



Assembler ROM and
HP 82928A System Monitor
Reference Manual

HP-87

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INTRODUCTION

1.1 General Information

This manual outlines the commands, statements, instructions, and use of both the HP-87 Assembler ROM and the HP 82928A System Monitor. The manual assumes you have some knowledge of programming in assembly language. If you are not familiar with the HP-87 Personal Computer, you should read the owner's manual.

The HP-87 contains both read only memory (ROM) and read-write or random access memory (RAM). The RAM contains the user's BASIC language programs and data, and can also contain up to five binary (machine language) programs. The ROM contains the machine language program that recognizes and executes the statements provided by the BASIC language. Thus, the operating system ROM provides such statements as PRINT, DISP, and INPUT.

When external peripheral devices are added, their wider range of capabilities requires more extensive BASIC language statements to fully use these capabilities. Additional external ROMs enrich the BASIC language by increasing the number of statements and functions that can be recognized and executed. Similarly, a binary program also extends the BASIC language.

1.2 The Assembler ROM

Using the Assembler ROM, you can write assembly language binary programs for residence and execution within the computer or for creation of a plug-in EPROM for the computer. A binary program can:

- Extend the BASIC language.
- Give increased execution speed.
- Redefine the system.

The Assembler ROM permits you to enter and edit source code for binary programs on the computer's CRT screen. Automatic line numbering and cursor movement are active, and the source code can be stored on a mass storage device, listed, and edited. As source statements are entered, they are automatically checked for syntax errors and duplicate labels.

Section 1: General Information

At assembly time the resulting object code (machine language) is stored on the mass storage device. The object code can also be loaded automatically or on command, and it is then ready to run.

To aid in programming, a disc is supplied with the Assembler ROM. This disc contains a global file of the system labels and their memory addresses for use during assembly. The disc also contains the sample programs from section 7 to help illustrate how binary programs are created and run.

The Assembler ROM gives you the ability to tailor statements for your own applications, to speed up program execution, and to perform sophisticated graphics. But with all the power and system accessibility provided by the Assembler ROM, it is also possible to defeat the computer's internal safeguards and even seriously damage the computer. For this reason, you should understand assembly language programming before attempting to use the Assembler ROM.

1.3 The HP 82928A System Monitor

The system monitor is an optional plug-in module that is designed for use only in conjunction with the Assembler ROM. The system monitor is not required, but it makes the debugging and modification of binary programs much easier.

With the system monitor module attached, you can set breakpoints that interrupt the execution of a program. After program execution has been interrupted, you can examine or change the contents of memory, execute one instruction at a time (single-step), or you can trace the operation of a machine language program, printing the status of the CPU after each instruction.

System monitor instructions are discussed in detail in section 5 and the use of these instructions is demonstrated in section 7.

1.4 Using HP-83/85 Binary Programs on the HP-87

The HP-87 uses the same CPU as the HP-83/85. The programs are entered, stored, listed, and run in the same manner. There are some differences on the HP-87 which include:

- BASIC programs are stored in reverse order (executing from the higher addresses and progressing to the lower addresses).
- The extended memory controller makes it possible to access more memory.
- Five binary programs can be resident in the computer at a time.
- PTR1 is used as the BASIC program execution pointer at run time.
- PTR2 is used as the output stack pointer at parse time.
- Entire programs are no longer allocated before execution begins.
- The BASIC program control block in the HP-87 is 40 bytes long.
- The operating stack is of fixed length in the system RAM.
- String values are passed on the operating stack as a two-byte length and a three-byte address.
- Inverse video, more display modes, eight bit CRT addresses, and access during horizontal retrace periods are a few of the changes affecting the CRT.

Because the differences are only highlighted in this section, you should refer to individual sections in this manual to become familiar with the HP-87 Assembler ROM before writing programs.

To modify an existing HP-83/85 binary program for use on the HP-87:

1. Pick a binary program number and put it in the NAM statement. This should be a value between 200 and 377 (octal). Numbers from 0 to 177 are reserved for use by Hewlett-Packard.

Two different binary programs may have the same binary program number, but they cannot be loaded and used at the same time. Attempting to do so will cause a BAD BIN-LOAD error.

Section 1: General Information

2. Modify any ABS statements. In the HP-83/85, all binary programs were loaded so that the absolute base address could be calculated by the Assembler ROM at assembly time based upon the length of the binary program. In the HP-87, this is not true. A change must be made in the ABS pseudo-opcode. You must have an absolute base address.

This only applies to binary programs that were written as absolute code. Most binary programs are relative and not affected by this change.

3. Modify all parse routines to use PTR2 as the output pointer rather than R12-R13.
4. Modify all parse routines to push the binary program token out as:

TOK# BPGM# 371
rather than:

371 GARBAGE-BYTE TOK#

5. Change all RUNTIME references to R10 into references to PTR1.
6. Modify all code that uses string parameters that are passed on the R12 stack. These strings use three-byte addresses on the HP-87, rather than the two-byte addresses used by the HP-83/85.
7. Check all references to any system routines to see if any changes have occurred to the input/output conditions of the routine. Make any necessary changes.
8. Change all system/global address definitions.
9. Any routine that gets control through a RAM hook (such as CHIDLE, KYIDLE, IOTRFC) must calculate the base address of the binary program rather than loading it from BINTAB. Use the code:

```
LABEL LDM R20,R4
      BIN
      SBM R20,=LABEL
```

This will leave R20-R21 with the absolute base address of the binary program. This change is necessary only in relative binary programs.

10. If the binary program uses its own error messages, ERRBP# (a RAM location in the system global addresses) must be set to the binary program number before calling ERROR or ERROR+.

1.5 Assembler Commands, Statements, and Functions

The commands and the statements and functions provided by the Assembler ROM are added those which are already part of the instruction set. They are executed exactly as the rest of the instruction set, and have been created to help the programmer control and use the assembler.

Assembly language elements are used as the actual instructions in writing binary programs. The format and use of these elements are discussed in section 6, and complete list may be found in sections 6 and 8.

Assembler Commands

A command is nonprogrammable, and can be executed only from the keyboard. The assembler commands permit the user to transfer between assembler and BASIC system modes, to assemble, store and load binary program source code, and to find labels within the source code in memory.

ALOAD file name Assembler Command

Legal only in assembler mode. Loads source code that was previously stored with the ASTORE command into computer memory from the file specified on the currently selected mass storage device. The file must be of the type known as extended **** or ASSM.

Note: The extended type of file, denoted by **** on the directory of a mass storage device, does not necessarily mean that the file contains source code. In fact, other HP firmware and software may generate extended type files.

ASSEMBLE file name [,numeric value] Assembler Command

Legal only in assembler mode. Assembles source code currently in the computer memory and stores it in the file specified by file name on the currently selected mass storage device. The assembled source code is stored as either a binary program or, if the file has been declared a ROM or global file, as a series of strings in a data file.

Section 1: General Information

If at assembly numeric value is evaluated as zero, the binary program currently in the computer memory is scratched, and the object code of the newly assembled binary program is loaded from the mass storage device into memory. Default numeric value is evaluated as zero.

If at assembly numeric value is other than zero, any binary program currently in memory remains inviolate, and the object code of the newly assembled binary program is stored only on the current mass storage device.

Note: If a program contains an error or if programs are linked at assembly, this command can destroy the source code; if the source code is to be saved on a mass storage device, it should be stored there before typing ASSEMBLE.

ASSEMBLER Assembler Command

Legal only when the computer is in normal system mode, this command scratches memory and puts the computer into assembler mode. In assembler mode, most normal BASIC statements will still operate, but only as calculator mode statements; they are not programmable. Source code for a binary program can then be typed in with line numbers, just as a BASIC program is typed in while in normal system mode (but with only one instruction per line). Unlike its operation in normal system mode, the computer is somewhat sensitive to character spacing while in assembler mode. Auto line numbering, screen editing, listing, etc., are all function. The [CONT], [STEP], and [INIT] keys are inoperative in assembler mode. Displays READY when executed.

ASTORE file name Assembler Command

Legal only in assembler mode. Stores the source code currently in the computer memory into the specified file on the currently selected mass storage device. File is of the type known as extended, shown in the directory as extended (****) or ASSM.

BASIC Assembler Command

Legal only when in assembler mode, this command scratches memory and puts the computer back into BASIC mode. Display READY when executed.

Section 1: General Information

FLABEL label Assembler Command

Legal only in assembler mode. This command searches through the source code in memory for the label specified. For each occurrence of the label the line is listed. After an FLABEL command has been executed, pressing the [LIST] key causes the source code to be listed, beginning with the last line where the label occurs.

FREFS string Assembler Command

Legal only in BASIC or assembler mode. Searches through the source code in memory for all occurrences of the specified string. After an FREFS command has been executed, pressing the [LIST] key causes the source code to be listed, beginning with the first line where the string occurred. Pressing any key will cause the FREFS command to halt prematurely.

Assembler Statements and Functions

Statements and functions are programmable BASIC language elements. The statements and functions provided by the Assembler ROM are simply additions to the BASIC language of the computer. As with all BASIC statements and functions, they may be used either in calculator mode or as part of a BASIC program when in BASIC mode. When the computer is in assembler mode, all BASIC statements and functions may be executed only from the keyboard.

DEC Assembler Provided BASIC Function

Returns the decimal equivalent of the specified octal value.

MEM address [:ROM#],# of bytes][=#,#,..] Assembler Provided BASIC Function

Dumps the contents of computer RAM or ROM memory to the current CRT IS device beginning with the octal address given. Continues dumping for the specified octal [,# of bytes]. At power-on, default # of bytes is 100 octal; otherwise, default is the last # of bytes specified.

The [:ROM #], if included, is an octal value that selects the plug-in ROM from which memory is dumped. At power-on, default value for ROM # is 0; otherwise, default is the last ROM # specified.

Section 1: General Information

If =#,# is included in the statement, memory is not dumped, but instead the contents of memory locations beginning at the address given are changed to the octal values specified after the = sign. The memory locations must be in RAM. The contents of one succeeding memory location are changed for each value specified after the = sign. The # of bytes, if included in the statement, is disregarded in this case. Pressing any key will cause the memory dump to halt.

MEMD address [:ROM#][,# of bytes][=#,#,...]
Assembler Provided BASIC Statement

Same as MEM except reads the contents of three bytes of memory beginning with the address given and uses those contents as the address.

OCT decimal numeric value
Assembler Provided BASIC Statement

Returns the equivalent of the specified decimal value.

REL octal address
Assembler Provided BASIC Statement

Returns the absolute address of a relative address. Takes the relative octal address and adds to it the address (called BINTAB) of the beginning of the last binary program that was accessed to yield the octal absolute address. May be used alone or with the MEM command. May also be used with the command BKP if HP 82928A System Monitor is installed.

SCRATCHBIN
Assembler Provided BASIC Statement

Scratches all current binary programs from computer memory, without affecting anything else.

CPU STRUCTURE AND OPERATION

2.1 CPU Register Bank

The central processing unit (CPU) consists of 64 eight-bit registers, an address register pointer (ARP), a data register pointer (DRP), an arithmetic-logic unit (ALU), a shifter, and a set of status indicators.

The 64 eight-bit registers are grouped into two sections. The first 40 (octal) registers have two-byte boundaries and are used principally for addresses. Many of these bytes are reserved by the CPU for use as special purpose registers, and direct access to these should be avoided. The next 40 (octal) registers are separated by eight-byte boundaries. Floating-point numbers, 64 bits long, are stored here. The programmer must be aware of what is destroyed when the system uses these registers. The effects of system routines on register contents are found in section 8.

Any register in the CPU may be used as an accumulator when performing an operation. To distinguish between the registers, the CPU uses the DRP to designate the accumulator and the ARP to designate the operand. The DRP directs the results of arithmetic operations to the register it points to, and the ARP supplies the second operand when it is needed. Both the ARP and the DRP can be used to address any of the bytes in the CPU register bank. The CPU register addressed by the ARP is called the address register, or AR. The register addressed by the DRP is called the data register, or DR.

Section 2: CPU Structure and Operation

Hardware-Dedicated Registers

Registers	Description
0,1	Register Bank Pointer: R0 points to the remainder of the CPU register bank. R1 is only accessible through R0.
2,3	Index Scratch: R2-R3 are used for address calculation for indexed addressing.
4,5	Program Counter (PC): R4-R5 hold the absolute address of the next instruction location.
6,7	Return Stack Pointer: R6-R7 contain the pointer for the subroutine return stack. When a "JSB=" subroutine jump is executed, the CPU pushes the PC (R4-R5) on the stack. When the RTN is executed, the CPU pops two bytes from this stack and places them in R4-R5 (program counter).

Software-Dedicated Registers and EMC Pointers

Registers/Pointers	Description
PTR1	At run time, contains the program counter (PCR), a pointer for executing BASIC programs.
PTR2	At parse time, used to point to the parse output stack.
10,11	Not software dedicated at run time. When parsing, R10-R11 point to the next character of the input ASCII stream.
12,13	Operation Stack: Parameters and results are passed on the stack pointed to by this register pair. Contains expressions when the BASIC program is decompiling.
14	When parsing or decompiling, R14 contains the current token being processed.

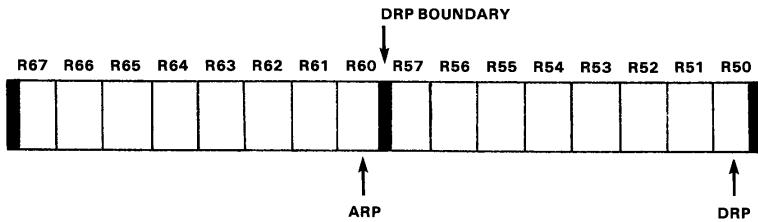
Section 2: CPU Structure and Operation

Software-Dedicated Registers and EMC Pointers

Registers/Pointers	Description
16	Current Status (CSTAT): R16 contains the code that indicates the current mode of operation. The table of CSTAT codes is found in paragraph 3.4.
17	External Communication Status (XCOM): When an external interrupt takes place the status is stored in R17. The table of XCOM status codes is found in section 3.

Multi-byte operations can be performed with the help of the register boundaries. The number of consecutive registers that will be used in the operation is determined by the distance between the DRP and the next boundary.

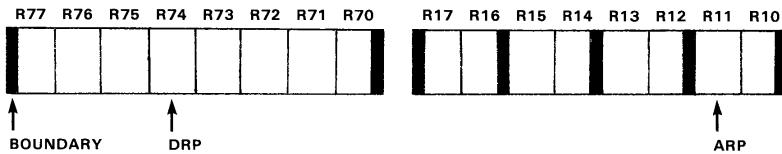
Example: In a multi-byte addition a 64-bit quantity contained in registers 50 through 57 will be added to a 64-bit quantity in registers 60 through 67.



The operation begins with the registers pointed to by the DRP and the ARP, processing the registers within the boundary. The result is stored as a multi-byte quantity in the registers pointed to by the DRP.

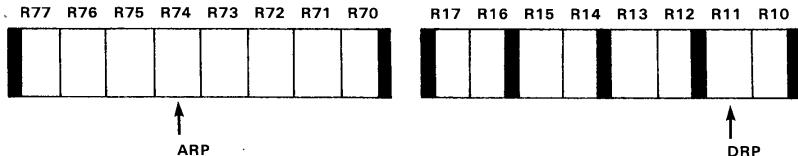
Section 2: CPU Structure and Operation

Example: A multi-byte load with the DRP set to R74 and the ARP set to R11 will load the four registers R74-R77 with the contents of R11-R14.



The boundary is determined by the DRP and is ignored by the ARP. In the previous example, the load terminates when the DRP reaches the next boundary.

Example: The multi-byte store recognizes the boundaries in exactly the same way as the multi-byte load. Attempting to store with the DRP set to R11 and ARP set to R74 would result in the loss of several bytes due to the boundary after R11.

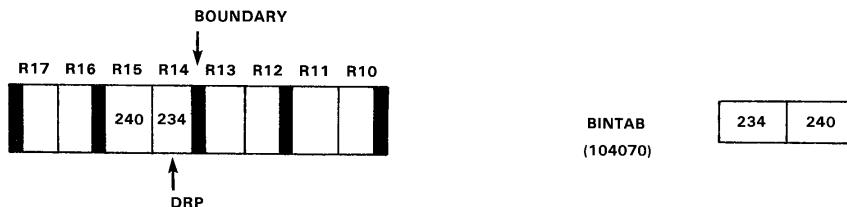


The boundary after R11 stops the multi-byte operation. Only one register is transferred to its destination, that is, R74. The DRP always determines how many bytes will be involved in a multi-byte operation.

There are also two-operand operations where the DRP points to one operand, and the second is located in computer memory. The number of bytes used in the operation is dependent upon the boundary after the DRP. That number of bytes of memory will be used starting at the location described by the label or pointer accessing computer memory.

Section 2: CPU Structure and Operation

Example: This load will be done with the address BINTAB, which is a label pointing to an address which contains the address of the start of the binary program. The DRP will point to R14.



Because the boundary is two bytes from the DRP, two bytes are accessed from memory.

2.2 Number Representation

The CPU can operate on numbers as octal and binary-coded decimal (BCD) quantities. All registers and register addresses are represented as octal numbers, and all floating-point numbers are represented in BCD notation, that is, each decimal digit is stored as a four-bit binary number, with two digits per register. Since the CPU cannot tell one representation from another, it is important to keep track of the way numbers are stored when doing arithmetic operations.

An address is always an octal value that occupies 16 bits or, for the extended memory pointers, 24 bits. The highest-numbered byte contains the first, or most significant, part of the address, and the lowest-numbered byte contains the last, or least significant, part of the address.

Example: The octal address 177605 is stored in two registers, R13 and R12. An address is always an octal value that occupies 16 bits and is contained in two registers.

177605 = 111111110000101

Binary Representation

R27	1 1 1 1 1 1 1 1	R26	1 0 0 0 0 1 0 1
-----	-----------------	-----	-----------------

Octal Representation

R27	3 7 7	R26	2 0 5
-----	-------	-----	-------

Section 2: CPU Structure and Operation

The ARP and the DRP will always point to the least significant byte of a multi-byte operation.

With BCD numbers, decimal one is represented with four bits, $0\ 0\ 0\ 1$, decimal two is $0\ 0\ 1\ 0$, on up to decimal nine, which is $1\ 0\ 0\ 1$. When the decimal number has more than one digit, each digit is represented by four bits.

Example: The decimal number 3738 is represented by 16 bits.

3=0011 7=0111 3=0011 8=1000

Binary Representation

R27	0 0 1 1 0 1 1 1	R26	0 0 1 1 1 0 0 0
-----	-----------------	-----	-----------------

Octal Representation

R27	0 6 7	R26	0 7 0
-----	-------	-----	-------

Each byte can contain two four-bit BCD digits. Each register can represent numbers in the range 00 to 99.

The ten's complement is used to simulate subtraction exactly like the two's complement is used in binary arithmetic. The ten's complement is formed by subtracting each binary-coded digit from nine (nine's complement arithmetic), $1\ 0\ 0\ 1$, then putting the digits back together to form the number again and finally incrementing the entire quantity by one (one's complement arithmetic).

The negative of a number in BCD representation, for subtraction purposes or in special cases to show the sign of an exponent, is found by taking the ten's complement.

Example: To find the negative of 19, each digit, 1 and 9, is subtracted from 9, or, another way of looking at it, 19 is subtracted from 99.

$$\begin{array}{r} 99 \\ - 19 \\ \hline 80 \end{array} \quad \begin{array}{r} 1001 \ 1001 \\ - 0001 \ 1001 \\ \hline 1000 \ 0000 \end{array}$$

Section 2: CPU Structure and Operation

Add one to the combined result:

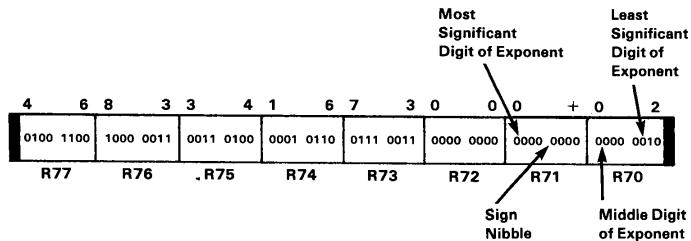
$$\begin{array}{r}
 80 \\
 + 01 \\
 \hline
 81
 \end{array}
 \quad
 \begin{array}{r}
 1000 0000 \\
 + 0000 0001 \\
 \hline
 1000 0001
 \end{array}$$

In effect, when 81 is added to 19 the result is 00 in BCD notation.

Numeric quantities may be represented as real floating-point, short, and integer formats. The real and short forms are expressed as BCD digits, and the integer form is a five-digit number with a sign digit at the end of the quantity. The system represents all numeric quantities in BCD notation.

Real numbers have a mantissa of 12 digits, and exponent and sign information, all stored in eight bytes. The mantissa fills the 12 most significant nibbles of the number, the sign takes one nibble, and the exponent is contained in the last three nibbles. The most significant digit of the number is stored in the most significant byte, and the decimal point is assumed to be immediately after the most significant digit. The sign of the number follows the least significant digit of the mantissa, and the exponent, expressed in ten's complement notation, is found in the three least significant nibbles of the quantity.

Example: The real number 468.3341673 (in scientific notation 4.683341673×10^2), would be represented in BCD as:



The radix is assumed to be in R77 between the four and the six.

Integers are stored in three bytes, with five digits and a sign. The most significant digit of the integer is stored in the least significant byte. Real and short number representations are not right justified like integer representation.

Section 2: CPU Structure and Operation

Example: The integer 6483 would be represented in BCD notation from the least significant digit, 3, to the most significant digit, 6, with the sign, positive or 0 0 0 0, in the most significant four bits of the quantity.

+	0	6	4	8	3							
0000	0000	0110	0100	1000	0011							
R77	R76	R75	R74	R73	R72	R71	R70					

Short numbers have a mantissa of only five digits and an exponent of two digits. Both the mantissa and the exponent have sign bits, found in the most significant digit. The representation of the mantissa begins immediately following the sign bits with the most significant digit of the mantissa found in the second digit of the most significant byte. The assumed decimal point is directly after the first digit, then the rest of the mantissa is represented. The two least significant digits hold the exponent, which is not in complement form because the sign of the exponent is in the most significant digit.

Example: The short number $-.0064$ need not be represented as a 12-digit real number. In BCD short form it is represented as:

—	6	4	0	0	0	0	3	
0011	0110	0100	0000	0000	0000	0011		
R77	R76	R75	R74	R73	R72	R71	R70	

The radix is assumed to be between R77 and R76.

2.3 Status Indicators

The CPU contains eight flags and a four-bit register for program status. The flags signal the present condition of the data, while the four-bit register serves as an extended register for counting and data manipulation.

Section 2: CPU Structure and Operation

Status can affect or be affected by CPU instructions. The instruction set has data movement instructions of both the arithmetic and nonarithmetic types. These instructions include:

- Arithmetic: Add, subtract, compare, increment, decrement, and complement.
- Nonarithmetic: Load, store, "and", "or", "exclusive or", shift, clear, and test.

The CPU contains the following one-bit status flags and four-bit extend register:

DCM Decimal Mode Flag: This flag determines whether the system is using binary numbers or BCD numbers in arithmetic operations. In BCD mode, each decimal digit is converted to BCD, and all arithmetic operations are done with the resulting four-bit digits. This is the way floating-point real numbers and integers from BASIC programs are represented.

The system uses this flag to determine the correct mode, so the user must make sure it is set properly for arithmetic operations. All shifts and all arithmetic operations are affected by the DCM flag.

Two instructions affect the status of the DCM flag: BCD sets it to 1, and BIN clears it.

E Extend Register: In BCD mode, this four-bit register will accept the displaced digit resulting from a shift. Once in the register, a BCD digit may be incremented, decremented, or cleared, and, if needed, the digit may be returned to the register it came from using the extended shift instructions.

CY Carry Flag: In binary mode, this flag will indicate the result of a bit shift. A bit may be shifted into the CY flag, tested, and then shifted back into a register, using the extended shifts. It functions similar to the extend register in BCD mode.

Section 2: CPU Structure and Operation

During all arithmetic operations, the CY flag will be set with the carry out of the most significant part of the operation. In addition between two numbers where the result is too large for the register to hold, or in subtraction where the result is positive, the CY flag is set to 1. The CY flag may be thought of as the "borrow" if needed for subtraction.

When two quantities are added, the CY flag is set with the carry, if any, resulting from the addition of the most significant bits.

Examples:

If two positive numbers, both with a most significant bit of 0, are added, then the carry will always be 0.

$$\begin{array}{r} 01000010 \\ + 00100101 \\ \hline \text{CY } 0 \quad 01100111 \end{array}$$

If a positive number is added to a negative number, in reality a subtraction, then two possibilities could occur:

1. The result could be negative, in which case no carry would be made.

$$\begin{array}{r} 00101111 \\ + 10010111 \\ \hline \text{CY } 0 \quad 11000110 \end{array}$$

2. The result could be positive, causing a carry out.

$$\begin{array}{r} 01001101 \\ + 11101000 \\ \hline \text{CY } 1 \quad 00110101 \end{array}$$

Section 2: CPU Structure and Operation

If two negative numbers are added then the CY flag is set to 1.

1	1	0	0	0	0	0	0
+							
1	0	0	0	0	0	1	0
CY [1] [0 1 0 0 0 0 1 0]							

The carry flag is set by comparisons in the same manner as additions.

An increment sets the CY flag if the data register is all 1's.

1	1	1	1	1	1	1	1
+							
0	0	0	0	0	0	0	1
CY [1] [0 0 0 0 0 0 0 0]							

OV Overflow: The overflow status is determined by taking the "exclusive or" of the CY flag and the most significant bit of the data register. It is set to 1 when the addition of two positive numbers yields a negative result, when the addition of two negative numbers yields a positive result, and when the result of a left shift changes the sign of the data register.

0	0	1	0	1	1	1	1
+							
0	1	1	0	0	1	0	1
OV [1] [1 0 0 1 0 1 0 0] 057 + 145 202							

OD Least Significant Bit: After any data movement instruction, the least significant bit is shown as the OD flag. If the OD flag is set to 1, then the number is odd. If the OD flag is 0, the number is even. The right-most bit in the data register is always the least significant bit.

0	0	1	0	0	1	1	0
[0] OD							

Section 2: CPU Structure and Operation

NG Most Significant Bit: This flag displays the most significant bit in the data register. If this flag is set to 1 then the quantity is negative, and if the NG flag is clear then the quantity is positive.

NG

0	0 0 1 0 0 1 1 0
---	-----------------

ZR Zero: If the data register is 0 or if a comparison is made between two equal numbers then this flag is set to 1.

ZR

0 0 0 0 0 0 0 0	1
-----------------	---

LDZ Left Digit Zero: This flag is set if the left-most four bits are 0 0 0 0. In BCD mode this would indicate the most significant digit.

LDZ

1	0 0 0 0 1 0 1 1
---	-----------------

RDZ Right Digit Zero: If the least significant four bits are 0 0 0 0 then this flag is set to 1. In BCD mode this would indicate the least significant digit.

Example: Status information is based on the entire multi-byte quantity that is being processed. All multi-byte operations, except right shift, start execution with the least significant byte. The right shift starts with the most significant byte. All status flags, except OD, RDZ, and DCM, are updated after each byte of execution and will be correct as the register boundary is met. The OD and RDZ flags are set for the first byte and never changed. The E, CY, and OVF flags are only affected by arithmetic operations.

Section 2: CPU Structure and Operation

After the multi-byte addition of the two system addresses, OFFSET (000100) and the label VARIABLE (000365), the status indicators will be set as follows:

OFFSET	1 0 0 0 1 0 0 0	0 0 1 1 1 0 0 0						
+ VARIABLE	0 0 0 0 0 0 0 0	1 1 1 1 0 1 0 1						
RESULT	1 0 0 0 1 0 0 1	0 0 1 0 1 1 0 1						
DCM	E	CY	OV	NG	OD	LDZ	RDZ	ZR
0	0000	0	0	1	1	0	0	0

OPERATING SYSTEM

3.1 Introduction

This section explains how system memory is allocated, how extended memory is accessed, and how a statement is parsed and becomes part of a BASIC program. It also explains the sequence of operations that occurs when a BASIC program is run.

BASIC programs are executed by an interpreter. However, the code that is interpreted is vastly different from the BASIC statements as they were originally entered. As the statements are entered, they are parsed and compiled into a form of RPN (Reverse Polish Notation), which can be interpreted more efficiently. The BASIC reserved words are converted to single-byte tokens (refer to Execution by Tokens). This makes the internal form of the code somewhat more compact than the original form, and also makes interpretation easier and faster.

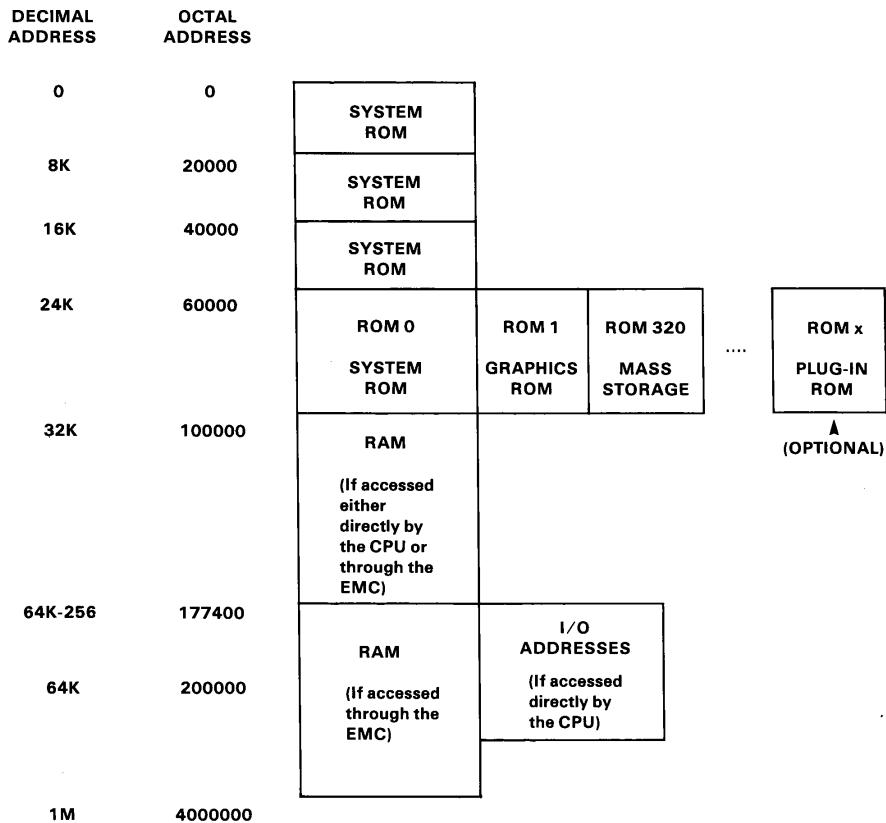
Also during the process of parsing and compiling, variables are placed in a variable storage area, with only their addresses and names remaining in the area containing the tokens. The BASIC program is held in memory as a series of tokens and addresses of variables and associated data bytes. To execute the program, the computer processes these token and variable addresses in order. As each token is processed, it causes the machine to access a table of routine addresses and execute a specific routine corresponding to the token. If the token indicates a variable, the machine uses the next three bytes as the variable address.

3.2 System Memory

Several distinctly different regions comprise the system memory. They are (all numbers are octal unless indicated otherwise):

- Six system ROMs, each containing 8192 decimal bytes. A subset of the ROM area is the address range from 60000 to 77777. This range is shared by system ROMs 0, 1, 320, and all of the external plug-in ROMs. Each of the ROMs in this area can be selected or deselected for talking on the bus, but only one of them can be selected at a time. Each of these ROMs has a bank-select address which is its ROM number, ranging from 0 to 376. To select a particular ROM you store the desired ROM number to an I/O address called RSELEC. The chosen ROM will be selected and all other bank-selectable ROMs will be deselected.
- RAM, 32768 (decimal) bytes in the basic machine.
- Memory addressable directly by the CPU (addresses 0 to 177777).
- Memory addressable through the extended memory controller (EMC), 32K-544K.
- The block of 400 addresses (177400 to 177777) which act as I/O addresses, when accessed directly by the CPU. The same addresses accessed through the extended memory controller will act as RAM memory, not as I/O addresses.

Section 3: Operating System



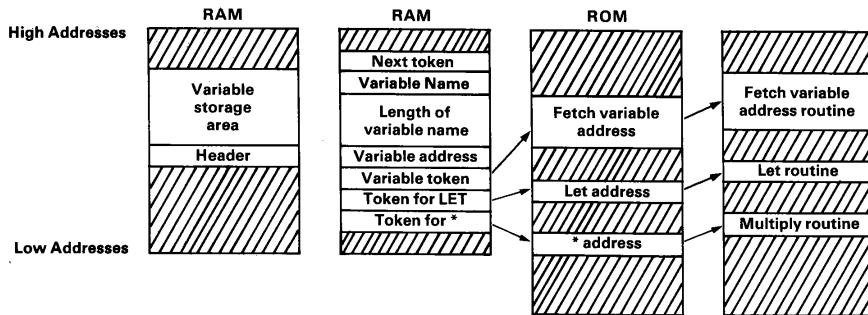
Section 3: Operating System

Computer Operation

The basic machine is controlled by system routines that are permanently resident at fixed addresses in memory. The addresses and names of many of these system routines may be found in the global file in section 8.

In addition to the system routines, control can also pass to one of the plug-in bank-selectable ROMs, or to a binary program in memory. At certain times in the operation of the system, the resident binary programs and ROMs are polled by the main system. In addition, there are a number of entry points (hooks) that allow operation to be intercepted and modified by a binary program or ROM. These hooks are normally idle, but they can be used to take over the system at certain key times.

Execution by Tokens (Run Time)



Tokens are used to represent the keyword, such as LET, FOR, BEEP, etc., that make up each BASIC statement. Each token is a one-byte quantity that the machine uses to find the addresses of routines associated with that token. Each token must have an associated entry in a table of routines for execution at run time, another entry in an ASCII keyword table, and a third entry in a table of parse routines. A list of system tokens may be found in section 8.

The computer is a token-driven machine. A program is held in memory as a series of tokens and variable addresses which the machine processes.

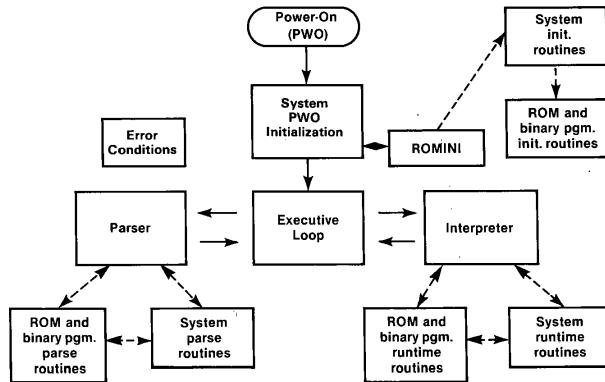
Section 3: Operating System

For example, at run time as the system executes a program, it processes a token by fetching the address of an associated run time routine from a table of addresses. The run time table may exist in a binary program and/or an external ROM as well as in the main system. The system jumps to the specified address to execute the routine, then fetches the next token and searches for its run time routine in the tables, etc.

Some tokens indicate to the system that the three bytes following the token contain a variable address. In this case, the system attempts to find the variable in the variable storage area and, if not found, creates a place for it. Other tokens indicate that the bytes following the token are constants to be pushed onto the R12 stack.

Two tokens, 370 (octal) and 371 (octal), are used to expand the token tables. Token 370 indicates to the system that the next byte is the number of a ROM, and that the byte after the ROM number is the token within the ROMs table that is to be executed. Token 371 directs the system to a binary program in the same way.

3.3 Overall System Flow



System flow is shown by the chart above. In general, loading and running a program, or executing a calculator mode statement, will require execution within the following areas:

Power-on Initialization: When the computer initially powers-up, it performs a sequence of operations: performs a self-test, accesses and resets any interface modules, reserves memory for later use, allows any ROMs to reserve memory, and returns to the system.

Executive Loop: External stimulus (such as a keyboard interrupt) and changes within the computer (such as an error condition) will cause the executive loop to call the appropriate routines to take control at the right time.

Parser: Parsing occurs when [END LINE] is pressed after a program line or calculator mode statement has been typed. Parsing is the changing of ASCII code into tokens. The parser first searches the ASCII tables in any resident binary programs for a keyword match, then the ASCII tables in any external ROMs, and finally the system tables. This makes it possible to redefine system keywords.

Interpreter: The interpreter actually runs a program or executes a calculator mode statement by fetching tokens and calling the run time routines to execute them.

Section 3: Operating System

In addition, there are two other areas which may be called:

Initialization: At many times, including power-on, RESET, SCRATCH, etc., the system calls routines for initialization. Initialization routines are called through the ROMINI routine; the system polls system initialization routines first, ROM routines second, and the routines in the resident binary programs last. ROMFL is a RAM location that initialization routines called by ROMINI can look at to see why they were called.

Initialization routines are called before, during, or after a condition occurs, depending upon the following conditions:

ROMFL	Meaning	Initialization Routines Called
0	Power-On	After system initialization.
1	RESET	After system reset.
2	SCRATCH	Before scratch.
3	LOADBIN	After loadbin.
4	RUN	Before execution begins.
5	INIT	After allocation done.
5	LOAD	Before load.
6	STOP, PAUSE	During.
7	CHAIN	After.
10	Allocate token class>56	During.
11	Deallocate token class>56	During.
12	Decompile token classs>56	During.
13	Program halt on error	During.

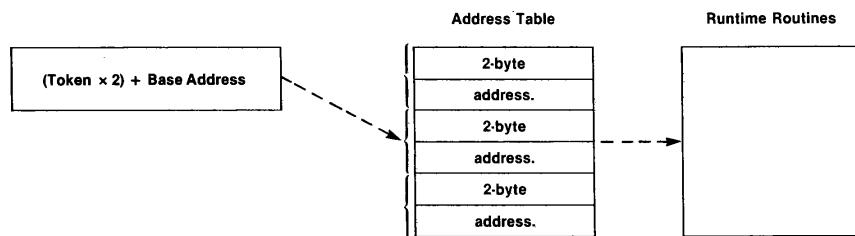
When errors occur, the system generates the proper warning or error message.

Section 3: Operating System

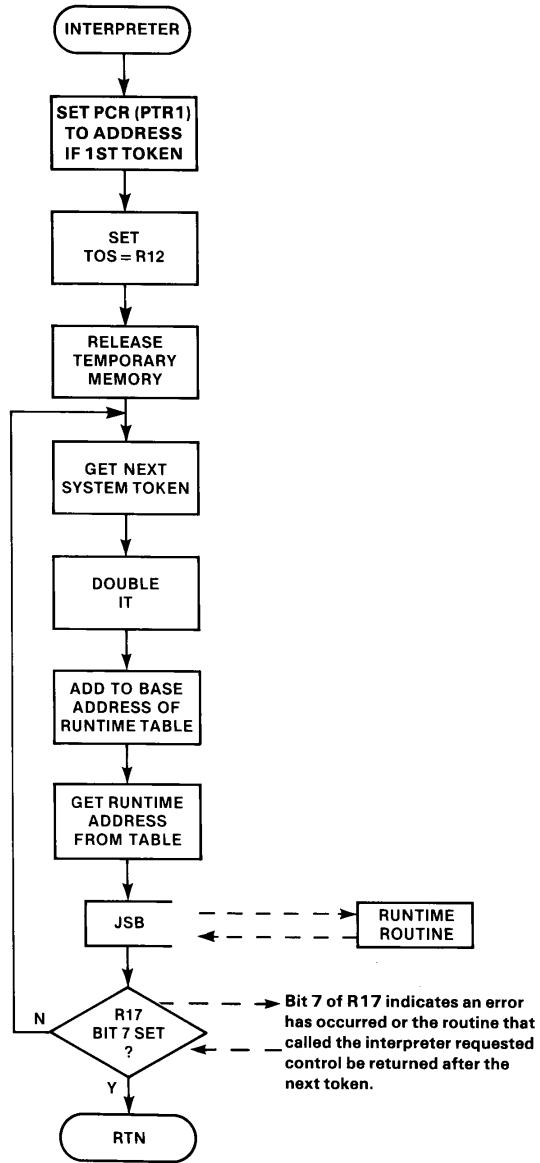
Interpreter Loop

The interpreter loop fetches the next token, processes it, and passes control to the respective run time code. When the run time code has been executed, control returns and the interpreter continues with another token.

A token is an ordinal into a table of addresses. The address table is made up of two-byte addresses. To find the actual address, the token is doubled, then added to the base address. This changes the ordinal into an offset pointing to the current address.



Section 3: Operating System



INTERPRETER LOOP

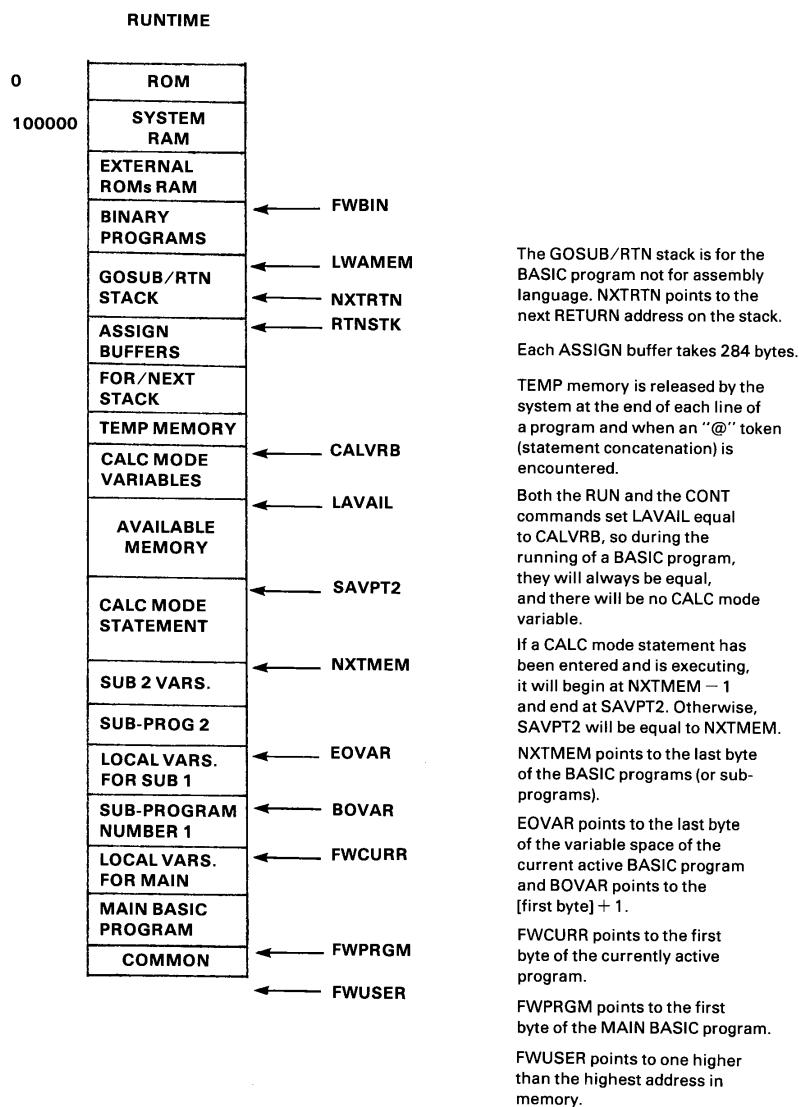
3.4 Allocation and Deallocation

Allocation is the process of reserving and assigning memory for program variables. The three modes of allocation are:

- If the program line is a dimension statement, the entire line is allocated before execution continues.
- If the current token being allocated is the start of a user defined function (DEF FN), then allocation will continue for the duration of the definition (until the FN END) before execution will resume.
- All other tokens are allocated one at a time as they're encountered.

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The class of a token determines if the token needs to be allocated. The following diagram shows how memory looks in a program that has been allocated:



Section 3: Operating System

Unless you have created a token whose class is greater than 56, allocation is handled by the computer. Because a program is allocated in segments, a memory overflow could occur after you are well into your program.

The system executes the BASIC program starting at the highest address. The line of BASIC code

10 A=B

would be parsed into this stream of bytes:

```
016    END OF LINE TOKEN
010    STORE SIMPLE VARIABLE TOKEN
102    B, THE VARIABLE NAME
001    LEN OF VARIABLE NAME
000 }
000 }    3 BYTES RESERVED FOR ALLOCATION TIME ADDRESS
000
001    FETCH SIMPLE NUMERIC VARIABLE TOKEN
101    A, THE VARIABLE NAME
001    LEN OF VARIABLE NAME
000 }
000 }    3 BYTES RESERVED FOR ALLOCATION TIME ADDRESS
000
021    STORE SIMPLE NUMERIC VARIABLE TOKEN
016    LEN OF LINE (16 OCTAL BYTES FOLLOW)
020 }
000 }    BCD LINE NUMBER 10
000 }
```

Token number 21 (and tokens such as 1, 2, 3, 22, and 23) is immediately followed by three bytes which are used to contain the relative address from the first byte of the currently active program (FWCURR). Since the variable storage area for BASIC programs is at a lower address than the program, this relative address will always be negative (that is, the most significant bit of the address will always be set). Therefore, if the most significant bit is 0 then the system knows that the current token has not yet been allocated. In this case, the allocator would be called, which would search through the variable storage area for the current variable. If found, the allocator would calculate the correct relative address and place it where the three 0's are following the 21 token. If not found, the allocator would create a storage area for it in the space allocated for variable storage (EOVAR), then calculate and store the relative address after the number 21 token. Execution would then continue.

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Since the variable name could be long or short, the length of the name and the ASCII characters for the name immediately follow the address. The length of the name and the ASCII characters will be skipped at execution time, similar to the way a comment is skipped.

Line numbers are handled in a similar manner. The BASIC code

```
10 GOSUB 100
```

would be parsed like this:

016	END OF LINE TOKEN
000}	
001	BCD LINE NUMBER OF DESTINATION
000}	
133	GOSUB LINE NUMBER TOKEN
005	LEN OF LINE
020}	
000	BCD LINE NUMBER 10
000}	

Since line numbers are only five digits long, the most significant bit will be 0 if the line is not allocated. If the line is allocated the address will always be negative and the most significant bit will be set. All line numbers are converted into addresses relative to FWCURR (the first byte of the currently active program) at allocation time.

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Line labels are handled in a way similar to variable names. The BASIC code

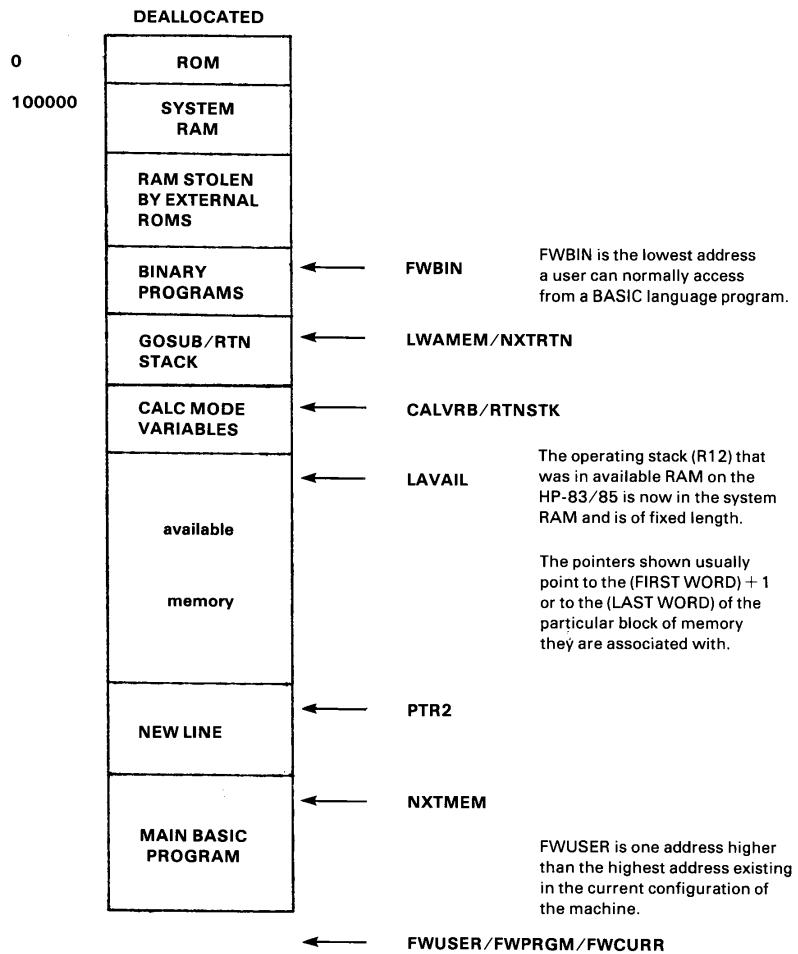
```
10 GOSUB [linelabel]
```

is parsed as:

016	END OF LINE TOKEN
154	l
145	e
142	b
141	a
154	l
145	e
156	n
151	i
114	L
011	LEN OF LINE LABEL
000	
000}	3 BYTES RESERVED FOR ALLOCATION ADDRESS
000	
270	GOSUB line label TOKEN
017	LEN OF LINE
020	
000}	BCD LINE NUMBER 10
000	

Section 3: Operating System

A program is deallocated while you are typing in lines or while it is being edited. When a BASIC statement is typed and [END LINE] is pressed, the computer deallocates the program if it has not already been done. Program variables are held as names rather than addresses. This diagram shows memory when a program is deallocated:

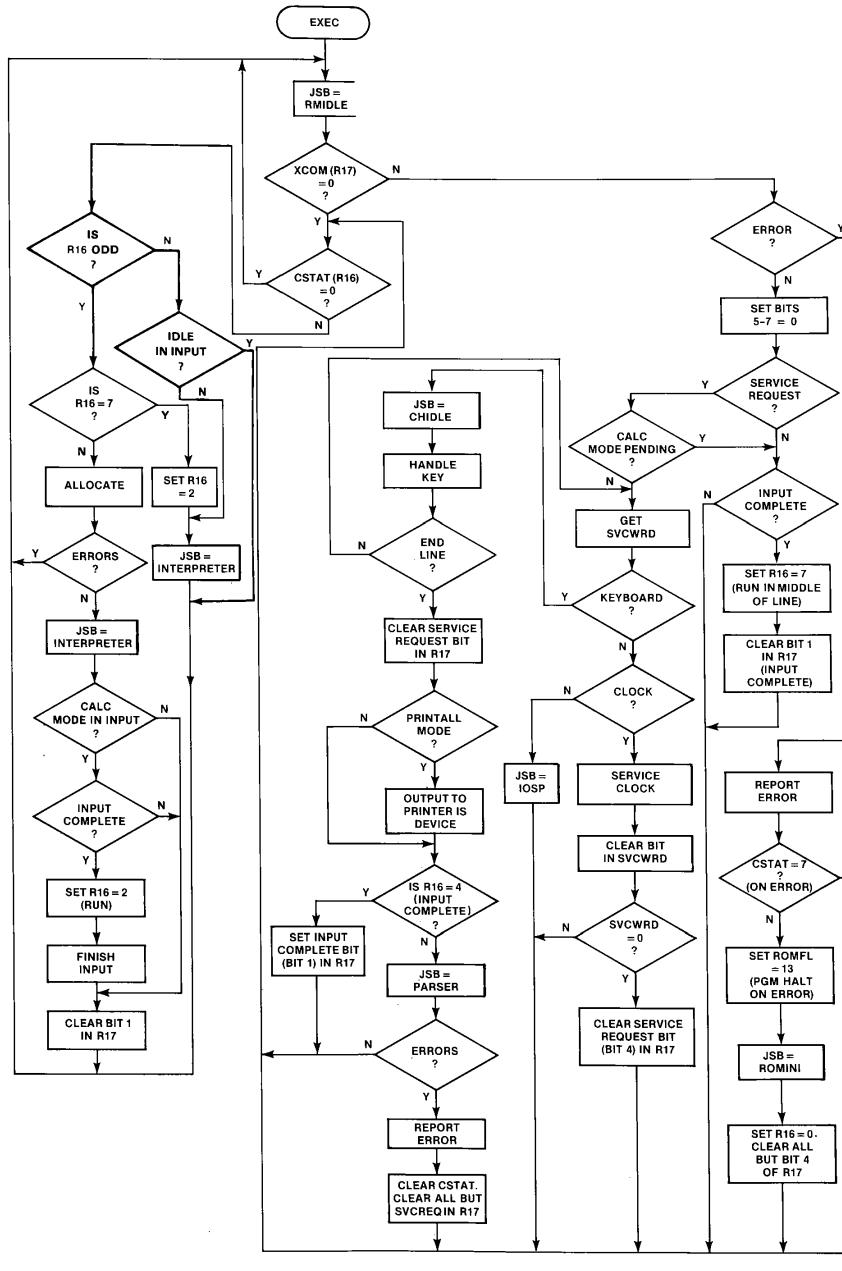


Section 3: Operating System

3.5 Executive Loop

After power-on initialization, the executive loop portion of the system takes control. The executive loop examines CPU registers R16 and R17 for changes in the status of the computer, listens for external communications, and takes the appropriate actions based upon the information received. The current status information (CSTAT) is kept in register R16 and the external communication flags (XCOM) are kept in register R17. As long as registers R16 and R17 are both zero, the system is idle. The executive loop flowchart is shown on the next page.

Section 3: Operating System



3.6 Interrupts

When there is a change in status and the system is no longer idle, CSTAT (R16) indicates the computer mode of operation, according to the value stored there.

CSTAT

Value	Current Status
0	Idle.
1	Calculator mode execution.
2	Program is running.
3	Not used.
4	Idle during input statement.
5	Calculating during input statement.
6	Not used.
7	RUN in middle of a line.
8-255	Not used.

If execution halts, the system needs to know what caused it to halt and how to handle it. Each of the eight bits in XCOM (R17) have a different meaning associated with it. The service request bit is the only bit directly affecting interrupts.

XCOM

Bit Set	Execution Halt
7 6 5 4 3 2 1 0 X X X X X X	End of calculator mode. Input complete. Step mode. Trace mode. Service request (any interrupt). Immediate set. Error set. Break ("or" of bits 5 and 6).

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One of the controlling devices on the internal communications bus will generate an interrupt to begin execution. An interrupt will set bit 4 in R17 (XCOM) and a bit in a memory location which is used to keep track of the cause of an interrupt (SVCWRD). The executive loop knows that the interrupt has occurred (from XCOM) and which device caused the interrupt (from SVCWRD).

SVCWRD Bit Set	Type of Interrupt
7 6 5 4 3 2 1 0 X X X X X X X	Keyboard interrupt. I/O interrupt. Timer 1 interrupt. Timer 2 interrupt. Timer 3 interrupt. Special interrupt. Not used. Not used.

Whenever an interrupt occurs, the CPU expects the interrupting device to send a pointer to an interrupt handling routine in a table of addresses. This pointer is a one-byte quantity and the two bytes that it points to in memory indicate the starting address of the service routine. If multiple interrupts occur then the first interrupt is handled and the rest are disabled.

The service routine pointers are located at addresses 0 thru 25 in memory.

Table of System Interrupt Pointers

ADDRESS	CODE	FUNCTION
000000	DEF STARTX	Power-on vector.
000002	DEF SPAR0	Spare hook 0.
000004	DEF KEYSRV	Keyboard.
000006	DEF SPAR0	Spare hook 0.
000010	DEF CLKSR0	Clock 0.
000012	DEF CLKSR1	Clock 1.
000014	DEF CLKSR2	Clock 2.
000016	DEF CLKSR3	Clock 3.
000020	DEF IRQ20	I/O modules.
000022	DEF SPAR1	Spare hook 1.
000024	DEF SPAR1	Spare hook 1.

Section 3: Operating System

An interrupt may be caused by the keyboard, a timer, an I/O module, or a special device. Keyboard interrupts are handled using KEYSRV and the character editor (CHEDIT). If the clock causes an interrupt, an ON TIMER routine is called. An interrupt from an I/O module is handled by the IRQ20 and IOSP hooks, and special interrupts must be handled by the spare interrupt routines SPAR0 and SPAR1 from other hardware.

Programmer created interrupt routines may be handled by taking control of certain memory locations accessed by the executive loop or by taking control of the interrupt service hooks SPAR0, SPAR1, KYIDLE, or IRQ20. The interrupt service hooks are accessed prior to the executive loop. Therefore, these locations may bypass the executive loop. Jumps to these locations (hooks), cause the instructions located there to be executed. Initially, only a RTN instruction is stored at each of these locations, so control immediately passes back to the executive loop.

When an I/O device interrupts the system, a jump is made to IRQ20 before control passes to the executive loop. This gives the I/O interrupt routine the chance to bypass the operation of the executive loop, taking control more efficiently.

The executive loop always performs these functions: tests CSTAT, tests XCOM, and jumps to RMIDLE. If an interrupt has occurred from the keyboard, a jump is made to CHIDLE. When an I/O interrupt occurs a jump is made to IOSP, provided that the proper bits in XCOM and SVCWRD are set.

When an interrupt occurs during the execution of a program, the CPU finishes the current instruction, saves the program counter (R4-R5) on the R6-R7 stack, and acknowledges the interrupt. The device puts a pointer to the address of the service routine on the bus, and the CPU loads the service routine address into the program counter (R4-R5). This is effectively a subroutine jump to the service routine, because the return address has been saved. The status of the CPU and the contents of any registers that will be used in the service routine must be saved and restored from within the routine. This is important because an interrupt could occur between the execution of an instruction which sets the status indicators and an instruction that depends on that status.

3.7 Hooks

A binary program or a ROM can gain control of the system using RAM hooks. Some are accessed directly by the executive loop and some by routines that branch from the executive loop. The four types of hooks are:

- **Language hooks:** Allow you to create new BASIC keywords or redefine existing ones.
- **General hooks:** Allow you to take over various parts of the operating system by storing subroutine jumps to a binary program or ROM routine at specified RAM locations.
- **Initialization routines:** Called by the system, external ROMs, and binary programs at initialization time. An initialization routine can steal RAM, change flag status, or gain control of the operating system.
- **Error message table:** Allows a binary program or ROM to flag specialized error conditions with custom error messages.

Language Hooks

With language hooks the binary program or ROM can define new keywords, functions, or auxiliary tokens. Because the system first polls the resident binary program and then all external ROMs, a binary or ROM program can take over or supersede the system tables.

General Hooks

To provide for each general hook, the system at certain times executes a subroutine jump to a specific RAM location. During normal operation each of these RAM locations contains a RTN or is otherwise idle. By placing a jump to a binary program or ROM at the hook location, the program or ROM gains access to the operating system. It is the responsibility of the external program writer to determine how to use the hook and how to avoid conflict with other usages of the hook. No support is supplied by the system.

Because support is not supplied by the system before calling any of the RAM hooks, any binary program base address might be in BINTAB when the system calls a hook. You must ensure that the correct base address is loaded into BINTAB before a hook is taken.

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The following code stores a copy of the binary base address for future use:

```

**Initialization Routine**
INIT  LDBD R34,=ROMFL      See why INIT routine was called.
      BIN          Binary mode necessary for CMB and
                  ADM instructions.
CMB R34,=3           Is a binary program being loaded?
JNZ  INITRTN      If no, return.
LDMD R34,=BINTAB   If yes, save the binary base address.
STMD R34,X34,OURBAS Store it in the program.
ADM R34,=HOOK      Make hook routine address absolute.
STM R34,R45       Make a copy of the address to store
                  in HOOK.

LDB R47,=236      Load the opcode for return instruction.
LDB R44,=316      Load the opcode for a JSB instruction.
STMD R44,=CHIDLE  Store R44-R47 into CHIDLE.

**Hook Routine**
INIRTN RTN        Done.
HOOK  BIN          Entry to hook routine.
      DRP R34      Set the DRP to R34.
      BYT 251      Do a LDM R34,= instruction.

**Store Base Address Here**
OURBAS BSZ 2      Base address is stored here.
STMD R34,=BINTAB  Load the base address into BINTAB.

```

Unless otherwise noted, each general hook is seven bytes long. Flowcharts are provided for selected hooks in section 8 of this manual. General hooks are supplied at the following points:

RAM Name	Location	Function
CHIDLE	103670	Character editor intercept.
DCIDLE	104035	System decompiler hook called at entry time. If you take this hook and don't want to let the system have a chance at decompiling, then you need to discard a couple of return addresses.
DGHOOK	104044	If the PLOTTER IS select code is one or two and a DIGITIZE command is executed, this hook will be called so software that has been loaded can digitize off of the CRT.
IMERR	103724	Used to expand the IMAGE statement. This hook is called when there is something in an IMAGE statement that the system doesn't recognize.

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RAM Name	Location	Function
IOSP	103652	I/O service pointer. Used by I/O and mass storage ROMs.
IOTRFC	103643	General output hook. If the select code of the CRT or PRINTER IS device is not 1 or 2, the DISP or PRINT will go to IOTRFC.
IRQ20	103742	The CPU vectors to IRQ20 when an I/O module interrupts.
KYIDLE	102425	Keyboard intercept. Polled whenever a key is pressed.
MSHIGH	103764	High level hook that allows modification of mass storage commands.
MSLOW	103773	Low level hook to allow driving of mass storage devices not already supported by the system mass storage ROM.
MSTIME	104002	TIMEOUT hook in the mass storage ROM.
PLHOOK	103661	If the PLOTTER IS select code is other than one or two, PLHOOK gets called. The contents of R30-R31 determine what routine is executed.
PRSIDL	103733	Parser intercept. Should be taken anytime you want to alter the way something is parsed by the system or if the system can't parse something.
DEF SPAR0	104011	One of the two spare hardware hooks (currently used by the system monitor).
SPAR1	104022	Second spare hardware hook.
STRANGE	103715	Parameters for parsing functions are usually numeric, array, or string types. When the system encounters a parameter not of one of these types, it is of type strange. The STRANGE hook is called and parsing this parameter is up to the programmer.

Section 3: Operating System

The hooks RMIDLE, CHIDLE, and IOISP are directly accessed by the executive loop. The following code shows how to take control at these hooks.

RMIDLE

Starting at the RAM location 103706, room is allowed to store the following 7 bytes of code:

JSB =ROMJSB	3 bytes - used to select external ROM (if needed).
DEF LABEL	2 bytes - the address of the routine that will be written by the programmer.
VAL ROM#	1 byte - the number of the external ROM that will be accessed using ROMJSB.
RTN	1 byte - return to the executive loop.

Since ROM 0 is usually selected when the system is in the executive loop, external ROMs must go through ROMJSB in order to be selected. Binary programs need only store the following 4 bytes:

JSB =LABEL	3 bytes - subroutine jump to programmer's routine.
RTN	1 byte - return to the executive loop.

The following two pieces of code are examples of how to take control of a hook from a ROM and from a binary program.

From a ROM:

LDM R41,=316	Opcode for 'JSB ='
DEF ROMJSB	Address of the ROMJSB routine
DEF LABEL	Address of the hook routine
VAL ROM#	Number of the external ROM
RTN	Return to the executive loop.
STMD R41,=RMIDLE	Store the subroutine jump to the hook routine LABEL at the RMIDLE location.

Since the DRP is set to R41 in the first instruction, seven bytes will be loaded, which will include the 316 (JSB =), the DEF ROMJSB, the DEF LABEL, the VAL ROM#, and the RTN. The code itself will not be executed until the executive loop accesses RMIDLE.

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From a binary program:

LDM R44,=316	Opcode for "JSB ="
DEF LABEL	Address of the hook routine
RTN	Return to the executive loop.
ADM R45,=BINTAB	Finds the absolute address of the label LABEL.
STMD R44,=RMIDLE	Store the subroutine jump to the hook routine LABEL at the RMIDLE location.

Here, the 316 opcode, the DEF LABEL, and the RTN are loaded into R44-R47. BINTAB can be safely added to the address LABEL, even though LABEL is a two-byte address and BINTAB is a three-byte address. This is because the most significant byte will be added to the RTN and the most significant byte of BINTAB is always zero and will not affect the RTN opcode. The absolute address of LABEL will always be less than 177400, the limit of binary program memory.

The normal method of returning to the system from RMIDLE is to execute a RTN instruction. Nothing will be on the R6-R7 stack except the return addresses from RMIDLE.

CHIDLE

When a key is pressed on the keyboard, the keyboard controller will generate an interrupt request which causes control to pass to the key-service routine. The key-service routine will immediately execute a reset when the [RESET] key is pressed. If no other key is being processed at the same time, the keycode is stored in the location called KEYHIT. The flags are set in XCOM and SVCWRD that indicate that the keyboard is awaiting service for its interrupt. The keyboard controller is reset, and the key service routine returns to whatever it was doing. The next time execution returns to the executive loop XCOM is checked for any pending service requests. If there are any pending requests, the executive loop checks SVCWRD to see which device needs servicing.

In this case the keyboard is the interrupt device, and the executive loop will call the character editor (CHEDIT). CHEDIT will do three things before processing the character input:

1. Set binary arithmetic mode.
2. Clear the E register.
3. Jump control to the location CHIDLE.

At this point you can check the contents of KEYHIT to determine if you want to return to the system or handle the key.

Section 3: Operating System

In order for a binary program to handle the key you must pop two return addresses off the R6 stack to insure returning to the executive loop and not to return to CHIDLE or CHEDIT. You must also execute a JSB =EOJ2. This routine clears the bit in SVCWRD which indicates the keyboard needs servicing, and if no other devices have requested service, clears the service request bit in R17.

The status of the E register should also be checked before returning to the executive loop. The E register is cleared by CHEDIT before calling CHIDLE and expects it to be cleared before returning back to CHEDIT. If the E register is nonzero when you return, it assumes that the key pressed was [END LINE] and tries to parse whatever is in the input buffer (INPBUF).

The following section of code illustrates how to take over CHIDLE:

LDM R36, =KEYCHK	Load address of routine to handle CHIDLE.
ADMD R36, =BINTAB	Add value of BINTAB for an absolute address.
STM R36, R45	Store desired address in R45 and R46.
LDB R47, =236	Load the opcode for RTN.
LDB R44, =316	Load the opcode for JSB.
STMD R44, =CHIDLE	Store it all (multi-byte store) to CHIDLE hook.

IOSP

When an interface module generates an interrupt, the CPU jumps control to location IRQ20, which is usually taken by the I/O ROM. If IRQ20 has not been taken, the interrupt is ignored. The IOSP interrupt hook is accessed through the executive loop. The I/O ROM IRQ20 routine does minimal interrupt processing and sets the CSTAT and XCOM flags to indicate that an interrupt has occurred. This causes the executive loop to jump to IOSP, where the I/O ROM finishes processing the interrupt. If you take IOSP you must clear the service bit in CSTAT before returning.

Initialization Hooks

A routine called ROMINI is called on several occasions to perform initialization in external programs. Power-on, allocation, reset, deallocation, and executive loop hooks are times when the binary program may need to initialize special values. When this occurs, the initialization routines in binary programs and ROMs are given control.

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A parameter is passed to the ROMINI routine through ROMFL. The occasions and corresponding ROMFL values are:

ROMFL Value	Function
0	Power on
1	RESET key
2	SCRATCH
3	LOADBIN
4	RUN, INIT
5	LOAD
6	STOP, PAUSE
7	CHAIN
10	Allocate token with class greater than 56.
11	Deallocate token with class greater than 56.
12	Decompile token with class greater than 56.
13	Program halt because of an error.

These calls to the ROMs and binary programs allow these programs to initialize or otherwise keep track of operation. For instance, if a ROM needs to reserve or steal memory permanently, it would check for ROMFL = 0, and reserve memory only when that is true. Another example is that during RESET the I/O ROM might want to deallocate buffers.

During initialization, a binary program or ROM should never destroy any CPU registers below R20. Similarly, no initialization routine should use CPU registers other than R34-R37 until it is verified that the value of ROMFL is not 10, 11, or 12. Once this is verified, all CPU registers numbered higher than 20 may be used.

Error Handling

When an error is detected inside the executive loop, a system routine immediately reports the error and waits for the error to be corrected. The first 10 (octal) error numbers are default math errors which do not stop execution after the warning is reported. The routine which has found the error supplies a default value, and the processing continues. The defaults must be turned off in order to stop the execution.

The routine that displays the warning message, or sets the error flags if no other errors have occurred begins at location ERROR. When setting an error, the subroutine will use the next byte after the return address as the error number.

Section 3: Operating System

The subroutine ERROR has three basic parts to its operation:

- Initializing the error information.
- Interpreting error status.
- Carrying out the appropriate action.

ERROR saves the address that it will return to in R36-R37, increments it, and stores it on the R6-R7 stack. Then it finds the error number which is stored at the return address and puts it into R20-R21 after saving the previous contents. Checks are made to determine the proper action for the routine. If an error has already been found, then the routine restores the previous contents of the registers and returns immediately. If the error number is less than 10 (octal) or greater than 366 (octal), then the warning for the error is immediately displayed, and the contents of the registers restored before returning. If 'ON ERROR' has been declared and a program is running or if error defaults are off, then the error number, line number, and ROM number (if any) are stored, bits 6 and 7 in XCOM are set to 1, and the previous contents of the registers are restored before returning.

A subroutine jump to ERROR+ is equivalent to a subroutine jump to ERROR followed by a return.

An error condition tested by an assembly language program would go through the following steps:

1. The assembly language program finds an error and calls the system routine ERROR.
2. ERROR checks to see that no other errors have occurred which haven't been reported yet, in which case ERROR returns without doing anything (because only one error can be in process at a time). Otherwise, ERROR sets the error flags in XCOM and in other RAM locations such as ERRORS, ERLIN#, and ERNUM#.
3. Control returns to the assembly language program which returns to the system interpreter.
4. The interpreter will check the error flag in XCOM and, noting that it is set, will exit from the interpreter loop back to the main body of the executive loop.
5. The executive loop will see that XCOM is not 0 and will see that an error has occurred and will jump to the error-reporting routine REPORT.

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6. REPORT checks to see if ON ERROR has been declared and a program is running. If so, it sets CSTAT to 'run in middle of line', changes the BASIC program counter to the next line and returns to the executive loop without printing the error message. If a program is not running or ON ERROR has not been declared, then REPORT prints the error message and returns to the executive loop.
7. The executive loop checks CSTAT to see if 'run in middle of line' is set. If so, control returns to the interpreter, and the program continues running. Otherwise, ROMFL is set to 13 and ROMINI is called, which is the routine that calls initialization routines in all the external ROMs and the binary programs. When ROMINI returns to the executive loop, CSTAT is set to idle mode.

3.8 Extended Memory Controller

Addresses 0 to 177777 (octal) can be directly accessed using 16-bit addressing. The extended memory controller (EMC) is used to access memory locations above 177777. Communication with the EMC, as with the CRT and keyboard controllers, is through the I/O addresses 177400 through 177777. Access to these locations above 177777 is through two pointers, PTR1 and PTR2.

The pointers determine where in memory an access will occur, and since they must access memory locations greater than 177777, they are three-byte quantities. To set the contents of the pointers, a direct store must be performed. For example, STMD R55,=PTR2 will take the three bytes in R55-R57 and move them to PTR2 in extended memory. To store data at the desired location in memory, an indirect store must be performed. For example, STMI R32,=PTR2 will put the two bytes contained in R32, R33 at the address stored in PTR2.

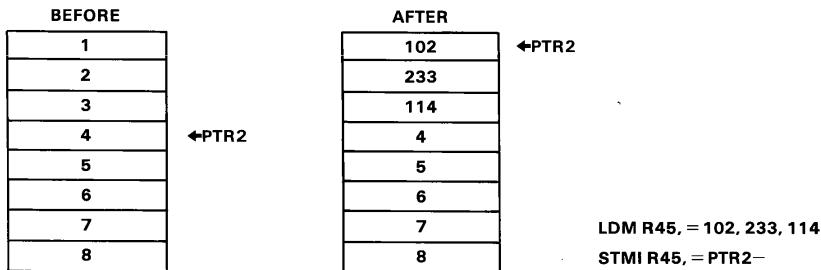
The EMC pointers may be used to create stacks, with the special I/O addresses provided for each pointer. The two pointers are entirely independent of each other. Although PTR2 is used in the following examples, PTR1 and PTR2 function the same.

Each pointer has four I/O addresses: PTR1, PTR1-, PTR1+, PTR1-+, PTR2, PTR2-, PTR2+. PTR1 and PTR2 act as pointers to memory and must be given a value in order to use the other functions. If data is stored at PTR2, it fills the memory starting at the address stored in PTR2, moving toward the higher numbered addresses.

Section 3: Operating System

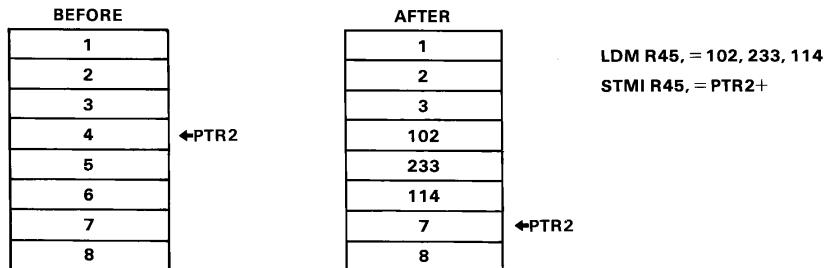
PTR2- acts as a decreasing stack pointer. A LOAD or STORE through PTR2- will first decrement the pointer by the appropriate number of bytes. The LOAD or STORE operation will then be performed, leaving the pointer at the new location.

LDM R45,=102,233,114 STMI R45,=PTR2-



PTR2+ is an increasing stack pointer which will perform the load or store operation at the location pointed to by the pointer, and then will increment the pointer after the load or store operation by the appropriate number of bytes.

LDM R45,=102,233,114 STMI R45,=PTR2+



When the CPU accesses an I/O address directly, it causes the controller to respond to the address. Each of the controllers is linked to the bus and monitors the information that is being passed from memory to the CPU. For example, the direct access instruction LDBD R32,=CRTDAT will fetch an address from memory. If this address is one which the controller must use for an operation, the controller will send an information byte to the CPU to tell it what to do. In this case the CRT controller will send the CPU the current status of the CRT.

The EMC must constantly monitor the machine code instructions being fetched by the CPU, since the DRP setting determines how many bytes are to be used in a given operation. Whenever a DRP instruction appears, it must store that information to keep track of the current DRP setting.

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This can be done with PAD (restore status) and SAD (save status) instructions. SAD pushes three bytes onto the R6 stack containing information about the ARP, the DRP, and the status flags. PAD restores this information using these bytes.

Because of this method of keeping track of the DRP setting, there are cases where the EMC cannot know the DRP setting which include:

- After a PAD instruction: Since the PAD instruction restores status and the ARP and DRP settings, the EMC is not aware of what the DRP setting is until another DRP instruction is executed. Therefore you should avoid using the following or similar code:

PAD	Restores status, the ARP, and DRP
LDMI R#,=PTR2	Fetches bytes from extended memory. The CPU assumes the number of bytes is determined by the PADs DRP. whereas the EMC is using the last DRP instruction.

- When the DRP is set indirectly by the contents of CPU register R0, as in the following case:

LDMI R*,=PTR2-	This sets the DRP according to the least significant six bits of R0, which the EMC knows nothing about.
----------------	---------------------------------------------------------------------------------------------------------

Because of the first situation, all interrupt service routines must be written to save and restore the contents of the registers used before returning to the routine that was interrupted. Interrupt service routines are those that are called immediately when a hardware interrupt occurs, such as a key being pressed or an I/O module needing attention. Because the interrupt is usually granted almost immediately by the CPU, interrupts can occur between any two instructions (as long as interrupts are enabled). Before restoring everything, you must do the following to solve this problem:

- Pop the SAD status information off of the R6 stack to get a copy.
- Push a copy back on for the eventual PAD.
- Figure out what the actual DRP needs to be.
- Put the appropriate DRP instruction into RAM along with a RTN.
- Restore all the registers and status (PAD).
- Jump to the DRP and RTN instruction so the EMC will get its DRP pointer back to the right value.

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There is another I/O address that the EMC listens to. If you store a 1 to RULITE (177704), the power light will start blinking. If you store a 0 to that address, the light will stop blinking. This light blinks when a BASIC program is running, or when an HP-85 BASIC program is being translated, or when a program is temporarily halted waiting for input. It normally stops blinking when program execution is complete, if program execution is halted by an error, or if the program is paused.

3.9 Parsing

When you type in a BASIC program as a series of ASCII characters it is translated (parsed) and stored internally as a stream of tokens and associated data and addresses. The tokens represent the BASIC reserved words, functions, operators, and punctuation. The data bytes represent the constants, variables, and line number references.

Parsing begins with the line number or the first character of the statement and moves to the right, processing each character and space. Multiple nonquoted spaces are ignored during parsing except those occurring at the beginning of a program line. As a line is parsed, it is checked for syntax errors, changed to RPN (Reverse Polish Notation), and converted into tokens which are stored internally.

Each token consists of a single byte, and can represent a single keyword, such as LET or PRINT. Tokens 370 (ROM token) and 371 (binary program token) are used to allow extensions of the system by means of external ROMs and binary programs. A table of system tokens can be found in section 8. ASCII codes can be found in the HP-87 owner's manual.

Example: In parsing the line

```
10 LET A = B * SIN (45),
```

the system produces the following tokens in the order shown.

Section 3: Operating System

Tokens (Octal Value)	Comments
16	End of statement.
10	Store numeric value token.
52	Multiply token.
330	Sine token.
105	BCD 45 in integer format. (Refer to paragraph 3.9, Numeric Formats.)
0	
0	
32	Integer constant token.
102	ASCII "B", variable name.
1	Length of variable name.
0	Variable address space for allocation. (Refer to Format of BASIC Programs and Variables, paragraph 3.12.)
0	
0	
1	Fetch simple numeric variable ASCII "A"
101	Length.
1	
0	Variable Address Space
0	
0	
21	Store simple numeric variable token.
142	Let token.
25	Length of line in bytes.
20	Line number in BCD (two digits per byte except for most significant byte which contains only one).
0	
0	

The extended memory pointer, PTR2, is used as the output pointer during parsing. Tokens are stored indirectly to PTR2-. At the beginning of the parsing process PTR2 is set equal to NXTMEM, so the parsed line will be built up in available memory at the end of the last BASIC program. Parsing begins with the line number. This is loaded in BCD form; 20 is loaded first, since it is the least significant byte.

Next is the size or length of the statement. During parsing this is a blank place holder byte; STSIZE is a pointer to the place holder byte. In order to find a match for the keyword LET, the system looks first in keyword tables in the resident binary programs, then in any external ROMs, and finally in the internal system keyword table. For this reason, a binary program or external ROM can take over any keyword (that is, a binary program can implement a custom version of PRINT, while the preprogrammed PRINT is ignored). The extend register indicates if the token searched for has been found. Refer to the section on status indicators in paragraph 2.3.

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After parsing, if the statement was a program line, its tokens and addresses are inserted into the program space at the correct locations. If it was an expression or calculator mode statement, the parsed code remains at the end of the BASIC program and is executed immediately, being discarded when execution is finished.

For further details of parsing operations and register conventions at parse time, along with specific parse routines, refer to the system routines which are listed in alphabetical order in section 8.

3.10 Decompiling

Programs or statements are decompiled as they are listed. This is the reverse process of parsing and compiling. Internally, it requires the reconstruction of code as it was entered. The tokens which have been parsed into RPN and distributed in the system are reassembled.

PTR1 points to the input stream, which is accessed by loading indirect through PTR1-. Input is then decompiled to an expression stack or an output stack. The expression stack (R12) is used to reconstruct expressions from RPN to their original form, and an output stack (pointed to by R30) is used to buffer the output.

Since the tokens are arranged in RPN internally, the system decompiles the tokens as it pushes missing operator tokens (016) onto the expression stack. These missing operator tokens are merely "place holders" until the arithmetic operators can be inserted at a later step.

Unlike parsing, decompiling is not an operation to which a binary program or ROM normally has access, since these programs are seldom required to perform any unique operations during decompiling. In some special cases the parse routines for a binary program or ROM may require modification if a statement is to be decompiled correctly. But for the most part, decompiling will not be a problem for the writer of binary or ROM programs.

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The system processes each token and uses its class (a component of the token's primary attributes) to determine how the token is to be decompiled. Following are some common classes and how they are decompiled:

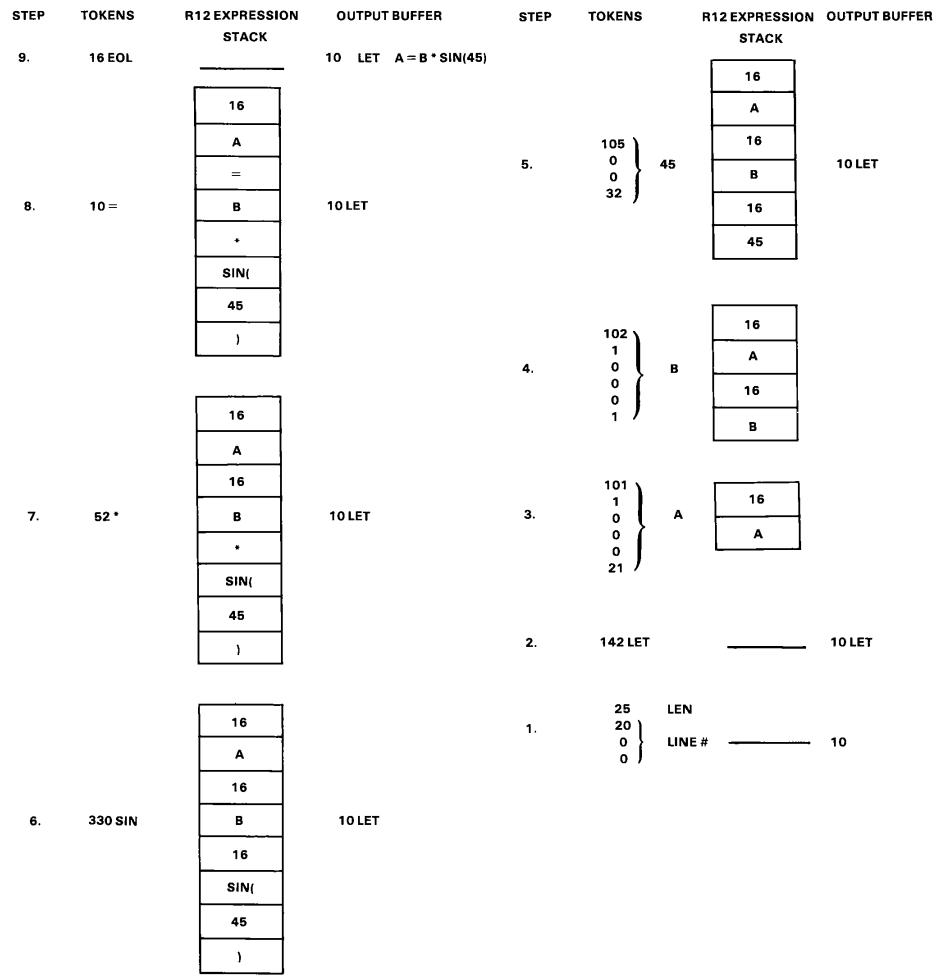
Class	Type of Token	Action
0	End-of-line	Unstack.
1	Fetch variable	To expression stack.
2	Integer	To expression stack.
3	Store variable	To expression stack.
4	Numeric constant	To expression stack.
5	String constant	To expression stack.
32	Subscript, such as, A(3)	(,) to expression stack if token odd; otherwise (,) to expression stack.
34	Dimension subscript like, A\$[]	[] to expression stack if token odd; otherwise [,] to expression stack.
36	Prints	Unstack and push to output.
41	Other reserved words	If : then unstack, output reserved word, then unstack.
42	Miscellaneous output	If , then push to expression stack and unstack; otherwise output.
44	Miscellaneous ignore	Ignore.
50	Unary operator	Insert after most recent missing operator in expression stack.
51	Binary operator	Replace most recent missing operator in expression stack.
52	String unary operator	Same as class 50.
53	String binary operator	Same as class 51.
55	Numeric function	Replace the most recent missing operator with "," for each parameter. Then insert function name (at most recent missing operator) and push onto expression stack.
56	String system function	Same as class 55.

Section 3: Operating System

The following example illustrates how decompiling occurs:

10 LET A=B*SIN(45)

After being parsed as shown, these tokens are decompiled into the output stack and the expression stack as illustrated.

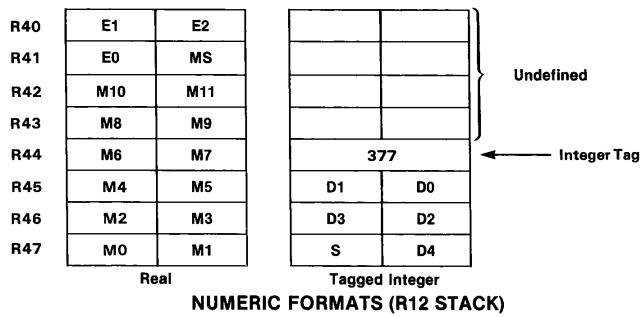


3.11 Operating Stack

The stack to which R12 points is used for passing values in many internal system routines. The formats of values that are fetched and stored during run time execution of certain specific tokens, as well as the formats of numeric quantities are in this section.

Numeric Formats

In internal routines, numbers popped off the R12 stack are eight bytes long, so integer values are tagged with octal 377.



In the illustration, the byte above the number contains the octal quantity 377. This 377 acts as a tag for the number, specifying the quantity as an integer value that is only three bytes in length. The next four bytes popped off the stack are then undefined and are ignored by the system. The numbers are shown as they would be if they were taken off of the stack by the instruction POMD R40,-R12. The tagged integer is right justified so that the most significant digits (starting with D4) are 0 if unused. For tagged integers, the decimal point is to the right of D0, the least significant digit. The real number decimal point is between M0 and M1.

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A short numeric variable is formatted as follows:

R44	E0	E1
R45	M3	M4
R46	M1	M2
R47	0 0 SM SE	M0

E0	Most significant four-bit BCD digit of the exponent.
E1	Least significant four-bit BCD digit of the exponent.
M0	Most significant four-bit BCD digit of the mantissa.
M4	Least significant four-bit BCD digit of the mantissa.
SM	Sign of the mantissa (0=positive, 1=negative).
SE	Sign of the exponent.

The decimal point is assumed to be between digit M0 and digit M1. The most significant nibble (four bits) contains the signs of the mantissa and the exponent. The two most significant bits are zeroes.

Strings on the R12 Stack

String values are passed on the operating stack as a two-byte length and a three-byte address of the next character higher than the first character of the string. The first character is at the highest address of any characters of the string. To fetch successive characters of the string, the following code could be used:

```
POMD R45,-R12      ! Get the address of $
STMD R45,=PTR2-    ! Set PTR2 pointing to first character
POMD R36,-R12      ! Get the length of $
LOOP  LDBI R32,=PTR2-  ! Get the next character
      .
      .
      .
DCM R36          ! Decrement length count
JNZ LOOP          ! Loop until done
```

Operating Stack Routines

There are several system routines available to help you in parsing various kinds of parameters for BASIC statements. These routines will parse your BASIC statement into tokens that, at run time, will load the R12 stack with the appropriate variable or parameter.

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Following is a list of the routines that can be used and what they leave on the stack:

NUMCON	(8 bytes) Real or tagged integer.
NUMVAL	(8 bytes) Real or tagged integer.
REFNUM	(3 bytes) Absolute address of variable value. (3 bytes) Absolute address of name of variable. (1 byte) Head of variable.
STRCON	(2 bytes) Length of string. (3 bytes) Absolute address of string.
STREXP	(2 bytes) Length of string. (3 bytes) Absolute address of string.
STRREF	Will parse both a normal string variable and a string array variable reference. There will be slightly different information on the stack depending on which of these it is. String arrays will have everything that nonarray strings will have but string arrays may also have row, column, and dimension information if the variable is being traced. You can tell if that information is there by checking the trace bit in the header byte which will come off the stack before the tracing information would. You also tell whether you have a string array or normal string by inspecting the appropriate bit in the header byte.

Nonarray Strings

(3 bytes)	Absolute address of name of variable.
(1 byte)	Header of variable.
(2 bytes)	Maximum length of string variable.
(3 bytes)	Absolute address of first byte of string address.
(2 bytes)	Maximum length available to store into. This will be different from the maximum length if subscripts were used.
(3 bytes)	Absolute address of first byte to store into. This will also be different from the address of the first byte of the string if subscripts were used.

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Array Strings

The first three will only be on the stack if the variable is being traced.

(2 bytes) Row of element.
(2 bytes) Column of element.
(1 byte) Dimension flag ($\emptyset=2$ dim., 1=1 dim.).

(3 bytes) Absolute address of name of variable.
(1 byte) Header of variable.
(2 bytes) Maximum length of string variable.
(3 bytes) Absolute address of first byte of string variable.
(2 bytes) Maximum length available to store into.
Different than maximum length of variable if subscripts were used.
(3 bytes) Absolute address of first byte to store into. Different from the address of the first byte if subscripts were used.

NARREF Used when you wish to use a simple numeric variable name to refer to an array variable. An example would be:

MAT C=ZER

In this example 'C' refers to an array C, not to a simple numeric variable.

(3 bytes) Address of variable header. This address is a relative address. The easiest way to make it an absolute address is:

POMD R65,-R12
JSB =FETSVA

FORMAR Used when you wish to refer to an entire array.

PRINT# 1; C(),D(),

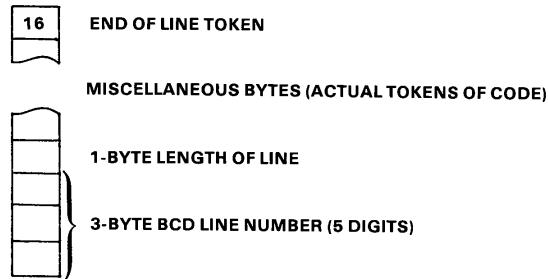
(3 bytes) Absolute address of the first element of the array.

(3 bytes) Absolute address of the array name.
(1 byte) Array header.

In all of the above examples of stack contents, the bottom of the page represents the direction of higher addresses. As you popped things off the stack you would be removing things from the bottom first.

3.12 Format of BASIC Programs and Variables

The following figure shows how a BASIC program line is formatted:



The BASIC line

15160 END

would be parsed as:

```
016 'END OF LINE' TOKEN
212 'END' TOKEN
002 LENGTH OF LINE (212 AND 016 MAKES TWO BYTES)
140
121 --> 3-BYTE BCD LINE #
001
```

Let's take a look at how a line number of 15160 generates the three bytes 140, 121, and 001. Since a BCD digit takes four bits, two digits can be packed into one byte. So, let's split the line number into three digit groups:

1 51 60

Now we turn those groups into bits:

1	0000	0001
5 1	0101	0001
6 0	0110	0000

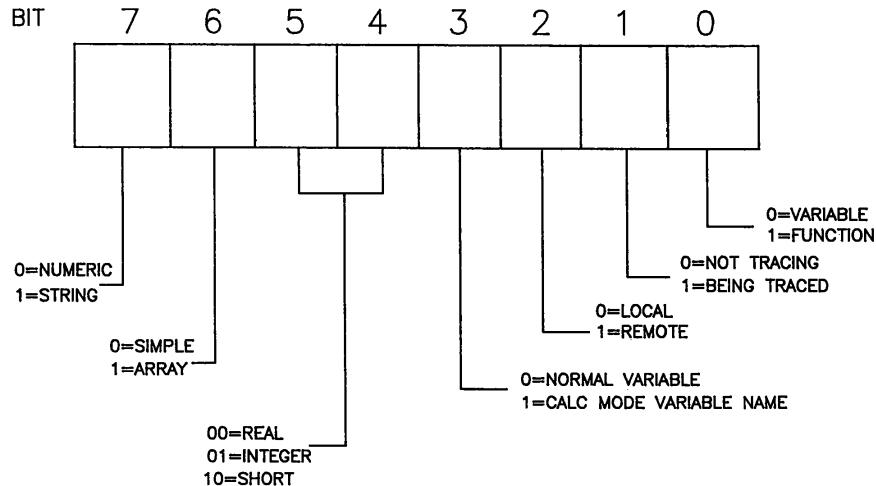
Section 3: Operating System

Arrange the binary representation with three to a group. Convert this form to an octal number to obtain the three bytes that represent the line number.

00	000	001	001
01	010	001	121
01	100	000	140

The values of the variables are stored at the end of the current program in one continuous block of memory. Each variable has a header which contains information about that variable. Following are the structures of different kinds of variable storage areas. All variable storage areas begin with a one byte header. The bits in that header and their meanings are:

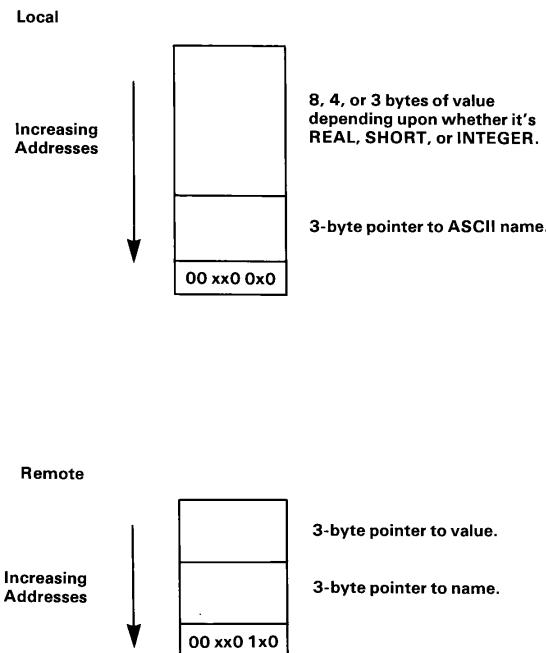
VARIABLE HEADER BYTE LEGEND



Section 3: Operating System

In the following diagrams in this section, an "x" will mean that that particular bit position can be occupied by a "1" or a "0."

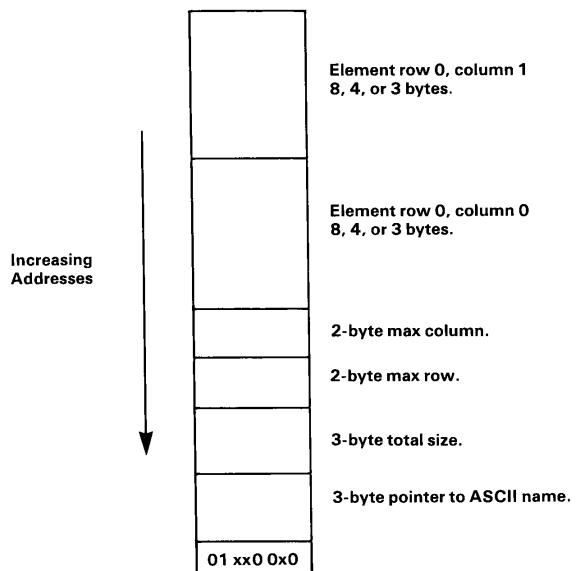
Simple Numeric Variable



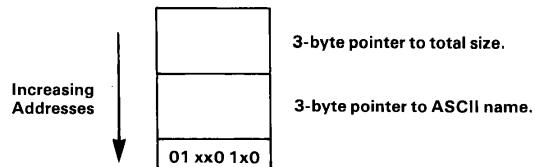
Section 3: Operating System

Numeric Array

Local



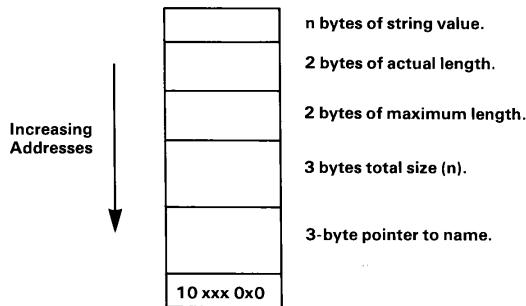
Remote



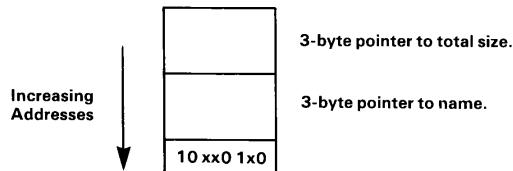
Section 3: Operating System

Simple String Variable

Local

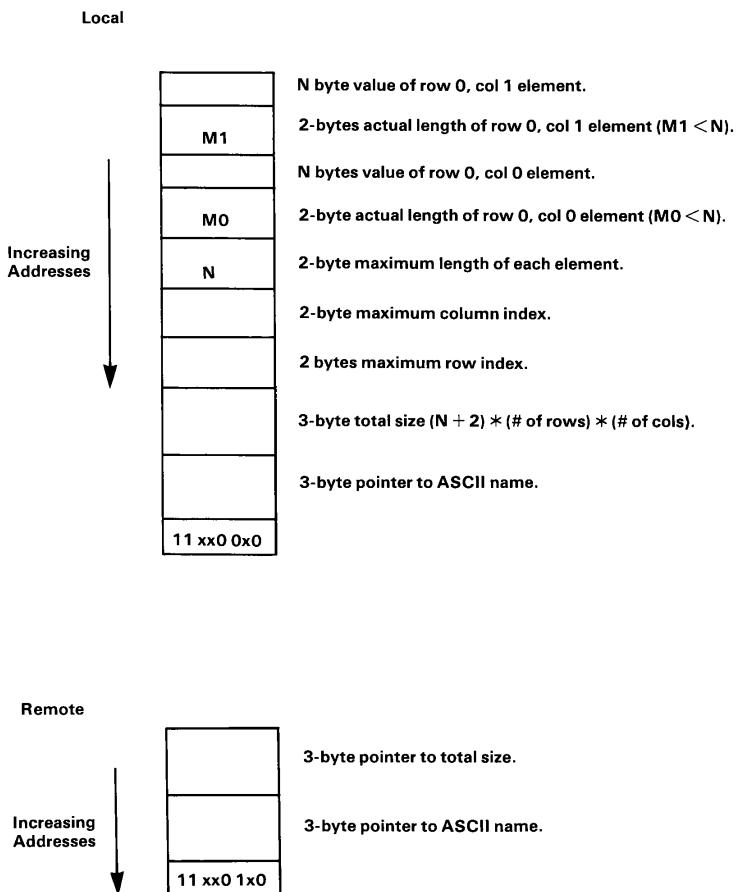


Remote



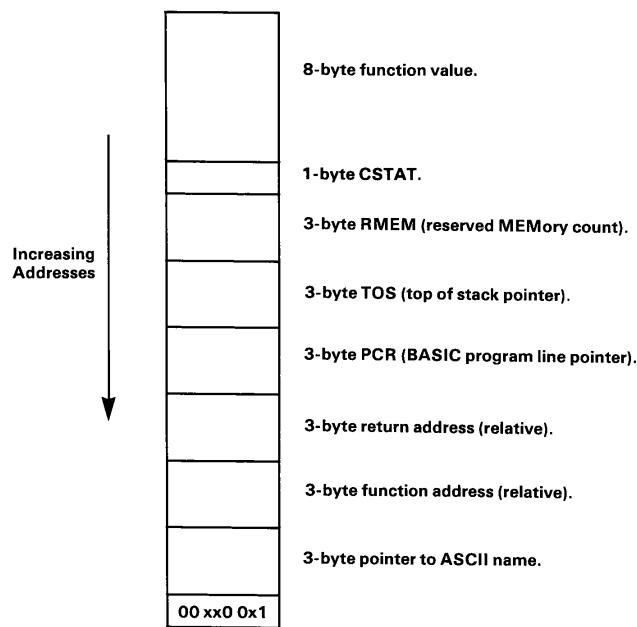
Section 3: Operating System

String Array Variable



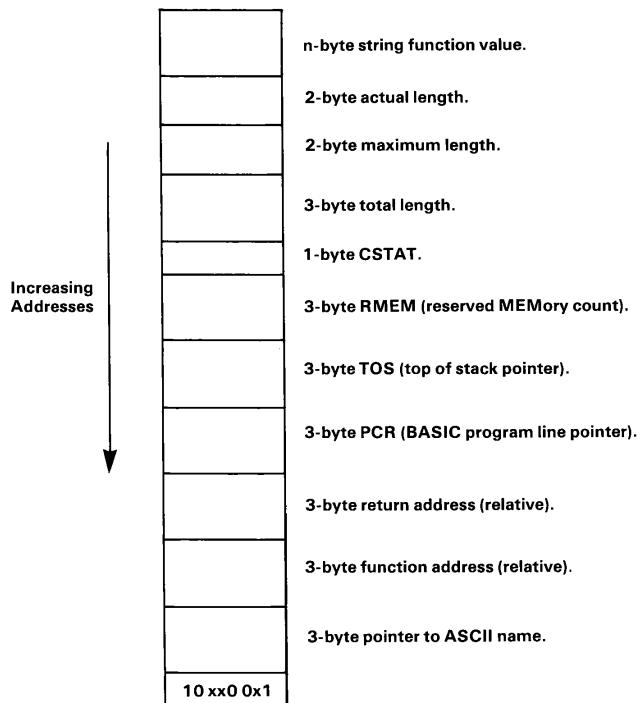
Section 3: Operating System

Numerical User Defined Functions



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String User Defined Functions



Because calculator mode statements destroy all previous calculator mode statements but not their variables, the pointers to the ASCII names of the variables cannot point to the calculator mode statement. A dummy calculator mode simple string variable is created with the bit set in the header that indicates this is a calculator mode variable name. This dummy variable is skipped for all purposes other than searching for variable names at allocation time for calculator mode statements. When a calculator mode statement is allocated, the addresses used for the variables are relative to FWCURR.

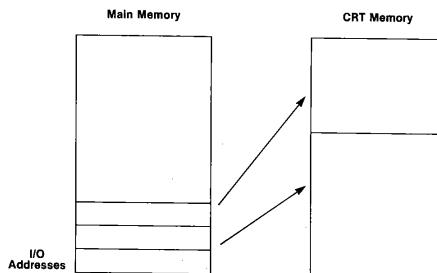
CONTROLLERS

4.1 Introduction

The HP-87 is a multi-processor system. The keyboard, the CRT, the timers, and the interface modules are all controlled by individual microcomputers. The mainframe CPU coordinates activities between the peripherals using the I/O addresses. To communicate with these controllers, refer to the appropriate sections.

4.2 CRT Controller

The CRT is an intelligent component that is controlled by an internal computer, or CRT controller. The CRT also has a memory which continuously refreshes the CRT display.



The CRT controller and the CPU communicate using four addresses in RAM. Each address requires a two-byte quantity to specify a CRT memory address. The I/O addresses are:

CRTBAD DAD 177701

Storing a two-byte address to this location causes the CRT controller to load its byte address pointer with that address.

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CRTSAD DAD 177700

Storing a two-byte address to this location causes the display to be started at that address. This makes the display appear to scroll up and down or side to side or to jump to a different page depending on the new start address. Storing to CRTSAD has no effect when in GRAPH NORMAL or GRAPH ALL modes.

CRTDAT DAD 177703

Storing a single byte to this location causes that byte to be stored to the CRT memory location currently pointed to by the controllers byte address. Loading a single byte from this location reads the byte from the CRT memory location currently pointed to by the controller's byte address.

After either a load or store operation through CRTDAT the CRT controller automatically increments by one its internal byte address pointer. If you did a series of single byte store instructions to CRTDAT without storing anything to CRTBAD in between, those bytes would be stored in successive CRT memory locations.

However, before storing to CRTDAT, you must first read CRTSTS and check the least significant bit to make sure the controller is not busy. Before loading from CRTDAT, you must store a byte to CRTSTS with the least significant bit set to tell the CRT controller that you want to read the current memory location. You must then read CRTSTS until the BUSY bit indicates the controller is not busy, at which point you can load from CRTDAT to get the byte. An easier way is to simply execute a JSB =INCHR (call the system routine) that does all the rest for you.

CRTSTS DAD 177702

Loading a single byte from CRTSTS gets you information about the current status of the CRT controller. Each bit has a specific meaning:

Reading from CRTSTS

Bit	0	1
0	Not Busy	Busy
1	Unblank	Blank
2	Power-up	Power-down
3	16 lines	24 lines
4	Display time	Retrace time
5	Noninverse	Inverse Display
6	Normal	All
7	Alpha	Graphics

Section 4: Controllers

Storing a single byte to CRTSTS sets the CRT controller to a specific mode and/or requests a read:

Storing to CRTSTS

Bit	0	1
0	No read	Read Request
1	Unblank	Blank
2	Power-up	Power-down
3	16 lines	24 lines
4	-	-
5	Noninverse	Inverse Display
6	Normal	All
7	Alpha	Graphics

When the CRT is blank, the controller has disabled the electron beam, causing the display to go blank. When this is the case, the controller does not have to refresh the display, causing it to transfer data to and from the CRT memory much faster. When you switch from alpha to graphics or graphics to alpha there will be a flash on the display unless it has been blanked. To avoid this, you must set the blank bit during a retrace. There is a pair of system routines that will blank and unblank the CRT for you. They are CRTWPO and CRTUNW.

When the CRT is powered up or powered down, the controller turns the high voltage section of the CRT driver on or off. This is done to conserve power.

4.3 Display Modes

ALPHA NORMAL

OCTAL ADDRESS	
000000	
000120	
000240	
007760	
010100	
010220	last line of ALPHA NORMAL memory
010340	start of GRAPH NORMAL memory

ALPHA addresses in CRT memory are 000000 to 010337. In alpha mode the display shows 16 or 24 (decimal) lines of 80 (decimal) characters per line. The scrolling keys permit viewing of an additional 38 (decimal) lines of alphanumeric data.

Because each ASCII character occupies eight bits, one character can be stored at each memory location. To move the cursor to the right one position, add one to the address.

If the start address (CRTSAD) is at an address where there is not enough ALPHA NORMAL memory left for an entire display, then the CRT controller will start fetching bytes from address 000000 when it reaches the end of the ALPHA memory. Because of this a mod operation must be performed on alpha addresses when moving the cursor around.

At power-on and after a RESET the CRT start address is set to 00000. If you roll the display up one line the CRT start address will then be set to 00120. If you were to roll the display down one line, the start address would be 10220.

Section 4: Controllers

GRAPH NORMAL

OCTAL ADDRESS	
010340	first (top) line of GRAPH NORMAL display
010422	
037534	
037616	last (bottom) line of GRAPH NORMAL display
037700	last 64 bytes are unused.

In GRAPH NORMAL mode, the screen is 50 bytes (decimal) wide. The GRAPH display always starts at 10340.

The last 64 (decimal) bytes of CRT memory are unused in NORMAL mode. The contents of memory location 10340 will determine whether or not the first eight dots in the top line of the display will be on. The contents of memory location 10341 will determine the state of the next eight dots on the top line.

Section 4: Controllers

ALPHA ALL

OCTAL ADDRESS	
000000	first line of ALPHA ALL memory
000120	
037440	
037560	last line of ALPHA ALL memory
037700	last 65 bytes are unused.

The ALPHA ALL memory maps 80 addresses per line of the CRT display and the last 64 (decimal) bytes of memory are unused. When the start address gets too close to the end of memory, the controller wraps around to address 000000 to finish the display page.

Section 4: Controllers

GRAPH ALL

OCTAL ADDRESS	
010340	first (top) line of GRAPH ALL display
010444	
037640	
037744	addresses 37744-37777 addresses 0-47
000050	
000154	
010134	last line of GRAPH ALL display
010240	last 64 bytes are unused

In GRAPH ALL mode there are 68 (104 octal) bytes per line of the graphics display, giving a dot resolution of 544 dots wide by 240 dots high. The controller will again wrap back to address 000000 to continue fetching bytes when it runs out of memory at the end of the NORMAL graphics area.

4.4 Keyboard Controller

The keyboard controller monitors the RAM location keyboard scanner, four timers, and the beeper.

Keyboard Scanner

All of the keys are connected to keyboard inputs. The controller monitors these connections, waiting for a key to be pressed. When a key is pressed, the controller generates a service request to the CPU. When the request is granted execution vectors to the service routine KEYSRV. The keyboard service routine saves the CPU status then does a JSB=KYIDLE instruction (refer to Hooks, paragraph 3.5). If the KYIDLE hook has not been taken, control will return to KEYSRV. It will then disable interrupts, save registers, and read the key code of the key that was pressed from the keyboard controller through the I/O address KEYCOD. The key is checked by KEYSRV to see if it was RESET. If so, KEYSRV does a RESET. If not, it checks to see if any other keys have been pressed that have not been handled by the system.

If another key has been pressed, the system re-enables the keyboard scanner and restores the registers and status. The system returns to what it was doing when the CPU received the service request. As long as other keys are not pending, the key code is saved in a RAM location called KEYHIT and bits are set in R17 and SVCWRD, indicating that a key has been pressed. The routine KEYSRV then restores the registers and status.

Once a key has been pressed, no more keyboard interruptions will be seen until the previous key is released, and a 1 has been stored to I/O address KEYCOD (which restored the keyboard scanner). If the interrupt were to occur between the last DRP instruction and an extended memory access, the EMC could lose track of what the DRP setting is. Refer to paragraph 3.6.

Section 4: Controllers

The following define the I/O addresses associated with the keyboard scanner:

KEYSTS

Write:	Bit	0	1
	0	No effect	Enable keyboard
	1	No effect	Disable keyboard
	2	Not used	-
	3	Not used	-
	4	not used	-
	5	Speaker off	Speaker on
	6	No effect	1.2 kHz
	7	No effect	Toggle Flip FF
Read:	Bit	0	1
	0	Device disabled	Device enabled
	1	No key pressed	Key pressed
	2	Not used	-
	3	Shift key up	Shift key down
	4	Not used	-
	5	Not used	-
	6	Not used	-
	7	Globals disabled	Globals enabled

Bits 0 and 1 of KEYSTS allow you to disable and enable the keyboard separately from all other devices. Bit 7 (when reading) tells you whether global interrupts are enabled or disabled.

KEYCOD

The status of KEYCOD utilizes a byte rather than individual bits.

Write: If the value is 1, then the keyboard scanner will be re-enabled as soon as the key is released.

Read: Returns the keycode of the key that was pressed.

Section 4: Controllers

Following is a listing of the system key service routine, KEYSRV, presented here as an example of what you need to do if you take over KYIDLE.

```

5880 KEYSRV    SAD
5890          JSB =KYIDLE
5900          STBD R32,=GINTBS
5910          PUMD R32,+R6
5920          LDBD R32,=KEYCOD
5930          BIN
5940          CMB R32,+213
5950          JNZ NORSET
5960 RSTART    LDM R6,=STACK
5970          JSB =RESET.
5980          LDB R30,+1
5990          STBD R30,=KEYCOD
6000          GTO DOCUR.
6010 NORSET   LDBD R33,=SVCWRD
6020          JOD HRVE1
6030          ICB R33
6040          STBD R33,=SVCWRD
6050          STBD R32,=KEYHIT
6060 HRVE1    LDB R32,+20
6070          ORB R17,R32
6080          JSB =EOJ1
6090          LDB R#,=1
6100          STBD R#,=KEYCOD
6110          POMD R#,=R6
6120          GTO ENDSR
6130 !
6140 !
6150 EOJ1     LDBD R32,=KRPET1
6160          STBD R32,=KEYCNT
6170          RTN
6180 !
6190 !
6200 ENDSR    STMD R10,=S10
6210          POMD R10,-R6
6220          PUMD R10,+R6
6230          ANM R10,=77,0
6240          RDB R10,=100
6250          STBD R10,=RAID+1
6260          LDMD R10,=S10
6270          GTO RAID+1

! Save the STATUS, ARP, and DRP
! Call the RAM hook
! Disable global interrupts
! Save register contents to recall later
! Get the keycode from the controller IC
! Force BIN mode for keycode compare
! Is it the RESET key?
! Jif no
! Else reset the return stack pointer
! Do a RESET
! Need to store a 1 out to KEYCOD to
!   restart the keyboard scanner
! Output cursor to CRT and fall into exec.
! Any other unserviced keys been pressed?
! Jif yes, throw this key away
! Else set the keyboard bit
! And restore SVCWRD
! Save the keycode for the system
! Load the mask to set service request bit
!   in XCOM (R17)
! Make sure we're set to slow repeat speed
! Can't get any more keys unless we
!   restart the keyboard scanner
! Restore the registers we used (R32-R33)
! Make the current DRP setting available
!   to the EMC.

! Get the slow repeat count
! Set the counter to the slow repeat

! Save R10-11 in a reserved RAM location
! Get the byte of SAD that contains DRP
! Restore so we can PADM later
! Isolate the DRP register bits
! Make it a DRP instruction
! Store it into RAM so we can execute it
! Restore R10-11
! Finish

```

Section 4: Controllers

At power-on, the system initialization routine has stored at RAID+1 the following code:

RAID+1 BSZ 1	Place holder for DRP instruction
STBD R#,=GINTEN	Re-enable global interrupts
PAD	Restore status, the ARP, and the DRP
RTN	Done

Timers

The timer section of the keyboard controller consists of four separate timers and four registers each containing eight BCD digits. The timers and registers are updated at a rate of 1 kHz. During this updating, no read or write operations should be performed to the CLKDAT address. Each timer that equals its register count causes a service request interrupt. It is then set to zero to begin another count sequence. The contents of the timers are transferred in four consecutive bytes each containing two BCD digits.

The keyboard scanner has the highest priority on the controller regarding interrupts. Next highest is timer 0, with timer 3 being the lowest.

Section 4: Controllers

CLKSTS

This address contains the following information needed when using the timers.

Write: Bit	Comments
0	Disable addressed timer.
1	Enable addressed timer.
2	Stop addressed timer.
3	Start addressed timer.
4	Clear addressed timer.
5	Clear interrupt service flip FF.
6	Bits 6 and 7 are the timer address (0 through 3).
7	
Read: Bit	Comments
0	Timer 0 enabled.
1	Timer 1 enabled.
2	Timer 2 enabled.
3	Timer 3 enabled.
4	Not used.
5	Not used.
6	Not used.
7	Read (timers available for access through CLKDAT).

CLKDAT

When loading from CLKDAT, you must execute a four-byte load to get eight BCD digits which represent the value of the last addressed timer.

When storing to CLKDAT, you must execute a four-byte store and the four bytes must be the eight-digit value you want the last addressed timer set to.

Before executing a load or store instruction to CLKDAT you must first check the most significant bit of CLKSTS to make sure the timers are ready to be accessed (bit 7=1).

Section 4: Controllers

There are no hooks in the timer interrupt routines. The only way to make use of the timers from assembly language programming is to periodically check SVCWRD to see if any timers have been interrupted. This will only work if you never return to the BASIC interpreter, as the executive loop will also check for timer interrupts at the end of each BASIC statement and handle them if necessary.

The following code will read the value of timer 0 (the system clock). It will use that value and the base time to generate the current time and return the current time to the R12 stack.

```
TIME.    CLB R55          ! ADDRESS TIMER 0
         STBD R55,=GINTDS ! DISABLE INTERRUPTS
         JSB =TIMWST      ! WAIT FOR READY AND STORE
                           ! TIMER ADDRESS
         CLM R40          ! CLEAR UPPER FOUR BYTES
         JSB =TIMRDY      ! WAIT FOR READY
         LDMD R44,=CLKDAT ! TIME TO R44-R47
         STBD R44,=GINTEN ! RE-ENABLE INTERRUPTS
         LDM R36,=4,0      ! SET EXPONENT
         BCD
         CLB R32          ! SET SIGN TO POSITIVE
         JSB =SHRONF      ! SHIFT, PACK AND PUSH
                           ! ON R12 STACK
         LDMD R50,=TIME   ! GET BASE TIME
         POMD R40,-R12    ! RECOVER INITIAL TIME
         JSB =ADD10        ! ADD TO BASE TIME AND
                           ! PUSH ON R12 STACK
         RTN
TIMWST   JSB =TIMRDY      ! WAIT FOR READY
         STBD R55,=CLKSTS ! STORE OUT STATUS BYTE
         RTN
TIMRDY   LDBD R37,=CLKSTS ! GET TIMER STATUS
         JPS TIMRDY       ! JIF BUSY
         RTN              ! ELSE RETURN
```

The system routine SHRONF takes a 16-digit number in R40-R47, an exponent in R36-R37 and a sign byte in R32 and normalizes it (shifts out leading zeroes and adjusts the exponent to match). It then packs the exponent and sign into R40-R41, and pushes the floating point result onto the R12 stack. The ADD10 routine is basically the same as ADD10 except it expects as inputs two real (floating point) numbers in R40-R47 and R50-R57, rather than two real or integer numbers on the R12 stack.

Section 4: Controllers

The following code sets timer 0 (the system time clock) the way it's set at power-on.

```
TIME0      LDB R55,=32          ! SET UP STATUS BYTE.  
                                ! BITS 4, 3, 1 WILL CLEAR  
                                ! TIMER 0.  
                                ! START IT, AND ENABLE IT TO  
                                ! INTERRUPT.  
CLM R44          ! GENERATE 86400000, THE  
LDM R46,=100,206  ! NUMBER OF MILLISECONDS  
STBD R#,=GINTDS ! IN A DAY.  
JSB =TIMRDY     ! DISABLE INTERRUPTS.  
STMD R44,=CLKDAT ! WAIT FOR READY.  
STBD R44,=GINTEN ! SEND THE TERMINAL COUNT.  
RTN             ! RE-ENABLE GLOBAL INTERRUPTS.  
                ! DONE.
```

Speaker

The speaker can be controlled through the I/O address KEYSTS. Bits 5 and 6 of KEYSTS allow you to either make the speaker beep at 1.2 kHz or turn it off and on at whatever frequency you wish (within the limits of the clock cycle of the CPU).

SYSTEM MONITOR

5.1 Introduction

The HP 82928A System Monitor is an optional plug-in module that permits you to set breakpoints and single step or trace through the execution of assembly code. Two breakpoints can be set in any portion of memory with an address lower than 200000. Any time either of these addresses is referenced in any manner, an interrupt is caused. The user can use this interrupt to examine CPU registers, status bits, memory locations, and extended memory pointers.

5.2 System Monitor Commands

The system monitor commands described in this section are demonstrated later in this manual. Refer to section 7.

BKP octal address [,select code for output]

Sets breakpoint (BKP) #1 or #2 at a specified address in memory. If no breakpoints have been set, the command sets BKP#1. If BKP#1 is already set, the command sets BKP#2. If BKP#1 and BKP#2 are both set, the command resets BKP#2; BKP#1 remains set at its original address. Breakpoints can be set at any address lower than 200000 in system RAM or ROM. They can be cleared only by using the CLR command. Using the [RESET] key will not clear breakpoints.

Section 5: System Monitor

When a breakpoint is encountered, execution halts and a block of status information is output to the CRT IS device. The following keys are typing aids:

Key	Use
B	Set an additional breakpoint (BKP).
C	Clear (CLR) a breakpoint.
M	Obtain a memory dump (MEM).
P	Change program counter (PC=).
R	Change contents of a register (REG).
T	Using the TRACE command.
1	Change value of pointer #1 (PTR1=).
2	Change value of pointer #2 (PTR2=).
[STEP]	Single step execution.
[ROLL ^]	Roll up display.
[ROLL V]	Roll down display.
[RUN]	Resumes program execution.
[BACK SPACE]	Back space.
[A/G]	Alternates between graphics and alpha modes.

Most other keys on the keyboard are inactive at a breakpoint until a typing aid has been used.

PC	DR	AR	DV	CY	NG	LZ	ZR	RZ	OD	DC	E	BKP1	BKP2	PTR1	PTR2	ROM			
022273	36	36	0	0	1	0	0	1	0	0	01	114333	114303	0377713	0377732	000			
0	1	2	3	4	5	6	7					MEM 0:0							
R00	000	012	265	230	273	044	150	204			026	000	011	210	303	030	011	210	C
R10	242	200	350	212	371	000	001	000			153	031	305	031	266	031	247	031	k E 6
R20	044	044	233	230	140	011	236	200			342	207	022	210	022	210	106	251	b F)
R30	237	200	034	000	075	210	320	230			070	204	230	136	262	001	377	251	8 ^2 #)
R40	110	233	230	001	000	000	044	044			340	040	262	030	377	321	000	140	` 2 #Q `
R50	000	051	000	000	000	000	000	000			366	012	262	065	210	261	014	140	v 25 1
R60	000	000	000	000	000	000	357	012			036	306	000	000	315	274	011	318	F NK N
R70	016	316	000	000	000	000	000	000			030	030	230	316	306	207	117	220	NF 0

Output at a breakpoint includes:

1. The following CPU status indicators:

PC: The setting of the program counter stored in registers R4 and R5. When execution is resumed, it will begin at the address specified by the PC.

DR: Contents of the current data register pointer.

Section 5: System Monitor

- AR: Contents of the current address register pointer.
- OV: Status of the overflow flag.
- CY: Status of the carry flag.
- NG: Status of the MSB (most significant bit), used to indicate a negative quantity.
- LZ: Status of the LDZ (left significant zero) flag.
- ZR: Status of the zero flag.
- RZ: Status of the RDZ (right digit zero) flag.
- OD: Status of the LSB (least significant bit), used to indicate an odd quantity.
- DC: Setting of DCM (decimal) flag. Used to indicate decimal or BCD mode.
- E: Contents of the E (extend) register. This will be a quantity between 0 and 17 octal.
- BKP1: Indicates absolute address where breakpoint 1 is currently set.
- BKP2: Indicates absolute address where breakpoint 2 is currently set.
- PTR1: Indicates address of extended memory pointer 1.
- PTR2: Indicates address of extended memory pointer 2.
- ROM: Indicates number of ROM which was selected when the breakpoint occurred.

2. The contents of 100 (octal) RAM or ROM locations are output beginning with the octal address specified in the last executed MEM and will continue for 100 octal bytes. If no MEM was executed, 100 (octal) bytes of memory will be output beginning with zero. The default ROM number is zero unless previously indicated. If MEM was executed, 100 octal bytes will be output starting with the address of MEM.
3. Contents of CPU registers 0 through 77.
4. Memory contents in ASCII.

Section 5: System Monitor

CLR breakpoint number

After CLR is displayed (as a result of typing "C"), the user can type 1 [END LINE] to clear BP1 or 2 [END LINE], to clear BP2. After CLR is displayed pressing [END LINE] or typing a number other than 1 or 2 will clear both breakpoints.

The CLR functions can be used any time execution has been halted, whether or not it has been halted by a breakpoint.

MEM address [:ROM#][,# of bytes][=#,#,...]

This command dumps the contents of computer RAM or ROM memory to the current CRT IS device beginning with the octal address selected. One-hundred octal bytes are dumped unless another parameter was input. The MEM function can be used after execution has been halted by a breakpoint.

The ROM number if included, is an octal value of selected plug-in ROMs from which memory is dumped. Default value for the ROM number is system ROM 0, if no other ROM number has been selected.

The output shows the octal representation of the bytes in memory and the ASCII representation of the bytes.

If there are numeric entries after the "=" sign, memory is not dumped; the contents of memory locations beginning at the octal address specified are changed to the octal values after the "=" sign. The memory locations must be in RAM. The contents of one succeeding memory location are changed for each value specified after the "=" sign. The number of bytes, if included is disregarded in this case.

Examples: MEM 103300

Dumps contents of 100 octal bytes of memory to the CRT IS device, beginning with memory location 103300.

MEM 103300,20

Dumps contents of 20 octal bytes of memory to the CRT IS device, beginning with memory location 103300.

MEM 60200: 40,200

Dumps contents of 200 bytes of the assembler ROM (ROM #40) to the CRT IS device, beginning with memory location 60200.

MEM 105000 = 0,0,0,15

Loads memory locations 105000, 105001, and 105002 with zeros, and loads location 105003 with 15 octal.

Section 5: System Monitor

PC= octal address

Changes contents of program counter stored in CPU registers R4 and R5 to the specified address, and dumps CPU status and memory contents exactly as when a breakpoint (BKP) is executed. When execution is resumed, it will begin at the address now specified by the contents of the program counter (PC).

Example: PC = 3477 (Sets the PC to resume execution with byte 003477.)

REG number of CPU register = value

Changes contents of specified CPU register to the value given, and dumps CPU status and memory contents as when a breakpoint (BKP) is executed. Value may be octal, decimal, or BCD.

Example: REG 35 = 31 (Changes contents of register R34 to 31 octal.)
REG 36 = 19C (Changes contents of register R36 to BCD 19.)
REG 37 = 25D (Changes contents of register R37 to 25 decimal.)

STEP

Although STEP is not a command, it is a typing aid which executes the next complete machine code instruction (not just the next byte). Beginning with the location currently addressed by the PC, it halts and dumps CPU status and memory contents like a breakpoint.

TRACE octal, decimal, or BCD value

Resumes execution with the next machine code instruction, and continues for the number of instructions (not bytes) specified by the octal, decimal, or BCD value.

After each instruction is executed, CPU breakpoint and status is output to the current CRT IS device. When execution halts, the CPU status and memory contents are output as at a breakpoint. Because of the internal coding of the system monitor, the address of BKPL appears to increase as each instruction is traced and status is output. However, when trace execution halts, both breakpoints are reset to their original addresses (when the TRACE command was executed).

To halt execution during TRACE, press any key. Repeatedly pressing a key may be necessary to halt TRACE.

Section 5: System Monitor

Example: TRACE 10 output

PC	DR	AR	DV	CY	NG	LZ	ZR	RZ	OD	DC	E	BKP1	BKP2	PTR1	PTR2	ROM					
022274	46	36	0	0	1	0	0	1	0	0	01	022273	114303	0377713	0377732	000					
022275	46	36	0	0	0	0	0	0	0	0	01	022274	114303	0377713	0377732	000					
021636	46	36	0	0	0	0	0	0	0	0	01	022275	114303	0377713	0377732	000					
021637	46	36	0	0	0	0	0	0	0	0	01	021636	114303	0377713	0377732	000					
021640	46	36	0	0	0	0	0	0	0	0	01	021637	114303	0377713	0377732	000					
021641	20	36	0	0	0	0	0	0	0	0	01	021640	114303	0377713	0377732	000					
021642	20	10	0	0	0	0	0	0	0	0	01	021641	114303	0377713	0377732	000					
021643	20	10	0	0	0	0	0	1	0	0	01	114333	114303	0377713	0377732	000					
0 1 2 3 4 5 6 7 MEM 0:0																					
R00	000	012	285	230	243	043	155	204				026	000	011	210	303	030	011	210		C
R10	242	200	350	212	371	000	001	000				153	031	305	031	266	031	247	031		k E 6 ,
R20	040	044	233	230	140	011	236	200				342	207	022	210	022	210	106	251		b F)
R30	237	200	034	000	075	210	316	230				070	204	230	136	262	001	377	251		8 ^2 #)
R40	110	233	230	001	000	000	030	056				340	040	262	030	377	321	000	140		^ 2 #Q ^
R50	000	051	000	000	000	000	000	000				366	012	262	065	210	261	014	140		v 25.1
R60	000	000	000	000	000	000	357	012				036	306	000	000	316	274	011	316		F NK N
R70	016	316	000	000	000	000	000	000				030	030	230	316	306	207	117	220		NF 0

PTR1= octal value

Changes pointer address.

PTR2= octal value

Changes pointer address.

WRITING BINARY PROGRAMS

6.1 Program Structure

An assembly language program is required to have a table of five pointers, or addresses, to tell the system where important parts of the program are. The system will use these pointers to find the table of keywords which the binary program implements and the associated routines to execute each of those keywords. This structure called the program shell is shown on the next page.

Section 6: Writing Binary Programs

```
NAM

DEF  RUNTIM
DEF  ASCIIS
DEF  PARSE
DEF  ERMSG
DEF  INIT

PARSE  BYT  $\emptyset$ ,  $\emptyset$ 
      --Parse routine addresses go here.
RUNTIM BYT  $\emptyset$ ,  $\emptyset$ 
      --Runtime routine addresses go here.
      BYT 377, 377
ASCIIS BSZ  $\emptyset$ 
      --Keyword table goes here.
      BYT 377
ERMSG  BSZ  $\emptyset$ 
      --Error message table goes here.
      BYT 377
INIT   BSZ  $\emptyset$ 
      --Initialization code goes here.
      RTN
      --The rest of the binary program goes here.
      FIN
```

Section 6: Writing Binary Programs

The shell consists of the following parts:

1. The program control block.
2. Label definitions describing the locations of the tables that will allow the system to hook into the binary program. The following addresses must be included in this order:
 1. Run time routine table.
 2. ASCII keyword table.
 3. Parse routine table.
 4. Error message table.
 5. Initialization routine address.
3. The actual tables that have been defined previously. They must contain the addresses of the routines that will be performed.
 - The parsing routines will tell the system how to check a keyword for the proper syntax and parameters, and how to convert it to the internal RPN token format.
 - The actual translation of the keywords into machine operations is done by the run time routines whose addresses are defined in the run time table.
 - A marker, two bytes containing 377, must be set directly after the run time and parsing routine tables. When a binary program is loaded, this marker tells the system to assign an absolute address to all routines. All other addresses (routine references) are relative to the beginning of the program.
 - To let the system know which character strings will be the keywords, an ASCII table must be created to specify the keywords.
 - An error message table allows assembly language programs to specify custom error messages.
 - The code for a special initialization routine that is to be executed during initialization of the system, as at power-on, reset, allocation, and deallocation times. Refer to Initialization Hooks in section 3.
4. The routines that will actually do the operations required for defining and executing the new BASIC keyword must come after the tables.

Section 6: Writing Binary Programs

The system will use the structure of the program shell to access the routines in the program. If a mistake is made in the structure, then the system cannot run the program.

The labels that are used to reference routines and routine tables can be any name as long as the names of routines in the tables correspond with the names of the routines themselves.

In addition, after the execution of a routine, control must be passed back to the system by executing a return. A return may be included after every routine.

Control Block

The program control block is 40 (octal) bytes long and is required to tell the system important things including:

- The first four characters in the name of the binary program.
- The length of the program in bytes, including the control block.
- The type of file is contained in the seventh byte. The format of the bits in this byte are as follows:

Bit	Meaning
0	000=BASIC Main Program
1	001=BASIC Subprogram
2	002=Binary Program
3	Undefined
4	Undefined
5	Undefined
6	0=Option base 1 1=Option base 0
7	0=No COMMON 1=COMMON

- The binary program number.
- The name of the file in mass storage (up to 10 characters).
- Six bytes required by the system.
- The base address of the first byte of the control block.

The control block is generated by the NAM instruction, which specifies the program name and number.

Section 6: Writing Binary Programs

The program listed below is used in examples throughout this section.

```
1000      NAM 167,TEST
1010      DEF RUNTIME
1020      DEF KEYWORDS
1030      DEF PARSING
1040      DEF ERMSG
1050      DEF INIT
1060 RUNTIME  BYT 0,0
1070      DEF TEST.
1080 PARSING  BYT 0,0
1090      DEF TESTPARS
1100 ERMSG    BYT 377,377
1110 KEYWORDS  ASP "TEST"
1120      BYT 377
1130 INIT     RTN
1140 TESTPARS LDM R56,=0,371
1150      LDM R55,=PTR2-
1160      STMI R55,=PTR2-
1170      JSB =SCAN
1180      RTN
1190      BYT 241
1200 TEST.   JSB =STBEEP
1210      RTN
1220 SCAN    DAD 21110
1230 PTR2-   DAD 177715
1240 STBEEP   DAD 10441
1250      FIN
```

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Example: The program TEST is 107 (octal) bytes long and contains the following NAM statement and control block.

1000 NAM 167,TEST

0	TEST	5 [LENGTH]	7 TYPE	8 BPGM #
10 [NAME OF FILE AS ON DISC]				
20 DRIVE]	22 [BASE ADDRESS IF ABS]	24 [UNDEFINED]		
30 [LAST BYTE ADDRESS]	32 DEF RUNTIME	34 DEF ASCIS	36 DEF PARSE	

Memory Contents

ASCII Representation

124 105 123 123 107 000 002 167	TESTG
124 105 123 124 102 040 040 040	TESTB
040 040 000 000 000 000 000 000	
064 221	

The first four bytes contain the ASCII representation for the name TEST. The next two bytes, with the least significant byte first, contain the length of the binary program in bytes. The type of file that the program is stored under is represented in eight bits (one byte), and the binary program number is stored in the last byte. The next 10 (decimal) bytes show the ASCII representation for the file name under which the program is stored, with ASCII blanks (040) to fill the rest of the bytes. The following six bytes are undefined, and the last two bytes contain the address of the first byte in the binary program.

Section 6: Writing Binary Programs

System Table

The system uses this table to locate the routines and tables it will need to interpret the binary program. The system table must always be present in a binary program and must always define the subsequent tables in the proper order. During operations the system will need to have the address of a routine to handle parsing, initialization, execution, or error conditions. It will expect the address to be at the proper location as shown below:

Bytes From Base Address	Sample System Table
32	DEF RUNTIME
34	DEF KEYWORDS
36	DEF PARSING
40	DEF ERMSG
42	DEF INIT

When the system looks for a run time routine, it will add 32 (octal) to the base address of the program and access the run time routine table at run time. Likewise, it will add 34 (octal) to the base address to find the parse routine table, and so on. The system will expect the tables and the initialization routine to be in exactly these places in the program.

Placement of Binary Program Routine Tables

The addresses in the parse and run time routine table will be made absolute by the system when the program is executed. To indicate the end of the tables whose addresses will be absolute, the system looks for two bytes of 377's. Only the parsing routine and run time routine tables are required to have absolute addresses, so all other routine tables must follow the two bytes of 377's.

ASCII Keyword Table

The system will check a binary program for a BASIC keyword before it will try to process the keyword. In the ASCII table, all of the keywords are arranged sequentially. When a BASIC statement is entered into the CRT, the system attempts to match the characters with a keyword in the table. The order of the keywords will affect the parsing and execution of the keyword, as the first keyword in the table will be processed by the first parsing routine in the parsing routine table and executed by the first run time routine in the run time routine table.

Section 6: Writing Binary Programs

The system attempts to find a match by comparing each character in the table with each character in the keyword until it reaches a character with the most significant bit set. This indicates the end of a keyword, and, if no match has been found, the system assumes that the next character begins a new keyword and increments the number of the token. The search stops when a match has been found or a byte containing 377 is found.

Example: The following code creates an ASCII keyword table with one keyword, TEST. The ASP instruction creates an ASCII string with the most significant bit set on the last character, and the BYT 377 instruction signifies the end of the ASCII keyword table.

```
1110 KEYWORDS  ASP "TEST"  
1120           BYT 377
```

Parsing Routine Table

If the system accesses a BASIC statement keyword that a binary program has listed in the ASCII keyword table, it will use the parsing routine provided in the program. Functions will be parsed by the system. The position of the keyword in the ASCII keyword table determines which parsing routine will need to be executed. If the keyword does not need to be parsed, then the corresponding position in the parsing routine table must be filled with two bytes of 0's to reserve the space corresponding to the ASCII keyword table.

The system will always skip the first two bytes after the location of the parsing routine table. The next two bytes are used as the address of the first parsing routine.

Example: The following parsing routine table has only one routine, TESTPARS, to parse the keyword TEST.

```
1080 PARSING  BYT 0,0           Two dummy bytes  
1090           DEF TESTPARS    First parsing routine
```

Run Time Routine Table

Each keyword also has a run time routine associated with it. More than one run time routine may be listed in the table, so the system distinguishes between them in the same way as in the parsing routine table. When the system encounters a keyword that is listed in a binary program, it passes control to the proper routine corresponding to the position of the ASCII keyword in the keyword table.

Section 6: Writing Binary Programs

Example: The run time routine table for the program TEST contains one routine address "TEST." which corresponds to the keyword "TEST" and the parsing routine TESTPARS.

1060 RUNTIME BYT 0,0	Two dummy bytes
1070 DEF TEST.	First run time routine

Error Message Table

When an error is flagged in XCOM, the executive loop calls an error reporting routine that displays the error message. If the error number is less than 128 (200 octal), then it is a ROM error message and the bank-addressed ROM is selected whose number is in RAM location ERRROM. If the error message number is greater than 128 (200 octal), then the message will be from the binary program whose number is in ERRBP#.

The error message table is similar to the ASCII keyword table. It is constructed of entries which are strings of ASCII characters, the last character of each string having the most significant bit set. The table is terminated by a BYT 377.

Error messages in ROMs are numbered 0 through 177 (octal). Binary programs are numbered from 377 down to 200 (octal). The first nine error messages for ROMs and binary programs are for default errors. They will give only warning messages if defaults are on (refer to the owner's manual). The other error messages will always display the appropriate error message. Example error message table:

```
10 ERMSG    BYT 200,200,200,200    !!NINE DUMMY BYTES (377,367),  
20          BYT 200,200,200,200 !! WITH THE MSB SET  
30          ASP "SYNTAX-CHECK KEYWORD." !!ERROR 366 OCTAL  
40          ASP "ROW OUT OF RANGE, >16." !!ERROR 365  
50          ASP "COL OUT OF RANGE, >32." !!ERROR 364  
60          BYT 377  
70 INIT     BSZ 0  
80          RTN
```

Initialization Routine

The program TEST has no need to initialize pointers, hooks, or flags. Therefore, the INIT routine returns control to the system. For times when further initialization is needed, refer to paragraph 3.5.

```
1130 INIT RTN
```

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External Address Table

If any of the system locations have been used in the program, a table must be included to define the labels as absolute addresses.

Example: In the program TEST the addresses SCAN, PTR2-, and STBEEP are used and must be defined for the system.

```
1220 SCAN      DAD 21110
1230 PTR2-     DAD 177715
1240 STBEEP    DAD 10441
```

6.2 Attributes

Attributes define the type of a token. The system uses the attribute type to determine how parsing is to occur, how allocation and deallocation are to be performed, and how decompiling is to be done. The system is told how the keyword is to be handled at these times. The attributes must be defined immediately before the run time code in the program memory as shown in line 90:

```
1190          BYT 241
1200 TEST      JSB=STBEEP
1210          RTN
```

There are two types of attributes: primary and secondary. All keywords have primary attributes, but only functions have secondary attributes. The secondary attributes tell how many and the type of parameters the function will need and may occupy one or more bytes.

Attribute Location

The attributes must be placed directly before the run time routine code. The primary attributes must be the first byte before the run time routine. The secondary attributes would precede from the first byte to the last byte. The system checks the attributes from the bottom up, starting with the primary attribute and ending with the last parameter.

The following program listing:

```
040 055          BYT 040,055
```

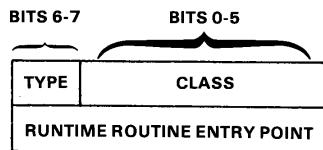
is the octal representation of these attributes:

```
055  Primary attribute - numeric function
040  Secondary attributes - two numeric parameters
```

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Primary Attributes

The primary attribute consists of one byte of information containing the type of the keyword in the two most significant bits and the class of the keyword in the next six bits as shown:



The user must define the primary bits in order to tell the system exactly how he wants the system to recognize the keyword. For instance, if the keyword is to be a numeric function its attributes would be:

Function	Numeric Function
<u>0 0</u>	<u>1 0 1 1 0 1</u>
0	55

Type

Bits 7 and 6 define how the keyword may be used. A keyword may be a BASIC statement or another command for calculator mode. A BASIC statement may be defined as legal after a THEN or illegal after a THEN. System commands are BASIC statements used only in calculator mode. Functions may be used in BASIC programs or in calculator mode.

The codes for each of the types are the following:

Bits 7,6	Octal	Type
1 1	3	BASIC statement, illegal after THEN
1 0	2	BASIC statement, legal after THEN
0 1	1	System commands (nonprogrammable)
0 0	0	Functions and others

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Class

The class will give the system further information on how to process the keyword. The class should follow directly after the type of keyword. For example, a function that returns a number will be in the numeric function class. Keywords that are to be invisible when the program is decompiled have their own class. All BASIC statements that are not functions and all system commands are reserved words.

Example: The keyword "INPUT" uses two tokens to compile but only one shows when it decompiles. The first token puts the system into a pseudo-calculator mode to allow characters to be entered from the keyboard and outputs a "?." The other, which is hidden during decompiling, takes the system out of the pseudo-calculator mode and does the actual storing of the input values. The class of the second keyword keeps it from being printed in the program listing. The keyword "LOAD" is in the class of reserved words. Refer to the sample program LINPUT in section 7.

Useful Classes

Bits 5-0	Octal	Class
1 0 0 0 0 1	41	Reserved words
1 0 0 1 0 0	44	Invisible at decompile time
1 0 1 1 0 1	55	Numeric function (such as, SIN, IP)
1 0 1 1 1 0	56	String function (such as, CHR\$, VAL\$)

Secondary Attributes

At parse time, if the system parser finds a match for a keyword in the binary program ASCII table, it will then check the attribute type. If the keyword is a statement, control passes to the binary program parse routine. If the keyword is a function, the secondary attributes determine the type and number of parameters to use.

One byte is needed if the function uses one or two parameters, and a second byte is needed if there are more than two but less than seven parameters. More parameters require more bytes. The first four bits of the first byte indicate the number of parameters that the function will accept. The next two bits define the type of the first parameter, and the second parameter is defined by the last two bits. Thereafter the consecutive pairs of bits define extra parameters.

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Parameter Types

Type	Description
0 0	Numeric
0 1	Numeric array
1 0	String
1 1	Strange

0010 00 00
2 Parameters First Second

6.3 Assembler Instructions

The instruction set is used to communicate between the assembly language programmer and the CPU. Assembly language instructions can move data, perform arithmetic operations, and execute other functions. There are two types of instructions: those which operate directly on the CPU and are translated into machine language; and pseudo-instructions which act as messages to the Assembler ROM.

The typical instruction is broken up into five fields. The first field is the line number, for the convenience of the programmer. When assembled, the program will not have line numbers, instead it will show the value of the instruction counter. The instruction counter is the offset in bytes from the start of the program. The next field is an optional label field. System labels may be defined in the global file. Other labels must be defined in the routine. The opcode comes after the label field and is the heart of the instruction because it tells the CPU or Assembler ROM what is to be done. Following the opcode is the operand(s) for the instruction, and at the end of the instruction or in the label field the programmer may place a "!" followed by a comment.

In assembler mode the system will automatically space the elements typed in the proper fields. The programmer has only to distinguish the fields by at least one space. The registers may be referred to by their octal numbers, and the system will add the "R" in its proper place.

Example: Line number 120 may be typed in as follows:

120 LDMD 46,22 !A MULTI-BYTE LOAD

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After pressing [END LINE], it will appear in the program listing as:

```
120      LDMD R46,R22      IA MULTI-BYTE LOAD
```

Line Numbering

Each line of a program source code must begin with a line number (which will not appear in the assembled code). A line number may be up to 99999 and may be entered individually or automatically, using [AUTO] for automatic line numbering. When a program is assembled the line numbers will appear as relative addresses of the instructions, that is, the instruction location counter.

Labels

A label may be from one to eight characters long. The label field starts in the second space after the line number. A digit may not be used as a first character, and no spaces may be used in a label because a space denotes the end of a label. When variable storage is needed in the program, a label may be used after the run time routine. To simulate control loops and branch execution, a label may be used to designate the location of the jump.

Opcodes

The opcodes for assembly language instructions may be entered after typing at least two spaces after the line number or at least a single space after a label. Entries in the opcode field are restricted to valid instructions. Blanks are not allowed within the opcode field.

Opcodes may be single-byte, multi-byte, or pseudo-operations. The pseudo-operations may act upon bytes but are only messages to the Assembler ROM and do not generate executable code.

Operands and Addressing

Depending upon the kind of instruction to be performed, the operand may be a register, a label or address, a pointer to a value, or a relative location which must be offset by an absolute address. The DRP will point to the register that will be operated upon according to the opcode. If the opcode calls for direct addressing, where the value is at a location outside of the CPU register bank, the operand will contain the address of the value in memory. If the opcode calls for direct addressing, where the value is pointed to by a label that is located outside of the CPU register bank, the operand will contain the address of the pointer in memory.

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Indexed addressing can be used to access an area of memory by adding a base address to an offset such as in table searching. The absolute address of a label can be obtained by adding BINTAB to the relative address of the label.

Comments

A comment must begin with an exclamation point "!. A comment may be typed beginning in the first or second space after the line number or one or more spaces after the other elements of the instruction. Comments may be as long as needed, though the limit is 160 characters per line.

Constants

Constants may be entered in octal, BCD, or decimal notation. A BCD value is entered by immediately following the value with a "C," while a decimal value is followed by a "D"; otherwise the system assumes octal values. Constants will be stored as one or more bytes, depending on whether it indicates a single- or multi-byte operation. After the program is assembled constant values are placed immediately after the machine code.

Syntax and Explanation

Each of the opcodes are discussed in detail in the next three subsections. The opcode is shown above its explanation, then following the explanation is an example of how the instruction may be used.

The first two letters of the opcode signify its operation, but the designation for a single-byte, "B," or multi-byte, "M," operation must be added at the end. In addition, if a type of addressing other than register immediate is needed, then the letter for that addressing mode must be added, "D" for direct or "I" for indirect. Instructions using direct or indirect addressing will have opcodes of four characters. A register being used for indexing must be entered in the operand field with an "X" instead of an "R." Pseudo-instructions always have opcodes of three characters.

The examples are designed to give the programmer a few hints for using the instructions in binary programs and clarify some points about the syntax of the instruction set.

Syntax Guidelines

LDB Instructions shown in capital letters must be entered exactly as shown (in either upper- or lower-case).

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- [] Items shown between brackets are optional. If several items are stacked between brackets, any one or none of the items may be specified.
- ... Three dots (ellipsis) following a set of brackets indicate that the items between the brackets may be repeated.
- () Contents of.
- Complement.
- B/M Single- or multi-byte instruction.
- AR Address register location. Location of first byte addressed by the ARP. Can be a register, R*, or R#.
- DR Data register location. Location of first byte addressed by the DRP. Can be a register, R*, or R#.
- A Address mode for load/store. Can be blank (for immediate), D (for direct), or I (for indirect).
- ARP Address Register Pointer. A 6-bit register used to point to one of 64 CPU registers. The byte to which ARP points is often used as the first of two consecutive bytes forming a memory address.
- DRP Data Register Pointer. A 6-bit register used to point to one of 64 CPU registers. The location to which DRP points is often used as the destination for data loaded into the CPU.
- R(x) CPU register addressed by (x).
- M(x) Memory location addressed by (x) which must be 16-bit address.
- PC Program Counter. CPU registers R4 and R5. Used to address the instruction being executed.

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SP Subroutine Stack Pointer. CPU registers R6 and R7. Used to point to the next available location on the subroutine return address stack.

EA Effective Address. The location from which data is read for load-type instructions or the location where data is placed for store-type instructions.

ADR Address. The two-byte quantity directly following an instruction that uses the literal direct, literal indirect, index direct, or index indirect addressing mode. This quantity is always an address.

LOAD/STORE Instructions

The instructions for loading and storing data have access to all eight addressing modes, and they can be single- or multi-byte.

LD CPU Instruction

Data register is loaded with the contents of the effective address determined by the operand and the addressing mode.

Format: LDBA DR, operand single-byte
 LDMA DR, operand multi-byte

ST CPU Instruction

Contents of data register are stored in effective address determined by the operand and the addressing mode.

Format: STBA DR, operand single-byte
 STMA DR, operand multi-byte

Addressing Modes

The CPU allows several addressing modes. These include literal, register, indexed, and stack modes of memory access.

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Not all addressing modes are available to all instructions. The load (LD) and store (ST) instruction have access to all addressing modes except stack addressing, and they are used here for illustration. For a list of the addressing modes used by a particular instruction, refer to appendix B.

Most addresses are referred to as two-byte quantities. Because addresses are two consecutive bytes, only the least significant byte is referenced. For instance, the address register (AR) is actually a single byte within the CPU register bank that is pointed to by the address register pointer (ARP). When the address register contains an address, the CPU register pointed to contains the least significant byte of the address. The next register (ARP + 1) contains the most significant byte of the address.

The multi-byte feature of the CPU allows data to be manipulated in quantities of one to eight bytes. Therefore, in the following descriptions, only the address of the first byte is specified.

In the following descriptions, the effective address (EA) points to the first byte of data to be affected by the instruction.

Register Mode

This mode allows the CPU registers to contain addresses as well as data. There are three types of register addressing: register immediate, register direct, and register indirect.

Register Immediate

Examples:

LDB R36,R32	Loads contents of R32 into R36.
STM R40,R50	Stores the contents of R40-R47 into R50-R57.

Register Direct

Examples:

LDBD R36,R32	Loads CPU register R36 with the contents of the system memory location addressed by R32-R33.
STMD R40,R50	Stores contents of R40-R47 into system memory beginning with the location addressed by R50-R51.

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Register Indirect

Examples:

LDBI R36,R32

If R32 contains 105731, and location 105731 contains 110437, the contents of 110437 is loaded at location R36.

STBI R36,R32

If R32 contains 105371, and 105731 contains 110437, then the contents of R36 is stored at location 110437.

Literal Mode

The operand is a literal quantity stored in memory immediately following the opcode. A literal string, ten octal bytes or less, is a BCD, octal, or decimal constant or a label. The programmer is responsible for ensuring that the number of bytes of the literal string matches the DRP setting. The assembler does not check for a mismatch. Literal mode includes literal immediate, literal direct, and literal indirect forms of addressing.

Literal Immediate

Examples:

LDB R36,=10D

Loads 10 decimal (12 octal) into CPU register R36.

LDM R40, =0,0,0,0,0,0,0,120

Loads 120 octal (a floating point 5 in BCD format) into register R40-R47.

LDM R32,=LABEL

Loads R32-R33 with the relative address of LABEL.

Literal Direct

Examples:

LDBD R34,=ROMFL

Loads the contents of the memory location addressed by the label ROMFL into CPU register R34.

STMD R74,=CHIDLE

Stores the contents of CPU register R74 through R77 into four memory locations beginning with the location addressed by the label CHIDLE.

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Literal Indirect

Example:

STBI R30,=ADDR

Stores the contents of CPU register R30 into the memory location addressed by another memory location which is itself addressed by the two-byte literal quantity specified by the label ADDR.

Index Mode

Indexing is useful for accessing data when the data is stored in a table. In indexed addressing, a fixed base address is added to an offset to create the desired address. The CPU performs this addition using CPU registers R2 and R3. After an index instruction, these registers contain the effective address (the sum of the base and the offset). Neither the original base nor the offset is altered in memory. There are two types of indexed addressing: index direct and index indirect.

Index Direct

Example:

LDBD R36,X30, TABLE

Loads into CPU register R36 the contents of the memory location addressed by registers R2 and R3. R2 and R3 contain the sum of the contents of R30-R31 and the address TABLE.

Index Indirect

Example:

STMI R36,X30, OFFST

Stores the contents of CPU register R36 and R37 in memory, beginning with the location addressed by another memory location which is addressed by CPU registers R2 and R3. Registers R2 and R3 contain the sum of the address in R30-R31 plus the offset specified by the label OFFST.

STBI R36,X34,66

Stores the contents of R36 in the location addressed by R2 and R3 (sum of the address in R30-R31 plus 66).

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Stack Instructions

In stack addressing, a register pair serves as a pointer to the stack in memory. A load or store is performed at the top of the stack, and the register pair is decremented or incremented to the new top of the stack. Instructions push and pop are available to push data onto and pop data from stacks in the main memory. These stacks can be addressed using direct or indirect addressing.

PU

Pushes single byte or multi-byte using direct or indirect addressing. The stack pointer is incremented (increasing stack) or decremented (decreasing stack).

Examples:

PUBD R32,+R12

Pushes single byte from R32 onto the R12 stack. The stack pointer is incremented.

PUBI R32,-R46

The stack pointer is first decremented and then the single byte contained in R32 is pushed onto the R46 stack.

PO

Pops single byte or multi-byte off stack using direct or indirect addressing. The stack pointer is incremented (increasing stack) or decremented (decreasing stack).

POBD R32,+R20

Pops single byte contained in R12 onto the R20 stack. The stack pointer is incremented after the operation.

POBD R32,-R20

The stack pointer is first decremented and then R32 is loaded with the byte pointed to by R20.

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Stack Addressing

You can address a stack from nearly any CPU register pair. Registers R6 and R7 are hardware-dedicated and always point to the subroutine return stack, a fixed stack of 512 bytes. A subroutine jump will automatically push an address onto this stack and a return will load the program counter with the address on the top of the stack, causing execution to begin at that address on the next cycle. The R6 stack is also affected by SAD and PAD instructions (save and restore status), which push three bytes onto the R6 stack and remove them respectively.

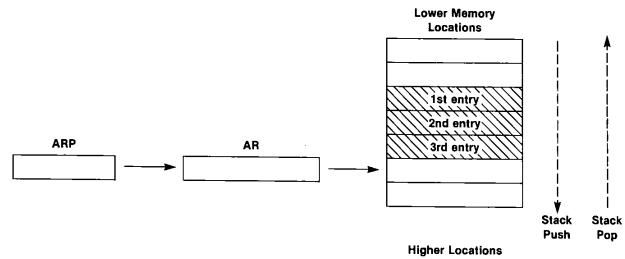
Another stack used by many of the system routines at run time is the R12-R13 operation stack. This stack is used to pass parameters between system routines. The documentation for each routine using this stack describes what the routine expects on the R12 stack and what it leaves after it has finished.

Stacks may be increasing or decreasing. An increasing stack is one which is filled in the direction of higher memory locations and from which data is removed in the direction of lower memory locations. In a decreasing stack, data is pushed in the direction of lower memory locations, and taken off in the direction of higher memory locations. To avoid confusion, it is best to address a particular stack using only instructions for an increasing stack or only instructions for a decreasing stack, but not both.

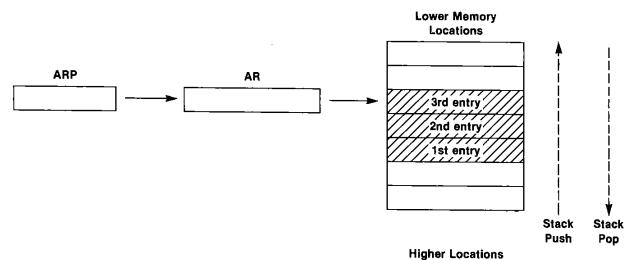
For stack addressing, the stack pointer is contained in the AR. Multiple stacks are handled by having multiple stack pointers within the CPU register space. A stack is activated by setting the ARP equal to the location of that stack pointer.

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For an increasing stack, the AR must point to the next location available on the stack. For a decreasing stack, the AR points to the occupied location on top of that stack.



Increasing Stack



Decreasing Stack

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Stack Direct

In this addressing mode, the stack is presumed to contain data. Stores to the stack (pushes) fill the stack. Loads from the stack (pops) empty the stack.

For a push onto an increasing stack, the AR points to the location where data is to be stored. Following the store, the AR is incremented by the number of bytes stored. For a pop operation from an increasing stack, the AR is first decremented by the number of bytes to be popped off. The AR then points to the location of the data to be removed from the stack.

For a pop from a decreasing stack, the AR points to the location of the data to be removed. Following the removal, the AR is incremented by the number of bytes moved. For a push operation onto a decreasing stack, the AR is first decremented by the number of bytes to be stored on the stack. Then the data is pushed onto the stack.

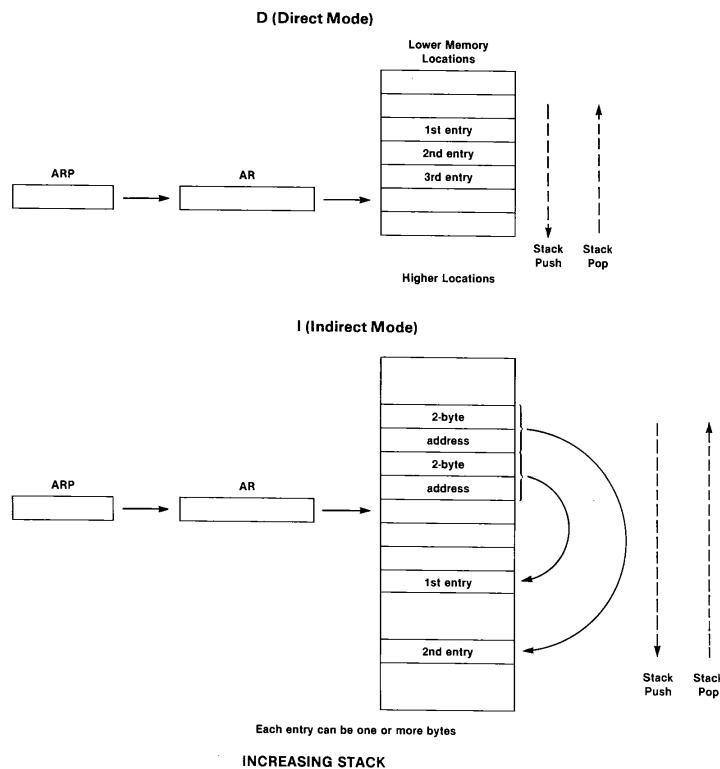
Stack Indirect

In this mode, the stack is presumed to contain an ordered list of addresses. These addresses point to the location from which data is read by pops or to the location into which data is stored by pushes.

For a push onto an increasing stack, the AR points to the effective address. After storing data in M(EA), the AR is incremented by two. For a pop instruction from an increasing stack, the AR is first decremented by two in order to point to the effective address. The effective address is then loaded into the CPU register designated by the DRP.

PUBD DR,+AR Push byte direct with increment.

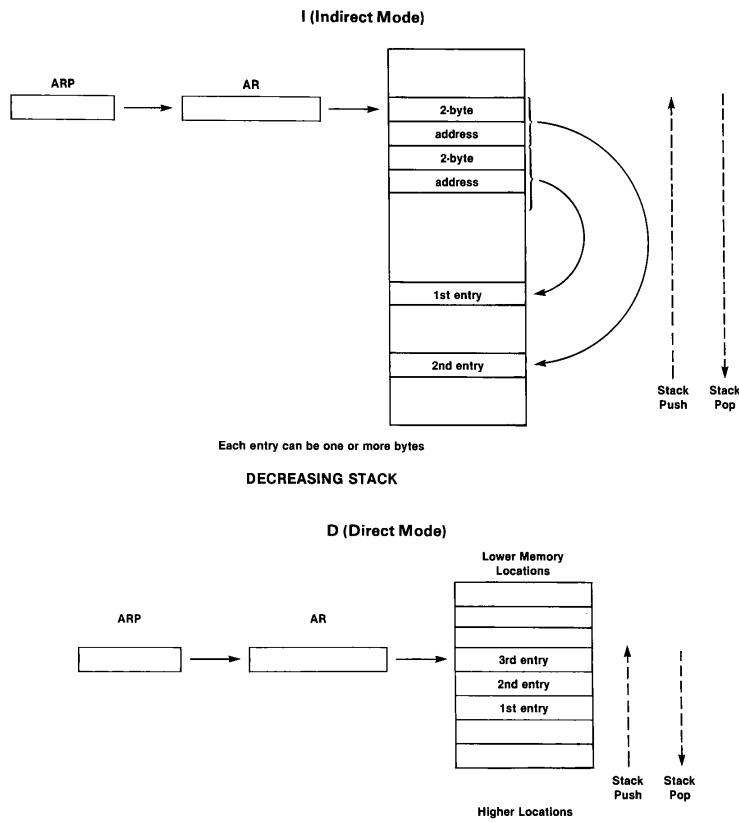
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The instructions available for use with an increasing stack are:

PUBD DR,+AR	Push byte direct with increment.
PUMD DR,+AR	Push multi-byte direct with increment.
PUBI DR,+AR	Push byte indirect with increment.
PUMI DR,+AR	Push multi-byte indirect with increment.
POBD DR,-AR	Pop byte direct with decrement.
POMD DR,-AR	Pop multi-byte direct with increment.
POBI DR,-AR	Pop byte indirect with decrement.
POMI DR,-AR	Pop multi-byte indirect with decrement.

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The instructions available for use with a decreasing stack are:

PUBD DR,-AR	Push byte direct with decrement.
PUMD DR,-AR	Push multi-byte direct with decrement.
PUBI DR,-AR	Push byte indirect with decrement.
PUMI DR,-AR	Push multi-byte indirect with decrement.
POBD DR,-AR	Pop byte direct with increment.
POMD DR,-AR	Pop multi-byte direct with decrement.
POBI DR,-AR	Pop byte indirect with decrement.
POMI DR,-AR	Pop multi-byte indirect with decrement.

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Arithmetic and Logical Instructions

AD

Add may be used to combine the value of the data register and the contents of the operand. This operation may be performed on single bytes or multiple bytes, and direct addressing or constants may be used. In BCD mode addition will take place using four-bit digits. The result is always stored in the data register.

Example:

ADB R20,R30

Adds the contents of R30 to R20 and places the result in R20.

ADMD R20,=BINTAB

Takes the location of the beginning of the binary program and adds it to the value in R20, R21. The result is stored in R20, R21.

AN

Each bit in the data register is compared to the corresponding bit in the operand. If the bits being compared are both 1, then the result is a 1. If either bit is 0, then the result is 0. The operand may be a value in memory that is addressed directly. Although this instruction is available only for multi-byte operations, single-byte operations are possible with the DRP set to a boundary register.

Example:

ANM R20,R30

Converts all of the 1's in R20-R21 to 0's if the same bits in R30-R31 are 0's.

If R20-R21 contain:

1 1 0 1 1 0 1 1

0 0 1 0 1 1 0 0

and R30-R31 contain:

0 1 0 0 0 1 1 1

0 0 0 0 1 0 1 1

then the result is:

0 1 0 0 0 0 1 1

0 0 0 0 1 0 0 0

Section 6: Writing Binary Programs

CM

The compare is used to simulate the logical operations of a high level language. It is done by subtracting the operand from the data register and setting the appropriate status indicators; the result of the operation is not stored. In binary mode the subtraction is two's complement, and in BCD mode the subtraction is ten's complement. Comparisons may be either single- or multi-byte operations, and direct addressing may be used. When used previous to a logical jump, an IF-THEN BASIC statement may be simulated.

In order to simulate the relation:

DR<AR	CMM DR, AR JNC LABEL	CY flag should be 0 Jump if DR<AR
DR>=AR	CMM DR, AR JCY LABEL	CY flag should be 1 Jump if DR>=AR
DR=AR	CMM DR, AR JZR LABEL	ZR flag should be 1 Jump if equal
DR#AR	CMM DR, AR JNZ LABEL	ZR flag should be 0 Jump if not equal

The jump instructions JNZ, JZR, JCY, and JNC are explained later in this section.

OR

Each bit in the data register is compared to the corresponding bit in the operand. If either bit is a 1, then that bit in the data register is set to 1. Otherwise the bit in the data register is set to 0. This logical operation may be performed on single bytes or multiple bytes, but must use register immediate addressing only.

Example:

ORB R20,R30 Leaves a 1 in R20 if the corresponding bit in R30 is set.

If R20 contains: 0 0 1 0 1 1 0 0

and R30 contains: 0 0 0 0 1 0 1 1

then the result is: 0 0 1 0 1 1 1 1

Section 6: Writing Binary Programs

SB

Subtraction is simulated by adding the complement of the operand to the data register. Ten's complement is used in BCD mode, and in binary mode two's complement is used. The result of the subtraction is stored in the DR. The operand may be addressed immediately or directly, and can be a single- or multi-byte instruction. The CY flag is set to 1 if the result is positive and cleared if the result is negative.

Example:

SBM R20,R30

In binary mode, takes the two's complement of R30-R31 and adds that to R20-R21. The result is put in R20-R21.

If R20-R21 contain:

1 1 0 1 1 0 1 1

0 0 1 0 1 1 0 0

and R30-R31 contain:

0 1 0 0 0 1 1 1

0 0 0 0 1 0 1 1

then the complement of R30-R31

1 0 1 1 1 0 0 0

1 1 1 1 0 1 0 1

is added to R20-R21.

The result is:

1 1 0 1 1 0 1 1

0 0 1 0 1 1 0 0

The operation is done in binary mode. Since registers are shown in octal, the previous example would look like this:

Before: R20

054

R21

333

R30

013

R31

107

Two's complement

Result: R20

223

R21

041

R30

013

R31

107

Section 6: Writing Binary Programs

Example:

SBB R20, R30

In BCD mode, takes the ten's complement of the two digits in R30 and adds that to the two digits in R20.

If R20 contains:

0 0 1 0 1 1 0 0

which in BCD are the decimal digits:

28

and R30 contains:

0 1 0 0 0 1 1 1

which in BCD is:

47

Then the ten's complement of R30:

53

is added to R20:

28

and the result in R20 is:

80

XR

In the "exclusive or" logical operation the bit that corresponds in the data register is set to 1 when the bits being compared are not the same. When both bits are 1 or both bits are 0, the bit in the data register is set to 0. The CY and OVF flags are cleared.

Section 6: Writing Binary Programs

Example:

XRM R20,R30 Compares the individual bits in R20-R21 and R30-R31. If they are not the same, sets that bit to 1 in the DR; otherwise it is set to 0.

If R20-R21 contain:

1	1	0	1	1	0	1	1
---	---	---	---	---	---	---	---

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---

and R30-R31 contain:

0	1	0	0	0	1	1	1
---	---	---	---	---	---	---	---

0	0	0	0	1	0	1	1
---	---	---	---	---	---	---	---

The result in R20-R21 is:

1	0	0	1	1	1	0	0
---	---	---	---	---	---	---	---

0	0	1	0	0	1	1	1
---	---	---	---	---	---	---	---

Shift Instructions

All shift instructions can be done in BCD or binary mode. In BCD mode the shift will affect a BCD digit, or four bits, and in binary mode it will affect a binary digit, a bit. Shifts may also be single- or multi-byte operations, and the result of a shift will be determined by the nearest boundary in the direction of the shift. In single-byte shifts the boundary is actually the register being shifted, whereas in multi-byte operations the boundaries are those in the CPU register bank. In arithmetic and logical operations the boundaries are normally toward the higher-numbered registers. With shifts, the boundary may be to the left, higher-numbered registers, or the right, lower-numbered registers depending on whether you are shifting right or left.

Shifts are made into one of the shift registers: the E register or the CY flag. In BCD mode shifts are made into and out of the E register, and in binary mode shifts are made into and out of the CY flag.

Section 6: Writing Binary Programs

EL

The extended left shift will take the most significant digit, put it into the shift register, move the rest of the contents one digit to the left and put the previous contents of the shift register into the least significant digit.

Example:

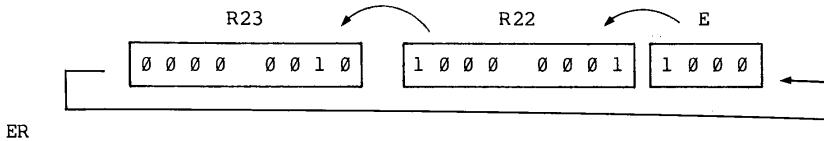
ELM R20

In BCD mode, shifts the most significant digit of R20-R21 (1000) into the E register. The other 12 bits will move left four bits, and the least significant digit will be filled with the previous contents of the E register (0001).

	R23	R22																																
If R20-R21 contain:	<table border="1"><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td colspan="8" style="text-align: center;">80</td></tr></table>	1	0	0	0	0	0	0	0	80								<table border="1"><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td></tr><tr><td colspan="8" style="text-align: center;">2</td></tr></table>	0	0	1	0	1	0	0	0	2							
1	0	0	0	0	0	0	0																											
80																																		
0	0	1	0	1	0	0	0																											
2																																		
			8																															

and "E" contained previously: 0 0 0 1

then the shift would take place as follows:



ER

The extended right shift moves the least significant digit to the shift register and the contents of the shift register into the most significant digit. It works in the same way as the extended left shift except that the movement is toward the right boundary.

Section 6: Writing Binary Programs

Example:

ERB R21

In binary mode, shifts the least significant bit (LSB) to the CY flag, then moves the previous contents of the CY flag to the MSB position.

If R21 contains:

1	1	0	1	1	0	1	1
---	---	---	---	---	---	---	---

and the CY flag is:

1

then the result would be:

CY

1

1	1	1	0	1	1	0	1
---	---	---	---	---	---	---	---

 —

LR

When a logical right shift is performed, the LSB is moved into the shift register and the MSB is cleared. The digit is maintained in the shift register and may be shifted back using the extended shift instructions.

Example:

LRM R21

In binary mode, shifts the LSB into the CY flag and clears the MSB.

R21

R20

If R20-R21 contain:

1	1	0	1	1	0	1	1
---	---	---	---	---	---	---	---

0	0	1	0	1	1	0	0
---	---	---	---	---	---	---	---

The result is:

0	1	1	0	1	1	0	1
---	---	---	---	---	---	---	---

1	0	0	1	0	1	1	0
---	---	---	---	---	---	---	---

CY

0

Section 6: Writing Binary Programs

LL

The logical left shift moves the most significant digit of the data register into the shift register and clears the least significant bit. If the shift causes a sign change then the OVF is set to 1.

Example:

LLM R30

In binary mode, shifts the MSB of R30 into the CY flag and clears the LSB of R31.

If R30-R31 contain:

R31

R30

If R30-R31 contain:

0	1	0	0	0	1	1	1
0	0	0	0	1	0	1	1

then the result would be: 

DC

The decrement is simulated by adding the complement of 1 binary in binary mode, to the quantity in the data register. The quantity may be single or multiple bytes.

Example:

DCB R31

Subtracts one from the quantity in R31.

R31

If R31 contains:

1 0 0 0 0 0 0

R31

then the result is:

The OVF flag is set to 1, because the sign changed.

Section 6: Writing Binary Programs

IC

When an increment is performed, 1 is added to the quantity in the data register. In BCD mode, the quantity is incremented by decimal 1, and in binary mode, it is incremented by a binary 1. In BCD mode the OVF flag is cleared (single- or multi-byte).

Example:

ICM R20

In BCD mode, the decimal quantity in R20, R21 is increased by 1.

R21

R20

If R20-R21 contain:

1	0	0	1	1	0	0	1
---	---	---	---	---	---	---	---

0	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---

which in BCD is: 9 9 2 5

R21

R20

then the result is:

1	0	0	1	1	0	0	1
---	---	---	---	---	---	---	---

0	0	1	0	0	1	1	0
---	---	---	---	---	---	---	---

which in BCD is: 9 9 2 6

Section 6: Writing Binary Programs

NC

This complement instruction will give the nine's complement in BCD mode and the one's complement in binary mode. The nine's and one's complement are performed by taking the number of digits to be complemented and subtracting each digit individually from 9 in BCD mode and 1 in binary mode. The result is placed in the data register.

Example:

NCB R20

In binary mode, flips all bits
(one's complement operation).

R20

If R20 contains:

0 1 0 0 0 1 1 1

R20

then the result is:

1 0 1 1 1 0 0 0

Example:

NCM R20

In BCD mode, takes the nine's complement
of the contents in R20-R21 by
subtracting each digit from a BCD 9
(1001).

R21

If R20-R21 contains:

1 0 0 0 0 0 0 0

R20

which in BCD is:

0 0 1 0 1 0 0 0

8 0

2 8

R21

then the result would be:

0 0 0 1 1 0 0 1

R20

which in BCD is:

0 1 1 1 1 0 0 1

7 1

Section 6: Writing Binary Programs

TC

The contents of the data register is replaced by the two's complement in binary mode or the ten's complement in BCD mode. Two's and ten's complement is found by incrementing the one's or nine's complement. In BCD mode, the OVF flag is cleared.

Example:

TCM R20

In binary mode, takes the two's complement of R20-R21.

	R21	R20		
If R20-R21 contain:	<table border="1"><tr><td>1 1 0 1 1 0 1 1</td></tr></table>	1 1 0 1 1 0 1 1	<table border="1"><tr><td>0 0 1 0 1 1 0 0</td></tr></table>	0 0 1 0 1 1 0 0
1 1 0 1 1 0 1 1				
0 0 1 0 1 1 0 0				
	R21	R20		
then the result would be:	<table border="1"><tr><td>0 0 1 0 0 1 0 0</td></tr></table>	0 0 1 0 0 1 0 0	<table border="1"><tr><td>1 1 0 1 0 1 0 0</td></tr></table>	1 1 0 1 0 1 0 0
0 0 1 0 0 1 0 0				
1 1 0 1 0 1 0 0				

Section 6: Writing Binary Programs

TS

The status of the contents of the data register are tested, and the appropriate status indicators are set. The OVF and CY flags are cleared in all cases, and the E register is not affected. This instruction is a single- or multi-byte instruction. The status indicators are discussed in section 2.

Example:

TSM R20

Will set the status indicators and clear the OVF and CY flags.

	R21	R20		
If R20-R21 contain:	<table border="1"><tr><td>0 1 0 0 0 0 1 1</td></tr></table>	0 1 0 0 0 0 1 1	<table border="1"><tr><td>0 0 0 0 1 0 1 1</td></tr></table>	0 0 0 0 1 0 1 1
0 1 0 0 0 0 1 1				
0 0 0 0 1 0 1 1				
	LDZ	RDZ		

the resulting flags will be set:

DCM	May be 1 (BCD) or 0 (binary).
E	Not affected.
CY	Cleared.
OVF	Cleared.
OD	Set to 1.
NG	Set to 0.
Z	Set to 0 (since quantity is nonzero).
LDZ	Set to 0.
RDZ	Set to 0.

CL

The clear instruction permits the clearing of any byte or of any multi-byte portion of the CPU register bank. The DR is set equal to 0 and the flags CY and OVF are cleared.

Example:

CLB R47

Clears R47

Section 6: Writing Binary Programs

JSB

When a subroutine jump is made, the control of the program is given to a set of instructions with the intention of returning to the program at the next instruction after the jump was made. In order to return, the program counter for the next instruction must be stored. This return location is pushed onto the R6-R7 stack, and when the RTN instruction is executed, it is loaded back into the program counter. A subroutine jump that is made to a relocatable address in a binary program must be indexed from the absolute start of the program (BINTAB).

Examples:

JSB =NUMVA+

Increments the program counter (PC) to the address of the next instruction after the JSB. That address is pushed onto the R6-R7 stack, and the PC is loaded with the address the jump is to be made to NUMVA+ (located at 22403). When the system executes a RTN, it pops the address of the next instruction off of the R6-R7 stack and loads that value into the PC.

JSB X14,ROUTINE

Makes a jump to ROUTINE by adding the value of ROUTINE as a label to the location of the start of the program (BINTAB) which is stored in R14-R15. In all other aspects it is the same as JSB=.

Jump Instructions

This group of instructions gives the capability for branching control to addresses that are defined by the label that the jump is being made to. If a condition is true, then the jump is made; otherwise, the jump is ignored and the next instruction is executed. These branching instructions use relative addressing. Labels that are used must be contained inside the program. The program counter (PC) is loaded with the value of the address, and program control moves to that location in the program memory. The maximum number of bytes that may be jumped is 177 octal (forward) higher-addressed bytes or 200 octal (backward) lower-addressed bytes.

Each conditional jump has a complement, except the jump on no overflow, which jumps on the opposite of the relation. For instance, the jump on negative is simply the opposite of the jump on positive and may be used in the same circumstances depending on the personal preference of the programmer. All of the jumps will be discussed.

Section 6: Writing Binary Programs

JMP

The unconditional jump always occurs when executed. It is the only jump that does not check the status of any system flags.

Example:

JMP ALWAYS	Will always jump to ALWAYS, a location in the program.
------------	--------------------------------------------------------

JNO

Since the system has no jump on overflow, a jump on no overflow must be used for both cases. If the OVF flag is set to 1, then the jump is ignored and the next instruction will be executed. In the case of an overflow, the code after the jump instruction will perform the necessary steps, and then if necessary, continue the program.

Example: If a flag (E) is to be incremented when an overflow occurs:

ADM R20,R30	Executes the operation that may set an overflow (OVF).
-------------	--------------------------------------------------------

JNO RESUME	If there has been no overflow, the program will begin at RESUME.
------------	------------------------------------------------------------------

ICE	If JNO is ignored, then an overflow has occurred, and the program increments the E flag.
-----	------------------------------------------------------------------------------------------

RESUME BIN	Resumes the program.
------------	----------------------

JPS, JNG

Jump on positive and jump on negative are made by checking the status of the most significant bit (NG) flag and taking the "exclusive or" of NG and the OVF. In the case of two positive numbers added together resulting in a negative number (NG=1), the jump on positive takes that into consideration and would jump because NG=1 and OVF=0 and the "exclusive or" would be 1 and the jump would be made.

Example: If R20 contains 073 and R30 contains 125 then the addition:

ADDITION ADB R20,R30	Adds 073 to 125 (octal) and sets NG=1 and OVF=0.
----------------------	--------------------------------------------------

JNG ADDITION	Since the exclusive OR of NG=1 and OVF=0 is 1 and JNG expects it to be 0, then the jump will not be made even though the NG flag says it is negative.
--------------	-------------------------------------------------------------------------------------------------------------------------------------------------------

Section 6: Writing Binary Programs

JOD, JEV

The least significant bit flag (OD) shows whether a number is even or odd. If the number is even, OD is set to 0 and JEV, jump on even, will take place. If the number is odd, OD=1, then JOD, jump on odd, will take place. This conditional jump works in binary and BCD modes.

Example: To find out if the 16-bit binary number stored in R36-R37 is a prime number, all even numbers may be ignored by the following code:

```
TSM R36      Checks to see if the number is even.  
JEV NOTPRIME  Since the number is odd, it might be prime.
```

JZR, JNZ

When making comparisons and when decrementing a counter, the jump on 0 and jump on not 0 are useful. If two quantities are equal, comparing them will cause the ZR flag to be set to 1. To simulate a conditional IF-THEN statement, a comparison is made prior to the jump. To simulate a controlled FOR-NEXT loop, the loop counter is decremented and the conditional jump made.

Example: To simulate IF X=80 THEN RESUME (R20 contains 120 octal which is 80 decimal):

```
CMB R20,=120      Compares R20 to 120.  Since they are  
                  equal, the ZR flag is set to 1.  
JZR RESUME      Since ZR=1, the jump is made to the  
                  location RESUME.
```

To simulate the FOR-NEXT loop, the number of times that the loop will be executed is decremented and a check is made to see if that number of loops has been done.

Example: If R20 contains the number of times the loop is to be executed, then FOR X=1 to 20 would be:

```
DCB R20      After the statements have been executed,  
              R20 is decremented.  If R20 is equal to  
              zero, the ZR flag is set to 1.  
JNZ LOOP      If the loop has not been done the  
              specified number of times, it must be  
              done again starting at the beginning of  
              the statements (LOOP).
```

Section 6: Writing Binary Programs

JCY, JNC

When the carry flag (CY) is set to 1, it indicates an addition has become too large for the register to handle. This happens often in subtraction and in comparisons. To simulate the statement IF-THEN with a "greater than or equal to" or "less than" relation, a compare is made between the values, and the CY flag is checked.

Example: If R20 and R30 contain the first and second numbers to be included in the compare, then the statement IF QUANTITY1 > QUANTITY2 THEN RESUME could be:

CMB R20,R30

Compares R20 to R30 by adding the negative of R30 to R20 and sets the status flags. If R20 is greater than or equal to R30 then CY=1. If R20 is less than R30, CY=0.

JCY RESUME

Jumps to the location RESUME if R20 is greater than R30 (CY=1).

JEZ, JEN

The jump on E equal to zero and the jump on E not equal to zero check the status of the E register for parsing routines and user defined flags. In parse routines the E flag will be set to 1 if the token searched for is found, and 0 if not found. After returning from a parse routine it is convenient to set an error message or to do another procedure if the token is not found. Also, if the E register is used as a programming flag, it may be set on a special condition to jump to a procedure.

Example: To demand a numeric parameter at parse time:

JSB=NUMVA+
JEZ ERR

Try to parse a numeric value.
Jump if not found to error reporting.

JLZ, JLN

JLZ: Jump on left digit 0 (left BCD digit).
JLN: Jump on left digit not 0.

Example: If R20 contains 011, the following code would take the jump:

TSB R20
JLZ TRUE

Section 6: Writing Binary Programs

JRZ, JRN

JRZ: Jump on right digit 0 (right BCD digit).
JRN: Jump on right digit nonzero.

Example: If R011 is in R20, the following code would not take the jump:

```
TSB R20
JRZ TRUE
```

ARP and DRP Load Instructions

These two instructions are available for loading the address register pointer or the data register pointer. They are not normally needed because the assembler automatically generates the ARPs and the DRPs where required.

ARP

Sets the address register pointer to the address register.

DRP

Sets data register pointer to the data register.

Use of R*

When entering source code, you may substitute R* for the AR or the DR in any CPU instruction. This causes the DRP or the DRP to be loaded with the least significant six bits of CPU register R0. The effect is that the DR and the AR are specified by the contents of R0. The CPU uses the DRP1 and ARP1 opcodes to implement this feature.

Example:

LDB R0, = 26	Loads R0 with 26.
LDB R*,R30	Loads CPU register specified by R0. (which is now R26) with the contents of R30.
STB R40,R*	Stores contents of R40 into register (R26 now) specified by R0.

To avoid confusion, R1 is not allowed in either the DR or the AR fields. This means that CPU register R1 is inaccessible except by a multi-byte R0 operation or when R0=1 and the ARP or the DRP is specified by R*.

Section 6: Writing Binary Programs

Other Instructions

There are a few other CPU instructions which you can use.

BCD

Sets decimal mode (DCM=1). Arithmetic operations will be in BCD format.

BIN

Sets binary mode (DCM=0). Arithmetic operations will be in binary format.

CLE

The four bits of the extend register are set to 0.

DCE

The extend register is decremented by 1. This instruction is always a binary operation, regardless of the DCM flag status.

PAD

Restores ARP, DRP, and status (usually after a SAD instruction) by popping them off the stack. The stack pointer is decremented by three, and all status flags except E are altered by the contents of the three stack locations that are read.

The first byte processed is read as the least LSB in bit 0, the \overline{RDZ} bit 1, \overline{Z} in bit 2, \overline{LDZ} in bit 6, and MSB bit 7. The second byte is read as the DRP in bits 0-5, DCM status in bit 6, and overflow flag in bit 7. The third byte is read as the ARP in bits 0-5, carry flag in bit 6, and overflow flag in bit 7.

Following a PAD instruction, the stack has been read as shown here:

SP →

Increasing Addresses ↓

	OVF	CY	ARP				
	OVF	DCM	DRP				
MSB	LDZ	0	0	0	\overline{Z}	\overline{RDZ}	LSB
	7	6	5	4	3	2	1 0

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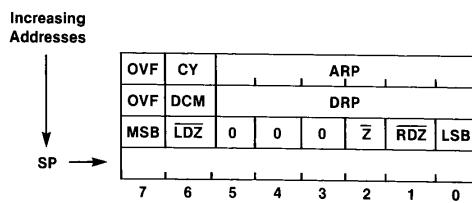
RTN

The subroutine return stack pointer is decremented by two. Then the return address is read from the stack and written into the program counter.

SAD

Three bytes are pushed onto the stack to save the ARP, the DRP, and the status flags (except E). The first byte contains the ARP in bits 0-5, CY in bit 6, and the overflow flag in bit 7. The second byte contains the DRP in bits 0-5, DCM status in bit 6, and the overflow flag in bit 7. The third byte contains the LSB in bit 0, RDZ in bit 1, Z in bit 2, LDZ in bit 6, and the MSB in bit 7. The stack pointer is incremented by three. Status is not affected by this operation.

Following a SAD instruction, the stack contents are as shown here:



6.4 Assembly of CPU Instructions

When the address field of an instruction consists of a DR and an AR, each source statement is usually assembled into three bytes of machine code. These bytes are assembled in order as:

1. DRP: DRP set to point to DR.
2. ARP: ARP set to point to AR.
3. Opcode: Perform operation.

A stack push instruction such as PUBD would be assembled and appear as shown here:

Byte Number	Machine Code	Source Code
000227	110 006 342	PUBD R10,-R6

Section 6: Writing Binary Programs

When the address field of an instruction consists of a DR and a label, as in the case of literal direct and literal indirect addressing (such as, LDMI R32, =ADDRS), each source statement is usually assembled into four bytes of machine code:

1. DRP: DRP set to point to DR.
2. Opcode: Perform operation.
3. Low-order byte of literal quantity.
4. High-order byte of literal quantity.

When the address field of an instruction consists of a DR, an AR, and a label, as in the case of indexed direct and indexed indirect addressing (such as, LDBI R36,X32,TABLE), five bytes of machine code may be generated for each source statement:

1. DRP: DRP set to point to DR.
2. ARP: ARP set to point to AR.
3. Opcode: Perform operation.
4. Low-order byte of address.
5. High-order byte of address.

The ARP and the DRP During Assembly

An optimizing feature of the Assembler ROM is the deletion of "unnecessary" ARP and DRP instructions during assembly.

If an instruction is not labeled (that is, there is not an entry in the label field) and the ARP (and/or DRP) is already set to the correct value, the previously set ARP (and/or DRP) is not generated during assembly.

Example:

Byte Number	Machine Code	Source Code
000227	110 006 342	LABEL POBD R10,-R6
000232	342	POBD R10,-R6

In this example, both the ARP and the DRP are specified beginning with byte 227. Since they are now correctly set for the next instruction, they are automatically deleted when the second POBD R10,-R6 instruction is assembled. This results in the machine code shown in byte 232.

Section 6: Writing Binary Programs

Not all previously set ARPs and DRPs are deleted during assembly. Times when they are not deleted include:

- **Labeled instructions:** Since a jump from anyplace in code may cause execution to resume at the label, the first ARP and DRP are not deleted after an instruction that contains an entry in the label field.
- **Returns:** After executing a subroutine jump, then returning, the first ARP and DRP encountered are not deleted.
- **PAD:** Following a PAD instruction, the first ARP and DRP are not deleted.

Pseudo-Instructions

Instructions to the assembler are pseudo-instructions. Each may be entered by typing a pseudo-opcode in the same field as the opcode for an instruction, followed by any additional operand.

Pseudo-instructions perform these three functions when encountered during assembly:

- Assembly control.
- Data definition.
- Conditional assembly.

ABS base address

If the base address is less than 100000 (octal) then a ROM file will be generated at assembly time. Otherwise a binary program file will be generated and all labels are given absolute addresses, not relative addresses. The ABS statement must precede a NAM statement, if used.

FIN

Signifies the end of the source code. This pseudo-instruction is required for assembly.

GLO file name

If no file name is specified, GLO declares this source code to be a global file to be used in the assembling of the current source code. If there is a file name, it is the name of the global file to be used in the assembling of this source code. Comments are not allowed on the same line as the GLO instruction, and the instruction must precede ABS and NAM.

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LNK file name

Will load another file containing more source code and continue assembling. Allows assembly of larger programs than would otherwise be possible.

LST

Causes the code to be listed on the current PRINTER IS device at assembly. The printed lines will be truncated at whatever the current line length is.

An address that is undefined when its label is encountered will be printed in object code as 326, 336, or 377, depending upon whether it is a DEF, a relative jump, or a GTO statement.

NAM binary program #, unquoted string

Sets up the program control block for a binary program. Should be preceded only by GLO, ABS, LST, UNL, DAD, EQU, or comments.

ORG address

Specifies a base address which is added to all following defined addresses (DADs). This pseudo-instruction is most useful in global files.

UNL

Turns off the list feature which was turned on by the LST pseudo-instruction. After an UNL, code is not listed during assembly.

Pseudo-Instructions for Data Definition

ASC numeric value, unquoted string
ASC quoted string

Inserts into the object code the ASCII code for the number of characters specified of the unquoted string. Inserts the entire quoted string.

ASP numeric value, unquoted string
ASP quoted string

Same as ASC except that the parity bit of the string's final character is set. (During operation, the system determines the end of an ASCII string in some system tables by checking to see if the character's parity bit is set. When the bit has been set, the system assumes the next character begins a new string or entry in the table.)

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BSZ numeric value

Inserts into the object code the octal number of bytes of 0's specified by the numeric value.

BYT numeric value [,numeric value...]

Inserts literal values into the object code.

DAD Label DAD address

Assigns either an absolute address or a constant to a label. DAD and EQU are similar; DAD is usually used for addresses, while EQU is used for values other than addresses. ORG affects only DADs.

DEF label

Inserts the two-byte address associated with the label.

EQU Label EQU numeric value

Assigns either an absolute address or a constant to a label. This instruction is similar to the DAD pseudo-instruction.

GTO label

Generates four bytes of object code which load the program counter with the address, minus one, of the label. The label must be an absolute address.

The CPU relative jump instructions can cause jumps of from 177 (octal) to -200 (octal) memory locations. The GTO pseudo-instruction is useful for jumping beyond this range.

The GTO instruction is primarily for use in ROMs. It should not be used in a binary program unless that program has been declared an absolute program.

VAL label

Inserts the one-byte literal octal value associated with the label.

Pseudo-Instructions for Conditional Assembly

These instructions permit you to control assembly with conditional assembly flags. A conditional assembly flag has the same constraints as a label--it can be no more than eight characters in length, and the first character cannot be a digit.

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A conditional assembly flag is treated the same as a label by the system. (For example, an assembly flag can be located by a label search.) For this reason, a conditional assembly flag should be unique, and should not duplicate a label.

AIF assembly flag name

Tests the specified conditional assembly flag and, if true, continues to assemble the following code. If the flag test false, the source code after the flag is treated as if it were a series of comments until an EIF (end of conditional assembly) instruction is found.

CLR flag name

Changes the specified conditional assembly flag to false.

EIF

Terminates any conditional assembly in process. Only one conditional assembly can be handled at a time. If a second one is encountered while the first is still active, the second will override the first.

SET flag name

Sets the specified conditional assembly flag to true.

6.5 Multiple Binary Programs

There can be up to five binary programs in memory at one time. There is a table of two-byte addresses called BINBAS that contains the base addresses in the order in which the binary programs were loaded. Bytes that are not used are zero. Anytime the system calls a binary program, it first fetches from BINBAS the base address for that program and stores it in BINTAB.

The ASCII keyword tables and the binary programs are searched in the order they are loaded. This is also how initialization routines are called.

Section
VII

SAMPLE BINARY PROGRAMS

7.1 Introduction

This section includes five binary programs. In addition to being listed here, these programs are on the disc you received with your Assembler ROM. Source code file names end in "S", while object code file names end in "B."

Each of these programs is designed to illustrate assembly language programming, and each provides a function or keyword that is useful to the HP-87 operating system.

At the end of each program listing is a table of system routine addresses used by the program. Inserting the disc and placing a GLO GLOBAL pseudo-opcode near the beginning of the program eliminates the need for these addresses in some of the sample programs. Certain programs call system routines whose addresses are not available on the global file disc.

The string highlight program includes instruction on how to use a binary program following the listing.

Section 7: Sample Binary Programs

7.2 String Highlight

Source Code: HGL\$S

Object Code: HGL\$B

```

1000 ****
1010 !* This binary program implements a string function called HGL$  *
1020 !* which accepts one string parameter and returns that string with   *
1030 !* the most significant bit of each character set.                   *
1040 !* This binary program is a translation of the UDL$ binary program *
1050 !* from the HP-85 Assembler Rom manual.                            *
1060 !*
1070 !* (c) Hewlett-Packard Co. 1982                                     *
1080 !*
1090 !* An example of how this function might be used is:                *
1100 !*
1110 !* 100 INPUT R$                                         *
1120 !* 110 DISP HGL$(R$)                                     *
1130 !*
1140 ****
1150 NRM 53,HGLBIN      ! SET UP THE PROGRAM CONTROL BLOCK
1160 DEF RUNTIM        ! PTR TO RUNTIME ADDRESS TABLE
1170 DEF ASCIIS         ! PTR TO KEYWORD TABLE
1180 DEF PARSE         ! PTR TO PARSE ADDRESS TABLE
1190 DEF ERMSG          ! PTR TO ERROR MESSAGE TABLE
1200 DEF INIT          ! PTR TO INIT ROUTINE
1210 ****
1220 PARSE  BSZ 0      ! NO PARSE ROUTINES
1230 ****
1240 RUNTIM  BYT 0,0      ! DUMMY TOK# 0 RUNTIME ADDRESS
1250 DEF REV.          ! TOK# 1 RUNTIME ADDRESS
1260 DEF HGL$.          ! TOK# 2 RUNTIME ADDRESS
1270 BYT 377,377        ! TERMINATE RELOCATION
1280 ****
1290 ASCIIS  ASP "HGL$B"      ! KEYWORD #1
1300     ASP "HGL$"        ! KEYWORD #2
1310 ERMSG   BYT 37?        ! TERMINATE ASCII TABLE & ERMSG TABLE
1320 ****
1330 INIT    RTN          ! NO INITIALIZATION TO BE DONE
1340 ****
1350 BYT 30,56          ! ATTRIBUTES ($ FUNCTION, 1 $ PARAMETER)
1360 HGL$.  POND R45,-R12    ! POP STRING ADDRESS OFF OF STACK
1370     POND R30,-R12    ! GET LENGTH OF STRING OFF OF STACK
1380 STM R30,R55          ! LENGTH NEEDS TO BE IN S5 FOR 'RSMEM'
1390 CLB R5?              ! ZERO OUT MSB OF RESERVED LENGTH
1400 JSB +RSMEM-          ! GO GET SOME TEMPORARY MEMORY
1410 PUND R30,+R12        ! PUSH LENGTH BACK ONTO THE R132 STACK
1420 PUND R65,+R12        ! PUSH ADDRESS RETURNED BY RSMEM ON STACK
1430 BIN                 ! MAKE SURE OF MATH MODE FOR LOOP COUNTER
1440 LDMD R75,=PTR1-        ! SAVE VALUE OF PTR1
1450 PUND R75,+R6          ! ON R6 STACK
1460 LDB R34,=200          ! SET UP MASK
1470 STM R45,=PTR1-        ! ADDRESS OF 1st BYTE OF ORIGINAL STRING
1480 STM R65,=PTR2-        ! ADDRESS OF 1st BYTE OF RESERVED MEMORY
1490 MORE    DCM R30          ! DECREMENT LOOP COUNTER
1500 JNC DONE            ! JIF NO CHARACTERS LEFT
1510 LDBI R20,=PTR1-        ! GET NEXT CHARACTER FROM ORIGINAL STRING
1520 ORB R20,R34            ! SET MSB OF CURRENT CHARACTER
1530 STBI R20,=PTR2-        ! STORE HI-LIGHTED BYTE TO RESERVED MEMORY
1540 JMP MORE             ! GO GET SOME MORE
1550 DONE    POND R75,-R6    ! RETRIEVE OLD VALUE OF PTR1

```

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```
1560      STMD R75,=PTR1-      ! AND RESTORE IT BEFORE RETURNING
1570      RTN                   ! DONE
1580 !*****NO PARAMETERS, STRING FUNCTION*****
1590      BYT 0,56               ! NO PARAMETERS, STRING FUNCTION
1600 REV.    BIN                 ! FOR ADDRESS MATH
1610      LDM R43,=40D,0         ! LOAD THE LENGTH OF THE STRING
1620      DEF DATE-             ! AND THE ADDRESS OF THE STRING
1630      BYT 0                  ! (MAKE IT A THREE BYTE ADDRESS)
1640      RDMR R45,=BINTAB        ! MAKE THE ADDRESS ABSOLUTE
1650      PUMD R43,+R12          ! PUSH IT TO THE OPERATING STACK
1660      RTN                   ! DONE
1670 DATE    ASC "40.102:veR 2891 .oC drakcaP-ttelueH )C(" ! PLACE HOLDER FOR ADDRESS LOAD
1680 DATE-   BSZ 0               ! PLACE HOLDER FOR ADDRESS LOAD
1690 !*****DEFINING ADDRESSES*****
1700 BINTAB  DAD 104070          !
1710 RSMEM-  DAD 31741           !
1720 PTR1-   DAD 177711          ! DEFINE ADDRESSES
1730 PTR2-   DAD 177715          !
1740 FIN                 ! TERMINATE ASSEMBLY
```

Section 7: Sample Binary Programs

1. In assembler mode load the source code:

```
ALOAD "HGL$S" [END LINE]
```

2. To assemble the source code:

```
ASSEMBLE "HGL$B" [END LINE]
```

If you want a printed copy of the object code as it assembles, you must designate a PRINTER IS device (that is, PRINTER IS 701). There must also be an LST instruction at the beginning of the code. The object code is now assembled and stored on your disc.

3. To use this function, return to BASIC mode. Type:

```
BASIC [END LINE]
```

4. Load the object code. Type:

```
LOADBIN "HGL$B" [END LINE]
```

5. Before running this program you may wish to set a breakpoint. With the system monitor inserted, type:

```
BKP REL (100)
```

The REL instruction sets the breakpoint at an absolute address in memory. The breakpoint information will appear on the CRT. It will also be printed if you specify a PRINTER IS device. For example:

```
BKP REL (100),701
```

The program will now halt at the address specified in the breakpoint. Your breakpoint will look similar to this when HGL\$ ("string") is typed:

PC	DR	AR	DV	CY	NG	LZ	ZR	RZ	OD	DC	E	BKP1	BKP2	PTR1	PTR2	ROM			
114334	57	55	0	0	0	1	0	0	1	0	00	114333	000000	0370014	0370013	000			
R00	005	001	242	053	334	230	100	204			110	107	114	102	254	000	002	053	HGLB, +
R10	307	200	350	212	075	210	001	001			110	107	114	044	102	040	040	040	HGL\$B
R20	233	230	053	016	010	013	310	200			040	040	000	000	000	000	000	000	
R30	041	000	324	230	267	230	233	230			233	230	277	230	307	230	277	230	? G ?
R40	015	000	000	000	000	060	360	001			320	230	321	230	233	230	017	231	P Q
R50	110	053	230	002	000	041	000	001			324	230	377	377	110	107	114	044	T HGL\$
R60	000	000	000	000	000	041	360	001			302	110	107	114	244	377	236	030	BHGL\$
R70	016	004	000	000	000	017	360	001			056	145	012	343	130	343	055	243	.e cXc-#

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After execution is halted at the breakpoint, you may single step a specified number of instructions using the TRACE instruction. For example, to trace the next 10 program steps, type:

TRACE 10

The TRACE instruction will give you status information for each of those 10 steps, as well as the contents of memory. TRACE 10 will output the following information:

PC	DR	AR	DV	CY	NG	LZ	ZR	RZ	OD	DC	E	BKP1	BKP2	PTR1	PTR2	ROM										
114335	57	55	0	0	0	1	1	1	0	0	00	114334	000000	0370014	0370013	000										
031741	57	55	0	0	0	1	1	1	0	0	00	114335	000000	0370014	0370013	000										
031742	57	55	0	0	0	1	1	1	0	0	00	031741	000000	0370014	0370013	000										
031743	57	55	0	0	0	1	1	1	0	0	00	031742	000000	0370014	0370013	000										
031744	65	55	0	0	0	1	1	1	0	0	00	031743	000000	0370014	0370013	000										
031747	65	55	0	0	0	1	0	0	1	0	00	031744	000000	0370014	0370013	000										
031750	65	55	0	0	0	1	0	0	1	0	00	031747	000000	0370014	0370013	000										
031751	65	55	0	0	0	1	0	0	0	0	00	114333	000000	0370014	0370013	000										
												0	1	2	3	4	5	6	7	MEM 114233:0						
R00	005	001	242	053	351	063	102	204				110	107	114	102	254	000	002	053	HGLB, +						
R10	307	200	350	212	075	210	001	001				110	107	114	044	102	040	040	040	HGL\$B						
R20	233	230	053	016	010	013	310	200				040	040	000	000	000	000	000	000							
R30	041	000	324	230	267	230	233	230				233	230	277	230	307	230	277	230	? G ?						
R40	015	000	000	000	000	060	360	001				320	230	321	230	233	230	017	231	P Q						
R50	110	053	230	002	000	041	000	000				324	230	377	377	110	107	114	044	T HGL\$						
R60	000	000	000	000	000	256	231	000				302	110	107	114	244	377	236	030	BHGL\$						
R70	016	004	000	000	000	017	360	001				056	145	012	343	130	343	055	243	.e cXc-#						

To continue execution after a breakpoint or after a TRACE instruction, press [RUN].

6. To run this program without halting, type:

HGL\$ ("string")

after the LOADBIN instruction.

7.3 CRT Control

Source Code: ALPHAS

Object Code: ALPHAB

```

1000 ****
1010 /* This binary program implements three CRT control statements:      *
1020 /*      AWRITE [<row>,<column>][,<string>]                         *
1030 /*      AREAD <string variable>                                         *
1040 /*      START CRT AT <absolute line #>                                *
1050 /* AWRITE allows you to do one of three things:                         *
1060 /*      1) force ALPHA mode without moving the cursor position        *
1070 /*      2) force ALPHA mode and move the cursor to a position which* *
1080 /*          is relative to the top left of the current screen        *
1090 /*      3) force ALPHA mode and move the cursor to new position      *
1100 /*          and output a string at that location, leaving the cursor*
1110 /*          positioned at the beginning of the string.                 *
1120 /*      In all cases the cursor is not actually displayed, until some *
1130 /*          other normal cursor movement occurs.                         *
1140 /* AREAD allows you to read a string of characters from the CRT into *
1150 /*          a string variable. Usually the cursor will have been moved to *
1160 /*          the correct position with the AWRITE statement.             *
1170 /* START CRT AT allows you to scroll the display up or down or jump *
1180 /*          to an entirely different page, all under program control.   *
1190 /*          NOTE: this routine does not change the cursor's location in *
1200 /*          CRT memory, so the cursor may get lost off of the screen when *
1210 /*          this command is used. It can be brought back by use of the   *
1220 /*          AWRITE statement, or by using the Home Cursor key.          *
1230 /* ALPHAB returns the revision date of the binary program.           *
1240 ****
1250 /*
1260 /* An example of how this binary might be used in BASIC is:          *
1270 /*      110 FOR I=1 TO 1000                                         *
1280 /*      120 START CRT AT IP(RND*50)                                *
1290 /*      130 AWRITE RND*16,RND*80 @ AREAD A$                      *
1300 /*      140 AWRITE RND*16,RND*80,A$                      *
1310 /*      150 NEXT I                                         *
1320 /* This is guaranteed to turn any intelligent display into nonsense. *
1330 /*
1340 ****
1350 MYBPGM# EQU 52           ! BINARY PROGRAM NUMBER
1360 NAM 52,ALFA              ! NAME BLOCK FOR BINARY
1370 DEF RUNTIM               ! ADDRESS OF RUNTIME ADDRESSES
1380 DEF ASCIIS                ! ADDRESS OF ASCII TABLE
1390 DEF PARSE                 ! ADDRESS OF PARSE ADDRESSES
1400 DEF ERMSG                 ! ADDRESS OF ERROR MESSAGES
1410 DEF INIT                  ! ADDRESS OF INITIALIZATION ROUTINE
1420 RUNTIM BSZ 2              ! PLACE HOLDER
1430 DEF ALFA.                 ! RUNTIME LABEL FOR 'AWRITE'
1440 DEF AREAD.                ! RUNTIME FOR 'AREAD'
1450 DEF STARTAT.              ! CRT TOP LINE
1460 DEF REV.                  ! RUNTIME FOR REVISION

```

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```

1470 PARSE    BSZ 2          ! PLACE HOLDER
1480 DEF ALPHAP    ! PARSE LABEL FOR 'AWRITE'
1490 DEF AREADP    ! PARSE LABEL FOR 'AREAD'
1500 DEF STARTATP  ! PARSE FOR TOP LINE
1510 BYT 377,377   ! END OF RELOCATABLES
1520 !*****=====
1530 ASCIIS    BSZ 0
1540 RSP "AWRITE"    ! TOKEN 1
1550 RSP "AREAD"    ! TOKEN 2
1560 RSP "START CRT AT" ! TOKEN 3
1570 RSP "ALPHAB"    ! TOKEN 4
1580 ERMSG    BYT 377   ! END OF ASCII TABLE
1590 !*****=====
1600 INIT     RTN    ! NO INITIALIZATION TO BE DONE
1610 !*****=====
1620 STARTATP PUBD R43,+R6    ! SAVE TOKEN#
1630 JSB =NUMVA+    ! TRY TO GET A NUMBER
1640 JEZ ERR88    ! GOT AN ERROR
1650 OKAY     LDB R53,=371   ! BPGM TOKEN
1660 STBI R53,=PTR2-    ! STORE IT
1670 LDB R53,=MYBPGM#    ! GET MY BINARY NUMBER
1680 STBI R53,=PTR2-    ! STORE IT
1690 POBD R53,-R6    ! GET THE TOKEN NUMBER
1700 STBI R53,=PTR2-    ! STORE IT
1710 RTN     ! ALL DONE
1720 !*****=====
1730 ALPHAP    PUBD R43,+R6    ! SAVE TOKEN NUMBER
1740 JSB =NUMVA+    ! TRY TO GET A NUMBER
1750 JEZ OKAY     ! MUST BE JUST 'AWRITE'
1760 JSB =GETCMA    ! DEMAND A COMMA
1770 JSB =NUMVAL    ! DEMAND A NUMBER
1780 JEN OKAY2    ! JIF BOTH NUMBERS THERE
1790 ERR88     POBD R43,-R6    ! CLEAN UP R6
1800 JSB =ERROR+    ! ERROR HANDLING ROUTINE
1810 BYT 88D     ! ERROR NUMBER
1820 OKAY2     CMB R14,-54   ! MAKE SURE OF A COMMA
1830 JNZ OKAY     ! JIF JUST 'AWRITE X,Y'
1840 JSB =STREX+    ! PARSES A STRING EXPRESSION
1850 JEZ ERR88    ! JIF NO STRING TO ERROR
1860 JMP OKAY     ! OTHERWISE FINISH UP THE PARSING
1870 !*****=====
1880 AREADP    PUBD R43,+R6    ! SAVE THE TOKEN
1890 JSB =SCAN     ! LET'S DO A SCAN
1900 JSB =STRREF    ! MUST BE A STRING REFERENCE
1910 JMP OKAY     ! FINISH THE PARSE
1920 !*****=====
1930 BYT 0,56     ! NO PARAMETERS, STRING FUNCTION
1940 REV.      BIN     ! FOR ADM0 R45,=BINTAB
1950 LDM R43,-40D,0   ! LOAD THE LENGTH OF THE STRING
1960 DEF DATE     ! AND THE ADDRESS OF THE STRING
1970 BYT 0     ! (MUST BE THREE BYTE ADDRESS)
1980 ADM0 R45,=BINTAB    ! MAKE THE ADDRESS ABSOLUTE
1990 PUMD R43,+R12   ! PUSH IT ALL ON THE OPERATING STACK
2000 RTN     ! DONE
2010 RSC "30.102:veR 2891 .OC drakcaP-ttelweH )c"
2020 DATE     BSZ 0          ! PLACE HOLDER FOR THE LABEL (ADDRESS)
2030 !*****=====

```

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```

2040      BYT 241
2050  ALFA.   BIN
2060      LDBD R37,=CRTSTS
2070      JPS INALPHA!
2080      JSB =ALPHA.
2090  INALPHA!  CMMRD R12,+TOS
2100      JZR NO-ADR
2110      JSB =DECUR2
2120      JSB =HMCURS
2130      LDMD R14,=BINTAB
2140      CLM R43
2150      LDM R20,R12
2160      SBM R20,=25,0
2170      CMMRD R20,+TOS
2180      JNZ R-ONLY
2190      POMD R43,-R12
2200  R-ONLY    STM R43,X14,SAV-$
2210      JSB =TWOB
2220  CALCDR   DCM R56
2230      JNG GOT-IT
2240      ADM R46,-120,0
2250      JMP CALCDR
2260  GOT-IT    STM R46,R24
2270      JSB =MOVCRS
2280      LDMD R43,X14,SAV-$
2290      LDM R56,R43
2300      JZR NO-ADR
2310      STM R45,-PTR2
2320      LDM R36,R43
2330  ALOP     LDBI R32,-PTR2-
2340      JSB =CHKSTS'
2350      STBD R32,=CRTDAT
2360      DCM R36
2370      JNZ ALOP
2380  NO-ADR   RTN
2390 ! ****
2400      BYT 241
2410  AREAD.   BIN
2420      LDBD R37,=CRTSTS
2430      JPS INALPHA#
2440      JSB =ALPHA.
2450  INALPHA#  JSB =DECUR2
2460      POMD R73,-R12
2470      STM R73,R55
2480      PUMD R73,+R12
2490      CLB R57
2500      JSB =RESMEM
2510      STM R55,R73
2520      STM R65,R75
2530      STMD R65,-PTR2
2540      PUMD R73,+R12
2550      TSM R55
2560      JZR DO-STO
2570      LDMD R34,=CRTBYT
2580      PUMD R34,+R6
2590      JSB =BYTCR!
                                         ! BASIC STATEMENT
                                         ! FOR MATH
                                         ! CHECK CRT STATUS
                                         ! JIF ALREADY IN ALPHA MODE
                                         ! IF NOT, MAKE IT SO
                                         ! ANYTHING ON THE R12 STACK
                                         ! JIF JUST 'AWRITE'
                                         ! KILL BOTH POSSIBLE CURSORS
                                         ! MOVE THE CURSOR TO THE HOME POSITION
                                         ! BECAUSE I'M RELATIVE
                                         ! FAKE O STRING LENGTH
                                         ! COPY OF R12
                                         ! SUBTRACT 25
                                         ! WHAT'S ON R12
                                         ! JIF ONLY X,Y
                                         ! GET LENGTH AND ADDRESS OF STRING
                                         ! SAVE LENGTH AND ADDRESS
                                         ! GET TWO BINARY NUMBERS OFF OF R12
                                         ! DECREMENT 'Y'
                                         ! JIF ADDRESS FIGURED OUT
                                         ! ADD TO GET TO NEXT LINE
                                         ! TRY FOR ANOTHER ONE
                                         ! COPY ADDRESS DISPLACEMENT TO 26
                                         ! MOVE THE CURSOR
                                         ! GET LENGTH AND ADDRESS OF STRING BACK
                                         ! GET LENGTH
                                         ! JIF NO LENGTH
                                         ! SET MEMORY POINTER TO STRING ADDRESS
                                         ! GET LENGTH
                                         ! GET A CHARACTER
                                         ! WAIT FOR CRT NOT BUSY
                                         ! STORE IT
                                         ! ANY CHARACTERS LEFT
                                         ! JIF THERE ARE
                                         ! ALL DONE
                                         ! ****
                                         ! BASIC STATEMENT
                                         ! FOR MATH
                                         ! GET CRT STATUS
                                         ! JIF ALREADY IN ALPHA MODE
                                         ! IF NOT, MAKE IT SO
                                         ! KILL THE CURSORS
                                         ! GET STRING STUFF
                                         ! COPY TO 55
                                         ! PUSH THE STUFF BACK
                                         ! CLEAR MSB
                                         ! LET'S GO RESEARVE SOME MEMORY
                                         ! COPY 55 TO 75
                                         ! COPY SINK ADDRESS
                                         ! SET MEMORY POINTER
                                         ! PUSH STRING STUFF ONTO R12
                                         ! HOW BIG CAN I GO
                                         ! JIF O
                                         ! GET CURRENT POSITION
                                         ! SAVE IT
                                         ! SET CURRENT POSITION

```

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```

2600 ALLOOP    JSB *INCHR          ! GO GET A CHARACTER
2610          STBI R32,=PTR2-      ! STORE IT
2620          JSB =RTCUR.        ! MOVE 1 BYTE
2630          DCM R55          ! ANY MORE
2640          JNZ ALLOOP        ! JIF THERE ARE
2650          POND R34,-R6        ! GET OLD CRTBYT BACK
2660          JSB =BYTCR!       ! SET CURRENT POSITION
2670 DO-STO    JSB =STOST        ! SAVE IT AWAY
2680          RTN             ! ALL DONE
2690 ! **** START CRT AT THE SPECIFIED NUMBER ****
2700 ! *      START CRT AT THE SPECIFIED NUMBER      *
2710 ! **** **** **** **** **** **** **** **** **** ****
2720          BYT 241
2730 STARTAT.  JSB =ONEB          ! GET A NUMBER OFF OF R12
2740          BCD             ! FOR MATH
2750          LLM R#            ! *16
2760          BIN              ! FOR THE REST
2770          STM R#,R#          ! COPY IT
2780          LLM R#            ! *32
2790          LLM R#            ! *64
2800          ADM R#,R#          ! *80
2810          STM R#,R#          ! COPY TO 46
2820          LDMD R#,=ASIZE        ! GET ALPHA SIZE INTO 76
2830          DRP R46            ! GET READY FOR 'MOD'
2840          JSB =MOD            ! MOD IT
2850          STM R#,R34          ! COPY RESULT TO 34 FOR 'SD1'
2860          JSB =SD1            ! SET CRT START ADDRESS
2870          RTN             ! ALL DONE
2880 ! **** **** **** **** **** **** **** **** **** ****
2890 SAV-$    BS2 5             ! SAVE AREA FOR ALPHA
2900 ! **** **** **** **** **** **** **** **** **** ****
2910 NUMVR+   DAD 22403          !
2920 GETCMA   DAD 23477          !
2930 NUMVAL   DAD 22406          !
2940 STREXP   DAD 23724          !
2950 ERROR+   DAD 10220          !
2960 PTR2-    DAD 177715         !
2970 SCAN     DAD 21110          !
2980 STRREF   DAD 24056          !
2990 STREX+   DAD 23721          !
3000 BINTAB   DAD 104070         !
3010 CRTSTS   DAD 177702         !
3020 ONEB    DAD 12153          !
3030 PTR2    DAD 177714          !
3040 CHKSTS   DAD 13204          !
3050 CRTBAD   DAD 177701         !
3060 CRTDAT   DAD 177703         !
3070 ALPHR.   DAD 12413          !
3080 TOS     DAD 101744          ! DEFINE ADDRESSES
3090 DECUR2   DAD 13467          !
3100 HMCURS  DAD 13661          !

```

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```
3170 RTCUR.    DAD 13651      !
3180 STOST      DAD 46472      !
3190 ASIZE       DAD 104744     !
3200 SAD1        DAD 13723      !
3210 MOD         DAD 14216      !
3220 FIN          ! TERMINATE ASSEMBLY
```

Section 7: Sample Binary Programs

7.4 Line Input

Source Code: LINPUTS

Object Code: LINPUTB

```
10 ****
20 !*          *
30 !*      A KEYWORD THAT IS PARSED INTO MORE THAN ONE TOKEN      *
40 !*
50 !*      A TOKEN WITH A CLASS OF 44 (MISC IGNORE AT DECOMPILE)      *
60 !*      that makes it invisible when the program is listed      *
70 !*
80 !*          (c) 1982 Hewlett-Packard Co.      *
90 !*
100 !*  This binary program implements the BASIC statement 'LINPUT'      *
110 !* which acts exactly the same as the BASIC statement 'INPUT' except      *
120 !* that it will only allow you to input a string value and that      *
130 !* string value may contain commas and/or quotes. The keyword stands      *
140 !* for Line INPUT, as it allows the inputing of a line regardless      *
150 !* of what characters are in that line.      *
160 !*
170 ****
180 !*
190 !* An example of how a BASIC program might use LINPUT is:      *
200 !*
210 !* 100 DISP "Address of destination";      *
220 !* 110 LINPUT Dest_addr$      *
230 !* 120 PRINT# 1; Dest_addr$      *
240 !*
250 ****
260     NAM 51,LINPUT          ! SET UP PCB, BPGM # IS 51
270     DEF RUNTIM            ! POINTER TO RUNTIME ADDRESS TABLE
280     DEF ASCIIS             ! POINTER TO TABLE OF ASCII KEYWORDS
290     DEF PARSE              ! POINTER TO TABLE OF PARSE ADDRESSES
300     DEF ERMMSG             ! POINTER TO TABLE OF ERROR MESSAGES
310     DEF INIT               ! POINTER TO INITIALIZATION ROUTINE
320 ****
330 !* The way an INPUT statement works in the series 80 computers is      *
340 !* this: the keyword is actually parsed into two tokens, so the job      *
350 !* of doing an INPUT is split into three parts; two are performed by      *
360 !* the two INPUT tokens and the third is performed by the system.      *
370 !* The first of the two tokens outputs a question mark to the CRT and      *
380 !* puts the computer into a pseudo-calculator mode, which is known      *
390 !* as Idle-in-Input, by setting CSTAT (R16) to a 4, and then sets the      *
400 !* immediate break bits in XCOM (R17) using "or" with 240(octal). Then      *
410 !* the first token terminates its execution by returning to the      *
420 !* interpreter. The interpreter will see the immediate break bits in      *
430 !* R17 and will drop out into the exec Loop. The exec will see that      *
440 !* the computer is in Idle-in-Input mode and will simply loop on      *
450 !* itself. At this point, the user starts typing his input (causing      *
460 !* keyboard interrupts, which set bits in R17 and SVCWRD, which cause      *
470 !* the exec to call the character editor (CHEDIT), which echoes the      *
480 !* keys to the CRT, clears the SVCWRD flag, and returns to the exec).*
```

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```

490 !* This continues until the END LINE key is pressed, which causes      *
500 !* CHEDIT to set a flag in the E register which will tell the exec      *
510 !* that END LINE has been pressed. This will cause the exec to resume*
520 !* execution of the BASIC program by re-entering the interpreter.      *
530 !* The third part of the INPUT is carried out by the second token of *
540 !* the INPUT statement. It takes the input line, parses and executes *
550 !* it, then stores the values in the appropriate variables.          *
560 !* LINPUT statement works in very much the same way. As a matter      *
570 !* of fact, the first two LINPUT tokens do nothing but call           *
580 !* the runtime code for the first of the INPUT tokens. The difference*
590 !* comes in the second token. For LINPUT, all we want to do is input *
600 !* a literal string with no expressions allowed, so we have no need *
610 !* to parse and execute the input line. All we have to do is reverse *
620 !* the string so that the first character is at the highest address *
630 !* and then store it in the string variable.                         *
640 !*****!
650 RUNTIM  BYT 0,0          ! DUMMY ADDRESS FOR TOKEN #0 RUNTIME
660     DEF REV.           ! ADDRESS FOR TOKEN #1 RUNTIME ROUTINE
670     DEF LINPT.         ! ADDRESS FOR TOKEN #2 RUNTIME ROUTINE
680     DEF LIN$.          ! ADDRESS FOR TOKEN #3 RUNTIME ROUTINE
690 !*****!
700 PARSE   BYT 0,0          ! DUMMY ADDRESS FOR KEYWORD #0 PARSE
710     BYT 0,0          ! DUMMY FOR KEYWORD #1 PARSE (A FUNCTION)
720     DEF LINPRS         ! ADDRESS FOR KEYWORD #2 PARSE ROUTINE
730     BYT 377,377        ! TERMINATE RELOCATION OF ADDRESSES
740 !*****!
750 !* The runtime table has three entries even though the ASCII and      *
760 !* parse tables have only two. The third entry in the runtime table   *
770 !* will only be used in conjunction with the second entry. If you      *
780 !* look at the parse routine for the second keyword (LINPUT) you will*
790 !* see that it pushes out both tokens 2 and 3. Normally, you want to *
800 !* keep a one for one relationship between entries in the ASCII,      *
810 !* PARSE, and RUNTIME tables, but there are times when you can play  *
820 !* tricks like this (if you're careful).                            *
830 !*****!
840 ASCIIS  RSP "LINPUTG"    ! KEYWORD #1 (REVISION DATE FUNCTION)
850     ASP "LINPUT"        ! KEYWORD #2
860 ERMSG   BYT 377         ! TERMINATE ASCII AND ERROR MESSAGE TABLES
870 !*****!
880 ERR89   JSB -ERROR+      ! SET ERROR FLAGS IN R17 AND 'ERRORS'
890     BYT 89D            ! SYSTEM ERROR MESSAGE #89 'INVALID PARAM'
900 !*****!
910 LINPRS  LDM R55,-2,51,371 ! LOAD TOKEN#, BPGM#, AND SYSTEM TOKEN
920     STMI R55,-PTR2-      ! STORE THEM ALL OUT TO PARSE STREAM
930     JSB -SCAN           ! SCAN THE INPUT STREAM FOR NEXT TOKEN
940     JSB -STRREF          ! TRY TO GET A STRING VARIABLE REFERENCE
950     JEZ ERR89            ! JIF NOT THERE, ERROR CONDITION
960     LDM R55,-3,51,371    ! ELSE LOAD SECOND TOKEN#, BPGM#, AND SYS
970     STMI R55,-PTR2-      ! STORE THEM OUT TO PARSE OUTPUT STREAM
980 INIT    RTN             ! DONE FOR PARSING AND INITIALIZING
990 !*****!
1000 !* LINPT. is the runtime code for the first of the two LINUT tokens. *
1010 !* It is responsible for the output of the question mark to the CRT *
1020 !* and putting the computer into Idle-in-Input mode.                  *
1030 !*****!
1040     BYT 241            ! ATTRIB., BASIC STATEMENT LEGAL AFTER THEN
1050 LINPT.  JSB -INPUT.      ! DO QUESTION MARK AND SET R16=4
1060     RTN              ! DONE, WAIT FOR INPUT

```

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```

1070 !*****. is the runtime code for the second of the two LINUT *
1080 !* tokens. It is responsible for reversing the string in memory so it*
1090 !* will be ready for storing into the string variable, and then doing*
1100 !* the actual store (by calling STOST). The R12 stack will already *
1110 !* have been set up for the variable store by the tokens parsed by *
1120 !* STRREF. *
1130 !*****.
1140 !*****.
1150     BYT 44          ! ATTRIBUTE, MISCELLANEOUS IGNORE
1160 LIN$.   BIN          ! BIN MODE FOR COUNTING
1170     LDMD R32,-INPTR ! FETCH ADDRESS OF STRING THAT WAS INPUT
1180     STM R32,R14    ! SAVE A COPY
1190     CLM R36          ! PRE-SET LENGTH TO ZERO
1200 CHRCNT  P0BD R35,+R32 ! GET THE NEXT BYTE FROM INPUT STRING
1210     CMB R35,-15    ! IS IT A CARRIAGE RETURN CHARACTER?
1220     JZR ENDOF$    ! JIF YES, WE'VE FOUND THE END AND LENGTH
1230     ICM R36          ! ELSE INCREMENT THE LENGTH
1240     JMP CHRCNT    ! AND LOOP TO CHECK THE NEXT CHARACTER
1250 ENDOF$   TSM R36    ! IS THE LENGTH ZERO?
1260     JZR DONE        ! JIF YES, RETURN A NULL STRING
1270     P0BD R25,-R32    ! GET BACK TO LAST CHARACTER
1280 POPBLK   P0BD R25,-R32 ! FETCH LAST CHARACTER FROM END OF STRING
1290     CMB R25,-40    ! IS IT A BLANK?
1300     JNZ DONE+        ! JIF NO, CONTINUE ON
1310     DCM R36          ! ELSE DECREMENT LENGTH (TRIM BLANKS)
1320     JNZ POPBLK      ! JIF LENGTH NOT ZERO
1330 DONE+    ICM R32    ! MOVE ADDRESS TO ONE HIGHER THAN END
1340     STM R32,R65    ! SET ADDRESS IN R65-R66
1350     CLB R67          ! CLEAR MOST SIGNIFICANT BYTE
1360 DOLOOP   CMM R14,R32 ! FRONT OF STRING HIGHER OR EQUAL TO END?
1370     JCY DONE        ! JIF YES
1380     LDBD R30,R14    ! ELSE GET BYTE FROM FRONT
1390     P0BD R31,-R32    ! AND A BYTE FROM THE BACK
1400     STBD R30,R32    ! STORE THE FRONT BYTE IN BACK
1410     PUBD R31,+R14    ! AND THE BACK BYTE IN FRONT
1420     JMP DOLOOP      ! LOOP TIL STRING IS REVERSED IN PLACE
1430 DONE     PUMD R36,+R12 ! PUSH THE LENGTH OF STRING TO STACK
1440     PUMD R65,+R12    ! PUSH THE ADDRESS OF STRING TO STACK
1450     JSB *STOST      ! STORE THE STRING TO THE VARIABLE AREA
1460     RTN             ! DONE
1470 !*****.
1480 !* This is the runtime code for the revision date function, which is*
1490 !* a string function with no parameters which always returns the same*
1500 !* string value, the copyright notice and the revision code. *
1510 !*****.

```

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```
1520      BYT 0,56          ! ATTRIBUTES, STRING FUNCTION, NO PARAMETERS
1530 REV.    LDM R43,-44,0  ! LOAD LENGTH OF THE STRING
1540      DEF DATE          ! AND THE ADDRESS OF THE STRING
1550      BYT 0              ! (IT NEEDS TO BE A THREE BYTE ADDRESS)
1560      BIN               ! BIN MODE FOR ADDRESS MATH
1570      ADMD R45,-BINTAB  ! MAKE THE ADDRESS ABSOLUTE
1580      PUMD R43,+R12     ! PUSH THE LENGTH AND ADDRESS TO THE STACK
1590      RTN               ! DONE
1600      ASC "82.111 .veR 2891 drakcaP-ttelwsH )c(" ! THE REVISION STRING
1610 DATE     BSZ 0          ! NEED LABEL HERE TO GET RIGHT ADDRESS
1620 !*****!
1630 BINTAB   DAD 104070   !
1640 ERROR+   DAD 10220   !
1650 INPTR    DAD 101143   !
1660 INPUT.   DAD 16314    ! LABEL DEFINITIONS
1670 PTR2-    DAD 177715   !
1680 SCAN     DAD 21110   !
1690 STOST    DAD 46472   !
1700 STRREF   DAD 24056   !
1710      FIN              ! TERMINATE ASSEMBLY
```

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7.5 Taking the KYIDLE Hook and Buffering the Keyboard

Source Code: KEYS

Object Code: KEYB

```
1000 !*****  
1010 !*  
1020 !* TAKING THE 'KYIDLE' HOOK AND BUFFERING THE KEYBOARD *  
1030 !*  
1040 !* (c) 1981 Hewlett-Packard Co. *  
1050 !*  
1060 !* THIS BINARY PROGRAM TAKES OVER THE 'KYIDLE' HOOK AND PUTS ALL *  
1070 !* KEYS PRESSED INTO A BUFFER EXCEPT FOR THOSE KEYCODES LISTED IN *  
1080 !* THE TABLE STARTING AT 'KEYTAB' (RIGHT NOW, THOSE KEYS TO BE LEFT *  
1090 !* FOR THE SYSTEM TO HANDLE ARE THE SOFT KEYS AND THE RESET KEY. THIS*  
1100 !* COULD EASILY BE CHANGED BY MODIFYING THE 'KEYTAB' TABLE). THE *  
1110 !* BINARY ALSO WATCHES FOR 'SHIFT END LINE' AND 'SHIFT UP ARROW' *  
1120 !* (WHICH IS THE 'HOME' KEY. ('UP ARROW' AND 'HOME' ACTUALLY GENERATE*  
1130 !* THE SAME KEYCODE AND CAN ONLY BE DIFFERENTIATED BY CHECKING TO SEE*  
1140 !* IF THE SHIFT KEY IS UP OR DOWN.) WHEN 'END LINE' OR 'UP ARROW' IS*  
1150 !* PRESSED WITH THE SHIFT KEY DOWN, THE BINARY PROGRAM CHANGES THE *  
1160 !* KEYCODE TO A DIFFERENT UNIQUE KEYCODE SO THE BASIC PROGRAM CAN *  
1170 !* TELL THE DIFFERENCE. THIS, AND SIMILAR TECHNIQUES, COULD BE *  
1180 !* APPLIED TO MOST OF THE KEYBOARD. *  
1190 !*  
1200 !*****  
1210 !*  
1220 !* The following is a sample BASIC program showing how this binary *  
1230 !* program can be used: *  
1240 !*  
1250 !* 100 TAKE KEYBOARD  
1260 !* 110 A$=KEY$  
1270 !* 120 IF A$="" THEN 110  
1280 !* 130 IF A$="E" THEN 200  
1290 !* 140 DISP "THAT WAS THE " & A$ & " KEY."  
1300 !* 150 GOTO 110  
1310 !* 200 RELEASE KEYBOARD  
1320 !* 210 DISP "DONE"  
1330 !* 220 END  
1340 !*  
1350 !*****  
1360 MYBPGM# EQU 50 ! BINARY PROGRAM NUMBER  
1370 NAM 50,KEYS ! NAME BLOCK FOR BINARY  
1380 DEF RUNTIM ! ADDRESS OF RUNTIME ADDRESSES  
1390 DEF ASCTIS ! ADDRESS OF ASCII TABLE  
1400 DEF PARSE ! ADDRESS OF PARSE ADDRESSES  
1410 DEF ERMSG ! ADDRESS OF ERROR MESSAGES  
1420 DEF INIT ! ADDRESS OF INITIALIZATION ROUTINE  
1430 RUNTIM BSZ 2 ! PLACE HOLDER  
1440 DEF TAKE. ! RUNTIME FOR 'TAKE KEYBOARD'  
1450 DEF RELEAS. ! RUNTIME FOR 'RELEASE KEYBOARD'
```

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```

1460      DEF KEY$.           ! RUNTIME FOR 'KEY$'
1470      DEF REVDATE.        ! RUNTIME FOR REVISION
1480  PARSE   BSZ 2          ! PLACE HOLDER
1490      DEF COMPARS.       ! PARSE ROUTINE FOR 'TAKE KEYBOARD'
1500      DEF COMPARS.       ! PARSE ROUTINE FOR 'RELEASE KEYBOARD'
1510      BYT 377,377        ! END OF RELOCATABLES
1520 !*****!
1530  ASCIIIS  BSZ 0
1540      ASP "TAKE KEYBOARD" ! TOKEN 1
1550      ASP "RELEASE KEYBOARD" ! TOKEN 2
1560      ASP "KEY$"        ! TOKEN 3
1570      ASP "REV DATE"     ! TOKEN 4
1580  ERMSG   BYT 377        ! END OF ASCII TABLE
1590 !*****!
1600 !* BECAUSE THIS PROGRAM TAKES OVER 'KYIDLE', SOME SPECIAL TRICKS *
1610 !* ARE NEEDED. 'KYIDLE' IS AN INTERRUPT HOOK WHICH MEANS THAT THE *
1620 !* BASE ADDRESS OF THIS BINARY PROGRAM MAY NOT BE IN 'BINTAB'. A *
1630 !* METHOD IS NEEDED FOR THE HOOK ROUTINE ('USEKEY' IN THIS CASE) TO *
1640 !* KNOW WHAT THE BASE ADDRESS IS. SINCE THE 'KYIDLE' HOOK IS 7 BYTES *
1650 !* LONG AND IT ONLY TAKES 4 BYTES TO DO 'JSB -USEKEY' & 'RTN', 3 *
1660 !* BYTES ARE LEFT UNUSED (AND THAT WE CAN BE SURE NO ONE ELSE IS *
1670 !* GOING TO USE, AS LONG AS THIS BINARY HAS THE HOOK, WHICH IS AS *
1680 !* LONG AS IT MATTERS). TWO OF THESE BYTES ARE USED TO STORE THE *
1690 !* BASE ADDRESS OF THIS BINARY PROGRAM. WE'VE NAMED THE LOCATION *
1700 !* 'MYBTAB' AND DEFINED ITS ADDRESS AS 4 HIGHER THAN THAT OF 'KYIDLE'*
1710 !* (103703 AND 103677, RESPECTIVELY.)
1720 !* THE 'INIT' ROUTINE DOESN'T HAVE TO DO ANYTHING IN THIS PROGRAM *
1730 !* SINCE 'LOAD' AND 'SCRATCH' CAN'T BE PERFORMED WHILE THE BINARY *
1740 !* HAS THE HOOK, AND DURING A 'RESET' THE SYSTEM WILL HAVE ALREADY *
1750 !* PUT 'RTN's BACK INTO 'KYIDLE'. WE ONLY TAKE THE HOOK WHEN A *
1760 !* 'TAKE KEYBOARD' COMMAND IS EXECUTED, SO THERE'S NOTHING FOR INIT *
1770 !* TO DO.
1780 !* THE BASIC PROGRAM WRITER NEEDS TO BE VERY CAREFUL, HOWEVER, *
1790 !* USING THIS BINARY, BECAUSE IF HE WERE TO EXECUTE A 'STOP' OR 'END' *
1800 !* COMMAND WHILE THE HOOK IS TAKEN, THE KEYBOARD WILL EFFECTIVELY BE *
1810 !* LOCKED UP EXCEPT FOR THE 'RESET' KEY AND, THUS, 'RESET' WOULD THEN*
1820 !* BE THE USERS ONLY RE COURSE.
1830 !*****!
1840  INIT     RTN           ! ALL DONE
1850 !*****!
1860 !* NEITHER 'TAKE KEYBOARD' OR 'RELEASE KEYBOARD' HAVE ANY PARAMETERS *
1870 !* SO THEY BOTH USE THE SAME PARSE ROUTINE, WHICH SIMPLY PUSHES OUT *
1880 !* THE THREE BYTE SEQUENCE FOR THE KEYWORD AND THEN DOES A 'SCAN' FOR *
1890 !* THE SYSTEM, SO THAT R14 WILL HAVE THE NEXT TOKEN WHEN WE RETURN. *
1900 !*****!
1910  COMPARS  LDM R56,=50,371 ! BPGM # AND SYSTEM TOKEN
1920      LDB R55,R43        ! GET THE BINARY PROGRAM TOKEN #
1930      STMI R55,=PTR2-     ! STORE IT ALL OUT TO PARSE STACK
1940      JSB *SCAN          ! DO A SCAN FOR THE SYSTEM
1950      RTN

```

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```

1960 !*****REV DATE*****REV DATE*****REV DATE*****REV DATE*****REV DATE*****
1970 !* 'REV DATE' IS A STRING FUNCTION WITH NO PARAMETERS WHICH RETURNS *
1980 !* AS ITS STRING VALUE THE COPYRIGHT STATEMENT AND REVISION CODE OF *
1990 !* THE BINARY PROGRAM. *
2000 !*****REV DATE*****REV DATE*****REV DATE*****REV DATE*****REV DATE*****
2010     BYT 0,56          ! NO PARAMETERS, STRING FUNCTION
2020 REVDATE. BIN          ! FOR ADM0 R45,-BINTAB
2030     LDM R43,-40D,0      ! LOAD THE LENGTH OF THE STRING
2040     DEF DATE          ! AND THE ADDRESS OF THE STRING
2050     BYT 0              ! (MUST BE THREE BYTE ADDRESS)
2060     ADM0 R45,-BINTAB  ! MAKE THE ADDRESS ABSOLUTE
2070     PUMD R43,+R12      ! PUSH IT ALL ON THE OPERATING STACK
2080     RTN                ! DONE
2090     ASC "31.102:veR .oC drakcaP-ttelweH 2891 )c()"
2100 DATE    BSZ 0          ! PLACE HOLDER FOR THE LABEL (ADDRESS)
2110 !*****KEYTAB*****KEYTAB*****KEYTAB*****KEYTAB*****KEYTAB*****
2120 !* THIS IS THE TABLE OF KEYS THAT THE BINARY PROGRAM SHOULD LET THE *
2130 !* SYSTEM HANDLE, AND IT SHOULD NOT PUT THEM IN THE BUFFER. THE TABLE*
2140 !* IS TERMINATED BY A 377, WHICH IS A KEYCODE THE KEYBOARD CONTROLLER*
2150 !* IC IS INCAPABLE OF GENERATING. *
2160 !*****KEYTAB*****KEYTAB*****KEYTAB*****KEYTAB*****KEYTAB*****
2170 KEYTAB   BYT 200        ! K1
2180     BYT 201          ! K2
2190     BYT 202          ! K3
2200     BYT 203          ! K4
2210     BYT 241          ! K5
2220     BYT 242          ! K6
2230     BYT 234          ! K7
2240     BYT 204          ! K8
2250     BYT 205          ! K9
2260     BYT 206          ! K10
2270     BYT 207          ! K11
2280     BYT 245          ! K12
2290     BYT 254          ! K13
2300     BYT 223          ! K14
2310     BYT 213          ! RESET
2320     BYT 377          ! END OF INVALID KEY TABLE
2330 !*****TAKE*****TAKE*****TAKE*****TAKE*****TAKE*****
2340 !* THIS IS THE RUNTIME ROUTINE FOR THE 'TAKE KEYBOARD' KEYWORD. IT *
2350 !* INITIALIZES POINTERS TO THE BEGINNING AND END OF THE KEYBOARD   *
2360 !* BUFFER, WHICH EXISTS FARTHER DOWN IN THE BINARY PROGRAM, TAKES   *
2370 !* OVER THE 'KEYIDLE' HOOK, AND INVALIDATES THE KEY REPEAT FLAG. IF   *
2380 !* THE KEY REPEAT FLAG IS VALID, THE LAST KEY IS TAKEN FROM THE   *
2390 !* BUFFER (USING THE 'KEY$' FUNCTION), AND A KEY IS STILL DEPRESSED   *
2400 !* THE LAST KEY WILL BE PUT BACK IN THE BUFFER SO THAT IT WILL REPEAT*
2410 !* AS LONG AS THE KEY IS HELD DOWN. *
2420 !*****TAKE*****TAKE*****TAKE*****TAKE*****TAKE*****
2430     BYT 241
2440 TAKE.    LDMD R46,-BINTAB  ! FOR RELATIVE ADDRESSING
2450     LDM R30,+KEYBUF    ! GET ADDRESS OF KEYBOARD BUFFER
2460     ADM R30,R46        ! MAKE IT ABSOLUTE
2470     STM0 R30,X46,KEYPTR ! INITIALIZE KEY POINTER
2480     ADM R30,-80D,0      ! POINT TO END OF BUFFER

```

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```

2490      STMD R30,X46,KEYEND    ! INITIALIZE KEYEND
2500      LDM R30,-USEKEY      ! ADDRESS OF KEYBOARD SERVICE ROUTINE
2510      ADM R30,R46          ! MAKE IT ABSOLUTE
2520      STM R30,R43          ! COPY TO 43&44
2530      LDB R45,=236          ! 45='RTN'
2540      LDB R42,=316          ! 42='JSB'
2550 TAKEIT   STMD R#,=KYIDLE    ! STORE OUT RTN'S OR JSB=USEKEY,RTN,BINTAB
2560      LDB R#,=377          ! INVALID REPEAT FLAG
2570      STBD R#,X46,LASTKEY   ! SET IT
2580      RTN
2590 !*****THIS IS THE RUNTIME ROUTINE FOR THE 'RELEASE KEYBOARD' KEYWORD. *
2600 !* ALL IT DOES IS PLACE RETURNS BACK INTO THE 'KYIDLE' HOOK, THUS, *
2620 !* GIVING UP CONTROL OF THE KEYBOARD. *
2630 !*****BYT 241
2640      BYT 241
2650 RELES.   LDMD R46,-BINTAB   ! GET BPGM'S BASE ADDRESS
2660      LDM R52,=236,236,236,236,236 ! LOTS OF RTNS
2670      JMP TAKEIT          ! GO STORE TO HOOK
2680 !*****'USEKEY' IS AN INTERRUPT SERVICE ROUTINE SO IT MUST BE CAREFUL TO*
2690 !* SAVE ALL CPU STATUS AND CONTENTS AND THEN RESTORE THEM WHEN DONE. *
2710 !* THE SYSTEM HAS ALREADY DONE A 'SAD' BEFORE IT DID THE 'JSB' TO *
2720 !* 'KYIDLE'. THE ROUTINE CHECKS TO SEE IF THE BUFFER IS FULL AND IF *
2730 !* SO THROWS THE CURRENT KEYHIT AWAY. IT THEN CHECKS FOR THE SHIFTED *
2740 !* 'UP ARROW' OR 'END LINE' KEYS AND IF SO MODIFIES THE KEYCOD TO *
2750 !* MATCH. IT THEN CHECKS THE 'KEYTAB' TABLE TO SEE IF THIS KEY SHOULD*
2760 !* BE IGNORED. IF IT IS IN THE TABLE, THE ROUTINE JUST CLEANS UP A *
2770 !* LITTLE AND RETURNS BACK INTO THE SYSTEM KEY HANDLING ROUTINE. *
2780 !* OTHERWISE, IT PUTS THE NEW KEYCODE IN THE BUFFER AND UPDATES THE *
2790 !* BUFFER POINTER. IT THEN FIGURES OUT WHAT THE DRP SHOULD BE WHEN *
2800 !* IT RETURNS FROM THE INTERRUPT SERVICE, AND PLACES A DRP COMMAND *
2810 !* WHERE IT WILL BE EXECUTED JUST BEFORE RETURNING (THIS IS SO THE *
2820 !* EXTENDED MEMORY CONTROLLER CAN KEEP TRACK OF THE DRP FOR MULTI- *
2830 !* BYTE OPERATIONS.) IT THEN RESTORES REGISTERS, THROWS AWAY TWO *
2840 !* RETURN ADDRESSES, AND RETURNS TO WHATEVER WAS HAPPENING BEFORE *
2850 !* THE KEYBOARD INTERRUPTED. *
2860 !*****STBD R#,=GINTDS      ! DISABLE GLOBAL INTERRUPTS
2870 USEKEY   STBD R#,=GINTDS   ! FOR EVERYTHING
2880      BIM                   ! SAVE 2&3
2890      PUMD R2,+R6          ! SAVE THE 40'S
2900      PUMD R40,+R6          ! AND THE 20'S
2910      LDM R40,R20          ! FOR RELATIVE ANYTHING
2920      LDMD R26,=MYBTAB     ! GET THE KEY POINTER
2930      LDMD R20,X26,KEYPTR   ! ADDRESS OF END OF BUFFER
2940      LDMD R22,X26,KEYEND   ! BUFFER FULL?
2950      CMM R22,R20          ! JIF IT IS
2960      JZR RE-START         ! GET THE KEY CODE
2970      LDBD R22,=KEYCOD     ! GET KEYBOARD STATUS
2980      LDBD R25,=KEYSTS     ! MASK FOR SHIFT KEY
2990      RNM R25,+10          ! JIF SHIFT KEY NOT DOWN
3000      JZR NOTSHIFT        ! UP CURSOR KEY?
3010      CMB R22,*KUPCUR     ! JIF NOT
3020      JNZ ENDLINE?        ! OTHERWISE MAKE IT THE HOME KEY
3030      LDB R22,=KHOME       ! FALL THROUGH
3040      JMP NOTSHIFT        ! WAS IT THE ENDLINE KEY?
3050 ENDLINE? CMB R22,*KENDLINE ! JIF NOT
3060      JNZ NOTSHIFT        ! MAKE IT SHIFT ENDLINE
3070      LDB R22,*KSENDLIN    ! ADDRESS OF INVALID KEYS
3080 NOTSHIFT LDM R24,-KEYTAB   ! MAKE IT ABSOLUTE
3090      ADM R24,R26          ! GET AN INVALID KEYCODE
3100 KEYLOOP  POBD R23,+R24    ! END OF TABLE?
3110      CMB R23,=377

```

Section 7: Sample Binary Programs

```

3120      JZR KEYLOOP1          ! JIF IT IS
3130      CMB R23,R22          ! IS THIS KEY INVALID
3140      JNZ KEYLOOP          ! JIF NO MATCH
3150      JSB X26,FIXUP-R6    ! FIX UP THE R6 STACK
3160      JMP KEYRTN+          ! FALL THROUGH, LET THE SYSTEM HAVE IT
3170 KEYLOOP1  PUBD R22,+R20  ! APPEND TO THE BUFFER
3180      STMD R20,X26,KEYPTR ! UPDATE THE POINTER
3190 RE-START CLB R20          ! \
3200      ICB R20              !   > RESTART THE KEYBOARD SCANNER
3210      STBD R20,=KEYCOD     ! /
3220      JSB X26,FIXUP-R6    ! FIX UP THE R6 STACK
3230      SBM R6,=4,0          ! TRASH TWO RETURNS
3240 KEYRTN   STBD R#,=GINTEN ! RE-ENABLE GLOBAL INTERRUPTS
3250 DRP      BSZ 1            ! FORCE THE DRP
3260      PRD                ! RESTORE THE STATUS
3270      RTN                ! ALL DONE
3280 KEYRTN+  STBD R#,=GINTEN ! RE-ENABLE INTERRUPTS
3290      RTN
3300 FIXUP-R6  STMI R30,=MYBTAB ! SAVE 30
3310      POND R30,-R6          ! GET THE RETURN ADDRESS
3320      LDM R20,R6            ! COPY OF R6
3330      SBM R20,=20,0          ! GET DOWN TO MIDDLE OF THE SAD
3340      LDMD R20,R20          ! FETCH THE DRP BYTE
3350      RNM R20,=77,0          ! MASK OUT THE LAST DRP
3360      ADB R20,=100           ! MAKE IT INTO A DRP INSTRUCTION
3370      STBD R20,X26,DRP     ! STORE IT OUT
3380      STM R40,R20           ! RESTORE THE 20'S
3390      POND R40,-R6          ! RESTORE THE 40'S
3400      POND R2,-R6           ! RESTORE 2&3
3410      PUND R30,+R6          ! PUT THE RETURN BACK
3420      LDMD R30,=MYBTAB     ! GET 30 BACK
3430      RTN                ! ALL DONE
3440 !***** THIS IS THE RUNTIME ROUTINE FOR THE 'KEY$' KEYWORD. IT IS A
3450 !* STRING FUNCTION WITH NO PARAMETERS WHICH RETURNS A STRING WITH A
3460 !* LENGTH OF ONE WHOSE SOLE CHARACTER IS THE KEYCODE OF THE FIRST
3470 !* KEY IN THE KEYBOARD BUFFER. IF THE BUFFER WAS EMPTY, IT RETURNS
3480 !* A NULL STRING (LENGTH=0). WHEN IT TAKES A KEY OUT OF THE BUFFER,
3490 !* IT COLLAPSES ALL THE OTHER KEYCODES IN THE BUFFER AND ADJUSTS THE
3500 !* BUFFER POINTER.
3510 !* BUFFER POINTER.
3520 !***** BYT 0,56
3530 KEY$.    BIN
3540      STBD R#,=GINTDS      ! FOR EVERYTHING
3550      LDMD R14,=BINTAB      ! DISABLE GLOBAL INTERRUPTS
3560      LDM R20,-KEYBUF       ! FOR ANYTHING RELATIVE
3570      ADM R20,R14           ! ADDRESS OF KEYBOARD BUFFER
3580      LDMD R22,X14,KEYPTR   ! MAKE ADDRESS ABSOLUTE
3590      CMM R22,R20           ! GET POINTER INTO BUFFER
3600      JZR KEY$3            ! BUFFER EMPTY?
3610      LDM R30,R20           ! JIF IT IS
3620      POND R32,+R20          ! COPY 20
3630      STBD R32,X14,KEY$3    ! GET A KEY
3640      SBM R32,X14,KEY$3     ! SAVE LAST KEY FOR POSSIBLE REPEAT

```

Section 7: Sample Binary Programs

```

3650 KEY$1    CMM R22,R20          ! BUFFER COLLAPSED
3660    JZR KEY$2          ! JIF IT IS
3670    P0BD R33,+R20          ! GET A KEY
3680    PU0D R33,+R30          ! MOVE IT DOWN
3690    JMP KEY$1          ! LOOP
3700 KEY$2    DCM R22          ! ADJUST KEYPTR
3710    STM0 R22,X14,KEYPTR  ! AND RESTORE IT
3720 KEY$2+   CLM R22          ! \
3730    ICM R22          ! / > LENGTH OF 1
3740 KEY$2++  PUMD R#,+R12          ! \
3750    LDM R55,-LASTKEY  ! ADDRESS OF KEYHIT
3760    BYT 0          ! ----> R5?
3770    RDMD R55,-BINTAB  ! MAKE ADDRESS ABSOLUTE
3780    ICM R55          ! POINT TO AFTER THE KEY
3790    PUMD R55,+R12          ! PUSH ADDRESS OUT
3800    STBD R#,+GINTEN  ! RE-ENABLE GLOBAL INTERRUPTS
3810    RTN          ! ALL DONE
3820 KEY$3    LDBD R32,X14,LASTKEY ! CHECK LAST KEY
3830    CMB R32,-377          ! INVALID REPEAT?
3840    JZR KEY$4          ! JIF SO
3850    LDBD R32,-KEYSTS  ! GET KEYBOARD STATUS
3860    LRB R32          ! SHIFT STILL DOWN FLAG
3870    J0D KEY$2+          ! LET'S REPEAT IT
3880 KEY$4    LDB R32,-377          ! INVALID REPEAT FLAG
3890    STBD R32,X14,LASTKEY ! SET INVALID REPEAT
3900    CLM R32          ! NO REPEAT, SO 0 LENGTH
3910    JMP KEY$2++          ! ONE MORE TIME
3920 ! ****
3930 LASTKEY  BSZ 1          ! FOR KEY REPEATING PURPOSES
3940 KEYBUF   BSZ 80D          ! ALLOW UP TO 80 KEY STROKES IN BUFFER
3950 KEYPTR   BSZ 2          ! POINTER TO INPUT POINT IN BUFFER
3960 KEYEND   BSZ 2          ! POINTER TO END OF THE BUFFER
3970 KUPCUR   EQU 243          ! UP CURSOR KEYCODE
3980 KHOME    EQU 230          ! NEW HOME KEYCODE
3990 KENDLINE EQU 232          ! ENDLINE KEYCODE
4000 KSENDLIN EQU 227          ! NEW SHIFT END LINE KEYCODE
4010 ! ****
4020 ERROR+   DAD 10220          !
4030 PTR2-   DAD 177715          !
4040 SCAN    DAD 21110          !
4050 BINTAB  DAD 104070          !
4060 PTR2   DAD 177714          !
4070 ROMFL   DAD 104065          ! DEFINE SYSTEM ADDRESSES
4080 KYIDLE  DAD 103677          !
4090 GINTDS  DAD 177401          !
4100 GINTEN  DAD 177400          !
4110 MYBTAB  DAD 103703          !
4120 KEYCOD  DAD 177403          !
4130 KEYSTS  DAD 177402          !
4140 FIN      FIN              ! TERMINATE ASSEMBLY

```

Section 7: Sample Binary Programs

7.6 GET and SAVE

Source Code: GETSAVES

Object Code: GETSAVEB

```
1000 !*****  
1010 /* This binary program implements the SAVE and GET statements for *  
1020 /* turning programs into normal strings in a DATA file and turning *  
1030 /* normal strings back into lines of a BASIC program. *  
1040 /* The syntax for the two statements is: *  
1050 /*     SAVE <file name>[,<beginning line>][,<ending line>] *  
1060 /*     GET <file name> *  
1070 /* SAVE calculates the size of the DATA file needed by listing the *  
1080 /* program and counting the total length of the strings (plus the *  
1090 /* three bytes of header per string required by the file manager). *  
1100 /* It does this by taking over IOTRFC and forcing the select code to *  
1110 /* a value that will cause the listed strings to go out through the *  
1120 /* hook. LSSET is an entry point in the LIST routine that lists the *  
1130 /* entire program. After the size of the data file is known, it is *  
1140 /* created (any old one of that name already in existence will be *  
1150 /* purged first) and then the program is listed again, this time with*  
1160 /* the lines (as strings) being printed out to the data file. *  
1170 /* GET opens the data file, reads a string, copies the string to *  
1180 /* the input buffer INPBUF, then calls the PARSER, which will parse *  
1190 /* the line and edit it into the program, if no errors occur. If a *  
1200 /* parse error occurs, an exclamation point is inserted into the line*  
1210 /* after the line number and the line is parsed again as a comment. *  
1220 /* GET has to create a dummy string variable area in the binary *  
1230 /* program for the strings to be read into, because RDSTR. does a *  
1240 /* call to STOST before it returns, and STOST expects all the usual *  
1250 /* information on the stack and an associated variable area (in *  
1260 /* other words, we have to trick the system when we call RDSTR.). *  
1270 !*****  
1280 NAM 41,SRVG           ! SET UP THE PROGRAM CONTROL BLOCK  
1290 DEF RUNTIM            ! PTR TO THE RUNTIME ADDRESSES  
1300 DEF TOKS               ! PTR TO THE KEYWORDS  
1310 DEF PARSE              ! PTR TO THE PARSE ADDRESSES  
1320 DEF ERMSG              ! PTR TO THE ERROR MESSAGE TABLE  
1330 DEF INIT               ! PTR TO THE INITIALIZATION ROUTINE  
1340 RUNTIM   BYT 0,0       ! DUMMY RUNTIME ADDRESS FOR TOK# 0  
1350 DEF SAVE.              ! RUNTIME ADDRESS FOR TOK# 1  
1360 DEF REVISION.          ! RUNTIME ADDRESS FOR TOK# 2  
1370 DEF GET.               ! RUNTIME ADDRESS FOR TOK# 3  
1380 PARSE    BYT 0,0       ! DUMMY PARSE ADDRESS FOR TOK# 0  
1390 DEF SAVPARS            ! PARSE ADDRESS FOR TOK# 1  
1400 BYT 0,0  
1410 DEF GETPARS            ! DUMMY PARSE ADDRESS FOR TOK# 3  
1420 ERMSG    BYT 377,377   ! PARSE ADDRESS FOR TOK# 3  
1430 INIT     RTN          ! TERMINATE RELOCATION AND ERROR TABLE  
1440 TOKS     ASP "SAVE"    ! NO INITIALIZATION  
1450 ASP "GET SAVE"        ! KEYWORD #1  
1460 ASP "GET"              ! KEYWORD #2  
1470 BYT 377               ! KEYWORD #3  
                           ! TERMINATE KEYWORD TABLE
```

Section 7: Sample Binary Programs

```

1480 !*****
1490 SAVPARS PUBD R43,+R6          ! SAVE CURRENT TOKEN
1500     JSB =STREX+              ! GET THE FILE NAME
1510     JEN OK1                  ! JIF IT WAS THERE
1520 ERR    P0BD R43,-R6          ! ELSE CLEAN UP STACK
1530     JSB =ERROR+              ! REPORT THE ERROR
1540     BYT 88D                  ! BAD STATEMENT
1550 OK1   CMB R14,-54          ! COMMA?
1560     JNZ PARSComm             ! JIF NO LINE NUMBERS
1570     JSB =G012N              ! ELSE GET ONE OR TWO LINE NUMBERS
1580     LDBI R56,-PTR2+          ! CLEAN UP PARSE STREAM
1590 PARSComm LDM R56,-41,371     ! BPGM# AND SYSTEM TOKEN
1600     P0BD R55,-R6          ! RECOVER BPGM TOKEN #
1610     STM1 R55,-PTR2-          ! STORE THEM OUT TO THE PARSE STREAM
1620     RTN                     ! DONE
1630 !*****
1640 GETPARS PUBD R43,+R6          ! SAVE THE INCOMING TOKEN
1650     JSB =STREX+              ! GET THE FILE NAME
1660     JEZ ERR                  ! JIF NOT THERE
1670     JMP PARSComm             ! ELSE FINISH UP
1680 !*****
1690     BYT 241                  ! BASIC STATEMENT, LEGAL AFTER THEN
1700 SAVE.  JSB =CLEAR.             ! CLEAR THE CRT
1710     LDM R10,-BINTAB          ! GET OUR BASE ADDRESS
1720     LDM R26,-SAVING          ! GET THE RELATIVE ADDRESS OF MSG
1730     RDM R26,R10              ! MAKE IT ABSOLUTE
1740     LDM R36,-20,0              ! LOAD THE LENGTH OF THE MSG
1750     JSB =OUTSTR              ! OUTPUT THE MSG
1760     LDM R41,-IOTRFC          ! SAVE THE REAL HOOK CONTENTS
1770     STM1 R41,X10,SAVIOTFC    ! STORE IT AWAY
1780     LDM R40,-SCTEMP          ! SAVE THE REAL SELECT CODE
1790     STM1 R40,X10,SAVSCTEM    ! STORE IT AWAY
1800     LDM R72,-231,231,11,0,0,0 ! LOAD DEFAULT LIST PARAMETERS
1810     STM1 R72,-LLDCOM          ! SET THEM
1820     LDM R20,R12              ! COPY STACK POINTER
1830     SBM R20,-5,0              ! TAKE OFF STRING STUFF
1840     CMD R20,-TOS              ! ANYTHING ELSE THERE?
1850     JZR DO-IT                ! JIF NO, USE DEFAULTS
1860     JSB =ONEI                  ! ELSE GET ONE NUMBER OFF
1870     LDM R20,R12              ! COPY STACK POINTER
1880     SBM R20,-5,0              ! ADJUST FOR STRING STUFF
1890     CMD R20,-TOS              ! ANY MORE?
1900     JZR STOLIN1              ! JIF NO
1910     STM1 R45,-LLDCOM          ! ELSE SET LAST LINE DECOMPILE
1920     JSB =ONEI                  ! GET THE FIRST LINE
1930 STOLIN1 STM1 R45,-FLDCOM      ! SET THE FIRST LINE DECOMPILE
1940 DO-IT   P0MD R43,-R12          ! GET THE STRING
1950     STM1 R43,X10,FILENAME     ! SAVE IT AWAY
1960     CLM R50                  ! SET UP FOR A FLOATING POINT 1
1970     LDB R57,-10C              ! THAT FINISHES IT
1980     PUMD R50,+R12              ! PUSH TO STACK FOR ASSIGN# 1 TO
1990     PUMD R43,+R12              ! PUSH FILE NAME BACK
2000     PUMD R10,+R6              ! SAVE OUR BASE ADDRESS
2010     JSB =ROMJSB              ! SELECT THE M$STORAGE ROM
2020     DEF ASSIG.                ! ASSIGN BUFFER # 1 TO FILE
2030     VAL MSROM#                ! ROM TO SELECT
2040     P0MD R10,-R6              ! RECOVER OUR BASE
2050     CMB R17,+300              ! ANY ERRORS?
2060     JNC ITSTHERE             ! JIF NO, IT WAS THERE AND DATA FILE
2070     LDBD R20,-ERRORS          ! GET REASON

```

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```

2080      CMB R20,-67D      | FILE NAME ERROR?
2090      JZR CREATIT     | JIF IT WASN'T THERE
2100      GTO RESTORE     | ELSE BRIL OUT
2110 ITSTHERE PUMD R10,+R6 | SAVE OUR BASE
2120      STM D R12,-TOS   | MAKE SURE STACK LOOKS GOOD
2130      LDMD R73,X10,FILENAME | GET THE FILE NAME BACK
2140      PUMD R73,+R12     | PUSH IT TO THE STACK
2150      JSB -ROMJSB      | SELECT THE ROM
2160      DEF MSPUR.       | PURGE THE FILE
2170      VRL MSROM#       | ROM TO SELECT
2180      POMD R10,-R6     | RECOVER OUR BASE ADDRESS
2190      JMP CREATIT     | CONTINUE
2200 CALCRTN POMD R10,-R6 | RECOVER BASE
2210      GTO RESTORE     |
2220 CREATIT PUMD R10,+R6 | SAVE OUR BASE
2230      ANM R17,-77      | CLEAN UP THE ERROR FLAG
2240      CLB R20          | AND THE OTHER ONE
2250      STBD R20,-ERRORS | OUT IN RAM
2260      LDM R36,-COUNT   | GET THE REL ADDRESS OF ROUTINE
2270      ADM R36,R10      | MAKE IT ABSOLUTE
2280      STM R36,R45      | SET IT
2290      LDB R47,-236     | LOAD A RTN OPCODE
2300      LDB R44,-316     | LOAD A JSB OPCODE
2310      STMD R44,-IOTRFC | TAKE THE HOOK
2320      LDMD R72,-LLDCOM  | SAVE LIST POINTERS
2330      PUMD R72,+R6     | ON THE RTN STACK
2340      CLM R70          | ZERO THE SELECT CODE
2350      STMD R70,-SCTEMP | SET THE SELECT CODE
2360      STMD R75,-NXTDAT | INITIALIZE BYTE COUNT TO 0
2370      PUBD R16,+R6     | SAVE CSTAT
2380      LDB R16,-2        | FAKE RUN MODE
2390      JSB -LSSET       | LIST THE PROGRAM
2400      P0BD R16,-R6     | RESTORE CSTAT
2410      POMD R72,-R6     | RESTORE THE LIST POINTERS
2420      STMD R72,-LLDCOM | RESET FIRST/LAST LINE POINTERS
2430      CLB R50          | FOR THE MULTI-BYTE ADDS
2440      LDMD R45,-NXTDAT | GET THE BYTE COUNT
2450      JZR CALCRTN     | JIF NOTHING THERE
2460      ADM R45,R46      | WE NEED TO ADD THREE BYTES FOR EACH
2470      ADM R45,R46      | RECORD BECAUSE OF THE HEADER USED EACH
2480      ADM R45,R46      | TIME A STRING CROSSES RECORD BOUNDARY
2490      ADM R45,-3,0,0    | AN EXTRA THREE
2500      TSB R45          | IS IT ZERO?
2510      JZR NOINC        | JIF YES
2520      ICM R46          | ELSE ROUND IT UP
2530 NOINC   LDM R55,R46   | SET IT FOR CONBI3
2540      JSB -CONBI3      | CONVERT IT TO FLOATING-POINT
2550      POMD R10,-R6     | RECOVER OUR BASE
2560      PUMD R10,+R6     | SAVE IT AGAIN
2570      LDMD R53,X10,FILENAME | GET THE FILE NAME
2580      PUMD R53,+R12     | PUSH IT TO STACK
2590      PUMD R40,+R12     | PUSH THE NUMBER OF RECORDS DESIRED
2600      LDM R54,-377,56C,2C,0 | MAKE 256 BYTE RECORDS
2610      PUMD R50,+R12     | PUSH IT TO THE STACK
2620      JSB -ROMJSB      | SELECT THE ROM
2630      DEF MSCRE.       | CREATE THE FILE
2640      VRL MSROM#       | ROM #
2650      POMD R10,-R6     | RECOVER OUR BASE
2660      CMB R17,-300     | ANY ERRORS ON THE CREATE?

```

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```

2670      JCY SAVEX          | JIF YES
2680      PUMD R10,+R6        | SAVE OUR BASE
2690      JSB X10,ASNPRPT    | ASSIGN THE BUFFER AND DO THE MSPRNT
2700      POMD R10,-R6        | RECOVER OUR BASE
2710      CMB R17,-300        | ANY ERRORS IN THE ASSIGN?
2720      JNC PRINT          | JIF NO
2730      GTO RESTORE        | BAIL OUT
2740      STMD R12,-TOS       | MAKE SURE STACK LOOKS GOOD
2750      CLM R50             | FIX UP FOR REAL 1
2760      LDB R57,-10C        |
2770      PUMD R50,+R12        | PUSH IT TO THE STACK
2780      LDMD R53,X10,FILENAME | GET THE FILE NAME
2790      PUMD R53,+R12        | PUSH IT TO THE STACK
2800      JSB -ROMJSB         | SELECT THE ROM
2810      DEF ASSIG.          | ASSIGN THE BUFFER
2820      VAL MSROM#          | ROM#
2830      CMB R17,-300        | ANY ERRORS?
2840      JCY ASNRTN          | JIF YES, DO NO MORE
2850      CLM R40             | ELSE MAKE R 1
2860      LDB R47,-10C        | (FLOATING POINT 1)
2870      PUMD R40,+R12        | PUSH IT TO THE STACK
2880      JSB -ROMJSB         | SELECT THE ROM
2890      DEF MSPRNT          | DO THE READ#
2900      VAL MSROM#          | ROM #
2910      RTN                | DONE
2920      PRINT              | GET THE REL ADDRESS OF OUR ROUTINE
2930      ADM R36,R10          | MAKE IT ABSOLUTE
2940      STM R36,R45          | SET IT
2950      LDB R47,-23B          | LOAD A RTN OPCODE
2960      LDB R44,-316          | LOAD A JSB OPCODE
2970      STMD R44,-IOTRFC     | TAKE THE HOOK
2980      PUDB R16,+R6          | SAVE CSTAT
2990      LDB R16,-2             | FAKE RUN MODE
3000      PUMD R10,+R6          | SAVE OUR BASE
3010      JSB -LSSET          | LIST AND PRINT# IT
3020      CLM R36             | LINE LEN OF 0
3030      POMD R10,-R6          | RECOVER OUR BASE
3040      PUMD R10,+R6          | SAVE IT AGAIN
3050      JSB X10,SAVERECS    | PRINT A NULL STRING AT THE END
3060      JSB -ROMJSB          | SELECT THE ROM
3070      DEF PREOL.          | DO THE END OF LINE PRINTING
3080      VAL MSROM#          | ROM #
3090      POMD R10,-R6          | RECOVER OUR BASE
3100      PUDB R16,-R6          | RESTORE CSTAT
3110      JSB X10,CLOSE        | CLOSE THE FILE
3120      RESTORE             | GET THE OLD HOOK
3130      STMD R71,X10,SAVIOTFC | RESTORE IT
3140      LDMD R70,X10,SAVSCTEM | GET THE OLD SELECT CODE
3150      STMD R70,-SCTEMP      | RESTORE IT
3160      JSB -CLEAR.          | CLEAR THE CRT
3170      LDM R26,-MESSAGE     | LOAD THE ADDRESS OF THE MSG
3180      ADM R26,R10          | MAKE IT ABSOLUTE
3190      LDM R36,-4,0          | LOAD THE LEN
3200      JSB -OUTSTR          | OUTPUT THE STRING
3210      RTN                | DONE
3220      MESRGE   ASC "DONE"  |
3230  *****| NEED ANOTHER 1
3240      CLOSE               | CLM R40

```

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```

3250      LDB R47,=10C      | FINISH THE 1
3260      PUMD R40,+R12    | PUSH TO STACK
3270      LDM R46,-1,0      | LENGTH OF THE "*" STRING
3280      PUMD R46,+R12    | PUSH IT TO STACK
3290      LDM R45,=STAR    | ADDRESS OF THE ASTERISK
3300      BYT 0             | NEED A THREE BYTE ADDRESS
3310      ADM R45,R10      | MAKE IT ABSOLUTE
3320      CLB R47            | CLEAN UP THE MS BYTE
3330      PUMD R45,+R12    | PUSH THE ADDRESS
3340      PUMD R10,+R6      | SAVE OUR BASE
3350      JSB =ROMJSB      | SELECT THE ROM
3360      DEF ASSIG.       | CLOSE THE BUFFER
3370      VAL MSROM#        | ROM# TO SELECT
3380      POMD R10,-R6      | RECOVER THE BASE
3390      RTN               | DONE
3400 !*****!
3410 COUNT    BIN          | FOR THE MATH
3420 CLB R40      | FOR THE MULTI-BYTE ADD
3430 ADM R36,-4,0    | ADD SOME FOR THE HEADER
3440 LDM R45,=NXTDAT  | GET THE PREVIOUS COUNT
3450 ADM R45,R36    | ADD THE CURRENT LINE LEN
3460 STM R45,=NXTDAT  | SAVE THE NEW COUNT
3470 RTN          | DONE
3480 !*****!
3490 SAVERECS PUMD R36,+R12 | PUSH THE LEN OF THE LINE
3500 STM R26,R24    | COPY OF START
3510 ADM R26,R36    | MOVE TO END OF STRING
3520 STM R26,R45    | GET THE ADDRESS
3530 CLB R47      | CLEAR THE MOST SIGNIFICANT BYTE
3540 PUMD R45,+R12    | PUSH THE ADDRESS
3550 SAVLOOP  CMM R24,R26 | DONE?
3560 JCY PRINT-IT    | JIF YES
3570 P0BD R30,-R26    | FETCH LAST BYTE
3580 LD0D R31,R24    | FETCH FIRST BYTE
3590 STBD R31,R26    | SWAP THEM
3600 PUBD R30,+R24    | DITTO
3610 JMP SAVLOOP    | LOOP TIL DONE
3620 PRINT-IT JSB =ROMJSB | SELECT THE ROM
3630 DEF PRSTR.     | PRINT THE STRING
3640 VAL MSROM#        | ROM#
3650 RTN          |
3660 !*****!
3670 BYT 141          | BASIC STATEMENT, LEGAL AFTER THEN
3680 GET.    BIN          | FOR ADDRESS MATH
3690 LDM R10,=BINTAB  | LET'S GET OUR BASE
3700 POMD R43,-R12    | GET THE FILE NAME
3710 STM R43,X10,FILENAME | SAVE IT AWAY
3720 CLB R16            |
3730 JSB =FXLEN.       | MAKE SURE THE PROGRAM'S DEALLOCATED
3740 JSB =CLEAR.        | CLEAR THE SCREEN
3750 LDM R26,=GETTING  | GET ADDRESS OF MESSAGE
3760 ADM R26,=BINTAB  | MAKE IT ABSOLUTE
3770 LDM R36,-17,0      | LOAD THE LENGTH OF THE MESSAGE
3780 JSB =OUTSTR       | OUTPUT THE MESSAGE
3790 JSB =DECUR2       | GET RID OF THE CURSOR
3800 JSB =DNCURS       | MOVE DOWN ONE LINE
3810 BIN1    LDM R10,R4    | GET THE PC
3820 BIN          | GOOD FOR ADDRESS MATH

```

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```

4420      LDMD R24,R26      | GET THE LEN OF THE STRING READ
4430      JZR GOTBUF      | JIF NO CHARACTERS
4440 SWAP    POBD R32,-R26 | GET THE NEXT CHARACTER
4450      PUBD R32,+R30   | PUSH IT TO INPUT BUFFER
4460      DCM R24        | DECREMENT LEN COUNT
4470      JNZ SWAP        | JIF MORE TO DO
4480 GOTBUF  LDM R36,R30  | COPY END OF BUFFER PTR
4490      SBM R36,-INPBUF | MINUS THE START OF BUFFER
4500      STM R36,X10,BUFLN| SAVE IN CASE OF ERROR FOR PRINT
4510      LDB R24,-15     | LOAD A CR CHARACTER
4520      PUBD R24,+R30   | PUSH IT OUT FOR PARSER
4530      PUBD R25,+R6   | SAVE A 0 FLAG ON R6 FOR ERROR TRAP
4540      CMB R36,-81D   | DO WE NEED TO MOVE THE CURSOR DOWN?
4550      JNC PARSIT      | JIF NO
4560      JSB -DNCURS    | MOVE CURSOR DOWN A ROW
4570 PARSIT  CLB R16      | FOR LINEDR
4580      LDMD R20,-ASNTBL| SAVE ASSIGN BUFFER POINTER
4590      PUMD R20,+R6   | ON THE R6 STACK
4600      LDMD R42,-LAVAIL| SAVE SOME SYSTEM POINTERS
4610      PUMD R42,+R6   | ON THE R6 STACK
4620      LDMD R42,-RTNSTK| SAVE SOME MORE
4630      PUMD R42,+R6   | SAME PLACE
4640      LDMD R45,-LWAMEM| SAVE SOME MORE
4650      PUMD R45,+R6   | AGAIN
4660      LDMD R45,-LAVAIL| MOVE LWAMEM
4670      STM R45,-LWAMEM| UP TO LAVAIL
4680      JSB -RSETGO    | RESET EVERYTHING UP
4690      JSB -PARSER    | TRY TO PARSE THE LINE
4700      POMD R45,-R6   | START RECOVERING THINGS
4710      STM R45,-LWAMEM|
4720      POMD R42,-R6   |
4730      STM R42,-RTNSTK|
4740      POMD R42,-R6   |
4750      STM R42,-LAVAIL|
4760      POMD R20,-R6   |
4770      STM R20,-ASNTBL|
4780      LDB R16,-1      |
4790      CMB R17,+300    | ANY ERRORS?
4800      JOY FIXIT      | JIF YES
4810      BIN             | CONFIRM MATH MODE
4820      DCM R6          | THROW AWAY ERROR TRAP FLAG
4830      GTO OKGET      | LOOP
4840 FIXIT   POBD R36,-R6 | RECOVER ERROR TRAP FLAG
4850      JNZ ERREXIT    | JIF TWO ERRORS
4860      ICB R36        | SET FLAG
4870      PUBD R36,+R6   | PUT IT BACK
4880      ANM R17,-77     | CLEAR ERROR FLRGS
4890      CLM R40        | CLEAR ERROR FLRGS
4900      STM R40,-ERLIN#| CLEAR ERROR FLRGS
4910      STBD R40,-ERRTYP| CLEAR ERROR FLRGS
4920      LDM R24,INPBUF  | GET ADDRESS OF BUFFER
4930      STM R24,R22    | COPY
4940      ICM R24        | MOVE AHEAD TO THE FIRST CHARACTER
4950 MOVE-1  POBD R20,+R24| GET THE FIRST CHARACTER
4960      PUBD R20,+R22   | MOVE IT BACK ONE PLACE
4970      CMB R20,-40     | A BLANK?
4980      JZR MOVE-1     | JIF YES
4990      JSB -DIGIT     | IS IT A DIGIT?

```

Section 7: Sample Binary Programs

```

3830      SBM R10,-BIN1          ! GET OUR BASE ADDRESS
3840      STM D R10,-BINTAB    ! RESTORE BINTAB CASE 'FXLEN' DESTROYED
3850      JSB X10,ASNPR1      ! TRY TO OPEN THE FILE
3860      CMB R17,-300         ! ANY ERRORS?
3870      JNC OKGET          ! JIF NO, IT'S THERE
3880      LDMD R10,-BINTAB    ! GET OUR BASE
3890      GTO FINMSG         ! OUTPUT THE MESSAGE
3900  OKGET   LDM R10,R4      ! GET PC
3910      BIN
3920      SBM R10,-OKGET      ! GET OUR BASE ADDRESS
3930      STM D R10,-BINTAB    ! SET IT IN CASE PARSING BLEW IT AWAY
3940      LDMD R45,-NXTMEM    ! GET HIGH ADDRESS OF AVAILABLE SPACE
3950      SBMD R45,-LRAVAIL   ! GET AVAILABLE MEMORY COUNT
3960      CMM R45,-0,2,0      ! ENOUGH MEMORY LEFT?
3970      JCY OKGET2          ! JIF YES
3980      JSB -ERROR          ! ELSE REPORT ERROR
3990      BYT 19D
4000      GTO FINMSG
4010  GETDON  LDDBD R40,-ERRORS  ! OUTPUT 'DONE' MESSAGE
4020      CMB R40,-107        ! GET REASON FOR ERROR
4030      JZR EOFERR         ! END OF FILE ERROR?
4040      CMB R40,-110        ! JIF YES
4050      JNZ BADERR          ! END OF RECORD ERROR?
4060  EOFERR   CLM R40        ! JIF NO, LET IT GO
4070      STM D R40,-ERLIN#    ! ELSE CLEAR ERROR FLAGS
4080      STBD R40,-ERRTYP
4090      RNM R17,-77
4100  BADERR  JSB -ST240+      ! AND IN XCOM
4110  BINS   LDM R10,R4      ! SET IMMEDIATE BREAK BITS
4120      BIN
4130      SBM R10,-BINS
4140      JSB X10,CLOSE      ! COPY OF PC
4150      GTO FINMSG         ! FOR ADDRESS MATH
4160  OKGET2  LDMD R12,+TOS    ! GET BASE ADDRESS
4170      LDM R45,-BUFFER     ! CLOSE THE FILE
4180      BYT 0
4190      RDMD R45,-BINTAB    ! OUTPUT THE 'DONE' MESSAGE
4200      PUMD R45,+R12        ! RESET STACK POINTER
4210      LDM R51,-240,0,0,0,0,0,200 ! TOTAL SIZE, NAME PTR, HEADER
4220      PUMD R51,-R45        ! FAKE VARIABLE HEADER AREA
4230      LDM R64,-0,0,240,0   ! CURRENT LEN, MAX LEN
4240      PUMD R64,-R45        ! MORE VARIABLE HEADER STUFF
4250      PUBD R57,+R12        ! PUSH STUFF FOR ST0ST: HEADER
4260      PUMD R66,+R12        ! MAX LEN STRING VAR (0,1)
4270      PUMD R45,+R12        ! ADDRESS OF FIRST BYTE OF $ VAR
4280      PUMD R66,+R12        ! MAX LEN TO STORE INTO
4290      PUMD R45,+R12        ! ADDRESS TO STORE INTO
4300      STMD R45,X10,BUFADR ! SAVE BUFFER ADDRESS
4310      JSB -ROMJSB          ! CALL A BANK SELECT ROM
4320      DEF RDSTR.          ! READ A STRING FROM THE FILE
4330      VAL MSROM#          ! IT'S THE MASS STORAGE ROM
4340      CMB R17,-300         ! ANY ERRORS ?
4350      JCY GETDON          ! JIF YES
4360      LDMD R10,-BINTAB    ! ELSE GET BASE ADDRESS
4370      LDMD R26,X10,BUFADR ! GET ADDRESS OF BUFFER
4380      BIN
4390      LDM R30,-INPBUF      ! GET ADDRESS OF INPUT BUFFER
4400      LDB R32,+40          ! LOAD A BLANK
4410      PUBD R32,+R30        ! PUSH IT TO BUFFER

```

Section 7: Sample Binary Programs

```

5000      JEN MOVE-1          ! JIF YES
5010      LDB R20,-41          ! ELSE LOAD A !
5020      PUBD R20,-R22          ! PUSH IT TO THE HOLE
5030      JSB -PRINT.          ! SET THE SCTEMP SELECT CODE
5040  BIN3    LDM R10,R4          ! GET PC
5050      BIN                 ! CALCULATE BASE IN CASE PARSER DESTROYED
5060      SBM R10,-BIN3          ! BINTAB
5070      LDMD R36,X10,BUFLEN    ! GET LENGTH OF BUFFER
5080      LDM R26,+INPBUF        ! GET THE START ADDRESS
5090      JSB -DRV12.          ! PRINT THE LINE
5100      GTO PARSIT          ! GOT PARSE IT AS A COMMENT
5110  ERREXIT  LDM R10,R4        ! GET CURRENT ADDRESS
5120      BIN                 ! FOR ADDRESS MATH
5130      SBM R10,-ERREXIT        ! GET BPGM'S BASE ADDRESS
5140      GTO FINMSG          ! GO DISPLAY 'DONE' MESSAGE
5150  !*****=====
5160      BYT 0,56              ! FOR ADDRESS MATH
5170  REVISON.  BIN           ! LEN OF STRING
5180      LDM R43,-40D,0          ! ADDRESS AS TWO BYTE REL
5190      DEF DATE             ! THERE'S THE THIRD BYTE
5200      BYT 0
5210      ADMD R45,-BINTAB        ! NOW IT'S ABSOLUTE
5220      PUMD R43,+R12          ! PUSH TO RETURN STACK
5230      RTN                 ! DONE
5240      ASC "81.202 .vR 2891 .oC drakcaP-ttelweH )c()"
5250  DATE     BSZ 0
5260  !*****=====
5270  SAVING   ASC "SAVE IN PROGRESS"
5280  GETTING  ASC "GET IN PROGRESS"
5290  DONE     ASC "DONE"
5300      ASC "*"
5310  STAR     BSZ 0
5320  SAVIOTFC BSZ 7
5330  SAVSTEM  BSZ 10
5340  FILENAME BSZ 5
5350  BUFADR   BSZ 3
5360  BUflen    BSZ 2
5370      BSZ 300
5380  BUFFER   BSZ 0
5390  !*****=====
5400  ASNtbl   DAD 100125
5410  ASSIG.   DAD 65466
5420  BINTAB   DAD 104070
5430  CALVRB   DAD 100030
5440  CLEAR.   DAD 14225
5450  CONBI3   DAD 4516
5460  DECUR2   DAD 13467
5470  DIGIT    DAD 21710
5480  DNCURS   DAD 13751
5490  DRV12.   DAD 6722
5500  ERLIN#   DAD 100114
5510  ERROR    DAD 10223
5520  ERROR+   DAD 10220
5530  ERRORS   DAD 100123
5540  ERRTYP   DAD 100124
5550  FLDCOM   DAD 100053
5560  FXLEN    DAD 31001
5570  GO12N   DAD 24707

```

Section 7: Sample Binary Programs

```
5580 INPBUF  DAD 100236
5590 IOTRFC  DAD 103643
5600 LAVAIL  DAD 100025
5610 LLDCOM  DAD 100050
5620 LSSET   DAD 6445
5630 LWAMEM  DAD 100041
5640 MSCRE.  DAD 65176
5650 MSPRNT  DAD 66221
5660 MSPUR.  DAD 64604
5670 MSROM#  DAD 320
5680 NXTDAT  DAD 101645
5690 NXTMEM  DAD 100022
5700 ONEI    DAD 56736
5710 OUTSTR  DAD 14020
5720 PARSER  DAD 20000
5730 PREOL.  DAD 70464
5740 PRINT.  DAD 71332
5750 PRSTR.  DAD 66662
5760 PTR2-   DAD 177715
5770 PTR2+   DAD 177716
5780 RDSTR.  DAD 67314
5790 ROMJSB  DAD 6223
5800 RSETGO  DAD 5700
5810 RTNSTK  DAD 100033
5820 SCTEMP  DAD 101721
5830 ST240+  DAD 21067
5840 STREX+  DAD 23721
5850 TOS     DAD 101744
5860 FIN     FIN
```


REFERENCE MATERIAL

8.1 Overview

This section consists of:

- An alphabetical listing of the global file.
- System operation and routines.
- Parsing flow diagrams.
- General hook flowcharts for the following:

CHIDLE
DCIDLE
IOSP
IOTRFC
IRQ20
KYIDLE
PRSIDL
RMIDLE
SPAR0 and SPAR1

- System run time table tokens and attributes.
- Error messages.
- The assembler instruction set.
- An assembler instruction coding table.
- A keycode table.
- Some programming hints.

8.2 The Global File

The global file as it appears on the disc is listed here. It gives the permanent addresses in memory of many of the system routines. The global file also contains locations of system pointers, buffers, variables, and constants which may be referenced in a binary program.

Although it is usually more convenient, it is not necessary to use the file GLOBAL as a label table. You may create your own on a disc, or you may specify the addresses of the system routines called in a binary program by adding them to the label table within the program.

Name	Address	Description
1000	*****	*****
1010	!*	*
1020	!* HP-87 GLOBAL FILE FOR USE WITH THE ASSEMBLER ROM.	*
1030	!*	*
1040	!* (c) 1982 Hewlett-Packard Co.	*
1050	!*	*
1060	!*	*
1070	*****	*****
1080	!*NOTE: Beware of looking up a routine in the global file and using	*
1090	!*it without also looking up the documentation. This is especially	*
1100	!*true if the routine has an entry point address between 60000 and	*
1110	!*?????, as it may need to be called through ROMJSB.	*
1120	*****	*****
1130	GLO	
1140	RBS5 DAD 54525	! ABS FUNCTION RUNTIME CODE
1150	RCTB-3 DAD 177515	! I/O MODULE ADDRESSES
1160	RCTB-6 DAD 177512	! I/O MODULE ADDRESSES
1170	RCTBRS DAD 177520	! I/O MODULE ADDRESSES
1180	RCTBS+ DAD 177521	! I/O MODULE ADDRESSES
1190	RCTMSU DAD 103560	! ACTIVE MSUS FOR MASS STORAGE ROM
1200	ADD10 DAD 53030	! ADD TWO REAL NUMBERS IN R40 AND R50
1210	ADDR01 DAD 52745	! ADD 2 REAL OR INTEGER NUMBERS OFF STACK
1220	RGLBAS DAD 103416	! PLOTTER ROM STOLEN RAM BASE ADDRESS
1230	ALFA DAD 21656	! CHECK TO SEE IF R20 IS ASCII A-Z OR a-z
1240	ALFAL. DAD 12466	! FORCE ALPHA ALL MODE
1250	ALPHA DAD 12542	! FORCE ALPHA OR ALPHA ALL IF NOT GRAPHALL
1260	ALPHA. DAD 12413	! FORCE ALPHA NORMAL
1270	APRBBAS DAD 103420	! ADVANCED PROG ROM STOLEN RAM BASE ADDR.
1280	ASIZE DAD 104744	! # OF BYTES IN ALPHA (4K OR 16K)
1290	ASMBRS DAD 103426	! ASSEMBLER ROM
1300	RSNTBL DAD 100125	! 24 BYTES ASSIGN FILES
1310	ASSIG. DAD 65466	! ASSIGN A DISC BUFFER TO A FILE
1320	ATN2. DAD 77157	! ATN2 FUNCTION
1330	AUTO# DAD 100103	! AUTO LINE # LAST VAL

Section 8: Reference Material

Name	Address	Description
1340 AUTOI	DAD 100106	AUTO LINE # INC
1350 BEEP.	DAD 10361	BEEP STATEMENT
1360 BINBAS	DAD 104073	5 BP'S ADDRESSES
1370 BINTAB	DAD 104070	3 BYTES BP BASE ADDRS.
1380 BKSPC	DAD 11520	BACKSPACE KEY RUNTIME
1390 BLKLIN	DAD 14165	BLANK LINE ON CRT
1400 BOS	DAD 105350	FIXED SIZE R12 STACK
1410 BOVAR	DAD 100014	BEGIN OF LOCAL VAR
1420 BPIINI	DAD 6113	CALL INIT ROUTINES IN BINARY PROGRAMS
1430 BSRBAS	DAD 103422	PROGRAM DEVELOPEMENT ROM STOLEN RAM BASE
1440 BYTCRT	DAD 14004	SEND ADDRESS TO CRTBAD AND CRTBYT
1450 CALVRB	DAD 100030	START OF CALC VARIABLES
1460 CEIL10	DAD 54412	CEIL FUNCTION RUNTIME CODE
1470 CHIDLE	DAD 103670	CHAR. EDITOR INTERCEPT RAM HOOK
1480 CHKSTS	DAD 13204	WAIT FOR CRT CONTROLLER NOT BUSY
1490 CHSRDI	DAD 52672	CHANGE SIGN OF REAL OR INTEGER NUMBER
1500 CLEAR.	DAD 14225	CLEAR ALPHA DISPLAY
1510 CLKDAT	DAD 177413	CLOCK DATA
1520 CLKSTS	DAD 177412	CLOCK STATUS
1530 CLREOL	DAD 13447	CLEAR TO END OF LINE ON CRT
1540 CNTRTR	DAD 13245	COUNT RETRACES (60 / SECOND)
1550 COLUMN	DAD 14206	FIND WHAT COLUMN ON ALPHA DISPLAY
1560 COMMA\$	DAD 72146	PRINT STRING,
1570 COMMA.	DAD 72265	PRINT NUMBER,
1580 CONBI3	DAD 4516	CONVERT 3-BYTE BINARY # TO REAL
1590 CONBIN	DAD 4401	CONVERT 2-BYTE BINARY # TO REAL
1600 CONCA.	DAD 76366	CONCATENATE TWO STRINGS
1610 CONINT	DAD 45116	CONVERT A REAL # TO A 15-BIT SIGNED BIN.
1620 CONTR.	DAD 61620	I/O MODULE 'CONTROL' STATEMENT
1630 COS10	DAD 54353	COSINE FUNCTION
1640 COT10	DAD 54333	COTANGENT FUNCTION
1650 COUNTK	DAD 14411	KEY REPEAT ROUTINE
1660 CPRBAS	DAD 103432	CAPR ROM
1670 CRT.	DAD 57307	'CRT IS' STATEMENT
1680 CRTBAD	DAD 177701	CRT BYTE ADDRESS
1690 CRTBLK	DAD 12246	FILL ALPHA MEMORY WITH CHR\$(13)'s
1700 CRTBYT	DAD 100206	CRT BYTE ADDRESS
1710 CRTDAT	DAD 177703	CRT DATA
1720 CRTINT	DAD 12176	INITIALIZE CRT MEMORY
1730 CRTLST	DAD 101101	# LINES ON CRT PAGE -1
1740 CRTPOF	DAD 12334	POWER DOWN CRT HIGH VOLTAGE
1750 CRTPUP	DAD 12341	POWER UP CRT HIGH VOLTAGE
1760 CTRRAM	DAD 100210	CRT START ADDRESS (COPY IN RAM)
1770 CRTSAD	DAD 177700	CRT START ADDRESS I/O ADDRESS
1780 CRTSTS	DAD 177702	CRT STATUS I/O ADDRESS
1790 CRTUNW	DAD 12360	UNBLANK THE CRT
1800 CRTWPO	DAD 12374	BLANK THE CRT
1810 CRTWRS	DAD 101655	CRT STATUS IN RAM
1820 CS.C.	DAD 100212	CRT SELECT CODE (8 BYTES)
1830 CSEC10	DAD 54300	COSECANT FUNCTION

Section 8: Reference Material

Name	Address	Description
1840 CSIZE.	DAD 66570	I 'CSIZE' STATEMENT
1850 CURS	DAD 14030	I TURN CURSOR ON
1860 CURSON	DAD 105347	I CURSOR ON FLAG
1870 CVNUM	DAD 72401	I FORMAT A REAL NUMBER FOR OUTPUT
1880 DALLED	DAD 101104	I DEALLOCATED FLAG
1890 DALLOC	DAD 47123	I DE-ALLOCATE THE BASIC PROGRAM
1900 DATE	DAD 101133	I JULIAN DAY YEAR
1910 DATE.	DAD 32073	I DATE FUNCTION
1920 DCIDLE	DAD 104035	I DCOMPILE HOOK
1930 DCLIN#	DAD 34607	I DECOMPILE A BASIC PROGRAM LINE NUMBER
1940 DCSLOP	DAD 35132	I REVERSE A STRING FROM EXTENDED MEMORY
1950 DECUR2	DAD 13467	I TURN CURSOR OFF
1960 DEFA+.	DAD 61576	I TURN MATH DEFAULTS ON
1970 DEFA-.	DAD 61604	I TURN MATH DEFAULTS OFF
1980 DEFARL	DAD 100152	I DEFAULT ERROR FLAG
1990 DEFMSU	DAD 103477	I DEFAULT MSUS
2000 DEG.	DAD 62257	I PUTS THE COMPUTER IN DEGREES TRIG MODE
2010 DEG10	DAD 54736	I RADIANS TO DEGREES CONVERSION
2020 DFLAG	DAD 104224	I DIRECTION FLAG FOR DISC READ/WRITE
2030 DGHOOK	DAD 104044	I DIGITIZE HOOK FOR CRT DIGITIZING
2040 DIGIT	DAD 21710	I SEE IF R20 CONTAINS A DIGIT (ASCII CODE)
2050 DISBUF	DAD 100542	I DISPLAY BUFFER
2060 DISP.	DAD 71311	I SET SELECT CODE TO CRT IS DEVICE
2070 DISPLN	DAD 101136	I 1 BYTE DISPLAY LINE LENGTH
2080 DISPTR	DAD 100060	I DISP BUFFER PTR
2090 DIV10	DAD 52441	I DIVIDE 2 REAL NUMBERS IN R40 AND R50
2100 DIV2	DAD 52436	I DIVIDE 2 REAL OR INTEGER NUMBERS ON STAK
2110 DMNDCR	DAD 25175	I DEMAND CARRIAGE RTN, BANG (!), OR @ SIGN
2120 DNCUR.	DAD 13607	I MOVE CURSOR DOWN ON CURRENT CRT PAGE
2130 DNCURS	DAD 13751	I MOVE CURSOR DOWN IN ALPHA MEMORY
2140 DRAW.	DAD 64727	I DRAW A LINE ON THE CRT
2150 DRG	DAD 100160	I DEG/RAD/GRAD FLAG
2160 DRV12.	DAD 6722	I OUTPUT VECTOR ROUTINE
2170 EDMOD2	DAD 100122	I EDITOR MODE (INSERT/REPLACE)
2180 EMOVDN	DAD 32161	I EXTENDED MEMORY MOVDN
2190 EMOVUP	DAD 32231	I EXTENDED MEMORY MOVUP
2200 ENDSR	DAD 14750	I END OF SERVICE ROUTINE(FIX UP EMC'S DRP)
2210 EOJ2	DAD 14525	I END OF JOB (TURN OFF KEY)
2220 EOVAR	DAD 100017	I END OF LOCAL VARIABLE POINTER
2230 EPS10	DAD 54722	I EPS FUNCTION
2240 EQ\$.	DAD 3564	I COMPARE TWO STRINGS FOR EQUAL
2250 EQ.	DAD 62623	I COMPARE TWO NUMBERS FOR EQUAL
2260 ERBEND	DAD 100542	I END ERROR BUFFER + 1
2270 ERLIN#	DAD 100114	I LINE# OF BAD LINE
2280 ERNUM#	DAD 100117	I ERROR NUMBER
2290 ERRBP#	DAD 103371	I BPGM # THAT REPORTS THE ERR
2300 ERRBUF	DAD 100476	I ERROR BUFFER (44 BYTES)
2310 ERRROM#	DAD 100121	I ROM# OF LAST ERROR
2320 ERROR	DAD 10224	I REPORT ERROR ROUTINE
2330 ERROR+	DAD 10220	I REPORT ERROR AND THROW AWAY 1 RTN ADDR.
2340 ERRORS	DAD 100123	I RUN TIME ERRORS
2350 ERRROM	DAD 100120	I ROM# OF ERROR

Section 8: Reference Material

Name	Address	Description
2360 ERRSC	DAD 101141	! ERROR SELECT CODE
2370 ERRTYP	DAD 100124	! ERROR TYPE
2380 ERTEMP	DAD 104200	! 12 BYTES TEMP
2390 EXEC	DAD 72	! BEGINNING OF MAIN EXEC LOOP
2400 EXP5	DAD 53174	! EXP FUNCTION (e^x)
2410 EXSTAT	DAD 177426	! EXTENDED IO STATUS
2420 EXTFIL	DAD 110010	! EXTENDED FILE TYPE TABLE
2430 FASTBS	DAD 11565	! FAST BACKSPACE (SHIFTED BACKSPACE KEY)
2440 FBPGM	DAD 50333	! FIND BINARY PROGRAM (BY BPGM #)
2450 FETAVA	DAD 45505	! FETCH ARRAY VARIABLE ADDRESS
2460 FETSVR	DAD 45305	! FETCH SIMPLE VARIABLE ADDRESS
2470 FILTYP	DAD 101671	! 1 BYTE TAPE, TEMP
2480 FLDCOM	DAD 100053	! FIRST LINE DECOMPILE
2490 FLIP	DAD 14544	! TOGGLE THE KEYBOARD 'FLIP' STATUS
2500 FNAM	DAD 103503	! FILE NAME 1ST HALF
2510 FNAM+5	DAD 103510	! FILE NAME 2ND HALF
2520 FNDLIN	DAD 32355	! FIND A BASIC PROGRAM LINE IN MEMORY
2530 FORMAR	DAD 27034	! PARSE AN ARRAY REFERENCE
2540 FP5	DAD 54665	! FRACTIONAL PART FUNCTION
2550 FRAME.	DAD 66165	! FRAME THE CRT
2560 FWBIN	DAD 100044	! FWA USER BIN PROG
2570 FWCURR	DAD 100006	! PTR TO CURRENT PGM
2580 FWPRGM	DAD 100003	! FWA PROGRAM AREA
2590 FWROM	DAD 110130	! FWA USER PROGRAM ROMRAM
2600 FWUSER	DAD 100000	! FWA USER AREA
2610 G\$N	DAD 24543	! GET STRING & NUMERIC
2620 G\$N+NN	DAD 24642	! GET STRING & NUMERIC WITH OPTIONAL
2630 G/R	DAD 11606	! TOGGLE BETWEEN GRAPH AND ALPHA
2640 G012N	DAD 24707	! GET 0, 1, OR 2 NUMERIC VALUES
2650 G01N	DAD 24726	! GET 0 OR 1 NUMERIC VALUES
2660 G00R2N	DAD 24744	! GET 0 OR 2 NUMERIC VALUES
2670 G120R4	DAD 24772	! GET 1, 2, OR 4 NUMERIC VALUES
2680 G10R2N	DAD 24761	! GET 1 OR 2 NUMERIC VALUES
2690 GCHAR	DAD 21636	! GET A CHARACTER AT PARSE TIME
2700 GCLR.	DAD 62214	! CLEAR THE GRAPHICS CRT DISPLAY
2710 GEMINI	DAD 104157	! GEMINI FLAG
2720 GEO\$.	DAD 3667	! COMPARE FOR GREATER THAN OR EQUAL TO
2730 GEQ.	DAD 62734	! COMPARE TWO NUMBERS FOR \geq
2740 GET)	DAD 23450	! GET A CLOSE PARENTHESIS
2750 GET1N	DAD 24557	! PARSE ONE NUMBER
2760 GET2N	DAD 24630	! PARSE TWO NUMBERS
2770 GET4N	DAD 24635	! PARSE FOUR NUMERIC PARAMETERS
2780 GETCMA	DAD 23477	! DEMAND A COMMA AT PARSE TIME
2790 GETPA?	DAD 24740	! GET SOME OPTIONAL PARAMETERS
2800 GETPAR	DAD 24562	! GET A SET NUMBER OF NUMERIC PARAMETERS
2810 GINTDS	DAD 177401	! GLOBAL INTERRUPT DISABLE
2820 GINTEN	DAD 177400	! GLOBAL INTERRUPT ENABLE
2830 GLINE	DAD 104740	! NUMBER OF DOTS ON A LINE OF GRAPH SCREEN
2840 GLOAD	DAD 72510	! 'GLOAD' STATEMENT
2850 GNAM	DAD 103515	! FOR MASS STORAGE COPY, RENAME, ETC.
2860 GNAM+5	DAD 103522	! FOR MASS STORAGE COPY, RENAME, ETC.
2870 GOTOSU	DAD 30317	! PARSE A GOTO/GOSUB LINE NUMBER OR LABEL

Section 8: Reference Material

Name	Address	Description
2880 GR\$.	DAD 03614	! COMPARE STRINGS FOR GREATER THAN
2890 GR.	DAD 62705	! COMPARE NUMBERS FOR GREATER THAN
2900 GRAD.	DAD 62274	! SET THE COMPUTER TO GRAD MODE
2910 GRAFA.	DAD 12626	! FORCE GRAPH ALL MODE
2920 GRAPH	DAD 12560	! SWITCH TO GRAPH UNLESS IN ALPHA ALL
2930 GRAPH.	DAD 12574	! FORCE GRAPH NORMAL MODE
2940 GSIZE	DAD 104742	! # OF BYTES IN GRAPH SCREEN (12K OR 16K)
2950 GSTOR.	DAD 72711	! 'GSTORE' STATEMENT
2960 HFLIN	DAD 14110	! DISP STRING WITHOUT CR AND LF
2970 HMCURS	DAD 13661	! HOME CURSOR ON CURRENT CRT PAGE
2980 HORN	DAD 10400	! LOWER LEVEL 'BEEP' ENTRY POINT
2990 ICOS	DAD 77254	! ARC COSINE FUNCTION
3000 IDRAW.	DAD 64706	! 'IDRAW' STATEMENT
3010 IMERR	DAD 103724	! IMAGE ERROR INTERCEPT RAM HOOK
3020 IMOVE.	DAD 64643	! 'MOVE' STATEMENT
3030 INCHR	DAD 14262	! READ ONE CHARACTER IN FROM CRT MEMORY
3040 INF10	DAD 54321	! INFINITY FUNCTION (RETURNS BIGGEST #)
3050 INIT.	DAD 1241	! 'INIT' KEY EXECUTION
3060 INPB-3	DAD 100233	! 3 PERMANENT BYTES IN FRONT OF INPBUF
3070 INPBUF	DAD 100236	! PARSER INPUT BUFFER
3080 INPCOM	DAD 100167	! INPUT COMPLETION ADDRESS
3090 INPR10	DAD 101717	! R10 SAVE DURING INPUT
3100 INPTOS	DAD 100204	! INPUT TOP OF STAK
3110 INPTR	DAD 101143	! INPUT LINE POINTER
3120 INPUT.	DAD 16314	! INPUT RUNTIME ROUTINE
3130 INT5	DAD 54572	! INT FUNCTION
3140 INTDIV	DAD 54601	! INTEGER DIVISION (\) RUNTIME
3150 INTEGR	DAD 21331	! GET AN INTEGER AT PARSE TIME
3160 INTMUL	DAD 53673	! MULTIPLY TWO BINARY NUMBERS
3170 INTORL	DAD 57125	! CONVERT A TAGGED INTEGER TO A REAL
3180 INTRSC	DAD 177500	! I/O CARDS SELECT CODE ADDRESS
3190 IOBASE	DAD 103414	! I/O ROM BASE RAM POINTER
3200 IOBITS	DAD 101140	! 1 BYTE I/O
3210 IODATA	DAD 177422	! I/O DATA
3220 IOINTC	DAD 177421	! I/O CONTR-INTERRUPT
3230 IOSP	DAD 103652	! I/O SERVICE POINTER RAM HOOK
3240 IOSTAT	DAD 177420	! I/O STATUS
3250 IOSW	DAD 100163	! I/O SERVICE WORD
3260 IOTRFC	DAD 103643	! 7 BYTES TRAFFIC INTERCEPT
3270 IPS	DAD 54770	! IP FUNCTION RUNTIME CODE
3280 IPLOT.	DAD 64660	! 'IPLOT' STATEMENT
3290 IRQ20	DAD 103742	! I/O INTERRUPT RAM HOOK
3300 IRQ20+	DAD 103751	! I/O INTERRUPT RAM HOOK
3310 IRQPAD	DAD 103757	! I/O INTERRUPT RAM HOOK
3320 IRQRTN	DAD 103760	! I/O INTERRUPT RAM HOOK
3330 ISIN	DAD 77244	! ARC SINE FUNCTION
3340 ITAN	DAD 77264	! ARC TANGENT FUNCTION
3350 KEYCNT	DAD 100153	! KEYBOARD REPEAT COUNTER
3360 KEYCOD	DAD 177403	! KEYBOARD CODE AND EOJOB I/O ADDRESS
3370 KEYHIT	DAD 101142	! KEYBOARD ASCII
3380 KEYLA.	DAD 13360	! KEY LABEL RUNTIME ROUTINE
3390 KEYSTS	DAD 177402	! KEYBOARD STATUS I/O ROUTINE

Section 8: Reference Material

Name	Address	Description
3400 KEYTAB	DAD 102016	! BASE ADDR KEY TABL
3410 KRPET1	DAD 100154	! MAJOR KYBD REPEAT
3420 KRPET2	DAD 100155	! MINOR KYBD REPEAT
3430 KYIDLE	DAD 103677	! KEYBOARD INTERCEPT
3440 LABEL.	DAD 67262	! 'LABEL' STATEMENT
3450 LASTIN	DAD 100475	! END OF INPUT BUFFER
3460 LAVAIL	DAD 100025	! LAST AVAIL WD IN PGM AREA
3470 LDIR.	DAD 67052	! 'LDIR' STATEMENT
3480 LEGCA2	DAD 101525	! CALC KEYLABELS (BTM ROW)
3490 LEGCAL	DAD 101405	! CALC KEYLABELS (TOP ROW)
3500 LEGEN2	DAD 101265	! RUN KEYLABELS (BTM ROW)
3510 LEGEND	DAD 101145	! RUN KEYLABELS (TOP ROW)
3520 LEQ\$.	DAD 3656	! COMPARE STRINGS FOR LESS THAN OR EQUAL
3530 LEQ.	DAD 62662	! COMPARE NUMBERS FOR LESS THAN OR EQUAL
3540 LINELN	DAD 101714	! DEVICE LINE LENGTH
3550 LINET.	DAD 66336	! 'LINE TYPE' STATEMENT
3560 LIST.	DAD 6352	! 'LIST' STATEMENT
3570 LLDCOM	DAD 100050	! LAST LINE DECOMPILE
3580 LLN-1	DAD 104231	! PGSIZE - ONE LINE
3590 LLN-2	DAD 104233	! PGSIZE - TWO LINES
3600 LNS	DAD 52346	! NATURAL LOGARITHM FUNCTION
3610 LNTYPE	DAD 104750	! LINE TYPE POINTER TABLE
3620 LOGT5	DAD 52515	! BASE 10 LOGARITHM FUNCTION
3630 LSTBUF	DAD 103200	! LWA + 1 DISC BUFFER
3640 LSTDAT	DAD 101650	! LAST DATA ADDR. FOR DISC READ/WRITE
3650 LT\$.	DAD 3635	! COMPARE STRINGS FOR LESS THAN
3660 LT.	DAD 62643	! COMPARE NUMBERS FOR LESS THAN
3670 LTCUR.	DAD 13623	! LEFT CURSOR ON CURRENT PAGE
3680 LTCURS	DAD 13757	! LEFT CURSOR IN ALPHA MEMORY
3690 LTTYPE#	DAD 104537	! LINE TYPE #
3700 LWAMEM	DAD 100041	! LAST WORD AVAILABLE USER MEMORY
3710 MXR10	DAD 56144	! MX FUNCTION RUNTIME CODE
3720 MBASE	DAD 103424	! MATRIX ROM STOLEN RAM BASE ADDRESS
3730 MIN10	DAD 56125	! MIN FUNCTION RUNTIME CODE
3740 MLAD	DAD 177424	! SERIAL POLL REGISTER
3750 MOD10	DAD 52541	! MOD FUNCTION RUNTIME ADDRESS
3760 MODADR	DAD 13255	! KEEPING ADDRESS IN ALPHA MEMORY ON CRT
3770 MOVCRS	DAD 13771	! MOVE CURSOR BY SPECIFIED AMOUNT
3780 MOVDN	DAD 57172	! MOVE MEMORY CONTENTS WITH DECREASING PTR
3790 MOVE.	DAD 64634	! 'MOVE' STATEMENT
3800 MOVUP	DAD 57232	! MOVE MEMORY CONTENTS WITH INCREASING PTR
3810 MPY10	DAD 53357	! MULTIPLY TWO REAL #'S IN R40 AND R50
3820 MPYROI	DAD 53517	! MULTIPLY TWO REAL OR INTEGER #'s ON STACK
3830 MSBASE	DAD 103412	! MASS STORAGE ROM STOLEN RAM BASE ADDRESS
3840 MSCRE.	DAD 65176	! CREATE RUNTIME CODE
3850 MSHIGH	DAD 103764	! MS HIGH LEVEL HOOK
3860 MSLOW	DAD 103773	! MS LOW LEVEL HOOK
3870 MSPRNT	DAD 66221	! PART OF PRINT# RUNTIME CODE
3880 MSPUR.	DAD 64804	! PURGE RUNTIME CODE
3890 MSREN.	DAD 64724	! 'RENAME' STATEMENT
3900 MSTIME	DAD 104002	! MS TIMEOUT HOOK
3910 NARRE+	DAD 23461	! SCAN AND PARSE A NUMERIC ARRAY REFERENCE

Section 8: Reference Material

Name	Address	Description
3920 NARREF	DAD 23465	PARSE A NUMERIC ARRAY REFERENCE
3930 NUMCON	DAD 23551	PARSE A NUMERIC CONSTANT
3940 NUMVA+	DAD 22403	SCAN AND PARSE A NUMERIC EXPRESSION
3950 NUMVAL	DAD 22406	PARSE A NUMERIC EXPRESSION
3960 NXTDAT	DAD 101645	NEXT DATA ADDRESS FOR DISK READ/WRITE
3970 NXTMEM	DAD 100022	NEXT BYTE AVAILABLE MEMORY
3980 NXTRTN	DAD 100036	NEXT AVAILABLE GOSUB/RTN
3990 ONEB	DAD 12153	GET 1 NUMBER OFF STACK AS SIGNED BINARY
4000 ONEI	DAD 56736	GET 1 NUMBER OFF STACK AS TAGGED INTEGER
4010 ONER	DAD 56777	GET 1 NUMBER OFF STACK AS FLOATING POINT
4020 ONEROI	DAD 57035	GET 1 NUMBER OFF STACK AS REAL OR INTEGR.
4030 ONEX	DAD 56673	GET 1 NUMBER OFF STACK AS UNSIGNED BIN.
4040 ONFLAG	DAD 100065	ON GOSUB FLAG
4050 OPTBAS	DAD 100175	2 BYTE PERMANENT OPTION BASE
4060 DUTCH1	DAD 14130	OUTPUT A BYTE TO THE CRT
4070 DUTCHR	DAD 14143	OUTPUT A CHARACTER TO CRT
4080 OUTSTR	DAD 14020	OUTPUT A STRING TO CRT
4090 P.BUFF	DAD 101706	INDIRECT BUFFER POINTERS
4100 P.FLAG	DAD 101712	INDIRECT BUFFER FLAG
4110 P.PTR	DAD 101710	INDIRECT BUFFER POINTER
4120 P.TYPE	EQU 6	OFFSET INTO BASIC PCB TO GET TYPE BYTE
4130 PAGES.	DAD 12756	PAGESIZE RUNTIME CODE
4140 PAGES1	DAD 13001	PAGESIZE 16
4150 PAGES2	DAD 13103	PAGESIZE 24
4160 PARSER	DAD 20000	SYSTEM PARSER
4170 PEN#	DAD 104535	(PEN #) * 3 FOR INDEXING
4180 PGPSIZE	DAD 104227	# OF BYTES / PAGE
4190 PI10	DAD 54374	PI FUNCTION RUNTIME CODE
4200 PLHOOK	DAD 103661	PLOTTER HOOK
4210 PLIST.	DAD 6344	'PLIST' STATEMENT
4220 PLOT.	DAD 64652	'PLOT' STATEMENT
4230 PLOTSY	DAD 100151	PLOTTER ON/OFF FLAG
4240 POS.	DAD 4227	POS FUNCTION RUNTIME CODE
4250 PPOLL	DAD 177423	PARALLEL POLL REG
4260 PRARR\$	DAD 70730	PRINT# STRING ARRAY TO DISC FILE
4270 PRARR.	DAD 70167	PRINT# NUMERIC ARRAY TO DISC FILE
4280 PRDRVVR	DAD 73023	PRINTER DRIVER ROUTINE
4290 PRDVF+	DAD 103550	SPECIAL CHARACTER FLAG FOR LIST TIME
4300 PREOL.	DAD 70464	PRINT# END OF LINE (DUMP BUFFER)
4310 PRINT.	DAD 71332	SET SELECT CODE TO PRINTER IS DEVICE
4320 PRLINE	DAD 71641	PRINT LINE RUNTIME CODE
4330 PRNTLN	DAD 101137	1 BYTE PRINTER LINE LENGTH
4340 PRNTR.	DAD 75631	PRINTER IS STATEMENT
4350 PRNUM.	DAD 67220	PRINT# A NUMBER TO A DATA FILE
4360 PRSIDL	DAD 103733	PARSER RAM HOOK
4370 PRSTR.	DAD 66662	PRINT# A STRING TO A DATA FILE
4380 PRTBUF	DAD 107454	PRINT BUFFER
4390 PRTPTR	DAD 100062	PRINT BUFFER PTR
4400 PS.C.	DAD 100222	PRINTER SELECT CODE
4410 PTR1	DAD 177710	I/O ADDRESSES FOR EMC POINTERS
4420 PTR1+	DAD 177712	I/O ADDRESSES FOR EMC POINTERS
4430 PTR1-	DAD 177711	I/O ADDRESSES FOR EMC POINTERS

Section 8: Reference Material

Name	Address	Description
4440 PTR1-+	DAD 177713	! I/O ADDRESSES FOR EMC POINTERS
4450 PTR2	DAD 177714	! I/O ADDRESSES FOR EMC POINTERS
4460 PTR2+	DAD 177716	! I/O ADDRESSES FOR EMC POINTERS
4470 PTR2-	DAD 177715	! I/O ADDRESSES FOR EMC POINTERS
4480 PTR2-+	DAD 177717	! I/O ADDRESSES FOR EMC POINTERS
4490 R60+10	DAD 60010	! ROM ERROR MESSAGES
4500 R60+12	DAD 60012	! ROM INITIALIZATION
4510 R60+14	DAD 60014	! TEST INITIALIZATION
4520 R60+2	DAD 60002	! ROM RUNTIME POINTERS
4530 R60+4	DAD 60004	! ROM ASCII TABLE
4540 R60+6	DAD 60006	! ROM PARSE TABLE
4550 R60K	DAD 60000	! FIRST ADDRESS FOR ROMS
4560 RAD.	DAD 62267	! PUT COMPUTER IN RADIAN TRIG MODE
4570 RAD10	DAD 54472	! DEGREES TO RADIAN CONVERSION
4580 RAID+1	DAD 103307	! USED BY INTERRUPT SERVICE ROUTINES
4590 RAID+2	DAD 103310	! USED BY INTERRUPT SERVICE ROUTINES
4600 RDARR\$	DAD 70312	! READ# A STRING ARRAY FROM DISK FILE
4610 RDARR.	DAD 70106	! READ# A NUMERIC ARRAY FROM DISK FILE
4620 RDNUM.	DAD 67503	! READ# A NUMBER FROM DISK FILE
4630 RDSTR.	DAD 67314	! READ# ; STRING
4640 READ.	DAD 66221	! READ# POINTER POSITIONING
4650 RECBUF	DAD 102600	! DISK BUFFER 400 BYTES (256 DECIMAL)
4660 REFLNUM	DAD 27530	! PARSE A NUMERIC VARIABLE REFERENCE
4670 RELMEM	DAD 31777	! RELEASE TEMPORARY MEMORY
4680 REM10	DAD 52533	! 'RMD' FUNCTION (REMAINDER)
4690 RESET.	DAD 5407	! RESET KEY RUNTIME CODE
4700 RESMEM	DAD 31741	! RESERVE SOME TEMPORARY MEMORY
4710 RESULT	DAD 100070	! LAST CALCULATOR MODE RESULT
4720 RETRHI	DAD 13234	! WAIT FOR RETRACE HIGH FROM CRT
4730 RMEM	DAD 105343	! RESERVED MEMORY COUNT
4740 RMIDDLE	DAD 103706	! EXEC LOOP RAM HOOK
4750 RND10	DAD 53741	! RND FUNCTION (GET A RANDOM NUMBER)
4760 RND1Z.	DAD 55713	! RANDOMIZE COMMAND
4770 ROMEND	DAD 104145	! END OF ROM TABLE ENTRIES
4780 ROMFL.	DAD 104065	! ROM FLAG FOR INITIALIZATION ROUTINES
4790 ROMINI	DAD 6055	! CALL BPGM'S AND ROM'S INIT ROUTINES
4800 ROMJSB	DAD 6223	! JSB TO A BANK SELECTABLE ROM
4810 ROMLST	DAD 104143	! LAST ENTRY IN ROM TABLE
4820 ROMRTN	DAD 6207	! RE-SELECT ROM 0 AND RETURN
4830 ROMTAB	DAD 104105	! BASE OF ROM TABLE
4840 RPLOT.	DAD 64666	! 'RPLOT' STATEMENT
4850 RSELEC	DAD 177430	! BANK SELECTABLE ROM SELECTION ADDRESS
4860 RSTREG	DAD 22346	! RESTORE REGISTERS
4870 RSUM8K	DAD 37670	! DO A CHECKSUM ON 8K OF MEMORY
4880 RTCUR.	DAD 13651	! MOVE CURSOR RIGHT ON CURRENT SCREEN
4890 RTCURS	DAD 13765	! MOVE CURSOR RIGHT IN ALPHA MEMORY
4900 RTNSTK	DAD 100033	! TOP OF GOSUB RETURN STAK
4910 RULITE	DAD 177704	! RUN LIGHT I/O ADDRESS
4920 S10	DAD 103367	! FOR SAVING R10-11 DURING INTERRUPT SVC
4930 SAD1	DAD 13723	! SET CRT ALPHA START ADDRESS
4940 SAVER6	DAD 104066	! DISK BAIL OUT STACK POINTER FOR ERRORS
4950 SAVRO	DAD 103200	! SYSTEM MONITOR REGISTER SAVE AREA

Section 8: Reference Material

Name	Address	Description
4960 SRVR10	DAD 104063	R10 SAVE FOR PARSE ERRORS
4970 SAVREG	DAD 22310	SAVE REGISTERS ON R6
4980 SC10+1	DAD 177540	I/O CARD STUFF
4990 SCAN	DAD 21110	GET NEXT TOKEN TO R14 AT PARSE TIME
5000 SCAN+	DAD 21105	GCHAR AND SCAN
5010 SCRAT.	DAD 5601	'SCRATCH' RUNTIME CODE
5020 SCRDN	DAD 13671	SCROLL DOWN THE CRT
5030 SCRUP	DAD 13736	SCROLL UP THE CRT
5040 SCTEMP	DAD 101721	S.C. TEMP STORE
5050 SEC10	DAD 54260	SECANT RUNTIME CODE
5060 SEMIC\$	DAD 72155	PRINT STRING;
5070 SEMIC.	DAD 72274	PRINT NUMBER;
5080 SEQNO	DAD 30426	PARSE A LINE NUMBER
5090 SEQNO+	DAD 30422	PARSE A LINE NUMBER
5100 SERPOL	DAD 177425	MY LISTEN ADDRESS
5110 SET240	DAD 21071	SET THE IMMEDIATE BREAK BITS IN R17
5120 SGNS	DAD 54202	SGN FUNCTION
5130 SIN10	DAD 54343	SIN FUNCTION
5140 SKYTXT	DAD 106610	CALC SOFTKEYS TEXT (14*30)
5150 SPARO	DAD 104011	SPARE INTERRUPT RAM HOOK (SYS MONITOR)
5160 SPAR1	DAD 104022	SPARE INTERRUPT RAM HOOK (UNUSED)
5170 SPECIF	DAD 103527	DISC VOLUME NAME
5180 SPTR1	DAD 103300	SYSTEM MONITOR SAVE PTR1 AREA
5190 SPTR2	DAD 103303	SYSTEM MONITOR SAVE PTR2 AREA
5200 SQR5	DAD 53237	SQUARE ROOT FUNCTION
5210 ST240+	DAD 21067	CLEAR R16 AND SET240
5220 STRACK	DAD 102070	R6 STACK 500 OCTAL BYTES (320 DECIMAL)
5230 STBEEP	DAD 10441	STANDARD BEEP
5240 STOST	DAD 46472	STORE STRING ROUTINE
5250 STOSV	DAD 46057	STORE SIMPLE VARIABLE
5260 STRANG	DAD 103715	STRANGE PARAMETER TYPES INTERCEPT HOOK
5270 STRCON	DAD 24201	PARSE A STRING CONSTANT
5280 STREX+	DAD 23721	SCAN AND PARSE A STRING EXPRESSION
5290 STREXP	DAD 23724	PARSE A STRING EXPRESSION
5300 STRREF	DAD 24056	PARSE A STRING VARIABLE REFERENCE
5310 STSIZE	DAD 101741	STATEMENT SIZE PLACE HOLDER POINTER
5320 SUB10	DAD 52734	SUBTRACT TWO REAL NUMBERS IN R40 AND R50
5330 SUBROI	DAD 52724	SUBTRACT 2 REAL OR INTEGERS ON STACK
5340 SVCWRD	DAD 100162	SERVICE WORD
5350 SYSDIS	DAD 177707	SOS CARD ROM DISABLE ADDRESS
5360 TAN10	DAD 54363	TANGENT FUNCTION
5370 TIME	DAD 101123	TIME OF DAY
5380 TIME.	DAD 66211	TIME OF DAY FUNCTION
5390 TOS	DAD 101744	TOP R12 STAK
5400 TWOB	DAD 56760	GET TWO BINARY NUMBERS OFF STACK
5410 TWOR	DAD 57020	GET 2 REAL NUMBERS OFF R12 STACK
5420 TWOROI	DAD 57050	GET 2 REAL OR INTEGERS OFF R12 STACK
5430 UNBAS1	DAD 103430	UNUSED ROM STOLEN RAM BASE ADDRESS
5440 UNBAS2	DAD 103434	UNUSED ROM STOLEN RAM BASE ADDRESS
5450 UNEQ\$.	DAD 3603	COMPARE STRINGS FOR UNEQUAL
5460 UNEQ.	DAD 62632	COMPARE NUMBERS FOR UNEQUAL
5470 UNQUOT	DAD 24366	PARSE AN UNQUOTED STRING

Section 8: Reference Material

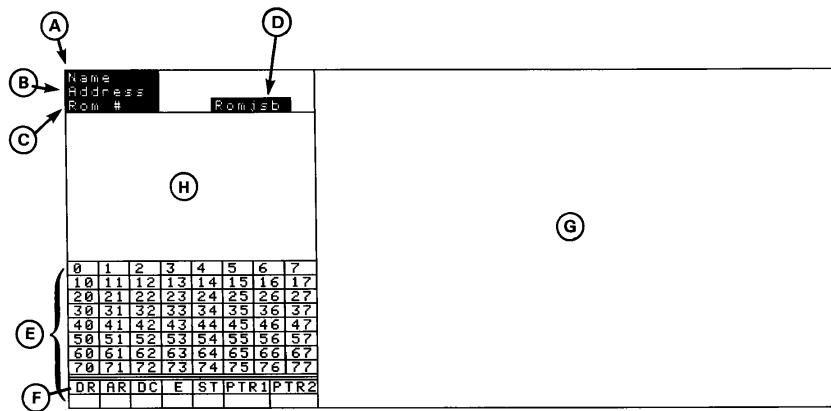
8.3 System Operation and Routines

This section provides documentation for certain areas of system operation. It also shows the input conditions required and the outputs produced by selected system routines. The names and addresses of the system routines detailed here are also on the disc.

The system routines are arranged in alphabetical order. Their area of primary use is noted. Because a routine is listed under a certain application does not limit its use to that area. For example, many utility routines may also be used during run time operations.

Section 8: Reference Material

The format of the individual system routines is shown here:



- A. Name: Name of the routine (from the global file).
- B. Address: Permanent octal address of the routine in computer memory.
- C. ROM#: The ROM that must be selected if this routine needs to be called through ROMJSB.
- D. ROM #: The "Y" or "N" entry indicates if this routine needs to be called through ROMJSB.
- E. Registers: Shaded areas indicate registers used by this routine.
- F. DR,AR,DC,E,ST,PTR1,PTR2: Entries in these boxes indicate exit conditions of this routine. The following symbols are used:

Symbol	Meaning
-	Unchanged.
U	Unknown.
*	Refer to the description (G).

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G. Conditions: When applicable, shows input and output stack contents, and output register contents.

H. Description: Contains description of routine.

Section 8: Reference Material

ABS5 MATH	Name ABS5 Address 54523 Rom # 0 Romisb N	INPUT STACK CONTENTS Argument (8-bytes) R12--->																																																																																
	System function that returns the absolute value of a number. (Refer to the system function ABS in the owner's manual.)	OUTPUT STACK CONTENTS Absolute value of argument (8-bytes) R12--->																																																																																
		OUTPUT REGISTER CONTENTS R40-R47 = Copy of absolute value. R60-R67 = Copy of original argument value.																																																																																
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ADD10 MATH	Name ADD10 Address 53030 Rom # 0 Romisb N	INPUT REGISTER CONTENTS R40-R47 = Real value A (8-bytes) R50-R57 = Real value B (8-bytes)																																																																																
	Adds two real (floating-point) numbers.	OUTPUT STACK CONTENTS Result A+B (8-bytes) R12--->																																																																																
		OUTPUT REGISTER CONTENTS R40-R47 = Copy of result A+B																																																																																
		NOTE: The two numbers must be in floating-point format and the CPU must be in BCD mode when ADD10 is called or the result will be incorrect.																																																																																
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ADDR01 MATH	Name ADDR01 Address 52745 Rom # 0 Romisb N	INPUT STACK CONTENTS Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12--->																																																																																
	Adds two real or tagged-integer numbers. (This is the main runtime entry point for the system operator '+'.)	OUTPUT STACK CONTENTS Result A+B (8-bytes) R12--->																																																																																
		OUTPUT REGISTER CONTENTS R40-R47 = Copy of the result																																																																																
		NOTE: The result may be either a real or a tagged-integer number. The CPU must be in BCD mode before calling ADDR01.																																																																																
		<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>40</td><td>12</td><td>0</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		40	12	0	U	U	-	-	
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Section 8: Reference Material

<table border="1"> <tr> <td>Name</td><td>ALFA</td></tr> <tr> <td>Address</td><td>21656</td></tr> <tr> <td>ROM #</td><td>0 Romisb N</td></tr> </table> <p>Checks the character in R20 to see if it's between 'A' and 'Z' (a' and 'z'). If it's lower case, it's shifted to upper case.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>*</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	ALFA	Address	21656	ROM #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	B	*	U	-	-		ALFA PARSE
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<table border="1"> <tr> <td>Name</td><td>ALFAL.</td></tr> <tr> <td>Address</td><td>12466</td></tr> <tr> <td>ROM #</td><td>0 Romisb N</td></tr> </table> <p>Forces ALPHA ALL mode on the CRT.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	ALFAL.	Address	12466	ROM #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	B	-	U	-	-		OUTPUT CONDITIONS The CRT will be in ALPHA NORMAL. The CRT memory will have been initialized and top of stack set equal to R12-R13 if the display was in ALPHA ALL or GRAPH ALL mode at entry.	ALPHA CRT
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<table border="1"> <tr> <td>Name</td><td>ALPHA.</td></tr> <tr> <td>Address</td><td>12413</td></tr> <tr> <td>ROM #</td><td>0 Romisb N</td></tr> </table> <p>Forces the CRT to the ALPHA NORMAL mode. If it was in ALPHA ALL or GRAPH ALL mode, then the CRT memory is initialized by calling CRTINT.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	ALPHA.	Address	12413	ROM #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	B	U	U	-	-		OUTPUT CONDITIONS The CRT display will be in ALPHA NORMAL. The CRT memory will have been initialized and top of stack set equal to R12-R13 if the display was in ALPHA ALL or GRAPH ALL mode at entry.	ALPHA CRT
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ALPHA. CRT	<table border="1"> <tr> <td>Name</td><td>ALPHA</td></tr> <tr> <td>Address</td><td>12542</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> </table> <p>If the CRT display is in GRAPH NORMAL mode at entry, it will be switched to ALPHA NORMAL mode, else nothing will be done.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	ALPHA	Address	12542	Row #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	B	U	U	-	-		OUTPUT CONDITIONS <p>If the CRT is in ALPHA NORMAL mode at entry, it will be in ALPHA NORMAL mode at exit. If the CRT is in ALPHA ALL mode at entry, it will be in ALPHA ALL mode at exit. If the CRT is in GRAPH NORMAL mode at entry, it will be in ALPHA NORMAL mode at exit. If the CRT is in GRAPH ALL mode at entry, it will be in GRAPH ALL mode at exit. The return address will also be thrown away before returning if it was in GRAPH ALL mode, so it won't return to the calling routine.</p>
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ASSIG. DISC	<table border="1"> <tr> <td>Name</td><td>ASSIG.</td></tr> <tr> <td>Address</td><td>65466</td></tr> <tr> <td>Row #</td><td>320 Romisb Y</td></tr> </table> <p>Runtime code for the BHSIC statement.</p> <p>ASSIGN#</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td>-</td><td></td></tr> </table>	Name	ASSIG.	Address	65466	Row #	320 Romisb Y	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	U	-	U	-		INPUT STACK CONTENTS <p>Buffer number (8 bytes) File name length (2 bytes) File name address (3 bytes)</p> <p>R12----></p> OUTPUT STACK CONTENTS <p>(empty)</p> <p>R12----></p>
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ATN2. MATH	<table border="1"> <tr> <td>Name</td><td>ATN2.</td></tr> <tr> <td>Address</td><td>77152</td></tr> <tr> <td>Row #</td><td>0 Romisb Y</td></tr> </table> <p>Performs the system function ATN2(Y,X) which returns the arctangent of Y/X in the proper quadrant.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	ATN2.	Address	77152	Row #	0 Romisb Y	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	B	U	U	-	-		INPUT STACK CONTENTS <p>Y-value (8 bytes) X-value (8 bytes)</p> <p>R12----></p> OUTPUT STACK CONTENTS <p>ATN2(Y,X) (8 bytes)</p> <p>R12----></p>
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Section 8: Reference Material

Name BEEP Address 10361 Rom # 0 Romisb Y	INPUT CONDITIONS Top of stack and R12 are compared to see if there are any optional parameters on the R12 stack. If none, then a JMP is made to STBEEP. BEEP A,B would make the stack look like this: <pre> A (8 bytes) B (8 bytes) R12----> </pre> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td> </tr> <tr> <td>31</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td> </tr> </table>	0	1	2	3	4	5	6	7	18	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		31	U	U	U	U	-	-		BEEP. MISC.
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Name BKSPC Address 11520 Rom # 0 Romisb N	INPUT CONDITIONS Does a backspace. (Same as if the backspace key had been pressed.)	BKSPC CRT
	The CPU must be in BIN mode at entry. CRTBYT must contain the same address as the CRT controllers byte address register (CRTBAD). The cursor must be off at entry (a call must have been made to DECUR2).	

Name BLKLIN Address 14165 Rom # 0 Romisb N	INPUT CONDITIONS Fills from current CRT byte address to the end of the line with carriage return characters (15 octal). Alters CRTBYT, leaving it pointing to the start of the next line.	BLKLIN CRT
	The CRT byte address pointer (CRTBAD) must be pointing to the address where blanking is to start. OUTPUT CONDITIONS The CRT byte address pointer will be pointing to the first character of the next line. The actual code for BLKLIN is:	

```

BLKLIN  BIN
       JSB  =COLUMN
       L  R32,=15
       JSB  =OUTCH1
       L8   R26
       ICB  R26
       CMB  R26,=800
       JNZ  L8
       RTN
  
```

Section 8: Reference Material

BPINI MISC.	Name BPINI Address 6113 Rom # 0 Romisb Y	INPUT CONDITIONS ROMFL = Reason for the call: 0 Power on 1 Reset 2 Scratch 3 Loadbin 4 Run,Init 5 Load 6 Stop, Pause 7 Thresh 10 Allocate class >56 11 De-allocate class >56 12 De-compile class >56 13 Program halt on error
BPINI MISC.	Name BPINI Address 6113 Rom # 0 Romisb Y	NOTE: Binary programs must insure that R0 does not get destroyed during their INIT routine as R0 is used by BPINI as a counter of which binary program is next.

BYTCRT CRT	Name BYTCRT Address 14004 Rom # 0 Romisb N	INPUT REGISTER CONTENTS The register pair pointed to by the DRP must contain the address to be stored to CRTBYT and CRTRAM. The actual code is: <pre>BYTCRT STM0 R#,=CRTBYT SAD JSB =CHKSTS PAD STM0 R#,=CRTBAD RTN</pre>
BYTCRT CRT	Name BYTCRT Address 14004 Rom # 0 Romisb N	

CEIL10 MATH	Name CEIL10 Address 54412 Rom # 0 Romisb N	INPUT STACK CONTENTS X-value (8-bytes) R12---->
CEIL10 MATH	Name CEIL10 Address 54412 Rom # 0 Romisb N	OUTPUT STACK CONTENTS CEIL(X) result (8-bytes) R12---->

Section 8: Reference Material

<table border="1"> <tr> <td>Name</td><td>CHKSTS</td></tr> <tr> <td>Address</td><td>13284</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> </table> <p>Waits for the CRT controller to be not busy. (When CHKSTS returns it is safe to store to CRTBAD or CRTDAT.)</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>30</td><td>-</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	CHKSTS	Address	13284	Row #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		30	-	B	-	U	-	-		<p>This is the actual code for CHKSTS:</p> <pre> CHKSTS BIN DRP R30 BUSY LBD R#,=CRTSTS !GET CRT STATUS JOD BUSY !LOOP IF BUSY RTN !ELSE RETURN </pre> <p>This routine is useful when you want to store directly to CRTBAD and/or CRTDAT (such as when doing high speed graphics or alpha displays).</p>
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<table border="1"> <tr> <td>Name</td><td>CLEAR.</td></tr> <tr> <td>Address</td><td>14225</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> </table> <p>Does the same thing as a CLEAR statement in BASIC.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>31</td><td>U</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	CLEAR.	Address	14225	Row #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		31	U	B	-	U	-	-		<p>This is the runtime entry point for the BASIC reserved word CLEAR.</p>
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Section 8: Reference Material

CLREOL	Name CLREOL Address 13447 Rom # 0 Romisb N	INPUT CONDITIONS CRTBYT = Current ALPHA cursor location.																																																																																
CRT	Clears to the end of the current ALPHA line (based upon the contents of CRTBYT) and leaves CRTBYT pointing to where it was.																																																																																	
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CNTRTR	Name CNTRTR Address 13245 Rom # 0 Romisb N	INPUT CONDITIONS This routine can be used when delays of 16.67 milliseconds to 4.27 seconds are desired (in steps of multiples of 16.67 milliseconds). The CRT controller refreshes the CRT 60 times a second. That means there is a retrace period every 1/60 of a second or every 16.67 milliseconds. This routine simply counts the number of retrace periods specified when it is called.																																																																																
CRT	Counts a specified number of CRT retrace periods.																																																																																	
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COLUMN	Name COLUMN Address 14286 Rom # 0 Romisb N	INPUT CONDITIONS CRTBYT must contain the current cursor address.																																																																																
CRT	Calculates the column number of the current cursor location on ALPHA display. It is returned as a number between 0 and 117 (octal).																																																																																	
	<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>66</td><td>76</td><td>-</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		66	76	-	-	U	-	-		<p>NOTES: The CPU must be in BIN mode at entry. The actual code is:</p> <pre> COLUMN LDM R76,=120,0 !LINE LEN=80 LDM R66,=CRTBYT !CURSOR ADDR. ARP R76 !SAVE CYCLES MOD SBM R#,R# !SUBTRACT UNTIL JCY MOD !<0 ADM R#,R# !MAKE POSITIVE RTN !DONE </pre>
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Section 8: Reference Material

Name COMMA\$ Address 72146 ROM # 0 Romisb Y Prints a string to the print or display buffer. Same as: PRINT "ABC",	INPUT STACK CONTENTS Length of string (2 bytes) Address of string (3 bytes) R12---> OUTPUT STACK CONTENTS (empty) R12---> NOTE: DISP. or PRINT, must be called prior to calling COMMA\$ to set up the select code and buffer pointers.	COMMA\$ PRINT
Name COMMA. Address 72265 ROM # 0 Romisb Y Prints a number to the print or display buffer. Same as: PRINT 34,	INPUT STACK CONTENTS Number to be printed (8 bytes) R12---> OUTPUT STACK CONTENTS (empty) R12---> NOTE: DISP. or PRINT, must be called prior to calling COMMA. to set up the select code and buffer pointers.	COMMA. PRINT

Name COMMA. Address 72265 ROM # 0 Romisb Y Prints a number to the print or display buffer. Same as: PRINT 34,	INPUT STACK CONTENTS Number to be printed (8 bytes) R12---> OUTPUT STACK CONTENTS (empty) R12---> NOTE: DISP. or PRINT, must be called prior to calling COMMA. to set up the select code and buffer pointers.	COMMA. PRINT
Name CONBI3 Address 4916 ROM # 0 Romisb N Converts a 23-bit signed binary number to a floating-point value.	INPUT REGISTER CONTENTS R55-R57 = 23-bit signed binary number. The 23 least significant bits are the magnitude (0 TO 2 ²³ -1) and the most significant bit is the sign (0=positive and 1=negative) giving a range of -8388607 TO +8388607 OUTPUT REGISTER CONTENTS R40-R47 = The equivalent floating-point value.	CONBI3 MATH

Name CONBI3 Address 4916 ROM # 0 Romisb N Converts a 23-bit signed binary number to a floating-point value.	INPUT REGISTER CONTENTS R55-R57 = 23-bit signed binary number. The 23 least significant bits are the magnitude (0 TO 2 ²³ -1) and the most significant bit is the sign (0=positive and 1=negative) giving a range of -8388607 TO +8388607 OUTPUT REGISTER CONTENTS R40-R47 = The equivalent floating-point value.	CONBI3 MATH
Name CONBI3 Address 4916 ROM # 0 Romisb N Converts a 23-bit signed binary number to a floating-point value.	INPUT REGISTER CONTENTS R55-R57 = 23-bit signed binary number. The 23 least significant bits are the magnitude (0 TO 2 ²³ -1) and the most significant bit is the sign (0=positive and 1=negative) giving a range of -8388607 TO +8388607 OUTPUT REGISTER CONTENTS R40-R47 = The equivalent floating-point value.	CONBI3 MATH

Section 8: Reference Material

CONBIN MATH	Name CONBIN Address 4401 Row # 0 Romisb N	INPUT REGISTER CONTENTS R36-R37 = 15-bit signed binary number. The 15 least significant bits are the magnitude (0-32767) and the most significant bit is the sign (0=positive and 1=negative) giving a range of -32767 to +32767.
		OUTPUT REGISTER CONTENTS R40-R47 = The equivalent floating-point value.

CONCA. MISC.	Name CONCA. Address 76366 Row # 0 Romisb Y	INPUT STACK CONTENTS A\$ Length (2 bytes) A\$ Address (3 bytes) B\$ Length (2 bytes) B\$ Address (3 bytes) R12----
		OUTPUT STACK CONTENTS A\$ & B\$ Length (2 bytes) A\$ & B\$ Address (3 bytes) R12----

CONINT MATH	Name CONINT Address 45116 Row # 0 Romisb N	INPUT REGISTER CONTENTS R60-R67 = Floating-point value
		OUTPUT REGISTER CONTENTS R76-R77 = 16-bit unsigned binary value R32 = Sign of value If R32=0 then value is positive If R32#0 then value is negative

NOTE: This routine doesn't check to insure that R60-R67 contains a floating point number, so if it contains a tagged-integer or some other garbage, you'll get indeterminate results.

CONINT does a SAD at entry and a PAD at exit, so all status is preserved (not including the E register).

Section 8: Reference Material

Name CONTR. Address 61620 Row # 1 Romisb Y Runtime code for the SET I/O statement.	INPUT STACK CONTENTS I/O card number (8 bytes) Register number (8 bytes) Control value (8 bytes) R12--->	CONTR. MISC.																																																																																								
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Name COS10 Address 54353 Row # 0 Romisb N Returns the COS(X)	INPUT STACK CONTENTS X value (8-bytes) R12--->	COS10 MATH																																																																																
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Name COT10 Address 54333 Row # 0 Romisb N Returns the COT(X) (cotangent)	INPUT STACK CONTENTS X value (8-bytes) R12--->	COT10 MATH																																																																																
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Section 8: Reference Material

COUNTK MISC.	<table border="1"> <tr> <td>Name</td><td>COUNTK</td></tr> <tr> <td>Address</td><td>14411</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> <tr> <td colspan="2">Used for repeating keys.</td></tr> </table>	Name	COUNTK	Address	14411	Row #	0 Romisb N	Used for repeating keys.		<p>If a key is not pressed at entry or if it is released before the key repeat wait is done then a call is made to EOJ2, else the key repeat speed is forced to KRPET2 and the service request flags are set in R17 and SVCWRD.</p>																																																																								
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CRT. CRT	<table border="1"> <tr> <td>Name</td><td>CRT.</td></tr> <tr> <td>Address</td><td>57307</td></tr> <tr> <td>Row #</td><td>1 Romisb Y</td></tr> <tr> <td colspan="2">Performs the CRT IS statement.</td></tr> </table>	Name	CRT.	Address	57307	Row #	1 Romisb Y	Performs the CRT IS statement.		<p>INPUT STACK CONTENTS Top of stack-> Select code (8-bytes) Optional line length (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS (empty) R12---></p>																																																																								
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CRTBLK CRT	<table border="1"> <tr> <td>Name</td><td>CRTBLK</td></tr> <tr> <td>Address</td><td>12246</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> <tr> <td colspan="2">Fills all of ALPHA memory with carriage return characters (Octal 15).</td></tr> </table>	Name	CRTBLK	Address	12246	Row #	0 Romisb N	Fills all of ALPHA memory with carriage return characters (Octal 15).		<p>OUTPUT CONDITIONS The CRT will be in the blanked-out mode (that is, CRTUNW will have to be called after CRTBLK).</p> <p>R32 = 15 R36-R37 = 0</p>																																																																								
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Fills all of ALPHA memory with carriage return characters (Octal 15).																																																																																		
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Section 8: Reference Material

Name CRTINT Address 12176 Row # 0 Romisb_N Initializes the CRT memory to the ALPHA NORMAL mode with all of ALPHA and GRAPH memory cleared.	OUTPUT CONDITIONS R36-R37 = 0 The top of stack will have to be set equal to R12-R13. May GRAPH Parameters will be set to the default values. The CRT start address (CRTSAD) and the CRT byte address (CRTSBD) will be set to 0.																																																																															
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Name CRTPOF Address 12334 Row # 0 Romisb_N Turns off the CRT's high voltage supply. Would be used if a device were hooked up to the computer that needed excessive power and didn't need to be run at the same time as the CRT display.	The code for CRTPOF is: CRTPOF LDE R30,=6 BIN JSB =PETHRI LDOD R#,=CRTSTS ORB R#,R30 STBD R#,=CRTSTS RTN																																																																															
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Name CRTPUP Address 12341 Row # 0 Romisb_N Turns on the CRT's high voltage supply. Would be used if a device were hooked up to the computer that needed excessive power and didn't need to be run at the same time as the CRT display.	The code for CRTPUP is: CRTPUP LDOD R31,=CRTSTS RNM R31,=373 STBD R31,=CRTSTS LDE R30,=7 JSB =CNTRTR JMP CRTUNH The CPU must be in BIN mode at entry.																																																																															
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Section 8: Reference Material

CRTUNW CRT	Name CRTUNW Address 12360 Rom # 0 Romisb N	The CRT may need to be blanked for two reasons: 1) If the CRT controller doesn't need to be refreshing the display, the CRT memory can be accessed much more quickly than during refreshing. 2) When switching CRT modes ugly flashes can be seen if the CRT is not blanked first. The actual code for CRTUNW is: <pre>CRTUNW JSB =RETRHI LBBR R#,=CRTSTS ANR R#,=37 STBD R#,=CRTSTS RTN</pre>
	Un-blanks the CRT display (starts the electron beam scanning)	

CRTWPO CRT	Name CRTWPO Address 12374 Rom # 0 Romisb N	The CRT may need to be blanked for two reasons: 1) If the CRT controller doesn't need to be refreshing the display, the CRT memory can be accessed much more quickly than during refreshing. 2) When switching CRT modes ugly flashes can be seen if the CRT is not blanked first. The actual code for CRTWPO is: <pre>CRTWPO LDB R30,=2 BIN JSB =RETRHI LDBD R#,=CRTSTS ORB R#,R30 STBD R#,=CRTSTS RTN</pre>
	Blanks the CRT display (stops the electron beam scanning)	

CSEC10 MATH	Name CSEC10 Address 54300 Rom # 0 Romisb N	INPUT STACK CONTENTS X value (8-bytes) R12---> OUTPUT STACK CONTENTS CSC(X) value (8-bytes) R12--->
	Returns the CSC(X) (cosecant)	

Section 8: Reference Material

Name CSIZE Address 66570 Row # 1 Romjob Y Runtime code for the BASIC statement CSIZE X	INPUT STACK CONTENTS CSIZE value (8 bytes) R12--->	CSIZE. CRT
	OUTPUT STACK CONTENTS (empty) R12--->	

Memory dump (hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	FTR1	FTR2	
U	U	U	U	U	-	U	

Name CURS Address 14930 Row # 0 Romjob N Outputs a cursor at the current CRTBYT location.	INPUT CONDITIONS CRTBYT and CRTBAD must point to the location at which the cursor is to be output.	CURS CRT
	NOTE: The cursor is created by setting the most significant bit of the character at the cursor location. This causes that character to be highlighted, or shown in inverse video. If the character at that location already has its MSB set, then the bit is cleared. DECUR2 does just the opposite. This way the cursor is not destructive when it moves through inverse video fields. There is a flag (CURSON) which tells CURS and DECUR2 if the cursor is already on so that the MSB of the character will not be erroneously toggled if successive calls to CURS or DECUR2 are made.	

Memory dump (hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	FTR1	FTR2	
U	U	U	-	U	-	-	

Name CVNUM Address 72401 Row # 0 Romjob Y Formats a floating- point number into ASCII characters for printing or display- ing.	INPUT REGISTER CONTENTS R30-R31 = Pointer to output buffer R40-R47 = Floating-point number to be formatted into output buffer.	CVNUM PRINT
	OUTPUT REGISTER CONTENTS R30-R31 = Pointer to next available byte in the output buffer.	

Memory dump (hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	FTR1	FTR2	
U	U	U	U	U	-	-	

Section 8: Reference Material

DALLOC	Name DALLOC Address 47123 Rom # 0 Rom isb Y	INPUT CONDITIONS R16 must be even. If it is odd, DALLOC will return without doing anything.
MISC.	Totally de-allocates the current BASIC program.	

Memory Map (Hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	PTR1	PTR2	
U	U	U	U	U	U	U	

DATE.	Name DATE. Address 32073 Rom # 0 Rom isb N	OUTPUT REGISTER CONTENTS R40-R47 = Copy of date OUTPUT STACK CONTENTS The date (8 bytes) R12---->
MISC.	Returns the DATE.	NOTE: DATE will always return as a tagged integer.

Memory Map (Hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	PTR1	PTR2	
40	12	-	-	U	-	-	

DCLIN# PRINT	Name DCLIN# Address 34607 Rom # 0 Rom isb N	INPUT CONDITIONS R30-R31 = Pointer to output buffer R65-R67 = Line number as 5 BCD digits OUTPUT CONDITIONS R30-R31 = Pointer to output buffer (after the line number was pushed out as ASCII characters).
	Decompiles a BASIC program line number.	

Memory Map (Hex):

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
DR	AR	DC	E	ST	PTR1	PTR2	
57	30	B	U	U	-	-	

Section 8: Reference Material

Name DCSLOP Address 35132 Rom # 0 Romistb N Reverses a string of bytes into the lower 64K address space.	INPUT CONDITIONS Assumes CPU is in BIN mode at entry. R30-R31 = First byte sink (lowest) R76-R77 = Number of bytes to move PTR2 = First byte + 1 of source (highest)	DCSLOP MISC.																																																																																
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Name DECUR2 Address 13467 Rom # 0 Romistb N Erases the cursor at the current CRTBYT location.	INPUT CONDITIONS CRTBYT and CRTBAD must point to the location of the cursor.	DECUR2 CRT																																																																																
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	U	-	U	-	U		NOTE: The cursor is created by setting the most significant bit of the character at the cursor location. This causes that character to be highlighted, or shown in inverse video. If the character at that location already has its MSB set, then the bit is cleared. DECUR2 does just the opposite. In this way the cursor is not destructive when it moves through inverse video fields. There is a flag (CURSON) which tells CURS and DECUR2 if the cursor is already on so that the MSB of the character will not be erroneously toggled if successive calls to CURS and DECUR2 are made.	
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Name DEFA+. Address 61576 Rom # 0 Romistb Y Turns the system math defaults on.	OUTPUT REGISTER CONTENTS R36 = 1	DEFA+. MATH																																																																																
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Section 8: Reference Material

DEFA-. MATH	Name DEFA-. Address 61604 Rom # 0 Romisby Y	OUTPUT REGISTER CONTENTS R36 = 0	
	Turns the system math defaults off.		
The actual code is:			
<pre> DEFA+. CLB R36 ICB R36 JMP STORDF BYT 241 DEFA-. CLB R36 STORDF STBD R#,=DEFAUL RTN </pre>			

DEG. MATH	Name DEG. Address 62257 Rom # 0 Romisby Y	OUTPUT REGISTER CONTENTS R36 = 0	
	Puts the computer in degrees mode for math operations.		
The actual code is:			
<pre> DEG. LDB R36,=90C ST0DRG STBD R#,=DRG RTN BYT 241 RAD. CLB R36 JMP ST0DRG BYT 241 GRAD. CLB R36 DCB R36 JMP ST0DRG </pre>			

DEG10 MATH	Name DEG10 Address 54736 Rom # 0 Romisby N	INPUT STACK CONTENTS Radian-value (8-bytes) R12--->	
	Runtime code for the system function RTD.		
OUTPUT STACK CONTENTS			
Degrees result (8-bytes) R12--->			
OUTPUT REGISTER CONTENTS			
R40-R47 = Copy of result			
The actual code is:			
<pre> DEG10. CLB R36,=90C ST0DRG STBD R#,=DRG RTN BYT 241 RAD. CLB R36 JMP ST0DRG BYT 241 GRAD. CLB R36 DCB R36 JMP ST0DRG </pre>			

Section 8: Reference Material

Name DIGIT Address 21710 Row # 0 Romisb N	INPUT CONDITIONS R20 = The character OUTPUT CONDITIONS R20 = The character E = 0 If it was not a digit E = 1 If it was a digit	DIGIT PARSE																																																																														
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Name DISP. Address 71311 Row # 0 Romisb Y	DISP. CRT																																																																																
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Name DIV10 Address 52441 Row # 0 Romisb N	INPUT STACK CONTENTS (empty) R12---> INPUT REGISTER CONTENTS R40-R47 = Real number A (8-bytes) R50-R47 = Real number B (8-bytes) OUTPUT STACK CONTENTS Result B/A (8-bytes) R12---> OUTPUT REGISTER CONTENTS R40-R47 = Copy of result B/A NOTE: The CPU must be in BCD mode before DIV10 is called. The two arguments must be real numbers or the result will be unknown.	DIV10 MATH																																																																															
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Section 8: Reference Material

DIV2 MATH	<table border="1"> <tr> <td>Name</td><td>DIV2</td></tr> <tr> <td>Address</td><td>52436</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> </table> <p>Divides one real or tagged-integer number into a second real or tagged-integer number. (This is the main runtime entry point for the system operator /.)</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>40</td><td>12</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	DIV2	Address	52436	Row #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		40	12	D	U	U	-	-		<p>INPUT STACK CONTENTS</p> <p>Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>Result A/B (8-bytes) R12---></p> <p>OUTPUT REGISTER CONTENTS</p> <p>R40-R47 = Copy of result</p> <p>NOTE: The CPU must be in BCD mode before this routine is called.</p>
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DMNDCR PARSE	<table border="1"> <tr> <td>Name</td><td>DMNDCR</td></tr> <tr> <td>Address</td><td>25175</td></tr> <tr> <td>Row #</td><td>0 Romisb Y</td></tr> </table> <p>Flags an error if R14 is not a carriage return or an @ token.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>-</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	DMNDCR	Address	25175	Row #	0 Romisb Y	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	-	U	U	-	-		<p>INPUT CONDITIONS</p> <p>R14 = Incoming token</p> <p>OUTPUT CONDITIONS</p> <p>If R14 didn't contain a carriage return token or an @ token then ERROR will have been called.</p>
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DNCUR. CRT	<table border="1"> <tr> <td>Name</td><td>DNCUR.</td></tr> <tr> <td>Address</td><td>13607</td></tr> <tr> <td>Row #</td><td>0 Romisb N</td></tr> </table> <p>Moves the cursor down one line on the ALPHA display. (Checks to see if it goes off at the current page of CRT memory and wraps it around if it does.)</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>-</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	DNCUR.	Address	13607	Row #	0 Romisb N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	-	U	U	-	-		<p>INPUT CONDITIONS</p> <p>The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address.</p> <p>The cursor must be off at entry (a call to DECUR2 will do that).</p> <p>OUTPUT CONDITIONS</p> <p>CRTBYT and CRTBAD will be pointing to the new cursor address.</p> <p>The cursor will still be off.</p>
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Section 8: Reference Material

Name DNCURS Address 13751 Row # 1 Romjsb N	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).	DNCURS CRT
Moves the cursor address down one line in ALPHR memory. (Doesn't check to see if it goes off of the current page of CRT memory.)	OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34-R35 = The new cursor address.	

Name DRAW. Address 64727 Row # 1 Romjsb Y	INPUT STACK CONTENTS X-value (8 bytes) Y-value (8 bytes) R12--->	DRAW. CRT
Runtime code for the BASIC statement DRAW x,y	OUTPUT STACK CONTENTS (empty) (0 bytes) R12--->	

Name DRV12. Address 6722 Row # 1 Romjsb Y	INPUT CONDITIONS A call to PRINT, or DISP, should have been performed before calling DRV12. This will set up SCTEMP to point to either the PRINTER IS device or the CRT IS device.	DRV12. PRINT
PRINT and DISP output driver. Vectors the outputs to either the OUTSTR routine or the PRDRVR routine or the IOTRFC hook, based upon the value of the current select code in SCTEMP.	OUTPUT CONDITIONS (empty) (0 bytes) R12--->	

Section 8: Reference Material

EMOVDN	MISC.	<table border="1"> <tr> <td>Name</td><td>EMOVDN</td></tr> <tr> <td>Address</td><td>32161</td></tr> <tr> <td>Rom #</td><td>0 Romish N</td></tr> </table> <p>Moves the contents of a block of memory to a location lower than its current location, starting with the lowest addressed bytes and working up to the highest.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>50</td><td>-</td><td>-</td><td>U</td><td>*</td><td>*</td><td>*</td><td></td></tr> </table>	Name	EMOVDN	Address	32161	Rom #	0 Romish N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		50	-	-	U	*	*	*		INPUT CONDITIONS The CPU must be in BIN mode at entry. PTR1 = Last byte of source (low) PTR2 = Last byte of sink (low) R45-R47 = Number of bytes to move
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EMOVUP	MISC.	<table border="1"> <tr> <td>Name</td> <td>EMOVUP</td> </tr> <tr> <td>Address</td> <td>32231</td> </tr> <tr> <td>Rom #</td> <td>0 Romish N</td> </tr> </table> <p>Moves the contents of a block of memory to a location higher than its current location, starting with the highest addressed bytes and working down to the lowest.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>50</td><td>-</td><td>-</td><td>U</td><td>*</td><td>*</td><td>*</td><td></td></tr> </table>	Name	EMOVUP	Address	32231	Rom #	0 Romish N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		50	-	-	U	*	*	*		INPUT CONDITIONS The CPU must be in BIN mode at entry. PTR1 = First byte of source +1 (high) PTR2 = First byte of sink +1 (high) R45-R47 = Number of bytes to move
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EOJ2	MISC.	<table border="1"> <tr> <td>Name</td> <td>EOJ2</td> </tr> <tr> <td>Address</td> <td>14525</td> </tr> <tr> <td>Rom #</td> <td>0 Romish N</td> </tr> </table> <p>Turns off the keyboard service request bit in SVCWRD and, if no other service requests are pending, turns off the service request bit in R17. Also, resets the key repeat speed to the value in KRPET1.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>32</td><td>32</td><td>-</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	EOJ2	Address	14525	Rom #	0 Romish N	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		32	32	-	-	U	-	-		
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Name EPS10 Address 54722 Rom # 0 Romisb N Returns the smallest positive number the computer is capable of handling (1E-499).	INPUT STACK CONTENTS (whatever) R12---> OUTPUT STACK CONTENTS (whatever) Smallest number 1E-499 (8-bytes) R12--->	EPS10 MATH																																																																															
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Name EQ\$. Address 3564 Rom # 0 Romisb N Checks two strings for equality.	INPUT STACK CONTENTS Length of string 'A' (2-bytes) Address of string 'A' (3-bytes) Length of string 'B' (2-bytes) Address of string 'B' (3-bytes) R12---> OUTPUT STACK CONTENTS True/False value (8-bytes) R12---> OUTPUT REGISTER CONTENTS R70-R77 = Copy of true/false value. NOTE: The true/false value is =0 if false, =1 if true and is in floating-point format.	EQ\$. MATH																																																																																
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Name EQ. Address 62623 Rom # 0 Romisb Y Tests two numbers for equality.	INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12---> OUTPUT STACK CONTENTS True/False value (8-bytes) R12---> NOTE: The true/false value will always be a tagged integer and will be a 1 if true and a 0 if false.	EQ. MATH																																																																																
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Section 8: Reference Material

ERROR MISC.	<table border="1"> <tr> <td>Name</td><td>ERROR</td></tr> <tr> <td>Address</td><td>10224</td></tr> <tr> <td>Rom #</td><td>0 Romjsb N</td></tr> <tr> <td colspan="2">Sets flags for error reporting.</td></tr> </table>	Name	ERROR	Address	10224	Rom #	0 Romjsb N	Sets flags for error reporting.		<p>INPUT CONDITIONS</p> <p>ERROR must be called by this format: JSB =ERROR BYT error number</p> <p>OUTPUT CONDITIONS</p> <p>R17 has bits 6 and 7 set. ERRORS = error number ERNUM# = error number adjusted for external ROMs or binary programs ERROM# = ERROM If in RUN mode (R16=2) then ERLIN# = error line number When control returns to the EXEC loop, these flags will cause an error message to be output. All registers are saved.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td> </tr> <tr> <td>U</td><td>U</td><td>-</td><td>0</td><td>U</td><td>-</td><td>-</td><td></td> </tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	-	0	U	-	-	
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ERROR+ MISC.	<table border="1"> <tr> <td>Name</td><td>ERROR+</td></tr> <tr> <td>Address</td><td>10220</td></tr> <tr> <td>Rom #</td><td>0 Romjsb N</td></tr> <tr> <td colspan="2">Sets flags for error reporting.</td></tr> </table>	Name	ERROR+	Address	10220	Rom #	0 Romjsb N	Sets flags for error reporting.		<p>INPUT CONDITIONS</p> <p>ERROR+ must be called by this format: JSB =ERROR+ BYT error number</p> <p>OUTPUT CONDITIONS</p> <p>R17 has bits 6 and 7 set. ERRORS = error number ERNUM# = error number adjusted for external ROMs or binary programs ERROM# = ERROM If in RUN mode (R16=2) then ERLIN# = error line number When control returns to the EXEC loop, these flags will cause an error message to be output. One RTN address is discarded from the R6 stack before ERROR+ returns. All registers are saved.</p> <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td> </tr> <tr> <td>U</td><td>U</td><td>-</td><td>0</td><td>U</td><td>-</td><td>-</td><td></td> </tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	-	0	U	-	-	
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Name FASTBS Address 1565 Rom # 0 Romjsb N	INPUT CONDITIONS <p>The CPU must be in BIN mode at entry. CRTBYT must contain the same address as the CRT controllers byte address register (CRTBBD).</p> <p>The cursor must be off at entry (a call must have been made to DECUR2).</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>66</td><td>76</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		66	76	B	-	U	-	-	
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Name FBPGM Address 50333 Rom # 0 Romjsb N	INPUT CONDITIONS <p>Assumes the CPU is in BIN mode at entry. R22 = The desired binary program #.</p> OUTPUT CONDITIONS <p>R20-R21 = Base address of the binary program if found, else zero. BINTAB = Base address of the binary program if found, else zero.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>20</td><td>0</td><td>-</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		20	0	-	-	U	-	-	
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20	0	-	-	U	-	-																																																																											

Name FETAVA Address 45505 Rom # 0 Romjsb N	INPUT STACK CONTENTS <p>Ptr to variable area (3 bytes) Row index (2 bytes) Col index (optional) (2 bytes) Dim flag (1 byte)</p> <p>R12--></p> OUTPUT STACK CONTENTS <p>(empty)</p> <p>R12--></p> OUTPUT REGISTER CONTENTS <p>R20-R21 = Max len if string array R46 = Header byte of array R70-R72 = Abs. address of variable name R75-R77 = Abs. address of element value PTR2 = Address of element value</p> <p>NOTE: At entry, 'Ptr to variable area' is an address which is relative to FWCURR. 'Col index' is present only if the array is two dimensional. 'Dim flag' is even if the array is two dimensional, odd if one.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	-	U	
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FETAVA
MISC.

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FETSVA MISC.	Name FETSVA Address 45305 Rom # 0 Romisb N	INPUT REGISTER CONTENTS R65-R67 = Address of variable area (relative to FWCURR) OUTPUT REGISTER CONTENTS R46 = Header byte of variable R70-R72 = Abs. address of variable name PTR2 = Abs. address of least significant byte of address of variable name in variable storage area.
	FEtch Simple Variable Address. Takes an address which is relative to FWCURR and changes it to an absolute address.	

0	1	2	3	4	5	6	7
16	11	12	13	14	15	16	17
28	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
D	R	R	I	D	E	S	T
46	47	B	-	U	-	*	-

FLIP. MISC.	Name FLIP. Address 14544 Rom # 0 Romisb N	INPUT REGISTER CONTENTS The actual code for FLIP is: FLIP. LDB R36,=200 STBD R36,=KEYSTS RTN
	Run time code for the BASIC statement: FLIP	

0	1	2	3	4	5	6	7
16	11	12	13	14	15	16	17
28	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
D	R	R	I	D	E	S	T
36	-	-	-	U	-	-	-

FNDLIN MISC.	Name FNDLIN Address 32355 Rom # 0 Romisb N	INPUT REGISTER CONTENTS R75-R77 = Line number to be found OUTPUT CONDITIONS E = 0 if the line was found. E = 17 if the line was not found. PTR1 points to the line length byte of the desired line, if found; else it points to the same byte of the next highest line.
	Finds a specified line (by number) in a BASIC program.	

0	1	2	3	4	5	6	7
16	11	12	13	14	15	16	17
28	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77
D	R	R	I	D	E	S	T
65	6	B	*	U	*	-	-

NOTE: Upon return a LDBI R20,=PTR1-
 would load into R20 the length of the
 found line, that is PTR1 is really
 pointing to the least significant byte
 of the line number. All registers are
 saved and restored.

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<p>Name FORMAR Address 27034 Rom # 0 Ramjib Y</p> <p>Parses an array variable reference with no subscripts, as in</p> <p>PRINT# 1; A<,></p> <p>SCAN must have been done at entry.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>*</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	U	*		<p>FORMAR PARSE</p>
0	1	2	3	4	5	6	7																																																																										
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U	U	U	U	U	U	*																																																																											

<p>Name FP5 Address 54665 Rom # 0 Ramjib N</p> <p>Runtime code for the system function FP.</p> <p>Returns the fractional portion of X.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>0</td><td>12</td><td>0</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		0	12	0	U	U	-	-		<p>INPUT STACK CONTENTS</p> <p>X-value (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>FP(X) result (8-bytes) R12---></p> <p>OUTPUT REGISTER CONTENTS</p> <p>R40-R47 = Copy of result</p>	<p>FP5 MATH</p>
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DR	HR	DC	E	ST	PTR1	PTR2																																																																												
0	12	0	U	U	-	-																																																																												

<p>Name FRAME. Address 66165 Rom # 1 Ramjib Y</p> <p>Runtime code for the BASIC statement</p> <p>FRAME</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>HR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>0</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	HR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	-	0		<p>FRAME. CRT</p>
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Section 8: Reference Material

G\$N PARSE	<table border="1"> <tr> <td>Name</td><td>G\$N</td></tr> <tr> <td>Address</td><td>24543</td></tr> <tr> <td>Row #</td><td>0 Romishb Y</td></tr> </table> <p>Parses one string and one numeric parameter and pushes the incoming token.</p>	Name	G\$N	Address	24543	Row #	0 Romishb Y	<p>INPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Current token R20 = Next character</p> <p>PTR2 = Pointer to output stream</p> <p>OUTPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN</p> <p>OUTPUT EMC POINTER</p> <p>PTR2---> R14 at entry (1 byte) Numeric parameter tokens (x bytes) String parameter tokens (x bytes)</p>
Name	G\$N							
Address	24543							
Row #	0 Romishb Y							

G\$N+NN PARSE	<table border="1"> <tr> <td>Name</td><td>G\$N+NN</td></tr> <tr> <td>Address</td><td>24642</td></tr> <tr> <td>Row #</td><td>0 Romishb Y</td></tr> </table> <p>Parses one string and 2 numeric parameters and pushes the incoming token.</p>	Name	G\$N+NN	Address	24642	Row #	0 Romishb Y	<p>INPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Current token R20 = Next character</p> <p>PTR2 = Pointer to output stream</p> <p>OUTPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN</p> <p>OUTPUT EMC POINTER</p> <p>PTR2---> R14 at entry (1 byte) Numeric parameter tokens (x bytes) String parameter tokens (x bytes)</p>
Name	G\$N+NN							
Address	24642							
Row #	0 Romishb Y							

G/A CRT	<table border="1"> <tr> <td>Name</td><td>G/A</td></tr> <tr> <td>Address</td><td>11606</td></tr> <tr> <td>Row #</td><td>0 Romishb N</td></tr> </table> <p>Toggles ALPHA to GRAPH and GRAPH to ALPHA (same as the A/G key).</p>	Name	G/A	Address	11606	Row #	0 Romishb N	
Name	G/A							
Address	11606							
Row #	0 Romishb N							

Section 8: Reference Material

Name G012N Address 24707 Rom # 0 Romisb Y Parses 0, 1, or 2 line number references and pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT EMC POINTER PTR2--> Incoming token (1 byte) x 3 byte line # x 32 Integer constant token x 3 byte line # x 32 Integer constant token NOTE: Either or both line numbers are optional so the output stream may be different.	G012N PARSE
Name G012N Address 24707 Rom # 0 Romisb Y Parses 0, 1, or 2 line number references and pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT EMC POINTER PTR2--> Incoming token (1 byte) x 3 byte line # x 32 Integer constant token NOTE: Either or both line numbers are optional so the output stream may be different.	G012N PARSE

Name G01N Address 24726 Rom # 0 Romisb Y Parses zero or one line number reference and pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT EMC POINTER PTR2--> Incoming token (1 byte) x 3 byte line # x 32 Integer constant token NOTE: The line number is optional so the output stream may be different.	G01N PARSE
Name G01N Address 24726 Rom # 0 Romisb Y Parses zero or one line number reference and pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT EMC POINTER PTR2--> Incoming token (1 byte) x 3 byte line # x 32 Integer constant token NOTE: The line number is optional so the output stream may be different.	G01N PARSE

Name G00R2N Address 24744 Rom # 0 Romisb Y Parses zero or two numeric parameters and then pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R34 = Number of parameters found OUTPUT EMC POINTER PTR2--> R14 at entry (1 byte) Numeric parameter tokens (x bytes)	G00R2N PARSE
Name G00R2N Address 24744 Rom # 0 Romisb Y Parses zero or two numeric parameters and then pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R34 = Number of parameters found OUTPUT EMC POINTER PTR2--> R14 at entry (1 byte) Numeric parameter tokens (x bytes)	G00R2N PARSE

Section 8: Reference Material

G120R4 PARSE	Name G120R4 Address 24772 Rom # 0 Romisb Y	Parses one, two, or four line number references and pushes the incoming token (R14). <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>34</td><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>*</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		34	U	U	U	U	U	*	
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G10R2N PARSE	Name G10R2N Address 24761 Rom # 0 Romisb Y	Parses one or two numeric parameters and then pushes the incoming token (R14). <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>34</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		34	U	U	U	U	-	U	
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GCHAR PARSE	Name GCHAR Address 21636 Rom # 0 Romisb N	Gets the next non-blank character. R20, If the character is a carriage return then the R10 pointer is not incremented. <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		-	-	-	-	-	-	-	
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Name GCLR. Address 62214 Row # 0 Romishb Y Runtime code for the GCLEAR statement.	INPUT STACK CONTENTS Top of stack -> Optional Y-ordinal (8 bytes) R12--->	GCLR. CRT
	OUTPUT STACK CONTENTS (empty) R12--->	

Name GEQ\$. Address 3667 Row # 0 Romishb N Checks to see if one string is greater than or equal to a second string.	INPUT STACK CONTENTS Length of string 'A' (2-bytes) Address of string 'A' (3-bytes) Length of string 'B' (2-bytes) Address of string 'B' (3-bytes) R12--->	GEQ\$. MATH
	OUTPUT STACK CONTENTS A>=B True/False value (8-bytes) R12--->	

Name GEQ. Address 62734 Row # 0 Romishb Y Tests to see if one number is greater than or equal to a second number.	INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12--->	GEQ. MATH
	OUTPUT STACK CONTENTS A>=B True/False value (8-bytes) R12--->	

Section 8: Reference Material

GET) PARSE	Name GET Address 23450 Rom # 0 Romisby Y Checks R14 for the close parenthesis token (set by SCAN). ERROR is called if not found, else SCANS and returns.	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS If successful: E=1 R14 = Next SCAN token R20 = Next character R40-R47 = Set by SCAN before exit. If unsuccessful: E=0 No registers will have been changed and ERROR will have been called.																																																																																
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GET1N PARSE	Name GET1N Address 24557 Rom # 0 Romisby Y Parses one numeric parameter and pushes incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN OUTPUT EMC POINTER PTR2----> R14 at entry (1 byte) Numeric parameter tokens (x bytes)																																																																																
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GET2N PARSE	Name GET2N Address 24630 Rom # 0 Romisby Y Parses two numeric parameters and pushes incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN OUTPUT EMC POINTER PTR2----> R14 at entry (1 byte) Numeric parameter tokens (x bytes)																																																																																
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Section 8: Reference Material

Name GET4N Address 24635 Rom # 8 Romjsb Y Parses four numeric parameters and pushes incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN OUTPUT EMC POINTER PTR2---> R14 at entry (1 byte) Numeric parameter tokens (x bytes)
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 34 U U U U - U	

GET4N
PARSE

Name GETCMA Address 23477 Rom # 8 Romjsb Y Checks current token for comma at parse time, and if found does a SCAN to get past it, else calls ERROR.	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character OUTPUT CONDITIONS If comma was found R14 = Next token R20 = Next character R40-R47 = Set by SCAN E=1 If comma was not found ERROR will have been called and E=0.
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 U U U U - U	

GETCMA
PARSE

Name GETPA? Address 24741 Rom # 8 Romjsb Y Parses as many numeric parameters as it can and then pushes the incoming token (R14).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R34 = Number of parameters found OUTPUT EMC POINTER PTR2---> R14 at entry (1 byte) Numeric parameter tokens (x bytes)
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 34 U U U U - U	

GETPA?
PARSE

Section 8: Reference Material

GETPAR PARSE	<table border="1"> <tr><td>Name</td><td>GETPAR</td></tr> <tr><td>Address</td><td>24562</td></tr> <tr><td>Rom #</td><td>0 Romisb Y</td></tr> <tr><td colspan="2">Parses as many numeric parameters as it can. If, at entry, R35=0, any number is acceptable. If R35#0, the number parsed must equal that in R35. GETPAR pushes the input token after all of the parameters.</td></tr> <tr><td colspan="2"> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>38</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>58</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>68</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>78</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>34</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table> </td></tr> </table>	Name	GETPAR	Address	24562	Rom #	0 Romisb Y	Parses as many numeric parameters as it can. If, at entry, R35=0, any number is acceptable. If R35#0, the number parsed must equal that in R35. GETPAR pushes the input token after all of the parameters.		<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>38</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>58</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>68</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>78</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>34</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>		0	1	2	3	4	5	6	7	18	11	12	13	14	15	16	17	28	21	22	23	24	25	26	27	38	31	32	33	34	35	36	37	48	41	42	43	44	45	46	47	58	51	52	53	54	55	56	57	68	61	62	63	64	65	66	67	78	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		34	U	U	U	U	-	U	
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Parses as many numeric parameters as it can. If, at entry, R35=0, any number is acceptable. If R35#0, the number parsed must equal that in R35. GETPAR pushes the input token after all of the parameters.																																																																																											
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Name GR\$, Address 3614 Prog # 0 Romisb N	INPUT STACK CONTENTS Length of string 'A' (2-bytes) Address of string 'A' (3-bytes) Length of string 'B' (2-bytes) Address of string 'B' (3-bytes) R12---->	GR\$. MATH
Checks to see if one string is greater than another string.	OUTPUT STACK CONTENTS A>B True/False value (8-bytes) R12---->	NOTE: The true/false value is =0 if false, =1 if true and is in floating-point format.

Name GR. Address 62705 Prog # 0 Romisb Y	INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12---->	GR. MATH
Tests to see if one number is greater than a second number.	OUTPUT STACK CONTENTS A>B True/False value (8-bytes) R12---->	NOTE: The true/false value will always be a tagged integer and will be a 1 if true and a 0 if false.

Name GRAD. Address 62274 Prog # 0 Romisb Y	The actual code is: DEG, LDB R36,=90C ST0DRG STBD R#,=DRG RTN BYT 241 RAD, CLB R36 JMP ST0DRG BYT 241 GRAD, CLB R36 DBL R36 JMP ST0DRG	GRAD. MATH
Puts the computer in grads mode for math operations.		

Section 8: Reference Material

GRAFA. CRT	Name GRAFA. Address 12626 Rom # 0 Romjsb N Forces the CRT to GRAPH ALL mode.																																																																																	
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GRAPH CRT	Name GRAPH Address 12560 Rom # 0 Romjsb N If the CRT display is in ALPHA NORMAL mode at entry, it will be switched to GRAPH NORMAL mode, else nothing will be done.	OUTPUT CONDITIONS																																																																																
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GRAPH. CRT	Name GRAPH. Address 12574 Rom # 0 Romjsb N Forces the CRT to GRAPH NORMAL mode.																																																																																	
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<p>Name GSTOR. Address 72711 Rom # 320 Romisb.y</p> <p>Runtime code for the BASIC statement</p> <p>GSTORE <file name></p>	<p>INPUT STACK CONTENTS</p> <p>Top of stack-> File name length (2 bytes) File name address (3 bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>(empty) R12---></p>	<p>GSTOR. CRT</p>																																																																																
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<p>Name HLFLIN Address 14119 Rom # 0 Romisb.N</p> <p>Outputs a string to the CRT, leaving the cursor position at the end of the string.</p>	<p>INPUT REGISTER CONTENTS</p> <p>R26-R27 = Address of the string R36-R37 = Length of the string</p>	<p>HLFLIN CRT</p>																																																																																
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<p>Name HMCURS Address 13661 Rom # 0 Romisb.N</p> <p>Moves the cursor to the top left of the ALPHA display.</p>	<p>INPUT CONDITIONS</p> <p>The cursor must be off (a call to DECUR2 must have been made) prior to calling HMCURS.</p> <p>OUTPUT CONDITIONS</p> <p>CRTBYT will contain the new cursor address (which will be the same as the contents of CRTRAM).</p> <p>R34-R35 = New cursor address. The actual code for HMCURS is: HMCURS LDMD R34,=CRTRAM USB =BYTCRT RTN</p>	<p>HMCURS CRT</p>																																																																																
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Section 8: Reference Material

HORN MISC.	<table border="1"> <tr><td>Name</td><td>HORN</td></tr> <tr><td>Address</td><td>19400</td></tr> <tr><td>Rom #</td><td>0 Romisb N</td></tr> <tr><td colspan="2">Lower-level BEEP entry point.</td></tr> </table>	Name	HORN	Address	19400	Rom #	0 Romisb N	Lower-level BEEP entry point.		<p>INPUT CONDITIONS</p> <p>R30-R31 = 40,0 R32-R33 = Frequency as a 4-digit BCD # The ARP must be 34 at entry. DCM must be BCD at entry.</p> <p>R55-R57 = Duration as a 4-digit BCD #</p> <p>An example of the call sequence:</p> <pre> LDM R30,=40,0 LDM R32,=500,0 ! OR ANY VALUE LDM R55,=0,1,0 ! OR ANY VALUE BCD ARP 34 JSB =HORN </pre>
Name	HORN									
Address	19400									
Rom #	0 Romisb N									
Lower-level BEEP entry point.										

ICOS MATH	<table border="1"> <tr><td>Name</td><td>ICOS</td></tr> <tr><td>Address</td><td>77254</td></tr> <tr><td>Rom #</td><td>0 Romisb Y</td></tr> <tr><td colspan="2">Returns the inverse cosine of an argument</td></tr> </table>	Name	ICOS	Address	77254	Rom #	0 Romisb Y	Returns the inverse cosine of an argument		<p>INPUT STACK CONTENTS</p> <p>Argument (8 bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>ACS<Argument> (8 bytes) R12---></p>
Name	ICOS									
Address	77254									
Rom #	0 Romisb Y									
Returns the inverse cosine of an argument										

IDRAW. CRT	<table border="1"> <tr><td>Name</td><td>IDRAW.</td></tr> <tr><td>Address</td><td>64706</td></tr> <tr><td>Rom #</td><td>1 Romisb Y</td></tr> <tr><td colspan="2">Runtime code for the BASIC statement</td></tr> <tr><td colspan="2">IDRAW x,y</td></tr> </table>	Name	IDRAW.	Address	64706	Rom #	1 Romisb Y	Runtime code for the BASIC statement		IDRAW x,y		<p>INPUT STACK CONTENTS</p> <p>X-value (8 bytes) Y-value (8 bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>(empty) (0 bytes) R12---></p>
Name	IDRAW.											
Address	64706											
Rom #	1 Romisb Y											
Runtime code for the BASIC statement												
IDRAW x,y												

Section 8: Reference Material

<table border="1"> <tr><td>Name</td><td>IMOVE</td></tr> <tr><td>Address</td><td>64643</td></tr> <tr><td>Row #</td><td>1 Romisb Y</td></tr> <tr><td colspan="2">Runtime code for the BASIC statement</td></tr> <tr><td colspan="2">IMOVE x,y</td></tr> <tr><td colspan="2"></td></tr> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>S</td><td>T</td><td>PTR1</td><td>PTR2</td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	Name	IMOVE	Address	64643	Row #	1 Romisb Y	Runtime code for the BASIC statement		IMOVE x,y				0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	S	T	PTR1	PTR2	U	U	U	U	U	-	U		<p>INPUT STACK CONTENTS</p> <p>X-value (8 bytes) Y-value (8 bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>(empty) (0 bytes) R12---></p>	IMOVE. CRT
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<table border="1"> <tr><td>Name</td><td>INCHR</td></tr> <tr><td>Address</td><td>14262</td></tr> <tr><td>Row #</td><td>0 Romisb N</td></tr> <tr><td colspan="2">Reads one character from the location in CRT memory pointed to by the CRT's byte address register (CRTBAD).</td></tr> <tr><td colspan="2"></td></tr> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>S</td><td>T</td><td>PTR1</td><td>PTR2</td></tr> <tr><td>32</td><td>-</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	Name	INCHR	Address	14262	Row #	0 Romisb N	Reads one character from the location in CRT memory pointed to by the CRT's byte address register (CRTBAD).				0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	S	T	PTR1	PTR2	32	-	B	-	U	-	-		<p>INPUT CONDITIONS</p> <p>The CRT's internal byte address pointer (which is set by storing to CRTBAD) must be pointing to the address of the byte to be read.</p> <p>OUTPUT REGISTER CONTENTS</p> <p>R32 = Character from CRT memory.</p> <p>NOTE: The CPU must be in BIN mode at entry. The actual code for INCHR is:</p> <pre> INCHR DRP 32 JSB =BUSY !Refer to CHKSTS ICB R# STBD R#,=CRTSTS L00P2 LDBD R#,=CRTSTS JOD L00P2 LDBD R32,=CRTDAT RTN </pre>	INCHR CRT
Name	INCHR																																																																																											
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Section 8: Reference Material

**INIT.
MISC.**

Name	INIT.																																																																																
Address	1241																																																																																
Rom #	0 Romisb Y																																																																																
Same as the INIT key. Allocates the entire BASIC program.																																																																																	
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DR	RR	DC	E	ST	PTR1	PTR2																																																																											
75	6	B	0	U	U	U																																																																											

**INPUT.
MISC.**

Name	INPUT.																																																																																
Address	16314																																																																																
Rom #	0 Romisb N																																																																																
Does the first half of an INPUT statement (it outputs a '?' and changes CSTART to 4, idle-in-input).																																																																																	
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**INT5
MATH**

Name	INT5																																																																																
Address	54572																																																																																
Rom #	0 Romisb N																																																																																
Runtime code for the system function FLOOR																																																																																	
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DR	RR	DC	E	ST	PTR1	PTR2																																																																											
48	12	0	U	U	-	-																																																																											

INPUT STACK CONTENTS
X-value (8-bytes)
R12---->

OUTPUT STACK CONTENTS
FLOOR(X) result (8-bytes)
R12---->

OUTPUT REGISTER CONTENTS
R40-R47 = Copy of result

Section 8: Reference Material

<p>Name INTDIV Address 54601 Rom # 0 Romisb N Runtime code for the system operator DIV. Returns the integral portion of the result of A divided by B.</p>	<p>INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12----></p> <p>OUTPUT STACK CONTENTS A\B result (8-bytes) R12----></p>	<p>INTDIV MATH</p>																																																																																
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<p>Name INTEGR Address 21331 Rom # 0 Romisb N Fetches an integer from the input stream at parse-time (such as a line number).</p>	<p>INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character</p> <p>OUTPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character (non-digit) R22 = Number of digits seen (BCD) R36 = Exponent (15C if less than 16 digits were found) R40-R47 = The integer (up to 16 digits) The least significant digit is in the right nibble of R40. E = 0 If some digits were found E = 1 If no digits were found</p>	<p>INTEGR PARSE</p>																																																																																
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<p>Name INTMUL Address 53673 Rom # 0 Romisb N Multiplies two 16-bit binary numbers giving a 32-bit binary result.</p>	<p>INPUT REGISTER CONTENTS R66-R67 = 16-bit binary number A R76-R77 = 16-bit binary number B</p> <p>OUTPUT REGISTER CONTENTS R66-R67 = 16-bit binary number A R76-R77 = 16-bit binary number B R54-R57 = 32-bit result AxB</p> <p>NOTE: INTMUL does a SAD at entry and a PAD at exit and saves and restores all registers used except for R54-R57.</p>	<p>INTMUL MATH</p>																																																																																
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Section 8: Reference Material

INTORL MATH	Name INTORL Address 57125 Rom # 0 Romisb N	INPUT REGISTER CONTENTS R60-R67 = Tagged-integer value																																																																															
	Converts numbers from the tagged-integer format to the real (floating-point) format.																																																																																
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NOTE: This routine assumes that R60-R67 contains a tagged-integer value. It does not check for a tagged-integer value. Therefore, if you call this routine with a real value in R60-R67 you'll get an indeterminate value returned.																																																																																	

IP5 MATH	Name IP5 Address 54770 Rom # 0 Romisb N	INPUT STACK CONTENTS X-value (8-bytes) R12---->																																																																															
	Runtime code for the system function IP. Returns the integer portions of X.																																																																																
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OUTPUT STACK CONTENTS IP(X) result (8-bytes) R12---->																																																																																	
OUTPUT REGISTER CONTENTS R40-R47 = Copy of result																																																																																	

IPLOT. CRT	Name IPL0T. Address 64660 Rom # 1 Romisb Y	INPUT STACK CONTENTS X-value (8 bytes) Y-value (8 bytes) R12---->																																																																															
	Runtime code for the BASIC statement IPLOT x,y																																																																																
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OUTPUT STACK CONTENTS (empty) (0 bytes) R12---->																																																																																	

Section 8: Reference Material

Name ISIN Address 77244 Rom # 0 Romisb Y Returns the inverse sine of an argument.	INPUT STACK CONTENTS Argument (8 bytes) R12---> OUTPUT STACK CONTENTS ASN<Argument> (8 bytes) R12---> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>IR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	IR	DC	E	ST	PTR1	PTR2		U	U	D	U	U	-	-	
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Name ITAN Address 77264 Rom # 0 Romisb Y Returns the inverse tangent of an argument.	INPUT STACK CONTENTS Argument (8 bytes) R12---> OUTPUT STACK CONTENTS ATN<Argument> (8 bytes) R12---> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>IR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	IR	DC	E	ST	PTR1	PTR2		U	U	D	U	U	-	-	
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Name KEYLA. Address 13360 Rom # 0 Romisb N This routine does the same as the KEY LABEL key.	INPUT CONDITIONS If R66 = 140 then the CALC mode key labels will be displayed, else the RUN mode key labels will be displayed.
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Section 8: Reference Material

LABEL. CRT	Name LABEL. Address 67262 Rom # 1 Romisb Y Runtime code for the BASIC statement LABEL A\$	INPUT STACK CONTENTS Length of string (2 bytes) Address of string (3 bytes) R12---> OUTPUT STACK CONTENTS (empty) R12--->																																																																																																																																																																
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LEQ\$. MATH	Name LEQ\$. Address 3656 Rom # 0 Romisb N Checks to see if one string is less than or equal to a second string.	INPUT STACK CONTENTS Length of string 'A' (2-bytes) Address of string 'A' (3-bytes) Length of string 'B' (2-bytes) Address of string 'B' (3-bytes) R12---> OUTPUT STACK CONTENTS A<=B True/False value (8-bytes) R12---> OUTPUT REGISTER CONTENTS R70-R77 = Copy of true/false value. NOTE: The true/false value is =0 if false, =1 if true and is in floating- point format.																																																																																																																																																																
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Section 8: Reference Material

Name LEO. Address 62662 Rom # 0 Romisb Y Tests to see if one number is less than or equal to a second.	INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12---> OUTPUT STACK CONTENTS A=B True/False value (8-bytes) R12---> NOTE: The true/false value will always be a tagged-integer and will be =1 if true and =0 if false.	LEO. MATH																																																																															
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Name LINET. Address 66336 Rom # 1 Romisb Y Runtime code for the BASIC statement	INPUT STACK CONTENTS Line type value (8 bytes) R12---> OUTPUT STACK CONTENTS (empty) R12--->	LINET. CRT																																																																															
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Name LIST. Address 6352 Rom # 0 Romisb Y Same as the LIST command.	This routine will list the BASIC program. It checks the R12 stack for optional list parameters (line numbers) by comparing R12-R13 with top of stack. Be sure they're equal if you don't push any parameters on the stack, or that they're equal before you push one or two parameters. (The parameters would be tagged-integers or floating point numbers.) The listing goes to the CRT IS device.	LIST. PRINT																																																																															
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Section 8: Reference Material

LN5 MATH	Name LN5 Address 52346 Row # 0 RomisbIN Returns the LN(X).	INPUT STACK CONTENTS X value (8-bytes) R12---> OUTPUT STACK CONTENTS LN(X) result (8-bytes) R12---> OUTPUT REGISTER CONTENTS R40-R47 = Copy of the result																																																																																
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LOGT5 MATH	Name LOGT5 Address 52515 Row # 0 RomisbIN Returns the LGT(X) (the base 10 logarithm).	INPUT STACK CONTENTS X value (8-bytes) R12---> OUTPUT STACK CONTENTS LGT(X) result (8-bytes) R12---> OUTPUT REGISTER CONTENTS R40-R47 = Copy of the result																																																																																
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LTS. MATH	Name LTS. Address 3635 Row # 0 RomisbIN Checks to see if one string is less than a second string.	INPUT STACK CONTENTS Length of string 'A' (2-bytes) Address of string 'A' (3-bytes) Length of string 'B' (2-bytes) Address of string 'B' (3-bytes) R12---> OUTPUT STACK CONTENTS RGB True/False value (8-bytes) R12---> OUTPUT REGISTER CONTENTS R70-R77 = Copy of true/false value. NOTE: The true/false value is =0 if false, =1 if true and is in floating- point format.																																																																																
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Section 8: Reference Material

Name LTC43 Address 62643 Rom # 0 Romistb Y Tests to see if one number is less than a second number.	INPUT STACK CONTENTS A-value (8-bytes) B-value (8-bytes) R12---> OUTPUT STACK CONTENTS A<B True/False value (8-bytes) R12---> NOTE: The true/false value will always be a tagged-integer and will be =1 if true and =0 if false.	LT. MATH																																																																																
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Name LTCUR. Address 13623 Rom # 0 Romistb N Moves the cursor left one space on the ALPHA display. (Checks to see if it goes off of the current page of CRT memory and wraps it around if it does.)	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).	LTCUR. CRT																																																																																
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Name LTCURS Address 13757 Rom # 0 Romistb N Moves the cursor address left one space in ALPHA memory. (Doesn't check to see if it goes off of the current page of CRT memory.)	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).	LTCURS CRT																																																																																
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Section 8: Reference Material

MAX10 MATH	Name MAX10 Address 56144 Rom # 0 RomisbIN Returns the larger of two values.	INPUT STACK CONTENTS A-value (8 bytes) B-value (8 bytes) R12--->																																																															
		OUTPUT STACK CONTENTS A MAX B value (8 bytes) R12--->																																																															
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MIN10 MATH	Name MIN10 Address 56125 Rom # 0 RomisbIN Returns the smaller of two values.	INPUT STACK CONTENTS A-value (8 bytes) B-value (8 bytes) R12--->																																																															
		OUTPUT STACK CONTENTS A MIN B value (8 bytes) R12--->																																																															
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MOD10 MATH	Name MOD10 Address 52541 Rom # 0 RomisbIN Returns X MOD Y	INPUT STACK CONTENTS X value (8-bytes) Y value (8-bytes) R12--->																																																															
		OUTPUT STACK CONTENTS X MOD Y (8-bytes) R12--->																																																															
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Section 8: Reference Material

Name MODADR	Address 13255	ROM # 0 Romist N	INPUT REGISTER CONTENTS	MODADR CRT																																																																																
Insures that the CRT memory address will remain in the ALPHA memory area when doing address math. (Especially useful for doing cursor movements.)																																																																																				
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R24-R25 = Displacement of this movement R34-R35 = New ALPHA memory address CRTBYT must contain the previous ALPHA memory address. (Thus, R34-R35 will be the contents of CRTBYT plus the contents of R24-R25.)																																																																																				
OUTPUT REGISTER CONTENTS																																																																																				
R34-5 = Address modified for wrap-around NOTE: The CPU must be in BIN mode before this routine is called.																																																																																				
MODADR checks to see whether the CRT is in ALPHA or ALPHAE ALL mode, then checks to see if the new address is past the end of the appropriate boundary. If so, adjusts it to wrap it back to the top of ALPHA memory.																																																																																				

Name MOVCRS	Address 13771	ROM # 0 Romist N	INPUT CONDITIONS	MOVCRS CRT																																																																																
Moves the cursor address a specified distance. (Doesn't check to see if it goes off of the current page of CRT memory.)																																																																																				
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The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).																																																																																				
R24-R25 = Offset from current cursor location to desired new location.																																																																																				
OUTPUT CONDITIONS																																																																																				
CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34-R35 = The new cursor address.																																																																																				

Name MOVEDN	Address 57172	ROM # 0 Romist N	INPUT REGISTER CONTENTS	MOVEDN MISC.																																																																																
Moves a block of memory from lower addresses to higher addresses, starting at the highest address and working DOWN to the lowest. (Works in lower 64K address range only.)																																																																																				
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OUTPUT REGISTER CONTENTS																																																																																				
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Section 8: Reference Material

MOVE.	Name MOVE. Address 64634 Rom # 1 Romisby	INPUT STACK CONTENTS X-value (8 bytes) Y-value (8 bytes) R12--->																																																																																
CRT	Runtime code for the BASIC statement MOVE x,y	OUTPUT STACK CONTENTS (empty) R12--->																																																																																
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MOVUP	Name MOVUP Address 57232 Rom # 0 Romisby	INPUT REGISTER CONTENTS Assumes BIN mode at entry. R22-R23 = Number of bytes to be moved. R24-R25 = Pointer to the first word of source block to be moved (the lowest addressed byte). R26-R27 = Pointer to the first word of the sink block to be moved into the lowest addressed byte.																																																																																
MISC.	moves a block of memory from higher addresses to lower addresses, starting with the lowest address and working UP to the highest. (Works in lower 64K address range only.)	OUTPUT REGISTER CONTENTS R22-R23 = 0 R24-R25 = Pointer to the last word of the source block to be moved (the highest addressed byte). R26-R27 = Pointer to the last word of the sink block to be moved into the highest addressed byte.																																																																																
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MPY10	Name MPY10 Address 53357 Rom # 0 Romisby	INPUT STACK CONTENTS (empty) R12--->																																																																																
MATH	Multiples two real numbers.	INPUT REGISTER CONTENTS R40-R47 = Real number A (8-bytes) R50-R57 = Real number B (8-bytes)																																																																																
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		OUTPUT REGISTER CONTENTS R40-R47 = Copy of result A*B																																																																																

NOTE: The CPU must be in BCD mode
before calling this routine. The two
arguments must be real values or the
result will be unknown.

Section 8: Reference Material

Name MPYROI Address 53517 Rom # 0 Romisb N	INPUT STACK CONTENTS Multiples one real or tagged-integer number with a second real or tagged-integer number. (This is the main runtime entry point for the system operator *)
	Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12--->
	OUTPUT STACK CONTENTS Result A*B (8-bytes) R12--->
	OUTPUT REGISTER CONTENTS R40-R47 = Copy of result A*B
	NOTE: The CPU must be in BCD mode before calling this routine.
DR RR DC E ST PTR1 PTR2 40 12 0 U U - -	

MPYROI
MATH

Name MSCRE. Address 65176 Rom # 320 Romisb Y	INPUT STACK CONTENTS Runtime code for the BASIC statement CREATE A\$,X,Y
	Top of stack-> File name length (2 bytes) File name address (3 bytes) Number of records (8 bytes) Optional number of bytes/record (8 bytes) R12--->
	OUTPUT STACK CONTENTS (empty) R12--->
DR RR DC E ST PTR1 PTR2 U U U U - U	

MSCRE.
DISC

Name MSPRNT Address 66221 Rom # 320 Romisb Y	INPUT STACK CONTENTS Sets the file print pointers to the appropriate file buffer. Part of the statement PRINT# 1
	Top of stack-> Buffer number (8 bytes) Optional record # (8 bytes) R12--->
	OUTPUT STACK CONTENTS (empty) R12--->
DR RR DC E ST PTR1 PTR2 U U U U - U	NOTE: For figuring out what routines to call and in which order when reading from or printing to disc data files, first write it as a BASIC statement, first line of a program. Using the MEM command, look into memory (the line will be at FWCURR-40) to see what the token form is. Refer to MSPRNU for a list of routines and token numbers.

MSPRNT
DISC

Section 8: Reference Material

MSPRNU DISC	Name MSPRNU Address 64684 Rom # 320 Romist Y This is a note which is continued from MSPRNT. <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	U	U	-	U			The Mass Storage ROM routines and their associated token numbers (for PRINT# and READ# statements) are: 15 MSPRNT 21 READ 37 RONUM 40 PRARR 41 RDSTR 42 PRNUM 43 PREOL 44 PRSTR 45 RDARR 46 PRARR\$ 47 RDARR\$
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MSPUR DISC	Name MSPUR Address 64684 Rom # 320 Romist Y Purges a disc file and optionally all files after that file	INPUT STACK CONTENTS Top of stack-> File name length (2 bytes) File name address (3 bytes) Optional value 0 (8 bytes) R12---->																																																																																
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MSREN DISC	Name MSREN Address 64724 Rom # 320 Romist Y Renames a file on a disc.	INPUT STACK CONTENTS Top of stack-> Old file name len(2 bytes) Old file name address (2 bytes) New file name length (2 bytes) New file name address (3 bytes) R12---->																																																																																
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Section 8: Reference Material

Name NARRE+ Address 23461 Rom # 0 Romishb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character PTR2 = Pointer to output stream	NARRE+ PARSE
SCANS and parses a simple numeric variable reference as an array reference (that is, MAT A=ZER).		

Name NARREF Address 23465 Rom # 0 Romishb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character PTR2 = Pointer to output stream	NARREF PARSE
This routine parses a simple numeric variable reference as an array reference (that is, MAT A=ZER).		

Name NUMCON Address 23551 Rom # 0 Romishb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character	NUMCON PARSE
If the next token is a numeric constant it is pushed out to the output stream and SCHN is called.		

Section 8: Reference Material

NUMVA+ PARSE	Name NUMVA+ Address 22403 Row # 0 Romisb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character PTR2 = Pointer to output stream																																																																																
	Calls SCAN, then parses a numeric expression (falls through into NUMVAL).	OUTPUT CONDITIONS If successful: E#0 R14 = Next SCAN token R20 = Next character R40-R47 = Set by SCAN before exit.																																																																																
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NUMVAL PARSE	Name NUMVAL Address 22406 Row # 0 Romisb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next token R20 = Next character PTR2 = Pointer to output stream																																																																																
	Parses a numeric expression (any expression that will eventually evaluate down to a single numeric value).	OUTPUT CONDITIONS If successful: E#0 R14 = Next SCAN token R20 = Next character R40-R47 = Set by SCAN before exit.																																																																																
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ONEB MATH	Name ONEB Address 12153 Row # 0 Romisb N	INPUT STACK CONTENTS Real or tagged-integer (8-bytes) R12--->
	Takes one number off of the R12 stack and converts it to a 15-bit signed binary value.	OUTPUT STACK CONTENTS (empty) R12--->
		OUTPUT REGISTER CONTENTS R46-R47 = 15-bit signed binary number R76-R77 = Copy of 15-bit value
		NOTE: If the value is negative then R46-R47 will contain the two's complement of the absolute value of the original argument (that is, the value -1 would be returned as octal 177777).

Section 8: Reference Material

Name ONEI Address 56736 Row # 0 Romisb N	INPUT STACK CONTENTS Real or tagged-integer (8-bytes) R12--->	ONEI MATH																																																																															
Takes one number off of the R12 stack and converts it to the tagged-integer format if it's not already.	OUTPUT STACK CONTENTS (empty) R12--->																																																																																
	OUTPUT REGISTER CONTENTS R40-R47 = Tagged-Integer value																																																																																
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Name ONER Address 56777 Row # 0 Romisb N	INPUT STACK CONTENTS Real or tagged-integer (8-bytes) R12--->	ONER MATH																																																																															
Takes one number off of the R12 stack and, if it's not in the real (floating point) format, converts it to that format.	OUTPUT STACK CONTENTS (empty) R12--->																																																																																
	OUTPUT REGISTER CONTENTS R40-R47 = Real value from R12 stack R60-R67 = Copy of real value from stack																																																																																
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Name ONEROI Address 57035 Row # 0 Romisb N	INPUT STACK CONTENTS Real or tagged-integer (8-bytes) R12--->	ONEROI MATH																																																																															
Takes one number off of the R12 stack and returns a flag to tell whether it is a real or integer format number.	OUTPUT STACK CONTENTS (empty) R12--->																																																																																
	OUTPUT REGISTER CONTENTS R40-R47 = Real or tagged-integer value E = 0 if R40-R47 is a real number E = 1 if R40-R47 is a tagged-integer																																																																																
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Section 8: Reference Material

ONEX MATH	Name ONEX Address 56673 Rom # 0 RomisbIN Takes one number off of the R12 stack and converts it to a 16-bit unsigned binary value with a separate sign flag.	INPUT STACK CONTENTS Real or tagged-integer (8-bytes) R12---> OUTPUT STACK CONTENTS (empty) R12---> OUTPUT REGISTER CONTENTS R46-R47 = 16-bit unsigned binary number R76-R77 = Copy of 16-bit value R32 = Sign of 16-bit value If R32=0 then value is positive If R32#0 then value is negative																																																																																																
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OUTCH1 CRT	Name OUTCH1 Address 14130 Rom # 0 RomisbIN Outputs one character to the CRT at the address contained in CRTBYT.	INPUT CONDITIONS CRTBYT must contain the address of the CRT memory location the character is to stored into. R32 = The ASCII code of the character to be output. The cursor must be off at entry (a call to DECUR2 will do that).																																																																																
	<table border="1"> <tr><td>8</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>BR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>34</td><td>24</td><td>B</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	8	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	28	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	48	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	BR	DC	E	ST	PTR1	PTR2		34	24	B	-	U	-	-		OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34-R35 = The new cursor address.
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OUTCHR CRT	Name OUTCHR Address 14143 Rom # 0 RomisbIN Outputs one character to the CRT at the address contained in CRTBYT and scrolls display up if the cursor position moves off of the bottom-right corner.	INPUT CONDITIONS CRTBYT must contain the address of the CRT memory location the character is to stored into. R32 = The ASCII code of the character to be output. The cursor must be off at entry (a call to DECUR2 will do that).																																																																																
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Section 8: Reference Material

Name OUTSTR Address 14020 Rom # 0 Romisb N Outputs a string to the CRT, blanks the rest of the line, moves the cursor to the beginning of the next line and displays the cursor.	INPUT REGISTER CONTENTS R26-R27 = Address of the string R36-R37 = Length of the string	OUTSTR CRT																																																																																
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Name PAGES. Address 12756 Rom # 0 Romisb N Sets the CRT to page size 16 or to page size 24 (same as the PAGESIZE statement).	INPUT STACK CONTENTS Page size (16 or 24 decimal)<8 bytes> R12---> OUTPUT STACK CONTENTS (empty) R12--->	PAGES. CRT																																																																																
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Name PAGES1 Address 13001 Rom # 0 Romisb N Forces the CRT to page size 16.	PAGES1 CRT																																																																																
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Section 8: Reference Material

PAGES2 CRT	<table border="1"> <tr> <td>Name PAGES2</td></tr> <tr> <td>Address 13162</td></tr> <tr> <td>Rom # 0 Romisb N</td></tr> <tr> <td>Forces the CRT to page size 24.</td></tr> </table>	Name PAGES2	Address 13162	Rom # 0 Romisb N	Forces the CRT to page size 24.																																																																													
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PI10 MATH	<table border="1"> <tr> <td>Name PI10</td></tr> <tr> <td>Address 54374</td></tr> <tr> <td>Rom # 0 Romisb N</td></tr> <tr> <td>Returns PI: 3.14159265359</td></tr> </table>	Name PI10	Address 54374	Rom # 0 Romisb N	Returns PI: 3.14159265359	<p>INPUT STACK CONTENTS (whatever) R12---></p> <p>OUTPUT STACK CONTENTS (whatever) PI 3.14159265359 (8-bytes) R12---></p>																																																																												
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Name PLIST. Address 6344 Rom # 0 Romisb.Y Same as the PLIST command.	This routine will list the BASIC program. It checks the R12 stack for optional list parameters (line numbers) by comparing R12-R13 with the top of stack. So, be sure they're equal if you don't push any parameters on the stack, or that they're equal before you push one or two parameters. (The parameters would be tagged-integers or floating-point numbers. The listing goes to the PRINTER IS device.																																																																																																				
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Name PLOT. Address 64652 Rom # 1 Romisb.Y Runtime code for the BASIC statement PLOT x,y	INPUT STACK CONTENTS X-value (8 bytes) Y-value (8 bytes) R12----> OUTPUT STACK CONTENTS (empty) R12---->	PLOT. CRT																																																																																																				
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Name POS. Address 4227 Rom # 0 Romisb.N Returns a value which is the position in one string of a second string. This is the runtime code for the system function POS.	INPUT STACK CONTENTS Length of arg string 'A' (2 bytes) Address of arg string 'A' (3 bytes) Length of arg string 'B' (2 bytes) Address of arg string 'B' (3 bytes) R12----> OUTPUT STACK CONTENTS Position of string B in string A (8 bytes) R12---->	POS. MISC.																																																																																																				
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PRARR\$ DISC	Name PRARR\$ Address 70730 Row # 320 Rowjib Y Prints an entire string array to a data file buffer.	INPUT STACK CONTENTS Abs. address of first element of the array (3 bytes) Abs. address of the name of the variable (3 bytes) Header byte of variable (1 byte) R12---> OUTPUT STACK CONTENTS (empty) R12---> NOTE: Refer to MSPRNT.																																																																																
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PRARR. DISC	Name PRARR. Address 70167 Row # 320 Rowjib Y Prints an entire numeric array into a data file buffer.	INPUT STACK CONTENTS Abs. address of first element of the array (3 bytes) Abs. address of the name of the variable (3 bytes) Header byte of variable (1 byte) R12---> OUTPUT STACK CONTENTS (empty) R12---> NOTE: Refer to MSPRNT.																																																																																
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PRDRV PRINT	Name PRDRV Address 73823 Row # 320 Rowjib Y This is the printer driver routine. It's similar to the OUTSTR routine, but for an external printer.	INPUT REGISTER CONTENTS R26-R27 = Address of first character of output buffer (where the first character is at the lowest address). R36-R37 = Number of bytes to be output.																																																																																
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Section 8: Reference Material

Name PREOL. Address 70464 Rom # 320 Romjsb Y Terminates a Print to a data file buffer. This routine must always be called at the end of a series of calls to PRNUM., PRRR., PRSTR., or PRARR\$. <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>S</td><td>T</td><td>PTR1</td><td>PTR2</td> </tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td><td></td> </tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	S	T	PTR1	PTR2	U	U	U	U	-	U			Refer to MSPRNT. PREOL. DISC
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Name PRINT. Address 71332 Rom # 0 Romjsb Y Sets up SCTEMP so that it contains the current PRINTER IS select code. It is usually used prior to calling DRV12. <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>S</td><td>T</td><td>PTR1</td><td>PTR2</td> </tr> <tr> <td>40</td><td>U</td><td>-</td><td>U</td><td>U</td><td>-</td><td>-</td><td>-</td> </tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	S	T	PTR1	PTR2	40	U	-	U	U	-	-	-	PRINT. PRINT
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Name PRLINE Address 71641 Rom # 0 Romjsb Y Dumps either the PRINT buffer or the DISP buffer. <table border="1"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> </tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>S</td><td>T</td><td>PTR1</td><td>PTR2</td> </tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td> </tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	S	T	PTR1	PTR2	U	U	U	U	U	-	U		PRLINE PRINT
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Section 8: Reference Material

PRNTR. PRINT	Name PRNTR. Address 7563 Rom # 1 Romisby Runtime code for the PRINTER IS statement.	INPUT STACK CONTENTS TOS-> Select code (8-bytes) Optional line length (8-bytes) R12--->																																																																															
		OUTPUT STACK CONTENTS (empty) R12--->																																																																															
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PRNUM. DISC	Name PRNUM. Address 67220 Rom # 328 Romisby Prints a numeric value to a data file buffer.	INPUT STACK CONTENTS Value to be printed (8 bytes) R12--->																																																																															
		OUTPUT STACK CONTENTS (empty) R12--->																																																																															
		NOTE: Refer to MSPRNT.																																																																															
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PRSTR. DISC	Name PRSTR. Address 66662 Rom # 328 Romisby Prints a string to a data file buffer.	INPUT STACK CONTENTS Length of string (2 bytes) Address of string (3 bytes) R12--->																																																																															
		OUTPUT STACK CONTENTS (empty) R12--->																																																																															
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Section 8: Reference Material

Name RAD10 Address 54472 Rom # 0 Romjsb N Runtime code for the system function DTR. Converts degrees to radians.	INPUT STACK CONTENTS Degree-value (8-bytes) R12--->	OUTPUT STACK CONTENTS Radians result (8-bytes) R12--->	OUTPUT REGISTER CONTENTS R40-R47 = Copy of result																																																																
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Name RAD. Address 62267 Rom # 0 Romjsb Y Puts the computer in radians mode for math operations.	The actual code is: <pre> DEG. LDB R36,=90C STODRG STB R#,=DRG RTN BYT 241 CLB R36 JMP STODRG BYT 241 GRAD. CLB R36 DCB R36 JMP STODRG </pre> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR1 RR1 DC1 E1 ST1 PTR1 PTR2 36 - - - U - -
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Name RDARR\$ Address 79312 Rom # 328 Romjsb Y Reads an entire string array from a data file buffer into a string array variable area.	INPUT STACK CONTENTS Abs. address of first element of the array (3 bytes) Abs. address of the name of the variable (3 bytes) Header byte of variable (1 byte) R12--->	OUTPUT STACK CONTENTS (empty) R12--->	NOTE: Refer to MSPRNT.																																																																
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RDARR. DISC	Name RDARR. Address 70186 Row # 320 Romisb Y	INPUT STACK CONTENTS Reads an entire numeric array from a data file buffer into a numeric array variable area.
		Abs. address of first element of the array (3 bytes) Abs. address of the name of the variable (3 bytes) Header byte of variable (1 byte) R12--->
		OUTPUT STACK CONTENTS (empty) R12--->
		NOTE: Refer to MSPRNT.

RDNUM. DISC	Name RONUM. Address 67503 Row # 320 Romisb Y	INPUT STACK CONTENTS Reads a number from a data file buffer into a variable area.
		Abs. address of variable value (3 bytes) Abs. address of the name of the variable (3 bytes) Header byte of variable (1 byte) R12--->
		OUTPUT STACK CONTENTS (empty) R12--->
		NOTE: Refer to MSPRNT.

RDSTR. DISC	Name RDSTR. Address 67314 Row # 320 Romisb Y	INPUT STACK CONTENTS Reads a string from a data file buffer into a string variable.
		Abs. address of name (3 bytes) Header of variable (1 byte) Max length of string variable area (2 bytes) Abs. address of first byte of string variable (3 bytes) Max length available to store into (2 bytes) Abs. address of first byte to store into (3 bytes) R12--->
		OUTPUT STACK CONTENTS (empty) R12--->

Section 8: Reference Material

<p>Name READ Address 66221 Rom # 320 Romisb Y</p> <p>Sets the file print pointers to the appropriate file buffer. Part of the statement</p> <p>READ# 1</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	U	U	-	U			<p>INPUT STACK CONTENTS</p> <p>Top of stack-> Buffer number (8 bytes) Optional record # (8 bytes) R12----</p> <p>OUTPUT STACK CONTENTS</p> <p><empty> R12----</p> <p>NOTE: Refer to MSPRNT.</p>	READ. DISC
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<p>Name REFNUM Address 27530 Rom # 0 Romisb Y</p> <p>Parses a simple numeric or array variable as a store variable token. A SCAN must have been done before calling. (This routine changes fetch variable tokens and 2 into sign tokens 21 and 22.)</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td>*</td></tr> <tr> <td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td></td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2	*	U	U	U	U	U	U			<p>INPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Current token R20 = Next character PTR2 = Pointer to output stream</p> <p>OUTPUT CONDITIONS</p> <p>E#0 if successful E=0 if unsuccessful</p>	REFNUM PARSE
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<p>Name RELMEM Address 31777 Rom # 0 Romisb N</p> <p>This routine will release all temporary memory that was reserved by calling RESMEM.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>B</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		U	U	B	U	U	-	-		<p>NOTE: The system uses the RAM location known as RMEM to keep track of the amount of memory currently reserved.</p>	RELMEM MISC.
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REM10 MATH	Name REM10 Address 52533 Rom # 0 Romjsb N Returns the remainder $RMD(X,Y)$ $=X-Y*IP(X/Y)$	INPUT STACK CONTENTS X value (8-bytes) Y value (8-bytes) $R12\rightarrow$ OUTPUT STACK CONTENTS Remainder (8-bytes) $R12\rightarrow$																																																																																
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RESET. MISC.	Name RESET. Address 5407 Rom # 0 Romjsb Y Does the same as the RESET key.	Call this routine with a 'JSB =' or a 'JSB =ROMJSB' instruction, the same as any other routine. (It doesn't mess up the R6 stack.) Refer to the Owner's Manual to find out what RESET does to the computer memory and status.																																																																																
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RESMEM MISC.	Name RESMEM Address 31741 Rom # 0 Romjsb N Reserves temporary scratchpad memory. (It gets released at the end of each line of a BASIC Program and at each @ sign (concatenation of statements).)	INPUT REGISTER CONTENTS $R55-R57$ = Number of bytes to be reserved. OUTPUT REGISTER CONTENTS $R55-R57$ = Number of bytes reserved (same as input) $R65-R67$ = Address of highest byte + 1 NOTE: $E=0$ if memory was reserved OK. $E\#0$ if there was an error (HEM OVF). The address that is returned in R65 is such that the following code will store a byte into the highest addressed location of the block reserved: $STMD R65,=PTR2$ $STBI R36,=PTR2-$																																																																																
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Section 8: Reference Material

Name RETRHI Address 13234 Rom # 0 Romisb N	The actual code for this routine is: <pre> RETRHI DRP R31 DISPLAY LD8D R#,=CRTSTS !GET CRT STATUS ANM R#,=20 !GET RETRACE BIT JZR DISPLAY !JIF DISP TIME RTN !ELSE RETURN </pre> <p>This routine would be used when manually switching CRT modes (ALPHA/GRAPHICS BLANKED/UNBLANKED, etc.). If you switch in the middle of a display period, you may get an ugly flash.</p>																																																																															
<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>40</td><td>12</td><td>0</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		40	12	0	U	U	-	-	
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Name RND10 Address 53741 Rom # 0 Romisb N	INPUT STACK CONTENTS (whatever) R12--->	RND10 MATH																																																																																
Returns the next pseudo-random number (a value between 0 and 1).	OUTPUT STACK CONTENTS (whatever) Pseudo-random number (8-bytes) R12--->																																																																																	
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Name RNDIZ. Address 55115 Rom # 0 Romisb Y	INPUT STACK CONTENTS Top of stack-> Optional RANDOMIZE value (8 bytes) R12--->	RNDIZ. MATH																																																																																
Runtime code for the RANDOMIZE statement.	OUTPUT STACK CONTENTS (empty) R12--->	<p>NOTE: If no parameter is passed to this routine then the contents of R12 and the contents of the top of stack must be equal. If a parameter is passed then R12 must have been stored into the top of stack before the parameter was pushed onto the stack. In other words, the top of stack must be pointing to the first byte of the parameter.</p>																																																																																
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ROMINI MISC.	Name ROMINI Address 6055 Rom # 0 Romisby	INPUT CONDITIONS ROMFL = Reason for the call:																																																																																
		0 Power on 1 Reset 2 Scratch 3 Loadbin 4 Runinit 5 Load 6 Stop, Pause 7 Chain 10 Allocate class >56 11 De-allocate class >56 12 De-compile class >56 13 Program halt on error																																																																																
NOTE: ROMINI falls through into BPINI. Binary programs must insure that R0 does not get destroyed during their INIT routine as R0 is used as a counter by BPINI.																																																																																		
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ROMJSB MISC.	Name ROMJSB Address 6223 Rom # 0 Romjsb	INPUT CONDITIONS Calls to ROMJSB must be like this:																																																																																
		JSB =ROMJSB DEF routine name BYT rom# of destination routine ROMJSB will use the RTN address (on the R6 stack from the 'JSB =ROMJSB') to fetch the address and rom# you want to call. When control returns, it will be to the next instruction after the 'BYT rom#'.																																																																																
OUTPUT CONDITIONS The first four bytes of ERTEMP are destroyed by ROMJSB. The DRP=65 and the ARP=0 when the destination routine is reached. When control returns from ROMJSB to your calling routine, DRP,ARP,E,status,DCM, and the EMC PTRs are set according to the routine that was called. R0-R1 are saved on the R6 stack along with the number of the ROM that was selected when the call was initiated. They are restored before ROMJSB returns. Other registers are destroyed according to the routine that was called.																																																																																		
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ROMRTN MISC.	Name ROMRTN Address 6207 Rom # 0 Romistin	The actual code for ROMRTN is: ROMRTN CLB R0 STBD R0,=RSELEC RTN																																																																																
Reselects ROM 0, then does a RTN. Used by bank-selectable ROMs that need to return to the system, but need to have ROM 0 selected (such as at parse time).																																																																																		
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Name RPLOT. Address 64666 Rom # 0 Romisb Y Runtime code for the BASIC statement <pre>RPLOT x,y</pre>	INPUT STACK CONTENTS <pre>X-value (8 bytes) Y-value (8 bytes) R12---></pre>	OUTPUT STACK CONTENTS <pre>(empty) R12---></pre>	RPLOT. CRT
<pre>0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77</pre>	<pre>DR AR DC E ST PTR1 PTR2</pre>	<pre>U U U U U - U</pre>	

Name RSTREG Address 22346 Rom # 0 Romisb N Restores some CPU registers from the R6 stack. To be used in conjunction with SAVREG.	INPUT STACK CONTENTS <pre>(whatever) R21-R31 R30-R37 R60-R67 R6---></pre>	OUTPUT STACK CONTENTS <pre>(whatever) R6---></pre>	RSTREG MISC.
<pre>0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77</pre>	<pre>DR AR DC E ST PTR1 PTR2</pre>	<pre>50 6 - - U - -</pre>	

Name RSUM8K Address 37670 Rom # 0 Romisb N Used by ROMs to perform a checksum on themselves to insure that they haven't gone bad.	INPUT CONDITIONS <pre>The CPU must be in BIN mode at entry. The last two bytes of the ROM (addresses 77776 and 77777) must be the checksum. R32-R33 = Base address of rom (this will be 60000 for bank-selectable roms).</pre>	OUTPUT CONDITIONS <pre>Upon exit, the zero flag is set if the checksum was good, else it is cleared. The actual code for RSUM8K is: RSUM8K CLM R4,=377,017 ! 8K/2 + 1 POMD R36,+R32 ADM R44,R36 DCM R34 JNZ RSUM ADM R46,R44 NCM R46 CMMD R46,R32 RTN</pre>	RSUM8K MISC.
<pre>0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77</pre>	<pre>DR AR DC E ST PTR1 PTR2</pre>	<pre>46 32 - - * - -</pre>	

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RTCUR. CRT	Name RTCUR. Address 13651 Rom # 0 Romistb N Moves the cursor right one space on the ALPHA display. (Checks to see if it goes off of the current page of CRT memory and wraps it around if it does.)	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).
	0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 U U - - U - -	OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off.

RTCURS CRT	Name RTCURS Address 13765 Rom # 0 Romistb N Moves the cursor address right one space in ALPHA memory. (Doesn't check to see if it goes off of the current page of CRT memory.)	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).
	0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 34 24 - - U - -	OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34=R35 = The new cursor address.

SAD1 CRT	Name SAD1 Address 13723 Rom # 0 Romistb N Changes the start address of the CRT ALPHA display.	INPUT REGISTER CONTENTS R34=R35 = New start address NOTE: The CPU must be in BIN mode before calling SAD1. The start address can only be changed when in ALPHA mode; it is fixed at 10340 (octal) when in GRAPH modes.
	0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR RR DC E ST PTR1 PTR2 34 - - U - -	The actual code for SAD1 is: SAD1 JSB =RETRHI STMD R34,=CRTSAD STMD R34,=CRTRAM RTN

Section 8: Reference Material

Name SAVREG Address 22310 Rom # 0 Romjsb N Description Saves some of the CPU registers on the R6 stack. To be used in conjunction with RSTREG.	INPUT STACK CONTENTS (whatever) R6----> OUTPUT STACK CONTENTS (whatever) R21-R31 R30-R37 R60-R67 R6----> E = 0 If no problem E = 1 If error flagged, stack was full (MEM OVF)																																																																																
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SAVREG
MISC.

Name SCAN Address 21110 Rom # 0 Romjsb Y Description Gets the next token from the input stream	INPUT CONDITIONS R20 = Next char. from input stream R10-R11 = Pointer to input stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40 = First character searched R41-R42 = ROM# (if R42#0) or binary program base address (if R4#0) R43 = ROM or binary program token # or Type if variable R44-R46 = If variable, R44-R45 = pointer to name and R46 = length of name or integer value or secondary attributes for functions R47 = Class (primary attribute)																																																																																
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SCAN
PARSE

Name SCAN+ Address 21105 Rom # 0 Romjsb Y Description Same as SCAN except it does a JSB =GCHAR first.	INPUT CONDITIONS R10-R11 = Pointer to input stream OUTPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40 = First character searched R41-R42 = ROM# (if R42#0) or binary program base address (if R4#0) R43 = ROM or binary program token # or Type if variable R44-R46 = If variable, R44-R45 = pointer to name and R46 = length of name or integer value or secondary attributes for functions R47 = Class (primary attribute)																																																																																
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SCAN+
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Section 8: Reference Material

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Section 8: Reference Material

Name SEC10 Address 54260 Row # 0 Romisb N Returns SEC(X)	INPUT STACK CONTENTS X value (8-bytes) R12--->	SEC10 MATH
	OUTPUT STACK CONTENTS SEC(X) value (8-bytes) R12--->	

0 1 2 3 4 5 6 7
 10 11 12 13 14 15 16 17
 20 21 22 23 24 25 26 27
 30 31 32 33 34 35 36 37
 40 41 42 43 44 45 46 47
 50 51 52 53 54 55 56 57
 60 61 62 63 64 65 66 67
 70 71 72 73 74 75 76 77

DR	AR	DC	E	S	I	P	T	R	I	P	R
40	12	0	U	U	-	-	-	-	-	-	-

Name SEMIC\$ Address 72155 Row # 0 Romisb Y Prints a string to the print or display buffer. Same as: PRINT "ABC";	INPUT STACK CONTENTS Length of string (2 bytes) Address of string (3 bytes) R12--->	SEMICS\$ PRINT
	OUTPUT STACK CONTENTS (empty) R12--->	

NOTE: DISP, or PRINT, must be called prior to calling SEMIC\$ to set up the select code and buffer pointers.

0 1 2 3 4 5 6 7
 10 11 12 13 14 15 16 17
 20 21 22 23 24 25 26 27
 30 31 32 33 34 35 36 37
 40 41 42 43 44 45 46 47
 50 51 52 53 54 55 56 57
 60 61 62 63 64 65 66 67
 70 71 72 73 74 75 76 77

DR	AR	DC	E	S	I	P	T	R	I	P	R
U	U	U	U	U	U	U	U	U	U	U	U

Name SEMIC. Address 72274 Row # 0 Romisb Y Prints a number to the print or display buffer. Same as: PRINT 34;	INPUT STACK CONTENTS Number to be printed (8 bytes) R12--->	SEMIC. PRINT
	OUTPUT STACK CONTENTS (empty) R12--->	

NOTE: DISP, or PRINT, must be called prior to calling SEMIC. to set up the select code and buffer pointers.

0 1 2 3 4 5 6 7
 10 11 12 13 14 15 16 17
 20 21 22 23 24 25 26 27
 30 31 32 33 34 35 36 37
 40 41 42 43 44 45 46 47
 50 51 52 53 54 55 56 57
 60 61 62 63 64 65 66 67
 70 71 72 73 74 75 76 77

DR	AR	DC	E	S	I	P	T	R	I	P	R
U	U	U	U	U	U	U	U	U	U	U	U

Section 8: Reference Material

SEQNO PARSE	<table border="1"> <tr> <td>Name</td><td>SEQNO</td></tr> <tr> <td>Address</td><td>30426</td></tr> <tr> <td>Row #</td><td>0 Romisby</td></tr> <tr> <td colspan="2">SCANS and tries to parse a line number.</td></tr> </table>	Name	SEQNO	Address	30426	Row #	0 Romisby	SCANS and tries to parse a line number.		INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character R40-R47 = Set by SCAN E#0 If unsuccessful then E=0																																																																								
Name	SEQNO																																																																																	
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SEQNO+ PARSE	<table border="1"> <tr> <td>Name</td><td>SEQNO+</td></tr> <tr> <td>Address</td><td>30422</td></tr> <tr> <td>Row #</td><td>0 Romisby</td></tr> <tr> <td colspan="2">Pushes out the incoming token and then SCANS and parses a line number reference.</td></tr> </table>	Name	SEQNO+	Address	30422	Row #	0 Romisby	Pushes out the incoming token and then SCANS and parses a line number reference.		INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character R40-R47 = Set by SCAN E#0 If unsuccessful then E=0																																																																								
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SET240 MISC.	<table border="1"> <tr> <td>Name</td><td>SET240</td></tr> <tr> <td>Address</td><td>21071</td></tr> <tr> <td>Row #</td><td>0 Romisby</td></tr> <tr> <td colspan="2">Sets immediate break bits (5 and 7) in R17</td></tr> </table>	Name	SET240	Address	21071	Row #	0 Romisby	Sets immediate break bits (5 and 7) in R17		The actual code is: <pre>SET240 PUBD R36,+R6 LDB R36,-=240 ORB R17,R36 PUBD R36,-R6 RIN</pre>																																																																								
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Section 8: Reference Material

Name SGN5 Address 54202 Rom # 0 Romisb N Returns SGN(X) $\begin{cases} -1 & \text{IF } X < 0, 0 \text{ IF } X = 0, \\ & \text{AND } +1 & \text{IF } X > 0. \end{cases}$	INPUT STACK CONTENTS $X \text{ value } (8\text{-bytes})$ R12---> OUTPUT STACK CONTENTS $\text{SGN}(X) \text{ value } (8\text{-bytes})$ R12--->																																																																																
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Name SIN10 Address 54343 Rom # 0 Romisb N Returns the SIN(X)	INPUT STACK CONTENTS $X \text{ value } (8\text{-bytes})$ R12---> OUTPUT STACK CONTENTS $\text{SIN}(X) \text{ value } (8\text{-bytes})$ R12--->	SIN10 MATH																																																																																
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Name SQR5 Address 53237 Rom # 0 Romisb N Returns the square root of a number: $\text{SQR}(X)$	INPUT STACK CONTENTS $X \text{ value } (8\text{-bytes})$ R12---> OUTPUT STACK CONTENTS $\text{SQR}(X) \text{ value } (8\text{-bytes})$ R12--->	SQR5 MATH																																																																																
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ST240+ MISC.	<table border="1"> <tr> <td>Name</td><td>ST240+</td></tr> <tr> <td>Address</td><td>21067</td></tr> <tr> <td>Rom #</td><td>0 Romish N</td></tr> </table> <p>Sets immediate break bits (5 and 7) in R17 and sets R16 to 0 (Idle).</p>	Name	ST240+	Address	21067	Rom #	0 Romish N	<p>The actual code is:</p> <pre> ST240+ CLB R16 SET240 PUBD R36,+R6 LDB R36,=240 ORB R17,R36 POBD R36,-R6 RTN </pre>																																																																										
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STBEEP MISC.	<table border="1"> <tr> <td>Name</td><td>STBEEP</td></tr> <tr> <td>Address</td><td>10441</td></tr> <tr> <td>Rom #</td><td>0 Romish N</td></tr> </table> <p>Does a standard BEEP (1.2 kHz for 1/10 of a second).</p>	Name	STBEEP	Address	10441	Rom #	0 Romish N	<p>This is the same BEEP as when an error occurs, or when the BEEP statement is executed with no parameters.</p>																																																																										
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STOST MISC.	<table border="1"> <tr> <td>Name</td><td>STOST</td></tr> <tr> <td>Address</td><td>46472</td></tr> <tr> <td>Rom #</td><td>0 Romish N</td></tr> </table> <p>Stores a string into a string variable area.</p>	Name	STOST	Address	46472	Rom #	0 Romish N	<p>INPUT STACK CONTENTS</p> <p>Abs. address of name (3 bytes) Header of variable (1 byte) Maximum length of variable (2 bytes) Abs. address of first char. (3 bytes) Max length to store into (2 bytes) Abs. address to store into (3 bytes) Len of string to be stored (2 bytes) Abs. address of string to be stored (3 bytes) R12---></p> <p>OUTPUT STACK CONTENTS</p> <p>(empty) R12---></p> <p>NOTE: All but the length and address of the string to be stored will be supplied by the system if you parse the string variable using the parse routine STREEF.</p>																																																																										
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Section 8: Reference Material

Name STOSV Address 46087 Rom # 0 Romjsb IN	INPUT STACK CONTENTS Abs. address of variable (3 bytes) Abs. address of name (3 bytes) Header of variable (1 byte) Value to be stored (8 bytes) R12--->	STOSV MIS.C.
Stores a numeric value into a simple numeric or numeric array variable.	OUTPUT STACK CONTENTS (empty) R12--->	NOTE: All but the value to be stored will be supplied by the system if you parse the variable reference using the parse routine REFLNUM.

Name STRCON Address 24281 Rom # 0 Romjsb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN PTR2 = Pointer to output stream	STRCON PARSE
Parses a quoted string and then calls SCAN.	OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character PTR2 = Pointer to output stream E#0	If unsuccessful: E#0

Name STREXP Address 23721 Rom # 0 Romjsb Y	INPUT CONDITIONS R10-R11 = Pointer to input stream R20 = Next character	STREXP PARSE
SCANS and fails through into STREXP (parses a string expression).	OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character R40-R47 = Set by SCAN E#0	If unsuccessful then E#0

Section 8: Reference Material

STREXP PARSE	Name STREXP Address 23724 Rom # 0 Romisb Y	Parses a string expression (any expression that will eventually evaluate down to a single string value).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Current token R20 = Next character																																																																															
			OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character R40-R47 = Set by SCAN E#0																																																																															
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STRREF PARSE	Name STRREF Address 24056 Rom # 0 Romisb Y	Parses a simple string or string array variable name as a reference (for storing into, as opposed to fetching the value).	INPUT CONDITIONS R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN PTR2 = Pointer to output stream																																																																															
			OUTPUT CONDITIONS If successful: R14 = Next token R20 = Next character PTR2 = Pointer to output stream E#0																																																																															
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SUB10 MATH	Name SUB10 Address 52734 Rom # 0 Romisb N	Subtracts two real (floating-point) numbers.	INPUT REGISTER CONTENTS R40-R47 = Real value A (8-bytes) R50-R57 = Real value B (8-bytes)																																																																							
			OUTPUT STACK CONTENTS Result B-A (8-bytes) R12---->																																																																							
			OUTPUT REGISTER CONTENTS R40-R47 = Copy of result B-A																																																																							
			NOTE: The two numbers must be in floating-point format or the result will be unknown. The CPU must be in BCD mode when ADD10 is called or the result will be unknown.																																																																							
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Section 8: Reference Material

Name SUBROI Address 52724 Rom # 0 Romisb N Subtracts one real or tagged-integer number from a second real or tagged-integer number. (This is the main runtime entry point for the system operator diadic subtract.) <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>40</td><td>12</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		40	12	D	U	U	-	-		INPUT STACK CONTENTS Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12---> OUTPUT STACK CONTENTS Result A-B (8-bytes) R12---> OUTPUT REGISTER CONTENTS R40-R47 = Copy of the result NOTE: The result may be either a real or a tagged-integer number. The CPU must be in BCD mode before calling SUBROI.	SUBROI MATH
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Name TAN10 Address 54363 Rom # 0 Romisb N Returns the TAN(X) <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>40</td><td>12</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		40	12	D	U	U	-	-		INPUT STACK CONTENTS X value (8-bytes) R12---> OUTPUT STACK CONTENTS TAN(X) value (8-bytes) R12--->	TAN10 MATH
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Name TIME. Address 66211 Rom # 0 Romisb Y Runtime code for the system function TIME. <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>40</td><td>12</td><td>D</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		40	12	D	U	U	-	-		INPUT STACK CONTENTS (whatever) R12---> OUTPUT STACK CONTENTS (whatever) Time (8-bytes) R12---> OUTPUT REGISTER CONTENTS R40-R47 = Copy of time	TIME. MISC.
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Section 8: Reference Material

TWOB MATH	<p>Name : TWOB Address : 56760 Rom # : 0 Romisb N</p> <p>Takes two numbers off of the R12 stack and converts them to 15-bit signed binary values.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>38</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>58</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>68</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>78</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>46</td><td>26</td><td>B</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	18	11	12	13	14	15	16	17	28	21	22	23	24	25	26	27	38	31	32	33	34	35	36	37	48	41	42	43	44	45	46	47	58	51	52	53	54	55	56	57	68	61	62	63	64	65	66	67	78	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		46	26	B	U	U	-	-		<p>INPUT STACK CONTENTS Real or integer value A (8-bytes) Real or integer value B (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS (empty) R12---></p> <p>OUTPUT REGISTER CONTENTS R40-7 = Real value (B) R50-7 = Real value (A) R60-7 = Real value (B)</p> <p>NOTE: If a value is negative then it will be represented as the two's complement of the absolute value of the original argument (that is, a value of -1 would be returned as octal 177777).</p>
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TWOR MATH	<p>Name : TWOR Address : 57020 Rom # : 0 Romisb N</p> <p>Takes two numbers off of the R12 stack and if they're in the tagged-integer format they are converted to the floating point (real) format.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>38</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>58</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>68</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>78</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>68</td><td>40</td><td>0</td><td>0</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	18	11	12	13	14	15	16	17	28	21	22	23	24	25	26	27	38	31	32	33	34	35	36	37	48	41	42	43	44	45	46	47	58	51	52	53	54	55	56	57	68	61	62	63	64	65	66	67	78	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		68	40	0	0	U	-	-		<p>INPUT STACK CONTENTS Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS (empty) R12---></p> <p>OUTPUT REGISTER CONTENTS R40-7 = Real or tagged-integer (B) R50-7 = Real or tagged-integer (A) E = 0 if both numbers are real = 1 if both numbers are integers</p> <p>NOTE: If a value is negative then it will be represented as the two's complement of the absolute value of the original argument (that is, a value of -1 would be returned as octal 177777).</p>
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TWOR01 MATH	<p>Name : TWOR01 Address : 57050 Rom # : 0 Romisb N</p> <p>Takes two numbers off of the R12 stack and if both are tagged-integers returns them as such, else does any needed conversion and returns them both as real numbers.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>18</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>28</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>38</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>48</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>58</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>68</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>78</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	18	11	12	13	14	15	16	17	28	21	22	23	24	25	26	27	38	31	32	33	34	35	36	37	48	41	42	43	44	45	46	47	58	51	52	53	54	55	56	57	68	61	62	63	64	65	66	67	78	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	-	-		<p>INPUT STACK CONTENTS Real or tagged-integer A (8-bytes) Real or tagged-integer B (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS (empty) R12---></p> <p>OUTPUT REGISTER CONTENTS R40-7 = Real or tagged-integer (B) R50-7 = Real or tagged-integer (A) E = 0 if both numbers are real = 1 if both numbers are integers</p> <p>NOTE: If a value is negative then it will be represented as the two's complement of the absolute value of the original argument (that is, a value of -1 would be returned as octal 177777).</p>
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<table border="1"> <tr><td>Name</td><td>UNQUOTE</td></tr> <tr><td>Address</td><td>24362</td></tr> <tr><td>ROM #</td><td>0 Romisb Y</td></tr> <tr><td colspan="2">Parses an unquoted string and then calls SCAN. Unquoted strings are terminated by a comma (as in a DATA statement).</td></tr> <tr><td colspan="2"> </td></tr> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr> <td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr> <td>U</td><td>U</td><td>U</td><td>*</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	Name	UNQUOTE	Address	24362	ROM #	0 Romisb Y	Parses an unquoted string and then calls SCAN. Unquoted strings are terminated by a comma (as in a DATA statement).				0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	*	U	-	U		<p>INPUT CONDITIONS</p> <p>R10-R11 = Pointer to input stream R14 = Next token R20 = Next character R40-R47 = Set by SCAN PTR2 = Pointer to output stream</p> <p>OUTPUT CONDITIONS</p> <p>If successful: R14 = Next token R20 = Next character PTR2 = Pointer to output stream E#0</p> <p>If unsuccessful: E=0</p>	<p>UNQUOTE PARSE</p>
Name	UNQUOTE																																																																																											
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Section 8: Reference Material

UPC\$.	Name UPC\$. Address 4142 Rom # 0 Romisb N	INPUT STACK CONTENTS Length of argument string (2 bytes) Address of argument string (3 bytes) R12---->
Runtime code for the system function UPC\$ and it forces all alpha characters in a string to upper case.		
OUTPUT STACK CONTENTS Length of result string (2 bytes) Address of result string (3 bytes) R12---->		
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR AR DC E ST PTR1 PTR2 45 6 B U U - -		

UPCUR.	Name UPCUR. Address 13562 Rom # 0 Romisb N	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).
Moves the cursor up one line on the ALPHA display. (Checks to see if it goes off of the current page of CRT memory and wraps it around if it does.)		
OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34-R35 = The new cursor address.		
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR AR DC E ST PTR1 PTR2 34 24 - - U - -		

UPCURS	Name UPCURS Address 13743 Rom # 0 Romisb N	INPUT CONDITIONS The CPU must be in BIN mode at entry. CRTBYT must contain the current byte address. The cursor must be off at entry (a call to DECUR2 will do that).
Moves the cursor address up one line in ALPHA memory. (Doesn't check to see if it goes off of the current page of CRT memory.)		
OUTPUT CONDITIONS CRTBYT and CRTBAD will be pointing to the new cursor address. The cursor will still be off. R34-R35 = The new cursor address.		
0 1 2 3 4 5 6 7 10 11 12 13 14 15 16 17 20 21 22 23 24 25 26 27 30 31 32 33 34 35 36 37 40 41 42 43 44 45 46 47 50 51 52 53 54 55 56 57 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 77 DR AR DC E ST PTR1 PTR2 34 24 - - U - -		

Section 8: Reference Material

<p>Name VAL\$. Address 3770 Rom # 0 Romisb Y</p> <p>Runtime code for the system function VAL\$ and it returns the string equivalent of a number.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>65</td><td>12</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		65	12	U	U	-	U			<p>INPUT STACK CONTENTS Numeric argument (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS Length of string (2-bytes) Address of string (3-bytes) R12---></p> <p>OUTPUT REGISTER CONTENTS R65-R67 = Address of string</p>	<p>VAL\$. MISC.</p>
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<p>Name VAL. Address 4020 Rom # 0 Romisb Y</p> <p>Runtime code for the system function VAL and it returns the numeric equivalent of the string argument.</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	-	U		<p>INPUT STACK CONTENTS Length of string argument (2 bytes) Address of string argument (3 bytes) R12---></p> <p>OUTPUT STACK CONTENTS Numeric value (8 bytes) R12---></p>	<p>VAL. MISC.</p>
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<p>Name YTX5 Address 54037 Rom # 0 Romisb N</p> <p>Returns Y^X</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>AR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>U</td><td>U</td><td>U</td><td>U</td><td>U</td><td>-</td><td>U</td><td></td></tr> </table>	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	AR	DC	E	ST	PTR1	PTR2		U	U	U	U	U	-	U		<p>INPUT STACK CONTENTS Y value (8-bytes) X value (8-bytes) R12---></p> <p>OUTPUT STACK CONTENTS Y^X value (8-bytes) R12---></p>	<p>YTX5 MATH</p>
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Section 8: Reference Material

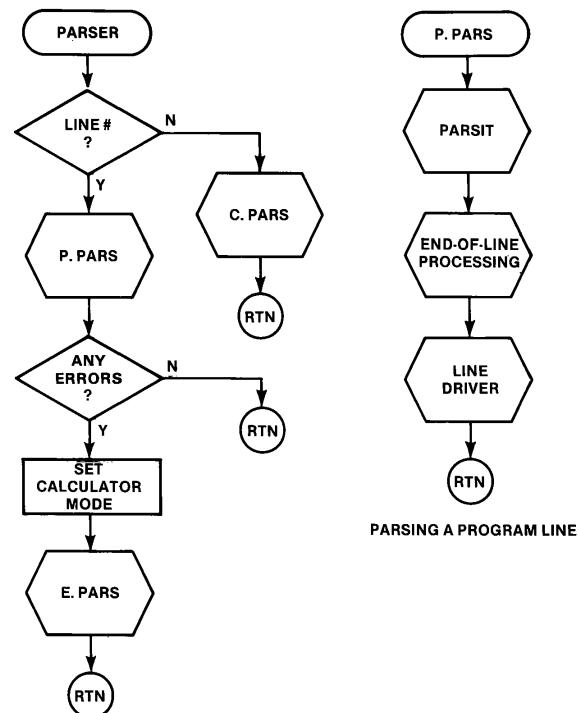
ZROEXM	Name ZROEXM																																																																																
MISC.	Address 57334																																																																																
	From # 0 Romisb N																																																																																
Fills a block of extended memory with blanks (used by the system for initializing string variables)																																																																																	
<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>56</td><td>36</td><td>-</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>		0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		56	36	-	-	U	-	-	
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ZROMEM	Name ZROMEM																																																																																
MISC.	Address 44716																																																																																
	From # 0 Romisb N																																																																																
Zeroes or blank-fills a block of memory (in the lower 64K address space only).																																																																																	
<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td></tr> <tr><td>DR</td><td>RR</td><td>DC</td><td>E</td><td>ST</td><td>PTR1</td><td>PTR2</td><td></td></tr> <tr><td>56</td><td>36</td><td>-</td><td>-</td><td>U</td><td>-</td><td>-</td><td></td></tr> </table>		0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17	20	21	22	23	24	25	26	27	30	31	32	33	34	35	36	37	40	41	42	43	44	45	46	47	50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77	DR	RR	DC	E	ST	PTR1	PTR2		56	36	-	-	U	-	-	
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Section 8: Reference Material

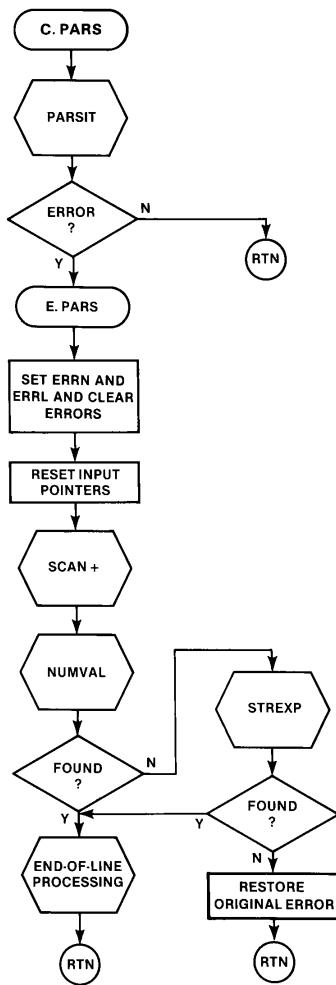
8.4 Parsing Flow Diagrams

Main Parse Loop



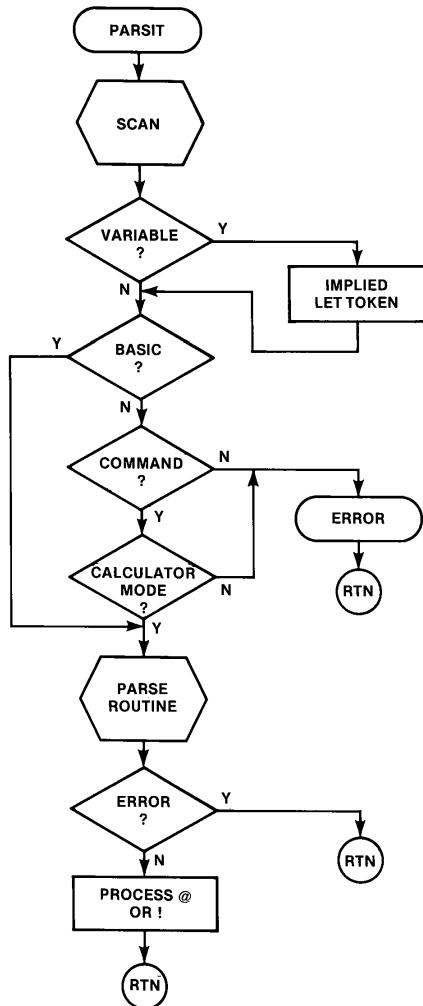
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Parsing a Calculator Mode Statement



Section 8: Reference Material

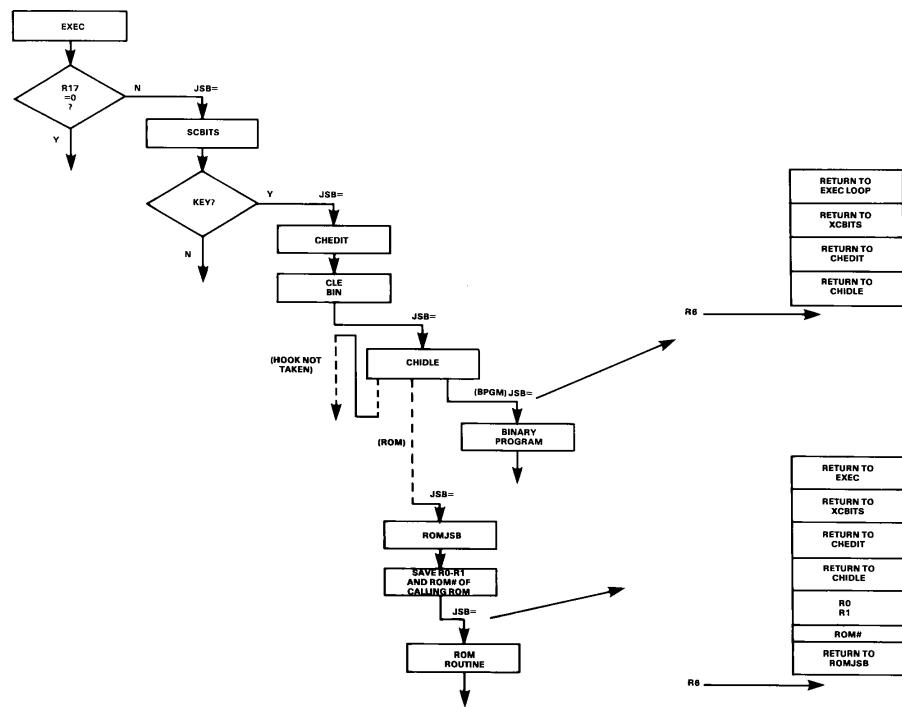
Parsit Routine



Section 8: Reference Material

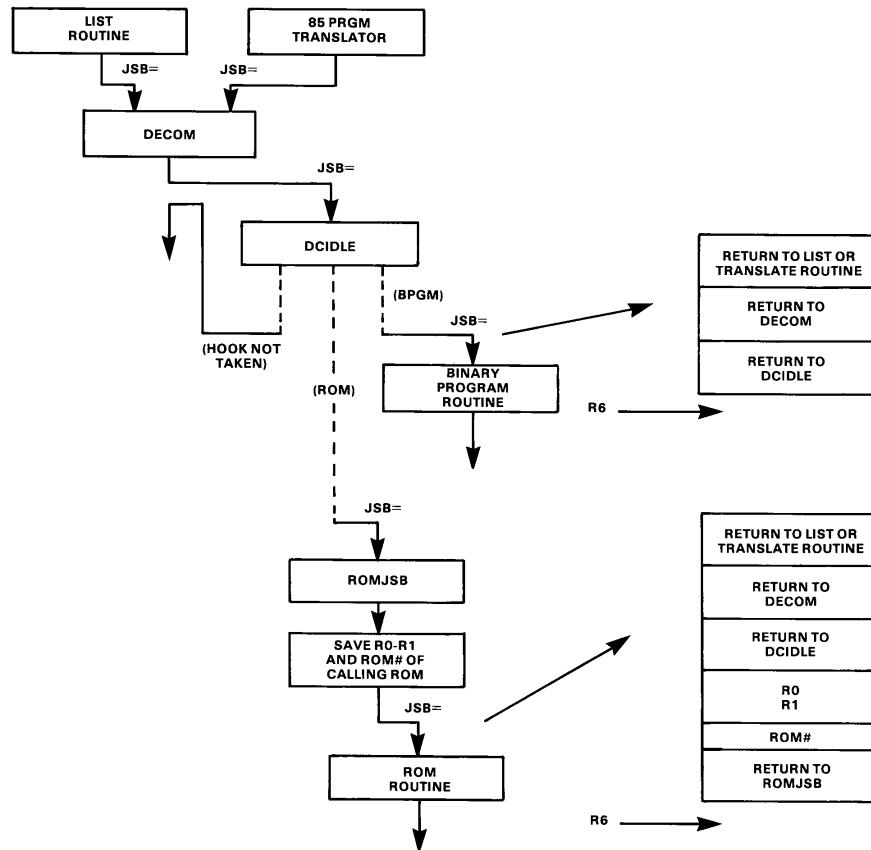
8.5 Hook Flowcharts

CHIDLE



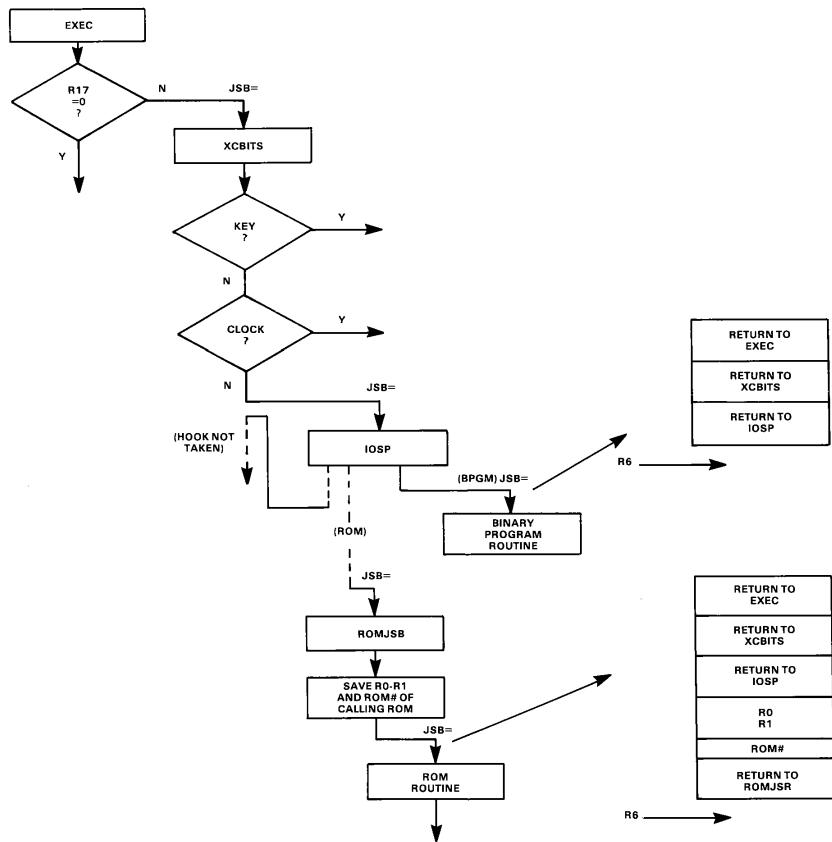
Section 8: Reference Material

DCIDLE



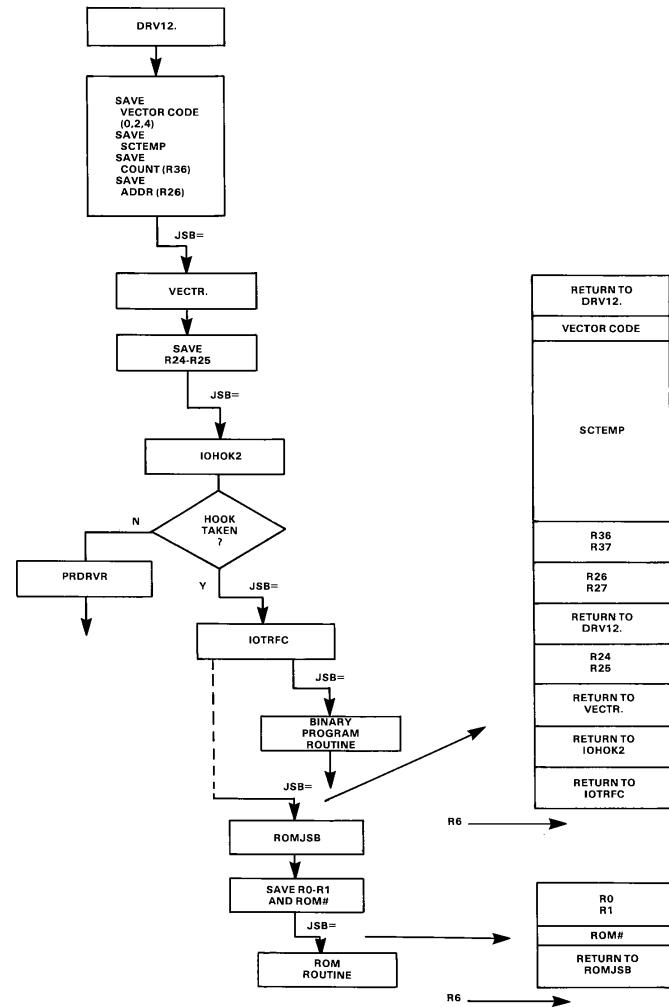
Section 8: Reference Material

IOSP



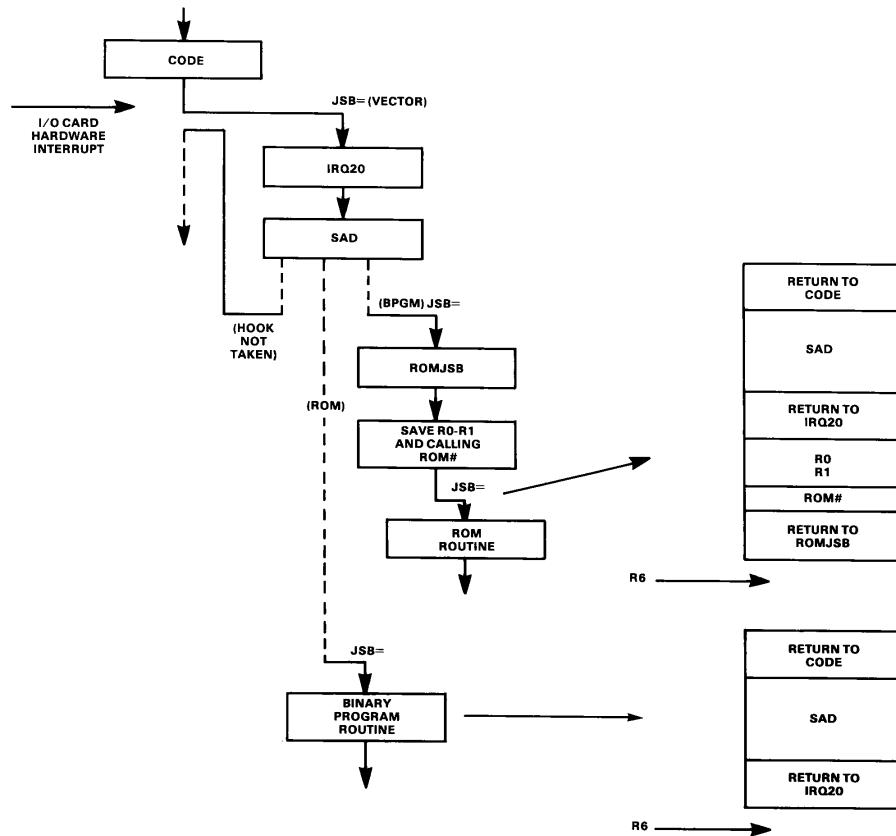
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IOTRFC



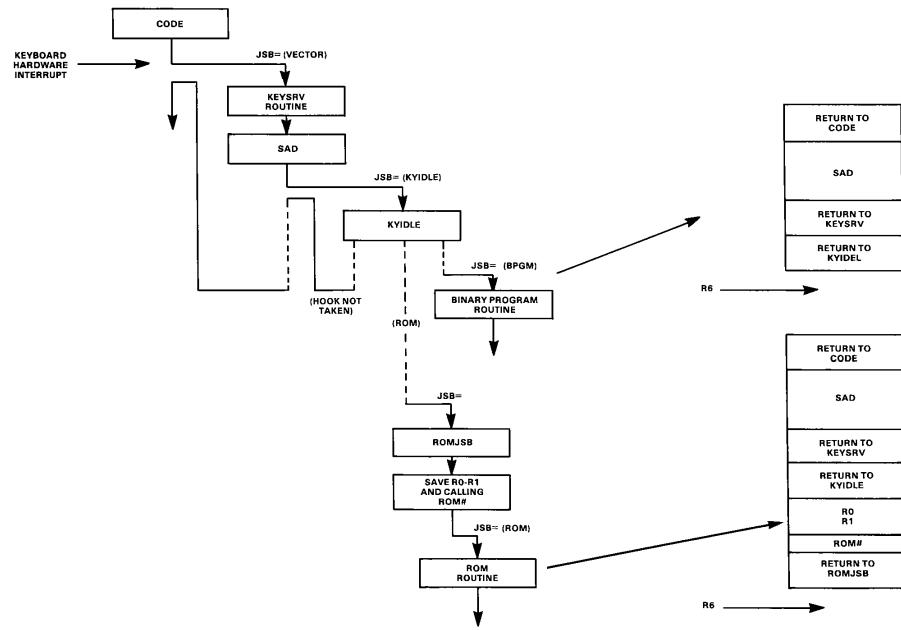
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IRQ20



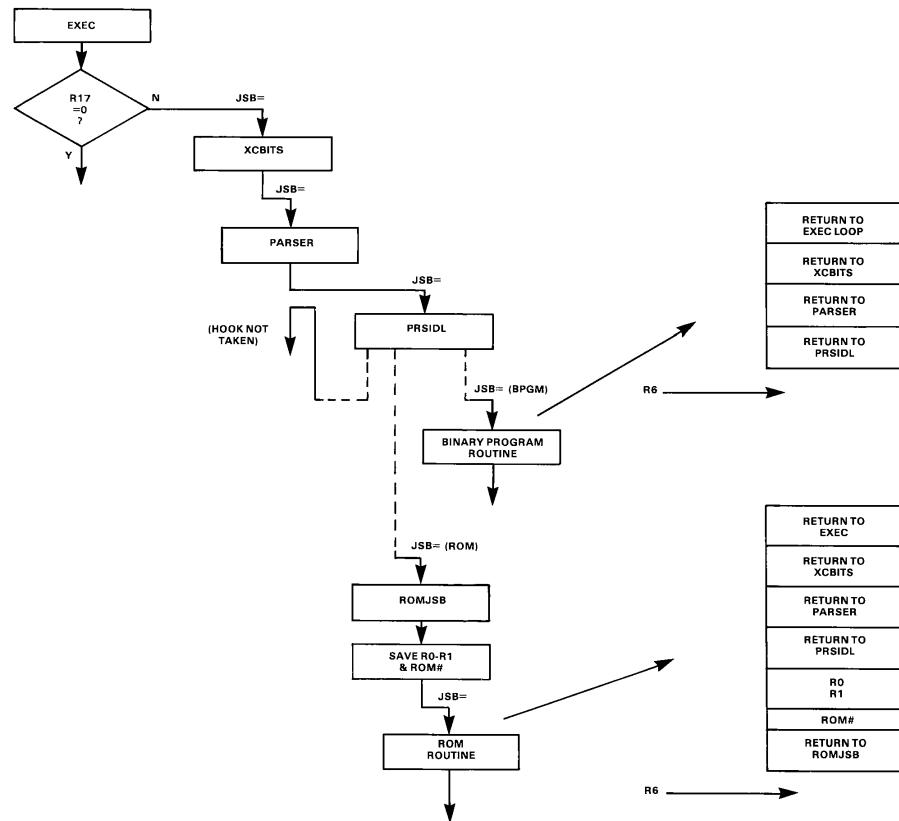
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KYIDLE



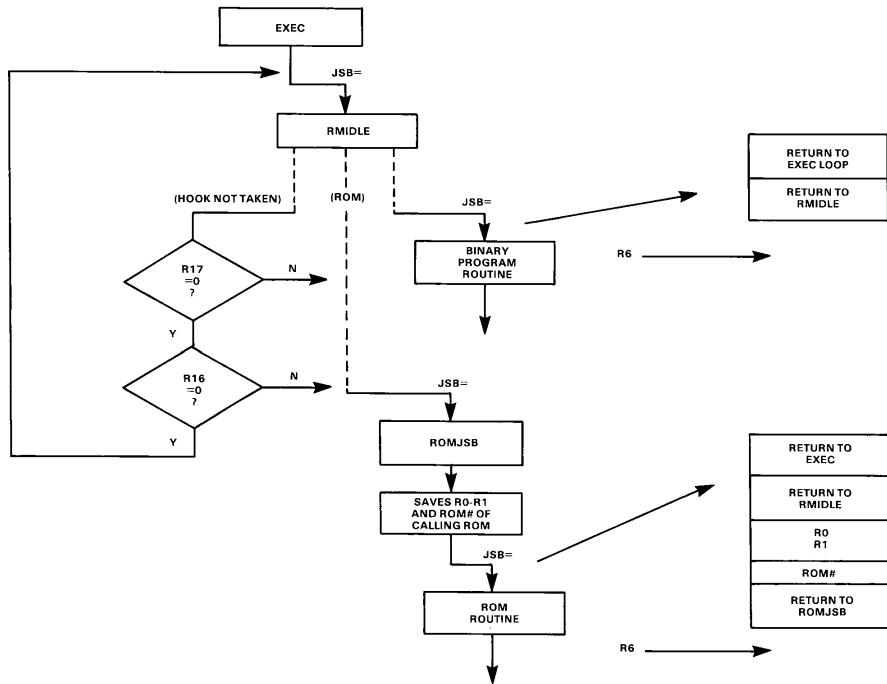
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PRSIDL



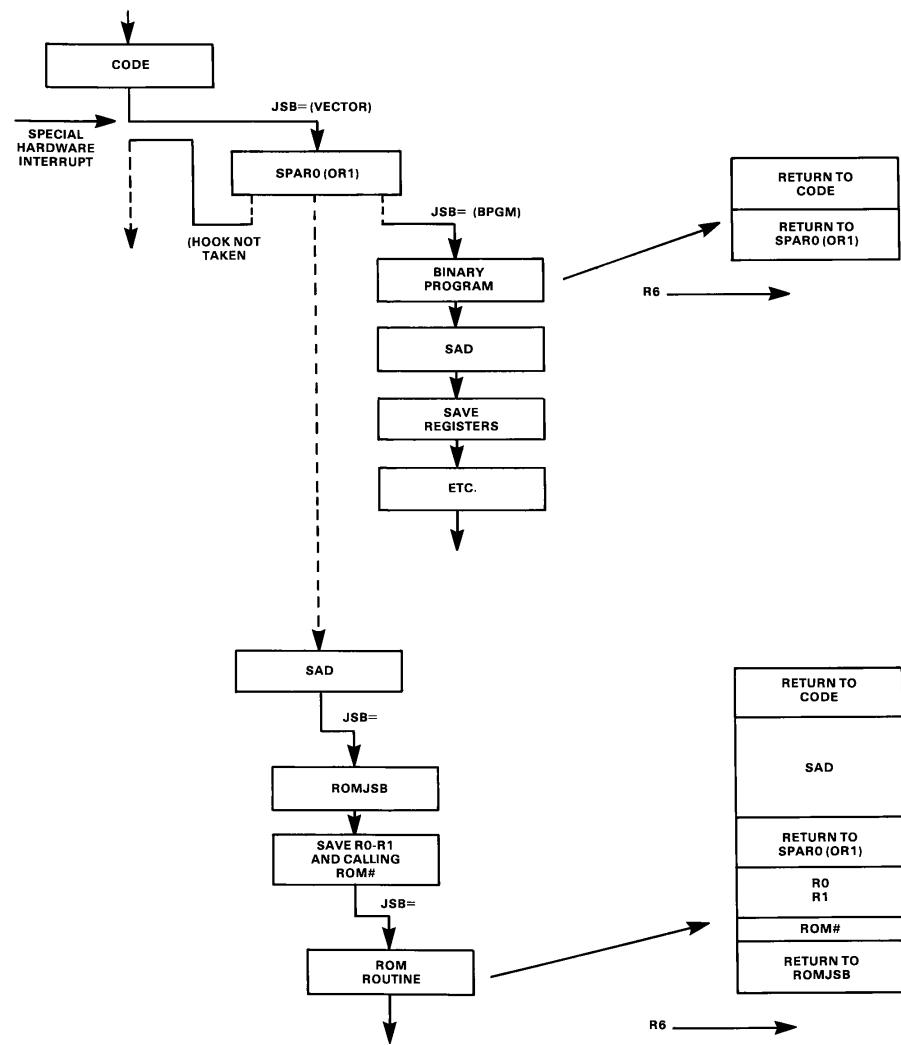
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RMIDLE



Section 8: Reference Material

SPAR0 and SPAR1



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SYSTEM RUNTIME TABLE

ROUTINE	NAME	TOKEN	ATTRIBUTES
BTAB.R	DEF ERRORX	0	0,44
	DEF FTSVL	1	0,1
	DEF SVADR	2	0,1
	DEF FTSTL	3	0,1
	DEF ICONST	4	0,4
	DEF SCONST	5	0,5
	DEF SCONST	6	0,5
	DEF STOST	7	0,31
	DEF STOSV	10	0,31
	DEF AVADR1	11	0,32
	DEF AVADR2	12	0,32
	DEF AVVAL1	13	0,32
	DEF AVVAL2	14	0,32
	DEF ERRORX	15	0,44
	DEF GORTN	16	0,0
	DEF ERRORX	17	0,44
	DEF ERRORX	20	0,44
	DEF FTADR	21	0,3
	DEF SVADR+	22	0,3
	DEF FTSTLS	23	0,3
	DEF STOSVM	24	0,43
	DEF STOSTM	25	0,43
	DEF FNCL.	26	0,6
	DEF FNCL\$	27	0,6
	DEF JTRUE#	30	0,7
	DEF ERRORE	31	0,44
	DEF INTCON	32	0,2
	DEF JFALSR	33	0,11
	DEF JMPREL	34	0,26
	DEF SUBST1	35	0,34
	DEF SUBST2	36	0,34
	DEF EJMP#	37	0,25
	DEF FTSTA	40	0,3
	DEF JMLPB	41	0,207
	DEF P#ARAY	42	0,36
	DEF EJMLPB	43	0,225
	DEF R#ARAY	44	0,44
	DEF ERRORX	45	0,44
	DEF CONCA.	46	7,53
	DEF NOP47.	47	0,42
	DEF ERRORX	50	0,44
	DEF ERRORX	51	0,44
	DEF MPYROI	52	12,51
	DEF ADDROI	53	7,51
	DEF ERRORX	54	0,44
	DEF SUBROI	55	7,51
	DEF ERRORX	56	0,44
	DEF DIV2	57	12,51
	DEF YTX5	60	14,51
	DEF UNEQ\$.	61	6,53
	DEF LEQ\$.	62	6,53
	DEF GEQ\$.	63	6,53

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ROUTINE	NAME	TOKEN	ATTRIBUTES
DEF UNEQ\$.	◇	64	6,53
DEF EQ\$.	=	65	6,53
DEF GR\$.	>	66	6,53
DEF LT\$.	<	67	6,53
DEF CHSROI	- MONADIC	70	7,50
DEF UNEQ.	#	71	6,51
DEF LEQ.	≤	72	6,51
DEF GEQ.	≥	73	6,51
DEF UNEQ.	◇	74	6,51
DEF EQ.	=	75	6,51
DEF GR.	>	76	6,51
DEF LT.	<	77	6,51
DEF ATSIGN	@	100	0,42
DEF ONERR.	ON ERROR	101	0,241
DEF OFFER.	OFF ERROR	102	0,241
DEF ONKEY.	ON KEY#	103	0,241
DEF OFKEY.	OFF KEY#	104	0,241
DEF AUTO.	AUTO	105	0,141
DEF BEEP.	BEEP	106	0,241
DEF CLEAR.	CLEAR	107	0,241
DEF CONTI.	CONT	110	0,141
DEF ONTIM.	ON TIMER#	111	0,241
DEF INIT.	INIT	112	0,141
DEF LIST.	LIST	113	0,241
DEF BPLOT.	BPLOT	114	0,241
DEF STIME.	SETTIME	115	0,241
DEF CHAIN.	CHAIN	116	0,241
DEF SECUR.	SECURE	117	0,241
DEF READ#.	READ#	120	0,241
DEF RENAM.	RENAME	121	0,241
DEF ALPHA.	ALPHA	122	0,241
DEF CRT.	CRT IS	123	0,241
DEF RUN.	RUN	124	0,141
DEF DEG.	DEG	125	0,241
DEF DISP.	DISP	126	0,241
DEF GCLR.	GCLEAR	127	0,241
DEF SCRAT.	SCRATCH	130	0,141
DEF DEFA-.	DEFAULT ON	131	0,241
DEF JMPLN#	GOTO	132	0,210
DEF JMPSUB	GOSUB	133	0,210
DEF PRNT#.	PRINT #	134	0,241
DEF GRAD.	GRAD	135	0,241
DEF GRAPH.	GRAPH	136	0,241
DEF INPUT.	INPUT	137	0,241
DEF IDRAW.	IDRAW	140	0,241
DEF FNLET.	LET FN	141	0,217
DEF NOP.	LET	142	0,241
DEF PRALL.	PRINT ALL	143	0,241
DEF CAT.	CAT	144	0,241
DEF DRAW.	DRAW	145	0,241
DEF ON.	ON	146	0,230
DEF LABEL.	LABEL	147	0,241
DEF WAIT.	WAIT	150	0,241

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ROUTINE	NAME	TOKEN	ATTRIBUTES
DEF PLOT.	PLOT	151	0,241
DEF PRNTR.	PRINTER IS	152	0,241
DEF PRINT.	PRINT	153	0,241
DEF RAD.	RAD	154	0,241
DEF RNDIZ.	RANDOMIZE	155	0,241
DEF READ.	READ	156	0,241
DEF STORB.	STORE BIN	157	0,241
DEF RESTO.	RESTORE	160	0,241
DEF RETRN.	RETURN	161	0,241
DEF OFTIM.	OFF TIMER#	162	0,241
DEF MOVE.	MOVE	163	0,241
DEF FLIP.	FLIP	164	0,241
DEF STOP.	STOP	165	0,241
DEF STORE.	STORE	166	0,141
DEF PENUP.	PENUP	167	0,241
DEF TRCVB.	TRACE VRBL	170	0,241
DEF TRCAL.	TRACE ALL	171	0,241
DEF XAXIS.	XAXIS	172	0,241
DEF YAXIS.	YAXIS	173	0,241
DEF COPY.	COPY	174	0,241
DEF NORMA.	NORMAL	175	0,241
DEF ERAST.	ERASE TAPE	176	0,241
DEF INTEG.	INTEGER	177	0,323
DEF SHORT.	SHORT	200	0,322
DEF DELET.	DELETE	201	0,141
DEF SCALE.	SCALE	202	0,241
DEF SKIP!	REMARK	203	0,241
DEF OPTIO.	OPTION BASE	204	0,315
DEF COM.	COM	205	0,324
DEF SKIPEM	DATA	206	0,320
DEF DEFFN.	DEF FN	207	0,312
DEF DIM.	DIM	210	0,321
DEF KEYLA.	KEY LABEL	211	0,241
DEF STOP.	END	212	0,241
DEF FNRTN.	FN END	213	0,313
DEF FOR.	FOR	214	0,341
DEF ERRORT	IF	215	0,344
DEF SKIPIT	IMAGE	216	0,341
DEF NEXT.	NEXT	217	0,341
DEF UNSEC.	UNSECURE	220	0,141
DEF ERRORT	LET (IMPLY)	221	0,244
DEF ASIGN.	ASSIGN	222	0,241
DEF CREAT.	CREATE	223	0,241
DEF PURGE.	PURGE	224	0,241
DEF REWIN.	REWIND	225	0,241
DEF LOADB.	LOADBIN	226	0,241
DEF PAUSE.	PAUSE	227	0,241
DEF LOAD.	LOAD	230	0,141
DEF REAL.	REAL	231	0,321
DEF RENUM.	REN	232	0,141
DEF SKIP!	!	233	0,241
DEF DEFA-	DEFAULT OFF	234	0,241
DEF PEN.	PEN	235	0,241

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ROUTINE	NAME	TOKEN	ATTRIBUTES
DEF PLIST.	PLIST	236	0,241
DEF LDIR.	LDIR	237	0,241
DEF IMOVE.	IMOVE	240	0,241
DEF FNLET.	FN ILET	241	0,217
DEF CTAPE.	CTAPE	242	0,241
DEF TRACE.	TRACE	243	0,241
DEF TO.	TO	244	0,41
DEF OR.	OR	245	2,51
DEF MAX10	MAX	246	40,55
DEF TIME.	TIME	247	0,55
DEF DATE.	DATE	250	0,55
DEF FP5	FP	251	20,55
DEF IP5	IP	252	20,55
DEF EPS10	EPSILON	253	0,55
DEF REM10	RMD	254	40,55
DEF CEIL10	CEIL	255	20,55
DEF ATN2.	ATN(X/Y)	256	40,55
DEF SKPLBL	STMT LABEL	257	0,3
DEF SQR5	SQR	260	20,55
DEF MIN10	MIN	261	40,55
DEF GTOLBL	GOTO LABEL	262	0,210
DEF ABS5	ABS	263	20,55
DEF ICOS	ACS	264	20,55
DEF ISIN	ASN	265	20,55
DEF ITAN	ATN	266	20,55
DEF SGN5	SGN	267	20,55
DEF GSUB.	GOSUB LABEL	270	0,210
DEF COT10	COT	271	20,55
DEF CSEC10	CSC	272	20,55
DEF FTADR3	1-D ST ARAY	273	0,1
DEF EXP5	EXP	274	20,55
DEF INT5	INT	275	20,55
DEF LGT5	LGT (10)	276	20,55
DEF LN5	LOG (E)	277	20,55
DEF FTADR4	2-D ST ARAY	300	0,1
DEF SEC10	SEC	301	20,55
DEF CHR\$.	CHR\$	302	20,56
DEF VAL\$.	VAL\$	303	20,56
DEF LEN.	LEN	304	30,55
DEF NUM.	NUM	305	30,55
DEF VAL.	VAL	306	30,55
DEF INF10	INF	307	0,55
DEF RND10	RND	310	0,55
DEF PI10	PI	311	0,55
DEF UPC\$.	UPC\$	312	30,56
DEF USING.	USING	313	0,341
DEF ERRORX	THEN	314	0,44
DEF TAB.	TAB	315	20,45
DEF STEP.	STEP	316	0,41
DEF EXOR.	EXOR	317	2,51
DEF NOT.	NOT	320	7,50
DEF INTDIV	DIV (\)	321	12,51
DEF ERNUM.	ERRN	322	0,55

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ROUTINE	NAME	TOKEN	ATTRIBUTES
DEF ERRL.	ERRL	323	0,55
DEF RESET.	RESET	324	0,44
DEF AND.	AND	325	4,51
DEF MOD10	MOD	326	12,51
DEF ERRORX	ELSE	327	0,44
DEF SIN10	SIN	330	20,55
DEF COS10	COS	331	20,55
DEF TAN10	TAN	332	20,55
DEF NOP2.	TO (ASSIGN)	333	77,51
DEF RSTO..	RESTORE LN	334	0,227
DEF RESTL.	RESTORE LBL	335	0,227
DEF ERRORX	[336	0,44
DEF ERRORX]	337	0,44
DEF INTDIV	\	340	12,51
DEF POS.	POS	341	52,55
DEF DEG10	RTD	342	20,55
DEF RAD10	DTR	343	20,55
DEF INT5	FLOOR	344	20,55
DEF USINL.	USING LABEL	345	0,327
DEF READN.	READ (NUM)	346	0,44
DEF ULIN#.	USING LINE #	347	0,327
DEF INPUN.	INP NUMERIC	350	0,33
DEF INPU\$.	INP STRING	351	0,33
DEF FNRET.	LET FN(:=)	352	0,16
DEF READS.	READ\$	353	0,44
DEF PRLINE	PRINT END	354	0,35
DEF SEMIC.	PRINT;	355	0,36
DEF COMMA.	PRINT,	356	0,36
DEF SEMIC\$	PRINT;\$	357	0,36
DEF COMMA\$	PRINT,\$	360	0,36
DEF ERRORX	DUMMY	361	0,241
DEF STEPK.	STEP KEY	362	0,241
DEF FTADR1	1-D NUM ARY	363	0,1
DEF FTADR2	2-D NUM ARY	364	0,1
DEF TEST.	TEST KEY	365	0,341
DEF ERRORX	DUMMY	366	0,44
DEF INDEN.	INDENTATION	367	0,2
DEF ROM:GO	EXTERNAL ROM	370	0,214
DEF BP:GO	BINARY PROG	371	0,214
DEF ERRORX	DUMMY	372	0,44
DEF ERRORX	DUMMY	373	0,44
DEF ERRORX	DUMMY	374	0,44
DEF ERRORX	DUMMY	375	0,44
DEF ERRORX	DUMMY	376	0,44
DEF ERRORX	DUMMY	377	0,44

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Runtime Table/Tokens and Attributes for Graphics ROM #1

ROUTINE	NAME	TOKEN	ATTRIBUTES
RUNTAB	DEF INIT	DUMMY # 0	0
	DEF PLOTR.	PLOTTER IS	1 241
	DEF PRNTR.	PRINTER IS	2 241
	DEF CRT.	CRT IS	3 241
	DEF LIMIT.	LIMIT	4 241
	DEF GCLR.	GCLEAR	5 241
	DEF LOCAT.	LOCATE	6 241
	DEF BPLOT.	BPLOT	7 241
	DEF SCALE.	SCALE	10 241
	DEF SHOW.	SHOW	11 241
	DEF MSCAL.	MSCALE	12 241
	DEF CLIP.	CLIP	13 241
	DEF UNCLI.	UNCLIP	14 241
	DEF SETGU.	SETGU	15 241
	DEF SETUU.	SETUU	16 241
	DEF PENUP.	PENUP	17 241
	DEF GREAD.	BREAD	20 241
	DEF PEN.	PEN	21 241
	DEF LINET.	LINETYPE	22 241
	DEF PLOT.	PLOT	23 241
	DEF IPLOT.	IPLOT	24 241
	DEF MOVE.	MOVE	25 241
	DEF IMOVE.	IMOVE	26 241
	DEF DRAW.	DRAW	27 241
	DEF IDRAW.	IDRAW	30 241
	DEF RPOINT.	RPOINT	31 241
	DEF PDIR.	PDIR	32 241
	DEF BLOFF.	NOBLINK	33 241
	DEF AXES.	AXES	34 241
	DEF LAXES.	LAXES	35 241
	DEF GRID.	GRID	36 241
	DEF FRAME.	FRAME	37 241
	DEF LABEL.	LABEL	40 241
	DEF BLINK.	BLINK	41 241
	DEF LORG.	LORG	42 241
	DEF LDIR.	LDIR	43 241
	DEF CSIZE.	CSIZE	44 241
	DEF WHERE.	WHERE	45 241
	DEF CONTR.	CONTROL	46 241
	DEF CURSR.	CURSOR	47 241
	DEF DIGIT.	DIGITIZE	50 241
	DEF DUMMY	TRANSLATE	51 241
	DEF LGRID.	LGRID	52 241
	DEF GRAPH.	GRAPHICS	53 241
	DEF XAXIS.	XAXIS	54 241
	DEF YAXIS.	YAXIS	55 241
	DEF FXD.	FXD	56 241
	DEF ERRSC.	ERRSC	57 0,55
	DEF ERROR.	ERROM	60 0,55
	DEF RATIO.	RATIO	61 0,55
	DEF TAB.	TAB	62 20,45
	DEF LABEOL.	LABEL EOLINE	63 35
	DEF PAGES.	PAGE SIZE	64 241
	DEF ALFAL.	ALPHA ALL	65 241
	DEF GRAFA.	GRAPH ALL	66 241
	DEF FRE.	FREE MEMORY	67 0,55

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Runtime Table/Tokens and Attributes for Mass Storage ROM #320

ROUTINE	NAME	TOKEN	ATTRIBUTES
RUNTIM	DEF INITIT	DUMMY # 0	0 241
	DEF ASSIG.	ASSIGN	1 241
	DEF MSCAT.	CAT	2 241
	DEF CHKOF.	CHECK READ OFF	3 241
	DEF CHECK.	CHECK READ	4 241
	DEF ERRORX	DUMMY ROUTINE	5 44
	DEF MSCPY.	COPY	6 241
	DEF MSCRE.	CREATE	7 241
	DEF INITI.	INITIALIZE	10 241
	DEF MSCHA.	CHAIN	11 241
	DEF MSLOB.	LOADBIN	12 241
	DEF MSLOD.	LOAD	13 141
	DEF MASS.	MASS STORAGE IS	14 241
	DEF MSPRNT	PRINT#	15 241
	DEF ERRORX	DUMMY ROUTINE	16 44
	DEF ERRORX	DUMMY ROUTINE	17 44
	DEF MSPUR.	PURGE	20 241
	DEF READ.	READ#	21 241
	DEF MSREN.	RENAME	22 241
	DEF MSSTB.	STOREBIN	23 141
	DEF MSSTO.	STORE	24 141
	DEF PACK.	PACK	25 241
	DEF VOLUM.	VOLUME	26 241
	DEF GLOAD.	GLOAD	27 241
	DEF GSTOR.	GSTORE	30 241
	DEF ERROM.	ERROM	31 0,55
	DEF ERRSC.	ERRSC	32 0,55
	DEF TYP.	TYP	33 20,55
	DEF IS.	(VOLUME) IS	34 1,51
	DEF ERRORX	DUMMY ROUTINE	35 44
	DEF TO.	(RENAME) TO	36 1,51
	DEF RDNUM.	READ# NUMERIC	37 44
	DEF PRARR.	PRINT# NUM ARRAY	40 36
	DEF RDSTR.	READ# STRING	41 44
	DEF PRNUM.	PRINT# NUMERIC	42 36
	DEF PREOL.	PRINT# END OF LINE	43 35
	DEF PRSTR.	PRINT# STRING	44 36
	DEF RDARR.	READ# NUM ARRAY	45 44
	DEF PRARR\$	PRINT# STRING ARRAY	46 36
	DEF RDARR\$	READ# STRING ARRAY	47 44

8.7 Error Messages

Following is a list of the error messages provided by the Assembler ROM and the system monitor. For other errors refer to the owner's manual or to the manuals for other peripherals that may be attached to the HP-87.

Assembler System Errors

ERROR 109: ILL MODE	A command has been executed in the wrong operating mode (that is, ASSEMBLER has been typed when the computer is already in assembler mode).
ERROR 110: LBL	An invalid label has been seen; may have been longer than six characters or started with a digit.
ERROR 111: OPCO	The opcode is not recognized; may have been misspelled, no space was typed between the label and the opcode, or because the opcode was entered in the first or second column after the line number.
ERROR 112: ARP-DRP	Invalid ARP or DRP; ARPs and DRPs must be between 0 and 77 inclusive, and cannot be 1.
ERROR 113: OPER	Bad operand; that is, LDM R34,=3,remark. Because a number follows the equal sign in this example, the assembler expects another number after the comma. Also, each literal value must be specified with two digits if a BCD quantity.
ERROR 114: FIN-LNK	Missing FIN or LNK statement. If the file name or file type is wrong in the LNK statement, then a "FILE NAME" or "FILE TYPE" error will be generated.
ERROR 115: ASSM ROM	At power-on, this means the ROM had a checksum error. At a breakpoint, any errors generated give this message.

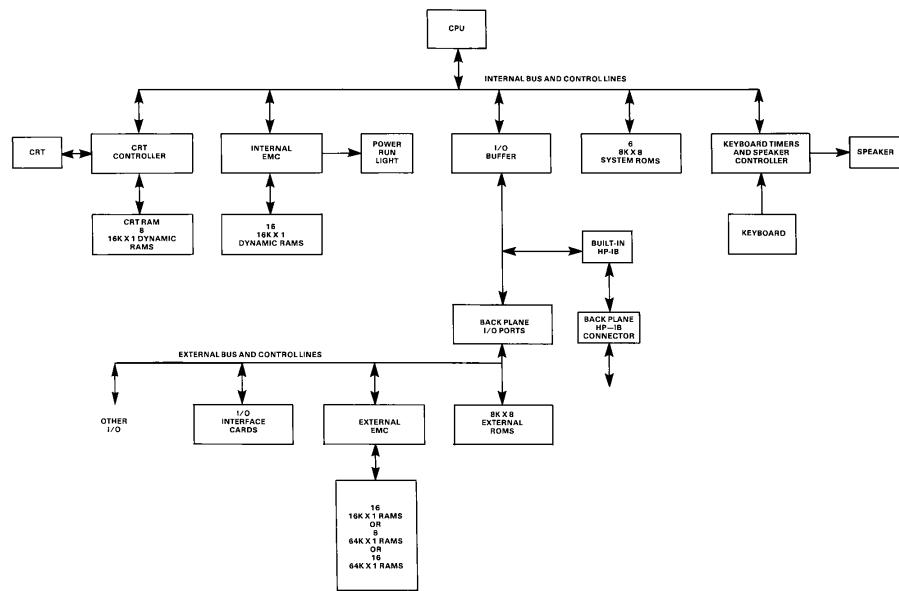
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Assembly Errors

ILL NAM	A NAM statement has already been executed, or an ABS ROM has been executed.
AIF UND	The specified conditional assembly flag has not yet been defined as set or cleared.
ILL ABS	An ABS or NAM statement has already been encountered.
JMP FROM	The jump from the specified line is out of range.
JMP TO	The jump to the specified line is out of range.
UND LAB	After assembly was completed, this label had not been defined in the program or in the global file.
ILL GLO	The GLO statement occurs after a NAM statement, ABS statement, or another GLO statement.

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8.8 System Hardware Diagram



8.9 Assembler Instruction Set

On the following pages is a list of all CPU instructions available on the Assembler ROM.

Legend

DR	Data register. Can be register number (that is, R32), R*, or R#.
AR	Address register. Can be register number, R*, or R#.
Literal	Literal value, up to 10 octal bytes in length. Can be BCD constant (that is, 99C), octal constant (that is, 12), or decimal constant (that is, 20D). Can also be specified by a label, where the literal quantity is a one- or two-byte value or address assigned to the label.
Label	Address of literal quantity. Label name must begin with an alphabetic character, can use any combination of alphanumeric characters, and can be 1-6 characters in length.
Clock Cycle	1.6 sec.
B	Number of bytes.
T	Add one clock cycle if true (that is, the jump occurs).
R(x)	CPU register addressed by (x).
M(x)	Memory location addressed by (x) where (x) is a 16-bit address.
PC	Program counter stored in CPU registers R4 and R5. Used to address the instruction being executed.
SP	Subroutine stack pointer stored in CPU registers R6 and R7. Used to point to the next available location on the subroutine return address stack.
EA	Effective address. The location from which data is read for load-type instructions or the location where data is placed for store-type instructions.

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ADR	Address. The two-byte quantity directly following an instruction that uses the literal direct, literal indirect, index direct, or index indirect addressing mode. This quantity is always an address.
n	Literal value.
←	Is transferred to.
()	Contents of.
—	Complement (that is, x is complement of x). This is one's complement if $DCM=0$ and nine's complement if $DCM=1$.
.	Logical "and."
v	Inclusive "or."
⊕	Exclusive "or."
JIF	Jump if.
1	Status bit is set.
0	Status bit is cleared.
X	Status bit is affected.
-	Status bit is not affected.
Y	This option is available to this instruction.

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Instruction Format	Description	Addressing Mode	Opcode	Clock Cycles	Operation	Status										Binary/BCD Option	
						DCM = 0					DCM = 1						
						LSB	MSB	RDZ	Z	DCM	E	CY	OVF	E	CY	OVF	
ADB DR, AR	Add byte	Reg. imm.	302	5	DR \leftarrow DR + AR	X	X	X	X	—	—	X	X	—	X	0	Y
ADB DR, = literal	Add byte	Lit. imm.	312	5	DR \leftarrow DR + M(PC + 1)	X	X	X	X	—	—	X	X	—	X	0	Y
ADBD DR, AR	Add byte	Reg. dir.	332	6	DR \leftarrow DR + M(AR)	X	X	X	X	—	—	X	X	—	X	0	Y
ADBD DR, = label	Add byte	Lit. dir.	322	5	DR \leftarrow DR + M(ADR)	X	X	X	X	—	—	X	X	—	X	0	Y
ADM DR, AR	Add multi-byte	Reg. imm.	303	4 + B	DR \leftarrow DR + AR	X	X	X	X	—	—	X	X	—	X	0	Y
ADM DR, = literal	Add multi-byte	Lit. imm.	313	4 + B	DR \leftarrow DR + M(PC + 1)	X	X	X	X	—	—	X	X	—	X	0	Y
ADM D, AR	Add multi-byte	Reg. dir.	333	5 + B	DR \leftarrow DR + M(AR)	X	X	X	X	—	—	X	X	—	X	0	Y
ADM D, = label	Add multi-byte	Lit. dir.	323	4 + B	DR \leftarrow DR + M(ADR)	X	X	X	X	—	—	X	X	—	X	0	Y
ANM DR, AR	Logical AND (multi-byte)	Reg. imm.	307	4 + B	DR \leftarrow DR \cdot AR	X	X	X	X	—	—	0	0	—	0	0	
ANM DR, = literal	Logical AND (multi-byte)	Lit. imm.	317	4 + B	DR \leftarrow DR \cdot M(PC + 1)	X	X	X	X	—	—	0	0	—	0	0	
ANMO DR, AR	Logical AND (multi-byte)	Reg. Dir.	337	5 + B	DR \leftarrow DR \cdot M(AR)	X	X	X	X	—	—	0	0	—	0	0	
ANMO DR, = literal	Logical AND (multi-byte)	Lit. dir.	327	5 + B	DR \leftarrow DR \cdot M(ADR)	X	X	X	X	—	—	0	0	—	0	0	
ARP AR	Load ARP	000-077 ($\neq 001$)	2		ARP \leftarrow n	—	—	—	—	—	—	—	—	—	—	—	
ARP *	Load ARP with contents of RO	001	3		ARP \leftarrow RO	—	—	—	—	—	—	—	—	—	—	—	
BCD	Set BCD mode	231	4		DCM \leftarrow 1	—	—	—	—	1	—	—	—	—	—	—	
BIN	Set binary mode	230	4		DCM \leftarrow 0	—	—	—	—	0	—	—	—	—	—	—	
CLB DR	Clear byte	Reg. imm.	222	5	DR \leftarrow 0	X	X	X	X	—	—	0	0	—	0	0	
CLM DR	Clear multi-byte	Reg. imm.	223	4 + B	DR \leftarrow 0	X	X	X	X	—	—	0	0	—	0	0	
CLE	Clear E	235	2		E \leftarrow 0	—	—	—	—	0	—	—	0	—	—	—	
CMB DR, AR	Compare byte	Reg. imm.	300	5	DR + AR \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMB DR, = literal	Compare byte	Lit. imm.	310	5	DR + M(PC + 1) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMBD DR, AR	Compare byte	Reg. dir.	330	6	DR + M(AR) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMBD DR, = label	Compare byte	Lit. dir.	320	6	DR + M(ADR) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMM DR, AR	Compare multi-byte	Reg. imm.	301	4 + B	DR + AR \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMM DR, = literal	Compare multi-byte	Lit. imm.	311	4 + B	DR + M(PC + 1) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMMMD DR, AR	Compare multi-byte	Reg. dir.	331	5 + B	DR + M(AR) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
CMMMD DR, = label	Compare multi-byte	Lit. dir.	321	5 + B	DR + M(ADR) \leftarrow 1	X	X	X	X	—	—	X	X	—	X	0	Y
DCB DR	Decrement byte	Reg. imm.	212	5	DR \leftarrow DR - 1	X	X	X	X	—	—	X	X	—	X	0	Y
DCM DR	Decrement multi-byte	Reg. imm.	213	4 + B	DR \leftarrow DR - 1	X	X	X	X	—	—	X	X	—	X	0	Y
DCE	Decrement E	233	2		E \leftarrow E - 1	—	—	—	—	X	—	—	X	—	—	—	
DRP DR	Load DRP	100-177 ($\neq 101$)	2		DRP \leftarrow n	—	—	—	—	—	—	—	—	—	—	—	
DRP 1	Load DRP with contents of RO	101	3		DRP \leftarrow RO	—	—	—	—	—	—	—	—	—	—	—	

Section 8: Reference Material

Instruction Format	Description	Addressing Mode	Opcode	Clock Cycles	Operation	Status									Binary/BCD Option	
						DCM = 0			DCM = 1							
						LSB	MSB	RDZ	Z	DCM	E	CY	OVF	E	CY	OVF
ELB DR	Extended left byte	Reg. imm.	200	5	Circulate DR left once	X	X	X	X	—	—	X	X	X	0	0
ELM DR	Extended left multi-byte	Reg. imm.	201	4 + B	Circulate DR left once	X	X	X	X	—	—	X	X	X	0	0
ERB DR	Extended right byte	Reg. imm.	202	5	Circulate DR right once	X	X	X	X	—	—	X	0	X	0	0
ERM DR	Extended right multi-byte	Reg. imm.	203	4 + B	Circulate DR right once	X	X	X	X	—	—	X	0	X	0	0
ICB DR	Increment byte	Reg. imm.	210	5	DR ← DR + 1	X	X	X	X	—	—	X	X	—	X	0
ICM DR	Increment multi-byte	Reg. imm.	211	4 + B	DR ← DR + 1	X	X	X	X	—	—	X	X	—	X	0
ICE	Increment E		234	2	E ← E + 1	—	—	—	—	—	—	X	—	X	—	—
JCY label	Jump on carry		373	4 + T	JIF ← CY = 1	—	—	—	—	—	—	—	—	—	—	—
JEN label	Jump on E non-zero		370	4 + T	JIF E ≠ 0000	—	—	—	—	—	—	—	—	—	—	—
JEV label	Jump on even		363	4 + T	JIF LSB = 0	—	—	—	—	—	—	—	—	—	—	—
JEZ label	Jump on E zero		371	4 + T	JIF E = 0000	—	—	—	—	—	—	—	—	—	—	—
JLN label	Jump on left digit non-zero		375	4 + T	JIF LDZ ≠ 1	—	—	—	—	—	—	—	—	—	—	—
JLZ label	Jump on left digit zero		374	4 + T	JIF LDZ = 1	—	—	—	—	—	—	—	—	—	—	—
JMP label	Unconditional jump		360	4 + T	Jump always	—	—	—	—	—	—	—	—	—	—	—
JNC label	Jump on no carry		372	4 + T	JIF CY = 0	—	—	—	—	—	—	—	—	—	—	—
JNG label	Jump on negative		364	4 + T	JIF MSB ≠ OVF	—	—	—	—	—	—	—	—	—	—	—
JNO label	Jump on no overflow		361	4 + T	JIF OVF = 0	—	—	—	—	—	—	—	—	—	—	—
JNZ label	Jump on non-zero		366	4 + T	JIF Z ≠ 1	—	—	—	—	—	—	—	—	—	—	—
JOD label	Jump on odd		362	4 + T	JIF LSB = 1	—	—	—	—	—	—	—	—	—	—	—
JPS label	Jump on positive		365	4 + T	JIF MSB = OV	—	—	—	—	—	—	—	—	—	—	—
JRN label	Jump on right digit non-zero		377	4 + T	JIF RDZ ≠ 1	—	—	—	—	—	—	—	—	—	—	—
JRZ label	Jump on right digit zero		376	4 + T	JIF RDZ = 1	—	—	—	—	—	—	—	—	—	—	—
JSB label	Jump subroutine	Literal direct	316	9	Jump subroutine	—	—	—	—	—	—	—	—	—	—	—
JSB XR, label	Jump subroutine	Indexed	306	11	Jump subroutine indexed	—	—	—	—	—	—	—	—	—	—	—
JRZ label	Jump on zero		387	4 + T	JIF Z = 1	—	—	—	—	—	—	—	—	—	—	—
LDB DR, AR	Load byte	Reg. imm.	240	5	DR ← AR	X	X	X	X	—	—	0	0	—	0	0
LDB DR, = literal	Load byte	Lit. imm.	250	5	DR ← M(PC + 1)	X	X	X	X	—	—	0	0	—	0	0
LDBD DR, AR	Load byte	Reg. dir.	244	6	DR ← M(AR)	X	X	X	X	—	—	0	0	—	0	0
LDBD DR, = label	Load byte	Lit. dir.	260	6	DR ← M(ADR)	X	X	X	X	—	—	0	0	—	0	0
LDBD DR, XAR, label	Load byte	Index dir.	264	8	DR ← M(ADR + AR)	X	X	X	X	—	—	0	0	—	0	0
LDBI DR, AR	Load byte	Reg. indir.	254	8	DR ← M(M(AR))	X	X	X	X	—	—	0	0	—	0	0
LDBI DR, = label	Load byte	Lit. indir.	270	8	DR ← M(M(ADR))	X	X	X	X	—	—	0	0	—	0	0

Section 8: Reference Material

Instruction Format	Description	Addressing Mode	Opcode	Clock Cycles	Operation	Status										Binary/BCD Option	
						RDZ			DCM = 0			DCM = 1					
						LSB	MSB	LDZ	Z	DCM	E	CY	OVF	E	CY	OVF	
LDBI DR, XAR, label	Load byte	Index indir.	274	10	$DR \leftarrow M(M(ADR + AR))$	X	X	X	X	—	0	0	—	0	0		
LDM DR, AR	Load multi-byte	Reg. imm.	241	4 + B	$DR \leftarrow AR$	X	X	X	X	—	0	0	—	0	0		
LDM DR, = literal	Load multi-byte	Lit. imm.	251	4 + B	$DR \leftarrow M(PC + 1)$	X	X	X	X	—	0	0	—	0	0		
LDMD DR, AR	Load multi-byte	Reg. dir.	246	5 + B	$DR \leftarrow M(AR)$	X	X	X	X	—	—	0	0	—	0	0	
LDMD DR, = label	Load multi-byte	Lit. dir.	261	5 + B	$DR \leftarrow M(ADR)$	X	X	X	X	—	—	0	0	—	0	0	
LDMD DR, XAR, label	Load multi-byte	Index dir.	265	7 + B	$DR \leftarrow M(ADR + AR)$	X	X	X	X	—	—	0	0	—	0	0	
LDMI DR, AR	Load multi-byte	Reg. indir.	255	7 + B	$DR \leftarrow M(M(AR))$	X	X	X	X	—	—	0	0	—	0	0	
LDMI DR, = label	Load multi-byte	Lit. indir.	271	7 + B	$DR \leftarrow M(M(ADR))$	X	X	X	X	—	—	0	0	—	0	0	
LDMI DR, XAR, label	Load multi-byte	Index indir.	275	9 + B	$DR \leftarrow M(M(ADR + AR))$	X	X	X	X	—	—	0	0	—	0	0	
LLB DR	Logical left byte	Reg. imm.	204	5	Logical left shift DR	X	X	X	X	—	—	X	X	0	0	Y	
LLM DR	Logical left multi-byte	Reg. imm.	205	4 + B	Logical left shift DR	X	X	X	X	—	—	X	X	0	0	Y	
LRB DR	Logical right byte	Reg. imm.	206	5	Logical right shift DR	X	X	X	X	—	—	X	0	X	0	Y	
LRM DR	Logical right multi-byte	Reg. imm.	207	4 + B	Logical right shift DR	X	X	X	X	—	—	X	0	X	0	Y	
NCB DR	Nine's (or one's) complement byte	Reg. imm.	216	5	$DR \leftarrow DR$	X	X	X	X	—	—	X	X	—	X	0	
NCM DR	Nine's (or one's) complement multi-byte	Reg. imm.	217	4 + B	$DR \leftarrow DR$	X	X	X	X	—	—	X	X	—	X	0	
ORB DR, AR	Or byte inclusive	Reg. imm.	224	5	$DR \leftarrow DR \vee AR$	X	X	X	X	—	—	0	0	—	0	0	
ORM DR, AR	Or multi-byte inclusive	Reg. imm.	225	4 + B	$DR \leftarrow DR \vee AR$	X	X	X	X	—	—	0	0	—	0	0	
PAD	Pop AR, DRP and status from stack		237	8	$Status \leftarrow M(SP)$	X	X	X	X	X	—	X	X	—	X	X	
POBD DR, +AR	Pop byte with post- increment	Stk. dir.	340	6	$DR \leftarrow M(AR)$, $AR \leftarrow AR + 1$	X	X	X	X	—	—	0	0	—	0	0	
POBD DR, -AR	Pop byte with pre- decrement	Stk. dir.	342	6	$DR \leftarrow M(AR)$, $AR \leftarrow AR - 1$	X	X	X	X	—	—	0	0	—	0	0	
POBI DR, +AR	Pop byte with post- increment	Stk. indir.	350	8	$DR \leftarrow M(M(AR))$, $AR \leftarrow AR + 2$	X	X	X	X	—	—	0	0	—	0	0	
POBI DR, -AR	Pop byte with pre- decrement	Stk. indir.	352	8	$DR \leftarrow M(M(AR))$, $AR \leftarrow AR - 2$	X	X	X	X	—	—	0	0	—	0	0	
POMD DR, +AR	Pop multi-byte with post- increment	Stk. indir.	341	5 + B	$DR \leftarrow M(AR)$, $AR \leftarrow AR + M$	X	X	X	X	—	—	0	0	—	0	0	
POMD DR, -AR	Pop multi-byte with pre- decrement	Stk. dir.	343	5 + B	$DR \leftarrow M(AR)$, $AR \leftarrow AR - M$	X	X	X	X	—	—	0	0	—	0	0	
POMI DR, +AR	Pop multi-byte with post- increment	Stk. indir.	351	7 + B	$DR \leftarrow M(M(AR))$, $AR \leftarrow AR + 2$	X	X	X	X	—	—	0	0	—	0	0	

Section 8: Reference Material

Instruction Format	Description	Addressing Mode	Opcode	Clock Cycles	Operation	Status								Binary/BCD Option		
						LSB	MSB	RDZ	Z	DCM	E	CY	OVF	E		
POMI DR, -AR	Pop multi-byte with pre-decrement	Stk. indir.	353	7 + B	DR \leftarrow M(M(AR)), AR \leftarrow AR - 2	X	X	X	X	—	—	0	0	—	0	0
PUBD DR, +AR	Push byte with post-increment	Stk. dir.	344	6	M(AR) \leftarrow DR, AR \leftarrow AR + 1	X	X	X	X	—	—	0	0	—	0	0
PUBD DR, -AR	Push byte with pre-decrement	Stk. dir.	346	6	AR \leftarrow AR - 1, M(AR) \leftarrow DR	X	X	X	X	—	—	0	0	—	0	0
PUBI DR, +AR	Push byte with post-increment	Stk. indir.	354	8	M(M(AR)) \leftarrow DR, AR \leftarrow AR + 2	X	X	X	X	—	—	0	0	—	0	0
PUBI DR, -AR	Push byte with pre-decrement	Stk. indir.	356	8	AR \leftarrow AR - 2, M(M(AR)) \leftarrow DR	X	X	X	X	—	—	0	0	—	0	0
PUMD DR +AR	Push multi-byte with post-increment	Stk. dir.	345	5 + B	M(AR) \leftarrow DR, AR \leftarrow AR + M	X	X	X	X	—	—	0	0	—	0	0
PUMD DR, -AR	Push multi-byte with pre-decrement	Stk. dir.	347	5 + B	AR \leftarrow AR - M, M(AR) \leftarrow DR	X	X	X	X	—	—	0	0	—	0	0
PUMI DR, +AR	Push multi-byte with post-increment	Stk. indir.	355	7 + B	M(M(AR)) \leftarrow DR, AR \leftarrow AR + 2	X	X	X	X	—	—	0	0	—	0	0
PUMI DR, -AR	Push multi-byte with pre-decrement	Stk. indir.	357	7 + B	AR \leftarrow AR - 2, M(M(AR)) \leftarrow DR	X	X	X	X	—	—	0	0	—	0	0
RTN	Subroutine return		236	5	SP \leftarrow SP - 2, PC \leftarrow M(SP)	—	—	—	—	—	—	—	—	—	—	—
SAD	Save ARP, DRP and status on stack		232	8	M(SP) \leftarrow Status	—	—	—	—	—	—	—	—	—	—	—
SBB DR, AR	Subtract byte	Reg. imm.	304	5	DR \leftarrow DR + AR + 1	X	X	X	X	—	—	X	X	—	X	0
SBB DR, = literal	Subtract byte	Lit. imm.	314	5	DR \leftarrow DR + M(PC + 1) + 1	X	X	X	X	—	—	X	X	—	X	0
SBDI DR, AR	Subtract byte	Reg. dir.	334	6	DR \leftarrow DR + M(AR) + 1	X	X	X	X	—	—	X	X	—	X	0
SBDI DR, = label	Subtract byte	Lit. dir.	324	6	DR \leftarrow DR + M(ADR) + 1	X	X	X	X	—	—	X	X	—	X	0
SBM DR, AR	Subtract multi-byte	Reg. imm.	305	4 + B	DR \leftarrow DR + AR + 1	X	X	X	X	—	—	X	X	—	X	0
SBM DR, = literal	Subtract multi-byte	Lit. imm.	315	4 + B	DR \leftarrow DR + M(PC + 1) + 1	X	X	X	X	—	—	X	X	—	X	0
SBMD DR, AR	Subtract multi-byte	Reg. dir.	335	5 + B	DR \leftarrow DR + M(AR) + 1	X	X	X	X	—	—	X	X	—	X	0
SBMD DR, = literal	Subtract multi-byte	Lit. dir.	325	5 + B	DR \leftarrow DR + M(ADR) + 1	X	X	X	X	—	—	X	X	—	X	0
STB DR, AR	Store byte	Reg. imm.	242	5	DR \leftarrow AR	X	X	X	X	—	—	0	0	—	0	0
STB DR, = literal	Store byte	Lit. imm.	252	5	DR \leftarrow M(PC + 1)	X	X	X	X	—	—	0	0	—	0	0
STBD DR, AR	Store byte	Reg. dir.	246	6	DR \leftarrow M(AR)	X	X	X	X	—	—	0	0	—	0	0
STBD DR, = label	Store byte	Lit. dir.	262	6	DR \leftarrow M(ADR)	X	X	X	X	—	—	0	0	—	0	0
STBD DR, XAR, label	Store byte	Index dir.	266	8	DR \leftarrow M(ADR + AR)	X	X	X	X	—	—	0	0	—	0	0
STBI DR, AR	Store byte	Reg. indir.	256	8	DR \leftarrow M(M(AR))	X	X	X	X	—	—	0	0	—	0	0

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Instruction Format	Description	Addressing Mode	Opcode	Clock Cycles	Operation	Status										Binary/BCD Option
						DCM = 0					DCM = 1					
						LSB	MSB	RDZ	Z	DCM	E	CY	OVF	E	CY	OVF
STB1 DR, = <i>label</i>	Store byte	Lit. indir.	272	8	DR \rightarrow M(M(ADR))	X	X	X	X	—	—	0	0	—	0	0
STB1 DR, XAR, <i>label</i>	Store byte	Index indir	276	10	DR \rightarrow M(M(ADR + AR))	X	X	X	X	—	—	0	0	—	0	0
STM DR, AR	Store multi-byte	Reg. imm.	243	4 + B	DR \rightarrow AR	X	X	X	X	—	—	0	0	—	0	0
STM DR, = <i>literal</i>	Store multi-byte	Lit. imm.	253	4 + B	DR \rightarrow M(PC + 1)	X	X	X	X	—	—	0	0	—	0	0
STM D, AR	Store multi-byte complement byte	Reg. dir.	247	5 + B	DR \rightarrow M(AR)	X	X	X	X	—	—	0	0	—	0	0
NCM DR	Nine's (or one's) complement multi-byte	Reg. imm.	217	4 + B	DR \leftarrow DR	X	X	X	X	—	—	X	X	—	X	0
ORB DR, AR	Or byte inclusive	Reg. imm.	224	5	DR \leftarrow DR \vee AR	X	X	X	X	—	—	0	0	—	0	0
ORM DR, AR	Or multi-byte inclusive	Reg. imm.	225	4 + B	DR \leftarrow DR \vee AR	X	X	X	X	—	—	0	0	—	0	0
PAD	Pop ARP, DRP and status from stack		237	8	Status \leftarrow M(SP)	X	X	X	X	X	—	X	X	—	X	X
POBD DR, +AR	Pop byte with post-increment	Stk. dir.	340	6	DR \leftarrow M(AR), AR \leftarrow AR + 1	X	X	X	X	—	—	0	0	—	0	0
POBD DR, -AR	Pop byte with pre-decrement	Stk. dir.	342	6	DR \leftarrow M(AR), AR \leftarrow AR - 1	X	X	X	X	—	—	0	0	—	0	0
POBI DR, +AR	Pop byte with post-increment	Stk. indir.	350	8	DR \leftarrow M(M(AR)), AR \leftarrow AR + 2	X	X	X	X	—	—	0	0	—	0	0
POBI DR, -AR	Pop byte with pre-decrement	Stk. indir.	352	8	DR \leftarrow M(M(AR)), AR \leftarrow AR - 2	X	X	X	X	—	—	0	0	—	0	0
POMD DR, +AR	Pop multi-byte with post-increment	Stk. indir.	341	5 + B	DR \leftarrow M(AR), AR \leftarrow AR + M	X	X	X	X	—	—	0	0	—	0	0
STMD DR, = <i>label</i>	Store multi-byte	Lit. dir.	263	5 + B	DR \rightarrow M(ADR)	X	X	X	X	—	—	0	0	—	0	0
STMD DR, XAR, <i>label</i>	Store multi-byte	Index dir.	267	7 + B	DR \rightarrow M(ADR + AR)	X	X	X	X	—	—	0	0	—	0	0
STM DR, AR	Store multi-byte	Reg. indir.	257	7 + B	DR \rightarrow M(M(AR))	X	X	X	X	—	—	0	0	—	0	0
STM1 DR, = <i>label</i>	Store multi-byte	Lit. indir.	273	7 + B	DR \rightarrow M(M(ADR))	X	X	X	X	—	—	0	0	—	0	0
STM1 DR, XAR, <i>label</i>	Store multi-byte	Index indir.	277	9 + B	DR \rightarrow M(M(ADR + AR))	X	X	X	X	—	—	0	0	—	0	0
TCB DR	Ten's (or two's) complement byte	Reg. imm.	214	5	DR \leftarrow DR + 1	X	X	X	X	—	—	0	0	—	0	0
TCM DR	Ten's (or two's) complement multi-byte	Reg. imm.	215	4 + B	DR \leftarrow DR + 1	X	X	X	X	—	—	0	0	—	0	0
TSB DR	Test byte	Reg. imm.	220	5	Test DR	X	X	X	X	—	—	X	X	—	X	0
TSM DR	Test multi-byte	Reg. imm.	221	4 + B	Test DR	X	X	X	X	—	—	X	X	—	X	0
XRB DR, AR	Or byte exclusive	Reg. imm.	226	5	DR \leftarrow DR + AR	X	X	X	X	—	—	0	0	—	0	0
XRM DR, AR	Or multi-byte exclusive	Reg. imm.	227	4 + B	DR \leftarrow DR + AR	X	X	X	X	—	—	0	0	—	0	0

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8.10 Assembler Instruction Coding

7	6	5	4	3	2	1	0
0	DRP/ ARP	#000001 =000001	Load with literal Load with RØ				
1	0	0	0	0	Logical/ Extended	Right/Left	M/B
1	0	0	0	1	0	Decrement/ Increment	M/B
1	0	0	0	1	1	Nine's Complement/ Ten's Complement	M/B
1	0	0	1	0	0	Clear/Test	M/B
1	0	0	1	0	1	XOR/OR	M/B
1	0	0	1	1	000 001 010 011 100 101 110 111	BIN BCD SAD DCE ICE CLE RTN PAD	
1	0	1	000 001 010 011 100 101 110 111	REG REG LIT REG LIT INX LIT INX	IMM DIR IMM IND DIR DIR IND IND	Store/Load	M/B
1	1	0	00 01 10 11	REG LIT LIT REG	IMM IMM DIR DIR	CMP ADD SUB AND	M/B
1	1	0	00 01	INX LIT	11	JSB	0
1	1	1	0	IND/ DIR	PUSH/ POP	-ADR/ +ADR	M/B
1	1	1	1		000 001 010 011 100 101 110 111	JNO/JMP JEV/JOD JPS/JNG JZR/JNZ JEZ/JEN JCY/JNC JLN/JLZ JRN/JRZ	

X/Y = 1/0

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8.11 Keycode Table

DEC	KEYCODE		DEC	KEYCODE	
	OCT	KEY		OCT	KEY
0	0	ctrl@	48	60	0
1	1	ctrl A	49	61	1
2	2	ctrl B	50	62	2
3	3	ctrl C	51	63	3
4	4	ctrl D	52	64	4
5	5	ctrl E	53	65	5
6	6	ctrl F	54	66	6
7	7	ctrl G	55	67	7
8	10	ctrl H	56	70	8
9	11	ctrl I	57	71	9
10	12	ctrl J	58	72	:
11	13	ctrl K	59	73	:
12	14	ctrl L	60	74	<
13	15	ctrl M	61	75	=
14	16	ctrl N	62	76	>
15	17	ctrl O	63	77	?
16	20	ctrl P	64	100	@
17	21	ctrl Q	65	101	A
18	22	ctrl R	66	102	B
19	23	ctrl S	67	103	C
20	24	ctrl T	68	104	D
21	25	ctrl U	69	105	E
22	26	ctrl V	70	106	F
23	27	ctrl W	71	107	G
24	30	ctrl X	72	110	H
25	31	ctrl Y	73	111	I
26	32	ctrl Z	74	112	J
27	33	ctrl [75	113	K
28	34	ctrl \	76	114	L
29	35	ctrl]	77	115	M
30	36	ctrl ^	78	116	N
31	37	ctrl _	79	117	O
32	40	SPACE	80	120	P
33	41	!	81	121	Q
34	42	"	82	122	R
35	41	#	83	123	S
36	44	\$	84	124	T
37	45	%	85	125	U
38	46	&	86	126	V
39	47	'	87	127	W
40	50	(88	130	X
41	51)	89	131	Y
42	52	*	90	132	Z
43	53	+	91	133	[
44	54	>	92	134	\
45	55	-	93	135]
46	56	.	94	136	^
47	57	/	95	137	_

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DEC	KEYCODE		DEC	KEYCODE	
	OCT	KEY		OCT	KEY
96	140	s KEY LABEL	135	207	K11
97	141	a	136	210	-CHAR
98	142	b	137	211	CLEAR (SCREEN)
99	143	c	138	212	Not used
100	144	d	139	213	RESET
101	145	e	140	214	INIT
102	146	f	141	215	RUN
103	147	g	142	216	PAUSE
104	150	h	143	217	CONT
105	151	i	144	220	STEP
106	152	j	145	221	ROLL ^
107	153	k	146	222	TEST
108	154	l	147	223	K14
109	155	m	148	224	LIST
110	156	n	149	225	PLIST
111	157	o	150	226	KEY LABEL
112	160	p	151	227	Not used
113	161	q	152	230	(1)
114	162	r	153	231	BACKSPACE
115	163	s	154	232	ENDLINE
116	164	t	155	233	FAST BACKSPACE
117	165	u	156	234	K7
118	166	v	157	235	-LINE
119	167	w	158	236	I/R
120	170	x	159	237	LEFT CURSOR
121	171	y	160	240	E
122	172	z	161	241	K5
123	173	s /	162	242	K6
124	174	!	163	243	UP CURSOR
125	175	s —	164	244	DOWN CURSOR
126	176	s *	165	245	K12
127	177	s +	166	246	RESULT
128	200	K1	167	247	Not used
129	201	K2	168	250	A/B
130	202	K3	169	251	ROLL v
131	203	K4	170	252	RIGHT CURSOR
132	204	K8	171	253	Not used
133	205	K9	172	254	K13
134	206	K10	173	255	TRACE/NORMAL

1 Some binary programs will use this code for HCURS.

Section 8: Reference Material

8.12 Programming Hints

If execution of certain advanced programming ROM statements is attempted in assembler mode, unpredictable results can occur. These statements are:

- X REF L
- X REF V
- REPLACE VAR

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