

# Software Design for a 38.4 kbaud Data Terminal

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## INTRODUCTION

This Application Note describes a CRT terminal designed around the DP8350 CRT controller and the INS8080 micro-processor. The hardware is a modified version of the circuit described in Application Note AN-199. The software was redesigned and optimized for terminal speed and function. In its present form it is upwards compatible with the Hazeltine 1500 video terminal and has a limited graphics capability. Furthermore, it is able to communicate with a host computer via an RS-232 port, at 38.4 kbaud, without using fill-in characters or handshaking. One 2k by 8 EPROM contains all the software required to implement the terminal. An optional EPROM can be used to add features such as menu display or to transform the terminal into a calculator (in the local mode). The absence of the second EPROM does not affect the operation of the terminal as the software checks for its presence.

## DATA TERMINAL FEATURES

- Modes: remote/local
- Limited graphics
- Window scrolling
- Line transmitting and local editing
- Hazeltine 1500 compatible\*
- Video display: two pages, 24 x 80 characters/page
- Upper/lower case
- Scrolling plus screen roll up/roll down
- Cursor: blinking (two rates)
- Line, character insert/delete
- Attributes: dual intensity/inverse video
- Full duplex RS-232 port; 110-38400 baud
- Keyboard input: 7-bit parallel
- Full cursor control and addressing
- Cursor enable/disable
- Single board (BLC/SBC) compatible design

\*The majority of the software written for the Hazeltine 1500 will run with no modification. However, there are differences.

## UNIQUE FEATURES

**Graphics Capability:** The graphics capability of this terminal, although limited by the number of symbols (34), proves to be very helpful. Typical uses include digital waveform generation (e.g., logic analyzer display), and graph oriented displays such as histograms. A graphics menu is available in the local mode. Entering  $\uparrow Q$ † from the keyboard will result in a two line menu display. Line 23 displays upper and lower case characters, while line 24 displays the corresponding graphics symbols (see Figure 3). In local, entering  $\uparrow B$  will switch the terminal to the graphics mode; the ESC key can be used to exit. In remote mode, the format requirements for graphics display generation are summarized by the flowchart shown at the bottom of this page.

The same flowchart can be used in local, if the "lead-in"‡ block is omitted.

Typical transmission sequences are:

7E, 02, 42, 10, 1B

7E, 02, 63, 10, 10, 10, . . . , 10, 1B

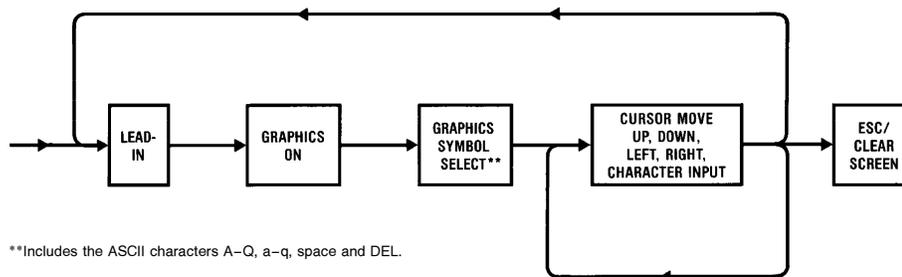
7E, 02, 42, 8, 8, 8, 4A, 7E, 0C, 7E, 0C, 1B

All the graphics symbols, along with the upper and lower case characters, are coded into one 2716 EPROM. As a result, both the character set and the graphics symbols may be customized. The total number of available fonts is 128. The field on each displayed character is 7 rows by 10 columns. The alphanumeric symbols occupy a 5 by 7 subfield typically, except for those requiring descenders; they occupy a 5 by 9 section, while the graphics symbols utilize the whole 7 by 10 field.

**Transmit:** The data terminal can transmit one line of text upon receipt of the 14H code from the keyboard in local mode. Alternately, the host CPU can request transmission by sending 14H prefixed by the 7E lead-in code.

†Note that  $\uparrow$  indicates a control key entry.

‡Lead-in code: 7E.



\*\*Includes the ASCII characters A-Q, a-q, space and DEL.

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The same function can be used in a relatively unconventional way when programming in BASIC. The majority of BASIC interpreters used in small business systems or home computers incorporate a line-oriented editor, almost adequate for most of the tasks they have to perform. The basic problem with such editors is that they cannot change the flow of the program easily. In other words they cannot change line numbers. This is a shortcoming, as it is both annoying and tedious having to retype segments of text in order to change the program flow, just because the editor cannot handle altering line numbers only.

This terminal offers an efficient solution to this problem. Simply stated, it allows changing line numbers only. Here is a brief description of a typical sequence leading to text and/or line number modification. Let us assume that a BASIC interpreter is used and that the program that needs to be changed is in memory. Using the list command, the program lines to be modified can be displayed. Now, while in the Command Mode of BASIC, the terminal is switched to local. The user has effectively at his disposal a screen-oriented editor. The cursor can be moved about and text changed as desired; that, of course, includes line numbers. When the editing is completed, the user positions the cursor on the line that was altered and types  $\uparrow T$ . In response, the cursor scans the line, inverting the attributes. At the same time the line is transmitted to the host CPU in the same order as it was scanned, from left to right. Attribute inversion serves as feedback to the user. After the last character of each line has been transmitted, the cursor returns to the beginning of the following line. As a result, consecutive  $\uparrow T$  keyboard entries transmit successive lines. Thus, altering the flow of a BASIC program involves entering the local mode, changing line numbers, transmitting the modified program lines, and switching back to on-line operation. All this can be accomplished at a fraction of the time usually required otherwise. Finally, entering similar lines of text such as the ones found in "PRINT" statements, can be accomplished easily by switching to local, typing the first line and transmitting it; then moving the cursor up one line, changing the line number along with parts of the text that are different, retransmitting the line, and so on. In this way the user can create a long program segment while operating repetitively on one line.

**Insert/Delete with Range:** This is a rather unusual function that can assist in generating pseudo "screen window" effects. Specifically, a pre-selected number of display lines can scroll while the rest of the display remains fixed. Each "window" is defined as N lines by 80 characters, where:  $1 < N < 48$ , counting from the current cursor location to the end of page. The brief BASIC program that follows demonstrates the use of this function. In this example the display lines 1 through 4, and 19 through 24 remain "frozen". The message (100 lines long) is displayed on lines 5 through 18, demonstrating the scrolling of a section of the display.

```
100 PRINT CHR$( &H7E) + CHR$( &H11) + "d";
110 FOR I = 1 TO 100
120 PRINT CHR$( &H7E) + CHR$( &H1D)
    + CHR$( &H49) + CHR$( 12);
130 PRINT, "WINDOW SCROLLING LINE:", I,
    CHR$( &HOD)
140 NEXT I
```

**80 Character Software FIFO:** This is one of the key items that allows terminal communication at 38.4 kbaud without handshaking. An 80 character first-in, first-out software buffer is used. The incoming characters are stored temporarily in this buffer, while the microprocessor is servicing interrupts. As time becomes available, the characters are retrieved from the FIFO and processed. That includes performing a terminal function or moving an ASCII character to the video memory. The software allows for a large number of concurrent service requests such as row start, keyboard, as well as multiple ACE interrupts.

**Fast Service Routine for Row Start Interrupt:** Conventional row start address look-up and loading are not done during the row start interrupt time; instead, a simple row counting routine is used. The terminal count (a software counter) generates a triggering signal for video RAM wrap-around address loading. The use of this technique improves the system throughput substantially. Cursor and Top of the Page address loading (i.e., writing to the appropriate DP8350's registers) is done during the vertical retrace interval.

**Keyboard Controlled Mode Selection:** The operating mode of the terminal can be selected from the keyboard. To aid the user in identifying which mode the terminal is in, two cursor blinking rates are used. The low rate indicates remote mode; a high rate indicates local.

Other functions that can be selected from the keyboard are:

- 1) Upper/lower case. The default mode upon power up is determined by reading the SW3 switch setting.
- 2) Next page. A software switch that selects for display page one or two.

**Read Cursor:** In the local mode the present cursor location can be displayed on line 24, columns 79-80. For example, if the cursor is located on line 8, column 66, entering  $\uparrow E$  from the keyboard will result in a display of "Ag" at the bottom right hand corner of the screen. This can save time in looking up the ASCII equivalent codes of the X, Y cursor coordinates to be used in cursor addressing. (Note that,  $\uparrow E = ENQ = 05H$ .)

The following is an example of how this could be used in a BASIC program.

```
PRINT CHR$( &H7E) + CHR$( &H11) + "Ag"
```

Upon execution of the above statement, the cursor will move to line 8, column 66.

**Menu Display:** In the local mode the user has access to a menu display that summarizes the terminal's functions, along with the corresponding control codes (see *Figure 1*). This feature is optional and resides in EPROM #2. The important thing to note is that various kinds of menu/HELP displays can be implemented easily in this fashion. This function can be accessed from the keyboard. Alternately, a dedicated HELP key (that generates the 1D code) can be used.

MOVE		INSERT		CURSOR		SPECIAL FUNC	
Lf	0A/0A	Lf	InChr *1E/1E ↑Rt	CurEn	*03/03 ↑C	Row2	/1D ↑Esc
Cr	0D/0D	Cr	InLine *1A/1A ↑Lf	CurDi	*06/06 ↑F	Bell	07/
Tab	09/09	Tab	LnKng *1D1P/	RdCur	*11PP/	Scale	/07 ↑G
Up	*0C/0C	Up		RdCur	*05/	FgFlw	*1F/1F ↑>
Down	*0B/0B	Dw	DELETE			BgFlw	*19/19 ↑<
Left	08/08	Lf	SoChr *04/04 ↑Lf		CONTROL	Crphc	*02P/02 ↑B
Right	10/10	Rt	SoLine *13/13 ↑0el	OLlcl	/00 OL/L	DeCrp	*1B/1B Esc
RotUp	*01/01	↑0p	LnRng *1DSP/	BdULc	/7E ↑0/L	CrMan	/11 ↑Q
RotDw	*15/16	↑0w	DRstl *0F/0F ↑0	HxPge	*0E/0E ↑H	TxLine	*14/14 ↑T
Home	*12/12	↑Cr	DRstP *17/17 ↑W	Leadn	7E/		
			HwClr *1C/1C ↑I	Lkbb	*15/15 ↑U		*=7E (leadin)
			CFB *18/18 ↑X	UIkbb	*03/03 ↑C	func	o1/cl key

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FIGURE 1. Sample Menu Display

Character Generator Fonts

ADDR	00-0F	10-1F	20-2F	30-3F	40-4F	50-5F	60-6F	70-7F
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							
	0123456789ABCDEF							

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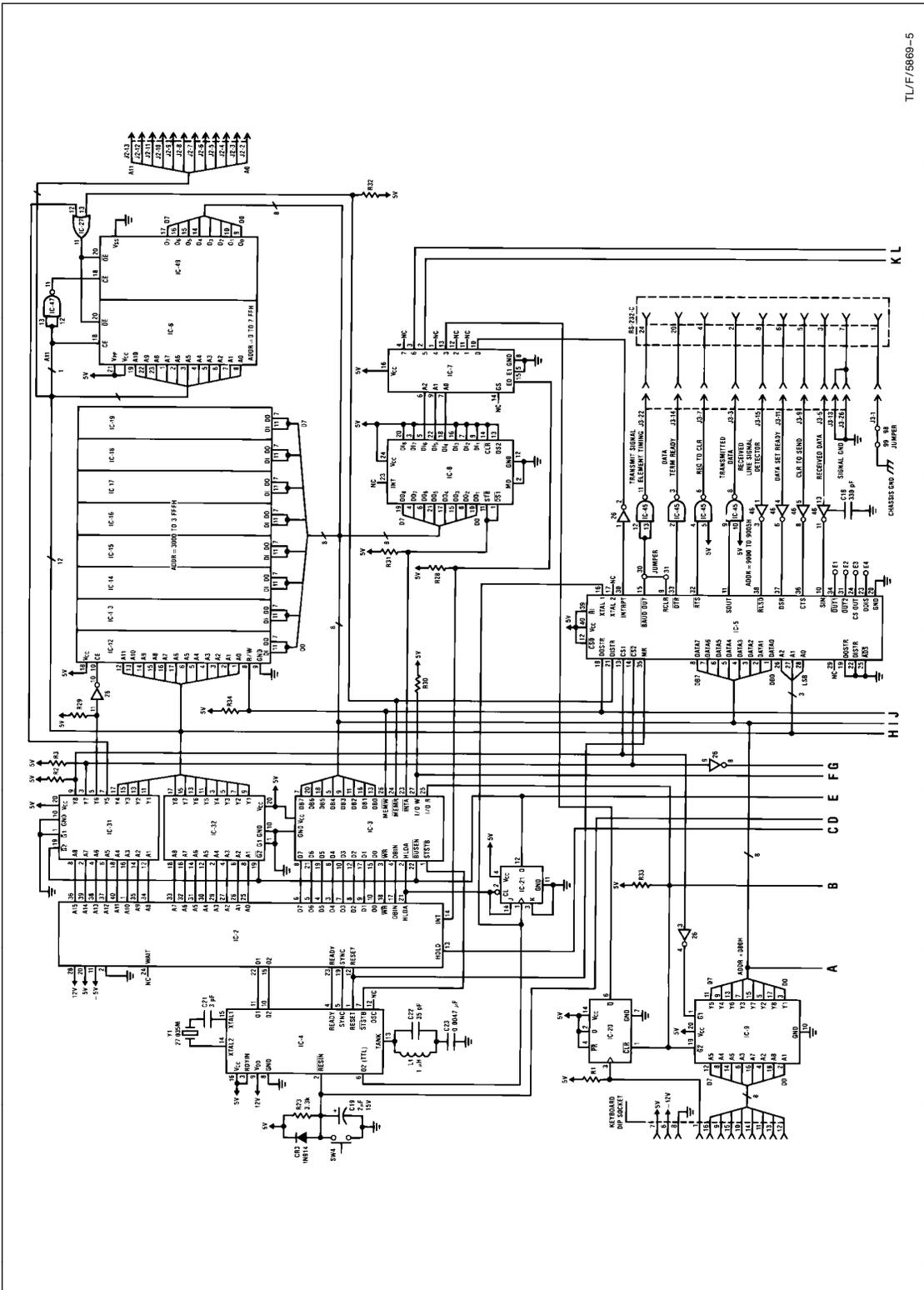
FIGURE 2. Sample Character Font

ABCDEFGHIJKLMNPOQ	abcdefghijklmno
0123456789ABCDEF	0123456789ABCDEF

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FIGURE 3. Graphics Menu Shown at the Bottom of the Screen





**Control Functions Summary**

<b>Functions</b>	<b>On-Line / Local</b>	<b>Remarks</b>
<b>Cursor Move/Control</b>		
Line Feed	0A / 0A	
Carriage Return	0D / 0D	
Tab	09 / 09	
Cursor Up	7E, 0C / 0C	
Cursor Down	7E, 0B / 0B	
Cursor Left	08 / 08	
Cursor Right	10 / 10	
Home	7E, 12 / 12	
Home and Clear	7E, 1C / 1C	
Enable Cursor	7E, 03 / 03	
Disable Cursor	7E, 06 / 06	
Address Cursor	7E, 11, X, Y /	Remote Only
Read Cursor	7E, 05 / 05	
<b>Insert</b>		
Character Insert	7E, 1E / 1E	
Line Insert	7E, 1A / 1A	
Line Insert with Range	7E, 1D, 49, Y /	Remote Only
<b>Delete</b>		
Character Strip	7E, 04 / 04	
Character Delete	7F / 7F	
Line Delete	7E, 13 / 13	
Line Delete with Range	7E, 1D, 53, Y /	Remote Only
Clear to End of Line	7E, 0F / 0F	
Clear to End of Page	7E, 17 / 17	
<b>Miscellaneous</b>		
Local/Remote	/ 00	Local Only
Upper/Lower Case	/ 7E	Local Only
Next Page	7E, 0E / 0E	
Keyboard Lock	7E, 15 / 15	
Keyboard Unlock	7E, 03 / 03	
Bell	07 /	Remote Only
<b>Special Functions</b>		
Function Menu	/ 1D	A summary of available functions and their corresponding codes (local mode only).
Graphics On	7E, 02 / 02	Enter graphics mode.
Graphics Off	7E, 1B / 1B	Exit graphics mode.
Graphics Menu	/ 11	Line 23 displays upper and lower case characters and line 24 the corresponding graphics symbols (local).
Line Transmit	7E, 14 / 14	Transmits the cursor line and inverts its attributes.
Foreground Follows	7E, 1F / 1F	
Background Follows	7E, 19 / 19	
Clear Foreground	7E, 18 / 18	
Scale	/ 07	The line above the cursor becomes a scale (1–80). This is an aid for graphics and text alignment (local).
Roll Up	7E, 01 / 01	
Roll Down	7E, 16 / 16	

Character Generator Hex Dump

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	14	14	14	14	14	14	14	14	14	14	0	0	0	0	0	0
10	0	0	0	7C	7C	7C	1C	1C	1C	1C	0	0	0	0	0	0
20	1C	0	0	0	0	0	0									
30	14	8	14	8	14	8	14	8	14	8	0	0	0	0	0	0
40	0	0	0	55	2A	55	0	0	0	0	0	0	0	0	0	0
50	0	0	0	7F	7F	7F	0	0	0	0	0	0	0	0	0	0
60	1C	1C	1C	7C	7C	7C	0	0	0	0	0	0	0	0	0	0
70	1C	1C	1C	1F	1F	1F	0	0	0	0	0	0	0	0	0	0
80	1C	1C	1C	7F	7F	7F	0	0	0	0	0	0	0	0	0	0
90	1C	1C	1C	7C	7C	7C	1C	1C	1C	1C	0	0	0	0	0	0
A0	1C	1C	1C	1F	1F	1F	1C	1C	1C	1C	0	0	0	0	0	0
B0	1C	1C	1C	7F	7F	7F	1C	1C	1C	1C	0	0	0	0	0	0
C0	0	0	0	7F	7F	7F	1C	1C	1C	1C	0	0	0	0	0	0
D0	0	0	0	1F	1F	1F	1C	1C	1C	1C	0	0	0	0	0	0
E0	1	3	7	E	C	18	38	70	60	40	0	0	0	0	0	0
F0	40	60	70	38	18	C	E	7	3	1	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
100	0	0	8	1C	1C	3E	3E	3E	0	0	0	0	0	0	0	0
110	0	0	0	0	7B	8	8	8	8	8	0	0	0	0	0	0
120	8	8	8	8	8	8	8	8	8	8	0	0	0	0	0	0
130	0	0	3E	22	22	22	22	3E	0	0	0	0	0	0	0	0
140	0	0	8	1C	3E	1C	8	0	0	0	0	0	0	0	0	0
150	0	0	0	0	7F	0	0	0	0	0	0	0	0	0	0	0
160	8	8	8	8	7B	0	0	0	0	0	0	0	0	0	0	0
170	8	8	8	8	F	0	0	0	0	0	0	0	0	0	0	0
180	8	8	8	8	7F	0	0	0	0	0	0	0	0	0	0	0
190	8	8	8	8	7B	8	8	8	8	8	0	0	0	0	0	0
1A0	8	8	8	8	F	8	8	8	8	8	0	0	0	0	0	0
1B0	8	8	8	8	7F	8	8	8	8	8	0	0	0	0	0	0
1C0	0	0	0	0	7F	8	8	8	8	8	0	0	0	0	0	0
1D0	0	0	0	0	F	8	8	8	8	8	0	0	0	0	0	0
1E0	1	2	2	4	8	8	10	20	20	40	0	0	0	0	0	0
1F0	40	20	20	10	8	8	4	2	2	1	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
200	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
210	0	8	8	8	8	8	0	8	0	0	0	0	0	0	0	0
220	A	A	14	0	0	0	0	0	0	0	0	0	0	0	0	0
230	0	0	14	3E	14	3E	14	0	0	0	0	0	0	0	0	0
240	0	8	1E	28	1C	A	3C	8	0	0	0	0	0	0	0	0
250	0	32	32	4	8	10	26	26	0	0	0	0	0	0	0	0
260	0	8	14	14	18	2A	24	1A	0	0	0	0	0	0	0	0
270	8	8	10	0	0	0	0	0	0	0	0	0	0	0	0	0
280	0	8	10	20	20	20	10	8	0	0	0	0	0	0	0	0
290	0	8	4	2	2	2	4	8	0	0	0	0	0	0	0	0
2A0	0	8	2A	1C	2A	8	0	0	0	0	0	0	0	0	0	0
2B0	0	0	8	8	3E	8	8	0	0	0	0	0	0	0	0	0
2C0	0	0	0	0	0	0	8	8	10	0	0	0	0	0	0	0
2D0	0	0	0	0	3E	0	0	0	0	0	0	0	0	0	0	0
2E0	0	0	0	0	0	0	0	8	0	0	0	0	0	0	0	0
2F0	0	2	2	4	8	10	20	20	0	0	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
300	0	1C	22	26	2A	32	22	1C	0	0	0	0	0	0	0	0
310	0	8	18	8	8	8	8	3E	0	0	0	0	0	0	0	0
320	0	1C	22	2	C	10	20	3E	0	0	0	0	0	0	0	0
330	0	3E	2	4	C	2	22	1C	0	0	0	0	0	0	0	0
340	0	4	C	14	24	3E	4	4	0	0	0	0	0	0	0	0
350	0	3E	20	3C	2	2	22	1C	0	0	0	0	0	0	0	0
360	0	1C	22	20	3C	22	22	1C	0	0	0	0	0	0	0	0
370	0	3E	22	2	4	8	8	8	0	0	0	0	0	0	0	0
380	0	1C	22	22	1C	22	22	1C	0	0	0	0	0	0	0	0
390	0	1C	22	22	1E	2	2	1C	0	0	0	0	0	0	0	0
3A0	0	0	0	8	0	0	8	0	0	0	0	0	0	0	0	0
3B0	0	0	0	8	0	0	8	8	10	0	0	0	0	0	0	0
3C0	0	4	8	10	20	10	8	4	0	0	0	0	0	0	0	0
3D0	0	0	0	3E	0	3E	0	0	0	0	0	0	0	0	0	0
3E0	0	10	8	4	2	4	8	10	0	0	0	0	0	0	0	0
3F0	0	1C	22	2	4	8	0	8	0	0	0	0	0	0	0	0

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Character Generator Hex Dump (Continued)

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
400	0	1C	22	2E	2A	2E	20	1E	0	0	0	0	0	0	0	0
410	0	1C	22	22	3E	22	22	22	0	0	0	0	0	0	0	0
420	0	3C	22	22	3C	22	22	3C	0	0	0	0	0	0	0	0
430	0	1C	22	20	20	20	22	1C	0	0	0	0	0	0	0	0
440	0	3C	22	22	22	22	22	3C	0	0	0	0	0	0	0	0
450	0	3E	20	20	3C	20	20	3E	0	0	0	0	0	0	0	0
460	0	3E	20	20	3C	20	20	20	0	0	0	0	0	0	0	0
470	0	1C	22	20	20	2E	22	1E	0	0	0	0	0	0	0	0
480	0	22	22	22	3E	22	22	22	0	0	0	0	0	0	0	0
490	0	1C	8	8	8	8	8	1C	0	0	0	0	0	0	0	0
4A0	0	1E	4	4	4	4	24	18	0	0	0	0	0	0	0	0
4B0	0	22	24	28	30	28	24	22	0	0	0	0	0	0	0	0
4C0	0	20	20	20	20	20	3E	0	0	0	0	0	0	0	0	0
4DC	0	22	36	2A	2A	22	22	22	0	0	0	0	0	0	0	0
4E0	0	22	22	32	2A	26	22	22	0	0	0	0	0	0	0	0
4F0	0	1C	22	22	22	22	22	1C	0	0	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
500	0	3C	22	22	3C	20	20	20	0	0	0	0	0	0	0	0
510	0	1C	22	22	22	2A	24	1A	0	0	0	0	0	0	0	0
520	0	3C	22	22	3C	28	24	22	0	0	0	0	0	0	0	0
530	0	1C	22	20	1C	2	22	1C	0	0	0	0	0	0	0	0
540	0	3E	8	8	8	8	8	8	0	0	0	0	0	0	0	0
550	0	22	22	22	22	22	22	1C	0	0	0	0	0	0	0	0
560	0	22	22	22	14	14	8	8	0	0	0	0	0	0	0	0
570	0	22	22	22	2A	2A	2A	14	0	0	0	0	0	0	0	0
580	0	22	22	14	8	14	22	22	0	0	0	0	0	0	0	0
590	0	22	22	22	1C	8	8	8	0	0	0	0	0	0	0	0
5A0	0	3E	2	4	8	10	20	3E	0	0	0	0	0	0	0	0
5B0	0	E	8	8	8	8	8	E	0	0	0	0	0	0	0	0
5C0	0	20	20	10	8	4	2	2	0	0	0	0	0	0	0	0
5D0	0	3B	8	8	8	8	8	3B	0	0	0	0	0	0	0	0
5E0	0	8	1C	2A	8	8	8	8	0	0	0	0	0	0	0	0
5F0	0	0	8	10	3E	10	8	0	0	0	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
600	10	8	4	0	0	0	0	0	0	0	0	0	0	0	0	0
610	0	0	0	1C	2	1E	22	1E	0	0	0	0	0	0	0	0
620	0	20	20	20	3C	22	22	3C	0	0	0	0	0	0	0	0
630	0	0	0	1E	20	20	20	1E	0	0	0	0	0	0	0	0
640	0	2	2	2	1E	22	22	1E	0	0	0	0	0	0	0	0
650	0	0	0	1C	22	3E	20	1C	0	0	0	0	0	0	0	0
660	0	4	8	8	1C	8	8	8	0	0	0	0	0	0	0	0
670	0	0	0	1E	22	22	1E	2	1C	0	0	0	0	0	0	0
680	0	20	20	20	3C	22	22	22	0	0	0	0	0	0	0	0
690	0	8	0	18	8	8	8	1C	0	0	0	0	0	0	0	0
6A0	0	4	0	4	4	4	24	18	0	0	0	0	0	0	0	0
6B0	0	10	10	12	14	18	14	12	0	0	0	0	0	0	0	0
6C0	0	18	8	8	8	8	8	1C	0	0	0	0	0	0	0	0
6D0	0	0	0	36	2A	2A	2A	2A	0	0	0	0	0	0	0	0
6E0	0	0	0	3C	22	22	22	22	0	0	0	0	0	0	0	0
6F0	0	0	0	1C	22	22	22	1C	0	0	0	0	0	0	0	0

ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
700	0	0	0	3C	22	22	3C	20	20	0	0	0	0	0	0	0
710	0	0	0	1E	22	22	1E	2	2	0	0	0	0	0	0	0
720	0	0	0	16	18	10	10	10	0	0	0	0	0	0	0	0
730	0	0	0	1E	20	1C	2	3C	0	0	0	0	0	0	0	0
740	0	8	8	1C	8	8	8	4	0	0	0	0	0	0	0	0
750	0	0	0	22	22	22	22	1C	0	0	0	0	0	0	0	0
760	0	0	0	22	22	22	14	8	0	0	0	0	0	0	0	0
770	0	0	0	22	22	2A	2A	14	0	0	0	0	0	0	0	0
780	0	0	0	22	14	8	14	22	0	0	0	0	0	0	0	0
790	0	0	0	22	22	22	1E	2	1C	0	0	0	0	0	0	0
7A0	0	0	0	3E	4	8	10	3E	0	0	0	0	0	0	0	0
7B0	6	8	8	10	20	10	8	8	6	0	0	0	0	0	0	0
7C0	0	8	8	8	0	8	8	8	0	0	0	0	0	0	0	0
7D0	30	8	8	4	2	4	8	8	30	0	0	0	0	0	0	0
7E0	0	0	0	7F	0	7F	0	0	0	0	0	0	0	0	0	0
7F0	0	1C	3E	36	22	22	36	3E	1C	0	0	0	0	0	0	0

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```

                                TITLE CRT801
                                ; May 1980
0000' ASEG
                                DRG 00000h
                                ; constants
000A LF equ 0Ah
000D CR equ 0Dh
0020 SPC equ 020h
007E LINC equ 07Eh ; leadin code
0060 RWRG equ low RR4B-low RRI+2
0003 KULCDE equ 03h ;kbd unlock code
                                ; I/O ports
0080 KBDPRT equ 080h ;keyboard
0040 RWPRT equ 040h ;row interrupt
0040 VERPRT equ 040h ;vertical interrupt
0040 SETSW equ 040h ;baud sel,autof, u/lcase
0002 LCLIND equ 2 ;local indicator
0001 BELPRT equ 1 ;bell
                                ; ace
9000 ACEDTA equ 09000h ;data
9001 ACEITR equ ACEDTA+1; interrupt mask
9003 ACECTL equ ACEDTA+3; control
9005 ACESTU equ ACEDTA+5; transmit status

                                ; ram assignment
3FFF FROWH equ 03FFFh ; first row reg pair
3FFE FROW equ FROWh-1 ;
3FFD LROWH equ FROWh-2 ; last row reg pair
3FFC LROW equ FROWh-3 ;
3FFB CROWH equ FROWh-4 ; cursor row reg pair
3FFA CROW equ FROWh-5 ;
3FF9 CURH equ CROW-1 ; cursor reg pair
3FF8 CUR equ CROW-2 ;
3FF7 TOPH equ CUR-1 ; top of page reg pair
3FF6 TOP equ CUR-2 ;
3FF5 NRW equ TOP-1 ; row counter
3FF4 VCALEN equ TOP-2 ; vert calc routine enable
3FF3 GSYMBL equ VCALEN-1; graphics symbol
3FF2 AULF equ GSYMBL-1; auto linefeed, 0=auto lf
3FF1 LOCLM equ AULF-1 ; local mode, 0=remote
3FF0 ULCASE equ AULF-2 ; upper/lower case, 0=lower
3FEF GECNTL equ AULF-3 ; graphic enable, 0=disable
3FEE KBDLCK equ AULF-4 ; keyboard lock, 0=unlock
3FED RTECTL equ KBDLCK-1; cursor blink rate cntl
3FEC CUREN equ KBDLCK-2; cursor enable, 0=off
3FEB CURTMR equ KBDLCK-3; cursor blinking timer
3FA2 FFWCT equ KBDLCK-4; ace fifo word count
3FA1 LEADIN equ KBDLCK-5; leadin mode, 0=no leadin

3FEB ICMD equ KBDLCK-6; insert char mode, 0=insert
3FE7 CPYCTL equ ICMD-1 ; row copy direction cntl
3FE6 FFWRT equ CPYCTL-1; fifo write pointer
3FE5 FFRD equ CPYCTL-2; fifo read pointer
3FE4 STK equ FFRD ; stack 3FE4h down
3FA3 LINP equ FFEND+4 ; leadin parameter storage
3FA2 LINWCT equ FFEND+3 ; leadin word count

```

```

3FA1 LINFH equ FFEND+2 ; leadin func jmp addr high
3FA0 LINF equ FFEND+1 ; leadin func jmp addr low
3F9F FFEQ equ 03F9Fh ; ace fifo end
3F50 FFSTR equ 03F50h ; ace fifo start 3F50/3F9Fh
3F20 FBG equ 03F20h ; fore/background cntl
3F00 DMYROW equ 03F00h ; dummy row 3F00/3F4Fh
3780 FCHR2 equ 03780h ; page 2, 1st char

                                ; INTERRUPTS
                                ; *****
0000 F3 START: DI ; restart 0
0001 21 3F00 LXI H, DMYROW ; clr non video ram
0004 F9 SRHL
0005 C3 00E2 JMP INIT

                                ; -----
                                ; row interrupt
0008 F5 ROW: PUSH PSW ; restart 1
0009 0C INR C
000A C2 0066 JNZ NWRAP ; no wrap around
000D C3 0061 JMP VRWRAP ; do wrap around

                                ; -----
                                ; vertical interrupt
0010 E5 VERT: PUSH H ; restart 2
0011 21 3FF5 LXI H, NRW
0014 4E MOV C, M ; load NRW
0015 C3 07AE JMP VTSUB
                                ; -----

```

```

001B C3 003B ;ace duplicate interrupt
ACEDUP: JMP ACE ;restart 3
;{FUNCTION} disable cursor
001B 21 3FEC DICUR: LXI H,CUREN ;disable cursor
001E 77 MOV M,A ;a=0
001F C9 RET
;-----
;keyboard interrupt
0020 E5 KBD: PUSH H ;restart 4
0021 F5 PUSH PSW
0022 21 3FEE LXI H,KBDLCK ;keyboard lock cntl
0025 C3 02C9 JMP KBDINT
;-----
;row duplicate interrupt
0028 F5 ROWDP: PUSH PSW ;restart 5
0029 0C INR C
002A C2 0066 JNZ NOWRAP
002D C3 0061 JMP VRWRAP
;-----
;vertical duplicate interrupt
0030 C3 0010 VERTDP: JMP VERT ;restart 6
0033 EB TABSTP: XCHG ;hi=crow
0034 D1 PDP D ;remove call
0035 D1 PDP D
0036 73 MOV M,E ;return org crow
0037 C9 RET
;-----
PAGE

```

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003B

```

;ACE INTERRUPT
;*****
0038 E5 ACE: PUSH H
0039 F5 PUSH PSW
003A 21 3FEB LXI H,CURTMR
003D D5 PUSH D
003E AF XRA A
003F 77 MOV M,A ;reset cursor timer
0040 2B DCX H ;FFWCT
0041 34 INR M ;fifo empty?
0042 C2 0244 JNZ STFIFO ;no, store to fifo

0045 2B DCX H ;leadin
0046 B6 ORA M
0047 3A 9000 LDA ACEDTA ;read ace
004A FB EI
004B C2 02B3 JNZ LINMDE ;leadin mode

004E E6 7F FIFACE: ANI 07Fh
0050 11 0267 LXI D,FFCHK
0053 D5 PUSH D ;pseudo call
0054 FE 0A CPI LF
0056 CA 03B1 JZ LFEEED
0059 CD 015C CALL CALJMP
005C E6 87 ANI 0B7h ;leadin+jmp addr high
005E FB RM ;leadin required, return
005F 67 MOV H,A ;jmp addr high
0060 E9 PCHL ;do function

;row interrupt continue
;*****
0061 3E 01 VRWRAP: MVI A,1
0063 32 5000 STA 05000h ;wrap around addr
0066 D3 40 NOWRAP: OUT RDWPRT ;clr row flip/flop
0068 F1 PDP PSW
0069 FB EI
006A C9 RET

;WRITE TO ACE
;*****
006B 3E 0D SNDCR: MVI A,CR
006D 57 WTACEA: MOV D,A

006E 3A 9005 WTACED: LDA ACESTU ;check status
0071 FE 60 CPI 060h ;hold/tx register
0073 DA 006E JC WTACED ;not ready
0076 CD 075E CALL $DLY ;delay

0079 7A DUTACE: MOV A,D
007A 32 9000 STA ACEDTA ;write to ace
007D C9 RET
PAGE

```

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```

;ROW START LOOKUP TABLE (start addr=7Eh)
;*****
007E 3E80 ROW47D: dw 03E80h
0080 3000 ROW48D: dw 03000h
0082 3050 ROW1: dw 03050h
0084 30A0 ROW2: dw 030A0h
0086 30F0 ROW3: dw 030F0h
0088 3140 ROW4: dw 03140h
008A 3190 ROW5: dw 03190h
008C 31E0 ROW6: dw 031E0h
008E 3230 ROW7: dw 03230h
0090 3280 ROW8: dw 03280h
0092 32D0 ROW9: dw 032D0h
0094 3320 ROW10: dw 03320h
0096 3370 ROW11: dw 03370h
0098 33C0 ROW12: dw 033C0h
009A 3410 ROW13: dw 03410h
009C 3460 ROW14: dw 03460h
009E 34B0 ROW15: dw 034B0h
00A0 3500 ROW16: dw 03500h
00A2 3550 ROW17: dw 03550h
00A4 35A0 ROW18: dw 035A0h
00A6 35F0 ROW19: dw 035F0h
00A8 3640 ROW20: dw 03640h
00AA 3690 ROW21: dw 03690h
00AC 36E0 ROW22: dw 036E0h
00AE 3730 ROW23: dw 03730h
00B0 3780 ROW24: dw 03780h
00B2 37D0 ROW25: dw 037D0h
00B4 3820 ROW26: dw 03820h
00B6 3870 ROW27: dw 03870h
00B8 38C0 ROW28: dw 038C0h
00BA 3910 ROW29: dw 03910h
00BC 3960 ROW30: dw 03960h
00BE 39B0 ROW31: dw 039B0h
00C0 3A00 ROW32: dw 03A00h
00C2 3A50 ROW33: dw 03A50h
00C4 3AA0 ROW34: dw 03AA0h
00C6 3AF0 ROW35: dw 03AF0h
00C8 3B40 ROW36: dw 03B40h
00CA 3B90 ROW37: dw 03B90h
00CC 3BE0 ROW38: dw 03BE0h
00CE 3C30 ROW39: dw 03C30h
00D0 3C80 ROW40: dw 03C80h
00D2 3CD0 ROW41: dw 03CD0h
00D4 3D20 ROW42: dw 03D20h
00D6 3D70 ROW43: dw 03D70h
00D8 3DC0 ROW44: dw 03DC0h
00DA 3E10 ROW45: dw 03E10h
00DC 3E60 ROW46: dw 03E60h
00DE 3EB0 ROW47: dw 03EB0h
00E0 3F00 ROW48: dw 03F00h
PAGE
  
```

```

;INITIALIZE
;*****
00E2 3E 20 INIT: MVI A,SPC ;space
00E4 16 E9 MVI D,low LEADIN;byte count
00E6 CD 04C7 CALL DRLLP ;store spaces
00E9 AF XRA A
00EA 32 3FA2 STA LINWCT ;zero leadin word count
00ED 16 17 MVI D,256-low LEADIN;byte count
00EF CD 04C7 CALL DRLLP ;store zeros
00F2 31 3FE7 LXI SP,STK+2
00F5 21 5050 LXI H,05050h
00F8 E5 PUSH H ;set up fifo rd/wrt ptrs
00F9 CD 04AE CALL CURULK ;enable cursor,unlock kbd
00FC 32 3FEA STA FFWCT ;zero fifo word count(FFh)
00FF 23 INX H ;RTECTL
0100 36 1C MVI M,01Ch ;cursor blink cnt1
0102 2E FC MVI L,low LRWD;last row
0104 36 B0 MVI M,low RR24
0106 2E FE MVI L,low FROW;first row
0108 36 B2 MVI M,low RR1
010A DB B0 IN KBDPRT ;clear keyboard intr
010C CD 04CE CALL CLRSCN ;clear screen
010F CD 07BF CALL ACESW ;init ace, read setsw
0112 3E 3F PATTN: MVI A,03Fh
0114 21 37B0 LXI H,FCHR2 ;1st byte of page 2
0117 75 PTNLP: MOV M,L ;write pattern
0118 23 INX H
0119 BC CMP H
  
```

```

011A C2 0117 JNZ PTNLP
011D D3 01 OUT BELPRT ;ring bell for ready

;CALCULATE SCREEN ADDR AFTER VERTICAL INTERRUPT
011F 2E EB VCAL: MVI L,low CURTMR
0121 7E MOV A,M
0122 2F CMA
0123 34 INR M ;cursor timer
0124 23 INX H ;cursor enable
0125 A6 ANA M
0126 23 INX H ;rate cntl
0127 A6 ANA M ;blink rate mask
0128 C4 0174 CNZ CURLDC ;cursor on
012B 3E 20 MVI A,020h ;B350 offset
012D 84 ADD H ;offset addr high
012E 67 MOV H,A ;=5Fh if cursor off
012F E5 PUSH H ;save cursor
0130 2A 3FFE LHLD FRDW
0133 2B DCX H ;fetch row start
0134 7E MOV A,M
0135 C6 20 ADI 020h ;offset addr high
0137 57 MOV D,A
0138 2B DCX H

```

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```

0139 MOV E,M ;de=top of page
013A 7D MOV A,L ;calc row wrap constant
013B 0F RRC ;divide by 2
013C C6 8F ADI 08Fh ;add offset
013E E1 POP H ;cursor location
013F F3 DI
0140 22 3FF8 SHLD CUR ;update cursor
0143 EB XCHG
0144 22 3FF6 SHLD TOP ;update top of page
0147 21 3FF5 LXI H,NRW
014A 77 MOV M,A ;row wrap constant
014B 2B DCX H ;VCALEN
014C 36 00 MVI M,0 ;disable VCAL routine
014E FB WAIT: EI
014F 76 HLT
0150 7E MOV A,M ;VCALEN
0151 B7 ORA A ;check from vert intr
0152 CA 014E JZ WAIT ;no
0155 C3 011F JMP VCAL ;do screen calculations

```

;CALCULATE JMP ADDR

```

0158 2E E9 CUMP: MVI L,low LEADIN
015A E6 7F ANI 07Fh ;mask 1st bit
015C FE 20 CALJMP: CPI SPC
015E DA 0168 JC FUNC ;0-1Fh, func
0161 FE 7E CPI 07Eh
0163 DA 0372 JC CHAR ;20-7Dh, char input
0166 D6 5E SUI 05Eh ;7E/7Fh to 20/21h
0168 2B FUNC: DCX H ;insert mode
0169 74 MOV M,H ;h<0, defeat insert mode
016A 07 JMPADD: RLC ;*2, msb=0
016B 5F MOV E,A ;d=02h (jmp tbl)
016C 1A LDAX D ;fetch jmp addr low
016D 6F MOV L,A
016E 13 INX D
016F 1A LDAX D ;fetch jmp addr high
0170 C9 RET

```

;CALCULATE CUR LOC AND CUR TO END DIFF

```

0171 3E 50 DFCLC: MVI A,80
0173 90 SUB B ;cursor to end difference

```

;CALCULATE CURSOR LOCATION

```

0174 2A 3FFA CURLOC: LHLD CRDW
0177 2B DCX H
0178 56 MOV D,M
0179 2B DCX H
017A 5E MOV E,M
017B 68 MOV L,B
017C 19 DAD D ;h1=cursor address
017D C9 RET

```

PAGE

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```

017E ;ROW WRAP AROUND LOOKUP TABLE (start addr=17Eh)
;*****
017E 00E0 RR47D: dw 00E0h
0180 0082 RR48D: dw 0082h
0182 0084 RR1: dw 0084h

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0184 0086 RR2: dw 0086h
0186 0088 RR3: dw 0088h
0188 008A RR4: dw 008Ah
018A 008C RR5: dw 008Ch
018C 008E RR6: dw 008Eh
018E 0090 RR7: dw 0090h
0190 0092 RR8: dw 0092h
0192 0094 RR9: dw 0094h
0194 0096 RR10: dw 0096h
0196 0098 RR11: dw 0098h
0198 009A RR12: dw 009Ah
019A 009C RR13: dw 009Ch
019C 009E RR14: dw 009Eh
019E 00A0 RR15: dw 00A0h
01A0 00A2 RR16: dw 00A2h
01A2 00A4 RR17: dw 00A4h
01A4 00A6 RR18: dw 00A6h
01A6 00A8 RR19: dw 00A8h
01A8 00AA RR20: dw 00AAh
01AA 00AC RR21: dw 00ACh
01AC 00AE RR22: dw 00AEh
01AE 00B0 RR23: dw 00B0h
01B0 00B2 RR24: dw 00B2h
01B2 00B4 RR25: dw 00B4h
01B4 00B6 RR26: dw 00B6h
01B6 00B8 RR27: dw 00B8h
01B8 00BA RR28: dw 00BAh
01BA 00BC RR29: dw 00BCh
01BC 00BE RR30: dw 00BEh
01BE 00C0 RR31: dw 00C0h
01C0 00C2 RR32: dw 00C2h
01C2 00C4 RR33: dw 00C4h
01C4 00C6 RR34: dw 00C6h
01C6 00C8 RR35: dw 00C8h
01C8 00CA RR36: dw 00CAh
01CA 00CC RR37: dw 00CCh
01CC 00CE RR38: dw 00CEh
01CE 00D0 RR39: dw 00D0h
01D0 00D2 RR40: dw 00D2h
01D2 00D4 RR41: dw 00D4h
01D4 00D6 RR42: dw 00D6h
01D6 00D8 RR43: dw 00D8h
01D8 00DA RR44: dw 00DAh
01DA 00DC RR45: dw 00DCh
01DC 00DE RR46: dw 00DEh
01DE 00E0 RR47: dw 00E0h
01E0 00E2 RR48: dw 00E2h
01E2 00E4 RR1D: dw 00E4h

```

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```

```

; JUMP ADDRESS CONSTANTS
; *****
; A15 :- 0=no leadin required
; A14/A12:- parameter count
; A11 :- 0=local function
1000 W1 equ 01000h ;one para adder
2000 W2 equ 02000h ;two para adder
8000 LIN equ 08000h ;leadin adder
0800 NLC equ 00800h ;not local adder

0A5F F1 equ RTN+NLC
03B9 F2 equ CARRTN
03B1 F3 equ LFEEED
0C34 F4 equ BELL+NLC
060A F5 equ TAB
0437 F6 equ FS
041F F7 equ BS

844E F8 equ UPCUR+LIN
8460 F9 equ DWNCUR+LIN
84DB F10 equ HOMCUR+LIN
85F3 F11 equ NPAGE+LIN
8472 F12 equ ROLUP+LIN
848C F13 equ ROLDWN+LIN

84AE F14 equ CURULK+LIN
8DD1 F15 equ RDCUR+LIN+NLC
ADA2 F16 equ ADDCUR+LIN+NLC+W2

84F1 F17 equ FQNDF+LIN
84F7 F18 equ BQNDF+LIN

8368 F19 equ INSCHAR+LIN
8358 F20 equ STDFCH+LIN
8505 F21 equ INSLNE+LIN
8512 F22 equ STDFLNE+LIN
AD26 F23 equ ISLRG+LIN+NLC+W2
7E8A F24 equ GRAPH+LIN+NLC+W1

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0419          F25    equ    DEL
83DB          F26    equ    DCROW+LIN
84C0          F27    equ    DRTLN+LIN
84BA          F28    equ    DRTPG+LIN
8642          F29    equ    CFB+LIN
84CE          F30    equ    CLRSCN+LIN

8CB6          F31    equ    KBLK+LIN+NLC
801B          F32    equ    DICUR+LIN
871D          F33    equ    SNDLNE+LIN
87BF          F34    equ    ACESW+LIN
0AC5          F35    equ    LINSET+NLC
86BC          F36    equ    DEGRPH+LIN
PAGE

```

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```

```

01E4          ;PUT A WORD TO ACE
01E4 57          KBDACE: MOV    D,A
01E5 3A 9005      LDA    ACESTU
01E8 E6 20        ANI    020h
01EA CA 01E5      JZ     KBDACE+1;not ready
01ED C3 0079      JMP    OUTACE

;ACE BAUD RATE CONSTANTS
01F0 06AB        B110: dw    1707 ; 0
01F2 0139        B600: dw    313 ; 1
01F4 009C        B1200: dw   156 ; 0.3% 2
01F6 004E        B2400: dw    78 ; 0.3% 3
01F8 0027        B4800: dw    39 ; 0.3% 4
01FA 0014        B9600: dw    20 ; 2.3% 5
01FC 000A        B19200: dw   10 ; 2.3% 6
01FE 0005        B38400: dw    5 ; 2.3% 7

;FUNCTION JUMP TABLE (start addr=200h)
;*****
0200 0A5F        TBLJMP: dw   F1 ;null/toggle local
0202 8472        dw   F12 ;A:roll up
0204 7E8A        CB:   dw   F24 ;B:graphics mode
0206 84AE        dw   F14 ;C:on cursor/unlock kbd
0208 8358        dw   F20 ;D:strip off character
020A 8DD1        CE:   dw   F15 ;E:read cursor
020C 801B        dw   F32 ;F:disable cursor
020E 0C34        CG:   dw   F4 ;G:bell/scale
0210 041F        dw   F7 ;H:cursor left
0212 060A        dw   F5 ;I:tab
0214 03B1        dw   F3 ;J:line feed
0216 8460        dw   F9 ;K:cursor down
0218 844E        dw   F8 ;L:cursor up
021A 03B9        dw   F2 ;M:carriage return
021C 85F3        dw   F11 ;N:next page
021E 84C0        dw   F27 ;O:delete rest of line
0220 0437        dw   F6 ;P:cursor right
0222 ADA2        CG:   dw   F16 ;Q:address cursor/menu
0224 84DB        dw   F10 ;R:home cursor
0226 8512        dw   F22 ;S:strip off a line
0228 871D        dw   F33 ;T:transmit a line
022A 8CB6        CU:   dw   F31 ;U:lock keyboard
022C 848C        dw   F13 ;V:roll down
022E 84BA        dw   F28 ;W:delete rest of page
0230 8642        dw   F29 ;X:clear fore/background
0232 84F7        dw   F18 ;Y:background follows
0234 8505        dw   F21 ;Z:insert line
0236 86BC        dw   F36 ;1B:esc/defeat graphics
0238 84CE        dw   F30 ;1C:home and clear screen
023A AD26        C1D:  dw   F23 ;1D:insert/strip line/rng
023C 836B        dw   F19 ;1E:insert character
023E 84F1        dw   F17 ;1F:foreground follows
0240 0AC5        C7E:  dw   F35 ;7E:leadin/ace,u/l-case
0242 0419        dw   F25 ;7F:delete

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```

```

;STORE A WORD TO ACE FIFO
0244 3E 50        STFIFO: MVI    A,80
0246 BE          CMP    M ;exceeding 80 words?
0247 3A 9000      LDA    ACEDTA ;read ace
024A DA 032C      JC     OVRNG ;more than 80 words
024D 2E E6        MVI    L,low FFWR
024F 54          MOV    D,H ;set up write pointer high
0250 5E          MOV    E,M ;set up write pointer low
0251 12          STAX  D ;store to fifo
0252 7B          MOV    A,E
0253 3C          INR  A ;advance pointer
0254 FE A0        CPI    low FFEND+1;exceeding 80 words?
0256 DA 025A      JC     WFFRNG ;less than 80 words
0259 1F          RAR   ;fifo start again

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```

025A 77      WFFRNG: MOV    M, A    ;advance write pointer
025B FB      EI

025C D1      CMRTN: PDP    D
025D F1      PDP    PSW
025E E1      PDP    H

025F C9      ; {FUNCTION} unused keys
           RTN:  RET

           ;KEY BOARD RETURN, addr high=2h
0260 AF      KLCRTN: XRA    A    ;enable keyboard
0261 32 3FEE STA    KBDLCK
0264 C3 025C JMP    CMRTN

           ;CHECK FIFO AND RETURN, addr high=2h
0267 21 3FEA FFCHK: LXI    H,FFWCT ;fifo word count
026A 35      DCR    M    ;fifo empty?
026B FA 025C JM     CMRTN ;empty

           ;READ A WORD FROM ACE FIFO
026E 2E E5   RDFIFO: MVI    L, low FFRD
0270 54      MOV    D, H    ;set up read pointer high
0271 5E      MOV    E, M    ;set up read pointer low
0272 7B      MOV    A, E
0273 3C      INR    A    ;advance read pointer
0274 FE A0   CPI    low FFRD+1;exceeding 80 words?
0276 DA 027A JC     RFFRNG ;less than 80 words
0279 1F      RAR    ;fifo start again
027A 77      RFFRNG: MOV    M, A    ;store read pointer
027B 2E E9   MVI    L, low LEADIN
027D 7E      MOV    A, M
027E B7      ORA    A    ;leadin mode=0?
027F 1A      LDAX  D    ;read fifo word
0280 CA 004E JZ     FIFACE ;not leadin, normal entry

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STARPLEX MACRO-ASSEMBLER V2.0 PAGE 11
CRT801
0283
           ;LEADIN MODE
0283 E6 7F   LINMDE: ANI    07Fh ;mask input
0285 11 0267 LXI    D, FFCHK
0288 D5      PUSH  D    ;pseudo call
0289 2E A2   MVI    L, low LINWCT
028B 5E      MOV    E, M    ;leadin word count
028C 1D      DCR    E    ;word count=0?
028D F2 02B3 JP     LINPRA ;parameter entries
0290 FE 20   CPI    SPC    ;control codes?
0292 D2 02C2 JNC   ILELIN ;not cntl code, error
0295 CD 016A CALL  JMPADD ;fetch jmp address
029B B7      ORA    A
0299 F2 02C2 JP     ILELIN ;code requires no leadin
029C E6 77   ANI    077h ;word count/jmp addr high
029E 67      MOV    H, A    ;save
029F E6 70   ANI    070h ;mask word count
02A1 CA 02BE JZ     LINEXE ;do function

02A4 0F      LINPFN: RRC    ;right justify word count
02A5 0F      RRC
02A6 0F      RRC
02A7 0F      RRC
02A8 32 3FA2 STA    LINWCT ;store to word count reg
02AB 3E 07   MVI    A, 07h
02AD A4      ANA    H    ;get jmp addr high
02AE 67      MOV    H, A
02AF 22 3FA0 SHLD  LINF  ;save function jmp addr
02B2 C9      RET

02B3 73      LINPRA: MOV    M, E    ;leadin word count-1
02B4 16 00   MVI    D, 0    ;d=0, e=word count-1
02B6 23      INX    H    ;LINP
02B7 19      DAD    D    ;hl=para pointer
02B8 77      MOV    M, A    ;store word
02B9 C0      RNZ    ;word count<>0, next word
02BA 2A 3FA0 LHLD  LINF  ;load leadin jmp address
02BD AF      XRA    A

02BE 32 3FE9 LINEXE: STA    LEADIN ;defeat leadin
02C1 E9      PCHL  ;do function

02C2 D3 01   ILELIN: OUT  BELPRT ;illegal code after leadin
02C4 AF      XRA    A    ;a=0, reset leadin

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; <FUNCTION> set leadin mode
02C5 32 3FE9 LINSET: STA LEADIN ; a<>0. set leadin
02C8 C9 RET

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STARPLEX MACRO-ASSEMBLER V2.0 PAGE 12
CRT801
02C9

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; keyboard interrupt continue
02C9 AF KBDINT: XRA A
02CA 32 3FEB STA CURTMR ; reset cursor blink timer
02CD B6 ORA M ; keyboard locked?
02CE DB 80 IN KBDPRT ; read keyboard
02D0 FB EI
02D1 D5 PUSH D
02D2 C2 0327 JNZ KNACTV ; keyboard not active

02D5 B7 ORA A
02D6 CA 0333 JZ TGLCL ; toggle local
; defeat graphics
02D9 77 MOV M, A ; lock keyboard
02DA 11 0260 LXI D, KLCRTN
02DD D5 PUSH D ; generate pseudo call

02DE 23 INX H ; GECNTL
02DF B6 ORA M
02E0 23 INX H ; ULCASE
02E1 FE 61 CPI 061h
02E3 DA 02EC JC NLCSE ; not lower case
02E6 FE 7B CPI 07Bh
02E8 D2 02EC JNC NLCSE ; not lower case
02EB 96 SUB M ; u/1 case cntl,m=20h/0

02EC 23 NLCSE: INX H ; local
02ED 5E MOV E, M
02EE 1C INR E ; local mode?
02EF C2 01E4 JNZ KBDACE ; write to ace

02F2 FE A0 LCL: CPI 0A0h ; parameter entry?
02F4 D2 06BD JNC LGPARA ; yes

02F7 CD 0158 CALL CJMP ; get jmp addr
02FA E6 0F ANI 0Fh
02FC FE 08 CPI 08h ; local?
02FE DA 005F JC LCLFUN ; do local function
0301 7B MOV A, E ; read lookup tbl ptr
0302 FE 05 CPI low CB+1; cntl B?
0304 CA 06B7 JZ ENGRPH ; enable graphics mode
0307 FE 08 CPI low CE+1; cntl E?
0309 CA 0773 JZ LRDCUR ; display cursor location
030C FE 0F CPI low CG+1; cntl G?
030E CA 07B4 JZ SCALE ; put scale
0311 FE 23 CPI low CQ+1; cntl Q?
0313 CA 06D5 JZ PGM ; put graphics menu
0316 FE 41 CPI low C7E+1
0318 CA 07CD JZ ATGUL ; init ace, toggle u/1 case
031B FE 3B CPI low C1D+1
031D CA 034F JZ ROM2 ; do rom2 functions
0320 FE 2B CPI low CU+1; cntl U?

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STARPLEX MACRO-ASSEMBLER V2.0 PAGE 13
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0322 C0 RNZ ; unused keys
0323 D1 PDP D ; pseudo rtn+lock kbd
0324 C3 0261 JMP KLCRTN+1

0327 EE 03 KNACTV: XRI KULCDE ; lock/unlock kbd?
0329 CA 025A JZ CMRTN-2 ; unlock keyboard
032C 3E 50 OVRNG: MVI A, 80 ; for FFCT
032E D3 01 OUT BELPRT
0330 C3 025A JMP CMRTN-2 ; lock kbd

0333 23 TGLCL: INX H ; GECNTL
0334 77 MOV M, A ; disable graphics mode
0335 32 3FE9 STA LEADIN ; reset leadin
0338 2E F1 MVI L, low LOCLM
033A 7E MOV A, M
033B 2F CMA ; toggle local
033C 77 MOV M, A
033D CD 07E8 CALL EDACE ; en/disable ace
0340 C2 0345 JNZ ONLINE
0343 3E 1E MVI A, 03h XOR 01Dh
0345 EE 1D ONLINE: XRI 01Dh

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0347 00          nop          ;out lclprt
0348 00          nop
0349 32 3FED     STA          RTECTL ;select blink rate
034C C3 029C     JMP          CMRTN

; JMP TO ROM2
034F 3A 0800     ROM2: LDA          0800h ;check presence of rom2
0352 FE 55       CPI          055h  ;=55h?
0354 C0          RNZ          ;not exist
0355 C3 0801     JMP          0801h  ;ok, do jmp

;{FUNCTION} stripe off a character
0358 CD 0171     STDFCH: CALL DFCLC     ;get cur loc and diff
035B 3D          DCR          A
035C CA 0434     JZ          BELL     ;last column, error
035F 23          STDFLP: INX          H
0360 56          MOV          D,M
0361 2B          DCX          H
0362 72          MOV          M,D   ;do copy
0363 23          INX          H
0364 3D          DCR          A
0365 C2 035F     JNZ          STDFLP
0368 C3 03A4     JMP          PSPC   ;put a space

;{FUNCTION} insert character
036B AF          INSCHAR: XRA         A
036C 32 3FEB     STA          ICMD   ;enable insert mode
036F C3 03BD     JMP          INSCHR

PAGE

STARPLEX MACRO-ASSEMBLER V2.0          PAGE 14
CRTB01
0372          ; CHARACTER INPUT
0372 D1          CHAR: POP          D   ;pseudo return
0373 2E 20       MVI          L,low FBG
0375 AE          XRA          M   ;add attribute
0376 AD          XRA          L   ;remove space code

0377 2A 3FFA     LHLD         CROW   ;calculate cursor loc
037A 2B          DCX          H
037B 56          MOV          D,M
037C 2B          DCX          H
037D 5E          MOV          E,M
037E 6B          MOV          L,B   ;row start+cursor
037F 19          DAD          D   ;hl=cursor address
0380 77          MOV          M,A   ;write to screen

0381 3E 4F       MVI          A,79
0383 AB          XRA          B   ;last column?
0384 CA 03C0     JZ          LSTCHR  ;last, do scroll
0387 04          MIDCHR: INR          B   ;else advance cursor
0388 3A 3FEB     LDA          ICMD   ;insert mode?
038B B7          ORA          A
038C C0          RNZ          ;not insert mode

038D 3E 4F       INSCHR: MVI          A,79
038F 90          SUB          B   ;byte counter
0390 CA 03AB     JZ          ILCHAR  ;cursor at last column

0393 2A 3FFA     LHLD         CROW
0396 5E          MOV          E,M
0397 23          INX          H
0398 56          MOV          D,M   ;d=row end+1
0399 1B          DCX          D   ;row end
039A EB          XCHG
039B 2B          INSLP: DCX          H
039C 56          MOV          D,M
039D 23          INX          H
039E 72          MOV          M,D   ;do copy
039F 2B          DCX          H
03A0 3D          DCR          A
03A1 C2 039B     JNZ          INSLP

03A4 3E 80       PSPC: MVI          A,080h
03A6 A2          ANA          D   ;get character attribute
03A7 F6 20       ORI          SPC   ;add space
03A9 77          MOV          M,A
03AA C9          RET

03AB 3C          ILCHAR: INR          A   ;make a<>0
03AC D3 01       OUT          BELPRT
03AE C3 03CE     JMP          DICMD  ;defeat insert char mode

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STARPLEX MACRO-ASSEMBLER V2.0          PAGE    15
CRTB01
03B1
; <FUNCTION> line feed
03B1 3A 3FF2 LFEED: LDA AULF ; auto line feed?
03B4 B7      ORA A
03B5 C2 03C1 JNZ LFD ; do line feed
03BB C9      RET

; <FUNCTION> carriage return
03B9 3A 3FF2 CARRTN: LDA AULF ; auto line feed?
03BC B7      ORA A
03BD C2 04DE JNZ ZROCUR ; do cr only

03C0 47      LSTCHR: MOV B,A ; set cursor to 1st col

03C1 11 3FFC LFD: LXI D,LROW
03C4 2A 3FFA LHL D,CROW
03C7 24      INR H
03C8 1A      LDAX D
03C9 8D      CMP L ; crow=lrow?
03CA 7E      MOV A,M ; next row
03CB 32 3FFA STA CROW ; crow+1
03CE 32 3FEB DICMD: STA ICMD ; defeat insert char mode
03D1 C0      RNZ ; not last row

03D2 EB      LFSCR: XCHG ; last row, do scroll
03D3 F3      DI
03D4 77      MOV M,A ; lrow+1
03D5 2E FE   MVI L,lrow FROW
03D7 5E      MOV E,M ; de=row wrap around tbl
03D8 1A      LDAX D
03D9 77      MOV M,A ; frow+1
03DA FB      EI

; <FUNCTION> clear cursor row
03DB 2A 3FFA DCRDW: LHL D,CROW

03DE EB      CLRROW: XCHG
03DF 21 0000 LXI H,0
03E2 39      DAD SP
03E3 EB      XCHG
03E4 F3      DI
03E5 F9      SPHL
03E6 E1      POP H ; lookup row start
03E7 F9      SPHL ; sp=row start
03E8 FB      EI
03E9 2A 3F20 LHL D,FBG ; space + attribute

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STARPLEX MACRO-ASSEMBLER V2.0          PAGE    16
CRTB01
03EC E5      PUSHSP: PUSH H ; do clear row
03ED E5      PUSH H
03EE E5      PUSH H
03EF E5      PUSH H
03F0 E5      PUSH H
03F1 E5      PUSH H
03F2 E5      PUSH H
03F3 E5      PUSH H
03F4 E5      PUSH H
03F5 E5      PUSH H ; 10
03F6 E5      PUSH H
03F7 E5      PUSH H
03F8 E5      PUSH H
03F9 E5      PUSH H
03FA E5      PUSH H
03FB E5      PUSH H
03FC E5      PUSH H
03FD E5      PUSH H
03FE E5      PUSH H
03FF E5      PUSH H ; 20
0400 E5      PUSH H
0401 E5      PUSH H
0402 E5      PUSH H
0403 E5      PUSH H
0404 E5      PUSH H
0405 E5      PUSH H
0406 E5      PUSH H
0407 E5      PUSH H
0408 E5      PUSH H
0409 E5      PUSH H ; 30
040A E5      PUSH H
040B E5      PUSH H
040C F3      DI

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040D E5          PUSH H
040E E5          PUSH H
040F E5          PUSH H
0410 E5          PUSH H
0411 E5          PUSH H
0412 E5          PUSH H
0413 E5          PUSH H
0414 E5          PUSH H      ; 40
0415 EB          XCHG
0416 F9          SPHL
0417 FB          BSRTN: EI
0418 C9          RET

; {FUNCTION} delete
0419 3E 20       DEL: MVI A, SPC
041B CD 06CB     CALL STSP ; store space
041E AF          XRA A ; do back space
PAGE

STARPLEX MACRO-ASSEMBLER V2.0 PAGE 17
CRT801
041F          ; {FUNCTION} back space
041F C4 06C1     BS: CNZ CHKGM ; check graphics mode
0422 F3         BS1: DI
0423 05         DCR B ; cursor-1
0424 F2 0417     JP BSRTN ; not 1st column
0427 04         INR B
0428 FB         EI
0429 3A 3FEF     LDA GECNTL
042C B7         ORA A ; graphics mode?
042D C0         RNZ ; defeat wrap around
042E CD 0451     CALL UCUR1 ; up cursor one row
0431 C8         RZ ; crow=frow?
0432 06 4F       MVI B, 79 ; set cursor to last col
0434 D3 01       BELL: OUT BELPRT
0436 C9         RET

; {FUNCTION} forward cursor
0437 CD 06C1     FS: CALL CHKGM ; check graphics mode
043A 3E 4F       MVI A, 79
043C B8         CMP B ; last column?
043D C2 03B7     JNZ MIDCHR ; not last column
0440 3A 3FEF     LDA GECNTL
0443 B7         ORA A ; graphics mode?
0444 C0         RNZ ; defeat wrap around
0445 CD 0463     CALL DCUR1 ; down cursor one row
0448 C8         RZ ; crow=lrow?
0449 06 00       MVI B, 0 ; set cursor to 1st col
044B D3 01       OUT BELPRT
044D C9         RET

; {FUNCTION} up cursor one row
044E CD 06C1     UPCUR: CALL CHKGM ; check graphics mode
0451 11 3FFA     UCUR1: LXI D, CROW
0454 2A 3FFE     LHL D, FROW
0457 1A         LDAX D ; crow
0458 24         INR H ; hl=row wrap around tbl
0459 BD         CMP L ; crow=frow?
045A C2 04A7     JNZ $4
045D D3 01       OUT BELPRT ; crow=frow, ring bell
045F C9         RET

; {FUNCTION} down cursor one row
0460 CD 06C1     DWNCUR: CALL CHKGM ; check graphics mode
0463 11 3FFA     DCUR1: LXI D, CROW
0466 2A 3FFC     LHL D, LROW
0469 1A         LDAX D ; crow
046A 24         INR H ; hl=row wrap around tbl
046B BD         CMP L ; crow=lrow?
046C C2 04A9     JNZ $5
046F D3 01       OUT BELPRT ; crow=lrow, ring bell
0471 C9         RET
PAGE

STARPLEX MACRO-ASSEMBLER V2.0 PAGE 18
CRT801
0472          ; {FUNCTION} roll up
0472 11 3FFA     ROLUP: LXI D, CROW
0475 2A 3FFE     LHL D, FROW
0478 1A         LDAX D
0479 24         INR H ; hl=row wrap around tbl
047A BD         CMP L ; crow=frow?
047B 7E         MOV A, M ; next row
047C F3         DI
047D 32 3FFE     STA FROW ; frow+1
0480 C2 0484     JNZ RUNEG

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0483 12          STAX  D      ;crow+1
0484 EB          XCHG          ;d=1,h=3Fh
0485 2E FC      RUNEQ: MVI  L,low LROW
0487 5E          MOV   E,M     ;de=row wrap around tbl
0488 1A          LDAX  D      ;next row
0489 77          MOV   M,A     ;lrow+1
048A FB          EI
048B C9          RET

; (FUNCTION) roll down
048C 11 3FFA    ROLDWN: LXI  D,CROW
048F 3A 3FFC    LDA   LROW
0492 D6 04      SUI  4      ;up one row
0494 6F          MOV   L,A
0495 26 01      MVI  H,1     ;hl=row wrap around tbl
0497 1A          LDAX  D      ;crow
0498 D6 04      SUI  4
049A BD          CMP   L      ;crow=lrow?
049B 7E          MOV   A,M     ;up one row
049C F3          DI
049D 32 3FFC    STA   LROW ;lrow-1
04A0 C2 04A4    JNZ  RDNEG
04A3 12          STAX  D      ;crow-1
04A4 1E FE      RDNEG: MVI  E,low FROW
04A6 1A          LDAX  D
04A7 D6 04      SUI  4
04A9 6F          MOV   L,A     ;hl=row wrap around tbl
04AA 7E          MOV   A,M
04AB 12          STAX  D      ;frow-1
04AC FB          EI
04AD C9          RET

; (FUNCTION) enable cursor, unlock keyboard
04AE AF          CURULK: XRA  A
04AF 32 3FEE    STA   KBDLCK ;unlock keyboard
04B2 2F          CMA          ;enable cursor
04B3 C3 001B    JMP  DICUR

; (FUNCTION) lock keyboard
04B6 C3 3FEE    KBLK: STA  KBDLCK ;lock keyboard
04B9 C9          RET

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STARPLEX MACRO-ASSEMBLER V2.0          PAGE 19
CRTB01
04BA          ; (FUNCTION) delete rest of page
04BA 3A 3FFA    DRTPG: LDA  CROW
04BD CD 04E9    CALL  CTRRW2 ;clear crow+1 to lrow

; (FUNCTION) delete rest of line
04C0 CD 0171    DRTLN: CALL DFCLDC ;get cursor loc and diff
04C3 57          MOV   D,A     ;save
04C4 3A 3F20    LDA  FBG
04C7 77          DRLLP: MOV  M,A     ;store space/attribute
04C8 23          INX  H
04C9 15          DCR  D
04CA C2 04C7    JNZ  DRLLP ;until end of line
04CD C9          RET

; (FUNCTION) clear screen
04CE CD 06BC    CLRSCN: CALL DEGRPH ;defeat graphics mode
04D1 2A 3FFE    LHL  FROW
04D4 7D          MOV  A,L
04D5 CD 04E6    CALL  CTRRW1 ;clear frow to lrow

; (FUNCTION) home cursor
04DB 3A 3FFE    HOMCUR: LDA  FRDW
04DB 32 3FFA    STA  CROW   ;crow=frow
04DE 06 00      ZROCUR: MVI  B,0   ;set cursor to 1st col
04E0 C9          RET

; CLEAR TO LAST ROW
04E1 16 01      CLRWLP: MVI  D,1
04E3 5F          MOV  E,A     ;de=row wrap around tbl
04E4 1A          LDAX D      ;next row
04E5 6F          MOV  L,A
04E6 CD 03DE    CTRRW1: CALL CLRROW ;clear whole row
04E9 2A 3FFC    CTRRW2: LHL  LROW
04EC BD          CMP  L      ;row=lrow?
04ED C2 04E1    JNZ  CLRWLP ;until last row
04F0 C9          RET

; (FUNCTION) foreground follows
04F1 11 2020    FGNDF: LXI  D,02020h ;foreground spaces
04F4 C3 04FA    JMP  LDFGD

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;{FUNCTION} background follows
04F7 11 A0A0 BGNDF: LXI D,0A0A0h;background spaces
04FA 21 0000 LDFGD: LXI H,0
04FD 39 DAD SP
04FE EB XCHG
04FF 31 3F50 LXI SP,DMYROW+80
0502 C3 03EC JMP PUSHSP ;store in dummy row

PAGE

STARPLEX MACRO-ASSEMBLER V2.0 PAGE 20
CRTB01
0505 ;{FUNCTION} insert a line
0505 CD 0590 INSLNE: CALL CRLR ;calc crow/low diff
0508 21 3FFA LXI H,CROW
0508 73 MOV M,E ;set crow=low
050C C2 054B JNZ MOVDWN ;move row contents
050F C3 05BC JMP DRWZCU ;else, del low/zero cur

;{FUNCTION} strip off a line
0512 CD 0590 STOFFLNE: CALL CRLR ;get crow/low diff
0515 CA 05BC JZ DRWZCU ;del low/zero cursor
0518 E5 SLNERG: PUSH H ;else do move
0519 21 3FE7 LXI H,CPYCTL
051C 36 00 MVI M,0 ;copy upward
051E CD 0550 CALL MOVROW ;move row contents
0521 E1 POP H ;get original crow
0522 22 3FFA SHLD CROW ;back to crow
0525 C9 RET

;{FUNCTION} insert/strip off line with range
0526 2A 3FFA ISLRG: LHLD CROW
0529 3A 3FA3 LDA LINP ;read 2nd parameter
052C 3D DCR A
052D E6 3F ANI 03Fh ;40/7Fh offset to 0/3Fh
052F FE 3B CPI 03Bh
0531 D0 RNC ;error
0532 FE 17 CPI 017h
0534 DA 053C JC ISNPA
0537 FE 20 CPI 020h
0539 DB RC ;error
053A D6 09 SUI 9
053C 3C ISNPA: INR A
053D 57 MOV D,A
053E 3A 3FA4 LDA LINP+1 ;read 1st parameter
0541 FE 53 CPI "S" ;strip off?
0543 7A MOV A,D
0544 CA 0518 JZ SLNERG ;do strip off line
0547 CD 05C1 ILNERG: CALL IRWOS ;offset row by para
054A 7A MOV A,D ;return para
054B 21 3FE7 MOVDWN: LXI H,CPYCTL
054E 36 04 MVI M,4 ;copy downward

;MOVE ROW CONTENTS,UP/DOWN CNTL BY CPYCTL
0550 F5 MOVROW: PUSH PSW ;save row count
0551 2A 3FFA LHLD CROW
0554 5E MOV E,M
0555 23 INX H
0556 56 MOV D,M
0557 1B DCX D ;crow end
0558 D5 PUSH D ;save
0559 21 3FE7 LXI H,CPYCTL;direction control
055C 11 3FFA LXI D,CROW
055F 1A LDAX D ;read crow
0560 96 SUB M ;direction cntl

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STARPLEX MACRO-ASSEMBLER V2.0 PAGE 21
CRTB01
0561 MOV L,A
0562 26 01 MVI H,1 ;hl=row wrap around tbl
0564 7E MOV A,M ;lookup +/- one row
0565 12 STAX D ;update crow
0566 6F MOV L,A
0567 25 DCR H ;hl=row start table
0568 5E MOV E,M
0569 23 INX H
056A 56 MOV D,M
056B 1B DCX D ;+/- row end
056C E1 POP H ;rtn current row last loc
056D 06 10 MVI B,80/5 ;copy 80 characters
056F 1A LDAX D ;read
0570 77 MOV M,A ;copy
0571 2B DCX H ;next byte
0572 1B DCX D ;next byte
0573 1A LDAX D ;do 5 times for speed
0574 77 MOV M,A

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0575 2B          DCX  H
0576 1B          DCX  D
0577 1A          LDAX D      ;3
0578 77          MOV  M,A
0579 2B          DCX  H
057A 1B          DCX  D
057B 1A          LDAX D      ;4
057C 77          MOV  M,A
057D 2B          DCX  H
057E 1B          DCX  D
057F 1A          LDAX D      ;5
0580 77          MOV  M,A
0581 2B          DCX  H
0582 1B          DCX  D
0583 05          DCR  B
0584 C2 056F     JNZ  CPLP  ;finish 80 bytes?
0587 F1          PDP  PSW  ;row count
0588 3D          DCR  A
0589 C2 0550     JNZ  MOVROW ;next row
058C 47          MOV  B,A  ;zero cursor
058D C3 03DB     JMP  DCROW  ;and delete cursor row

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; CALCULATE ROW DIFFERENCE
CRLR: LHL D CROW ;calc crow to lrow
0593 3A 3FFC     LDA  LRDW
0596 5F          MOV  E,A
0597 95          SUB  L      ;get the difference
0598 D2 05A0     JNC  %2    ;within range
059B 3E 60      %D2: MVI  A,RWRG ;over range
059D 83          ADD  E
059E 95          SUB  L
059F B7          ORA  A      ;clear carry
05A0 1F          %2:  RAR  ;row diff /2
05A1 C9          RET

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STARPLEX MACRO-ASSEMBLER V2.0
CRT801
03A2

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03A2 2A 3FA3     ; {FUNCTION} address cursor
03A5 7C          ADDCUR: LHL D LINP ;read leadin parameter
                                MOV  A,H

03A6 11 5010     CALCX: LXI  D,05010h;calc x coordinate
03A9 BA          CMP  D
03AA DA 05B3     JC   CX4FD ;00/4Fh=loc 0/79
03AD 92          SUB  D      ;50/7Fh offset to 0/2F
03AE BB          CMP  E
03AF DA 05B3     JC   CX4FD ;50/5Fh offset to 0/15
03B2 93          SUB  E      ;60/7Fh offset to 0/31
03B3 47          CX4FD: MOV  B,A  ;then set cursor

03B4 3E 1F      CALCY: MVI  A,01Fh
03B6 A5          ANA  L      ;0/1F,20/3F,40/5F,60/7Fh
03B7 FE 18      CPI  018h  ;offset to 00/1Fh
03B9 DA 05BE     JC   CY17D ;00/17h=row 0/23
03BC D6 18      SUI  018h  ;18/1Fh=row 0/7
03BE 2A 3FFE     CY17D: LHL D FROW ;offset first row

03C1 07          IRWDS: RLC  ;diff*2,msb=0
03C2 85          ADD  L      ;frow+offset
03C3 DA 05CB     JC   ROSFFU ;>FFh
03C6 FE E1      CPI  low RR4B+1
03C8 DA 05CD     JC   ROSEOD ;less than E0h,ok
03CB D6 60      ROSFFU: SUI  RWRG  ;row range
03CD 32 3FFA     ROSEOD: STA  CROW  ;then update crow
03D0 C9          RET

; {FUNCTION} read cursor
03D1 CD 05E0     RDCUR: CALL RDX  ;read cursor x coord
03D4 CD 006D     CALL WTACEA ;write to ace

03D7 CD 05E7     CALL RDY  ;read cursor y coord
03DA CD 006D     CALL WTACEA ;write to ace

03DD C3 074A     JMP  CRACE ;cr for termination

03E0 78          RDX:  MOV  A,B
03E1 FE 20      CPI  020h  ;if 0/1Fh add offset
03E3 D0          RNC  ;20/4Fh=cursor loc 32/79
03E4 C6 60      ADI  060h  ;60/7Fh=cursor loc 0/31
03E6 C9          RET

```

```

05E7 2A 3FFE      RDY:  LHL  FROW
05EA 3A 3FFA      LDA  CROW
05ED CD 0596      CALL FRCR      ;calc frow/crow diff
05F0 C6 60        ADI  060h     ;60/77h=row 0/23
05F2 C9          RET

PAGE

STARPLEX MACRO-ASSEMBLER V2.0      PAGE 23
CRT801
05F3          ;(FUNCTION) next page
05F3 16 30      NPAGE: MVI  D,030h ;page offset
05F5 21 3FFA   LXI  H,CROW
05F8 F3        DI
05F9 7E        NPLP: MOV  A,M
05FA FE B1    CPI  0B1h
05FC DA 0601  JC   NPLT      ;a< B1,B2-B0h
05FF 92        SUB  D          ;a>=B1,B2-E0h
0600 92        SUB  D
0601 82        NPLT: ADD  D
0602 77        MOV  M,A
0603 2C        INR  L          ;do crow/lrow/frow
0604 2C        INR  L
0605 FA 05F9  JM   NPLP      ;if pass frow, end
0608 FB        EI
0609 C9        RET

;(FUNCTION) tab
060A 2A 3FFA   TAB:  LHL  CROW
060D E5        PUSH H          ;save crow
060E CD 0667   CALL SCATT

0611 13        TDAOSP: INX  D          ;next character
0612 2D        DCR  L          ;end of row?
0613 CC 067A   CZ   DRCFL     ;down one row, get 1st loc
0616 1A        LDAX D          ;read character
0617 84        ADD  H          ;check attribute
0618 FA 0635  JM   TSATT     ;diff, find same attrib
061B FE 20    CPI  SPC          ;space?
061D C2 0611  JNZ  TDAOSP    ;loop until space
0620 13        TSANSP: INX  D          ;next character
0621 2D        DCR  L          ;end of row?
0622 CC 067A   CZ   DRCFL     ;down one row, get 1st loc
0625 1A        LDAX D          ;read character
0626 84        ADD  H          ;check attribute
0627 FA 0635  JM   TSATT     ;diff, find same attrib
062A FE 20    CPI  SPC          ;non space?
062C CA 0620  JZ   TSANSP    ;loop until non space
062F D1        TMCUR: POP  D          ;remove saved crow
0630 3E 50     MVI  A,B0
0632 95        SUB  L          ;calc cursor location
0633 47        MOV  B,A      ;move cursor
0634 C9        RET
0635 13        TSATT:  INX  D          ;next character
0636 2D        DCR  L          ;end of row?
0637 CC 067A   CZ   DRCFL     ;down one row, get 1st loc
063A 1A        LDAX D          ;read character
063B 84        ADD  H          ;check attribute
063C FA 0635  JM   TSATT     ;loop until same attrib
063F C3 062F   JMP  TMCUR     ;move cursor

PAGE

STARPLEX MACRO-ASSEMBLER V2.0      PAGE 24
CRT801
0642          ;(FUNCTION) clear fore/background to space
0642 2A 3FFA   CFB:  LHL  CROW
0645 24        INR  H
0646 E5        PUSH H          ;save
0647 CD 0667   CALL SCATT
064A 1A        CFBLP: LDAX D          ;read character
064B 84        ADD  H          ;test attribute
064C FA 0653  JM   CFBDIF    ;diff attrib
064F 3E 20     MVI  A,SPC     ;if same attrib,
0651 B4        ORA  H          ;put a space
0652 12        STAX D
0653 13        CFBDIF: INX  D          ;next character
0654 2D        DCR  L          ;character counter-1
0655 C2 064A  JNZ  CFBLP    ;until finish 80 char
0658 E1        POP  H          ;saved crow
0659 3A 3FFC   LDA  LROW
065C BD        CMP  L          ;row=lrow?
065D C8        RZ
065E 6E        MOV  L,M      ;else next row
065F E5        PUSH H          ;save
0660 CD 06B1   CALL $3
0663 C3 064A   JMP  CFBLP
0666 C9        RET

```

```

;SET UP CHAR COUNTER AND ATTRIB
0667 CD 0174 SCATT: CALL CURLDC ;get cursor location
066A EB XCHG ;put in de
066B 21 8050 LXI H,08050h;mask/char count
066E 3A 3F20 LDA FBG
0671 A4 ANA H
0672 67 MOV H,A
0673 22 3FA5 SHLD LINP+2 ;save count,attrib
0676 7D MOV A,L
0677 90 SUB B ;get cur to end diff
0678 6F MOV L,A ;put in l
0679 C9 RET

```

```

;DOWN ONE ROW AND GET ADDR ON 1ST COLUMN
067A CD 0463 DRCL: CALL DCUR1 ;down cursor one row
067D CA 0033 JZ TABSTP ;crow=1row, no tab
0680 6E MOV L,M ;next row
0681 25 %3: DCR H
0682 2B %1: DCX H
0683 56 MOV D,M ;addr high
0684 2B DCX H
0685 5E MOV E,M ;addr low
0686 2A 3FA5 LHLD LINP+2 ;count and attrib
0689 C9 RET

```

PAGE

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CRT801  
068A

```

;(FUNCTION) graphics
068A 3A 3FA3 GRAPH: LDA LINP ;read leadin parameter
068D 21 107E LGPARA: LXI H,0107Eh
0690 3D DCR A
0691 E6 3F ANI 03Fh
0693 8C CMP H ;h=010h
0694 DA 06AD JC %G1 ;"A" to "P"
0697 FE 3E CPI 03Eh ;delete
0699 CA 06B2 JZ %G3
069C 94 SUB H ;h=010h
069D FE 0F CPI 0Fh ;space?
069F CA 06B2 JZ %G3 ;space
06A2 8C CMP H ;h=010h
06A3 DA 06AC JC %G2 ;> "Q"
06A6 FE 20 CPI 020h
06AB DA 06AD JC %G1 ;"a" to "p"
06AC 2C INR L ;set l to 7Fh
06AD 7D %G2: MOV A,L ;L=7Eh or 7Fh
06AD CD 06D0 %G1: CALL STSCN ;put symbol to screen
06B0 C6 1E ADI 01Eh
06B2 D6 1E %G3: SUI 01Eh
06B4 32 3FF3 STA GSYMBL ;for non/destructive move

```

```

06B7 3E 80 ENGRPH: MVI A,080h
06B9 C3 06BD JMP DEGRPH+1

```

```

;(FUNCTION) defeat graphics
06BC AF DEGRPH: XRA A
06BD 32 3FEF STA GECNTL
06C0 C9 RET

```

```

;CHECK GRAPHICS MODE AND PUT SYMBOL TO SCREEN
06C1 3A 3FEF CHKGM: LDA GECNTL
06C4 B7 ORA A ;graphics mode?
06C5 C8 RZ ;no, rtn to func
06C6 3A 3FF3 LDA GSYMBL
06C9 B7 ORA A ;non destructive move?
06CA F8 RM ;yes
06CB 21 3F20 STSP: LXI H,FBG
06CE AE XRA M ;get attribute
06CF AD XRA L ;remove space code
06D0 CD 0174 STSCN: CALL CURLDC
06D3 77 MOV M,A ;write to screen
06D4 C9 RET

```

PAGE

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CRT801  
06D5

```

;PUT GRAPHIC MENU TO SCREEN (LOCAL)
06D5 CD 070C PGM: CALL RUADD
06DB CD 06F3 CALL P3BSYM ;print ascii A/Q
06DB CD 06F3 CALL P3BSYM ;print ascii a/q

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06DE CD 070C CALL RUADD

06E1 CD 0700 CALL P32SYM ;print ascii 0h/Fh
06E4 F6 7E DRI 07Eh ;print ascii 7Eh
06E6 CD 06F7 CALL P6SYM ;4 spaces
06E9 EE 30 XRI 030h ;print ascii 10/1Fh
06EB CD 0700 CALL P32SYM
06EE F6 7F DRI 07Fh ;print ascii 7Fh
06FO C3 06F7 JMP P6SYM ;4 spaces

06F3 F6 41 P3BSYM: ORI 041h ;change symbol
06F5 16 10 MVI D,16 ;counter
06F7 14 P6SYM: INR D
06F8 CD 0702 CALL PGMLP
06FB 16 04 P4SP: MVI D,4
06FD C3 04C4 JMP DRLLP-3 ;put 4 spaces

0700 16 10 P32SYM: MVI D,16 ;print 32 symbols

0702 77 PGMLP: MOV M,A
0703 23 INX H
0704 73 MOV M,E ;FBG
0705 23 INX H
0706 3C INR A ;next symbol
0707 15 DCR D
0708 C2 0702 JNZ PGMLP
070B C9 RET

070C CD 0472 RUADD: CALL RDLUP ;up one row
070F 26 00 MVI H,0
0711 6F MOV L,A ;hl=1row
0712 CD 0682 CALL $1 ;1row 1st loc
0715 EB XCHG
0716 CD 06FB CALL P4SP ;put 4 spaces
0719 5F MOV E,A ;FBG
071A E6 80 ANI 080h ;get attribute
071C C9 RET

PAGE

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CRTB01
071D ;(FUNCTION) transmit a line
071D 06 00 SNDLNE: MVI B,0 ;set cursor to 1st loc
071F CD 0174 CALL CURLOC ;get row start
0722 E5 PUSH H ;save row start
0723 11 004F LXI D,79 ;find row end
0726 19 DAD D ;hl=row end, clear carry
0727 16 40 MVI D,040h ;rotated space
0729 7E LENDLP: MOV A,M ;read char
072A 17 RAL ;mask out msb
072B AA XRA D ;space?, clear carry
072C C2 0734 JNZ LNISP ;until find a non-space
072F 2B DCX H
0730 1D DCR E
0731 C2 0729 JNZ LENDLP ;repeat loop
0734 E1 LNISP: POP H ;hl=row start again
0735 56 SNDLP: MOV D,M ;read character
0736 3E 60 MVI A,060h ;screen all cntl codes
0738 A2 ANA D
0739 C2 073E JNZ SNCNTL ;not control code
073C 16 2A MVI D,"*" ;cntl code,send "*" instead
073E CD 006E SNCNTL: CALL WTACED ;write to ace
0741 7E MOV A,M ;read char again
0742 EE 80 XRI 080h ;invert attribute
0744 77 MOV M,A ;store back
0745 23 INX H ;next character
0746 1D DCR E
0747 F2 0735 JP SNDLP ;until end of line

074A CD 006B CRACE: CALL SNDCCR ;send cr for termination
074D 3A 3FF1 LDA LOCLM
0750 B7 ORA A ;local?
0751 C8 RZ ;remote,no time delay

0752 CD 075E *D3: CALL *DLY ;do delay
0755 15 DCR D ;d was 0Dh
0756 C2 0752 JNZ *D3
0759 D3 01 DUT BELPRT ;delay done,ring bell
075B C3 0463 JMP DCUR1 ;move cursor to next row
075E E5 *DLY: PUSH H
075F D5 PUSH D

```

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```

0760 CD 07F0          CALL LUBD ;lookup baud constant
0763 3E 1F          MVI A,01Fh ;chg delay at high bauds
0765 B3              ORA E
0766 5F              MOV E,A
0767 CD 059B        $D1: CALL $D2
076A 1B              DCX D
076B 15              DCR D
076C 14              INR D
076D F2 0767        JP $D1
0770 D1              POP D
0771 E1              POP H
0772 C9              RET

```

PAGE

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CRT801

```

0773 ; DISPLAY CURSOR LOCATION (LOCAL)
LRDCUR: CALL RDY ;y coordinate
          LHL D LROW ;get print out loc
          MOV E,M
          INX H
          MOV D,M
          DCX D ;flow last location
          STAX D ;put to screen
          CALL RDX ;x coordinate
          DCX D
          STAX D ;put to screen
          RET

```

```

; SCALE (LOCAL)
SCALE: LXI H,FROW
          LDA CROW
          CMP M ;frow=crow
          CJZ ROLDWN ;if equ,roll down
          LHL D LROW ;get print out loc
          DCX H
          DCX H
          CALL $1
          XCHG ;hl=loc
          MVI E,"1"

```

```

SCLLP1: MVI D,"1"+0B0h
          MVI A,"9"+0B1h
SCLLP2: MOV M,D
          INR D ;"1" to "9"
          INX H ;next location
          CMP D ;exceeding "9"?
          JNZ SCLLP2
          MVI A,"9"
          MOV M,E
          INR E ;"1" to "8"
          INX H ;next location
          CMP E ;exceeding "8"?
          JNZ SCLLP1
          RET

```

```

; VERTICAL INTERRUPT CONTINUE
; *****
VTSUB: DCX H ;VCALEN
          MOV M,H ;h<>0, enable VCAL routine
          LHL D CUR ;get cursor
          MVI M,3 ;write to DP8350
          LHL D TOP ;top of page
          MVI M,2 ;write to DP8350
          OUT VERPRT ;clr vert intr flip/flop
          POP H
          EI
          RET

```

PAGE

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CRT801

```

07BF ;{FUNCTION} ace, auto line feed, upper/lower case
ACESW: IN SETSW ;read switch settings
          ANI 010h
          STA AULF ;set auto lf flag
          IN SETSW ;read switch again
          ANI 020h
          JMP STUL ;set u/l case flag

```

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```

; INIT ACE, TOGGLE ULCASE (LOCAL)
07CD 3A 3FF0      ATGUL: LDA    ULCASE
07DD EE 20        XRI    020h ;toggle u/l case
07D2 32 3FF0      STUL: STA    ULCASE

07D5 CD 07F0      CALL   LUBD    ;lookup baud constant

07DB 21 9003      LXI    H,ACECTL
07DB 74          MOV    M,H    ;set DLAB

07DC 2E 01        MVI    L,1
07DE 72          MOV    M,D    ;set baud high
07DF 2B          DCX    H
07E0 73          MOV    M,E    ;set baud low

07E1 2E 03        MVI    L,3
07E3 36 02        MVI    M,2    ;7 bit,1 stop bit

07E5 3A 3FF1      EDACE: LDA    LDCLM ;local?
07E8 3C          INR    A
07E9 21 9000      LXI    H,ACEDTA
07EC 5E          MOV    E,M    ;remove ace input
07ED 23          INX    H    ;ACEITR mask
07EE 77          MOV    M,A    ;en/disable ace intr
07EF C9          RET

07F0 DB 40        LUBD: IN    SETSW ;lookup baud constant
07F2 E6 0E        ANI    0Eh
07F4 C6 F0        BADDR: ADI   low B110;add base addr
07F6 6F          MOV    L,A
07F7 26 01        MVI    H,1
07F9 5E          MOV    E,M    ;get baud low
07FA 23          INX    H
07FB 56          MOV    D,M    ;get baud high
07FC C9          RET
END            START

```

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CRT901

Macros:

Symbols:

\$1	06B2	\$2	05A0	\$3	06B1	\$4	04A7
\$5	04A9	\$D1	0767	\$D2	059B	\$D3	0752
\$DLY	075E	\$G1	06AD	\$G2	06AC	\$G3	06B2
ACE	003B	ACECTL	9003	ACEDTA	9000	ACEDUP	001B
ACEITR	9001	ACESTU	9005	ACESW	07BF	ADDCUR	05A2
ATGUL	07CD	AULF	3FF2	B110	01F0	B1200	01F4
B19200	01FC	B2400	01F6	B3B400	01FE	B4B00	01FB
B600	01F2	B9600	01FA	BADDR	07F4	BELL	0434
BELPRT	0001	BGNDF	04F7	BS	041F	BS1	0422
BSRTN	0417	C1D	023A	C7E	0240	CALCX	05A6
CALCY	05B4	CALJMP	015C	CARRTN	03B9	CB	0204
CE	020A	CFB	0642	CFBDIF	0653	CFBLP	0644
CG	020E	CHAR	0372	CHKGM	06C1	CJMP	015B
CLRR0W	03DE	CLRSCN	04CE	CLRWLP	04E1	CMRTN	025C
CPLP	056F	CPYCTL	3FE7	CG	0222	CR	000D
CRACE	074A	CRLR	0590	CROW	3FFA	CROWH	3FFB
CTLRW1	04E6	CTLRW2	04E9	CU	022A	CUR	3FF8
CUREN	3FEC	CURH	3FF9	CURL0C	0174	CURTMR	3FEB
CURULK	04AE	CX4FD	05B3	CY17D	05BE	DCROW	03DB
DCUR1	0463	DEGRPH	06BC	DEL	0419	DFCLOC	0171
DICMD	03CE	DICUR	001B	DMYROW	3F00	DRCFL	067A
DRLLP	04C7	DRTLN	04C0	DRTPG	04BA	DRWZCU	05BC
DWNCUR	0460	EDACE	07E8	ENGRPH	06B7	F1	0A5F
F10	84DB	F11	B5F3	F12	8472	F13	84BC
F14	84AE	F15	BDD1	F16	ADA2	F17	84F1
F18	84F7	F19	B36B	F2	03B9	F20	835B
F21	B505	F22	B512	F23	AD26	F24	9E8A
F25	0419	F26	B3DB	F27	84C0	F28	84BA
F29	8642	F3	03B1	F30	84CE	F31	8CB6
F32	801B	F33	B71D	F34	B7BF	F35	0AC5
F36	86BC	F4	0C34	F5	060A	F6	0437
F7	041F	F8	844E	F9	8460	FBG	3F20
FCHR2	37B0	FFCHK	0267	FFEND	3F9F	FFRD	3FE5
FFSTR	3F50	FFWCT	3FEA	FFWRT	3FE6	FGNDF	04F1
FIFACE	004E	FRCR	0596	FROW	3FEF	FROWH	3FFF
FS	0437	FUNC	016B	GECNTL	3FEF	GRAPH	068A
GSYMBL	3FF3	HOMCUR	04DB	ICMD	3FE8	ILCHAR	03AB
ILELIN	02C2	ILNERG	0547	INIT	00E2	INSCHA	036B
INSCR	03BD	INSLNE	0505	INSLP	039B	IRWDS	05C1
ISLRG	0526	ISNPA	053C	JMPADD	016A	KBD	0020
KBDACE	01E4	KBDINT	02C9	KBDLCK	3FEE	KBDPRT	00B0
KBLK	04B6	KL CRTN	0260	KNACTV	0327	KULCDE	0003
LCL	02F2	LCLFUN	009F	LCLIND	0002	LDFGD	04FA
LEADIN	3FE9	LENDLP	0729	LF	000A	LFD	03C1
LFEED	03B1	LFSCR	03D2	LGPARA	06BD	LIN	B000
LINC	007E	LINEXE	02BE	LINF	3FA0	LINFH	3FA1
LINMDE	02B3	LINP	3FA3	LINPFN	02A4	LINPRA	02B3

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LINSET 02C5   LINWCT 3FA2   LNSP   0734   LOCLM  3FF1
LRDCUR 0773   LROW   3FFC   LROWH  3FFD   LSTCHR 03C0
LUBD   07F0   MIDCHR 03B7   MOVROW 054B   MOVROW 0550
NLC    0B00   NLCSE  02EC   NOWRAP 0066   NPAGE  05F3
NPLP   05F9   NPLT   0601   NRW    3FF5   DNLINE 0345

STARPLEX MACRO-ASSEMBLER V2.0      PAGE      31
CRTB01
OUTACE 0079   DVRNG  032C   P32SYM 0700   P3BSYM 06F3
P4SP   06FB   P6SYM  06F7   PATTN  0112   PGM     06D5
PGMLP  0702   PSPC   03A4   PTNLP  0117   PUSHSP 03EC
RDCUR  05D1   RDFIFO 026E   RDNEQ  04A4   RDX     05E0
RDY    05E7   RFFRNG 027A   ROLDWN 048C   ROLUP  0472
ROM2   034F   ROSEOD 05CD   ROSFFU 05CB   ROW    000B
ROW1   00B2   ROW10  0094   ROW11  0096   ROW12  009B
ROW13  009A   ROW14  009C   ROW15  009E   ROW16  00A0
ROW17  00A2   ROW18  00A4   ROW19  00A6   ROW2   0084
ROW20  00A8   ROW21  00AA   ROW22  00AC   ROW23  00AE
ROW24  00B0   ROW25  00B2   ROW26  00B4   ROW27  00B6
ROW28  00B8   ROW29  00BA   ROW3   00B6   ROW30  00B8
ROW31  00BE   ROW32  00C0   ROW33  00C2   ROW34  00C4
ROW35  00C6   ROW36  00CB   ROW37  00CA   ROW38  00CC
ROW39  00CE   ROW4   00B8   ROW40  00D0   ROW41  00D2
ROW42  00D4   ROW43  00D6   ROW44  00D8   ROW45  00DA
ROW46  00DC   ROW47  00DE   ROW47D 007E   ROW48  00E0
ROW48D 00B0   ROW5   00BA   ROW6   00BC   ROW7   00BE
ROW8   0090   ROW9   0092   ROWDP  002B   ROWPRT 0040
RR1    01B2   RR10   0194   RR11   0196   RR12   019B
RR13   019A   RR14   019C   RR15   019E   RR16   01A0
RR17   01A2   RR18   01A4   RR19   01A6   RR1D   01E2
RR2    01B4   RR20   01AB   RR21   01AA   RR22   01AC
RR23   01AE   RR24   01B0   RR25   01B2   RR26   01B4
RR27   01B6   RR28   01B8   RR29   01BA   RR3    01B6
RR30   01BC   RR31   01BE   RR32   01C0   RR33   01C2
RR34   01C4   RR35   01C6   RR36   01C8   RR37   01CA
RR38   01CC   RR39   01CE   RR4    01B8   RR40   01D0
RR41   01D2   RR42   01D4   RR43   01D6   RR44   01D8
RR45   01DA   RR46   01DC   RR47   01DE   RR47D  017E
RR48   01E0   RR4BD  01B0   RR5    01BA   RR6    01BC
RR7    01BE   RRB    0190   RR9    0192   RTECTL 3FED
RTN    025F   RUADD  070C   RUNEQ  0484   RWRG   0060
SCALE  0784   SCATT  0667   SCLLP1 0799   SCLLP2 079D
SETSW  0040   SLNERG 051B   SNCNTL 073E   SNDCR  006B
SNDLNE 071D   SNDLP  0735   SPC    0020   START  0000
STFIFO 0244   STK    3FE5   STOFCH 035B   STOFLN 0512
STOFLP 035F   STSCN  06D0   STSP   06CB   STUL   07D2
TAB    060A   TABSTP 0033   TBLJMP 0200   TDAOSP 0611
TGLCL  0333   TMCUR  062F   TOP    3FF6   TOPH   3FF7
TSANSP 0620   TSATT  0635   UCUR1  0451   ULCASE 3FF0
UPCUR  044E   VCAL   011F   VCALEN 3FF4   VERPRT 0040
VERT   0010   VERTDP 0030   VRWRAP 0061   VTSUB  07AE
W1     1000   W2     2000   WAIT   014E   WFFRNG 025A
WTACEA 006D   WTACED 006E   ZROCUR 04DE

```

No Fatal error(s)

TL/F/5869-26

**LIFE SUPPORT POLICY**

NATIONAL'S PRODUCTS ARE NOT AUTHORIZED FOR USE AS CRITICAL COMPONENTS IN LIFE SUPPORT DEVICES OR SYSTEMS WITHOUT THE EXPRESS WRITTEN APPROVAL OF THE PRESIDENT OF NATIONAL SEMICONDUCTOR CORPORATION. As used herein:

1. Life support devices or systems are devices or systems which, (a) are intended for surgical implant into the body, or (b) support or sustain life, and whose failure to perform, when properly used in accordance with instructions for use provided in the labeling, can be reasonably expected to result in a significant injury to the user.
2. A critical component is any component of a life support device or system whose failure to perform can be reasonably expected to cause the failure of the life support device or system, or to affect its safety or effectiveness.



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