ pounds, and is 2½ by 5½ by 6½ inches in size. The unit also features a disk-access indicator, low-battery indicator, an RS-232C connecting cable, and a 19,200-baud datatransfer rate.

The Portable Disk Drive 2 (catalog no. 26-3814) sells for \$199.95. Contact the Tandy Corp., 1800 One Tandy Center, Fort Worth, TX 76102. Circle 571 on Reader Service card.

Sardine

Sardine is a laptop dictionary and spelling checker,

contains T-Word word processor, and comes on a plugin ROM chip or on a 3½-inch disk. It gives you access to 33,000 words in the Random House American Dictionary, and you can create your own custom word lists. The ROM version includes 7,000 of the most frequently used business words.

Sardine is available for the Tandy 100/102/200. The 3½-inch disk version costs \$99.95, and the plug-in ROM version costs \$169.95. Contact Traveling Software, North Creek Corporate Center, 19310 N. Creek Parkway, Bothell, WA 98011, 206-483-8088.

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High-Performance Z80

The V80-CPU is a module that upgrades the Z80 to the new Hitachi HD64180 high-integration microprocessor. To install the V80-CPU module, you insert it in place of the Z80 chip and attach a clip

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| Carbon Film - DWP 210, DIABLO HYTYPE II Black (1445) | 5/16 x 145 | \$18/3 \$60/12 \$342/72 | \$5 ea 3-11 \$4 ea 12 or more | \$24/6 \$42/12 \$234/72 |
| DW II, DWP 410-510, RICOH 1200-1300-1600 Black (1419) | 1/4 x 145 | \$18/3 \$60/12 \$342/72 | \$5 ea 3-11 \$4 ea 12 or more | \$24/6 \$42/12 \$234/72 |
| Red, Green, Blue, Brown Colors (1419) | 1/4 x 130 5/16 x 17 | \$21/3 \$72/12 \$414/72 | \$6 ea 3-11 \$5 ea 12 or more | \$30/6 \$54/12 \$234/72 |
| Fabric (Long Life), DWP 210, DIABLO HYTYPE II Black (1458) | NOTEZLOAD | \$18/2 \$ 51/6 \$ 96/12 | \$8/1 \$7 ea 2 or more | \$21/3 \$78/12 \$432/72 |
| DW II, DWP 410-510, RICOH 1200-1300-1600 Black (1449) | 1/4 X 25 | \$18/2 \$ 51/6 \$ 96/12 | \$8/1 \$7 ea 2 or more | \$21/3 \$78/12 \$432/72 |
| DMP - 100, LP VII, COMMODORE 1525, GORILLA BANANA (1424) | Inker Loop | \$18/2 \$51/6 \$96/12 | | |
| DMP - 200, 120, 130 (430 INSERTS & RELOADS) (1483) | 1/2 x 20 | \$20/2 \$ 57/6 \$108/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| DMP - 400 - 420, LP VI-VIII, PANASONIC KXP-130-1093 (1418) | 5/16 x 14 | \$15/2 \$ 42/6 \$ 78/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| DMP - 500 (1482) | 1/2 x 20 | \$22/2 \$ 63/6 \$120/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| DMP - 2100, TOSHIBA P1340-1350-1351-351 (1442) | 1/2 x 20 | \$15/2 \$ 42/6 \$ 78/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| DMP - 2200, C ITOH 3500 (1233) | 1/2 x 52 | \$35 GENERIC \$30 | \$18/1 \$16ea 2 or more | \$30/3 \$ 57/6 \$108/12 |
| LP III-V, CANON A 1200 (New Only) (1/2 x 5) (1414) | 1/2 x 15 | \$15/2 \$ 42/6 \$ 78/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| STAR MICRONICS RADIX 10 | 1/2 x 55 | \$18/2 \$ 51/6 \$ 96/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| STAR MICRONICS RADIX 15 | 1/2 x 25 | \$19/2 \$ 54/6 \$102/12 | \$8/1 \$7 ea 2 or more | \$18/3 \$66/12 \$360/72 |
| EPSON LQ 1000 | 1/2 x 18 | \$22/2 \$ 63/6 \$120/12 | \$8/1 \$7 ea 2 or more | \$18/3 \$66/12 \$360/72 |
| MX-FX-RX 70-80-85, LX 80-90 (5/16 x 7) | 1/2 x 20 | \$14/2 \$ 36/6 \$ 66/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| MX-FX-RX 100-185-286, LQ 800 (1/2 x 18) LQ 1500 (1/2 x 14) | 1/2 x 30 | \$18/2 \$51/6 \$96/12 | \$8/1 \$7 ea 2 or more | \$18/3 \$66/12 \$360/72 |
| EPSON LQ 2500 (INSERTS & RELOADS ONLY) | 1/2 x 15 | | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 |
| DX 20-35 Carbon Film (Multistrike), OLIVETTI ET-121-221 | 5/16 x 290 | \$21/3 \$72/12 \$414/72 | (Call for Correctable Prices) | |
| NEC Spinwriter-Carbon Film - 2000-3500 (Reloads BCCOMPCO Only) | 5/16 x 145 | \$18/3 \$60/12 \$342/72 | \$5 ea 3-11 \$4 ea 12 or more | \$24/6 \$42/12 \$234/72 |
| - 5500-7700 (Can Reload Most Types) | NOT EZ LOAD | \$18/3 \$60/12 \$342/72 | \$5 ea 3-11 \$4 ea 12 or more | \$24/6 \$42/12 \$234/72 |
| PC PR 103 / 105A | 1/2 x 13 | COMING SOON | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| Pinwriter P1-P2-P6, P-5 (1/2 x 14) | 1/2 x 20 | \$25/2 \$ 69/6 \$126/12 | \$7/1 \$6 ea 2 or more | \$15/3 \$54/12 \$288/72 |
| P3-P7 | 1/2 x 27 | \$30/2 \$ 84/6 \$156/12 | \$8/1 \$7 ea 2 or more | \$18/3 \$66/12 \$360/72 |
| COMREX 420 Fabric (INSERTS & RELOADS ONLY) | 5/16 x 52 | | \$8/1 \$7 ea 2 or more | \$21/3 \$78/12 |
| DX-15, II Fabric | 5/16 x 17 | \$15/2 \$ 42/6 \$ 78/12 | | |
| BROTHER HR-15-25-35 Carbon Film (Multistrike) | 5/16 x 82 | \$18/3 \$60/12 \$342/72 | | |
| OKIDATA Pacemark 2350-2410 Black | 1/2 x 100 | \$20 EACH | \$20/1 \$18ea 2 or more | \$36/3 \$132/12 \$720/72 |
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| -SPIRIT 80 (SP80) COMMODORE 1526 (Multistrike) | 1/2 x 35 | \$16/2 \$ 45/6 \$ 84/12 | PLEASE INCLUDE STREET A FOREIGN ADD 19 | |
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NEW PRODUCTS

to the clock circuitry.

The board lets you adjust the timing and phase, and the accompanying software lets you vary the number of wait states for both memory and input/output. In its fastest mode (an average increase of 40 percent), the processor runs with no wait states and no change in the system clock speed.

The V80-CPU sells for \$149. The package includes one choice of software for adjusting the wait states for the DOS you're running (CP/M, TRSDOS 6.x, LDOS 5.14, Multidos, or Dosplus III). Disks for other DOSes are available for \$14.50 each. Contact Electronic Repair Service, 1181/2 N. Dallas Highway, Waxahachie, TX 75165, 214-937-7017.

Circle 573 on Reader Service card.

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LVE, the Low Vision Editor, is a text processor that draws large letters in pixel graphics. Not only the text you're writing, but the program instructions, prompts, and directory screens also appear on screen in magnified fonts.

LVE can write text files up to 18K, and you can choose from several font sizes. You can step forward or backward through the text display by letter, word, line, or screen. The program sells for \$20 from Donald W. Adv. 56 Oak Ridge Ave., Summit, NJ 07901, 201-277-3365.

Circle 574 on Reader Service card.

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The Color Computer version gives you choices of background and character color and creates characters four lines high by three spaces wide. Characters in the Model I/III version are three lines high by five spaces wide. You can mix the titles with text.

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The Black Box NLQ Print Buffer lets any Epson FX or RX printer with a Centronics interface produce near-letterquality type in Courier, Prestige, Elan, Italic, or Roman typefaces. The unit has a 128K buffer that stores the graphic codes and can hold up to 65 pages of text. It receives standard data from the computer software and converts it (via self-contained software) into a series of graphic instructions.

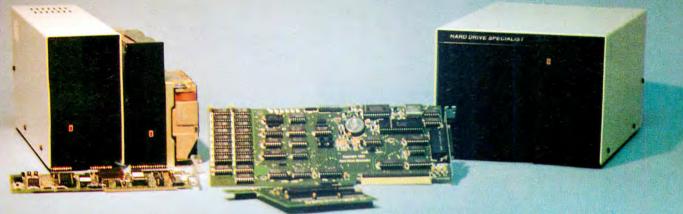
The NLQ Printer Buffer can perform a number of wordprocessing functions and sells for \$269. Contact Black Box Corp., P.O. Box 12800, Pittsburgh, PA 15241, 412-746-5500.

Circle 576 on Reader Service card.



The NLQ Print Buffer lets you print near letter quality in a variety of typefaces.

The Ultimate Expansion for your Tandy by Hard Drive Specialist



Model 1000 Multifunction Boards New!

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For the Tandy 1000, 1000A, 1000SX, AND THE TANDY 1200. Expands memory beyond the 640K, limited by DOS, to use the Intel/Lotus/Microsoft expanded memory format. Includes a printer spooler, memory disk, and Plus port. PLUS expansion cards (RS232C, Clock, ETC) can be plugged into a special connector, saving a slot for other applications.

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For the Tandy 1000 and 1000A. Seven of the most needed functions/features have been combined into one package using only one expansion slot. Features include memory up to 512K, RS232, Serial Port, Clock-Calendar, DMA, Printer Spooler, Memory disk, and a PLUS expansion port that can use most PLUS

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TanPak_{TM} Secondary

If you already have a Model 1000 memory card and do not wish to replace it the TanPak secondary is for you. It retains all the Features of the TanPak except for the DMA. For the 1000, 1000A. TanPaktm Secondary OK \$139.

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TanPakTM SX

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| Model 3/4 Floppy Disk Controller Card | |
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Tandy 1000, 1000A, 1000SX Hard Drives

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software for the Color Computer 3™

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TEXT lets you compose, edit and print letters, reports on a 40/80-column switchable display.

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INDEX CARDS allows you to keep important names and addresses in an efficient filing system.

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Tandy 1000 Memory Card

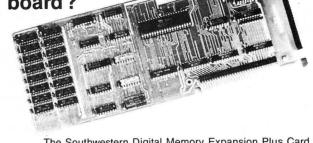
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Multifunction Card for 1000, 1000A

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Tandy 1000 Add on Boards Serial, Clock, or Both

Tandy 1000, 1000SX, 1000EX

The Southwestern Digital new Add-On boards were developed for use with the Plus Card Port, (a piggy-back type, add on port established by Tandy to eliminate the need for an additional card slot). These cards are fully compatible with the Memory Expansion Plus Card from Southwestern Digital and the Memory Expansion Plus Board from Tandy.

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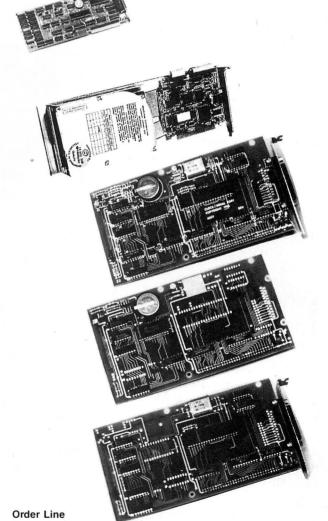
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Tandy 1000SX Computer System

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| Clock/Calender | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 139 | 9 |
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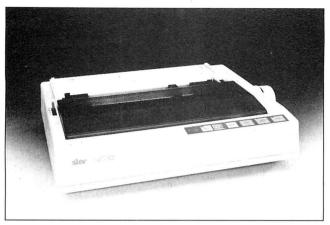
The NL-10 sells for \$319, and each interface cartridge costs \$60. Contact Star Micronics Inc., 200 Park Ave., Suite 3510, New York, NY 10166, 212-986-6770.

Circle 577 on Reader Service card.

Disk Diagnosis

Version 2.0 of J&M's Memory Minder disk-drive diagnostic checker includes a write test and will now test 720K and 1.2-megabyte 5½-inch drives and 720K 3½-inch drives, along with the standard 36K 5½-inch drives.

Prices for Memory Minder range from \$60-\$130, depending on the system you



Star Micronics' NL-10 offers high-speed or near-letterquality print.

want to check. For more information, contact J&M Systems Ltd., 15100-A Central S.E., Albuquerque, NM 87123, 505-292-4182.

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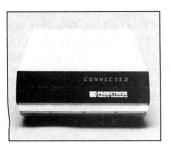
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Promodems offer two levels of protection against unauthorized access.

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The 1,200-baud and 2,400baud Promodems offer two levels of security to protect data-communications systems from unauthorized access. First, callers must enter a password before the receiving modem connects them to the system. In case a caller accidentally hits on a correct password, the modem asks for the password again. If the password is valid, the modem hangs up and dials the telephone number associated with that password. If the caller passes this level of verification, the Promodem makes the connection to the system.

The modems provide an audit trail of the number of valid and invalid calls to alert the system operator if someone is trying to access the system illegally. The 1200S Promodem sells for \$499, and the 2400S sells for \$649 from Prometheus Products Inc., 4545

Cushing Parkway, Fremont, CA 94538, 415-490-2370. Circle 581 on Reader Service card.

Computer Careers

The 1987 Computer Salary Survey and Career Planning Guide offers a review of the computer-related job market by salary, demand, and trends. The information is gathered from thousands of computer professionals and the firms that hire them.

The 24-page 1987 Computer Salary Survey and Career Planning Guide is free to computer professionals. Send your name, address, and job title to Source Edp, P.O. Box 7100, Dept. PD81, Mountain View, CA 94039, 415-949-2688.

Circle 584 on Reader Service card.

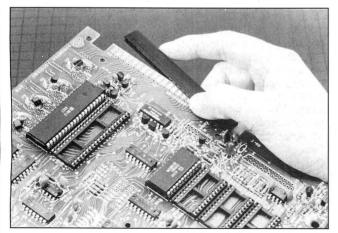
Edge-Connector Protector

Statfree Shunt Bars fit over your computer's open edge connectors to keep all of the leads at the same electrical potential. The bars are made of conductive polyethylene and dissipate a 5,000-volt static charge to zero in less than 0.01 second. They come in 4-, 5-, 6-, 8-, and 36-inch lengths and sell for 70 cents, 85 cents, \$1, \$1.30, and \$4.90, respectively. Contact Charleswater Products Inc., 93 Border St., West Newton, MA 02165, 617-964-8370.

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One Size Fits All

The Scooter RS-232 Interface Cable Kits let you create



Statfree Shunt Bars protect your empty edge connectors and keep all of the leads at the same electrical potential.



You can customize Scooter RS-232 Interface Cables to fit different types of computers and printers.

your own customized nineand 25-pin RS-232 cables. The kit's insertion/extraction tool lets you change the pin arrangement to accommodate any computer or peripheral interface.

Each kit also includes a 5-or 10-foot, nine-conductor, foil-shielded RS-232 cable with gold contacts, two hoods with strain reliefs, two connector blocks, jumper cables, and all mounting hardware. Deluxe

Cable Kits include a RS-232 Mini Tester that shows lead activity and polarity.

Scooter offers eight combinations of nine- and 25-pin male and female connectors in 5- or 10-foot lengths. Prices range from \$24.95 to \$31.50 (Deluxe Cable Kits are an extra \$18). Contact Ohm/Electronics Inc., 746 Vermont St., Palatine, IL 60067, 800-323-2727 (in IL, call 312-359-6040).

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Reflection Rejection

Sun-Flex's anti-glare filters block diffuse reflections from appearing on your computer screen. These matte-black microfiber filters are similar to the slats in a Venetian blind, only much smaller. The snap-on Superscreen filter for monochrome monitors sells for \$29.95, or \$34.95 for color-monitor filters. The Protector conductive filter for high-resolution monitors sells for \$49.95.

Contact Sun-Flex Inc., 20 Pimentel Court, Novato, CA 94947-5667, 415-883-1221. Circle 572 on Reader Service card.

DIFFERENT TRACK

Chest-Top Publishing

Underware ribbons and Colorpacks let your dot-matrix or impact printer create designs that you can iron onto a T-shirt. You draw an image on your computer, put the Underware ribbon in your printer, and print the image on normal printer paper. Then you put the paper face down on a T-shirt and iron over it.

Underware ribbons can print from 20–100 shirts,



Create T-shirt designs with Underware ribbons and Colorpacks.

depending on the complexity of the design, and will not damage printheads or irons. Transfers to fabrics with at least 50 percent polyester content are permanent. Ribbons are available in a variety of colors, and multicolor ribbons are available for color printers. You can also get fine-point and jumbo color pens with the ribbon to enhance your creations.

Ribbon and pen sets sell for from \$14.95–\$34.95 from Diversions Inc., P.O. Box 2614, Sunnyvale, CA 94087, 408-245-7575.

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Continued on p. 125

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Where'd Everybody Go?

hen your average, run-of-the-mill columnist gets no mail, it's no disaster. An ego may be bruised or crushed, but opinion, satire, reportage, even humor, can continue unabated. Who's to know? Some advice columns regularly offer less-than-authentic correspondence, the way I hear it. Not so with Fine Lines. Our conversation over the back fence needs your end of the dialogue.

So when there was a single entry into our March contest, I found myself peering twixt the horns of a hairy dilemma. What to do? Fake it? Write a dozen programs, pick the best, and award myself a T-shirt?

I considered it. But the best I came up with was a rupee-to-drachma conversion from Wendy Walpinger of Wishful, WI. Who would believe it? Sad to say, I couldn't save you the embarrassment of the world knowing you weren't able to invent a few simple conversion programs. Don't worry. You'll do better next time.

What to Do?

Meanwhile, the mail that did come in reminded me of a frequent request I've not had room to address till now: Many of you, new to programming, have asked for a novice-class exercise along with our usually challenging conundrum. This is our chance. Rather than my using the extra space I have this month to advance my political agenda, you get two chances to win.

Here are two puzzles. One of them is easy enough to invite everyone's participation, yet tricky enough to test your mettle. The other is a bit more taxing than our usual fare.

Unfinished Business

A few months ago you sent some clever one-line sort routines. After the contest was over, I noticed that the list of words I used to test the programs, though nicely ordered, still contained duplicate words. "That's not neat," says I to me, "nor yet complete." Let's finish it.

I have a sorted list of strings stored in the array A\$. The kind of sort is irrelevant. The list contains exact duplicates. Identical strings are, naturally, adjacent to each other. The first element in the list is A\$(1); the last A\$(S%).

Your mission (should you decide to accept it): In one line of Basic, line 2000,

write a subroutine, finishing with a return, that eliminates the duplicates and shortens the list.

Self-help

One of the less obvious programming techniques is code that modifies itself. This is a common strategy of low-level (e.g., assembly language) programmers, and you can use it profitably in Basic, too.

Self-modifying code can redirect branches by changing the line numbers behind Goto and Gosub commands. Such code can change commands so that the program behaves differently. Making Print out of Print#, for example, makes quite a difference in what a program does. Another candidate for self-management is a constant. You can alter the dimension of an array, for instance, to accommodate even longer lists.

Most often, a program modifies itself in memory, and the changes apply immediately. In Basic that's usually done by poking directly into RAM. It requires that you know where your program code resides, and how it looks.

If you've never seen what Basic looks like on the job, it's not as mystical as you may expect. Remarks and literal strings look the same as when you list them. Most of the difference is that key words (Goto, INT) and operators (+, =) are stored as 1- or 2-byte "tokens," or codes, mostly to save space.

Program Listing 1, Mempeek, lets you peek at Basic. Add it to an existing program that begins with remarks you'll recognize. Load the program, and type RUN 65000. Stepping through memory, Mempeek displays the starting address of consecutive 8-byte blocks, the 8 con-

tiguous bytes as text characters, and their ASCII values in decimal. Codes that are below 32 and above 127 appear as periods.

Program Listing 2, Self-accounter, demonstrates another self-modification technique. It changes the code as it's stored on disk. Under TRSDOS change the file name P.P to P/P. Save the program (as P.P or P/P) in ASCII format with the A option, then run it.

Listing 2 also illustrates that we're *not* looking for programs that *do* something, necessarily, but routines that *demonstrate* a way to implement self-modifying techniques. Use up to two lines of Basic.

There you have it: Two puzzles, two ways to win.

The Rules:

- 1. Write your solution(s) in any TRS or Tandy Basic, except Pocket Computer Basic.
- 2. This month's entries must reach us by June 15, 1987. This doesn't give everyone the same amount of time, we know, and we apologize to our overseas readers especially.
- 3. This month's winners will appear in the September 1987 issue.
- 4. Employees of CW Communications are not eligible.
- 5. Send your entry to: 80 Micro, Fine Lines, 80 Elm St., Peterborough, NH 03458. We cannot return entries.
- 6. Specify your T-shirt size. Bumper size not required. ■

Harry Bee is a free-lance writer, puzzle creator, programmer, and dreamer. Contact him at P.O. Box 567, Cornish, ME 04020.

Program Listing 1. Mempeek.

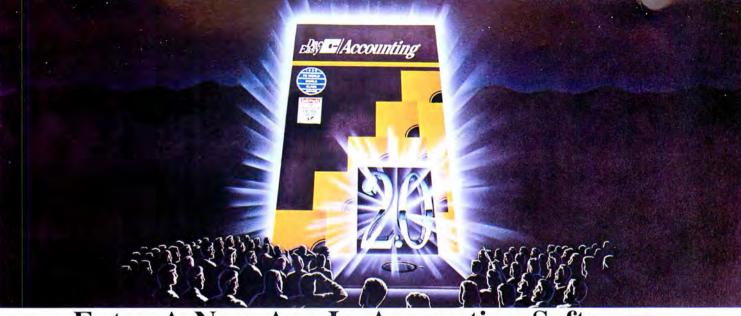
65000 CLS:FOR L=0 TO 655351 STEP 8:N=L+655361*(L>32767):PRINT L;TAB(8):FOR M=N TO N+7:P=PEEK(M):P=P*((P>31)*(P<128))-(((P<32)+(P>127))*46):PRINT CHR\$(P);:NEXT M:FOR M=0 TO 7:P=PEEK(N+M):PRINT TAB(20+M*4-LEN(STR\$(P)));STR\$(P);:NEXT M:PRINT:NEXT L

End

Program Listing 2. Self-accounter.

10 PRINT"Run number 1.":OPEN"I",1,"P.P":LINE INPUT#1,P\$:CLOSE:N=VAL(MID\$(P\$
,21))+1:P\$=LEFT\$(P\$,19)+STR\$(N)+RIGHT\$(P\$,LEN(P\$)-19-LEN(STR\$(N-1))):OPEN"O
",1,"P.P":PRINT#1,P\$:CLOSE:RUN"P.P"

End



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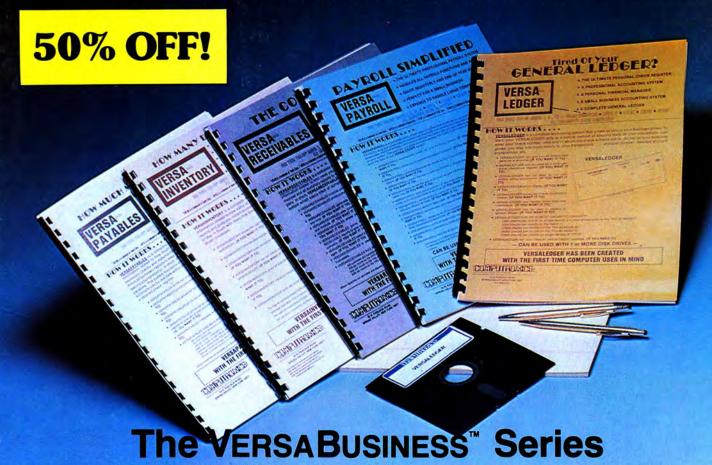
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