

HEWLETT-PACKARD

Assembly Language I/O Reference Manual

HP-83/85

$$Z = \begin{bmatrix} 10 & 00 \\ 01 & 00 \\ 00 & V_{11} V_{12} \\ 00 & V_{21} V_{22} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & V \end{bmatrix}$$
$$X = (A^T A)^{-1} A^T B$$
$$A = \begin{bmatrix} 0 & & & & \\ & 0.8560 & 0.8348 & 0.2327 \\ & 0.0080 & 0.7610 & 1.0505 \\ & 0.0 & 0.0369 & 0.2520 \\ & 0.0 & -0.4688 & -0.5963 \end{bmatrix}$$
$$K = \begin{bmatrix} -0.0709 & 0.1861 & -0.8383 & -0.4806 & 0.1632 \\ 0.0726 & -0.4109 & -0.5354 & 0.7253 & -0.1144 \\ -0.2002 & -0.6231 & 0.1027 & -0.1411 & 0.7357 \end{bmatrix}$$
$$R = \begin{bmatrix} 1.4446 & 1.6867 & 1.2530 \\ 0.0 & -1.3389 & -0.1486 \end{bmatrix}$$



Assembly Language
I/O Reference Manual

HP-83/85

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INTRODUCTION

1.1 Overview of Low-Level I/O

The purpose of this manual is to document HP-83/85 input/output operations. For example, you may need to speed up a specific data transfer, or do a custom I/O operation. These are problems that cannot be solved with a BASIC program and an I/O ROM. This manual should be used with the Assembler ROM manual (your reference for writing binary programs).

This documentation is arranged in the following sections:

Section I. Introduction--Read this section first. It is an overview of how I/O is used on the HP-83/85.

Section II. I/O Processor Commands and Protocol--Use as a reference for the commands that communicate with the I/O processor on each interface card, and the protocol for communications in this multi-processor system. You will find a flowchart outlining the protocol required to pass a command to the I/O processor. Refer back to this section after you analyze your I/O operation using section 3.

Section III. Performing I/O Operations--Each I/O operation is discussed along with the programming steps required for execution. You will find a detailed discussion of simple input/output operations, burst input/output, interrupt operations, and status and control operations. Documentation on the fastest rates possible to do I/O operations for each interface is included, as well as sample I/O utilities.

Section IV. A Sample Program--This example contains simple, burst, and interrupt transfer routines. It also includes a hardware vector hook interrupt service routine, and other general purpose utilities such as a variable set-up utility.

If you are trying to speed up an I/O operation, you should first make sure the computer is capable of attaining your speed requirements. To do this, compare your requirements with the rates documented in section 3.

Section 1: Introduction

A tradeoff of speed is required to gain the power of using BASIC with the I/O ROM. The more general your application, the more speed you will gain using binary code. For example, if you are doing a SIMPLE ENTER from a GPIO interface at select code 4 (ENTER 4 in BASIC), you can write a binary program that sends a SIMPLE INPUT command and handshakes each byte into a string variable until the GPIO device is out of data or the string is full. This program bypasses the extra image checking, data formatting, and other options that the I/O ROM allows, making execution at least three times faster.

Once you have determined the feasibility of your requirements, use the following guidelines:

1. Read section 1.
2. Refer to the appropriate flowchart and sample code in section 3.
3. Use section 2 as a reference for commands and protocol.
4. Design a program using the example in section 4.
5. Code and debug your program.

1.2 Interface Functional Description

The purpose of interface operations is to transfer data between computer memory and some other device or devices. The source or destination of the data may be a data storage area (buffer) in RAM or direct program interaction.

Interface devices use a variety of methods to communicate. Different interfaces are available with selectable options to allow customizing to a specific method of communication.

Between the interface and the computer, every attempt has been made to have only one method of communication. The only difference between interfaces (as seen by the HP-83/85 low level code) is their respective interface select code numbers which do not affect interface type. Even though different interfaces have different capabilities, they all speak the same language. For example, consider the statement:

```
OUTPUT 5 ; "1"
```

If there is a serial interface at select code 5, then the ASCII character "1" will be output serially. If there is a BCD interface at select code 5, then "1" will be output as a BCD digit. In both cases the computer program operations (data values and instructions executed) are identical.

To maintain uniformity there is a microcomputer in each interface. This microcomputer acts as an interpreter able to listen in one language and speak in another.

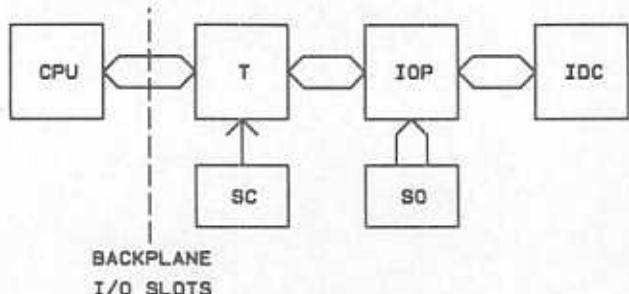


Figure 1-1. I/O Hardware Diagram

The CPU is the central processing unit which executes machine language instructions (either SYSTEM/BASIC or ROM/BINARY). It has unique designations of logic levels, timing, etc. Terminology used in the above diagram and throughout this manual includes:

Input/Output Processor (IOP): An 8049 microcomputer which executes preprogrammed microcode. This code allows the processor to converse through interface dependent circuitry (IDC) according to the selected options (SO).

Translator (T): A two-byte wide channel with HP-83/85 logic levels, timing, and control on one side and 8049 logic levels, timing, and control on the other side.

Select Code (SC): Indicates to the translator where to appear in memory address space.

1.3 Interpreting the Translator Bytes

As an I/O programmer, the only access you have to the I/O processor is through the translator. Each translator appears as two consecutive bytes in memory. The I/O processor also sees two bytes. These are full duplex bytes. Unlike memory bytes, what you read from these two bytes is not what you just wrote there. What you read is what the I/O processor wrote into them (with the exception of two control bits). What you write to these bytes is what the I/O processor receives next time it reads them (with the same exception).

Section 1: Introduction

Because of this read and write process, four names are associated with these two bytes. The first byte (lower, even address) is called the calculator control register (CCR) when you write to it and the processor status register (PSR) when you read from it. In general, "calculator" refers to the computer CPU, and "processor" refers to the I/O processor. The second byte (higher, odd address) is called the output buffer (OB) when written to, and input buffer (IB) when read from.

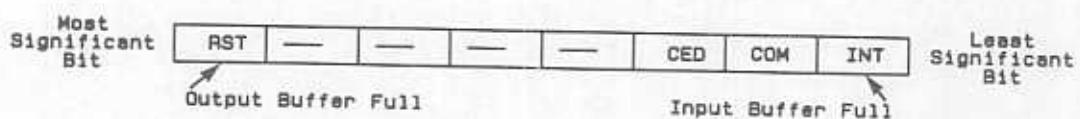


Figure 1-2. Calculator Control Register

RST (reset): When set, the I/O processor initiates the reset operation.

CED (calculator end data): When set, the CED bit indicates to the I/O processor that the computer has declared the current data byte to be the last of the current sequence.

COM (command): This bit tells the I/O processor to interpret the byte it finds in the output buffer. If the COM bit is set then the output buffer contains a protocol command. If the COM bit is clear, then the output buffer contains a byte of data.

INT (interrupt): Setting INT interrupts the I/O processor.

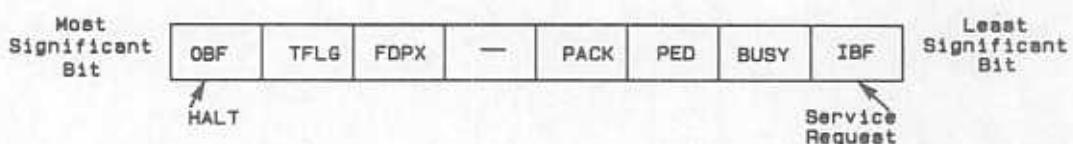


Figure 1-3. Processor Status Register

OBF (output buffer full): Writing a byte to the output buffer sets OBF. It is cleared when the I/O processor reads the output buffer.

TFLG (transfer flag): There are times when more than one byte can be transferred during a single interrupt (for example, with a multi-digit BCD field). When TFLG is set it indicates that the I/O processor has or wants additional bytes.

FDPX (full duplex): When set, FDPX indicates that this I/O processor can do interrupt transfers in both directions concurrently.

PACK (processor acknowledge): This bit is set to confirm that the CPU has interrupted the I/O processor.

PED (processor end data): When set, PED indicates to the computer that the current byte is to be the last of the current input sequence.

BUSY (not idle): When set, BUSY indicates that the I/O processor is occupied.

IBF (input buffer full): IBF is set when the I/O processor writes a byte to the input buffer and is cleared when the CPU reads the input buffer.

The input and output buffers are both eight-bit bytes. The meaning of the bits is entirely situation dependent. For the CCR/PSR, six of the bits are read by the I/O processor as what was written there. What you read is what the I/O processor wrote there. The highest and lowest order bits are control bits. They are read like this:

1. When the I/O processor reads the RST bit, it receives output buffer full.
2. When the I/O processor reads the INT bit, it receives input buffer full.
3. Where you read output buffer full, the I/O processor writes HALT.
4. Where you read input buffer full, the I/O processor writes SRQ (interrupt).

Section 1: Introduction

The translators are positioned in address space according to the three select code settings as indicated in table 1-1.

Table 1-1. Translator Addressing

Address	Name	Switches	Select Code
177520	CCR/PSR	0 0 0	3
177521	OB/IB		
177522	CCR/PSR	0 0 1	4
177523	OB/IB		
177524	CCR/PSR	0 1 0	5
177525	OB/IB		
177526	CCR/PSR	0 1 1	6
177527	OB/IB		
177530	CCR/PSR	1 0 0	7
177531	OB/IB		
177532	CCR/PSR	1 0 1	8
177533	OB/IB		
177534	CCR/PSR	1 1 0	9
177535	OB/IB		
177536	CCR/PSR	1 1 1	10
177537	OB/IB		

These bytes are accessed using instructions such as LD, ST, PU, and PO, with the exception of multi-byte instructions which do not work as expected. If you read from an address which is not claimed by a translator, you will read all 1's. If you write to such an address your data will be lost.

The mapping of select codes into memory space is used by the I/O ROM and the standard I/O interfaces. A similar set of addresses exists from 177500 to 177517. This additional set has some differences which are:

- The I/O ROM does not handle these locations. If an interrupting translator is in one of these locations, the I/O ROM service routine branches to the hook NEWIRQ.
- A factory mask option, rather than a select code switch, causes a translator to occupy this region.
- The locations 177500 and 177501 (which correspond to switch settings of 0 0 0 or select code 3 in this region) are unavailable for a select code because of the global uses of these addresses.

1.4 RAM Hooks Available to the I/O Programmer

1.4.1 IRQ20 (102470)

In the system reserved area of RAM memory, IRQ20 is a location that is called when an IOP interrupts the CPU. The system code does not use this hook except to initialize it with a RTN instruction at power-on.

Control passes to IRQ20 when the CPU is interrupted by an IOP. This is how the transition looks at the hardware level:

1. The CPU, rather than executing the next instruction in its normal sequence, pushes the address of that next instruction onto the R6 (return) stack. It then notifies the interrupting device (translator) that it's ready.
2. The translator returns the number 20 (octal) as an interrupt vector for the CPU. Other types of interrupting devices return other vectors.
3. The CPU reads location 20 (in system ROM), gets the address of IRQ20 (which is stored there), and commences execution at IRQ20. Thus, when considering the code for IRQ20 and the interrupt service routine which it calls, the following conditions can be assumed from the fact that the code at IRQ20 is executing: there is a return address on the R6 stack; and the interrupting device is an IOP.

Section 1: Introduction

In order for the interfaces to function, ROM or binary code must take the hook at IRQ20. The IOPs need interrupt service to complete their power-on reset routines (they must interrupt to report the self-test results). If any one of the three ROMs which use interfaces (I/O, Plotter/Printer, and Mass Storage) is present in the system, this power-on reset protocol will be handled by the ROMs before your binary program is loaded. If none of these three is present, then you must take the IRQ20 hook and complete the reset yourself before you can use the interfaces.

You may do simple I/O without taking IRQ20 if another ROM is handling power-on reset. Also, if the other ROM is the I/O or Mass Storage ROM, then the service routine hooked in IRQ20 by one or the other (I/O if both ROMs are present), will be able to handle your burst termination interrupt and terminate the infinite loop. For all other situations you will want to manage your own interrupt service procedures so you will take the hook at IRQ20.

If you have one of the above ROMs doing the power-on reset, you will miss the opportunity to identify the select codes of all translators present. In this case, load a copy of the byte at 100667 (octal). This is a system location used by these ROMs as a "select code present" indicator. If the bit is set, the select code is there.

Table 1-2. Select Code Byte Interpretation

MSB	Bit Number	7	6	5	4	3	2	1	0	LSB
	Select Code	10	9	8	7	6	5	4	3	

If you need to write an interrupt service routine (ISR), the rest of this section provides an explanation of the code required. Following is the code at the hook.

102470 IRQ20 RTN (before the hook is first taken)

Once it's been taken:

```
102470 IRQ20 SAD
102471 STBD R#,GINTDS
102474 JSB =ROMJSB
102477 IRQ20+ DEF ISR
102501 BYT ROM#
102502 STBD R#,GINTEN
102505 IRQPAD PAD
102506 IRQRTN RTN
```

Section 1: Introduction

Taking the hook at IRQ20 is accomplished by storing the above instructions at IRQ20 (IRQ20+ is a convenience label to allow two multi-byte store operations).

The individual instructions are discussed next. Basically these instructions are the first and the last of your interrupt service routine (ISR). Recall that a proper ISR leaves no trace of its execution as far as the interrupted code is concerned. On the HP-83/85 this means that the ISR must preserve the CPU state, current ROM selection, the CPU registers, and the stacks (R6 and R12).

SAD	Saves the CPU state.
STBD R#,GINTDS	Assures that the ISR cannot be interrupted.
JSB =ROMJSB	Calling through ROMJSB preserves the current ROM selection.
DEF ISR	Address of service routine.
BYT ROM#	ROM number of service routine (or 0 for binary program ISR).
STBD R#,GINTEN	Re-enables global interrupts.
PAD	Restores the CPU state.
RTN	Pops the return address off the R6 stack and resumes execution where it was interrupted (except at burst I/O termination where the return address is intentionally altered by the ISR).

The code at the hook handles preservation of the CPU state and ROM selection. Preservation of the CPU registers and stack conditions is handled by the ISR code. For the CPU registers this amounts to pushing the contents of registers that might be used onto the R6 stack. For stack conditions this amounts to popping them back off before your ISR returns. There is, however, a possibility for stack overflow which must be addressed by the ISR. To understand the problem, we need a picture of the R6 stack from the moment of interrupt to the time when your ISR checks for this condition.

Start with the address pushed by the CPU when it is interrupted. Next, there is a SAD instruction at IRQ20 which pushes the CPU status in three bytes. The jump instruction to ROMJSB saves the return address on the stack. ROMJSB increments this address by three (to step past the DEF ISR and BYT ROM# locations that it uses as the desired JSB target) and then pushes CPU registers R0 and R1, the currently selected ROM number, and its own return address as it jumps (JSB) to the ISR. The first thing the ISR does is to push any CPU registers that it might use.

Section 1: Introduction

Second, the ISR checks for stack overflow. The R6 stack at the time of the check looks like this:

R6-----
2 bytes Interrupted return address.
3 bytes SAD.
2 bytes IRQ20 return address.
2 bytes R0 and R1. \ ROMJSB puts these
1 byte ROM number. / 3 bytes on.
2 bytes ROMJSB return address.
n bytes Pushed by ISR.

Now go back and look at the last three instructions at the IRQ20 hook:

STBD R#,GINTEN
PAD
RTN

These instructions are executed after the ISR has finished and returned to ROMJSB. At the time of execution the R6 stack appears like this:

R6-----
2 bytes Interrupted return address.
3 bytes SAD.

and after the execution of the PAD instruction:

R6-----
2 bytes Interrupted return address.

and after execution of the RTN instruction:

R6-----
- Empty, the state before the interrupt.

The problem arises because interrupts are enabled by the STBD R#, GINTEN, but the stack is not empty until after the execution of RTN. If a fast interface is interrupting, the next interrupt will occur while ISR is still busy. As soon as STBD R#,GINTEN is executed, the interrupt will be recognized and PAD will not be executed.

The address will be pushed as the interrupted return address and the stack will look like this at the stack overflow check:

2 bytes	Real interrupted return address.
3 bytes	Real SAD data.
2 bytes	Extra interrupted return address.
trouble----	
3 bytes	Extra SAD data.
2 bytes	
2 bytes	
1 byte	(not changed)
2 bytes	
n bytes	

R6-----

If the interrupt should occur after the PAD instruction but before the RTN, the stack appears like this:

2 bytes	Real interrupted return address.
trouble----	
2 bytes	Extra interrupted return address.
3 bytes	
2 bytes	
2 bytes	
1 byte	
2 bytes	
n bytes	

R6-----

If there are many fast interrupts, the extra bytes will build up until the stack exceeds the allocated size. The ISR knows how many bytes it pushed for CPU register preservation. It takes a copy of R6 and subtracts this number plus 12 (decimal), from the 12 bytes known to be there from the saving done by the CPU, IRQ20, and ROMJSB. This gives it a pointer to the "interrupted return address" on the R6 stack. To distinguish "real" from "interrupted return address" on the R6 stack. To distinguish "real" from "extra," the ISR compares this address to the two known addresses (102505 and 102506) of the PAD and RTN instructions. The names IRQPAD and IRQRTN will be used to refer to the addresses of these two instructions. If the address found is IRQRTN, the ISR knows that the previous ISR was one instruction short of completion when the current interrupt occurred and that the real address is just in front of the current one.

To fix the problem, the ISR moves the top contents of the R6 stack (the three bytes used by SAD through "n" bytes used by the ISR) down two bytes (eliminating the extra return address to IRQRTN) and decrements R6 by two. Nothing is lost because the return to IRQRTN would simply have executed the RTN instruction there which would have returned to the real address.

If the address found is IRQPAD, the ISR knows that the previous ISR did not execute the PAD instruction, so there are five extra bytes. It moves the stack top contents (starting at the return address for IRQ20 through the bytes occupied by ISR) down five bytes and decrements R6 by five. Again, nothing is lost because the extra SAD data was about to be replaced by the real SAD data when the PAD instruction was interrupted.

You can see that every time the ISR is called for an interrupt, it must clean up the stack if the previous ISR did not.

1.4.2 IOSP (102407)

IOSP is also a location in the RAM system reserved area. The executive loop jumps to IOSP when it gets to the end of a BASIC program line and finds that the service request bit is set (bit 4 in XCOM (R17)) and the I/O interrupt bit is set (bit 1 in the RAM location SVCWRD (100151)). This hook is the means of implementing end-of-line branches. When an end-of-line branch condition is noticed while executing a BASIC line, the type of the condition is stored in RAM. The bits are set in XCOM and SVCWRD and the code goes on executing the current BASIC program line. At the end of the line, the executive loop branches through IOSP to the end-of-line service routine (EOLSV) whose address was set up in the IOSP hook. EOLSV notes the condition and executes the appropriate GOTO or GOSUB.

Note: Use the rest of this section to create an ISR that performs an end-of-line branch.

To take the hook at IOSP, store these instructions at IOSP (102407).

```
102407  IOSP  JSB =ROMJSB
102412      DEF EOLSV
102414      BYT ROM#      (0 for binary programs)
102415      RTN
```

End-of-line branching requires a GOTO or GOSUB as part of the statement that sets it up. The parsing must be done correctly, so let's discuss a sample statement, "ON SELFTEST <select code> GOTO/GOSUB line#." This statement is to set up an end-of-line branch which will be triggered by the select code's IOP interrupting for a self-test report (after being reset). The parse code will be executed when the keyword ON SELFTEST is scanned.

At first things are fairly normal; the instruction PUBD R43,+R6 is used to save the keyword token. The instruction JSB =NUMVA+ is used to parse the select code and then to pop the keyword token back and push it onto the R12 stack with a 370,ROM# or a 371,0.

At this point you must handle the GOTO or GOSUB. NUMVA+ called SCAN before it returned (if you don't have any arguments you must do an explicit call to SCAN in place of NUMVA+) and SCAN left the primary attribute byte of the next token in R47. If R47 contains octal 210, then the next token is a GOTO or GOSUB. If R47 is not 210, you have a syntax error.

Having confirmed the 210 in R47, the parse code executes:

```
JSB =ROMJSB
DEF GOTOSU
BYT 0
GTO ROMRTN
```

GOTOSU is the system routine to parse GOTO/GOSUB and is at DAD 17435. If the syntax is correct, this routine pushes three bytes onto the R12 stack (and thus appends them to the program line being parsed) after the bytes put there by the ON SELFTEST parse code.

The run time code for this keyword token has two tasks. The first is to recover the select code value from R12 and an indicator in RAM. The ISR will then know that a self-test interrupt from this select code is the cause for setting the service request bits (in XCOM and XVCWRD) for an end-of-line branch.

The second task is to set up (but not execute) the GOTO or GOSUB. Taking a look at the compiled BASIC line we see:

Token for Fetch select code	Token for Execute ON SELFTEST	Token for GOTO/GOSUB line#
-----------------------------	-------------------------------	----------------------------

When the ON SELFTEST run time code is executed, the BASIC program counter (R10) is pointing to the GOTO/GOSUB token which is a random GOTO/GOSUB token parsed by the system routine GOTOSU. The run time code must store the contents of R10 somewhere in RAM for future use by the end-of-line service routine. The run time code should also increment R10 by three to skip execution of the GOTO/GOSUB when the ON SELFTEST statement is executed.

After execution of the ON SELFTEST statement, the chosen select code interrupts with a self-test report. The ISR, noting that ON SELFTEST is active for that select code, sets an indicator to state that this particular end-of-line branch condition has been met. It then sets the XCOM and SVCWRD bits. Note that the complementary OFF SELFTEST statement needs only to reset the "active" indicator set by the ON SELFTEST statement.

The first thing the end-of-line service routine does is to determine why execution passed to it. Due to the structure of the system's executive loop, the EOLSV routine must interact with the system code in a complex way. You should copy these portions of code from the sample program. The execution of the EOLSV is explained next.

If more than one "on condition" statement is active, the desired statement is selected. When the token from this statement was executed, the GOTO or GOSUB token following it was bypassed, but the R10 BASIC program counter pointing to it was saved. The EOLSV routine now recovers that copy of R10. It stores the current R10 in a system RAM location (100040) called ONFLAG as a return address in case the branch is a GOSUB. It sets CSTAT (R16) to 7 to indicate that a GOTO or GOSUB is taking place as part of the execution of a line. Then it places the recovered pointer into R10 and returns to the executive loop which performs the actual branch. The EOLSV routine keeps the request bits in XCOM and SVCWRD set so that IOSP will be called again. When EOLSV is called again, it then decides whether or not it has finished with end-of-line branching and if it has, the request bits will be cleared.

1.4.3 NEWIRQ

This is a hook provided by the I/O ROM in its stolen RAM at IOBASE plus 630 octal. When the ISR from the I/O ROM gets to the point of reading the address of the interrupting translator's CCR/PSR and the address turns out to be in the lower block of select codes not recognized by the I/O ROM, the ISR (from the I/O ROM) jumps to NEWIRQ. It has already saved everything (including the CPU registers listed below), performed the stack overflow check, and set up three register pairs: R0 and R24 point to the CCR/PSR and R26 points to the OB/IB of the interrupting translator. When the NEWIRQ routine returns through the hook, the ISR restores everything and returns through IRQ20. The hook should be taken with the following code:

```
JSB =ROMJSB
DEF NEWISR
BYT ROM #
RTN
```

The CPU registers saved by the ISR are: R2-3; R14-15; R20-27; R30-37; R40-47; and R60-67.

I/O PROCESSOR COMMANDS AND PROTOCOL

2.1 Communications Protocol Between the CPU and the IOP

The way the CPU and the IOP communicate is referred to as IOP protocol. This protocol defines commands and a handshaking system for interfacing at the machine level. The location of the input and output buffers allows transfer of individual bytes between the CPU and the I/O processor. Bytes from the I/O processor to the CPU are always interpreted as data bytes (some of this data is I/O processor status information but there is no indicator bit to flag this; it is a matter of context). Bytes from the CPU to the I/O processor may be either data bytes or command bytes. The I/O processor reads the calculator control register before it reads the output buffer and uses the COM bit to decide if the byte in the output buffer is a data byte or a command byte. If it is a command byte (COM = 1), the I/O processor interprets it according to the protocol command language.

Each command byte is an opcode and a field. The opcodes and their field identifiers are shown in table 2-1.

Table 2-1. Command Bytes

	Opcode (4 Bits)	Field (4 Bits)
Most Significant Bit	0 0 0 0	Read Status
	0 0 0 1	Input
	0 0 1 0	Burst I/O
	0 0 1 1	Interrupt control
	0 1 0 0	Interface control
	0 1 0 1	(unused)
	0 1 1 0	(unused)
	0 1 1 1	Read auxiliary
	1 0 0 -	Write Control
	1 0 1 0	Output
	1 0 1 1	Send
	1 1 0 0	(unused)
	1 1 0 1	(unused)
	1 1 1 0	Write auxiliary
	1 1 1 1	Extension

Of the 16 possible four-bit opcodes, one disappears because opcodes 1 0 0 0 and 1 0 0 1 are really one opcode with a five-bit field. The four unused numbers and "extension" leave 10 opcodes of interest which will be discussed individually. It is conceptually helpful to note that opcodes with the most significant bit set are "wait for data" commands. The first thing the I/O processor has to do after receiving the command is wait for a related data byte from the CPU. The low-numbered opcodes are "immediate execute" commands as they start off by doing something other than wait for the CPU to release a byte.

2.2 Command Protocol Flowcharts

The following flowcharts demonstrate the handshaking system used in IOP protocol.

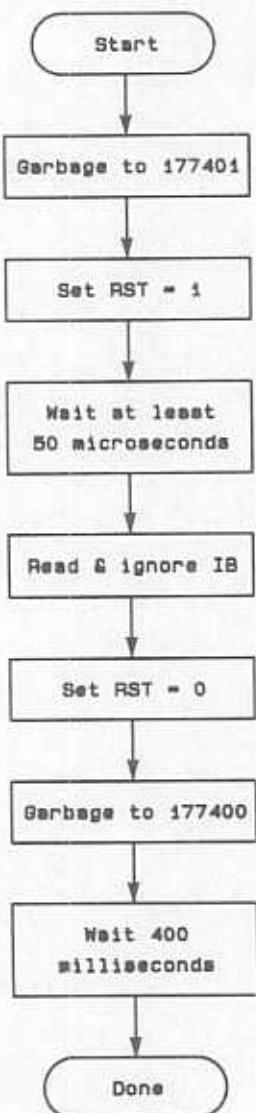


Figure 2-1. Reset One IOP

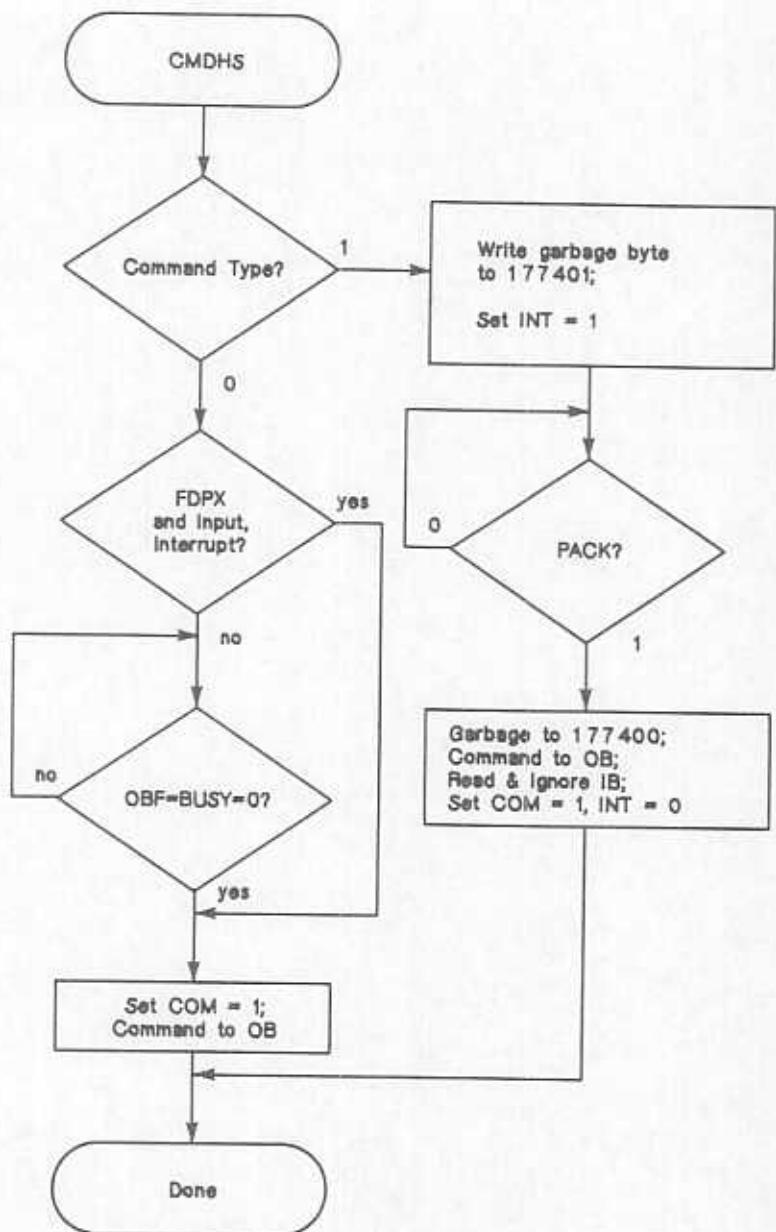


Figure 2-2. Command Handshake

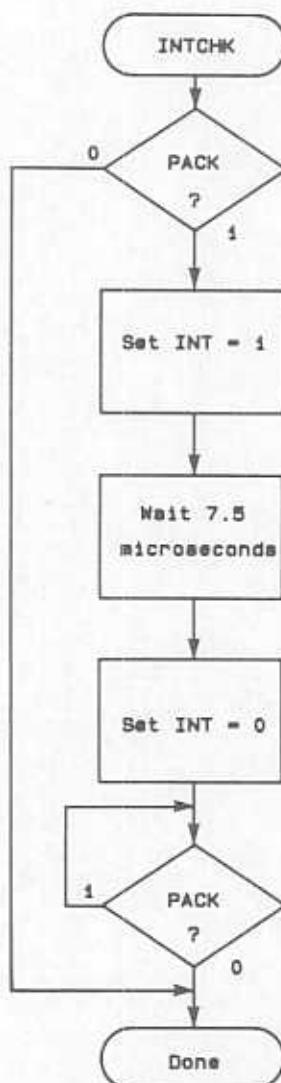


Figure 2-3. Revive An Interrupted IOP

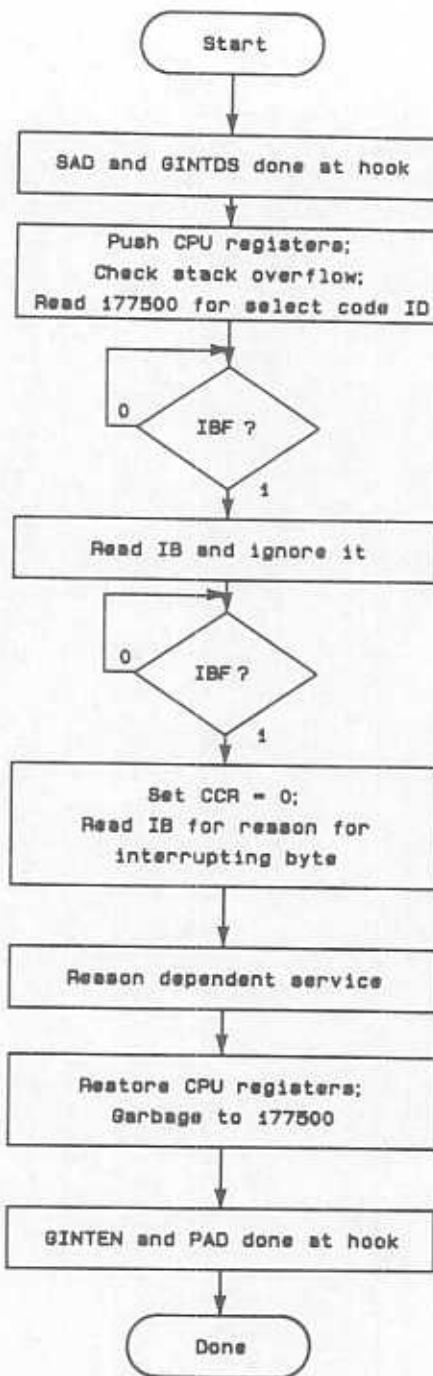


Figure 2-4. Interrupt Service Routine

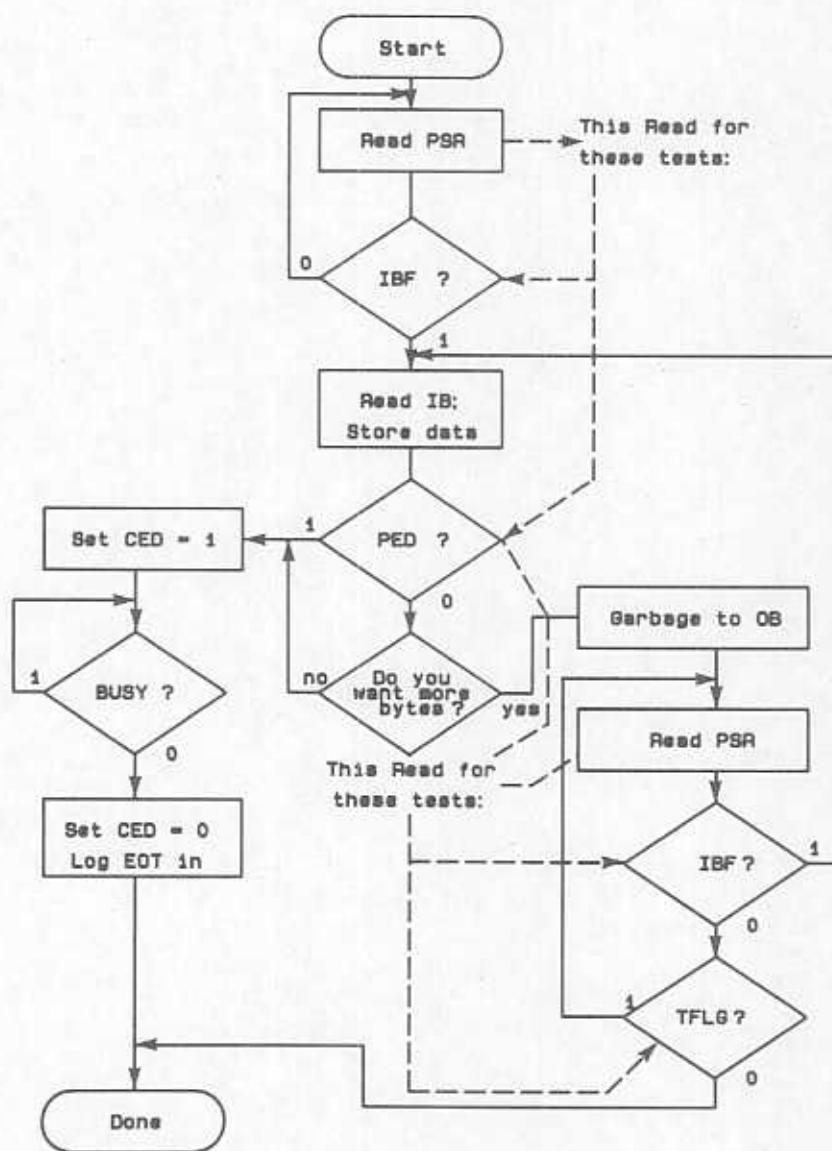


Figure 2-5. Interrupt Output

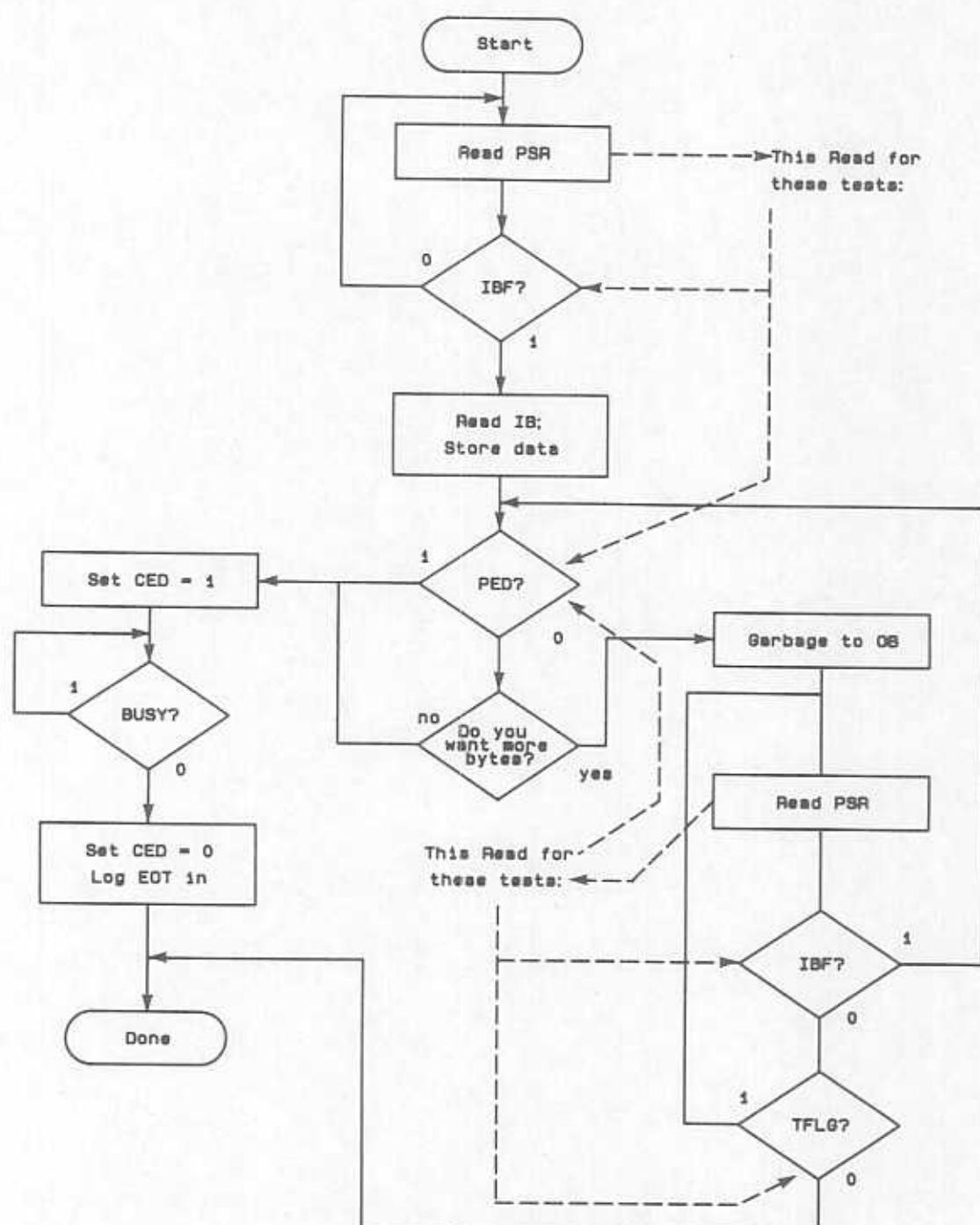


Figure 2-6. Interrupt Input

2.3 I/O Processor Commands

2.3.1 Read Status 0 0 0 0

The four-bit field is the number of the status register to be read first. Successive reads get consecutive registers. This command implements the STATUS statement.

2.3.2 Input 0 0 0 1

The field is:

MSB	Count Term.	Char. Term.	INTR SIMPLE	IOP Term.	LSB
3	2	1		0	

This opcode is used for both simple input and interrupt input. If bit 1 is "0," it's a simple input. If bit 1 is "1," it's an interrupt input. Bit 0 set also indicates that the I/O processor should terminate the input if the interface dependent condition is met (EOI). To terminate an input operation the I/O processor sets the PED bit in the processor status register. If the operation is an interrupt input, bits 3 and 2 may be set to enable two other termination criteria. For bit 3 set the I/O processor will terminate the transfer if the number of bytes transferred is equal to the number stored in control registers 25 and 26 (refer to opcode 1 0 0). For bit 2 set the IOP will terminate the transfer upon receipt of a byte equal to the one stored in control register 27 (refer to opcode 1 0 0). The CPU may terminate the input operation by setting CED = 1.

In fact, the CPU must set CED = 1 if PED = 1. Between the time that the command is received and some termination takes place the I/O processor fetches bytes from the I/O device and sends them to the CPU. For simple input, it does so by putting them into the input buffer because the CPU is waiting to take them out. For an interrupt input, the I/O processor interrupts the CPU with the reason for interrupting being the availability of one or more bytes for transfer in.

2.3.3 Burst I/O 0 0 1 0

The field is:

MSB	0	IOP TERM	EOL OUT	INPUT OUTPUT	LSB
	3	2	1	0	

This opcode is for burst I/O, both input and output. Bit 0 indicates input ("1") or output ("0"). If it is an output, setting bit 1 will cause the I/O processor's programmed EOL sequence to be sent out at the end of the transfer (otherwise the interface EOI condition will be asserted with the last byte). If the operation is an input, clearing bit 2 allows the I/O processor to terminate the burst if its EOI termination condition is met. The CPU must always give the IOP a byte count (control registers 25 and 26) before a burst operation. After giving the burst command, the CPU enters a very tight infinite loop to transfer data as fast as it can. This burst is always terminated by the I/O processor which interrupts the CPU with the reason for interrupting being burst termination. By tampering with the interrupt service routine's return stack the CPU breaks out of the infinite loop.

2.3.4 Interrupt Control 0 0 1 1

The field is 0. This opcode is a special "no op" command. When protocol commands are passed by interrupting the IOP it sets PACK = 1 and enters an "interrupted" state for the duration of the command execution. The I/O processor will remain in this state (with normal operations suspended) until the CPU declares the command's operation to be complete by strobing the I/O processor's INT bit. For burst operation, the global interrupt disable feature can't be used because the active I/O processor must be able to interrupt the CPU to terminate the burst. Before a burst operation, all resident I/O processors are sent this "no op" and are put into the "interrupted" state by the command handshaking. The interrupt bit of the I/O processor to be used for burst is strobed and that I/O processor "revives" to perform the burst. After the burst, all I/O processors with PACK = 1 are strobed, reviving them (by allowing completion of the "no op" command) to continue with their normal operations.

2.3.5 Interface Control 0 1 0 0

The field, from 0 to 9, selects one of the 10 interface control operations. These are immediate execution with no data involved (except a parallel poll response byte which is placed in the input buffer after that operation).

Table 2-2. Interface Control Fields

Field	Command
0	ABORT I/O.
1	Set REN = 1.
2	Set REN = 0.
3	Set ATN = 0.
4	Perform Parallel Poll.
5	Send "MY TALK ADDRESS."
6	Send "MY LISTEN ADDRESS."
7	Send EOL character sequence.
8	BREAK I/O.
9	RESUME I/O.

2.3.6 Read Auxiliary 0 1 1 1

This is a diagnostic not used by the I/O ROM.

2.3.7 Write Control 1 0 0

The field is a five-bit register number. This opcode causes the IOP to wait for data bytes which are to be written into consecutive control registers beginning with the one indicated in the field. The CPU sets the CED bit equal to 1 with the last byte sent. This opcode implements the CONTROL statement. However, there are five control registers (R25 through R29) that the I/O ROM hides from BASIC programmers. These registers are:

R25 - (least significant byte) character count

R26 - (most significant byte) character count

These two bytes contain a 16-bit binary integer which the I/O processor uses to terminate a data transfer by character count.

R27 - Input termination character

This byte is used by the I/O processor as a termination match character when bit 2 is set on an input interrupt command.

R28 - ASSERT byte

The ASSERT operation is performed by writing the byte to be asserted into this control register.

R29 - Service Request Byte

This is the byte that is to be sent to the HP-IB bus if this processor is serially polled.

2.3.8 Output 1 0 1 0

The field is:

MSB	0	0	INTR SIMPLE	0	LSB
	3	2	1	0	

This opcode commands a simple (bit 1 = 0) or interrupt (bit 1 = 1) output operation. The I/O processor either waits for data bytes to output (simple) or interrupts the CPU with the reason for interrupting being readiness to transmit one or more bytes. In both cases the operation is terminated by the CPU setting CED = 1 in the calculator control register just before the last byte is put into the output buffer.

2.3.9 Send Commands 1 0 1 1

The field is 0. The send commands tell the processor the next bytes should be in command mode as opposed to data mode. This is an HP-IB opcode and causes that interface to handshake the data bytes over the HP-IB bus with ATN = 1 (true).

2.3.10 Write Auxiliary 1 1 1 0

Like read auxiliary, this opcode is a diagnostic not used by the I/O ROM.

2.4 What Happens When the I/O Processor Interrupts the CPU?

When an I/O processor interrupts the CPU, the first thing the CPU service routine does after identifying the processor is to read the input buffer to let the processor know that the service request is now being handled. The processor then places a byte into the input buffer to tell the CPU why it was interrupted. The recognized values of this byte are:

Table 2-3. IOP Interrupt Byte

Byte	Interrupt Reason
0 0 0 0 0 0 0 0	Interrupt output.
0 0 0 0 0 0 0 1	Burst termination.
0 0 0 0 0 0 1 0	ON INTR condition met.
0 0 0 0 0 0 1 1	Self-test passed.
0 0 0 0 0 1 0 0	Interrupt input.
0 0 0 0 0 1 1 0	Finished EOL sequence.
1 1 1 1 1 0 1 1	Self-test failed.
1 1 1 1 1 1 1 1	Invalid I/O operation.
0 X X X X X 1 1	Interface type dependent error.

Interrupt Output: The IOP is prepared to process one or more output data bytes (during an output transfer by interrupt) and is interrupting to get some data from the CPU.

Burst Termination: The IOP has determined that the current burst operation is finished and the CPU should abandon its infinite loop.

ON INTR Condition Met: Some interrupt condition masked in control register 1 (interrupt mask) has occurred.

Self-Test Passed: The IOP has completed its reset procedure and passed the self-test.

Interrupt Input: Like interrupt output with the IOP indicating it has bytes for the CPU.

Finished EOL Sequence: The IOP has completed sending the EOL character sequence after an interrupt output.

Self-Test Failed: The IOP has completed its reset procedure and has failed the self-test.

Invalid I/O Operation: The IOP cannot execute the protocol commands it has received (for example, a serial interface was sent a parallel poll command).

Interface-Type Dependent Error: The IOP is reporting an interface dependent error. These errors are documented in the I/O ROM manual. Adding 112 (decimal) to bits 6 through 2 in the interrupt byte will give you the error number.

Following is an interpretation of the "reason byte."

Reason byte: X X X X X X 1 1 - "Reports"

These are error reports or the "self-test passed" report. The I/O ROM displays a message for the errors. You need not do anything as far as the IOP is concerned.

Reason byte: 0 0 0 0 0 1 1 0 - "Finished EOL sequence"

0 0 0 0 0 1 0 - "ON INTR trigger"

These two are also reports in the sense that the IOP is telling the CPU it is finished sending the preprogrammed end-of-line character sequence in the first case and one of the register 1 interrupt mask conditions has been met in the second case. The I/O ROM records an EOL branch indicator for the appropriate ON EOT or ON INTR. You need not do anything.

The above reasons for interrupting don't really obligate you, as the I/O programmer, to do anything besides acknowledge the interrupt in your service routine. Burst termination, interrupt input, and interrupt output do require you to take appropriate action.

Reason byte: 0 0 0 0 0 0 1 - "Burst termination"

You must break the CPU out of its infinite loop. Refer to Burst I/O.

Reason byte: 0 0 0 0 0 0 0 - "Interrupt output"

0 0 0 0 1 0 0 - "Interrupt input"

See figures 2-5 and 2-6 at the beginning of this section for details of these reason bytes.

PERFORMING I/O OPERATIONS

3.1 Introduction

This section defines and illustrates the operation high-level I/O. It is divided into three parts: flowcharts which illustrate the operation of high-level and utility routines, utilities and sample code, and the description of the steps involved in performing an I/O operation.

3.2 I/O Operation Flowcharts

The flowcharts shown assume that the reset and interrupt facilities are set up.

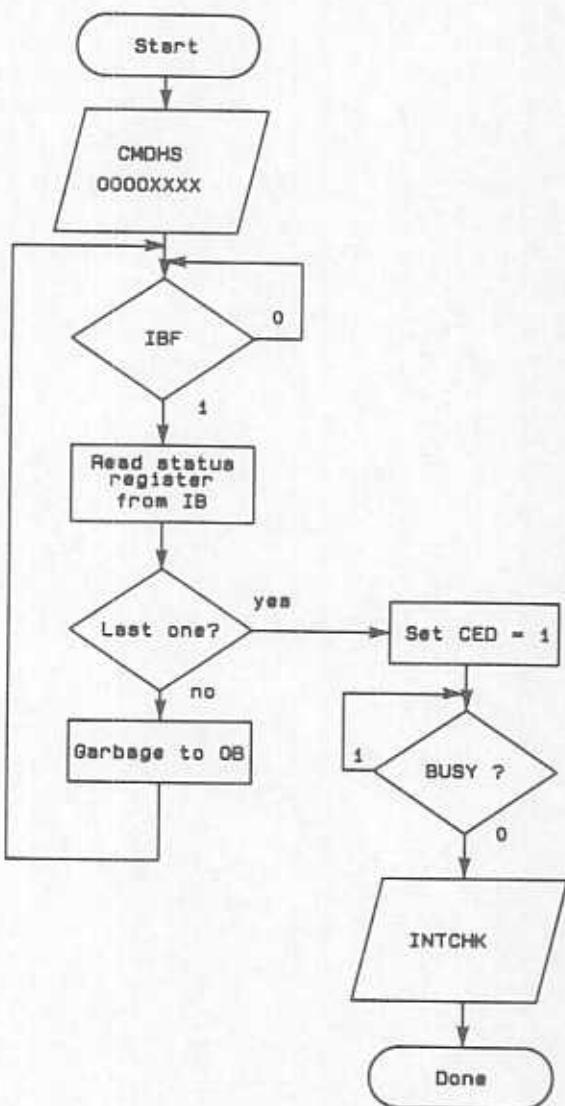


Figure 3-1. Read Status

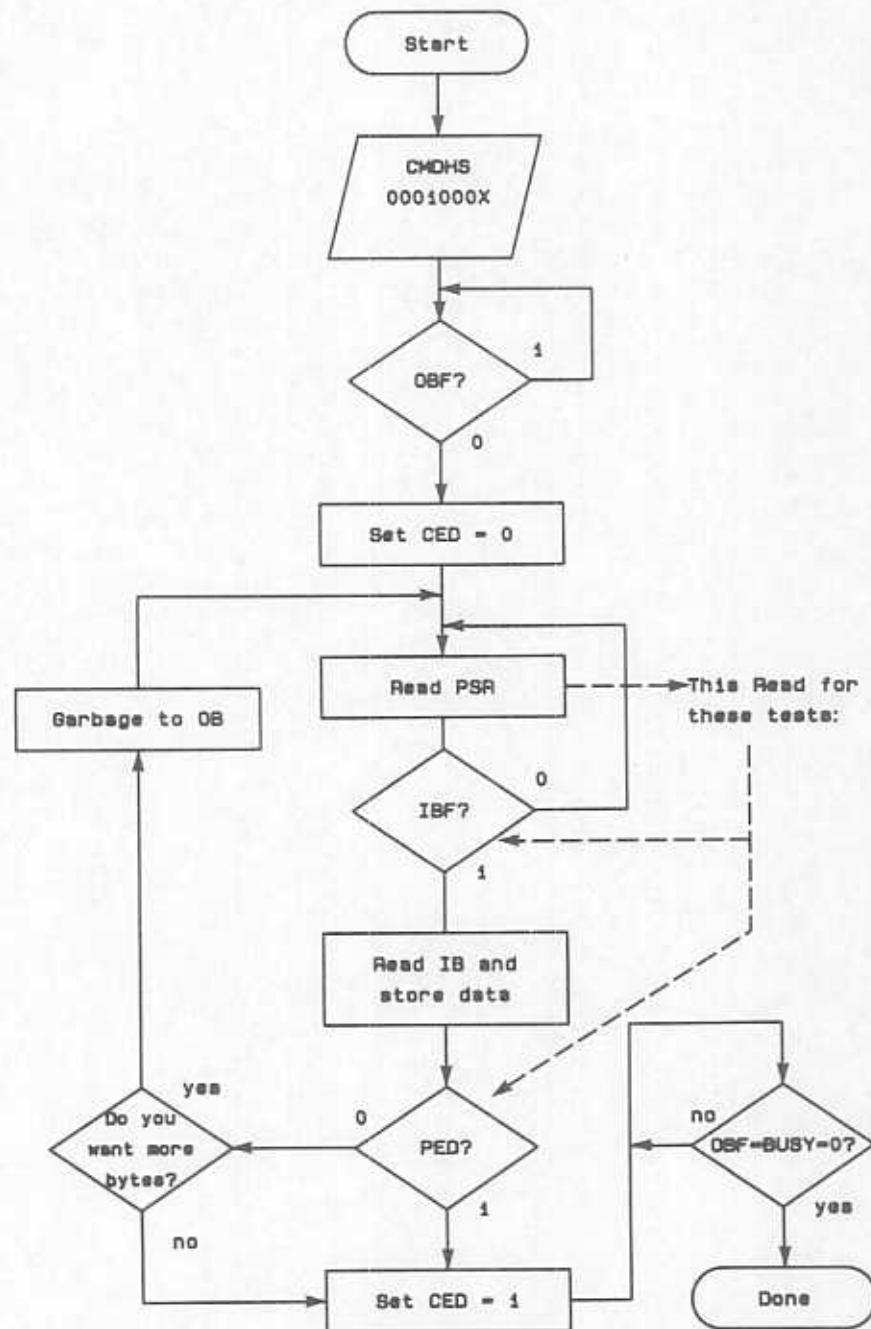


Figure 3-2. Simple Input

Section 3: Performing I/O Operations

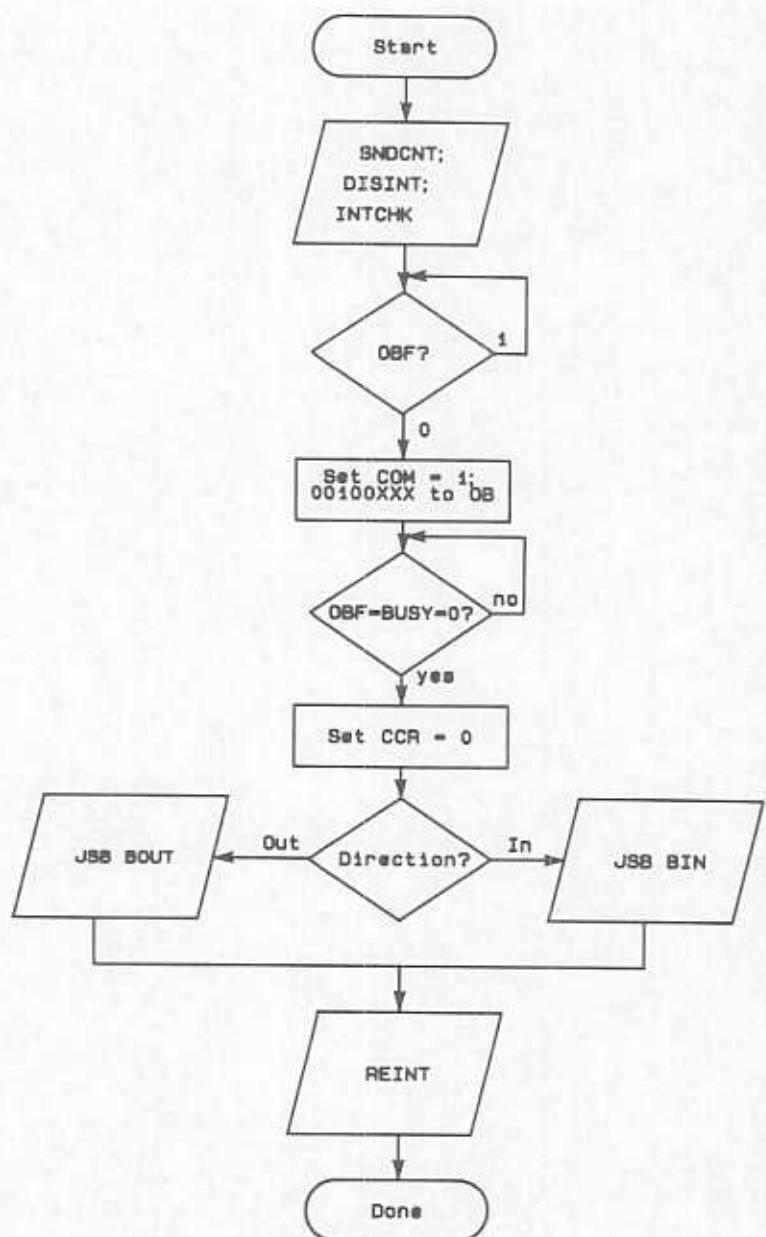


Figure 3-3. Burst I/O

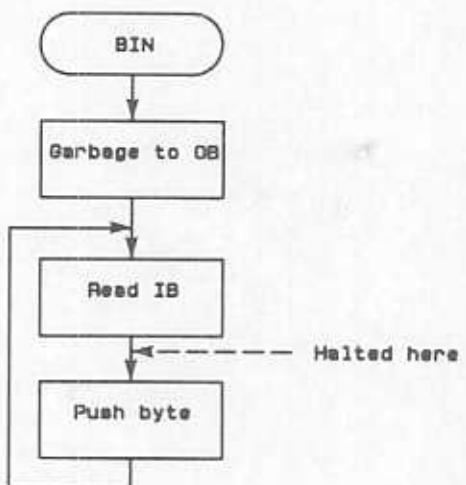
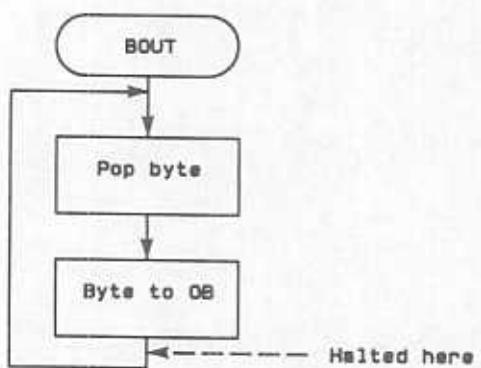


Figure 3-4. Burst Loops

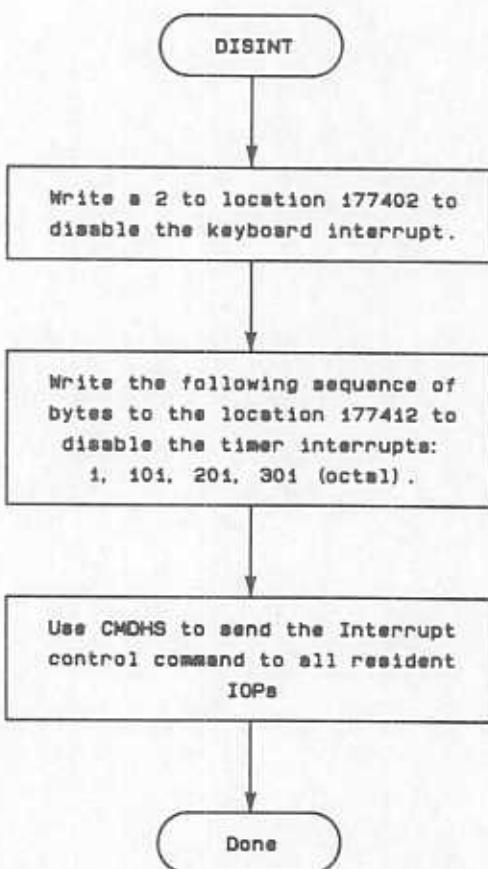


Figure 3-5. Disable All Interrupts

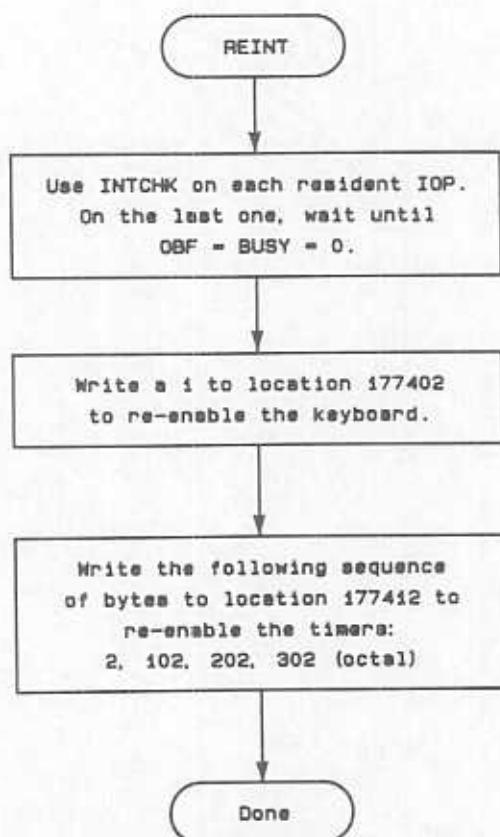


Figure 3-6. Re-enable All Interrupts

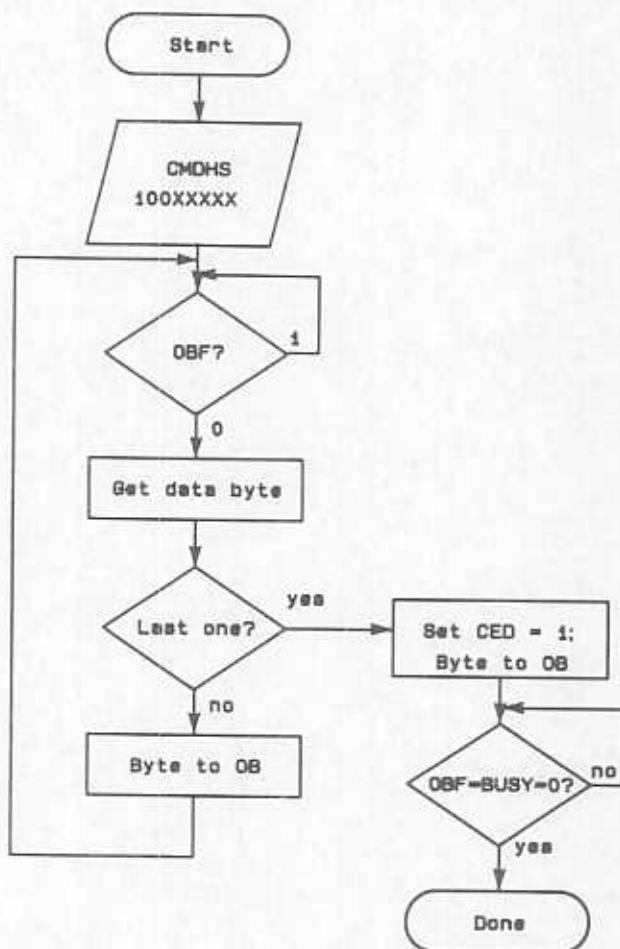


Figure 3-7. Write Control

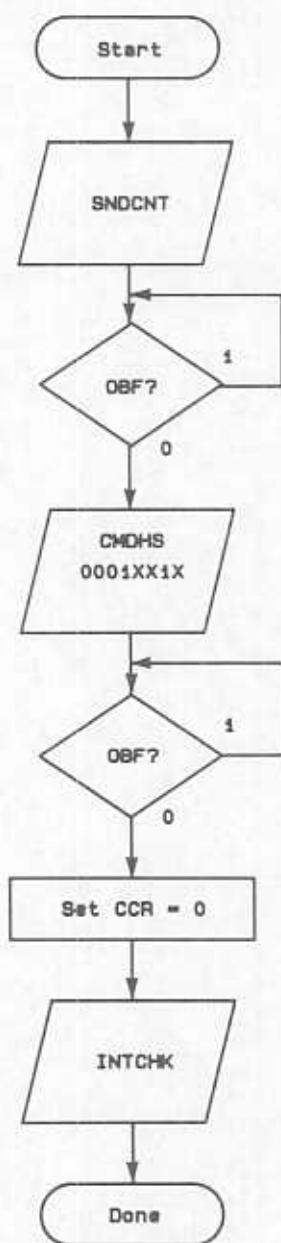


Figure 3-8. Initiate Interrupt Input

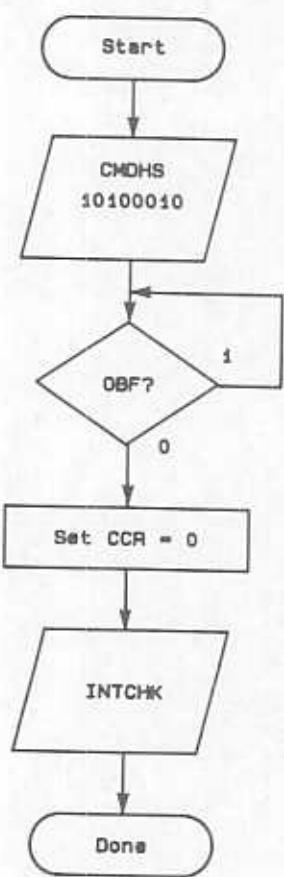


Figure 3-9. Initiate Interrupt Output

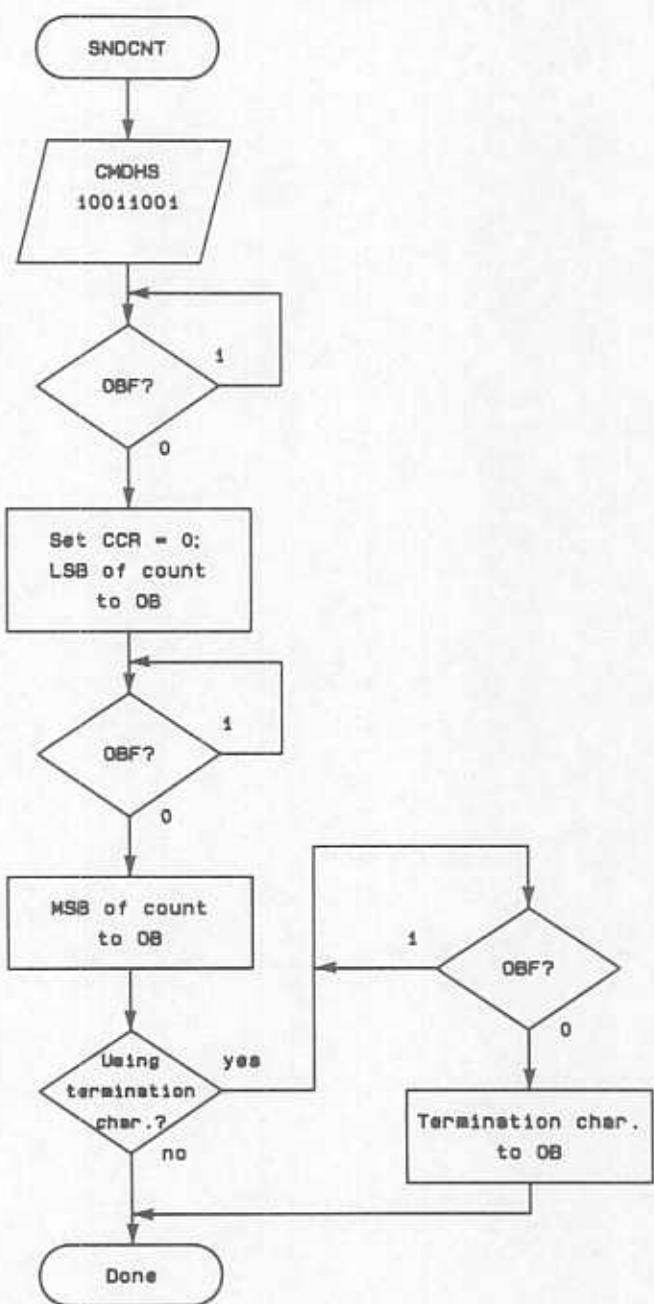


Figure 3-10. Send Byte Count

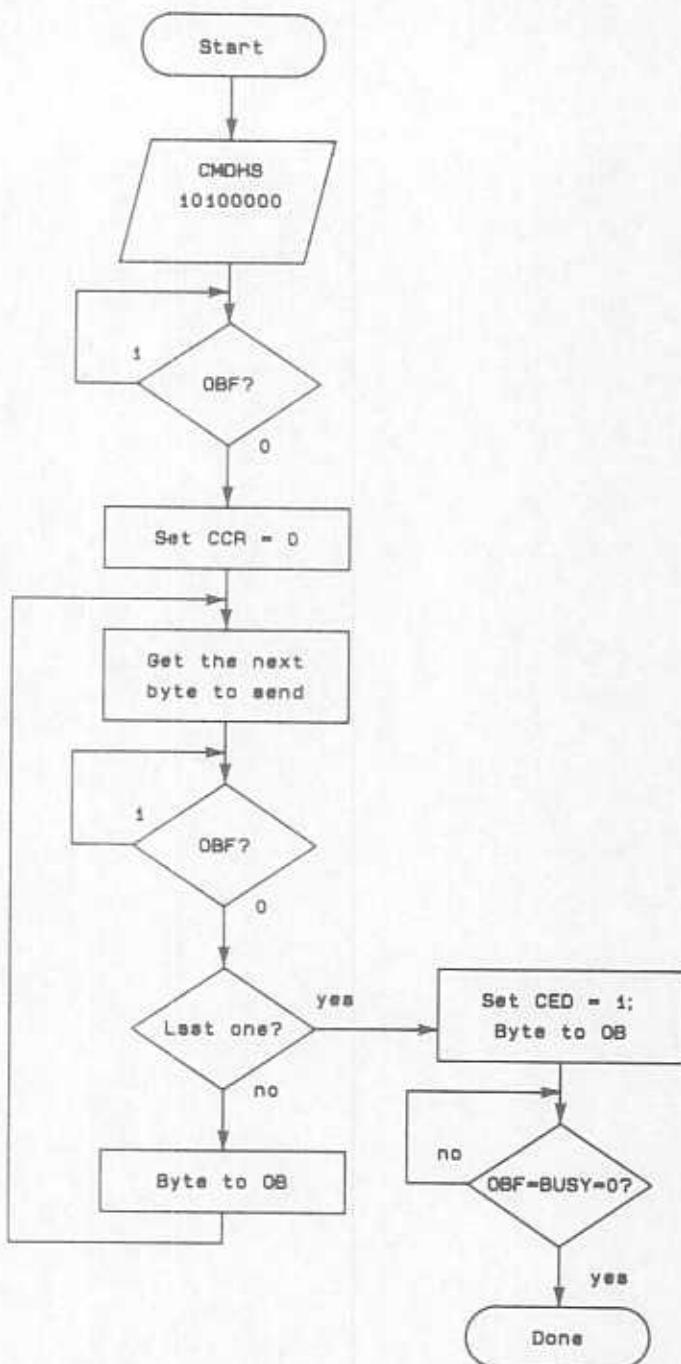


Figure 3-11. Simple Output

3.3 I/O Operations: Utilities and Sample Code

3.3.1 Register Conventions

In the examples of binary code throughout this manual, it is assumed that all data transfers take place between the IOP and the CPU registers. Therefore, the choice of registers, data sources, and sinks is up to you.

The sample code is written for a binary program. If you are going to write ROM-based code, refer to the Assembler ROM manual for a discussion of the changes you should make to convert from the binary program format. To make things easier to understand, a few register conventions are adopted here:

R22,23 Base address (BINTAB or stolen RAM pointer, if you are writing ROM code).

I/O Addresses:

R24,25 Pointer to the IOP calculator control register/ processor status register port.

R26,27 Pointer to the IOP output buffer/input buffer port.

For String Enter or Output:

R30,31 String length.
R32,33 String pointer.

Other:

R35 Command byte for SEND CMD operations (send a bus protocol command, that is, unlisten).
R36 Command byte for I/O protocol commands.
R37 Scratch for flag tests, etc.

3.3.2 Interrupting Versus Noninterrupting IOP Commands

In general, the IOPs should be dealt with in discrete, mutually exclusive operations. One exception to this is when doing interrupt I/O with a full duplex interface or with two or more different interfaces. There are some protocol commands that must be able to operate at once, even if the interface is busy at the time.

They are passed to the IOP by a handshake method which interrupts the IOP from whatever it is currently doing. Because they are either noninterfering (read, status) or benevolently interfering (abort, resume), these interrupting commands are given the privilege of bypassing the normal wait when the IOP is busy.

The best way to handle the different command passing procedures is to simply have two command handshaking routines (one for the interrupting commands and another for direct commands), and two operation termination routines (refer to the DIRCMD, INTCMD, INTCHK, and O=B=0 utilities). If you are doing interrupt I/O with a full duplex interface, the interrupting commands will allow you to do those operations that will work. In all other cases, the difference between the two types of commands is one of handshaking method, because the CPU is presumably only doing one thing at a time.

We will discuss the I/O operations as individual events with a beginning, a middle, and an end. The handshaking difference shows up in the beginning of an operation as the method of passing the command, and also at the end as the method used to terminate the operation. (Wait until the IOP has finished the operation in the case of direct commands and make sure that the IOP is "uninterrupted" and returned to its presumably interrupted task in the case of the interrupt-type commands). In the following discussions, it is assumed that all operations are discrete (interrupt I/O is discussed separately) and the only task interrupted by an interrupt-type command is the task of idling while waiting for a command.

3.4 Definition of an I/O Operation

An operation is one complete interaction with an IOP. For instance, an input operation includes the configuration and addressing (if needed) as well as the transfer of data. A protocol command is an order to an IOP to execute some part of an operation. A typical data transfer operation will involve a number of protocol commands.

An interrupt-type protocol command involves three stages of execution:

1. The IOP is interrupted by the CPU.
2. The command is given and executed by the IOP (using the CPU if necessary).
3. The IOP then returns to its previous task.

The utility routine INTCMD will interrupt the IOP and pass the protocol command to it. The utility routine INTCHK will uninterrupt the IOP. A direct command is passed to the IOP by the utility routine DIRCMD. This routine will wait until the IOP is not busy and then handshake the command. The IOP does not need to be uninterrupted after a direct command but it is common to wait until the IOP returns to idle after the command by calling the utility routine O-B-0.

For purposes of discussion the operations will be grouped into these categories:

- Status and Control.
- Simple Input/Output.
- Primary Addressing and HP-IB Interface Message.
- Miscellaneous Utilities.
- Burst Input/Output.
- Interrupt Operations.

For a discussion of the protocol commands as an instruction set and explanation of bits, ports, and addresses refer to section 2.

3.4.1 Command Handshaking Utility Subroutines

There are a few common waits and handshakes involved in many I/O operations and they are presented here as subroutines which you can include in the binary code you write. These are examples that make the code that follows easier to understand.

These utilities follow the register conventions outlined at the beginning of this section.

Wait until the input buffer is full:

```
IBF=1    LDBD R37,R24      !READ THE PSR
        JEV IBF=1      !JIF IBF = 0
        RTN
```

Wait until the output buffer is empty:

```
OBF=0    LDBD R37,R24      !READ THE PSR
        JNG OBF=0      !JIF OBF = 1
        RTN
```

Section 3: Performing I/O Operations

Send the command byte in R36 to the IOP by direct method:

```
DIRCMD JSB X22,0=B=0      !WAIT FOR OBF=BUSY=0
         LDB R37,=2      !SET CMD BIT TO 1
         STBD R37,R24    ! IN CCR
         STBD R36,R26    !SEND THE COMMAND BYTE TO OB
         JSB X22,OBF=0    !WAIT TILL THE IOP HAS IT
         CLB R37      !CLEAR THE CMD BIT
         STBD R37, R24   ! IN CCR
         RTN
```

Wait until the output buffer is empty and the IOP is not busy. This will terminate direct command operations.

```
O=B=0  LDBD R37,R24      !READ THE PSR
      ANM R37,=202      !MASK OFF OBF AND BUSY
      JNZ O=B=0      !JIF THEY'RE NOT BOTH 0
      RTN
```

Send the command in R36 to the IOP by interrupting it:

```
INTCMD STBD R37,=GINTDS  !DISABLE ALL INTERRUPTS
         LDB R37,=1      !SET THE INT BIT TO 1
         STBD R37,R24    ! IN THE CCR

INTCM1 LDBD R37,R24      !WAIT UNTIL THE IOP SEES IT
      ANM R37,=10      ! AND ACKNOWLEDGES
      JZR INTCM1      ! (JIF PACK = 0)
      STBD R37,=GINTEN !OTHER INTERRUPTS OK NOW
      STBD R36,R26    !STUFF THE COMMAND INTO OB
      LDBD R37,R26    !BE SURE THE IB IS EMPTY
      LDB R37,=2      !SET CMD BIT & CLEAR INT BIT
      STBD R37,R24    ! IN THE CCR TO START IOP
      JSB X22,OBF=0    !WAIT TILL IOP GETS COMMAND
      CLB R37      !CLEAR THE CMD BIT
      STBD R37,R24    ! IN THE CCR
      RTN
```

Section 3: Performing I/O Operations

Check to see if the IOP is busy. If it is, the interrupt bit (INT in the CCR) must be strobed. The test for PACK=1 allows this routine to be called for an IOP which wasn't interrupted in the first place. Use this code to terminate interrupt-type command operations:

```
INTCHK  LDBD R37,R24      !READ THE PSR
        ANM  R37,=10      !MASK OFF THE PACK BIT
        JNZ  INTCH1      !IF PACK = 1
INTRTN  RTN               !ELSE, IT'S DONE ALREADY
INTCH1  LDB  R37,=1       !STROBE THE INT BIT
        STBD R37,R24     ! IN THE CCR
        JSB   X22, INTRTN ! (waste some time)
        CLB   R37       ! RESET THE BIT TO 0
        STBD R37,R24
INTCH2  LDBD R37,R24      !NOW WAIT UNTIL PACK = 0
        ANM  R37,=10
        JNZ  INTCH2
        RTN
```

Section 3: Performing I/O Operations

Send the byte in register R35 as a bus command (that is, the equivalent to SEND <s.c.>; CMD <R35>):

```
SNDCMD LDB R36,=260      !PROTOCOL COMMAND FOR SEND
JSB X22,DIRCMD           ! GOES TO THE IOP
LDB R37,=4                !ONLY ONE BYTE, SO SET CED
STBD R37,R24              ! IN THE CCR
STBD R35,R26              !THE BYTE (DIRCMD DID OBF=0)
JSB X22,O=B=0             ! WAIT UNTIL THE IOP IS DONE
RTN
```

3.4.2 Status and Control Operations

These operations correspond to the STATUS and CONTROL keywords in the I/O ROM and are implemented in assembler code through the I/O protocol commands "Read Status" (opcode = 0000) and "Write Control" (opcode = 1000 or 1001). There are some control registers available to the assembly language I/O programmer which are not directly accessible through the I/O ROM. They will be discussed separately at the end of this section.

The status operation is an interrupt-type command because it might be needed while an interface is busy with an interrupt input or output transfer. Control operations are considered direct commands because they should not be executed while a transfer is in progress. (They change the configuration of the interface.)

Table 3-1. Execution Times (milliseconds)

	HP-IB	Serial	BCD	GP-IO
Assembler	0.9/0.15	0.85/0.3	0.7/0.18	0.65/0.15
BASIC	9/3	11/3	9/3	9/3

These times are given as:

$$\frac{\text{<time to do one byte's worth>}}{\text{<time for each extra byte>}}$$

3.4.3 Status and Control Utility Subroutines

These examples assume that the CPU registers are already set up as shown under Register Conventions. The string length in register pair R30,31 is the number of bytes to be read in the status operation and written in the control operation. In addition, the starting status and control register number is in CPU register R34 and is assumed to be valid.

STATUS	LDB R36,=0	!Status opcode = 0
	ORB R36,R34	!Starting register is field
	JSB X22, INTCMD	!Tell the IOP to do status
STAT10	JSB X22,IBF=1	!Wait till IOP gets a byte
	LDBD R37,R26	!Read the status byte
	PUBD R37,+R32	!Store it
	DCM R30	!Was that the last one?
	JZR STAT20	! (JIF yes - last one)
	STBD R#,R26	! else ask for another one
	JMP STAT10	! and go get it
STAT20	LDB R37,=4	!We're done so set CED
	STBD R37,R24	! in the CCR
	JSB X22,0=B=0	!Wait for IOP to finish up
	JSB X22,INTCHK	!Uninterrupt the IOP
	RTN	
CTRL	LDB R36,=200	!Control (opcode = 100)
	ORB R36,R34	! field = starting reg. #
	JSB X22,DIRCMD	!Tell IOP to do control write
CONT10	JSB X22,OBF=0	!Wait till IOP is ready for
	POBD R36,+R32	! this next byte.
	DCM R30	!Is this the last one?
	JZR CONT20	! (JIF yes - last one)
	STBD R36,R26	! otherwise just send the byte
	JMP CONT10	! and go for the next one
CONT20	LDB R37,=4	!On last one set CED
	STBD R37,R24	! in the CCR
	STBD R36,R26	! and then send the byte.
	JSB X22,0=B=0	!Wait till the IOP is done
	RTN	

The control and status operations differ in various interfaces only in the registers which are implemented by a particular interface. Legal operations correspond to those that are legal to use with the I/O ROM statements: STATUS and CONTROL.

3.4.4 Special Control Operations Not Available With BASIC

There are five control registers in each interface which are not visible to the BASIC programmer. These are control registers 25 through 29. The five registers implement the following four functions:

1. Transfer Count. Before each burst transfer or interrupt input transfer, the IOP must receive a byte count. This is the count that terminates a burst transfer and, among other possible conditions, an interrupt input transfer. This count is specified by writing it to control registers 25 (least significant byte) and 26 (most significant byte).
2. Delimiter Character. Interrupt input transfers can also be terminated by the receipt of a particular byte value. This value is specified by writing it to control register 27. This corresponds to the keyword "DELIM" in the I/O ROM.
3. Assert Byte. The ASSERT operation is performed by writing the byte to be asserted to control register 28. The difference between this operation and a write to control register 2 (they both put the byte into control register 2) is that ASSERT is implemented as an interrupt-type command. Thus, the operation can take place even while the interface is busy.
4. Service Request. The REQUEST operation is performed by writing the response byte to control register 29. This sets up a service request on the HP-IB interface, sends a break over the serial interface and is an error for the BCD and GPIO interfaces.

These special control write operations are distinguished from the normal control write operations by the command handshaking method used. For the Assert and Request operations the handshaking is always interrupt-type. For the writing of byte count and input termination match byte, the handshaking is interrupt-type if the interface is full duplex (FDPX bit in PSR is equal to 1). Otherwise the handshaking is direct-type. These control registers can be accessed using the sample CONTROL code above by making the following two substitutions when interrupt-type handshake is needed: replace DIRCMD with INTCMD and replace O=B=0 with INTCHK. Because the byte counts are known, the simplified versions are presented below. The assert, response, or termination byte is assumed to be in R34. The count is assumed to be in register pair R34,35.

Send byte count to a full duplex interface:

```

ICOUNT      LDB  R36,=231      !Protocol = write control 25
            JSB  X22,INTCMD    !(full duplex)
            STBD R34,R26      !Send least significant byte
            JSB  X22,OBF=0      !Wait till IOP gets first one
            LDB  R37,=4        !This is last, so set CED
            STBD R37,R24      ! in the CCR
            STBD R35,R26      !Send most significant byte
            JSB  X22, INTCHK   !Wait till IOP is done
            RTN

```

Send count to a nonfull duplex interface:

```

DCOUNT      LDB  R36,=231      !Protocol = write control 25
            JSB  X22,DIRCMD    !(NOT full duplex)
            STBD R34,R26      ! first byte (DIRCMD did OBF)
            JSB  X22,OBF=0      !Wait for IOP to get first
            LDB  R37,=4        !Second is last so set CED
            STBD R37,R24      ! in the CCR
            STBD R35,R26      !Second (most significant)
            JSB  X22,O=B=0      !Wait till IOP is done
            RTN

```

Send delimiter character to a full duplex interface:

```

ITERM      LDB  R36,=233      !Protocol = write control 27
            JSB  X22,INTCMD    !(full duplex)
            LDB  R37,=4        !First is last, so set CED
            STBD R37,R24      ! in the CCR
            STBD R34,R26      !Send the byte
            JSB  X22,INTCHK   !Uninterrupt the IOP
            RTN

```

Send delimiter character to a nonfull duplex interface:

```

DTERM      LDB  R36,=233      !Protocol = write control 27
            JSB  X22, DIRCMD   !(NOT full duplex)
            LDBD R37,=4        !First is last, so set CED
            STBD R37,R4        ! in the CCR
            STBD R34,R26      !Send the byte
            JSB  X22,O=B=0      !Wait till IOP is done
            RTN

```

Note that the count and termination character can be specified in one operation by sending the three bytes in order.

Assert the byte in R34 (any kind of interface):

```

ASSERT      LDB  R36,=234      !Protocol = write control 28
            JSB  X22,INTCMD    !This is ALWAYS interrupting
            LDB  R37,=4       !Only one byte so set CED
            STBD R37,R24      ! in the CCR
            STBD R34,R26      !Send the assert byte
            JSB  X22,INTCHK    !Wait till IOP is done
            RTN

```

Request service or break:

```

RQUEST      LDB  R36,=235      !Protocol = write command 29
            JSB  X22,INTCMD    !This is ALWAYS interrupting
            LDB  R37,=4       !Only one byte so set CED
            STBD R37,R24      ! in the CCR
            STBD R34,R26      !Send the response byte
            JSB  X22,INTCHK    !Wait till IOP is done
            RTN

```

3.4.5 Simple Input/Output

These operations perform programmed I/O where the handshaking of transferred data is handled directly by the CPU in the normal execution flow of its binary program. They correspond to but need not be limited to the I/O ROM keywords ENTER and OUTPUT. Multiple concurrent I/O transfers can be performed with these simple operations so long as no interface needs to operate in a full duplex mode. A binary program which manages enough of an interrupt service routine to reset the interfaces at power-on could run four concurrent I/O operations on four interfaces. By polling the input interfaces for input buffer full and the output interfaces for output buffer empty, the CPU can control the data transfers entirely.

The operations described here assume that the interface involved has been configured and addressed as needed (send bus command operations are discussed later). It is assumed that the number of bytes to be transferred is indicated by the string length in R30,31 and the data source or sink is pointed to by the contents of R32,33. Where data comes from and where it goes is, of course, up to the I/O programmer. The transfers to and from all interfaces always involve one or more bytes.

The BASIC language I/O programmer has a large variety of data types and structures that can be specified in ENTER and OUTPUT statements. The keyword code in the I/O ROM translates these data types and structures into a string of bytes before it outputs them to an interface (using identical translation procedure regardless of interface type). They are translated into a string of bytes after they are input for an ENTER operation (again the interface type makes no difference). When coding I/O operations directly in assembly language you must manage your own data formats. The content of the byte or bytes transferred depends upon your application and the type of interface.

In general, the HP-IB interface isn't affected by the content of a given data byte; neither is the serial interface (except for some control codes). The BCD interface requires a restricted set of ASCII symbols in a particular format depending on the configuration of the ports. The GPIO expects only to handle even numbers if you are using one of the 16-bit ports.

Output

For outputs, an interface must be configured (refer to Control), addressed (refer to Send), given the output protocol command, and given a byte or a series of bytes to output with the CED (calculator end data) bit in the CCR set to 1 just before transfer of the last byte. The interface will send its end-of-line character sequence (as specified in control registers 16 through 23) and then go into its nonbusy state (recall that the BCD interface does not have an end-of-line character sequence).

The configuration and addressing need not be repeated before each output operation if you know that it has already been done. The output protocol command must be used before a data byte is output to an interface if the CED bit was set for the previous data byte output to the same interface. You may omit the setting of the CED bit and the sending of the next output protocol command if you keep track of whether or not the interface is busy (the I/O ROM does this to allow the OUTPUT USING # option).

Input

Inputs are similar to outputs in configuration, addressing, and command sequence. There are some added complications involved in the termination of the transfer. The CPU may terminate an input at any time by setting the CED bit in the CCR, similar to the OUTPUT termination.

The IOP may also decide to terminate an input operation by setting the PED (processor end data) in the PSR. Whether or not this occurs depends upon the particular interface and the option bits included in the input protocol command. The three option bits are: bit 3 (count), bit 2 (character), and bit 0 (EOI). Bits 7 through 4 are the command opcode (0001). Bit 1 specifies whether the input is a simple input (bit 1 = 0) or an interrupt input (bit 1 = 1). We will examine these options for each interface.

HP-IB Input

The HP-IB interface allows you to use any of the three options. If you specify termination by count, you must provide the count (by writing to control registers 25 and 26) before beginning the input operation. The same holds true for the character termination option (you must provide the termination match character by writing it into control register 27). The EOI condition on the HP-IB interface is taken to be the receipt of a data byte (device dependent message) with the END message (EOI) true.

Serial Input

The serial interface also allows you to use any of the three options, but this interface will use the EOI condition whether or not you specify it! For this interface, the EOI condition is an incoming character that matches one of the termination characters specified in the control registers 12, 13, 14, or 15 along with the enabling bits in control register 11. Note that these four termination match characters are in addition to the one that you may or may not have specified as the termination character in special control register 27.

BCD Input

The BCD interface does not use or allow any of these input termination operations. The BCD interface will only accept the protocol command 21 (octal) as the simple input command.

GPIO Input

The GPIO interface allows the count and character termination options and completely ignores the EOI bit. If you are operating in 16-bit mode, the count termination option may be used but the character termination option may not be used.

Besides these specified input termination conditions, the BCD interface will set the PED bit when it has exhausted the bytes needed to transfer the data defined by its current primary address and port configuration. The other interfaces will just keep on sending bytes until the CED bit is set, or one of the enabled and allowed conditions is met.

It is the responsibility of the CPU to recognize the assertion of the PED bit, set CED in response, and send a new input protocol command before asking for additional input bytes.

Execution Speeds for Simple Enter and Output

Execution speeds for simple enter and output operations depend upon external events as well as I/O protocol execution so they will be discussed rather than simply listed. The BASIC execution times for equivalent operations depend heavily on formatting options and will be mentioned but not discussed in detail.

HP-IB Interface

The HP-IB interface requires 0.3 milliseconds to process an input protocol command and 0.25 milliseconds to output each data byte (device dependent message). It will process an output protocol command in 0.4 milliseconds and send each data byte in 0.16 milliseconds. This means that about 4,000 bytes per second can be input and about 6,000 bytes per second can be output. These times assume that any devices on the HP-IB interface bus are fast enough to keep up with the interface at these speeds.

Serial Interface

The serial interface requires about 0.5 milliseconds to process either an input or output protocol command. Due to the timing methodology used and the interface, the execution time for the protocol command is lost in the baud rate, FIFO (first in, first out) operations, and external device response. Because 9600 baud is the maximum data transfer rate available on the serial interface, this will limit the speeds at which bytes can be transferred to about 960 bytes per second (assuming 10 bits per character). The CPU has no trouble keeping up with this speed. If you are operating under conditions that guarantee you will be inputting bytes that are already in the FIFO buffer then you can expect to get them out in approximately 0.3 milliseconds each.

BCD Interface

The BCD interface requires 0.3 milliseconds to process an input protocol command and 0.25 milliseconds for each byte actually input. The time for the output protocol command is 0.6 milliseconds and 0.25 milliseconds per data byte. Remember that each data byte corresponds to one port digit (in the BCD interface) and that the number of bytes transferred depends upon signs, exponents, and punctuation, as well as the number of port digits involved. The BCD interface will always include a line feed character at the end of each reading where it sets the PED bit.

If we assume that the externally connected device is as fast as the interface, then we can get some "transfers per second" figures. If we just use one digit, we can output one data byte but must input two data bytes (digit and line feed; recall that there is a sign character if you're using the mantissa instead of the function digit as assumed here) so we can expect to get about 1,100 transfers out per second and about 1,200 transfers in per second.

If we look at a large format number with eight mantissa digits and an exponent (which is always three digits as far as the BCD interface is concerned) then we need to output 14 digits and input 15 digits. The result will be about 250 transfers per second in either direction.

GPIO Interface

The protocol command handshake and the transfer of a 16-bit number (two data bytes) takes one millisecond in either direction using the GPIO interface. For eight-bit format transfers, the command handshaking takes 0.4 milliseconds and each data byte transferred also takes 0.4 milliseconds in either direction. This translates into 1000 transfers per second for 16-bit data and 2500 transfers per second for eight-bit data.

BASIC

The comparable times in BASIC depend upon the overhead required for the IMAGE specifiers. In general, there will be approximately 20 milliseconds for the interpreter and statement set-up. There will also be at least 50 microseconds per character transferred depending upon what kind of transformations are being done to the data. While you can escape this overhead by doing your I/O operations directly from assembler code, you must do something in the way of sourcing and/or sinking data. This will take some time in addition to the time for the CPU-IOP transfer.

3.4.6 Simple Input and Simple Output Utility Subroutines

The examples below assume the correct number of bytes to be transferred is in register pair R30,31 and the source/sink pointer is in register pair R32,33. For input, it is assumed that a valid bit mask for the termination options is available in register R34. It is also assumed that the interface involved has already been addressed as needed and pointers to its CCR/PSR and OB/IB are in register pairs R24,25 and R26,27.

INPUT	LDB R36,=20	!Protocol = simple input
	ORB R36,R34	! or in the options
	JSB X22,DIRCMD	!Tell IOP to do input
INloop	JSB X22,IBF=1	!Wait till there's a byte
	LDBD R36,R26	! get it from IOP
	PUBD R36,+R32	! and sink it
	ANM R37,=4	!Was PED set?
	JNZ INPend	! JIF yes - IOP says "Stop!"
	DCM R30	!Is sink satisfied?
	JZR INPend	! JIF yes - CPU says "Stop"
	STBD R#,R26	! Request another
	JMP INloop	! byte and go to get it
INPend	LDB R37,=4	!Set CED to declare/confirm
	STBD R37,R24	! that the operation is over
	JSB X22,O=B=0	!Wait till IOP is all done
	RTN	
OUTPUT	LDB R36,=240	!Protocol = simple output
	JSB X22,DIRCMD	!Tell IOP to do output
OUTloop	POBD R36,+R32	!Get the next data byte
	JSB X22,OBF=0	!Wait till IOP is ready
	DCM R30	!Is this the last byte?
	JZR OUTend	! JIF yes - time to stop
	STBD R36,R26	! else byte to IOP and
	JMP OUTloop	! go for the next one
OUTend	LDB R37,=4	!Set CED
	STBD R37,R24	
	STBD R36,R26	!Last data byte to IOP
	JSB X22,O=B=0	!Wait till IOP is all done
	RTN	

Note that any end-of-line character sequence which is set up for the interface will be sent at the end of the output operation by the interface as its response to the setting of the CED bit.

Also note that outputting a series of data bytes is identical in procedure to writing a series of control registers except for the value of the protocol command passed.

3.4.7 Primary Addressing and HP-IB Interface Messages

Primary addressing is an operation that is implied by the use of three or four digits in the device selector in the I/O ROM. The second two of these digits are the primary address portion of the selector (the first one or two digits are the interface select code). For the serial interface, primary addressing has no meaning and causes an error. For the HP-IB interface, the primary address is the HP-IB bus address of the intended data source or destination device. For the BCD and GPIO interfaces, the primary address is the means of choosing among the various partial field options for the BCD and port formats for the GPIO.

The areas of configuration and addressing tend to overlap a bit; a couple of the following operations are accomplished by writing to control registers. What is being established is: the direction of the data flow, and its source or destination as far as the interface is concerned. Because the GPIO and BCD interfaces handle primary addressing in a simple way, we'll look at them first, and then go through the HP-IB interface in some detail.

BCD and GPIO Addressing

Setting the proper direction of data flow for the GPIO and BCD interfaces is a matter of enabling any needed outputs (CONTROL and/or switch settings) and being sure that the BCD digits have been properly assigned. The operation of interest is the passing of the primary address to the interface. This is done by pretending that the interface is an HP-IB interface and sending a "Talk Address" or "Listen Address" interface message.

Where the HP-IB interface will actually send the specified interface message, the BCD and GPIO interfaces set their primary address to the address specified by the "Talk Address" or "Listen Address" message. These two interfaces don't distinguish between "Talk" and "Listen," they just take the address. A "Listen Address" message byte is octal 40 plus the primary address and a "Talk Address" message byte is octal 100 plus the primary address. The example here will select primary address 03 (channel A mantissa and exponent for BCD and eight-bit input B and output D for GPIO).

```
ADDRS3      LDB  R35,=43      !Listen Address 3
              JSB  X22,SNDCMD   !HP-IB interface message util
              RTN or further code.
```

HP-IB Addressing

The HP-IB interface has a lot of addressing requirements. First, there is the distinction between a protocol command and an HP-IB interface message. A protocol command is a byte from the CPU to the IOP that tells the IOP to do something. An HP-IB interface message is a byte from the CPU to be sourced on the HP-IB bus by the IOP with the ATN message true and is supposedly destined for the interface functions in the devices on the HP-IB bus.

The direction of data transfer is declared by sending the HP-IB interface one of the two protocol commands: "Send My Talk Address" (opcode: 0100, field: 0101, that is, Interface control - 5) or "Send My Listen Address" (opcode: 0100, field: 0110, that is, Interface control - 6). The HP-IB interface gets the HP-IB bus address, puts together the appropriate "Listen Address" or "Talk Address" interface message and sources it onto the HP-IB bus in order that all other devices know (these operations are illegal unless the HP-IB is the active controller currently) whether to source or sink data.

Note that we have sent a protocol command only and the interface has sent an interface message independently. We could have sent the same interface message by first sending the protocol command (opcode and field: 260 octal) and then writing the HP-IB command (octal 077) to the output buffer.

The HP-IB interface is configured for output if the TA (talker active) state is true and configured for input if the LA (listener active) state is true. The interface maintains these states in accordance with the HP-IB protocol and the interface messages on the bus. This is true whether or not the interface is the active controller.

In addition to setting up the HP-IB interface for the ensuing data transfer, the source or sink(s) on the HP-IB bus need to know whether to talk or listen. This is done by forming the appropriate address command byte (listen: 40 octal + address, talk: 100 octal + address) and sending it out as an HP-IB interface message. It is prudent to send the "Unlisten" interface message before a transfer to be sure that any devices left addressed to listen are unlistened. These addressing and unaddressing operations are all done by putting together the appropriate interface message byte and sending it to the IOP using a "Send" protocol command.

3.4.8 Primary Addressing and Interface Message Subroutines

If you're about to output to one or more devices, you should: send "Unlisten" (interface message), send "My Talk Address" (protocol command whose execution includes the sourcing of an interface message), and then send a listen address interface message to each device which is supposed to receive the data that is about to be output. If you're about to input from a device on the bus you should: send "Unlisten" (interface message), send "My Listen Address" (protocol command whose execution includes the sourcing of an interface message) and then send talk address interface message to the source device (interface message). If you want other devices to listen also, just send their listen addresses (interface message) any time after the "Unlisten."

Some examples:

1. Set-up to output to device 5.

```
LDB R35,=77      !Send Unlisten
JSB X22,SNDCMD  ! (Interface message)
LDB R36,=105     !Send My Talk Address
JSB X22,DIRCMD  ! (Protocol command)
LDB R35,=45      !Send Listen Address 5
JSB X22,SNDCMD  ! (Interface message)
.... now ready to execute code at "OUTPUT."
```

2. Set-up to input from device 5.

```
LDB R35,=77      !Send Unlisten
JSB X22,SNDCMD  ! (Interface message)
LDB R36,=106     !Send My Listen Address
JSB X22,DIRCMD  ! (Protocol command)
LDB R35,=105     !Send Talk Address 5
JSB X22,SNDCMD  ! (Interface message)
....now ready to execute code at "INPUT."
```

3. Set up to input from device 5 and have devices 6 and 7 also listen to the data from device 5.

```

LDB  R35,=77          !Send Unlisten
JSB  X22,SNDCMD      ! (Interface message)
LDB  R36,=106          !Send My Listen Address
JSB  X22,DIRCMD       ! (Protocol command)
LDB  R35,=105          !Send Talk Address 5
JSB  X22,SNDCMD      ! (Interface message)
LDB  R35,=46           !Send Listen Address 6
JSB  X22,SNDCMD      ! (Interface message)
LDB  R35,=47           !Send Listen Address 7
JSB  X22, SNDCMD      ! (Interface message)
.... now ready to execute code at "INPUT."

```

Table 3-2. Execution Times

Primary address to BCD:	0.53 milliseconds.
Primary address to GPIO:	0.58 milliseconds.
Interface message to HP-IB:	0.7 milliseconds for the first byte and 0.35 milliseconds for each additional byte.
Send "My Talk Address" and "My Listen" Address:	0.45 milliseconds.

Interface messages in general are another consideration when using the HP-IB interface (they also have some limited uses with the GPIO interface as listed in the I/O ROM manual under the SEND statement). In addition to device addresses, there are interface messages which select secondary addresses and perform assorted operations (trigger, clear, poll). These interface messages are sent from the CPU to the IOP in exactly the same way as data bytes for output except that the protocol command used is octal 260 (send) instead of octal 240 (output data). The utility routine SNDCMD that is used in primary addressing and other places is a special case of the send operation where there is only one byte to be sent as an interface message.

The following example will trigger the device at HP-IB bus address 11. Note that all three messages involved (Unlisten, Listen Address 11, Group Execute Trigger) are interface messages and the HP-IB interface doesn't need to be configured for input or output because there won't be any actual input or output of data.

```
TRGR11      LDM  R65,=77,53,10  !The three messages
              LDB  R0,=65      !Pointer to the messages
TRIG1p      LDB  R35,R*      !Get next message
              JSB  X22,SNDCMD  !Send it
              ICB  R0          !Point to next one
              CMB  R0,=70      !Done them all?
              JNZ  TRIG1p      ! JIF no - not yet
              RTN              ! otherwise, done
```

This same operation could have been done by supplying the three interface messages as a three-byte string to a routine which is identical to the one labeled "OUTPUT" except that where the protocol command simple output (octal 240) is used in "OUTPUT" you would use the send protocol command (octal 260) instead.

3.4.9 Miscellaneous I/O Utilities

There are four protocol commands which perform utility functions on almost all of the interfaces: Abort, Halt, Resume, and Send End-of-Line Character Sequence (the GPIO interface won't accept Resume and the BCD interface won't accept Resume or Send EOL). There are five additional protocol commands which perform utility functions on the HP-IB interface only. Two of these, (Send "My Talk Address" and Send "My Listen Address") were discussed in Primary Addressing. The other three, (Set REN True, Set REN False and Parallel Poll) will be discussed here.

These protocol commands are sent to the IOP using one of the command handshaking utility routines (there is no transfer of data with the exception of the parallel poll operation which returns a response byte) and the action is done when the command handshake routine has returned. Some of these are interrupt-type commands (Abort, Halt, Resume, and the two REN operations) and the others are direct-type commands. The difference shows up in the protocol command handshake used and the method of waiting for the IOP to say it's finished with the operation.

Section 3: Performing I/O Operations

The specific operations performed by the four general utility protocol commands are those explained in the I/O ROM manual under ABORTIO, HALT, RESUME, and SEND;data...EOL. For this last one, it is the "EOL" that is performed by the utility protocol command. The "SEND;data..." part is at your option on the assembly language level and would have been done according to the "OUTPUT" operation just described.

ABORT	LDB R36,=100	!Protocol - Abort
	JSB X22,INTCMD	! (interrupting type)
	JSB X22, INTCHK	!Uninterrupt the IOP
	RTN	
HALT	LDB R36,=110	!Protocol = Halt
	JSB X22,INTCMD	! (interrupting type)
	JSB X22, INTCHK	!Uninterrupt the IOP
	RTN	
RESUME	LDB R36,=111	!Protocol = Resume
	JSB X22,INTCMD	! (interrupting type)
	JSB X22, INTCHK	!Uninterrupt the IOP
	RTN	
SNDEOL	LDB R36,=107	!Protocol = Send EOL sequence
	JSB X22,DIRCMD	! (direct type command)
	JSB X22,O=B=0	!Wait till IOP is finished
	RTN	

The following examples show usage of the three HP-IB utilities that were not discussed in Primary Addressing. The first two allow the I/O programmer to set the "Remote Enable" interface single line message (REN line) true or false.

REMOTE	LDB R36,=101	!Protocol = set REN True
	JSB X22,INTCMD	! (interrupting type)
	JSB X22, INTCHK	!Uninterrupt the IOP
	RTN	
LOCAL	LDB R36,=102	!Protocol = set REN False
	JSB X22,INTCMD	! (interrupting type)
	JSB X22, INTCHK	!Uninterrupt the IOP
	RTN	

This last utility performs a parallel poll operation on the HP-IB interface bus. It is assumed that all required parallel poll configuring operations have been done using the send operation to handshake the appropriate interface messages. The response byte which came in from the parallel poll operation (ATN and EOI both set true and then the data lines read) will be returned by this example in R34.

```

PPOLL      LDB  R36,=104      !Protocol = parallel poll
           JSB  X22,DIRCMD    ! (direct type)
           JSB  X22,IBF=1     !Wait till response is ready
           LDBD R34,R26      !Get the response byte
           JSB  X22,0=B=0     !Wait till IOP is done
           RTN

```

Table 3-3. Execution Times for HP-IB Interface Operations

Set REN true or false	0.66 milliseconds
Parallel poll	0.43 milliseconds

Execution times for sending the EOL sequence are shorter than those for outputting data bytes because the IOP already has the bytes to send. For the serial interface, this doesn't matter because the baud rate determines the speed. The BCD interface doesn't have such a sequence. For HP-IB and GPIO figure 0.7 milliseconds to handshake the command and 0.05 (HP-IB) or 0.15 (GPIO) milliseconds per character sent.

3.4.10 Burst Input/Output

Burst I/O is the fastest method available for data transfer and is also the most restricted in terms of handshakes and formats. There is considerable overhead required to set up and terminate a burst transfer so it shouldn't be used for very short strings of data.

Burst I/O corresponds to the TRANSFER FHS statement in the I/O ROM. Recall that the serial interface does not support this kind of transfer and that severe restrictions apply in the cases of the BCD and GPIO interfaces.

Prior to a burst transfer you must configure and address the appropriate interface as discussed under Primary Addressing. Termination of a burst transfer is discussed with interrupt service routines and will be handled by the I/O ROM or the Mass Storage ROM (if either one is present). We will assume for now that a ROM is handling the termination.

It is the IOP and not the CPU that decides when the time for transfer termination has arrived; the I/O programmer, therefore, must be sure to let the IOP know the proper criteria for it. The two possible criteria are: the specified number of bytes has been transferred, and the interface is an HP-IB. The transfer must be an input and a device dependent message has been accepted with the EOI line true (that is, it was an end message). The count is sent to the IOP before the burst using the technique discussed in Special Control Operations Not Available With BASIC. The EOI option is selected by a bit in the protocol command which will be discussed next.

The protocol command that tells the IOP to execute a burst transfer is a direct command. The opcode is 0010 and the field is 0, bit 2, bit 1, and bit 0.

Bit 2 - Set for an input burst if you don't want the EOI condition to terminate the burst. This is a disable bit (unlike all the others). If you want the transfer to be able to terminate on receipt of an EOI as well as upon exhaustion of the byte count, leave this bit clear (0). Bit 2 has no meaning for output bursts.

Bit 1 - Set for an output burst if you want the interface to send the end-of-line character sequence after it has finished the burst output. If bit 1 is set, and the interface is an HP-IB interface, and it has the number 128 decimal in control register 16 (EOI enabled, character count = 0) then the END message will be sent true along with the last character in the burst (that is, it will be sent as an END message rather than a data byte message).

If the interface sends an EOL character sequence, it will do so after it has interrupted the CPU to break it out of its burst loop. If you leave this bit clear and the interface is an HP-IB, it will send the last byte as an END message and will not send the EOL character sequence regardless of the contents of control register 16. The BCD interface either has (bit is set) or does not have (bit is clear) an EOL sequence.

Bit 0 - This bit indicates the direction of the burst. If the bit is set to 1, then an input transfer will be done. If the bit is clear (0) then an output transfer will be done.

The four valid versions of the burst protocol command in terms of each interface are:

044 (octal): Output with no EOL character sequence at the end. The HP-IB interface will send the last byte as an END message. The BCD and GPIO interfaces will simply terminate the transfer.

046 (octal): Output using the EOL character sequence at the end of the transfer. The HP-IB interface will send the EOL sequence if it is one or more characters long. If it is zero characters the EOI enable bit is set (control register 16 = 128 decimal) then the last byte will be sent as an END message as though this were protocol command 44. If control register 16 contains a 0, the HP-IB interface will not do anything at the end of the burst except terminate it. The BCD interface doesn't have an EOL sequence. The GPIO interface will send its EOL character sequence after it has terminated the transfer.

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041 (octal): Input with termination upon receipt of an END message or exhaustion of the byte count on the HP-IB interface. The BCD and GPIO interfaces regard this protocol command as an error.

045 (octal): Input with termination on exhaustion of byte count only. This is the normal protocol for burst input. All three interfaces will simply transfer as many bytes as were requested and then terminate the transfer.

Once the interface is properly configured, addressed, and supplied with the appropriate protocol command the CPU must prepare for burst operation and then enter a burst loop by a jump (JSB) to it. When the transfer is finished the CPU will return to the code following this jump instruction.

3.4.11 Burst-In and Burst-Out Utility Subroutines

Assume the same CPU register conventions as in previous examples: R30,31 is the byte count, R32,33 is the buffer pointer and R22 through R27 contain the base address, CCR/PSR address, and the OB/IB address. Assume also that R34 contains your choice of burst commands as described previously.

BURSTT	JSB X22,SCOUNT	!Send the byte count
	JSB X22,DISINT	!Disable all interrupters
	JSB X22,OBF=0	!Wait till the OB is empty
	LDB R37,=2	!Set the CMD bit
	STBD R37,R24	! in the CCR
	STBD R34,R26	!Write the burst command
	JSB X22,O=B=0	! then wait for not busy
	CLB R37	
	STBD R37,R24	!Set the CCR to 0
	STMD R26,=TEMP2	!Prepare OB index address
	JSB X22,BOUTSB	!Go do the burst (magic RTN)
	JSB X22,REINT	!Undo the DISINT above
	JSB X22,O=B=0	!Wait till IOP is done
	RTN	
BOUTSB	DRP 37	!Data bytes go through here
	ARP 32	! with this stack pointer
BOUTLP	POBD R#,+R#	!Get next byte to send
	STBI R#,=TEMP2	!Send it (this halts the CPU)
	JMP BOUTLP	!Repeat apparently forever!
BURSTN	JSB X22,SCOUNT	!Give byte count to IOP
	JSB X22,DISINT	!Disable all interrupters
	JSB X22,OBF=0	!Wait till OB empty
	LDB R37,=2	!Set the CMD bit
	STBD R37,R24	!in the CCR
	STBD R34,R26	!Write the burst command
	JSB X22,O=B=0	! then wait for not busy
	CLB R37	
	STBD R37,R24	!Set the CCR to 0
	STMD R26,=TEMP2	!Prepare OB index address
	JSB X22,BINSUB	!Go do the burst (magic RTN)
	JSB X22,REINT	!Turn interrupters back on
	JSB X22,O=B=0	!Wait till IOP is done
	RTN	
BINSUB	DRP 37	!Data bytes pass here
	ARP 32	! using this stack pointer
BINLOP	STBI R#,=TEMP2	!Signal to start up the IOP
	LDBI R#,=TEMP2	!Read a byte (halt till IBF)
	PUBD R#,+R#	!Put it into the buffer
	JMP BINLOP	!Repeat apparently forever!

Here are the utility routines called from the burst examples. SCOUNT sends the byte count to the IOP. DISINT disables all interrupting devices so the burst operation will not be interrupted (global interrupt disable is not available for this because the IOP must interrupt the CPU in order to terminate the burst). REINT re-enables all interrupting devices to restore normal operation after a burst is finished.

SCOUNT	LDB R36,=231	!Protocol = write control 25
	JSB X22,INTCMD	! (interrupting type)
	STBD R30,R26	!Least significant byte
	JSB X22,OBF=0	!Wait till IOP has it
	STBD R31,R26	!Most significant byte
	JSB X22,OBF=0	!Wait till IOP has it
	RTN	
DISINT	LDB R37,=2	!Disable keyboard interrupts
	STBD R37,=KEYDIS	! (DAD 177402)
	LDB R37,=1	!Disable the first timer
	STBD R37,=TIMIS	! (DAD 177412)
	LDB R37,=101	!second timer
	STBD R37,=TIMDIS	
	LDB R37,=201	!third timer
	STBD R37,=TIMDIS	
	LDB R37,=301	!last timer
	STBD R37,=TIMDIS	

Note: the next operation (disabling the IOPs from interrupting) must be done to each IOP which is present (including the one which is going to do the burst; it's part of the command handshaking for burst). If you know which IOPs are present, they can be disabled individually. In this example, we assume that the I/O ROM is present (or the Mass Storage ROM or the Plotter/Printer ROM) and that the system RAM variable byte which we'll call SCLOG (DAD 100667) has a bit set for each select code (IOP) present. Do not just do all eight possible select codes (because of the lack of handshaking from nonresident select codes). This note applies also to the REINT operation that follows.

	PUMD R24,+R6	!Save pointers to the
	PUMD R26,+R6	!bursting IOP
	LDM R24,=120,377	!Start at select code 3
	LDM R26,=121,377	
	LDB R20,=10	!There are 8 select codes
	LDBD R21,=SCLOG	!Get the presence indicator
DIST01)		

DIST01	TSB R21	!Is this one here?
	JEV DIST02	!JIF No - not this one
	LDB R36,=60	!Protocol = Interrupt control
	JSB X22,INTCMD	! (interrupting type)
DIST02	LRB R21	!Set up for next select code
	ADM R24,=2,0	
	ADM R26,=2,0	
	DCB R20	!Have we tried all 8 select codes?
	JNZ DIST01	!JIF No - try the next
	POMD R26,-R6	! else restore pointers to the
	POMD R24,-R6	! IOP we're going to use
	JSB X22,INTCHK	! and uninterrupt it
	RTN	
REINT	PUMD R24,+R6	!Save pointers to the IOP
	PUMD R26,+R6	! we've bursted with
	LDB R20,=10	!There are 8 select codes
	LDBD R21,=SCLOG	!This tells which ones to do
	LDM R24,=120,377	! start with select code 3
RENT01	TSB R21	!Is this select code present?
	JEV RENT02	!JIF No - not this one
	JSB X22, INTCHK	! else uninterrupt it
REIN02	LRB R21	!Set up for next select code
	ADM R24,=2,0	
	ADM R26,=2,0	
	DCB R20	!Have we done all 8 of them?
	JNZ REIN01	!JIF No - go for the next one
	POMD R26,-R6	!Restore pointers to IOP we've
	POMD R24,-R6	! just done burst with
	LDB R37,=1	!Re-enable the keyboard
	STBD R37,=KEYDIS	
	LDB R37,=2	!And the timers
	STBD R37,=TIMDIS	
	LDB R37,=102	
	STBD R37,=TIMDIS	
	LDB R37,=202	
	STBD R37,=TIMDIS	
	LDB R37,=302	
	STBD R37,=TIMDIS	
	RTN	

3.4.12 Burst Command Protocol

Before proceeding to burst termination, let's take a look at the protocol command handshaking that's used with burst I/O because it's both direct and interrupting.

As already mentioned, each interrupting device must be disabled prior to a burst operation and re-enabled afterward. The keyboard and the timer will be disabled and re-enabled according to the examples. The procedure for handling IOPs is explained next.

To prevent an IOP from interrupting the CPU, the CPU sends the protocol command Interrupt Control (opcode 0011, field is 0, which is equal to 60 octal). There is an interrupting command handshake procedure sent to each IOP currently on the bus (could be up to four, one for each I/O backplane slot currently in use for burst I/O). The IOP interprets this command as a no operation command and goes through all the motions of accepting an interrupting protocol command from the CPU but does nothing about I/O in response.

During this time, the IOPs cannot interrupt the CPU; therefore, the IOP interrupts are said to be disabled, and the burst transfer will be protected. The last thing the DISINT procedure does is execute the INTCHK procedure on the current IOP. The other IOPs will remain in the interrupted state throughout the burst transfer.

The IOPs can continue their previous operations after the CPU has executed the INTCHK operation. This is the normal termination to an interrupting protocol command.

3.4.13 Burst Execution Speed

Data transfer rates are approximately 25K bytes per second for the HP-IB interface and 20K bytes per second for the BCD and GPIO interfaces.

3.4.14 Interrupting Operations

We have seen interrupt-type protocol commands that involve the IOP being interrupted by the CPU. There is a set of operations which involve the CPU being interrupted by the IOP and this is referred to as "Interrupting Operations." Because these operations are involved in more than just input and output data transfers, they will be discussed from the standpoint of the reason the IOP is interrupting. These discussions will include the action to be taken by the CPU interrupt service routine. Following this will be a discussion on the general requirements for this service routine and how and when you can let some of the enhancement ROMs work for you.

The shell of the CPU interrupt service routine will find out which IOP interrupted and why. The reasons for interrupting are each discussed here. The binary number shown with the name of each reason is the byte that explains why the IOP interrupted the CPU.

Interrupt Output Ready (0000 0000)

This is the IOP interrupting to get the next byte during a transfer out by interrupt. The IOP is ready to output another byte. The procedure is to find the next byte that should be output to that select code and write it to the OB.

Beware of multiple byte operations and termination of the transfer. If the interface is BCD or GPIO doing 16-bit format, the TFLG bit in the PSR (bit 6) will be set and you will be expected to transfer bytes until TFLG is clear. (The interfaces interrupt for each handshake operation and will accept as many bytes per interrupt as are needed to set up the next output. The number of bytes is determined by the interface.)

Termination of the transfer is done by the CPU when it decides that the transfer is completed (that is, it doesn't want to be interrupted for a "next" output operation). This is done by setting the CED bit in the CCR before writing the last byte to the output buffer just as is done in simple output. The difference is in the response of the IOP. It will execute an end-of-line character sequence (if it has one) and will then interrupt the CPU one last time to verify that the end-of-line character sequence has been sent (even if no characters were transmitted).

```

INTOUT           !Procedure pointer and count for this transfer
                ! R30,31 <=count, R32,33<= pointer

INTT01    DCM R30      !Is this the last byte?
          JNZ INTT02    !JIF No - not last byte yet
          LDB R37,=4    ! otherwise, set the CED bit
          STBD R37,R24  ! in the CCR
INTT02    POBD R37,+R32 !Get the next byte to send
          STBD R37,R26  ! and give it to the IOP

                !Update the pointer and count now in case
                ! TFLG is 0

          JSB X22,OBF=0 !Wait till the IOP takes it
          LDBD R37,R24  !Does the IOP want another?
          ANM R37,=100  ! (that is, is TFLG set?)
          JNZ INTT01    !JIF Yes - get another one
          JMP common end of Interrupt Service Routine

```

Burst Termination (0000 0001)

This is the IOP interrupting to terminate the burst operation (in this case the next instruction in the burst loop). It is on the R6 stack along with other entries put there as part of the interrupt service routine. This section of the interrupt service routine performs burst termination as described next.

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The location of the return address (the "interrupted address," that of the burst loop) is a known distance down the R6 stack. Servicing this interrupt amounts to finding that address and replacing it with a special address in system ROM. This address is that of a RTN instruction in a system routine.

When the common code at the end of the interrupt service routine has cleaned up and returns (to what would normally have been the next instruction), CPU control passes to the special system address and executes an additional RTN instruction. This additional RTN is what does the return operation from the burst loop to the code following the jump (JSB) into the burst loop.

```
BRSTRM      LDM  R30,=310,0      !The special address
             SBM  R6,=DSTNCE    !Point to return address
             STMD R30,R6       !Replace the address
             ADM  R6,=DSTNCE    !Restore R6 to original
             JMP  Common ISR end code
```

Register 1 Condition Met Interrupt (0000 0010)

When you have written an interrupt mask to control register 1 of an interface and the masked condition is met, the interface will interrupt the CPU with this condition. What you do about it is pretty much application dependent. For example, we'll assume that you at least want to read status register 1 to see what the condition was and clear the occurrence.

```
REGST1      LDB  R36,=1      !Protocol = Read Status 1
             JSB  X22,INTCMD  ! (interrupting type)
             JSB  X22,IBF=1    !Wait for IOP to get it
             LDBD R36,R26     !Read it
             LDB  R37,=4      !Set CED
             STBD R37,R24     ! to say that's all
             JSB  X22,O=B=0    !Wait till IOP's got it
             JSB  X22,INTCHK   !Uninterrupt the IOP

                                         !Take whatever action is appropriate
                                         !to flag the occurrence of this
                                         !interrupt.

             JMP  Common End of ISR code
```

Reset Finished ... Self-Test Passed (0000 0011)

The IOP interrupts the CPU after it has completed the reset operation (RESET statement, power-on initialization, or you did the reset in assembly code). This interrupt occurs when the self-test is successfully passed. If it is at power-on, then the select code should be logged in (refer to SCLOG in the discussion of burst--disabling all interrupters), otherwise you don't need to do anything here. Whether or not it is at power-on is something you must flag in the RAM area if you are going to handle this procedure.

RESTOK	LDBD R37,X22,PWRON?	!Is this power on time?
	JZR RSTrtn	! JIF no - not power on
	LDBD R24,=SCLOG	! otherwise, log it in
	LDB R35,=1	!Tentative select code 3
RSTKlp	CMM R24,=120,377	!Right select code?
	JZR RSTMch	!JIF Yes - this one
	SBM R24,=2,0	! else bump to next
	LLB R35	! select code
	JMP RSTKlp	! try again
RSTMch	ORB R34,R35	!Set this bit into log
	STBD R34,=SCLOG	! byte and put it back.
RSTrtn	RTN	

Reset Not Finished ... Self-Test Failed (xxxx xx11)

This is how the IOP notifies the CPU of an error condition. There are three main types. If the reason for interrupting is 1111 1011, then the IOP is reporting self-test failure in response to a reset operation (just like RESTOK except it flunked the test). If the byte is 1111 1111, then the IOP is reporting an "Invalid I/O Operation" error (in BASIC that's "Error 111: I/O OPER"). The only other kind of error reason byte is 00xx xx11 and this presents an interface-type dependent error. The corresponding error number reported by BASIC is obtained by adding 112 decimal to "xxxx," giving an error number between 113 and 122 decimal. What you do in response to any one of these error conditions is application dependent. It is recommended that you set an appropriate flag in your RAM area and have your binary routines check such a flag at those times when such an error might occur. If you abort directly out of the interrupt service routine, you'd better be careful handling the stack pointers.

Interrupting With Available Input Data (0000 0100)

This is much like interrupting when ready for output. In addition to checking if the CPU has had enough input, you must also check to see if the IOP has decided that the transfer should terminate (refer to the option bits discussed under Interrupt Input). Multi-byte transfers are possible here just as they were for interrupt output.

```

INTIN      !Get count and pointer for this transfer
           ! R30,31 <= count, R32,33 <= pointer

           JSB  X22,IBF=1      !Wait for first data byte
INTlop    LDBD R36,R26      !Get this data byte
           PUBD R36,+R32      !Put it into the buffer
           DCM  R30          !End of buffer?
           JZR  INTend       !JIF Yes - no more wanted
           ANM  R37,=4        !IOP wants to stop?
           JNZ  INTend       !JIF Yes (R37 from IBF=1)
           STBD R#,R26       !Ask for another byte
INTwat    LDBD R37,R24       !Read PSR
           JOD  INTlop       !JIF IBF (got another)
           ANM  R37,=100      !Is TFLG set?
           JNZ  INTwat       !JIF Yes - worth waiting
           JMP  INTdne       ! otherwise done for now
INTend    LDB  R37,=4        !Set CED to end transfer
           STBD R37,R24
INTbsy    LDBD R37,R24      !Wait till BUSY = 0
           ANM  R37,=2        ! (forget OBF)
           JNZ  INTbsy       !Clear CED

           !Log the fact that the transfer is finished

INTdne    JMP  Common ISR End Code

```

End-of-Line Character Sequence Has Been Sent (0000 0110)

This interrupt occurs when, after an interrupt output transfer operation, the IOP has finished sending an end-of-line character sequence according to control registers 16 through 23. The BCD interface does it immediately because it has no such sequence. The only thing you need to do is to log the fact that the transfer operation is now complete. The IOP will interrupt with this reason whether or not any characters were actually sent.

Interrupt Service

The above examples of code must be in the shell of an interrupt service routine to get ready for the specific response code to be executed, and then to clean up after such execution. It is the purpose of the shell to insure that processing the interrupt (which can occur between any two consecutive assembly language instructions) does not in any way leave alterations in the machine state.

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In addition to saving and restoring the machine state, it is necessary to check for the R6 return address overflow condition. The shell gets the select code (actually, the CCR address) of the interrupting IOP and the reason for the interrupt. The code can branch appropriately to process the interrupt.

All of these code sections end by branching to a common end segment which restores registers and returns CPU execution to its normal flow.

For this example we will save CPU registers 20 through 47. The code shown here does not include the hook at IRQ20 which vectors the interrupt occurrence. That will be discussed next.

ISR	PUMD R40,+R6	!Save registers
	LDM R40,R30	
	PUMD R40,+R6	
	LDM R40,R20	
	PUMD R40,+R6	
	LDM R20,R6	!Test for overflow
	SBM R20,=44,0	! point to return address ! (this number is decimal 12 ! plus the number of saved ! registers on the R6 stack)
	LDM R30,=5,0	! assume IRQPAD
	LDMD R46,R20	
	CMM R46,=IRQPAD	
	JZR MOVSTK	! JIF IRQPAD was interrupted
	CMM R46,=IRQRTN	
	JNZ STACK ok	
	LDM R30,=2,0	! (IRQRTN was interrupted)
MOVSTK	LDM R32,R20	
	ADM R32,R30	
	LDB R37,=4	! this moves 32 of 36
MVSTK1	POMD R40,+R32	
	PUMD R40,+R20	
	DCB R37	
	JNZ MVSTK1	
	POMD R44,+R32	! this does the last 4
	PUMD R44,+R20	
	SBM R6,R30	! adjust R6
STCKok	CLM R26	!Get interrupting select code
	DCM R26	! addresses for CCR & OB
	LDBD R26,=INTRSC	! (DAD 177500)
	STMD R26,R24	!R24 <= pointer to CCR/PSR
	ICM R26	!R26 <= pointer to OB/IB
	LDMD R22,=BINTAB	!Get our base address
	JSB X22,IBF=1	!Wait for dummy byte
	LDBD R37,R6	!Acknowledge interrupt
	JSB X22,IBF=1	!Wait for reason byte
	CLB R34	

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```
STBD R34,R24      !Clear the CCR
LDBD R34,R26      !Read the reason for interrupt
                   ! branch as appropriate to the
                   ! individual routines
```

Common End Code for the Interrupt Service Routine

```
[LABEL] POMD R40,-R6      !Restore registers
        STMD R40,R20
        POMD R40,-R6
        STMD R40,R30
        POMD R40,-R6
        STBD R#,=INTRSC  !IOPs need this.
        RTN
```

INTRSC (DAD 177500) is a special translator address. When it is read in response to an IOP interrupt, the interrupting translator provides the least significant byte of its own CCR/PSR address.

Taking the Interrupt Vector

The hardware of the CPU, the IOP, and the translator will make sure that when an IOP needs to interrupt for service, it will eventually get the chance to do so. When it does, the CPU will first save a return address on the R6 stack, then branch to a special RAM location called IRQ20. If you are going to have an interrupt service routine, the only way you can get control of the interrupts is to take the hook at IRQ20.

What we're going to discuss is when to take the hook and how to return control to the system. If the I/O ROM, the Mass Storage ROM, or the Plotter/Printer ROM (or any combination of these) is plugged in, then the hook will have been taken immediately. Any one of these ROMs will handle power-on, errors, and resetting. The I/O and Mass Storage ROMs will also handle burst termination for you. You might want to do some interrupt operations in your own interrupt service routine and have a ROM handle others. You can do this if you follow a few precautions:

- Before you take the hook by storing your vector in it, read the old vector and store it in your RAM area.
- If the first byte of the old vector was a RTN instruction, then the hook hasn't been taken since power-on.
- Disable interrupts globally before you change the code at IRQ20 whether taking it over or giving it back. This is critical code. Remember to re-enable them after you've made the change.

Interrupt Input and Output Operations

We have already discussed the interrupt service routine and it is this routine's response segments for input and output that do most of the work for an interrupt input or output operation. It is perhaps misleading to call it a procedure. It is more like a process.

The CPU initiates this process (as described next), the IOP and the CPU cooperate during the process, and some occurrence terminates the process. The cooperation and termination are what the interrupt service routine does. Next is a discussion of the preparations required for the CPU to initiate the process.

Preparation for an interrupt input or output includes everything you must manage for the simple case such as configuration and addressing. You must also arrange a byte counter and pointer in your RAM area so that the interrupt service routine, knowing which select code is interrupting, and knowing the direction of the transfer, knows where to find them. You must be sure that the process will be legal: the interface is either not busy, or it is full duplex and not busy in this direction. If you are using any of the input termination options, you must be sure that the necessary preparations have been made (count to control registers 25 and 26, and/or Delim character to control register 27).

The protocol command handshake types for interrupt input and output are:

- If the interface is not full duplex, both commands are direct because the interface cannot begin a new transfer while it is still busy.
- If the interface is full duplex, the output command is the interrupt-type. The input command is uniquely handled by skipping the usual test for OBF=BUSY=0 before the command is written to the OB in a manner similar to that used for direct commands.

The interrupt output protocol command has no options. It is 242 octal and the transfer terminates when the CPU sets the CED bit. The corresponding input command has three bits which specify optional conditions. The IOP declares the transfer finished by setting the PED bit. These correspond to the conditions explained under simple input. In the syntax of the TRANSFER; INTR statement: Bit 0 set = EOI, Bit 2 set = DELIM, and Bit 3 set = COUNT.

Once the appropriate protocol command for interrupt input or output has been properly passed to the IOP the process has been initiated. The CPU can continue and let the IOP and the interrupt service routine take over. In the following examples it is assumed that all of the above-mentioned preparation has taken place and, for the input examples, the termination option bits are in R34.

Full Duplex Input	LDB R36,=22	!Protocol = input, intr
	ORB R36,R34	!Fold in the options
	JSB X22,OBF=0	!Mustn't crash the OB
	LDB R37,=2	!Set CMD bit
	STBD R37,R24	! in the CCR
	STBD R36,R26	!Write the command
	JSB X22,OBF=0	!Wait till IOP has it
	CLB R37	!Clear CCR
	STBD R37,R24	
	RTN	!No wait for BUSY=0
Full Duplex Output	LDB R36,=242	!Protocol = output, intr
	JSB X22,INTCMD	! (interrupting type)
	JSB X22,INTCHK	!Uninterrupt the IOP
	RTN	!No wait for Busy=0
Not Full Dup In	LDB R36,=22	!Protocol = input, intr
	ORB R36,R34	!Fold in the options
	JSB X22,DIRCMD	! (direct type)
	RTN	!No wait for BUSY=0
Not Full Dup Out	LDB R36,=242	!Protocol - output,intr
	JSB X22,DIRCMD	! (direct type)
	RTN	!No wait for BUSY=0

Data transfer rates for interrupt input and output from assembler code will not be much faster than those for BASIC language operation because of the large overhead for the interrupt service routine. For higher speed concurrent I/O, you should consider a polling operation over simple input and output processes. To do this, the CPU must poll each card to see if it is ready for data transfer.

3.4.15 Simulation of I/O ROM Statements

In this section, those statements provided by the I/O ROM will be analyzed in terms of the protocol commands they use. These statements can be very useful for simulating the operation of your binary code.

ABORTIO: The protocol command "Abort" (0100 0000) is sent to the interface.

ASSERT: The given byte is written into control register 28.

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CLEAR: This statement has two forms: one with primary addressing and one without. If there is no primary address then the HP-IB interface message "DCL" or "Device Clear" is sent. If there is a primary address (or a batch of them), an addressing routine will be done. This will send the "Unlisten" interface message, execute the "Send My Talk Address" protocol command, send a "Listen Address" interface message for each primary address given, and then send the HP-IB interface message "SCD" or "Selected Device Clear."

CONTROL: This statement performs the control operation as described. The I/O ROM will not allow you to access control registers 25 through 29 with this statement.

ENABLE INTR: Identical to CONTROL to Register 1.

ENTER: This statement performs addressing if a primary address is given and then sends the simple input protocol command and inputs bytes until its argument list is satisfied. The addressing done consists of sending the "Unlisten" interface message, executing the "Send My Listen Address" protocol command, and sending the appropriate "Talk Address" interface message.

HALT: This statement sends the "Halt" (0100 1000) protocol command.

LOCAL: This statement may or may not have a primary address. If it does, then the addressing sequence of send the "Unlisten" interface message, execute the "Send My Talk Address" protocol command, send a "Listen Address" interface message to each primary address given, and then sends the HP-IB "Go to Local" interface message. If no primary address is given then the protocol command "Set REN to false" (0100 0010) is executed.

LOCAL LOCKOUT: This statement sends the HP-IB "Local Lockout" interface message.

OUTPUT: This statement will do the addressing routine if there is a primary address (or addresses) provided, and will then handshake the simple output protocol command (1010 0000) and output however many bytes it takes to satisfy the argument list. The addressing routine consists of sending the "Unlisten" interface message, executing the "Send My Talk Address" protocol command, and sending the appropriate "Listen Address" interface message(s).

PASS CONTROL: If a primary address is indicated, this statement will send the corresponding "Talk Address" interface message. With or without the talk address it will then send the HP-IB "Take Control" interface message and then exit the controller active state.

PPOLL: This function executes the Parallel Poll protocol command (0100 0100) and returns the response byte.

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REMOTE: If a primary address (or addresses) is provided this statement will send an addressing sequence and then execute the Set REN True (0100 0001) protocol command. If no primary address is given, only the protocol command will be executed. The addressing sequence is: send the "Unlisten" interface message, execute the "Send My Talk Address" protocol command then send a "Listen Address" interface message for each primary address given.

REQUEST: The given "response byte" is written to control register 29.

RESET: The RESET bit in the CCR for the given select code is strobed to initiate the reset for the IOP. The CPU enters a wait loop for about 400 milliseconds to give the IOP time to complete its reset operation and interrupt with the self-test results. The interrupt service routine logs an error if the reason for interrupting is the one that indicates the self-test failed.

RESUME: This statement executes the "Resume" protocol command (0100 1001).

SEND: This is a very useful statement for simulation purposes. These are its field options:

CMD: All expressions following this keyword are converted into byte strings and are sent as interface messages (that is, they are sent to the IOP using the "Send" protocol command (0100 0000)).

DATA: All expressions following this keyword are converted into byte strings and are sent as data bytes (that is, they are sent to the IOP using the simple output protocol command (1010 0000)).

TALK: The expression following is reduced to five bits and added to octal 100 to form a "Talk Address" interface message. This result is sent to the IOP using the "Send" protocol command (1011 0000).

LISTEN: The expressions following this keyword are reduced to five bits and added to octal 40 to form a "Listen Address" interface message which is sent to the IOP using the "Send" protocol command (0100 0000).

SCG: The expressions following this keyword are reduced to five bits and are added to octal 140 to form a Secondary Address interface message which is sent to the IOP using the "Send" protocol command (1011 0000).

UNL: Octal 77 ("Unlisten") is sent to the IOP using the "Send" protocol command (1011 0000).

UNT: Octal 137 ("Untalk") is sent to the IOP using the "Send" protocol command (1011 0000).

Section 3: Performing I/O Operations

MLA: This keyword executes the "Send My Listen Address" protocol command (0100 0110).

MTA: This keyword executes the "Send My Talk Address" protocol command (0100 0101).

SPOLL: This function executes an addressing routine if a primary address is provided and then performs the following sequence:

- Octal 30 ("Serial Poll Enable") is sent to the IOP using the "Send" protocol command.
- The simple input protocol command (0001 0001) is sent and one byte is input.
- Two bytes (octal 31: "Serial Poll Disable" and then octal 137: "Untalk") are then sent to the IOP using the "Send" protocol command.

The addressing sequence used for a primary address is:

- Send the "Unlisten" interface message (that is, send it to the IOP using the "Send" protocol command).
- Execute the "Send My Listen Address" protocol command.
- Send the appropriate "Talk Address" interface message.

This function statement returns the single byte which was input.

STATUS: This statement executes the read status protocol operation as discussed above.

TRANSFER: This statement executes interrupt I/O and burst I/O according to the INTR or FHS keyword. Three bytes are written to control registers 25 through 27 to set the count and delimiter options. If no count is specified, the length of the buffer string is sent as the count. The delimiter byte is always written (as a coding abbreviation), but it only has a defined value if it has been specified for an interrupt input and it won't be used unless that specification is made (the enable bit must be set in the protocol command). The EOI keyword causes the corresponding bit to be set in the protocol command. After the protocol command has been assembled, it is sent to the IOP and the CPU either enters a burst loop or returns from starting an interrupt process.

Section 3: Performing I/O Operations

TRIGGER: This statement performs an addressing operation if a primary address (addresses) is specified, and then sends the HP-IB "Group Execute Trigger" interface message. The addressing operation consists of sending the "Unlisten" interface message, executing the "Send My Talk Address" protocol command and then sending a "Listen Address" interface message for each primary address indicated.

Notice that the addressing operation invoked by a primary address is the same in all the above statements and functions in the I/O ROM. To summarize:

- For inputs: send Unlisten, My Listen Address, and the talk address given as the primary address.
- For outputs: send Unlisten, My Talk Address, and a listen address for each primary address given.

3.4.16 Timing Methodology

The I/O protocol command set was timed with the clock in the HP-85 using a BASIC program to repetitively call a binary program which executed the command. In order to obtain usable timing data for the I/O programmer who wishes to do I/O in assembly language, the times reported (except for the ones given as BASIC language comparisons) are the times required for execution and/or data transfer between the IOP and the CPU registers. All times having to do with fetching and storing BASIC variables and calling the binary code through BASIC statement execution have been subtracted out as described next.

The time required for calling the binary code from BASIC was removed by repeating the timing loop twice. A flag variable was set to 0 before the timing loop was entered the first time and was tested for 0 after the loop finished. If the flag was found to be 0, it was given some other value (depending on the operation) and the loop was re-entered by a GOTO command. When the test after the loop found the flag to be not 0, the first time was subtracted from the second time and the difference divided by the number of repetitions. The resulting time was taken as the execution time of the operation.

The binary code accepted the flag as one of several parameters. After fetching all parameters into CPU registers and preparing all items which are assumed to be done prior to executing an I/O operation (such as loading the contents of BINTAB into a pair of CPU registers), the binary code tested the flag for 0. If it was 0, the binary returned immediately (this was the first pass through timing the loop).

If it was not 0, the binary performed whatever operation had been coded into it. The flag was set to the number of bytes to be transferred. If appropriate, the binary code then transferred that many bytes into or out of the CPU registers. Usually, none of the data bytes transferred in such cases came from or returned to the BASIC code variables. If bytes were input, they were simply ignored. If bytes were to be output, the binary simply sent 0's for control operations and string output.

For formatted areas (sending to the BCD interface and needing '+' and 'E' for instance) a string variable was used. The pointers were set up in the CPU registers regardless of the value of the flag so the time needed for this was subtracted out.

The only remaining variation in timing between the 0-flag run and the "not" 0-flag run was the value of the flag. Because a system routine used by the binary was argument dependent, the difference showed up in the loop time differences. A special binary program that called the system routine ONEB, used with a series of parameters from 0 to 100 (the largest flag value used) gave a set of execution time differences than that with the parameter 0. These were subtracted from the measured times.

The timing loop went through 1,000 repetitions of each binary call. Because the accuracy of the BASIC timer and resolution are on the order of a millisecond, we start with an upper limit on the accuracy of the timing data of a microsecond. Several influencing factors lower this accuracy to some unknown, lesser accuracy. The coincidence of handshaking signal assertions and tests is probably able to account for ten or so microseconds of jiggle, but this should average out over a thousand operations.

The main error is the argument dependent execution times of number conversion routines used by the BASIC code in taking the system time. The results tended to be repeatable to within a few microseconds per operation. However, with the resolution of the timers being on the order of the times being measured, no statistics on the variability of the individual operation times could be taken. The times are given in milliseconds as one or two digit numbers. They should be taken as good to ten percent or so if it really makes a difference in your application. You should test and time as appropriate to your needs.

For operations that don't involve any actual data transfer, the times are listed. If data transfer is involved, there is a base time given which is what is required for a single-byte transfer and an incremental time which should be added to the base time for each additional byte transferred.

Section 3: Performing I/O Operations

BASIC timing loop:

```
970 !Previous code has set C to the select code and
980 ! has set S to the protocol command selected.
990 !
1000 F=0           !Flag is initially set to 0
1010 TO=TIME       !Time of start through loop
1020 FOR I=1 TO 1000
1030 BINARY F,C,S !Call the binary
1040 NEXT I
1050 T1=TIME       !Time at end of loop
1060 IF F THEN 1100 !Branch if second time through
1070 T2=T1-TO       ! otherwise T2 gets the first time
1080 F=1           !Flag now says second time through
1090 GOTO 1010
1100 T3=T1-0       ! second time to T3
1110 !

1120 PRINT "Execution time:"; (T3-T2)/1000;" seconds"
```

The Binary:

```
1000 !Above code set up and put the flag into R20
1010     TSB      R20
1020     JNZ      SECOND
1030     RTN      !Just return first time
1040 SECOND !Ensuing code performs operation S at
1050     ! select code C for second time through loop.
```

SAMPLE CODE

4.1 Introduction

The binary program in this section illustrates several I/O operations. The register conventions used are:

R20,21	Scratch
R22,23	BINTAB
R24,25	CCR/PSR address
R26,27	OB/IB address
R30,31	Character count
R32,33	Buffer pointer
R34	Active? (Boolean 0=false)
R35	EOL request (Boolean 0=false)
R36,37	GOTO/GOSUB pointer

The code assumes that the interface of interest is at select code 10. Additional interfaces (notably HP-IB at select code 7) are allowed. All I/O ROM keyword usage should occur either before the binary is loaded or between a RELINQUISH statement and an UNRELINQUISH statement.

4.2 Keywords

The sample program keywords are:

RELINQUISH

Returns the IRQ20 and IOSP hooks to the ROM that had them before SELFIO was loaded.

UNRELINQUISH

Takes IRQ20 and IOSP back. If alternated with RELINQUISH, interrupt control can be passed back and forth between the I/O ROM and the binary program.

GIVES (string expression)

Sends the string using simple output protocol.

Section 4: Sample Code

TAKES (string expression)

Enters the string using simple input protocol. It won't terminate until the dimensioned size of the string has been filled. Line feeds are not specially recognized.

GIVEI (string expression) AFTERWARD GOTO/GOSUB Line#

Sends the string using interrupt output protocol. Equivalent to "ON EOT 10 GOTO/GOSUB Line# TRANSFER (string expression) INTR."

TAKEI (string reference) AFTERWARD GOTO/GOSUB Line#

Enters the string using interrupt input protocol. Equivalent to "ON EOT 10 GOTO/GOSUB Line# TRANSFER 10 TO (string reference) INTR."

ON BREAK GOTO/GOSUB Line#

Sets up an end-of-line branch that takes place upon receipt of a BREAK character (for serial interface; for HP-IB, read "ON IFC"; for GPIO, read "ON ST1"; for BCD, read "ON FUNCTION B MSB"). Equivalent to "ON INTR 10 GOTO/GOSUB Line# ENABLE INTR 10; 128."

ACKNOWLEDGE BREAK

This is the first statement which should be executed after the ON BREAK end-of-line branch has taken place. It is equivalent to "STATUS 10,1 ; Z9" where Z9 is ignored.

GIVEB (string expression)

Sends the string using burst output protocol (note that the BCD and GPIO interfaces have format restrictions for burst I/O and the serial interface does not support burst I/O).

TAKEB (string reference)

Enters the string using burst input protocol. Fills the dimensioned size for the string.

SHOVE (register number) , (data)

Does CONTROL 10, (register number) ; (data) for times when the I/O ROM isn't available.

Section 4: Sample Code

```
10      LST
20      EXAMPLE I/O BINARY PROGRAM
30      GLO GLOBAL
40      ! NAM SELFIO
50      DEF RUNTAB
60      DEF ASCTAB
70      DEF PARTAB
80      DEF ERRTAB
90      DEF INIT.
100 PARTAB  BYT 0,0
110      DEF RELIN-          !1
120      DEF UNREL-         !2
130      DEF GIVES-          !3
140      DEF TAKES-          !4
150      DEF GIVEI-          !5
160      DEF TAKEI-          !6
170      DEF ONBRK-          !7
180      DEF GIVER-          !10
190      DEF TAKEB-          !11
200      DEF ACBR-           !12
210      DEF SHOV-
220 RUNTAB  BYT 0,0
230      DEF RELIN.          !1
240      DEF UNREL.          !2
250      DEF GIVES.          !3
260      DEF TAKES.          !4
270      DEF GIVEI.          !5
280      DEF TAKEI.          !6
290      DEF ONBRK.          !7
300      DEF GIVEB.          !10
310      DEF TAKEB.          !11
320      DEF ACBR.           !12
330      DEF SHOV.           !13
340      DEF DUMMY.          !14
350      DEF DUMMY.          !15
360      DEF DUMMY.          !16
370      DEF DUMMY.          !17
380      DEF AFTER.          !20
390      BYT 377,377
400 DUMMY   RTN
410 ASCTAB  ASP "RELINQUISH" !1
420      ASP "UNRELINQUISH" !2
430      ASP "GIVES"         !3
440      ASP "TAKES"         !4
450      ASP "GIVEI"         !5
460      ASP "TAKEI"         !6
470      ASP "ON BREAK"      !7
480      ASP "GIVEB"         !10
490      ASP "TAKEB"         !11
500      ASP "ACKNOWLEDGE BREAK" !12
510      ASP "SHOVE"         !13
520      BYT 215             !14
```

Section 4: Sample Code

```
530      BYT 215          !15
540      BYT 215          !16
550      BYT 215          !17
560      ASP "AFTERWARD" !20
570      BYT 377
580  ERRTAB  BYT 200,200,200,200,200,200,200,200
590          ASP "Interface missing"
600          ASP "Interface unwell"
610          ASP "Interface dependent error"
620          ASP "Invalid operation"
630      BYT 377
640 !*****INITIALIZATION
650  INIT.   BIN
660      LDMD R22,=BINTAB
670      LDBD R20,=ROMFL
680      CMB R20,=3          !LOADBIN?
690      JZR INIT..          !JIF YES
700      CMB R20,=4          !RUN,INIT ?
710      JNZ INIT..+
720      LDM R20,=INIT.1    !ELSE CLEAR POINTERS
730      ADM R20,R22
740      DCM R20
750      STM R20,R4          !(GTO INIT..)
760  INIT..+
770  INIT..  RTN
780      LDM R26,=IRQ20
790      LDBD R20,R26
800      LDM R24,R26
800      LDM R30,=IDSAVE
810      ADM R30,R22
820      POMD R40,+R24
830      PUMD R40,+R30
840      POMD R40,+R24
850      PUMD R40,+R30
860      STBD R#,=GINTDS
870      LDM R71,=232
880      STBD R#,=GINTDS
890      JSB =ROMJSB
900      PUMD R71,+R26
910      LDM R70,=ISR
920      BYT 0
930      STRD R#,=GINTEN
940      PAD
950      RTN
960      LDM R24,R70
970      ADM R24,R22
980      STM R24,R70
990      PUMD R70,+R26
1000     LDM R71,=316
1010     DEF ROMJSB
1020     DEF EOLSV
1030     BYT 0
1040     RTN
                                         !TAKE HOOKS
                                         !(SAD)
                                         !->R72
                                         !->R75
                                         !HALF OF IRQ20
                                         !RELATIVE ADDRESS
                                         !->R72
                                         !->R73
                                         !->R76
                                         !->R77
                                         !ABSOLUTE ADDRESS
                                         !REST OF IRQ20
                                         !(JSB)
                                         !->R72
                                         !->74
                                         !->R76
                                         !->R77
```

Section 4: Sample Code

```

1050      LDM R24, R74          !RELATIVE
1060      ADM R24, R22
1070      STM R24, R74          !ABSOLUTE
1080      STMD R71, =IOSP
1090      STBD R#, =GINTEN      !DONE HOOKS
1100      CMB R20, =236         !DID I TAKE IT FIRST?
1110      JNZ INIT.1           !JIF NO
1120      CLB R20
1130      STBD R20, X22, STEST? !ASSUME NO INTERFACE
1140      LDB R31, =4
1150      JSB =CNTRTN          !WAIT 50 MS
1160      STBD R#, =INTRSC      !CLEAR ALL RST BITS
1170      LDR R31, =31
1180      JSB =CNTRTN          !WAIT 400 MS
1190      LDBD R20, X22, STEST?
1200      JNZ INIT.0
1210      LDB R20, =366
1220 INIT.E      STBD R20, X22, ERROR#
1230          JSR =ERROR+
1240 ERROR#      BSZ 1
1250 INIT.0      CMB R20, =3
1260          JZR INIT.1      !JIF SELTEST OK
1270          LDB R20, =365      !"INTERFACE UNWELL"
1280          JMP INIT.E
1290 INIT.1      LDM R24, =136, 377 !INITIALIZE RAM
1300          STMD R24, X22, CCRADR
1310          ICM R24
1320          STMD R24, X22, OBADR
1330          LDM R24, =ICOUNT
1340          ADM R24, R22
1350          CLM R70
1360          PUMD R70, +R24
1370          PUMD R70, +R24
1380          PUMD R70, +R24
1390          LDBD R21, =SCLOG
1400          ANM R21, =200      !GOT AN INTERFACE?
1410          JZR INIT.E
1420 INIT.R      RTN
1430 !*****IRQ20 INTERRUPT SERVICE ROUTINE
1440 ISR         BIN
1450          PLMD R2, +R6          !SAVE 26 CPU REGISTERS
1460          PLMD R40, +R6          ! MAKING N+12 =
1470          LDM R40, R30          ! 46 OCTAL
1480 N+12        EOU 46
1490          PLMD R40, +R6
1500          LDM R40, R20
1510          PUMD R40, +R6
1520          CMM R6, =R6LIM2      !CHECK STACK OVERFLOW
1530          JNC ISR6OK
1540          LDB R37, =17
1550          JSB =SYSERR
1560 ISR6OK     LDM R20, R6      !CHECK FAST INTERRUPTS

```

Section 4: Sample Code

1570	SBM R20,=N+12	'FIND RETURN ADDRESS	
1580	LDM R30,=5,0	'ASSUME IROPAD	
1590	LDMD R46,R20	'GET RETURN ADDRESS	
1600	CMM R46,=IROPAD		
1610	JZR MOVSTK	'JIF IROPAD	
1620	CMM R46,=IRQRTN		
1630	JNZ R6GOOD	'JIF NOT IRQRTN	
1640	LDM R30,=2,0	'ELSE ADJUST DISTANCE	
1650	MOVSTK		
1660	LDM R32,R20		
1670	ADM R32,R30		
1680	LDR R37,=5	'40 DEC BYTES WILL MOVE	
MOV_LP	PDM R40,+R32	'MOVE THEM	
1690	PUMD R40,+R20		
1700	DCB R37		
1710	JNZ MOV_LP		
1720	SBM R6,R30	'ADJUST STACK POINTER	
1730	R6GOOD	LDMD R22,=BINTAB	
1740	CLM R26	'GET INTERRUPTING CCR ADDRESS	
1750	DCM R26		
1760	LDBD R26,=INTRSC		
1770	STM R26,R24	'R24->CCR/PSR	
1780	ICM R26	'R26->DB/IB	
1790	TSR1	LDBD R20,R24	
1800	JEV TSR1	'AWAIT IBF=1	
1810	LDBD R20,R26	'SAY HELLO TO IOP	
1820	ISR2	LDBD R20,R24	
1830	JEV ISR2	'AGAIN IBF=1	
1840	CLR R20		
1850	STBD R20,R24	'ASSURE THAT CED=0	
1860	LDBD R20,R26	'GET INTERRUPT REASON	
1870	JZR ISR1D	'INTERRUPT OUT	
1880	CMB R20,=4		
1890	JZR ISR1II	'INTERRUPT IN	
1900	CMB R20,=1		
1910	JZR ISRBT	'BURST TERMINATION	
1920	CMB R20,=6		
1930	JZR ISREOL	'EOL SEQUENCE SENT	
1940	CMB R20,=377		
1950	JZR ISRIIO	'INVALID I/O	
1960	CMB R20,=373		
1970	JZR ISRSTE	'SELF TEST ERROR	
1980	CMB R20,=3		
1990	JZR ISRSTO	'SELF TEST OK	
2000	CMB R20,=2		
2010	JZR ISRR1I	'REGISTER 1 INTERRUPT	
2020	ISRIDE	JSB =ERROR	
2030	BYT 364	!"INTERFACE DEPENDENT ERROR"	
2040	JMP ISRDDN		
2050	'*****SELF	TEST ERROR	
2060	ISRSTE	LDMD R30,X22,CCRADR	'MY INTERFACE?
2070	CMM R24,R30		
2080	JZR ISRSTO	'JIF YES	

Section 4: Sample Code

```
2090      JMP ISRIDE
2100 !*****SELF TEST OK
2110 ISRST0 LDMD R30,X22,CCRADR !MY SELECT CODE?
2120      CMM R24,R30
2130      JNZ ISRSTP !JIF NO
2140      STBD R20,X22,STEST?
2150 ISRSTP LDB R21,R24 !LOG IN THIS SELECT CODE
2160      LRB R21
2170      ANM R21,=7
2180      LDB R20,=1
2190 ISRL0G DCB R21
2200      JCY ISRL0+
2210      LLB R20
2220      JMP ISRL0G
2230 ISRL0+ LDBD R21,=SCL0G
2240      ORB R21,R20
2250      STBD R21,=SCL0G
2260 ISRD0N JMP ISRR11
2270 ISRII0 JSB =ERROR
2280      BYT 363      !"INVALID OPERATION"
2290      JMP ISRD0N
2300 ISRI0  JMP ISRI0.
2310 ISRII  JMP ISRII.
2320 ISRBT JMP ISRBT.
2330 !*****EOL SEQUENCE SENT
2340 ISREOL LDBD R20,X22,DACTV? !BRANCH SET UP?
2350      JZR ISRD0N !JIF NO
2360      LDM R20,=0,377
2370      STMD R20,X22,DACTV? !FLAG EOL
2380 LOGEOL JSB X22,SETEOL !REQUEST EOL SERVICE
2390 LOGEOR JMP ISRD0N
2400 !*****REGISTER ONE INTERRUPT
2410 ISRR11 LDBD R20,X22,DACTV? !BRANCH SET UP?
2420      JZR ISRD0N !JIF NO
2430      LDM R20,=0,377
2440      STMD R20,X22,DACTV? !FLAG EOL
2450      JMP LOGED0L
2460 !*****BURST TERMINATION
2470 ISRBT. LDM R20,R6 !GET STACK
2480      SBM R20,=N+12 !FIND RETURN ADDRESS
2490      LDM R24,=SYSRTN !GET RTN TO RTN
2500      STMD R24,R20 !DECK THE STACK
2510 ISRR11 JMP ISRR12
2520 ISRI0. JMP ISRI0+
2530 !*****TRANSFER IN
2540 ISRII. LDMD R40,X22,ICOUNT !GET POINTERS
2550      STM R40,R30
2560 ISRII1 LDB1 R20,X22,CCRADR !READ PSR
2570      JEV ISRII1 !AWAIT IBF=1
2580 ISRII2 LDB1 R21,X22,DBADR !GET DATA
2590      PUBD R21,+R32 !STORE IT
2600      DCM R30 !DROP COUNT
```

Section 4: Sample Code

```

2610      LRB R20
2620      LRB R20
2630      JOD ISR1I4      !JIF PED=1
2640      TSM R30
2650      JZR ISR1I4
2660      STBI R#,X22,OBADR !JIF COUNT USED UP
2670 ISR1I3  LDRI R20,X22,CCRADR !REQUEST MORE
2680      JOD ISR1I2      !READ PSR
2690      LLB R20          !NEXT ONE'S READY
2700      JNG ISR1I3      !JIF TFLG=1
2710      JMP ISR1I6      !ELSE QUIT FOR NOW
2720 ISR1I4  LDB R20,=4
2730      STBI R20,X22,CCRADR !SET CED=1
2740 ISR1I5  LDBI R20,X22,CCRADR
2750      LRB R20
2760      JOD ISR1I5      !AWAIT BUSY=0
2770      CLB R20
2780      STBI R20,X22,CCRADR !SET CED=0
2790      CLM R34          !"TRANSFER NOT ACTIVE"
2800      DCB R35          !"NEED EOL SERVICE"
2810      JSB X22,SETEOL !REQUEST EOL SERVICE
2820 ISR1I6  LDM R40,R30 !PUT AWAY POINTERS
2830      STMD R40,X22,ICOUNT
2840 ISRRT2  JMP ISRRTN
2850 !*****TRANSFER OUT
2860 ISR10+  LDMD R40,X22,OCOUNT !FETCH POINTERS
2870      STM R40,R30
2880 ISR101  P0BD R20,+R32 !GET NEXT BYTE
2890      DCM R30          !DROP COUNT
2900      JCY ISR102      !JIF NOT LAST
2910      LDB R21,=4
2920      STBI R21,X22,CCRADR !ELSE SET CED=1
2930 ISR102  STBI R20,X22,OBADR !WRITE DATA BYTE
2940 ISR103  LDBI R20,X22,CCRADR !READ PSR
2950      JNG ISR103      !AWAIT DBF=0
2960      LLB R20
2970      JNG ISR101      !MORE IF TFLG=1
2980      LDM R40,R30
2990      STMD R40,X22,OCOUNT !ELSE PUT AWAY POINTERS
3000 ISRRTN  P0MD R40,-R6 !RESTORE CPU REGISTERS
3010      STM R40,R20
3020      P0MD R40,-R6
3030      STM R40,R30
3040      P0MD R40,-R6
3050      P0MD R2,-R6
3060      STBD R2,=INTRSC !REVIVE TC'S
3070      RTN
3080 !*****END-OF-LINE BRANCH SERVICE ROUTINE
3090 EDLSV   BIN
3100      STBD R#,=GINTDS
3110      LDMD R22,=BINTAB
3120      CMB R16,=7      !ONE AT A TIME!

```

Section 4: Sample Code

```

3130      JZR EOLSV3
3140      CMB R16,=2
3150      JZR EOLSV1
3160      MAGIC      LDM R20,R6      !JIF RUNNING
3170      SBM R20,=11,0
3180      LDM R46,=CLKHIT
3190      ANM R32,=376,377
3200      TSB R32
3210      JNZ CNDHIT
3220      LDM R46,=CHREDIT
3230      LDDBD R45,=SVCWRD
3240      JOD CNDHIT
3250      LDM R46,=XCBITS
3260      CNDHIT     STMD R46,R20
3270      LDB R37,R17
3280      LLB R37
3290      LLB R36
3300      LLB R37
3310      LLB R37
3320      DRP R32
3330      STBD R#,=6INTEN
3340      RTN
3350      EOLSV1     CMMRD R10,=PCR
3360      JNZ MAGIC
3370      LDDBD R75,X22,SRVEOL
3380      JZR EOLSV4
3390      CLB R75
3400      STBD R75,X22,SRVEOL
3410      EOLSV2     LDB R37,R17
3420      ANM R37,=10
3430      JZR EOLSV3
3440      JSB =ROMJSB
3450      DEF TRA?
3460      BYT 0
3470      EOLSV3     JMP EOLSV5
3480      EOLSV4     JSB X22,EOLWHO
3490      JZR EOLSV2
3500      CLB R75
3510      PUBD R75,+R76
3520      DCB R75
3530      STBD R75,X22,SRVEOL
3540      POMD R56,+R76
3550      JSB =SETTR1
3560      STMD R10,=ONFLAG
3570      LDM R10,R56
3580      LDB R16,=7
3590      JMP EOLSV6
3600      EOLSV5     JSB X22,EOLWHO
3610      JNZ EOLSV6
3620      LDB R32,=375
3630      JSB =CLRBIT
3640      JMP EOLSV7

```

!SYSTEM REQUIRED
! INTERACTION
!JIF NOT AT END OF BASIC LINE
!JIF NONE PENDING
!ELSE, UNPEND IT
!JIF NOT TRACE MODE
!ANY REQUESTS?
!JIF NO
!CLEAR THE REQUEST
!SET PENDING
!GET STORED R10
! (FOR TRACING)
!SAVE CURRENT BASIC PC
!DO BASIC BRANCH
!ALERT SYSTEM
!JIF MORE TAKERS
!ELSE CLEAR BITS

Section 4: Sample Code

```
3650 EOLSV6    LDB R65,=2          'ASSURE ANOTHER IOSP CALL
3660          LDBD R64,=SVCWRD
3670          ORB R64,R65
3680          STBD R64,=SVCWRD
3690          LDB R64,=20
3700          ORB R17,R64
3710 EOLSV7    LDBD R20,=IPHERE
3720          JNZ EOLSV8
3730          STBD R#,=GINTEN
3740 EOLSV8    RTN
3750 EOLWHO    LDM R76,=IEOLFL
3760          ADM R76,R22
3770          LDBD R75,R76
3780          JNZ EOLHIM          'JIF EOT IN
3790          LDM R76,=DEOLFL
3800          ADM R76,R22
3810          LDBD R75,R76
3820          JNZ EOLHIM          'JIF EOT OUT
3830          LDM R76,=CEOLFL
3840          ADM R76,R22
3850          LDBD R75,R76
3860 EOLHIM    RTN
3870          LNK EXAMPLES2
```

Section 4: Sample Code

```
10 !*****PARSE CODE
20 RELIN- BSZ 0
30 UNREL- BSZ 0
40 ACBR- LDB R77, R43           !SIMPLE STATEMENTS
50           LDB R75, =371
60           PUMD R75, +R12
70           JSB =SCAN
80           RTN
90 GIVES-  BSZ 0
100 GIVEB- PUBD R43, +R6
110           JSB =STREX+
120           JEZ PARERR
130 PARPU  POBD R77, -R6
140           LDB R75, =371
150           PUMD R75, +R12
160           RTN
170 TAKES-  BSZ 0
180 TAKEB- PUBD R43, +R6
190           JSB =SCAN
200           JSB =STRREF
210           JEN PARPU
220 PARERR  POBD R43, -R6
230           JSB =ERROR+
240           BYT 92D
250 GIVEI-  PUBD R43, +R6
260           JSB =STREX+
270           JEZ PARERR
280           JMP AFTER-
290 TAKEI-  PUBD R43, +R6
300           JSB =SCAN
310           JSB =STRREF
320           JEZ PARERR
330 AFTER-  CMB R14, =371
340           JNZ PARERR
350           CMB R43, =20
360           JNZ PARERR
370           POBD R77, -R6
380           LDB R75, =371
390           PUMD R75, +R12
400 ONBRK-  PUBD R43, +R6
410           JSB =SCAN
420           CMB R47, =210
430           JNZ PARERR
440           POBD R77, -R6
450           LDB R75, =371
460           PUMD R75, +R12
470           JSB =GOTOSU
480           RTN
490 SHOV-   PUBD R43, +R6
500           JSB =GET2N
510           JEN SHOV-1
520 SHOV-E  POBD R43, -R6
530           JSB =ERROR+
```

Section 4: Sample Code

```
540      BYT 89D
550 SHOV-1  P0BD R43,-R12          ! (FOR GET2N)
560      P0BD R57,-R6
570      LDB R55,=371
580      PUMD R55,+R12
590      RTN

600 !
610 !
620 !
630 !
640 !
650 !
660 !
670 !

680      BYT 0,241          ! TO DECOMPILE "AFTERWARD"
690 AFTER.  RTN
700 !*****RELINQUISH
710      BYT 0,241
720 RELIN.  BIN
730      LDMD R22,-BINTAB
740      LDM R20,=IOSAVE          'GET ORIGIONAL HOOK
750      ADM R20,R22
760      P0MD R40,+R20
770      CMB R40,=236
780      JNZ RELIN1          'JIF THERE WAS ONE
790      JSB =ERROR+
800      BYT 362          '"NO ROM!"'
810 RELIN1  LDM R24,=IR020
820      PUMD R40,+R24
830      P0MD R40,+R20
840      PUMD R40,+R24
850      P0MD R45,+R20          'IOSP, ALSO
860      STMD R45,-ESHOOK
870      RTN
880 !*****LINRELINQUISH
890      BYT 0,241
900 UNREL.  BIN
910      LDMD R22,-BINTAB
920      LDM R20,=IOSAVE          'RE-SAVE OTHER HOOK
930      ADM R20,R22
940      LDM R24,=IR020
950      P0MD R40,+R24
960      PUMD R40,+R20
970      P0MD R40,+R24
980      PUMD R40,+R20
990      LDMD R45,-ESHOOK
1000     PUMD R45,+R20
1010     DCM R24
1020     LDM R40,=ISR          'REMAKE MINE
1030     BYT 0
1040     STBD R#,=BINTEN
1050     PAD
```

Section 4: Sample Code

```

1060      RTN
1070      LDM R20,R40
1080      ADM R20,R22
1090      STM R20,R40      !ABSOLUTE ADDRESS
1100      PUMD R40,-R24
1110      LDM R41,=232      !(SAD, ETC.)
1120      STBD R#,=GINTDS
1130      JSB =ROMJSB
1140      PUMD R41,-R24
1150      LDM R20.=EOLSV    !RE-TAKE IOSP
1160      ADM R20,R22
1170      STM R20,R45
1180      CLB R47
1190      STMD R45,=ESHOOK

1200      RTN
1210 !*****GIVE SIMPLE
1220      BYT 0,241
1230 GIVES.  BIN
1240      LDMD R22,=BINTAB
1250      PQMD R32,-R12      !ADDRESS
1260      PQMD R30,-R12      !LENGTH
1270      JZR GIVESR
1280      LDMD R24,X22,CCRADR
1290      LDMD R26,X22,DBADR
1300      LDB R20,=240      !"OUTPUT, SIMPLE"
1310      JSB X22,CMDHS
1320 GIVES1  LDBD R21,R24
1330      JNG GIVES1      !AWAIT DBF=0
1340      CLB R21
1350      STBD R21,R24      !CLEAR CCR
1360 GIVES2  PDBD R20,+R32  !GET NEXT BYTE
1370 GIVES3  LDBD R21,R24
1380      JNG GIVES3      !AWAIT DBF=0
1390      DCM R30
1400      JZR GIVES4      !JIF LAST BYTE
1410      STBD R20,R26      !WRITE DB
1420      JMP GIVES2
1430 GIVES4  LDB R21,=4
1440      STBD R21,R24      !CED<-1
1450      STBD R20,R26      !WRITE LAST BYTE
1460 GIVES5  LDBD R21,R24
1470      ANM R21,=202
1480      JNZ GIVES5      !AWAIT DBF=BUSY=0
1490 GIVESR  RTN
1500 !*****TAKE SIMPLE
1510      BYT 0,241
1520 TAKES.  BIN
1530      LDMD R22,=BINTAB
1540      JSB X22,SETSTR    !ARRANGE DATA SINK
1550      TSM R30
1560      JZR TAKESR      !JIF NO BYTES
1570      LDMD R24,X22,CCRADR

```

Section 4: Sample Code

```

1580      LDMD R26,X22,0BADR
1590      LDB R20,=20          !"INPUT, SIMPLE"
1600      JSB X22,CMDHS
1610 TAKES0  LDBD R20,R24
1620      JNG TAKES0          !AWAIT DBF=0
1630      CLB R20
1640      STBD R20,R24          'CED<-0
1650 TAKES1  LDBD R21,R24
1660      JEV TAKES1          !AWAIT IBF=1
1670      LDBD R20,R26          !READ DATA
1680      PUBD R20,+R32          'STORE IT
1690      ANM R21,=4
1700      JNZ TAKES2          !JIF PED=1
1710      DCM R30
1720      JZR TAKES2          !JIF NO MORE ROOM
1730      STBD R30,R26          !REQUEST MORE
1740      JMP TAKES1
1750 TAKES2  LDB R20,=4
1760      STBD R20,R24          !CED<-1
1770 TAKES3  LDBD R21,R24
1780      ANM R21,=202
1790      JNZ TAKES3          !AWAIT DBF=BUSY=0
1800 TAKESR  RTN
1810 !*****GIVE INTERRUPT
1820      BYT 0,241
1830 GIVEI.  BIN
1840      LDMD R22,=BINTAB
1850 GIVEI1  LDBD R20,X22,DACTV?    '1 AT A TIME
1860      JNZ GIVEI1
1870      LDMD R24,X22,CCRADR
1880      LDMD R26,X22,0BADR
1890      POMD R32,-R12          !ADDRESS
1900      POMD R30,-R12          !LENGTH
1910      JZR GIVEIR
1920      LDM R34,=377,0          !ACTIVE BUT NO EOT
1930      ADM R10,=3,0          !STEP PAST "AFTERWARD"
1940      STM R10,R36
1950      ADM R10,=3,0          !STEP PAST GOTO/GOSUB
1960      LDM R40,R30
1970      STMD R40,X22,0COUNT
1980      LDB R20,=242          !"OUTPUT, INTERRUPT"
1990      JSB X22,CMDHS
2000 GIVEI2  LDBD R20,R24
2010      JNG GIVEI2          !AWAIT DBF=0
2020      CLB R20
2030      STBD R20,R24          !CCR<-0
2040      JSB X22,INTCHK          'NORMALIZE IOP
2050 GIVEIR  RTN
2060 !*****TAKE INTERRUPT
2070      BYT 0,241
2080 TAKEI.  BIN
2090      LDMD R22,=BINTAB

```

Section 4: Sample Code

```

2100 TAKEI11    LDBD R20,X22,IACTV?      !ONE AT A TIME
2110                      JNZ TAKEI11
2120                      LDMD R24,X22,CCRADR
2130                      LDMD R26,X22,OBADR
2140                      JSB X22,SETSTR
2150                      TSM R30
2160                      JZR TAKEIR
2170                      LDM R34,=377,0
2180                      ADM R10,=3,0
2190                      STM R10,R36
2200                      ADM R10,=3,0
2210                      LDM R40,R30
2220                      STMD R40,X22,ICOUNT
2230                      JSB X22,SNDCNT
2240                      LDB R20,=22
2250                      JSB X22,CMDHS
2260 TAKEI2      LDBD R20,R24
2270                      JNG TAKEI2
2280                      CLR R20
2290                      STBD R20,R24
2300                      JSB X22,INTCHK
2310 TAKEIR      RTN
2320 !*****GIVE BURST
2330                      BYT 0,241
2340 GIVEB.       BIN
2350                      LDMD R22,=BINTAB
2360                      LDMD R24,X22,CCRADR
2370                      LDMD R26,X22,OBADR
2380 GIVEB1      LDBD R20,X22,IACTV?      !ONE AT A TIME
2390                      JNZ GIVEB1
2400                      POMD R32,-R12
2410                      POMD R30,-R12
2420                      JZR GIVEBR
2430                      JSB X22,SNDCNT
2440                      JSB X22,INTOFF
2450                      JSB X22,INTCHK
2460 GIVEB2      LDBD R20,R24
2470                      JNG GIVEB2
2480                      LDB R20,=2
2490                      STBD R20,R24
2500                      LDB R20,=42
2510                      STBD R20,R26
2520 GIVEB3      LDBD R21,R24
2530                      ANM R21,=202
2540                      JNZ GIVEB3
2550                      STBD R21,R24
2560                      LDMD R66,X22,OBADR
2570                      STMD R66,=TEMP2
2580                      DRP R40
2590                      JSB X22,BOUTLP
2600                      JSB X22,INTON
2610 GIVEBR      RTN

```

Section 4: Sample Code

```
2620 !*****  
2630     BYT 0,241  
2640 TAKEB.   BIN  
2650     LDMD R22,=BINTAB  
2660     LDMD R24,X22,CCRADR  
2670     LDMD R26,X22,OBADR  
2680 TAKEB1   LDBD R20,X22,IACTV?    ! AT A TIME  
2690     JNZ TAKEB1  
2700     JSB X22,SETSTR  
2710     TSM R30  
2720     JZR TAKEBR  
2730     JSB X22,SNDCTN  
2740     JSB X22,INTOFF  
2750     JSB X22,INTCHK  
2760 TAKEB2   LDBD R20,R24  
2770     JNG TAKEB2  
2780     LDB R20,=2  
2790     STBD R20,R24  
2800     LDB R20,=45  
2810     STBD R20,R26  
2820 TAKEB3   LDBD R21,R24  
2830     ANM R21,=202  
2840     JNZ TAKEB3  
2850     STBD R21,R24  
2860     LDMD R66,X22,OBADR  
2870     STMD R66,=TEMP2  
2880     DRP R40  
2890     JSB X22,BINLOP  
2900     JSB X22,INTON  
2910 TAKEBR   RTN  
2920 !*****  
2930 !  
2940 !  
2950 !  
2960 !  
2970 !  
2980 !  
2990 !  
3000 !  
3010 !  
3020 BOUTLP  ARP R32  
3030 BOUTL   POBD R#,+R#  
3040     STBI R#,=TEMP2  
3050 !*****HALTED HERE*****  
3060     JMP BOUTL  
3070 !  
3080 !  
3090 !  
3100 !  
3110 !  
3120 BINLOP  ARP R32  
3130     STBI R#,=TEMP2
```

! (JSB X22 EATS ARP)
!NEXT BYTE FROM BUFFER
!ON TO IOP
! (JSB X22 EATS ARP)
!TRIGGER TO OB

Section 4: Sample Code

```
3140 BINLP+ LDBI R#,=TEMP2           !NEXT BYTE FROM IOP
3150 !*****HALTED HERE***** 
3160     PUBD R#,+R#                  !ON TO BUFFER
3170     JMP BINLP+
3180 !*****INTERRUPTERS OFF
3190 INTOFF  LDB R20,=2                !KEYBOARD
3200     STBD R20,=KEYDIS
3210 KEYDIS  DAD 177402
3220     LDB R20,=1
3230     STBD R20,=0THRDS             !TIMERS
3240 0THRDS  DAD 177412
3250     LDB R20,=101
3260     STBD R20,=0THRDS
3270     LDB R20,=201
3280     STBD R20,=0THRDS
3290     LDB R20,=301
3300     STBD R20,=0THRDS
3310     LDB R20,=10                 !EACH SELECT CODE
3320     LDBD R21,=SCLOG
3330     LDM R24,=120,377             !SC 3 CCR
3340     LDM R26,=121,377             !SC 3 DB
3350 INTOF1  TSB R21
3360     JEV INTOF2
3370     PUMD R20,+R6
3380     LDB R20,=60
3390     JSB X22,CMDHS
3400     POMD R20,-R6
3410 INTOF2  LRB R21                 !NEXT SELECT CODE
3420     ADM R24,=2,0
3430     ADM R26,=2,0
3440     DCB R20
3450     JNZ INTOF1
3460     LDMD R24,X22,CCRADR
3470     LDMD R26,X22,DBADR
3480     RTN
3490 !*****INTERRUPTERS ON
3500 INTON  LDB R20,=10               !EACH SELECT CODE
3510     LDBD R21,=SCLOG
3520     LDM R24,=120,377             !SC 3 CCR
3530     LDM R26,=121,377             !SC 3 DB
3540 INTON1  TSB R21
3550     JEV INTON2
3560     PUMD R20,+R6
3570     JSB X22,INTCHK             !REVIVE IOP
3580     LDM R74,R24
3590     POMD R20,-R6
3600 INTON2  LRB R21                 !NEXT SELECT CODE
3610     ADM R24,=2,0
3620     ADM R26,=2,0
3630     DCB R20
3640     JNZ INTON1
3650     STM R74,R24
```

Section 4: Sample Code

```
3660 INTONS LDBD R21,R24
3670 ANM R21,=202
3680 JNZ INTONS
3690 LDB R20,=1 !AWAIT DBF=BUSY=0
3700 STBD R20,=KEYDIS
3710 LDB R20,=2 !KEYBOARD
3720 STBD R20,=0THRDS
3730 LDB R20,=102
3740 STBD R20,=0THRDS
3750 LDB R20,=202
3760 STBD R20,=0THRDS
3770 LDB R20,=302
3780 STBD R20,=0THRDS
3790 LDMD R24,X22,CCRADR
3800 LDMD R26,X22,DBADR
3810 RTN
3820 !*****REVIVE INTERRUPTED IOP
3830 INTCHK LDBD R21,R24
3840 ANM R21,=10
3850 JNZ INTCHK1
3860 RTN !RTN IF PACK=0
3870 INTCHK1 LDB R20,=1
3880 STBD R20,R24 !INT<-1
3890 JSB X22,DUMMY !WASTE TIME
3900 CLR R20
3910 STBD R20,R24 !INT<-0
3920 INTCHK2 LDBD R21,R24
3930 ANM R21,=10
3940 JNZ INTCHK2
3950 RTN
3960 !*****COMMAND TO IOP ROUTINE
3970 CMDHS TSB R20
3980 JLZ INTHS !JIF STATUS
3990 LDBD R21,R24
4000 ANM R21,=40
4010 JZR CMDHS0 !JIF NOT FULL DUPLEX IOP
4020 CMB R20,=22
4030 JZR CMDHS2 !JIF XFER IN
4040 CMB R20,=242
4050 JZR INTHS !JIF XFER OUT
4060 CMB R20,=231
4070 JZR INTHS !JIF WRITE TERMS
4080 CMDHS0 CMB R20,=235
4090 JZR INTHS !JIF SERVICE REQUEST
4100 CMB R20,=234
4110 JZR INTHS !JIF ASSERT
4120 CMB R20,=111
4130 JZR INTHS !JIF RESUME
4140 CMB R20,=110
4150 JZR INTHS !JIF HALT
4160 CMB R20,=103
4170 JCY CMDHS1 !JIF > SET REN=0
```

Section 4: Sample Code

```

4180      CMB R20,=60
4190      JCY INTHS          !JIF > DISABLE INTERRUPTS
4200 CMDHS1  LDBD R21,R24
4210      ANM R21,=202
4220      JNZ CMDHS1        !AWAIT DBF=BUSY=0
4230 CMDHS2  LDB R21,=2
4240      STBD R21,R24
4250      STBD R20,R26        !DBK=COMMAND
4260      RTN
4270 INTHS   LDB R21,=1
4280      STBD R21,=6INTDS
4290      STBD R21,R24        !INT<-1
4300 INTHS1  LDBD R21,R24
4310      ANM R21,=10
4320      JZR INTHS1        !AWAIT PACK=1
4330      STBD R21,=6INTEN
4340      STBD R20,R26        !WRITE COMMAND
4350      LDBD R20,R26
4360      LDB R20,=2
4370      STBD R20,R24        !COM<-1, INT<-0
4380      RTN
4390 !*****SET UP DATA BUFFER
4400 SETSTR   P0MD R66,-R12   !ADDRESS
4410      P0MD R66,-R12   !LENGTH
4420      P0MD R66,-R12   !BASE ADDRESS
4430      JSB =FETSVA    !GET TRUE POINTER
4440      P0MD R64,+R34   !TOT & MAX LEN'S
4450      PUMD R66,+R34   !ACT <- MAX
4460      STM R66,R30    !R30 <- BYTE COUNT
4470      LDM R32,R34    !R32<-BUFFER ADDRESS
4480      RTN
4490 !*****SEND BYTE COUNT TO IOP
4500 SNDCNT   LDB R20,=231   !"WRITE TERMS"
4510      JSB X22,CMDHS
4520 SNDCN1   LDBD R21,R24
4530      JNG SNDCN1        !AWAIT DBF=0
4540      CLB R20
4550      STBD R20,R24
4560      STBD R30,R26        !SEND COUNT LSB
4570 SNDCN2   LDBD R20,R24
4580      JNG SNDCN2        !AWAIT DBF=0
4590      STBD R31,R26        !SEND COUNT MSB
4600 SNDCN3   LDBD R20,R24
4610      JNG SNDCN3        !AWAIT DBF=0
4620      RTN
4630 !*****DN BREAK GOTO/GOSUB
4640      BYT 0,241
4650 ONBRK.   BIN
4660      LDMD R22,=BINTAB
4670      LDMD R24,X22,CCRADR
4680      LDMD R26,X22,DBADR
4690      STM R10,R46        !POINTER TO GOTO/GOSUB

```

Section 4: Sample Code

```

4700      ADM R10,=3,0          !STEP PAST GOTO/GOSUB
4710      LDB R44.=377          !CONDITION ACTIVE
4720      LDB R45.=0            !ARMED, BUT NO TRIGGER YET
4730      STMD R44,X22,CACTV?  !STORE THE SETUP
4740      LDB R20.=201          !"WRITE CONTROL REG #1"
4750      JSB X22,CMDHS
4760  ONBRK1  LDBD R21,R24
4770      JNG ONBRK1          !AWAIT DBF=0
4780      LDB R21.=4            !CED<-1
4790      STBD R21,R24          !BREAK INTERRUPT
4800      LDB R21.=200          !ENABLE MASK
4810      STBD R21,R26
4820  ONBRK2  LDBD R21,R24
4830      ANM R21.=202
4840      JNZ ONBRK2          !AWAIT DBF=BUSY=0
4850      JSB X22,INTCHK      !NORMALIZE IOP
4860      RTN
4870  !*****TELL SYSTEM TO CALL IOSP HOOK
4880  SETEOL  STBD R#,=GINTDS !REQUEST END OF LINE BRANCH
4890      LDB R20.=2
4900      LDBD R21.=SVCWRD
4910      ORB R21,R20
4920      STBD R21.=SVCWRD
4930      LDB R21.=20
4940      ORB R17,R21
4950      STBD R#,=GINTEN
4960      RTN
4970  !*****ACKNOWLEDGE BREAK
4980      BYT 0,241
4990  ACBR.   BIN
5000      LDMD R22.=BINTAB
5010      LDMD R24,X22,CCRADR
5020      LDMD R26,X22,OBADR
5030      LDB R20.=1          !"STATUS (REG 1)"
5040      JSB X22,CMDHS
5050  ACBR.1  LDBD R21,R24
5060      JNG ACBR.1          !AWAIT DBF=0
5070      CLB R21
5080      STBD R21,R24          !CCR<-0
5090  ACBR.2  LDBD R21,R24
5100      JEV ACBR.2          !AWAIT IBF=1
5110      LDBD R21,R26          !READ REG 1
5120      LDB R21.=4
5130      STBD R21,R24          !CED<-1
5140  ACBR.3  LDBD R21,R24
5150      ANM R21.=202
5160      JNZ ACBR.3          !AWAIT DBF=BUSY=0
5170      JSB X22,INTCHK      !REVIVE IOP
5180      RTN
5190  !***** SHOVE
5200      BYT 0,241
5210  SHOV.   JSB =TWOB      !R56<-REG#; R46<-DATA

```

Section 4: Sample Code

```
5220      BIN
5230      LDMD R22,=BINTAB
5240      LDMD R24,X22,CCRADR
5250      LDMD R26,X22,OBADR
5260      LDB R20,=200          !"WRITE CONTROL"
5270      LDB R21,R56          !REGISTER #
5280      ANM R21,=37
5290      ORB R20,R21
5300      JSB X22,CMDHS
5310 SHOV.1  LDBD R21,R24
5320      JNG SHOV.1          !AWAIT DBF = 0
5330      LDB R21,=4
5340      STBD R21,R24          !CED<-1
5350      STBD R46,R26          !DBK-DATA
5360 SHOV.2  LDBD R21,R24
5370      ANM R21,=202
5380      JNZ SHOV.2          !AWAIT DBF=BUSY=0
5390      RTN
5400      LNK EXAMPLES3
```

Section 4: Sample Code

```

10 !*****BINARY PROGRAM'S DATA AREA
20 IOSAVE  BSZ 23          !OTHER ROM'S HOOK STORAGE
30 CORADR  BSZ 2          !MY IOP'S CCR/PSR ADDRESS
40 DBADR   BSZ 2          !MY IOP'S DB/IB ADDRESS
50 ICOUNT   BSZ 2          !INPUT CHARACTER COUNTER
60 IPOINT   BSZ 2          !" BUFFER POINTER
70 IACTV?   BSZ 1          !" TRANSFER ACTIVE BOOLEAN
80 IEOLFL  BSZ 1          !" EOL BRANCH REQUEST BOOLEAN
90 IEOL10  BSZ 2          !" GOTO/GOSUB POINTER
100 OCOUNT  BSZ 2          !OUTPUT CHARACTER COUNT
110 OPOINT  BSZ 2          !" BUFFER POINTER
120 OACTV?  BSZ 1          !" TRANSFER ACTIVE BOOLEAN
130 DEOLFL  BSZ 1          !" EOL BRANCH REQUEST BOOLEAN
140 DEOL10  BSZ 2          !" GOTO/GOSUB PONINTER
150 CACTV?  BSZ 1          !ON BREAK ACTIVE BOOLEAN
160 CEOLFL  BSZ 1          !" EOL BRANCH REQUEST BOOLEAN
170 CEOL10  BSZ 2          !" GOTO/GOSUB POINTER
180 STEST?  BSZ 1          !TEMPORARY SELF TEST RESULT STORAGE
190 SRVEOL  BSZ 1          !EOL BRANCH IN PROGRESS BOOLEAN
200 ELBORM  BSZ 12         !MAKE INITIALIZATION EASY
210 !*****SYSTEM ADDRESSES NOT IN "GLOBAL"
220 CNTRTN  DAD 36002      !WATTS [R31] *16.67 MILLISECONDS
230 SCLOGS  DAD 100667     !BIT LOG OF RESIDENT SELECT CODES
240 R6LTIM2 DAD 101720     !STACK OVERFLOW FENCE
250 SYSERR  DAD 76713      !SYSTEM ERROR LOGGING ROUTINE
260 IRQPAD  DAD 102505     !ADDRESS FOR STACK OVERFLOW TEST
270 IRORTN  DAD 102506     !" SAME "
280 INTRSC  DAD 177500     !I/O ADDRESS FOR TC CONTROL, ETC.
290 SYSRTN  DAD 310        !ADDRESS OF A RTN INSTRUCTION
300 CLKHIT  DAD 507        !SYSTEM EOL SERVICE ENTRY
310 CHREDIT DAD 364        !" SAME "
320 XCBITS3 DAD 274        !" SAME "
330 TRA?    DAD 1523       !SYSTEM TRACE ENTRY
340 SETTR1  DAD 2323       !" SAME "
350 CLRBIT  DAD 546        !SYSTEM UNLOGS I/O'S EOL REQUEST
360 IPHERE  DAD 101042     !BOOLEAN => IPBTIN BINARY IS LOADE
370 GOTOSU  DAD 17435       !SYSTEM GOTO/GOSUB PARSE ROUTINE
380 TEMP2   DAD 101120     !OB/IB ADDRESS FOR BURST INDEXED
390 ESHOOK  DAD 102412     !ROUTINE ADDRESS IN IOSP HOOK
400 FIN

```

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