

Serving SuperBrain and CompuStar Users Around The World

June/July Vol.3 No.3

everal issues back we mentioned our hesitation to recommend Peachtree products due to that company's failure to support the Intertec format.

We visited Peachtree's booth at the NCC and had several phone conversations with their technical people since then regarding the problems SuperBrain II and Compu-Star users were having with the "improved" Peachtext word-processing software.

Now, Peachtree has formally told us they will not support the SuperBrain II format. They do not want to buy the machine and will not list it as a computer for which they will provide help.

They intend to move their interest into the 16-bit computer market and will limit their software support only to the 8-bit computers they have on hand.

Considering the thousands of Intertec computers being used and purchased for government and business, including IRS and FAA national installations, we question the soundness of this business decision.

Editor's note: As we went to press, Peachtree called and said they were reconsidering their position. They wanted to know if a Super-Brain II could be made available to them in the Atlanta area to work on. We put them in contact with Equipment Resources, Inc. We'll stay on top of the story.

Turning back to the subject of the NCC, we had the opportunity to visit Intertec's exhibit and speak to some of the people working there.

The exhibit itself was in a large, prominent area of the Anaheim Convention Center. A CompuStar multi-user system was in operation with seats in front of various VPU models for hands-on demonstrations. Super-Brain II's were featured in their own area.

We found the exhibit busy and the salespeople quite attentive. We gleaned from the show that Intertec will be having an introduction of new products coming out soon, including the Irwin-technology internal hard-disk drive machines.

In reality, there was nothing new. But that isn't necessarily bad.

It means Intertec is focussing on its current line and not feeling the need to follow the rush to frantically put out new products at every other trade show. In a sense, that's good for the current owners, because it provides more stability in the areas of service and support for the current model lines.

We are impressed with the continuing flow of new software products now coming out for the Intertec machines. Two of them, "MCS", and "Seek and Search," were designed on SuperBrains, then being adapted for other CP/M machines following their debut in the market. The same goes for "The Ultimate", which takes advantage of the new SuperBrain II graphics character enhancements. We will be reviewing the latter two products in our next issue.

On the hardware scene, we have been given early notice of a new development in Intertec add-on products coming out by a thirdparty manufacturer. These include an enhanced color monitor with dense pixel graphics, and an add-on memory board with high RAM storage. We hope to be the source for these products for you in the very near future.

There is a special national BBS phone number just for SuperBrain and CompuStar users, courtesy of Dr. Paul Kelley. Crosstalk, Move-It, or other modem software will get you on-line in seconds. Call (617) 862-0781 at 300 Baud and have fun!

Albert Abrams

Technical Corner

IOBYTE IMPLEMENTATION OF SUPERBRAIN CONSOLE AND PORT DRIVER ROUTINES

Written by

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As a research biochemist, I use my Super-Brain for writing manuscripts and processing experimental data. In addition, I have developed software which allows the SuperBrain to emulate a DEC VT-52 terminal for a PDP-1170 minicomputer system. Over the past two years, I had amassed more than a hundred floppy disks and decided to consolidate these on a CMC Targa 10 megabyte winchester disk, obtained through SuperLetter.

I had been previously using Information Engineering's SB/E enhanced BIOS and was disappointed to learn that the new BIOS provided by CMC was a hard disk extension of Intertec DOS 3.2. Several of my programs made heavy use of SB/E's flexible IOBYTE reassignments, using both the main and auxiliary ports to drive a printer and digital plotter. Additionally, my installation of WordStar used the CP/M list device connected through the main port at 9600 BAUD with XON/XOFF software handshaking. Clearly, neither the above programs nor WordStar would work with the CMC BIOS. Rather than change my programs and WordStar to run on the new BIOS, I decided to modify the CMC BIOS to emulate SB/E's IOBYTE reassignments and software handshaking.

The routines listed below provide full I/O device reassignment and software hand-

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shaking for both ports. Either Intertec DOS 3. x or CMC Targa BIOS for the SuperBrain I can be modified. Not having seen Intertec's DOS for the new SuperBrain II, I'm not sure if these routines will work wihout further modification. I used Z80 assembler mnemonics to facilitate use of the Z80 relative jump and bit test instructions. Fitting the new routines into the CMC BIOS was quite a squeeze, and since a relative jump can be encoded with only 2 bytes, I used them quite liberally. I have added two locations (XON and XOFF) to the end of the Intertec configuration area, for storing the transmission control characters for software handshaking. Currently, \wedge S (13H) and $\wedge Q(11H)$ are stored in these locations, but they can by modified as required.

Incorporation of the modified BIOS into your operating system requires an assembler which recognizes Z80 mnemonics and produces relocatible code. Merger of the assembled BIOS with the SYSGEN utility requires that the code be relocated from high memory into the transient program area (TPA), without changing operand addresses. I used Microsoft's MACRO-80 to assemble the modified BIOS, putting the SuperBrain configuration area in the data relative segment (DSEG), and the actual code in the program relative segment (CSEG). Correct addressing for the two segments was encoded through use of MACRO-80's PHASE AND DEPHASE directives. Use "PHASE 0EF00H" to phase the configuration area and "PHASE 0DE00H" to phase the BIOS, followed by "DEPHASE" at the end of each segment.

Modification of Intertec DOS 3.x is relatively easy because there's enough room for everything in the Intertec BIOS area. Remove the following Intertec routines: CONST, CONIN, CONOUT, LIST, PUNCH, READER, AUXIN, AUXOUT, MAININ, and MNOUT, and replace them with the new routines listed below. Assemble the modified BIOS and relocate the BIOS to location 1F80H and the configuration area to 3080H. Make sure to generate a HEX file so that the modified BIOS can be patched into SB31CPM. COM using DDT. The following is an example of this procedure using Microsoft's M80 assembler and L80 linking loader:

A>M80 = NEWBIOS/L A>L80 NEWBIOS/P: 1F80/D:3080, NEWBIOS/X/N/E A>DDT SB31CPM. COM -INEWBIOS. HEX -R NEXT PC 3100 100 -G0 A>SAVE 48 NEWCPM. COM Finally, execute SB31CPM1 to write the modified operating system onto a diskette. Then boot the diskette and try it out.

Modification of CMC Targa BIOS is more difficult, because the I/O driver routines have to be split into two parts. First, remove the same routines that were removed from the Intertec BIOS, and replace them with: CONST, CONIN, CONOUT, LIST, PUNCH, LPOUT, READER, TTYST, TTYIN, TTYOUT, AUXIN, and MNOUT. Then add PORTST, PORTIN, PRTOUT, and GETST to the end of the CMC hard disk driver routine (starting at location EE01H). The contents of CSEG and DSEG have to be carefully ordered to prevent overlapping errors during linkage. DSEG contains the Intertec configuration area (EF00H), and the unitialized RAM data areas starting at EF80H. Be sure to zero fill

the area between the end of the configuration area and EF80H, or else the linker will start the uninitialized data area immediately after the configuration area. This can be accomplished by putting "DS 0EF00H-\$" at the end of the configuration area. Don't forget to PHASE and DEPHASE each data area to get the proper addressing. CSEG begins with the standard BIOS starting at DE00H. As with the data segment, blank spaces will have to be zero filled. The first of these is the space following the autoboot command: DS 32-(\$-AUTOLD). The standard BIOS ends at E400H, while the hard disk and port drivers start at EC00H. CMC has inserted two patches in this area which gives us three spaces to zero fill. An example of the organization of both data and program segments is given below:

INTERTEC CONFIGURATION TABLE

	DSEG	
	PHASE	OEFOOH
BAUD	DB	OEEH
0.100	*	0 D D T
	*	
	*	
XOFF	DB	13H
XON	DB	11H
	DS	0 E F E O - \$
	DEFHASE	
* * * * * *	MODIFIED	CMC BIOS *****
	CSEG	
	PHASE	0 D E 0 0 H
	JMP	BOOT
	JHP *	8001
		(JUMP TABLE)
	*	
AUTOLD	DE	3.'DIR',0
	DS	32 - (5 - AUTOLD)
	*	
	*	(BIOS)
	*	
USRSTRT	EQU	\$
USRSIZE	EQU	0 E 4 0 0 - \$
	DS	0E549H-\$
	DW	STACK1 (CMC PATCH #1)
	DS	0 E A E 5 H - \$
	DW	STACK3 (CMC PATCH #2)
	DS .	0 E C 0 0 H - \$
	DEPHASI	2
***** UNI	TIALIZED 1	RAM DATA AREAS *****
	DSEG	
	PHASE	OFESOH
BEGDAT	EQU	\$
SEKDSK	DS	1
	*	
		(UNITIALIZED DATA AREAS)
	*	
ENDDAT	EQU	\$
	EQU	
DATSIZ		
DATSIZ	DEFHAS	S-BEGDAT E
	DEFHAS	
	DEPHAS DISK AND	E Contraction of the second
	DEFHAS	E Contraction of the second
	DEPHAS DISK AND	E Contraction of the second
	DEPHAS DISK AND CSEG PHASE	E Porf I/O drivers ******
***** HARD	DEPHAS DISK AND CSEG PHASE	E PORF I/O DRIVERS ***** OECOOH
***** HARD	DEFHAS DISK AND CSEG PHASE EQU *	E PORF I/O DRIVERS ***** OECOOH
***** HARD	DEFHAS DISK AND CSEG PHASE EQU *	E PORT I/O DRIVERS ***** 0ECOOH 10
***** HARD	DEPHAS DISK AND CSEG PHASE EQU * *	E PORT I/O DRIVERS ***** OECOOH 10 (Hahu disk and yort urivers)
****** HARD Petries	DEPHAS DISK AND CSEG PHASE EQU * *	E PORT I/O DRIVERS ***** 0ECOOH 10
****** HARD Petries	DEPHAS DISK AND CSEC PHASE EQU * * IN	E PORT I/O DRIVERS ***** OECOOH 10 (HARD DISK AND FORT DRIVERS) A. (AXSTAT)
***** HARD Petries	DEPHAS DISK AND CSEG PHASE EQU * * IN RET	E PORT I/O DRIVERS ***** OECOOH 10 (HARD DISK AND FORT DRIVERS) A. (AXSTAT)

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Assemble and link the modified CMC BIOS as described above. However, after the NEWBIOS. HEX file is generated some editting is required to keep the Intertec video and floppy disk I/O drivers from being destroyed. Use a text editor to remove areas 2580H-2D7FH and 30C0H-3436H from the NEWBIOS. HEX file. Remember to remove entire lines, because making changes within a line will invalidate the checksum. Leave the last line in the file intact, because it flags End of File. Finally, use DDT to patch the editted NEWBIOS. HEX file into CPMH10S. COM (or any of the other CMC sysgen programs). An example is given below:

A>M80 =NEWBIOS/L A>L80 NEWBIOS/P: 1F80/D: 3080, NEWBIOS/X/N/E A>EDIT NEWBIOS.HEX Use text editor to remove areas 2580H-2D7FH and 30C0H-3436H A>DDT CPMH10S. COM -INEWBIOS. HEX -R NEXT PC 3200 100 -GO A>SAVE 49 NEWCPM. COM

IOBYTE IMPLEMENTATION OF SUPERBRAIN CONSOLE AND PORT DRIVER ROUTINES

The following drivers provide a full implementation of CP/M IOBYTE device reassignments for the Intertec SuperBrain. The assignment of physical to logical devices emulates that provided by Information Engineering's SB/E:

Logical Device		STAT o Assign		
CON: RDR: RUN: LST:	TTY: TTY: TTY: TTY:	CRT: PTR: PTP: CRT:	BAT: UR1: UP1: LPT:	UC1: UR2: UP2: UL1:
Logical Device		Super. Assign		
CON: RDR: RUN: LST:	Ke Sc	nsole, Main yboard, Ma reen, Main, reen, Main,	in, Aux, Nul Aux, Null	

FEATURES:

1) The CP/M batch device is implemented, which takes its input from the current reader and outputs to the current list device.

2) A remote terminal may be attached to the SuperBrain by reassigning the console device to either the main or auxiliary ports.

3) Undesired I/O can be eliminated by assigning logical devices to the null device.

4) The port output driver supports software handshaking. The transmission control

character may be changed by storing different values in locations XOFF and XON. Currently, \land S and \land Q are the respective XOFF and XON characters. If software handshaking is desired DSR handshaking must be disabled by storing 00H in location HDSHAK. Software handshaking is disabled by storing 00H in location XOFF.

SUPERBRAIN CONFIGURATION AREA

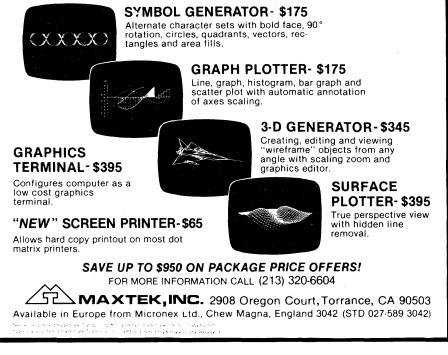
;			XOFF AND XON are placed at the end of the
i	1	BuperBrai	n configuration area as shown below:
;			
BAUD:			;BAUD RATE (9600) FOR MAIN & AUX PORTS
MNMOD:	DB	4 E H	;MAIN PORT MODE (8 BITS, 1SB, NO PAR)
MNC MD :	DB	17H	;MAIN PORT COMMAND
AUXMOD:	DB	4 E H	;AUX PORT MODE (8BITS, 1SB, NO PAR)
AUXCMD :	DB	17H	;AUX PORT COMMAND
FREQ :	DB	4 B H	;4BH=60HZ; 0BH=50HZ
HDSHAK :	DB	00	;DSR DISABLED = 00H; DSR ENABLED = 01H
RAW:	DB	OFFH	;DISK READ-AFTER-WRITE
			;00H = NO READ VERIFICATION AFTER WRITE
			;FFH = READ VERIFICATION
TIMENB:	DB	00H	;00 = TIME FUNCTION DISABLED; FF = TIME ENABLED
SYNC:	DS	1	SYNC CHARACTER VALUE STORED HERE
CLKENB :	DS	1	; INDICATES KEY CLICK STATUS
	DS	3	
KEYPAD :	DB	81H,82H,	83H, 85H, 0DH, 2CH, 2DH, 2EH, 30H
	DB	31H,32H,	33H, 34H, 35H, 36H, 37H, 38H, 39K
;			
XOFF:	DB	1 3 H	; THIS CHARACTER STOPS FORT TRANSMISSION
XON :	DB	11H	;THIS CHARACTER STARTS PORT TRANSMISSION
;			

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HIGH RESOLUTION GRAPHICS

XCELTM HARDWARE: A retrofit package for graphics display with 512 × 240 resolution \$895.

XCEL[™] SOFTWARE: Operates under CPM[™] and is compatible with Basic, Fortran, Cobol, PLI and Pascal.



Letters to the **Editor**

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implementation routines.

4 O H

41H 5 8 H

59H

6BH

0 F 3 B F H

0 F 5 4 0 H

0E409H

0 E 4 0 C H

0E402H

0 E 4 5 B H

0 E 4 5 D H

CONST

EQUATES REQUIRED BY IOBYTE IMPLEMENTATION ROUTINES

are included here to enable independent assembly of IOBYTE

Note: These equates should be provided by your current BIOS.

;MAIN DATA PORT

MAIN STATUS PORT

;AUXILIARY DATA PORT

;AUXILIARY STATUS PORT

; PPI (8255) CONTROL PORT

;KEYBOARD INPUT ROUTINE

; TEMP AREA FOR SAVING STACK POINTER

SCREEN OUTPUT ROUTINE

; CCP'S KEYBOARD BUFFER

TYPE-AHEAD BUFFER COUNT

IOEYTE IMPLEMENTATION OF I/O DEVICE DRIVER ROUTINES

These I/O device driver routines replace the

following SuperBrain BIOS device drivers;

CONIN CONOUT LIST

;STACK DURING CONOUT (32 BYTES) - INTERTEC DOS ;STACK DURING CONOUT (32 BYTES) - CMC TARGA DOS

* * * * * *

* * * * * *

* * * * * *

AUXDAT

AUXST

MNDAT

MNSTAT

PPICW

STACK2

CRTIN

CRTOUT

CONSTR

KBBUFF

BUFCNT

* * * * * * ;

* * * * * *

STACK2 EQU

EQU

EQU

EQU

EQU

EOU

EQU

EQU

EQU

EQU

EQU

EQU

Notes:

*** Z80 OP CODES ***

DEAR SUPERLETTER:

We market the SuperBrain and its derivatives. and find your Superletter extremely useful and enlightening.

We would be grateful if you would permit us to copy extracts from the Superletter on occasion to include in our own newsletter which we circulate free of charge to our customers. Please let us know.

> Yours faithfully, Pete E. Beckles Interactive Systems Ltd. 6 Stanmore Avenue Port of Spain Trinidad & Tobago, West Indies

Editor's note: We appreciate your asking prior to publication. The answer is yes.

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$\star \star \star \star \star$,	
SEEK AND SEARCH	; *** CONSOLE	STATUS ***
A Disk Edit and Repair Utility	CONST: LD AND	А,(ОООЗН) ОЗН
RESTORE ERASED FILES	CP JR	00H
	CP	Z,TTYST 01H
 REPAIR DAMAGED FILES APPEND TO FILES 	LD	B, 10H
	JP	Z, (PORTST)
LOCATE FILES BY TRACK/SECTOR	CP	03H
MOVE DATA WITHIN A FILE	LD	в,01Н
• SEARCH FORWARD/BACKWARD FOR	JP	Z, (PORTST)
SPECIFIC DATA (ASCII AND /OR HEX)	LD	A,OFFH
 DIRECT DATA TO A PRINTER 	RET	
MOVE DATA OR FILES FROM DRIVE TO DRIVE	*** CONSOLE	INPUT ***
MAP REMAINING FREE SPACE	CONIN: LD	А, (0003Н)
 DISPLAY DIRECTORIES 	AND	03H
EDIT USING EITHER HEX OR	CP	00H
ASCII CHARACTERS	JR	Z, TTY IN
LIMITED ABILITY TO BACKUP	CP	01H
UNCOPYABLE DISKS	LD	B,10H
FULL DOCUMENTATION	JP	Z, (PORTIN)
	C P L D	03H B,01H
AVAILABLE FOR:	JP	Z, (PORTIN)
NTERTEC JR; INTERTEC QD,	JR	READER
	;	
NORTHSTAR ADVANTAGE,	; *** CONSOLE	OUTPUT ***
TELEVIDEO 802	;	
APPLE WITH CP/M CARD	CONOUT: LD	А, (ОООЭН)
	AND CP	03H 00H
PRICE: \$29.95	JR	Z, TTYOUT
(CA residents please add 61/2% tax)	CP	01H
	LD	B,10H
Olanatura Cathuran	JP	Z, (PRTOUT)
Signature Software	CP	0 3 H
841 Sheldon	LD	1B,01H
El Segundo, Ca 90245	JP	Z, (PRTOUT)
(213) 640-8189	; JR	LIST
(Try our new BBS at (213) 675-1001		
(24 hours 300/1200 baud))	;	

READER AUXIN AUXOUT MAININ MNOUT :MICROSOFT MACRO-80 INLINE SWITCH ;...FOR Z80 OP CODES ;GET IOBYTE MASK FOR CONSOLE BITS ; TTY ? JMP TO TTY STATUS ROUTINE ; MAIN? SET FLAG FOR MAIN JMP TO PORT STATUS ROUTINE ; AUXILIARY? ; SET FLAG FOR AUX JMP TO PORT STATUS ROUTINE ; BATCH, ALWAYS READY ;GET IOBYTE ; MASK FOR CONSOLE BITS ; TTY?

PUNCH

JMP TO TTY INPUT ROUTINE ; MAIN? ; SET FLAG FOR MAIN ; JMP TO PORT INPUT ROUTINE ; AUXILIARY? ;SET FLAG FOR AUXILIARY JMP TO PORT INPUT ROUTINE ; BATCH=READER

;GET IOBYTE MASK FOR CONSOLE BITS ; TTY ? ; JMP TO TTY OUTPUT ROUTINE ; MAIN? ; SET FLAG FOR MAIN JMP TO PORT OUTPUT ROUTINE ; AUXILIARY? ;SET FLAG FOR AUX ; JMP TO PORT OUTPUT ROUTINE ;ELSE, BATCH (CONTINUE TO LIST:) LIST ISN'T NEEDED IF LIST ;...JR ; ... IMMEDIATELY FOLLOWS CONOUT :

Continued on page 5

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*	IOBYTE	IMPLEMENTATION	S OF LIST AND PUNCH ROUTINES ***
:		А,(0003H) Осон	GET IOBYTE
	AND JR	OCOH LPOUT	MASK FOR LIST BITS JMP TO IOBYTE OUTPUT DISPATCH ROUTINE
	1		
H :	LD	A,(0003H)	GET IOBYTE
	AND BLCA	030H	; MASK FOR PUNCH BITS
	RLCA RLCA		;ROTATE TWICE, INTO LIST CONFIGURATION
T :	RLCA CP	0 0 H	; TTY ?
	JR	Z, TTYOUT	; JMP TO TTY OUTPUT ROUTINE
	CP	4 0 H	; MAIN?
	LD	B,10H Z.(PRTOUT)	SET FLAG FOR MAIN
	JP CP	Z,(PRTOUT) 80H	; JMP TO PORT OUTPUT ROUTINE ; AUXILIARY?
	C P L D	80H B,01H	;AUXILIARY? ;SET FLAG FOR AUX
	JP	Z, (PRTOUT)	; JMP TO PORT OUTPUT ROUTINE
	RET		; ELSE, NULL
	IOBVTT	IMPLEMENTATION	OF READER ***
R :	LD	A , (0003H)	GET IOBYTE
	AND	0CH 00H	MASK FOR READER BITS
	CP JP	O GH Z , (TTYIN)	; TTY? ; JMP TO TTY INPUT ROUTINE
	JP . CP	Z,(TTYIN) 04H	; JMP TO TTY INPUT ROUTINE ; MAIN?
	LD	B,10H	; SET FLAG FOR MAIN
	JP	Z,(PORTIN)	; JMP TO PORT INPUT ROUTINE
	CP	08H	; AUXILIARY?
	LD	B,01H Z (PORTIN)	SET FLAG FOR AUX
	JP LD	Z,(PORTIN) A,00H	; JMP TO PORT INPUT ROUTINE ; Else, null
	LD Ret		· · · · · · · · · · · · · · · ·
	00 -	37 3 7 7 7 7 7 7	DTTC VEVRALDA
Z	OU TRANS	SLATION OF INTE	RTEC KEYBOARD AND SCREEN DRIVER ROUTINES ***
* ""	ייימאו אד	T STATUS ROUTIN	E ***
•			
· :	LD	A , 0 F H	;RESET KEYBOARD
• :	OUT	(PPICW),A	;RESET KEYBOARD
• :	OUT LD	(PPICW),A A,(BUFCNT)	
:	OUT	(PPICW),A	;RESET KEYBOARD
	OVT LD OR	(PPICW),A A,(BUFCNT) A	;RESET KEYBOARD ;ANYTHING IN THE BUFFER?
	OUT LD OR RET	(PPICW),A A,(BUFCNT) A Z	;RESET KEYBOARD ;Anything in the Buffer? ;Return if Empty
1:	OUT LD OR RET LD RET	(PPICW),A A,(BUFCNT) A Z A,OFFH	;RESET KEYBOARD ;Anything in the Buffer? ;Return if Empty
1 :	OUT LD OR RET LD RET	(PPICW),A A,(BUFCNT) A Z	;RESET KEYBOARD ;Anything in the Buffer? ;Return if Empty
1 : T	OUT LD OR RET LD RET TY INPUT	(PPICW),A A,(BUFCNT) A Z A,OFFH	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS
	OUT LD OR RET LD RET	(PPICW),A A,(BUFCNT) A Z A,OFFH T ROUTINE ***	;RESET KEYBOARD ;Anything in the Buffer? ;Return if Empty
1 : T	OUT LD OR RET LD RET TY INPUT LD OR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE?
1 : T	OUT LD OR RET LD RET TY INPUT	(PPICW),A A,(BUFCNT) A Z A,OFFH T ROUTINE *** HL,KBBUFF A,(HL)	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER
1 : T	OUT LD OR RET LD RET TY INPUT LD OR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE?
1 : T	OUT LD OR RET LD RET TY INPUT LD OR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE?
'1 : T	OUT LD OR RET LD RET TY INPUT LD OR JR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER
1 : T	OUT LD OR RET LD RET TY INPUT LD OR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE?
1 : T	OUT LD OR RET LD RET TY INPUT LD OR JR LD RET	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0	;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYFE-AHEAD BUFFER ;INDICATES NO CHARACTER
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD	<pre>(PPICW),A A,(BUFCNT) A Z A,OFFH T ROUTINE *** HL,KBBUFF A,(HL) A Z,TTYIN1 (HL),0 A,(BUFCNT)</pre>	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; EDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT
1 : T	OUT LD OR RET LD TY INPUT LD LD OR LD RET LD OR	<pre>(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A</pre>	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE
1 : T	OUT LD OR RET LD RET TY INPU LD OR JR LD RET LD OR JR	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE ; NO, WAIT UNTIL THERE 15
1 : T	OUT LD OR RET LD TY INPUT LD LD OR LD RET LD OR	<pre>(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A</pre>	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE
1 : T'	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JR JP	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE ; NO, WAIT UNTIL THERE 15
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JF TY OUTPU	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYINI (HL), 0 A, (BUFCNT) A Z, TTYINI CRTIN UT ROUTINE ***	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE ; NO, WAIT UNTIL THERE IS ; KB CHARACTER RETURNED IN REG A
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JR JF JF TY OUTPO	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP	; RESET KEYBOARD ; ANYTHING IN THE BUFFER? ; RETURN IF EMPTY ; CHARACTER READY STATUS ; BDOS'S KEYBOARD CHARACTER ; GET CHARACTER ; ANYTHING THERE? ; NO, TRY TYPE-AHEAD BUFFER ; INDICATES NO CHARACTER ; TYPE-AHEAD BUFFER COUNT ; ANYTHING THERE ; NO, WAIT UNTIL THERE 15
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JF TY OUTPU	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYINI (HL), 0 A, (BUFCNT) A Z, TTYINI CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KB CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER</pre>
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JR JF JF TY OUTPO	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KB CHARACTER RETURNED IN REC A ;SAVE STACK FOINTER ;SAVE HL</pre>
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD CR JR TY OUTPO LD FUSH	<pre>(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL</pre>	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KB CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER</pre>
1 : T	OUT LD OR RET LD TY INPUT LD OR JR LD RET LD OR JF TY OUTPO LD LD PUSH CALL	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER? ;RETURN IF EMPTY ;CHARACTER READY STATUS ;BDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KB CHARACTER RETURNED IN REC A ;SAVE STACK FOINTER ;SAVE HL</pre>
1: T	OUT LD OR RET LD TY INPUT LD OR JR LD OR JR TY OUTPO LD PUSH CALL POP	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT HL	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;EDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KE CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER ;SAVE HL ;CHARACTER IN REG C</pre>
1: T	OUT LD OR RET LD TY INPUT LD LD OR JR LD RET LD OR JP TY OUTPU LD FUSH CALL POP LD	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT HL	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;EDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KE CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER ;SAVE HL ;CHARACTER IN REG C</pre>
1: T	OUT LD OR RET LD TY INPUT LD LD OR JR LD RET LD OR JP TY OUTPU LD FUSH CALL POP LD	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYIN1 (HL), 0 A, (BUFCNT) A Z, TTYIN1 CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT HL	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;EDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KE CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER ;SAVE HL ;CHARACTER IN REG C</pre>
1: T	OUT LD OR RET LD TY INPUT LD LD OR JR TY OUTPO LD FUSH CALL POP LD RET	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYINI (HL), 0 A, (BUFCNT) A Z, TTYINI CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT HL SP, (CONSTK)	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;EDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KB CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER ;SAVE HL ;CHARACTER IN REG C ;RETRIEVE STACK FOINTER</pre>
T T	OUT LD OR RET LD TY INPUT LD LD OR JR TY OUTPO LD FUSH CALL POP LD RET	(PPICW), A A, (BUFCNT) A Z A, OFFH T ROUTINE *** HL, KBBUFF A, (HL) A Z, TTYINI (HL), 0 A, (BUFCNT) A Z, TTYINI CRTIN UT ROUTINE *** (CONSTK), SP SP, STACK2 HL CRTOUT HL SP, (CONSTK)	<pre>;RESET KEYBOARD ;ANYTHING IN THE BUFFER; ;RETURN IF EMPTY ;CHARACTER READY STATUS ;EDOS'S KEYBOARD CHARACTER ;GET CHARACTER ;ANYTHING THERE? ;NO, TRY TYPE-AHEAD BUFFER ;INDICATES NO CHARACTER ;INDICATES NO CHARACTER ;TYPE-AHEAD BUFFER COUNT ;ANYTHING THERE ;NO, WAIT UNTIL THERE IS ;KE CHARACTER RETURNED IN REG A ;SAVE STACK FOINTER ;SAVE HL ;CHARACTER IN REG C</pre>

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MENU CONTROL SYSTEM • a password system • a security system • a menu system • a batch processor • a time accounting system • a network inquiry • electronic mail Single User \$95 and Network Version \$295. Send for 4-Page Specs. Commercial Micro, Inc. Post Office Box 28877 Atlanta, GA 30328 (404) 587-0139 Jeff A. Ferris

Letters to the Editor *Continued from page 4*

DEAR SUPERLETTER

Having acquired a Kaypro II, I wanted a patch so as to be able to keep my Super-Brain disks compatible with my Kaypro running UNIFORM. My SuperBrain has 40 tracks, single side, double density, running under IE's prom. In looking around in Micro Solution's UNIFORM with DDT, I discovered that the newly acquired version I just updated from my dealer was a bit different from UNIFORM's earlier versions of SETDISK and INITDISK. I have found the addresses to patch to change the Super-Brain format from 35 tracks with 165K to 40 tracks with 190K and I've included them for your readers.

	(CHANGE	CHANGE	
	ADDRESS	FROM	то	
SETDISK, Version 1.01	1022	51	-5E	
SETDISK, Version 1.02	109F	51	5E	
INITDISK, Version 1.0	0E1C	23	28	
INITDISK, Version 1.02	0E45	23	28	

UNIFORM allows the Kaypro II to read and write to 13 additional disk formats and is produced by Micro Solutions, Inc. 125 S. Fourth Street DeKalb, IL 60115 (815) 756-3421

> Yours faithfully, Bob Hickey P.O. Box 222 Eagle River, AK 99577-0222 Phone:(907) 688-2331

Continued on page 6

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5

-New Products-

MCS MENU CONTROL SYSTEM

Commercial Micro, Inc. P.O.Box 28877 Atlanta, GA 30328 (404) 587-0139 Contact: Mr. Jeff Ferris

SOFTWARE:

MCS combines the feature of a Password System, Batch Processing System, Electronic Mail System and a Time Accounting System to give you security, automated throughput, electronic communications and audit trail information of a mainframe type computer on a SuperBrain or CompuStar.

The Menu Control System provides the user with the ability to build his system access menus fast and efficiently with security and control that up to now has not been available on microcomputers. The user can direct and control his computer system environment without having to be a programmer or technician. Authorized personnel can be assigned their computer applications by a password. Other individuals can be locked directly into a particular pro-

 $Continued \ on \ page 7$

Technical Corner continued from page 5

*** Z80 TRANSLATION OF INTERTEC MAIN FORT SERIAL OUTPUT ROUTINE *** --- CTS MUST BE TRUE TO TRANSMIT ---

 MNOUT:
 LD
 B,10H
 ; FLAG MAIN

 JP
 PRTOUT
 ; JMP TO THE PORT OUTPUT DRIVER

*****	PORT I/O DRIVERS	* * * * * * * * * * * * * * * * *
	wing port drivers implements full software	
	ng for both the main and auxiliary ports.	
	is a general port driver which tests	
register	B for the selected port.	
Ē	= 10H, MAIN	
ž	B = 01H, AUXILIARY	
The outpu	t routine allows user customization of the	
handshake	characters by storing the "TURN-OFF" charact	er
in locati	on XOFF, and the "TURN-ON" character in locat	ion
XON. If	00H is stored in XOFF, then the output routin	e
assumes t	hat no software handshaking is desired. It i	s
not possi	ble to use both DSR, and software handshaking	
So if sof	tware handshaking is desired, the DSR should	be
	by storing 00H in location HDSHAK.	

Note: If CMC/TARGA DOS is being modified, port driver routines will have to be relocated to the end of the hard disk driver routines. Insert the port drivers at location OEEOlH (immediately after HDISK:).

Continued on page 7



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Technical Corner continued from page 6

,	RT STA	TUS ROUTINE ***	
; PORTST :	CALL	GETST	GET STATUS BYTE
	AND	0 2 H	MASK FOR CHAR READY
	RET	Z	RETURN IF NO CHAR
	LD RET	A, OFFH	CHAR READY
;			
; *** PO	RT INP	UT ROUTINE ***	
PORTIN:		PORTST	GET STATUS BYTE
	OR	Α	CHAR READY?
	JR	Z, PORTIN 4, B	; WAIT FOR CHAR ; MAIN?
	BIT JR	4,8 Z,PRTIN1	; HAIN? ; IF NOT, HAS TO BE AUX
	IN	A, (MNDAT)	GET CHAR FROM MAIN
	RET		
PRTIN1 :		A , (AUXDAT)	GET CHAR FROM AUX
;	RET		
; *** PO	RT OUT	PUT ROUTINE ***	
; PRTOUT :	PUSH	HL	SAVE CONTENTS OF HL
	LD	A, (HDSHAK)	;LOAD DSR CONTROL BYTE
	AND	В	;DSR ENABLED?
	JR	Z, PRTOT1	NO DSR
PRTOTO:		GETST	GET STATUS BYTE
	AND	80H	;MASK FOR DSR=1 ;WAIT UNTIL DSR=1
	JR JR	Z,PRTOTO PRTOT3	JMP TO CHAR OUTPUT
PRTOT1 :		A, (XOFF)	GET HANDSHAKING CONTROL BYTE
INIGIT	OR	A	CONTROL CHAR PRESENT?
	JR	Z, PRTOT3	; IF NOT, JMP TO CHAR OUTPUT
	CALL	PORTST	CHECK FORT FOR INPUT CHAR
	OR	A	; ANYTHING THERE?
	JR	Z, PRTOT3	; IF NOT, JMP TO CHAR OUTPUT
	CALL	PORTIN	;GET CHAR
	LD	HL, XOFF	POINT TO XOFF
	CP	(HL)	;CHAR = XOFF? ;IF NOT, JMP TO CHAR OUTPUT
PRTOT2 :	JR	NZ, PRTOT3 PORTST	; ANOTHER CONTROL CHAR READY?
TRIOIZ.	OR	A	ANYTHING THERE?
	JR	Z, FRTOTZ	; IF NOT, WAIT FOR ANOTHER CHAR
	CALL	PORTIN	GET CONTROL CHAR
	LD	HL, XON	POINT TO XON
	CP	(HL)	; CHAR = XON?
	JR	NZ, PRTOTZ	; IF NOT, WAIT FOR ANOTHER CHAR
PRTOT3 :	CALL AND	GETST 01H	;GET STATUS BYTE ;MASK FOR TRANSMITTER EMPTY
	AND	018	HASK FOR TRANSMITTER ENTIT
	JR	Z, PRTOT3	WAIT UNTIL EMPTY
	LD	A,C	;GET CHAR
	POP	HL	RESTORE CONTENTS OF HL
	BIT	4,B	; MAIN?
	JR	Z, PRTOT4	; IF NOT, HAS TO BE AUX
	OUT	(MNDAT),A	CHAR TO MAIN
BBTOT4	RET	(AUXDAT), A	OUTPUT CHAR TO AUX
PRTOT4 :	RET	(AUXDAI), A	, OUTFOI CHAR IO ROX
; ; *** CC	MMON S	SUBROUTINE FOR F	ETCHING STATUS BYTE ***
; GETST:	BIT	4, B	; MAIN?
GLIDI	JR	4,8 Z,GETAUX	; IF NOT, HAS TO BE AUX
	IN	A, (MNSTAT)	GET STATUS BYTE FROM MAIN
	RET		
		A, (AUXST)	GET STATUS BYTE FROM AUX

*** SWITCH BACK TO 8080 OP CODES ***

;MICROSOFT MACRO-80 INLINE SWITCH

; ... FOR 8080 OP CODES

. 8080

END

New Products continued from page 6

gram, such as word processing and never see a menu displayed. User passwords, and batch job streams can be setup and be operational in minutes.

The Electronic Mail feature (Network System) provides quick daily communications to your computer operators. If mail has been left for an operator, a signal message will be displayed to them each time they sign on the system until their mail is answered. A blanket message feature provides a display at all terminals as soon as the password screen display is activated.

A hard copy printout lists all user passwords and system menus that have been setup. An inquiry program provides for a status inquiry on who has signed on and what program they are running. A Time Accounting System keeps track of the last thirty programs or menus executed, their password, date and time of execution and makes this information available to the operator for inquiry along with an analysis of the activity.

Setup of MCS is minimal and requires only that you enter your passwords and menus to start running. The Autoload feature of CP/M is used to automatically call up the main menu program when the system is started.

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