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0001 *****
0002 *
0003 * PDS V3N CASSETTE LOAD & SAVE
0004 *
0005 * V3N HAS BEEN MODIFIED TO
0006 * INCLUDE CASSETTE LOAD & SAVE
0007 * ROUTINES. OPERATIONS ON THE
0008 * BUFFER POINTERS (CASSETTE <->
0009 * EDITOR) ARE ALSO PROVIDED.
0010 *
0011 * REFER TO THE MANUAL FOR
0012 * ADDITIONAL INFORMATION.
0013 *
0014 *****
0015 *
0016 0200 EDITOR EQU $FC67 PDS EDITOR
0017 *EDITOR EQU $F40C PIE EDITOR
0018 0200 REEDIT EQU $FC6F PDS EDITOR
0019 *REEDIT EQU $F402 PIE EDITOR
0020 *
0021 * OVERLAY CURRENT EXEC
0022 0200 ORG $FC14
0023 *
0024 FC14 8D 21 EXEC BSR HOME CLEAR SCREEN
0025 FC16 8D 25 BSR CLEAR
0026 *
0027 FC18 8D 73 EXEC1 ESR CR1 CRLF
0028 FC1A BD FE71 JSR INPCHR GET/DISPLAY CHAR
0029 FC1D 81 01 CMPA =1 CTRL-A
0030 FC1F 26 03 BNE EXEC2
0031 FC21 7E E800 JMP $E800 JMP FOR ADDT'L CMNDS
0032 *
0033 FC24 81 05 EXEC2 CMPA =5 CTRL-E
0034 FC26 26 03 BNE EXEC3
0035 * JSR USED TO ALLOW JUMP TO PIE
0036 *
0037 FC28 BD FC67 JSR EDITOR EDIT NEW FILE
0038 * NOTE: ON RETURN, BOTH EDITOR
0039 * CALLS FALL THRU TO DEBUGGER
0040 *
0041 FC2B 81 12 EXEC3 CMPA =$12 CTRL-R
0042 FC2D 26 03 BNE EXEC4
0043 FC2F BD FC6F JSR REEDIT RE-EDIT OLD FILE
0044 *
0045 FC32 81 54 EXEC4 CMPA ='T' SET UP FOR NEXT
0046 FC34 7E FDA1 JMP $FDA1 COMMAND TEST
0047 *
0048 FC37 HOME EQU $FC37
0049 FC37 CLEAR EQU $FC3D
0050 FC37 CR1 EQU $FC8D
0051 FC37 INPCHR EQU $FE71

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0001  C200      BUFADR  EQU    $C
0002  C200      BUFEND  EQU    $E
0003  C200      CSRP+1  EQU    $1D
0004  C200      BUFFLO  EQU    $20
0005  C200      BUFFHI  EQU    $22
0006  C200      SCNPTR  EQU    $24
0007  C200      BLKNAM  EQU    $33
0008  C200      BLKN+1  EQU    $34
0009  C200      ACIANO  EQU    $38
0010  C200      ACIA+1  EQU    $39
0011  C200      NOPRNT  EQU    $3A
0012  C200      BFRPTR  EQU    $3C
0013  C200      BFRP+1  EQU    $3D
0014  C200      BFRSZE  EQU    $3E
0015  C200      BFRS+1  EQU    $3F
0016  C200      PCVAL   EQU    $40
0017
0018      *
0019      * DEFAULT CASSETTE DECK:
0020      *
0021      *CASS EQU $FC50 CASS1
0022      CASS    EQU    $FC60    CASS2
0023      *
0024      * OVERLAY MINI-ASSEMBLER
0025      *
0026      * GOT HERE FROM $FC34
0027      FDA1  26  OE      BNE    TSTL
0028      *
0029      * T COMMAND - TRANSFER CASS BUF
0030      * PTRS -> EDIT BUF PTRS
0031      FDA3  DE  3C      LDX    BFRPTR  BEG OF CASS BUF
0032      FDA5  DF  0C      STX    BUFADR
0033      FDA7  DE  3E      LDX    BFRSZE  END OF CASS BUF
0034      FDA9  DF  20      STX    BUFFLO
0035      FDAB  DE  0E      LDX    BUFEND  END OF EDIT BUF
0036      FDAD  DF  22      STX    BUFFHI
0037      FDAF  20  1D      BRA    DSPBUF  GO DISPLAY PTRS
0038      FDB1  81  4C      TSTL   CMPA   ='L'
0039      FDB3  26  07      BNE    TSTS
0040      *
0041      * L COMMAND - CASSETTE LOAD
0042      FDB5  8D  32      BSR    PARMS   GET PARMS
0043      FDB7  BD  FB91     JSR    RDBLK   READ CASS BLOCK
0044      FDBA  20  12      BRA    DSPBUF  GO DISLAY PTRS
0045      FDBC  31  53      TSTS   CMPA   ='S'
0046      FDBE  27  03      BEQ    SCOM
0047      FDC0  7E  FE64     JMP    DEBUG   BAD COMMAND - EXIT
0048      *
0049      * S COMMAND - CASSETTE SAVE
0050      FDC3  DE  0C      SCOM   LDX    BUFADR  DEFAULT IS TO
0051      FDC5  DF  3C      STX    BFRPTR  USE EDIT BUFFER
0052      FDC7  DE  20      LDX    EUFFLO  POINTERS
0053      FDC9  8D  26      BSR    PARM1   GET PARMS
0054      FDCB  BD  FB2D     JSR    WRTBLK  WRITE CASS BLOCK
0055      *
0056      * DISPLAY EEG & END OF BUF PTRS
0057      FDCE  86  7C      DSPBUF LDAA   =$7C  MOVE CURSOR
0058      FDD0  97  1D      STAA   CSRP+1  JUST BELOW STATUS

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0001 *
0002 * OVERLAY CTRL-T COMMAND IN
0003 * DEBUGGER (NOW CLEARS SCREEN)
0004 *
0005 0200 ORG $FED2
0006 *
0007 FED2 BD FC37 CLRSCN JSR HOME
0008 FED5 7E FC3D JMP CLEAR
0009 *
0010 FED8 HOME EQU $FC37
0011 FED8 CLEAR EQU $FC3D
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0059	FDD2	DE	3E	LDX	BFRSZE	GET END OF BUF	
0060	FDD4	8D	0E	BSR	DSPHEX	AND DISPLAY	
0061	FDD6	86	77	LDAA	=\$77	MOVE TO THE LEFT	
0062	FDD8	97	1D	STAA	CSRP+1		
0063	FDDA	DE	3C	LDX	BFRPTR	GET BEG OF BUF	
0064						* NOTE: LEAVES PCVAL WITH	
0065						* BUF BEGINNING FOR EXECUTE	
0066	FDDC	8D	06	BSR	DSPHEX	DISPLAY BUF BEG	
0067	FDDE	BD	FC37	RETHOM	JSR	HOME	
0068	FDE1	7E	FC18	JMP	EXEC1	RET TO BEG OF LINE	
0069				*			
0070						* DISPLAY 2 HEX DIGITS IN X	
0071						* (NOTE: DESTROYS PCVAL)	
0072	FDE4	DF	40	DSPHEX	STX	PCVAL	
0073	FDE6	7E	FEFC	JMP	PNTDIG		
0074				*			
0075						* GET PARMS FOR CASSETTE L/S	
0076	FDE9	7F	0033	PARMS	CLR	BLKNAM	DEFAULT NAME
0077	FDEC	CE	0200	LDX	=\$200		
0078	FDEF	DF	3C	STX	BFRPTR	DEFAULT BUF BEG	
0079	FDF1	DF	3E	PARM1	STX	BFRSZE	
0080	FDF3	CE	F060	LDX	=CASS	DEFAULT CASS ACIA	
0081	FDF6	DF	38	STX	ACIANO		
0082	FDF8	97	3A	STAA	NOPRNT	DISPLAY STATUS	
0083	FDFA	BD	FCA5	JSR	RTARRO	MOVE OVER ONE SPACE	
0084	FDFD	DF	24	STX	SCNPTR	SAVE BEG OF PARMS	
0085				*			
0086	FDFE	BD	FC4A	PLOOP	JSR	GETCHR	
0087	FE02	81	18	CMPA	=\$18	CTRL-X (CANCEL)	
0088	FE04	26	04	BNE	PEDIT		
0089	FE06	31		INS			
0090	FE07	31		INS			
0091	FE08	20	D4	BRA	RETHOM	BACK TO BEG OF LINE	
0092	FE0A	BD	FC8F	PEDIT	JSR	INSERT	CALL EDITOR
0093	FE0D	81	1B	CMPA	=\$1B	ESCAPE (DONE)	
0094	FE0F	26	EE	BNE	PLOOP		
0095				*			
0096	FE11	DE	24	LDX	SCNPTR	GET BEG OF STRING	
0097	FE13	A6	00	LDAA	O,X	GET 1ST CHAR OF NAME	
0098	FE15	81	60	CMPA	=\$60	NO NAME?	
0099	FE17	27	1E	BEQ	PEXIT		
0100	FE19	97	33	STAA	ELKNAM		
0101	FE1B	08		INX			
0102	FE1C	A6	00	LDAA	O,X	GET 2ND CHAR OF NAME	
0103	FE1E	97	34	STAA	ELKN+1		
0104	FE20	08		INX			
0105				*			
0106	FE21	8D	17	BSR	GETONE	GET BEG ADDR	
0107	FE23	27	04	BEQ	GETEND	NONE SPECIFIED	
0108	FE25	D7	3C	STAB	BFRPTR		
0109	FE27	97	3D	STAA	BFRP+1		
0110				*			
0111	FE29	8D	0F	GETEND	BSR	GETONE	GET END ADDR
0112	FE2B	27	04	BEQ	GETDCK	NONE SPECIFIED	
0113	FE2D	D7	3E	STAB	BFRSZE		
0114	FE2F	97	3F	STAA	BFRS+1		
0115				*			
0116				*			

0117	FE31	8D	07	GETDCK	BSR	GETONE	GET DECK #
0118	FE33	27	02		BEQ	PEXIT	NONE SPECIFIED
0119	FE35	97	39		STAA	ACIA+1	STORE LOW BYTE
0120	FE37	7E	FB00	PEXIT	JMP	INTLZ	INIT ACIA & RET
0121				*			
0122				* GET ONE PARAMETER			
0123	FE3A	A6	00	GETONE	LDAA	O,X	GET CHAR
0124	FE3C	81	60		CMPA	=\$60	
0125	FE3E	27	09		BEQ	GEXIT	END OF STRING
0126	FE40	08			INX		
0127	FE41	DF	24		STX	SCNPTR	SKIP PAST DELIMITER
0128	FE43	BD	FF22		JSR	ASCBIN	GET HEX #
0129	FE46	09			DEX		
0130	FE47	9C	24		CPX	SCNPTR	RET = IF NO PARM
0131	FE49	39		GEXIT	RTS		
0132				*			
0133	FE4A			INTLZ	EQU	\$FB00	
0134	FE4A			RDBLK	EQU	\$FB91	
0135	FE4A			WRTBLK	EQU	\$FB2D	
0136	FE4A			RTARRO	EQU	\$FCA5	
0137	FE4A			HOME	EQU	\$FC37	
0138	FE4A			EXEC1	EQU	\$FC18	
0139	FE4A			DEBUG	EQU	\$FE64	
0140	FE4A			PNTDIG	EQU	\$FEFC	
0141	FE4A			GETCHR	EQU	\$FC4A	
0142	FE4A			INSERT	EQU	\$FC8F	
0143	FE4A			ASCBIN	EQU	\$FF22	