

# ***Instruction Manual***

**MON 86 — V1.4**

# ***8086 Monitor***

***For Use with the SCP 300 CPU Support Board***

**Rev. 1.4A**



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## Getting Started

Connect an RS-232 terminal to the cable coming from J1 of the CPU support card. The terminal should be set for full duplex at one of the following rates: 19200, 9600, 1200, 300, 150, or 110 baud. The software-selected baud rate feature of the CPU Support card is used to automatically determine the baud rate of the terminal. By hitting the carriage return no more than four times, the sign-on message should appear. If it does not, reset the computer and try again. If it still does not sign on, check all connections carefully.

If Sense Switch 0 is a one (position 1 of S2 is closed), then the monitor will NOT sign on after baud rate selection but instead will automatically boot the disk. This is equivalent to the Boot command with no parameters.

Directly below the sign-on message there will be a greater-than symbol, ">". This is the Monitor prompt, and indicates that the Monitor is ready to accept a command. The input buffer allows commands of up to 80 characters in length. While typing the command line, <backspace> and <rubout> or <delete> may be used back up to correct a mistake, while "@" cancels the line and re-issues the prompt. Typing <carriage return> either causes the command to be executed or an error to be reported. Most errors are syntax errors, and an arrow followed by the word "Error" will appear under the first bad character. If an error occurs, no part of the command is executed (except during boot or flag replacement - see Boot and Register commands).

Monitor commands are available to display, alter and search memory; to do inputs and outputs; to boot the disk; and to aid in debugging 8086 programs. The debugging commands allow the user to execute a program in a controlled manner, observing its behavior. This controlled execution may be done either by single-stepping or through execution with breakpoints.

Single-stepping is done with the Monitor's Trace command. By using 8086 hardware trace mode, a single instruction can be executed, and the resulting effects on the registers or memory displayed. Even ROM may be traced, and every instruction is traced correctly (unlike 8080 or Z80 debuggers).

Execution with breakpoints (Go command) allows the user to quickly execute previously tested program portions but stops program execution if a breakpoint is reached. Breakpoints require more care than single-stepping since they can only be used in RAM at the address of the first byte of an 8086 opcode.

Both methods of "controlled execution" allow the user to modify or examine CPU registers. A "register save area" is maintained in memory: just before execution, all registers are set with values from this area; and when control is returned to the monitor, all registers are saved back in this area. The Register command allows this area to be displayed or modified.

Execution of any command may be aborted by typing Control-C. Typing Control-S during output will cause the display to pause so it may be read before scrolling away; any key (except Control-C) may be typed to continue.

If a user program is executing as a result of a Boot or Go command and interrupts are enabled, then the console may interrupt the program and return control to the Monitor. Typing any key will cause the interrupt, save program status, and print a register dump; except that Control-C will inhibit the register dump. Note that complete program status is always saved, and execution may be continued with a Go or Trace command.

The Monitor requires .5K of memory at address zero. Specifically, interrupt vectors are kept at locations 4-7, 0CH-0FH, and 64H-67H, while scratch pad ram, input buffer, and stack use less than 256 bytes beginning at 100H. User programs must not modify these locations if the Monitor is to be used for debugging.

## Parameters

All commands of the Monitor accept one or more parameters on the line following the command letter. These parameters MAY be separated from each other and the command letter by spaces or commas, but one these delimiters is REQUIRED only to separate consecutive hex values. Most parameters are one of the following types:

<BYTE>, <HEX4>, <ADDRESS> - A hexadecimal number with no more than 2, 4, or 5 digits, respectively. Thus, <BYTE> becomes an 8-bit value, <HEX4> a 16-bit value, and <ADDRESS> a 20-bit value. If too many digits are entered or a non-hex character is typed, the error arrow will point to the mistake. Hex A-F must be in upper case.

<RANGE> - A <RANGE> is either <ADDRESS> <ADDRESS> or <ADDRESS> L <HEX4>. The first form specifies the first and last addresses affected by the command. The second form specifies a starting address and a length. For either form, the maximum length (first address - last address + 1) cannot exceed 10000H, and this limit may be as low as 0FFF1H due to limitations of working within a segment. (Specifically, [starting address modulo 16] + length must be <= 10000H.) An "RC Error" results if the length is too large. To specify a length of 10000H with only four digits, use a length of zero. Note that the "L" in this form must be upper case.

<LIST> - This is always the last parameter on a line and may extend to the end of the input buffer. It is actually a series of one or more parameters, each of which is either a <BYTE> or a <STRING>.

A <STRING> is any number of characters (except control characters) enclosed by either single (') or double (") quotes. Since the opening and closing quotes must be the same, the other type may appear in the string freely. If the same quote as opened the string needs to appear within it, it must be given as two adjacent quotes. The ASCII values of the characters in the string are used as a list of bytes.

## Commands

A command is executed by typing the first letter of its name (upper case only) followed by any parameters. If the first letter on the line is not recognized as a command, the error arrow will point to it. Commands are listed below in alphabetical order, with the forms of all parameters shown.

B

B <ADDRESS> . . . <ADDRESS>

Boot - Loads the first sector of track 0 of the disk into memory starting at 200H. Up to ten 5-digit addresses may be specified; too many will cause a "BP Error". After the sector is loaded, breakpoints will be set at these locations. Then all registers will be set from the register save area, except that the Code Segment will be set to zero, and the Instruction Pointer will be set to 200H - thus a jump will be made to 200H. The user stack pointer MUST be valid for this command to work. See Go command for more information.

This command works in three steps. First, the disk sector is loaded. Next, the Code Segment and Instruction Pointer are set in the register save area. Finally, a Go command is executed. The result is that an error in a breakpoint address will not be found until AFTER the sector is loaded and the register save area changed. Thus it is not necessary to use another Boot command to correct the error; a Go command with the corrected breakpoints will do.

The example below shows how Boot can help test an experimental 8086 program. The program to be tested fits into one 128-byte sector and has been placed on track 0, sector 1 of a disk. The program is loaded with the Boot command but execution does not begin because a breakpoint is set at 200H, the first byte of loaded program. Before testing, the program is moved to 400H, just above the interrupt table, and CS and IP are adjusted.

SCF 8086 Monitor 1.4

>B200

AX=0000 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
 DS=0040 ES=0040 SS=0040 CS=0000 IP=0200 NV UP EI PL NZ NA PO NC

> M 200 L80 400

>RCS

CS 0000

:40

>R IP

IP 0200

:0

>R

AX=0000 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
 DS=0040 ES=0040 SS=0040 CS=0040 IP=0000 NV UP EI PL NZ NA PO NC

>

D <ADDRESS>

D <RANGE>

Dump - Displays memory contents in hex and ASCII. If only a starting address is specified, 80H bytes are dumped; otherwise the specified range is displayed. To help pinpoint addresses, each line (except possibly the first) begins on a 16-byte boundary, and each 8-byte boundary is marked with a "-". Non-printing characters are shown as a "." in the ASCII dump.

>D400 L29

00400	FF FB FF FF F7 7F FF FF-FF FE 7F FF FF FF FF FF	.(.w....~.....
00410	DD FB DF FF CF FF FE DF-FF FF 7F FB FB FD FF F7	](-.0.~_...(-).w
00420	BF FF BF FF BF BF 6F FF-FF	?..???.

>

>D445 463

00445	FF DF 7F-F9 FF 7E FF FE FF FF FF	...y.~.~...
00450	FF FF FF FF FF FF DF-FF D7 FF FF FF FF FF FF	....._w.....
00460	9F FF FA FF	..z.

>

>D80

00080	FF DF FF FF DF FF FF FF-F5 FF FF FD FF F5 FF 7F	..._...u..}.u..
00090	CE FF FF FB FF FB FF FF-7F FF FE FA FD FA FF FB	N..(-(.~z}z.(-
000A0	FF FF FF FF FF FF FF FF-FF FF FF FF FF DF DF	.....
000B0	FF FF FB BF FF FF 5F EF-FF FF FA FF FF DF F7 FD	..(-?...o..z.._w}
000C0	FF FF FF FF FF FF FF FF-7F FF FF FF FF E6 FF FF	.....f..
000D0	FF DF FF FF FF DC FB 7F-FE FF FF FF FF DB ED FF	....\(-.~...[m.
000E0	FF FF FF FF FB FF FF FF-FF FF FF FF FF 5F FF	...(-.....
000F0	DF F7 FF DE FF FF FF BD-BF BF F9 FB DF FF DF DF	_w.^...=??y(-_

E <ADDRESS> <LIST>

E <ADDRESS>

Enter - In the first form, the list of bytes is entered at the specified address, with the command being executed and completed upon hitting <carriage return>. If an error occurs, NO locations are changed.

The second form puts the Monitor into "Enter Mode", starting at the specified address. After hitting <carriage return>, the address and its current contents will be displayed. The user now has several options:

1) Replace the displayed value with a new value. Simply type in the new value in hex, using <backspace> or <delete> to correct mistakes. If an illegal hex digit is typed or more than two digits are typed, the bell will sound and the character will not be echoed. After entering the new value, type either <space>, "-", or <carriage return>, as defined below.

2) Type <space> to display and possibly replace the next memory location. Every 8-byte boundary will start a new line with the current address.

3) Type "-" to backup to the preceding memory location. This will always start a new line with the address. The "-" will not be echoed.

4) Type <carriage return> to terminate the command.

>E500 24,9,A 'Test',0

>D 500 L10

00500 24 09 0A 54 65 73 74 00-00 20 00 00 00 40 01 00 \$..Test.. ...@..

>

>E508

00508 00.

00507 00.

00506 74. 00.49

00508 00.4E 20.47 00.0 00.0 00.0 40.0 01.0 00.

00510 60. 01. 01.76 00.

>D500 513

00500 24 09 0A 54 65 73 74 49-4E 47 00 00 00 00 00 00 \$..TestING.....

00510 60 01 76 00 \.v.

>

F <RANGE> <LIST>

Fill - The specified range is filled with the values in the list. If the list is larger than the range, not all values will be used; if the range is larger, the list will be repeated as many times as necessary to fill it. All memory in <RANGE> must be valid for this command to work properly. If bad or non-existent memory is encountered, the error will be propagated into all succeeding locations.

>F400 L28 "Help" A D

>D400 L30

00400 48 65 6C 70 0A 0D 48 65-6C 70 0A 0D 48 65 6C 70 Help..Help..Help

00410 0A 0D 48 65 6C 70 0A 0D-48 65 6C 70 0A 0D 48 65 ..Help..Help..He

00420 6C 70 0A 0D 48 65 6C 70-FF 7F FF FF FF FF F7 FF 1P..Help.....w.

>

G

G <ADDRESS> . . . <ADDRESS>

Go - Sets all registers from the register save area. Since this includes the Code Segment and Instruction Pointer, this implies a jump to the program under test.

This command allows setting up ten breakpoints. Attempting to set more than ten will cause a "BP Error". Breakpoints may be set only at an address containing the first byte of an 8086 opcode. A breakpoint is set by placing an interrupt opcode (0CCH) at the specified address. When that opcode is executed, all registers are saved and displayed, and all breakpoints locations are restored to their original value. If control is not returned to the Monitor by a breakpoint or interrupt, the breakpoints will not be cleared.

The user stack pointer must be valid and have 6 bytes available for this command to work. The jump to the user program is made with an IRET instruction with the user stack pointer set and user Flags, Code Segment register, and Instruction Pointer on the user stack. Thus if the user stack is not valid, the system will "crash".

The program below is an infinite loop of 16 INC AX instructions followed by a jump to its start. First breakpoints are used to execute a few instructions. Then a Go without breakpoints allows continuous, full-speed execution which is terminated by an interrupt from the keyboard - in this case, typing the space bar.

```

>F400 L10 40
>E410 EB EE
>D400 L12
00400 40 40 40 40 40 40 40 40-40 40 40 40 40 40 40 40  @@@@@@@@@@@@@@@@@@
00410 EB EE                                             kn
>
>G410

AX=0010  BX=0000  CX=0000  DX=0000  SP=0C00  BP=0000  SI=0000  DI=0000
DS=0040  ES=0040  SS=0040  CS=0040  IP=0010  NV UP EI PL NZ AC PO NC
>G400 412

AX=0010  BX=0000  CX=0000  DX=0000  SP=0C00  BP=0000  SI=0000  DI=0000
DS=0040  ES=0040  SS=0040  CS=0040  IP=0000  NV UP EI PL NZ AC PO NC
>G

AX=4590  BX=0000  CX=0000  DX=0000  SP=0C00  BP=0000  SI=0000  DI=0000
DS=0040  ES=0040  SS=0040  CS=0040  IP=0000  NV UP EI PL NZ AC PE NC
>

```

I <HEX4>

Input - Inputs a byte from the specified port and displays it. A 16-bit port address is allowed.

M <RANGE> <ADDRESS>

Move - Moves the block of memory specified by <RANGE> to <ADDRESS>. Overlapping moves are always performed without loss of data, i.e., data is moved before it is overwritten. To do this, all moves from higher addresses to lower ones are done front-to-back, while moves from lower addresses to higher ones are done back-to-front.

```

>M400 L10 420
>D400 42F
00400 54 45 53 54 49 4E 47 FF-F7 FF FF F6 FF FF FE FF TESTING.w..v..~.
00410 FF FF FE FF FF FF FF FF FF-FE FF FF FF FF FF FF FF ..~.....~.....
00420 54 45 53 54 49 4E 47 FF-F7 FF FF F6 FF FF FE FF TESTING.w..v..~.
>
>M404 40F 405
>D400 L10
00400 54 45 53 54 49 49 4E 47-FF F7 FF FF F6 FF FF FE TESTIING.w..v..~
>
>M405 410 404
>D400L10
00400 54 45 53 54 49 4E 47 FF-F7 FF FF F6 FF FF FE FF TESTING.w..v..~.
>

```

O <HEX4> <BYTE>

Output - <BYTE> is sent to the specified output port. A 16-bit port address is allowed.

R

R <REGISTER NAME>

Register - with no parameters, this command dumps the register save area.

Giving a register name as a parameter allows that register to be displayed and modified. The register name may be AX, BX, CX, DX, SP, BP, SI, DI, DS, ES, SS, CS, IP, PC, or F (upper case only); anything else will result in an "BR Error". IP and PC both refer to the Instruction Pointer and F refers to the Flag register. For all except the Flag register, the current 16-bit value will be printed in hex, then a colon will appear as a prompt for the replacement value. Typing <carriage return> leaves the register unchanged; otherwise type a <HEX4> to replace.

The Flag register uses a system of two-letter mnemonics for each flag, as shown below:

<u>FLAG</u>	<u>CLEAR</u>	<u>SET</u>
Overflow	NV No Overflow	OV Overflow
Direction	UP Up (Incrementing)	DN Down (Decrementing)
Interrupt	DI Disabled Interrupts	EI Enabled Interrupts
Sign	PL Plus	NG Negative
Zero	NZ Not Zero	ZR Zero
Auxillary Carry	NA No Auxillary Carry	AC Auxillary Carry
Parity	PO Parity Odd	PE Parity Even
Carry	NC No Carry	CY Carry



Whenever the Flag register is displayed, all flags are displayed in this order. When the F register is specified with the R command, the flags are displayed and then the Monitor waits for any replacements to be made. Any number of two-letter flag codes may be typed, and only those flags entered will be modified. If a flag has more than one code in the list, a "DF Error" (Double Flag) will result. If any code is not recognized, a "BF Error" (Bad Flag) will occur. In either case, those flags up to the error have been changed, and those after the error have not.

After reset, all registers are set to zero except the segment registers, which are set to 40H, and the Stack Pointer, which is set to 0C00H. Flags are all cleared except for interrupts. Execution on a Trace or Go command would thus begin at 400H, which is the first location after the interrupt table.

```
>R
AX=0000 BX=0000 CX=0000 DX=0000 SP=0C00 BF=0000 SI=0000 DI=0000
DS=0040 ES=0040 SS=0040 CS=0040 IF=0000 NV UF EI PL NZ AC PE NC
>R AX
AX 0000
:106
>RCS
CS 0040
:
>RF
NV UF EI PL NZ AC PE NC -ZR DN
>R
AX=0106 BX=0000 CX=0000 DX=0000 SP=0C00 BF=0000 SI=0000 DI=0000
DS=0040 ES=0040 SS=0040 CS=0040 IF=0000 NV DN EI PL ZR AC PE NC
>
```

S <RANGE> <LIST>

Search - The range is searched for a byte or string of bytes specified by <LIST>. For each occurrence the first address of the match is displayed.

```
>S400 L8000 'Help'
00400
00406
0040C
00412
00418
0041E
00424
>D400 L28
00400 48 65 6C 70 0A 0D 48 65-6C 70 0A 0D 48 65 6C 70 Help..Help..Help
00410 0A 0D 48 65 6C 70 0A 0D-48 65 6C 70 0A 0D 48 65 ..Help..Help..He
00420 6C 70 0A 0D 48 65 6C 70 lf..Help
>
```

T

T <HEX4>

Trace - The number of instructions specified (default 1) are traced. After each instruction, the complete contents of the registers and flags are displayed. (For the meaning of the flag symbols, see Register command.) Since this command uses the hardware trace mode of the 8086, even ROM may be traced.

>R  
AX=0106 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0000 NV DN EI FL ZR AC PE NC

>T

AX=0107 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0001 NV DN EI FL NZ NA PD NC

>T

AX=0108 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0002 NV DN EI FL NZ NA PD NC

>T4

AX=0109 BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0003 NV DN EI FL NZ NA PE NC

AX=010A BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0004 NV DN EI FL NZ NA PE NC

AX=010B BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0005 NV DN EI FL NZ NA PD NC

AX=010C BX=0000 CX=0000 DX=0000 SP=0C00 BP=0000 SI=0000 DI=0000  
DS=0040 ES=0040 SS=0040 CS=0040 IP=0006 NV DN EI FL NZ NA PE NC

>

## 8086 Monitor Assembly Listing

```

0000                ; Seattle Computer Products 8086 Monitor version 1.4 2/18/80
0000                ;   by Tim Paterson
0000                ; This software is not copyrighted.
0000
0000
0000                ;To select a disk boot, set one of the following equates
0000                ;to 1, the rest to 0.
0000
0000                CROMEMCO4FDC: EQU    0        ;1 for 4FDC, 0 for others
0000                NORTHSTARSD: EQU    1        ;North Star single density?
0000                TARBELL:    EQU    0        ;Tarbell (single or double)?
0000                OTHER:      EQU    0        ;User-defined disk
0000
0000                PUTBASE:EQU    100H
0000                LOAD:    EQU    200H
0000                ORG      7FOH
0000                PUT      PUTBASE+7FOH
07F0                JMP      0,OFF80H        ;Power-on jump to monitor
07F0 EA 00 00 80 FF
07F5
07F5                ;Baud Rate Table. The 9513 divides 2MHz by these values.
07F5                ;They are for 9600, 1200, 300, 150, 110 baud
07F5
07F5 OD 00 68 00 A0 01 BAUD:    DW      13,104,416,832,1144
07F5 40 03 78 04
07FF
07FF                ORG      100H            ;RAM area base address
0100
0100                ;System Equates
0100
0100                BASE:    EQU    0F0H        ;CPU Support base port address
0100                STAT:    EQU    BASE+7      ;UART status port
0100                DATA:    EQU    BASE+6      ;UART data port
0100                DAV:      EQU    2          ;UART data available bit
0100                TBMT:    EQU    1          ;UART transmitter ready bit
0100                BUFLN:    EQU    80         ;Maximum length of line input buffer
0100                BPMAX:    EQU    10         ;Maximum number of breakpoints
0100                BPLEN:    EQU    BPMAX+BPMAX ;Length of breakpoint table
0100                REGTABLN:EQU    14         ;Number of registers
0100                SEGDIFF: EQU    800H       ;-OFF800H (ROM address)
0100                PROMPT: EQU    ">"
0100                CAN:      EQU    "@"
0100
0100                ;RAM area.
0100
0100                BRKCNT: DS    2            ;Number of breakpoints
0100                TCOUNT: DS    2           ;Number of steps to trace
0100                BPTAB: DS    BPLEN         ;Breakpoint table
0100                LINEBUF: DS    BUFLN+1     ;Line input buffer
0100                ALIGN
016A                DS    50                ;Working stack area
019C
019C                STACK:
019C
019C                ;Register save area
019C
019C                AKSAVE: DS    2
019E                BXSAVE: DS    2
01A0                CXSAVE: DS    2
01A2                DXSAVE: DS    2
01A4                SPSAVE: DS    2
01A6                BPSAVE: DS    2
01A8                SISAVE: DS    2
01AA                DISAVE: DS    2
01AC                DSSAVE: DS    2
01AE                ESSAVE: DS    2
01B0                RSTACK:                ;Stack set here so registers can be saved by pushing
01B0                SSSAVE: DS    2
01B2                CSSAVE: DS    2
01B4                IPSAVE: DS    2

```

```

01B6          FSAVE: DS      2
01B8
01B8          ;Start of Monitor code
01B8
01B8          ORG      0
0000          PUT      PUTBASE
0000
0000          ;One-time initialization
0000
0000 FC          UP
0001 33 C0          XOR      AX,AX
0003 8E D0          MOV      SS,AX
0005 8E D8          MOV      DS,AX
0007 8E C0          MOV      ES,AX
0009 BF 9C 01       MOV      DI,AXSAVE
000C B9 0E 00       MOV      CX,14
000F F3          REP
0010 AB          STOW
0011 80 0E B7 01 02 OR      B,[FSAVE+1],2 ;Set register images to zero
0016 B1 04          MOV      CL,4 ;Enable interrupts
0018 B0 40          MOV      AL,40H
001A BF AC 01       MOV      DI,DSSAVE
001D F3          REP
001E AB          STOW
001F C6 06 A5 01 0C MOV B   [SPSAVE+1],0CH ;Set segment reg. images to 40H
0024 BC 9C 01       MOV      SP,STACK ;Set user stack to 400H+0C00H
0027          ;Prepare 9513
0027 B0 17          MOV      AL,17H
0029 E6 F5          OUT      BASE+5 ;Select Master Mode register
002B B0 F3          MOV      AL,0F3H
002D E6 F4          OUT      BASE+4 ;Low byte of Master Mode
002F B8 84 05       MOV      AX,584H ;Output 84H to BASE+4
0032 E7 F4          OUTW    BASE+4 ;and 05H to BASE+5
0034          ;Master Mode now set to 84F3H:
0034          ; Scaler set to BCD division
0034          ; Enable data pointer increment
0034          ; 8-bit data bus
0034          ; FOUT=100Hz, dividing F5 by 4 (F5=4MHz/10000)
0034          ; Both alarm comparators disabled
0034          ; Time-of-day enabled
0034          ;Counter 5 selected
0034
0034          ;Initialize loop. Ports BASE through BASE+7 are initialized
0034          ;from table. Each table entry has number of bytes followed by
0034          ;data.
0034
0034 BE 33 07       MOV      SI,INITTABLE ;Initialization table
0037 BA F0 00       MOV      DX,BASE ;DX has (variable) port no.
003A          INITPORT:
003A 2E          SEG      CS
003B AC          LODB
003C 8A C8          MOV      CL,AL ;Get byte count
003E E3 05       JCXZ    NEXTPORT ;No init. for some ports
0040          INITBYTE:
0040 2E          SEG      CS
0041 AC          LODB ;Get init. data
0042 EE          OUT      DX ;Send to port
0043 E2 FB       LOOP   INITBYTE ;As many bytes as required
0045          NEXTPORT:
0045 42          INC      DX ;Prepare for next port
0046 80 FA F8       CMP      DL,BASE+8 ;Check against limit
0049 75 EF       JNZ     INITPORT
004B
004B          ;Initialization complete except for determining baud rate.
004B          ;Both 8259As are ready to accept interrupts, the 9513 is
004B          ;providing 19.2k baud X 16 to the 8251A which is set for
004B          ;16X clock and one stop bit.
004B
004B          CALL    CHECKB ;Check for correct baud rate
004B E8 19 00       ;CHECKB does not return if baud rate is correct
004E

```

```

004E
004E ;Intial baud rate (19.2k) was wrong, so run auto-baud routine
004E
004E
004E INITBAUD:
004E BE F5 07      MOV     SI,BAUD
0051 ;First set up 9513 for slower baud rates (<=9600).
0051 ;Counter 5 mode register has already been selected.
0051 B8 23 E8      MOV     AX,0E823H ;Output 23H to BASE+4
0054 E7 F4        OUTW   BASE+4 ;and 0E8H to BASE+5
0056 ;23H to BASE+4 sets lower half of Counter 5 mode register.
0056 ;Reload from Load, count down repetively in binary,
0056 ;toggle output.
0056 ;0E8H to BASE+5 disables data pointer sequencing
0056
0056 B0 0D          MOV     AL,0DH
0058 E6 F5        OUT     BASE+5 ;Select Counter 5 load reg.
005A
005A 2E            SEG     CS
005B AD            LODW   ;Get divisor
005C E6 F4        OUT     BASE+4 ;Output low byte
005E 8A C4        MOV     AL,AH
0060 E6 F4        OUT     BASE+4 ;Output high byte
0062 E8 02 00     CALL    CHECKB ;Check if baud rate correct
0065 EB F3        JP     INITB ;Try next rate if not
0067
0067 E8 98 00     CHECKB: CALL    IN ;First byte could be messed up
006A E8 95 00     CALL    IN ;Get carriage return
006D 3C 0D        CMP     AL,13 ;Correct?
006F 74 01        JZ     MONITOR ;Don't return if correct
0071 C3            RET     ;Didn't get it yet
0072
0072 ;Initialization complete, including baud rate.
0072
0072
0072 MONITOR:
0072 ; Do auto boot if sense switch 0 is on.
0072 BF 18 01      MOV     DI,LINEBUF
0075 C6 05 0D     MOV     B,[DI],13 ;No breakpoints after boot
0078 E4 FF        IN     BASE+0FH ;Sense switch port
007A A8 01        TEST    AL,1
007C 74 03        JZ     DOMON
007E E9 F5 06     JMP     BOOT
0081
0081 BE 51 07     DOMON: MOV     SI,HEADER
0084 E8 8B 00     CALL    PRINTMES
0087
0087 COMMAND:
0087 ;Re-establish initial conditions
0087 FC            UP
0088 33 C0        XOR     AX,AX
008A 8E D8        MOV     DS,AX
008C 8E C0        MOV     ES,AX
008E BC 9C 01     MOV     SP,STACK
0091 C7 06 64 00 BB 06 MOV     [64H],INT ;Set UART interrupt vector
0097 8C 0E 66 00 MOV     [66H],CS
009B B0 3E        MOV     AL,PROMPT
009D E8 C8 00     CALL    OUT
00A0 E8 1E 00     CALL    INBUF ;Get command line
00A3 ;From now and throughout command line processing, DI points
00A3 ;to next character in command line to be processed.
00A3 E8 7F 00     CALL    SCANB ;Scan off leading blanks
00A6 74 DF        JZ     COMMAND ;Null command?
00A8 8A 05        MOV     AL,[DI] ;AL=first non-blank character
00AA ;Prepare command letter for table lookup
00AA 2C 42        SUB     AL,"B" ;Low end range check
00AC 72 10        JC     ERR1
00AE 3C 13        CMP     AL,"T"+1-"B" ;Upper end range check
00B0 73 0C        JNC    ERR1
00B2 47          INC     DI
00B3 D0 E0        SHL    AL ;Times two
00B5 98          CBW ;Now a 16-bit quantity
00B6 93          XCHG  BX,AX ;In BX we can address with it

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```

00B7 2E          SEG      CS
00B8 FF 97 7D 01 CALL      [BX+COMTAB] ;Execute command
00BC EB C9       JP        COMMAND ;Get next command
00BE E9 A8 02    ERR1:   JMP        ERROR
00C1
00C1             ;Get input line
00C1
00C1             INBUF:
00C1 BF 18 01    MOV        DI,LINEBUF ;Next empty buffer location
00C4 33 C9       XOR        CX,CX       ;Character count
00C6             GETCH:
00C6 E8 39 00    CALL       IN          ;Get input character
00C9 3C 20       CMP        AL,20H      ;Check for control characters
00CB 72 1B       JC         CONTROL
00CD 3C 7F       CMP        AL,7FH      ;RUBOUT is a backspace
00CF 74 0E       JZ        BACKSP
00D1 E8 94 00    CALL       OUT         ;Echo character
00D4 3C 40       CMP        AL,CAN      ;Cancel line?
00D6 74 25       JZ        KILL
00D8 AA         STOB       ;Put in input buffer
00D9 41         INC        CX          ;Bump character count
00DA 83 F9 50    CMP        CX,BUFLEN   ;Buffer full?
00DD 76 E7       JBE       GETCH        ;Drop in to backspace if full
00DF             BACKSP:
00DF E3 E5       JCXZ      GETCH        ;Can't backspace over nothing
00E1 4F         DEC        DI          ;Drop pointer
00E2 49         DEC        CX          ;and character count
00E3 E8 29 00    CALL       BACKUP      ;Send physical backspace
00E6 EB DE       JP        GETCH        ;Get next char.
00E8             CONTROL:
00E8 3C 08       CMP        AL,8        ;Check for backspace
00EA 74 F3       JZ        BACKSP
00EC 3C 0D       CMP        AL,13       ;Check for carriage return
00EE 75 D6       JNZ      GETCH        ;Ignore all other control char.
00F0 AA         STOB       ;Put the car. ret. in buffer
00F1 BF 18 01    MOV        DI,LINEBUF ;Set up DI for command processing
00F4
00F4             ;Output CR/LF sequence
00F4
00F4             CRLF:
00F4 B0 0D       MOV        AL,13
00F6 E8 6F 00    CALL       OUT
00F9 B0 0A       MOV        AL,10
00FB EB 6B       JP        OUT
00FD
00FD             ;Cancel input line
00FD
00FD             KILL:
00FD E8 F4 FF    CALL       CRLF
0100 EB 85       JP        COMMAND
0102
0102             ;Character input routine
0102
0102             IN:
0102 FA         DI          ;Poll, don't interrupt
0103 E4 F7       INB       STAT
0105 A8 02       TEST      AL,DAV
0107 74 F9       JZ        IN          ;Loop until ready
0109 E4 F6       INB       DATA
010B 24 7F       AND       AL,7FH      ;Only 7 bits
010D FB         EI          ;Interrupts OK now
010E C3         RET
010F
010F             ;Physical backspace - blank, backspace, blank
010F
010F             BACKUP:
010F BE 73 07    MOV        SI,BACMES
0112
0112             ;Print ASCII message. Last char has bit 7 set
0112
0112

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```

0112          PRINTMES:
0112 2E          SEG      CS
0113 AC          LODB          ;Get char to print
0114 E8 51 00    CALL      OUT
0117 D0 E0      SHL      AL      ;High bit set?
0119 73 F7      JNC      PRINTMES
011B C3          RET
011C
011C          ;Scan for parameters of a command
011C
011C          SCANP:
011C E8 06 00    CALL      SCANB      ;Get first non-blank
011F 82 3D 2C    CMP      B,[DI],"," ;One comma between params OK
0122 75 0A      JNE      EOLCHK     ;If not comma, we found param
0124 47          INC      DI      ;Skip over comma
0125
0125          ;Scan command line for next non-blank character
0125
0125          SCANB:
0125 B0 20      MOV      AL," "
0127 51          PUSH     CX      ;Don't disturb CX
0128 B1 FF      MOV      CL,-1     ;but scan as many as necessary
012A F3          REPE
012B AE          SCAB
012C 4F          DEC      DI      ;Back up to first non-blank
012D 59          POP      CX
012E          EOLCHK:
012E 82 3D 0D    CMP      B,[DI],13
0131 C3          RET
0132
0132          ;Print the 5-digit hex address of SI and DS
0132
0132          OUTSI:
0132 8C DA      MOV      DX,DS      ;Put DS where we can work with it
0134 B4 00      MOV      AH,0       ;Will become high bits of DS
0136 E8 78 00    CALL     SHIFT4     ;Shift DS four bits
0139 03 D6      ADD      DX,SI      ;Compute absolute address
013B EB 09      JP       OUTADD     ;Finish below
013D
013D          ;Print 5-digit hex address of DI and ES
013D          ;Same as OUTSI above
013D
013D          OUTDI:
013D 8C C2      MOV      DX,ES
013F B4 00      MOV      AH,0
0141 E8 6D 00    CALL     SHIFT4
0144 03 D7      ADD      DX,DI
0146          ;Finish OUTSI here too
0146          OUTADD:
0146 82 D4 00    ADC      AH,0       ;Add in carry to high bits
0149 E8 12 00    CALL     HIDIG      ;Output hex value in AH
014C
014C          ;Print out 16-bit value in DX in hex
014C
014C          OUT16:
014C 8A C6      MOV      AL,DH      ;High-order byte first
014E E8 02 00    CALL     HEX
0151 8A C2      MOV      AL,DL      ;Then low-order byte
0153
0153          ;Output byte in AL as two hex digits
0153
0153          HEX:
0153 8A E0      MOV      AH,AL      ;Save for second digit
0155          ;Shift high digit into low 4 bits
0155 51          PUSH     CX
0156 B1 04      MOV      CL,4
0158 D2 E8      SHR      AL,CL
015A 59          POP      CX
015B
015B E8 02 00    CALL     DIGIT      ;Output first digit

```

```

015E
015E 8A C4      HIDIG:      MOV     AL,AH           ;Now do digit saved in AH
0160
0160 24 0F      DIGIT:      AND     AL,OFH         ;Mask to 4 bits
0162            ;Trick 6-byte hex conversion works on 8086 too.
0162 04 90      ADD     AL,90H
0164 27      DAA
0165 14 40      ADC     AL,40H
0167 27      DAA
0168
0168            ;Console output of character in AL
0168
0168
0168 50      OUT:      PUSH   AX             ;Character to output on stack
0169
0169 E4 F7      OUT1:     INB    STAT
016B 24 01      AND     AL,TBMT
016D 74 FA      JZ     OUT1           ;Wait until ready
016F 58      POP     AX
0170 E6 F6      OUTB   DATA
0172 C3      RET
0173
0173            ;Output one space
0173
0173
0173
0173 B0 20      BLANK:    MOV     AL," "
0175 EB F1      JP     OUT
0177
0177            ;Output the number of blanks in CX
0177
0177
0177
0177 E8 F9 FF      TAB:      CALL   BLANK
017A E2 FB      LOOP   TAB
017C C3      RET
017D
017D            ;Command Table. Command letter indexes into table to get
017D            ;address of command. PERR prints error for no such command.
017D
017D
017D
017D 76 07      COMTAB:   DW     BOOT           ;B
017F 68 03      DW     PERR           ;C
0181 0D 02      DW     DUMP           ;D
0183 88 03      DW     ENTER          ;E
0185 97 02      DW     FILL           ;F
0187 6A 06      DW     GO             ;G
0189 68 03      DW     PERR           ;H
018B 4C 06      DW     INPUT          ;I
018D 68 03      DW     PERR           ;J
018F 68 03      DW     PERR           ;K
0191 68 03      DW     PERR           ;L
0193 6A 02      DW     MOVE           ;M
0195 68 03      DW     PERR           ;N
0197 59 06      DW     OUTPUT         ;O
0199 68 03      DW     PERR           ;P
019B 68 03      DW     PERR           ;Q
019D 2F 04      DW     REG            ;R
019F BA 02      DW     SEARCH         ;S
01A1 6A 05      DW     TRACE          ;T
01A3
01A3            ;Given 20-bit address in AH:DX, breaks it down to a segment
01A3            ;number in AX and a displacement in DX. Displacement is
01A3            ;always zero except for least significant 4 bits.
01A3
01A3
01A3
01A3
01A3 8A C2      GETSEG:   MOV     AL,DL
01A5 24 0F      AND     AL,OFH         ;AL has least significant 4 bits
01A7 E8 07 00    CALL   SHIFT4         ;4-bit left shift of AH:DX
01AA 8A D0      MOV     DL,AL         ;Restore lowest 4 bits
01AC 8A C6      MOV     AL,DH         ;Low byte of segment number
01AE 32 F6      XOR     DH,DH         ;Zero high byte of displacement

```



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01B0 C3                RET
01B1
01B1                ;Shift AH:DX left 4 bits
01B1
01B1                SHIF4:
01B1 D1 E2            SHL     DX
01B3 D0 D4            RCL     AH     ;1
01B5 D1 E2            SHL     DX
01B7 D0 D4            RCL     AH     ;2
01B9 D1 E2            SHL     DX
01BB D0 D4            RCL     AH     ;3
01BD D1 E2            SHL     DX
01BF D0 D4            RCL     AH     ;4
01C1 C3                RET2:  RET
01C2
01C2                ;RANGE - Looks for parameters defining an address range.
01C2                ;The first parameter is a hex number of 5 or less digits
01C2                ;which specifies the starting address. The second parameter
01C2                ;may specify the ending address, or it may be preceded by
01C2                ;"L" and specify a length (4 digits max), or it may be
01C2                ;omitted and a length of 128 bytes is assumed. Returns with
01C2                ;segment no. in AX and displacement (0-F) in DX.
01C2
01C2                RANGE:
01C2 B9 05 00          MOV     CX,5           ;5 digits max
01C5 E8 22 01          CALL   GETHEX         ;Get hex number
01C8 50                PUSH   AX             ;Save high 4 bits
01C9 52                PUSH   DX             ;Save low 16 bits
01CA E8 4F FF          CALL   SCANP          ;Get to next parameter
01CD 82 3D 4C          CMP    B,[DI],"L"    ;Length indicator?
01D0 74 1C            JE     GETLEN
01D2 BA 80 00          MOV    DX,128        ;Default length
01D5 E8 30 01          CALL   HEXIN          ;Second parameter present?
01D8 72 1B            JC    RRGRET         ;If not, use default
01DA B9 05 00          MOV    CX,5           ;5 hex digits
01DD E8 0A 01          CALL   GETHEX         ;Get ending address
01E0 8B CA            MOV    CX,DX          ;Low 16 bits of ending addr.
01E2 5A                POP    DX             ;Low 16 bits of starting addr.
01E3 5B                POP    BX             ;BH=hi 4 bits of start addr.
01E4 2B CA            SUB    CX,DX          ;Compute range
01E6 1A E7            SBB   AH,BH          ;Finish 20-bit subtract
01E8 75 1D            JNZ   RRGERR         ;Range must be less than 64K
01EA 93                XCHG  AX,BX          ;AH=starting, BH=ending hi 4 bits
01EB 41                INC   CX              ;Range must include ending location
01EC EB 0B            JP    RRGCHK         ;Finish range testing and return
01EE
01EE                GETLEN:
01EE 47                INC   DI              ;Skip over "L" to length
01EF B9 04 00          MOV    CX,4           ;Length may have 4 digits
01F2 E8 F5 00          CALL   GETHEX         ;Get the range
01F5
01F5                RRGRET:
01F5 8B CA            MOV    CX,DX          ;Length
01F7 5A                POP    DX             ;Low 16 bits of starting addr.
01F8 58                POP    AX             ;AH=hi 4 bits of starting addr.
01F9
01F9                ;RRGCHK verifies that the range lies entirely within one segment.
01F9                ;CX=0 means count=10000H. Range is within one segment only if
01F9                ;adding the low 4 bits of the starting address to the count is
01F9                ;<=10000H, because segments can start only on 16-byte boundaries.
01F9
01F9                RRGCHK:
01F9 8B DA            MOV    BX,DX          ;Low 16 bits of start addr.
01FB 81 E3 0F 00      AND    BX,0FH         ;Low 4 bits of starting addr.
01FF E3 04            JCXZ  MAXRNG         ;If count=10000H then BX must be 0
0201 03 D9            ADD   BX,CX           ;Must be <=10000H
0203 73 9E            JNC   GETSEG         ;OK if strictly <
0205
0205                MAXRNG:
0205                ;If here because of JCXZ MAXRNG, we are testing if low 4 bits
0205                ;(in BX) are zero. If we dropped straight in, we are testing
0205                ;for BX+CX=10000H (=0). Either way, zero flag set means
0205                ;withing range.

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```

0205 74 9C          JZ      GETSEG
0207
0207 B8 52 47      MOV     AX,4700H+"R"   ;RG ERROR
020A E9 1F 03      JMP     ERR
020D
020D                ;Dump an area of memory in both hex and ASCII
020D
020D                DUMP:
020D E8 B2 FF      CALL   RANGE           ;Get range to dump
0210 50            PUSH  AX               ;Save segment
0211 E8 4E 01      CALL   GETEOL          ;Check for errors
0214 1F            POP    DS              ;Set segment
0215 8B F2        MOV    SI,DX           ;SI has displacement in segment
0217
0217 E8 18 FF      CALL   OUTSI           ;Print address at start of line
021A 56            PUSH  SI               ;Save address for ASCII dump
021B
021B E8 55 FF      CALL   BLANK           ;Space between bytes
021E
021E AC            LODB                    ;Get byte to dump
021F E8 31 FF      CALL   HEX             ;and display it
0222 5A            POP    DX              ;DX has start addr. for ASCII dump
0223 49            DEC    CX              ;Drop loop count
0224 74 17         JZ     ASCII          ;If through do ASCII dump
0226 8B C6        MOV    AX,SI
0228 A8 0F         TEST   AL,OFH         ;On 16-byte boundary?
022A 74 0C         JZ     ENDROW
022C 52            PUSH  DX               ;Didn't need ASCII addr. yet
022D A8 07         TEST   AL,7           ;On 8-byte boundary?
022F 75 EA        JNZ   BYTE
0231 B0 2D         MOV    AL,"-"         ;Mark every 8 bytes
0233 E8 32 FF      CALL   OUT
0236 EB E6        JP     BYTE1
0238
0238 E8 02 00      CALL   ASCII          ;Show it in ASCII
023B EB DA        JP     ROW            ;Loop until count is zero
023D
023D 51            PUSH  CX               ;Save byte count
023E 8B C6        MOV    AX,SI           ;Current dump address
0240 8B F2        MOV    SI,DX           ;ASCII dump address
0242 2B C2        SUB    AX,DX           ;AX=length of ASCII dump
0244
0244                ;Compute tab length. ASCII dump always appears on right side
0244                ;screen regardless of how many bytes were dumped. Figure 3
0244                ;characters for each byte dumped and subtract from 51, which
0244                ;allows a minimum of 3 blanks after the last byte dumped.
0244 8B D8        MOV    BX,AX
0246 D1 E0        SHL   AX               ;Length times 2
0248 03 C3        ADD   AX,BX            ;Length times 3
024A B9 33 00      MOV    CX,51
024D 2B C8        SUB   CX,AX            ;Amount to tab in CX
024F E8 25 FF      CALL  TAB
0252 8B CB        MOV    CX,BX           ;ASCII dump length back in CX
0254
0254 AC            LODB                    ;Get ASCII byte to dump
0255 24 7F        AND   AL,7FH          ;ASCII uses 7 bits
0257 3C 7F        CMP   AL,7FH          ;Don't try to print RUBOUT
0259 74 04        JZ    NOPRT
025B 3C 20        CMP   AL," "          ;Check for control characters
025D 73 02        JNC   PRIN
025F
025F B0 2E        MOV   AL,"."          ;If unprintable character
0261
0261 E8 04 FF      CALL  OUT              ;Print ASCII character
0264 E2 EE        LOOP ASCDMP           ;CX times
0266 59            POP   CX               ;Restore overall dump length
0267 E9 8A FE      JMP   CRLF             ;Print CR/LF and return
026A
026A                ;Block move one area of memory to another. Overlapping moves
026A                ;are performed correctly, i.e., so that a source byte is not
026A                ;overwritten until after it has been moved.

```



02BA  
 02BA E8 05 FF  
 02BD 51  
 02BE 50  
 02BF 52  
 02C0 E8 91 00  
 02C3 4B  
 02C4 5F  
 02C5 07  
 02C6 59  
 02C7 2B CB  
 02C9  
 02C9 BE 18 01  
 02CC AC  
 02CD  
 02CD AE  
 02CE E0 FD  
 02D0 75 4A  
 02D2 53  
 02D3 87 CB  
 02D5 57  
 02D6 F3  
 02D7 A6  
 02D8 8B CB  
 02DA 5F  
 02DB 5B  
 02DC 75 08  
 02DE 4F  
 02DF E8 5B FE  
 02E2 47  
 02E3 E8 0E FE  
 02E6  
 02E6 E3 34  
 02E8 EB DF  
 02EA  
 02EA  
 02EA  
 02EA  
 02EA E8 2F FE  
 02ED  
 02ED 33 D2  
 02EF 8A E6  
 02F1 E8 14 00  
 02F4 72 73  
 02F6 8A D0  
 02F8  
 02F8 47  
 02F9 49  
 02FA E8 0B 00  
 02FD 72 1D  
 02FF E3 68  
 0301 E8 AD FE  
 0304 0A D0  
 0306 EB F0  
 0308  
 0308  
 0308  
 0308  
 0308 8A 05  
 030A  
 030A  
 030A  
 030A  
 030A 2C 30  
 030C 72 0E  
 030E 3C 0A

SEARCH:  
 CALL RANGE ;Get area to be searched  
 PUSH CX ;Save count  
 PUSH AX ;Save segment number  
 PUSH DX ;Save displacement  
 CALL LIST ;Get search list  
 DEC BX ;No. of bytes in list-1  
 POP DI ;Displacement within segment  
 POP ES ;Segment  
 POP CX ;Length to be searched  
 SUB CX,BX ; minus length of list  
 SCAN:  
 MOV SI,LINEBUF ;List kept in line buffer  
 LODB ;Bring first byte into AL  
 DOSCAN:  
 SCAB ;Search for first byte  
 LOOPNE DOSCAN ;Do at least once by using LOOP  
 JNZ RET ;Exit if not found  
 PUSH BX ;Length of list minus 1  
 XCHG BX,CX  
 PUSH DI ;Will resume search here  
 REPE  
 CMPB ;Compare rest of string  
 MOV CX,BX ;Area length back in CX  
 POP DI ;Next search location  
 POP BX ;Restore list length  
 JNZ TEST ;Continue search if no match  
 DEC DI ;Match address  
 CALL OUTDI ;Print it  
 INC DI ;Restore search address  
 CALL CRLF  
 TEST:  
 JCXZ RET  
 JP SCAN ;Look for next occurrence  
 ;Get the next parameter, which must be a hex number.  
 ;CX is maximum number of digits the number may have.  
 GETHEX:  
 CALL SCANP ;Scan to next parameter  
 GETHEX1:  
 XOR DX,DX ;Initialize the number  
 MOV AH,DH  
 CALL HEXIN ;Get a hex digit  
 JC ERROR ;Must be one valid digit.  
 MOV DL,AL ;First 4 bits in position  
 GETLP:  
 INC DI ;Next char in buffer  
 DEC CX ;Digit count  
 CALL HEXIN ;Get another hex digit?  
 JC RET ;All done if no more digits  
 JCXZ ERROR ;Too many digits?  
 CALL SHIFT4 ;Multiply by 16  
 OR DL,AL ;and combine new digit  
 JP GETLP ;Get more digits  
 ;Check if next character in the input buffer is a hex digit  
 ;and convert it to binary if it is. Carry set if not.  
 HEXIN:  
 MOV AL,[DI]  
 ;Check if AL has a hex digit and convert it to binary if it  
 ;is. Carry set if not.  
 HEXCHK:  
 SUB AL,"0" ;Kill ASCII numeric bias  
 JC RET  
 CMP AL,10

```

0310 F5          CMC
0311 73 09      JNC     RET          ;OK if 0-9
0313 2C 07      SUB     AL,7          ;Kill A-F bias
0315 3C 0A      CMP     AL,10
0317 72 03      JC      RET
0319 3C 10      CMP     AL,16
031B F5          CMC
031C C3          RET:    RET
031D
031D            ;Process one parameter when a list of bytes is
031D            ;required. Carry set if parameter bad. Called by LIST
031D
031D            LISTITEM:
031D E8 FC FD      CALL    SCANP          ;Scan to parameter
0320 E8 E5 FF      CALL    HEXIN          ;Is it in hex?
0323 72 0B      JC      STRINGCHK      ;If not, could be a string
0325 B9 02 00     MOV     CX,2          ;Only 2 hex digits for bytes
0328 E8 BF FF      CALL    GETHEX        ;Get the byte value
032B 88 17      MOV     [BX],DL       ;Add to list
032D 43          INC     BX
032E F8          GRET:   CLC           ;Parameter was OK
032F C3          RET
0330            STRINGCHK:
0330 8A 05      MOV     AL,[DI]       ;Get first character of param
0332 3C 27      CMP     AL,'"        ;String?
0334 74 06      JZ     STRING
0336 3C 22      CMP     AL,'"        ;Either quote is all right
0338 74 02      JZ     STRING
033A F9          STC           ;Not string, not hex - bad
033B C3          RET
033C            STRING:
033C 8A E0      MOV     AH,AL        ;Save for closing quote
033E 47          INC     DI
033F            STRNGLP:
033F 8A 05      MOV     AL,[DI]       ;Next char of string
0341 47          INC     DI
0342 3C 0D      CMP     AL,13        ;Check for end of line
0344 74 23      JZ     ERROR        ;Must find a close quote
0346 3A C4      CMP     AL,AH        ;Check for close quote
0348 75 05      JNZ    STOSTRG      ;Add new character to list
034A 3A 25      CMP     AH,[DI]       ;Two quotes in a row?
034C 75 E0      JNZ    GRET         ;If not, we're done
034E 47          INC     DI          ;Yes - skip second one
034F            STOSTRG:
034F 88 07      MOV     [BX],AL      ;Put new char in list
0351 43          INC     BX
0352 EB EB      JP     STRNGLP      ;Get more characters
0354
0354            ;Get a byte list for ENTER, FILL or SEARCH. Accepts any number
0354            ;of 2-digit hex values or character strings in either single
0354            ;(') or double (") quotes.
0354
0354            LIST:
0354 BB 18 01     MOV     BX,LINEBUF   ;Put byte list in the line buffer
0357            LISTLP:
0357 E8 C3 FF      CALL    LISTITEM     ;Process a parameter
035A 73 FB      JNC    LISTLP        ;If OK, try for more
035C 81 EB 18 01 SUB     BX,LINEBUF   ;BX now has no. of bytes in list
0360 74 07      JZ     ERROR        ;List must not be empty
0362
0362            ;Make sure there is nothing more on the line except for
0362            ;blanks and carriage return. If there is, it is an
0362            ;unrecognized parameter and an error.
0362
0362            GETEOL:
0362 E8 C0 FD      CALL    SCANB        ;Skip blanks
0365 75 02      JNZ    ERROR        ;Better be a RETURN
0367 C3          RET
0368
0368            ;Command error. DI has been incremented beyond the

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0368 ;command letter so it must decremented for the
0368 ;error pointer to work.
0368
0368 PERR:
0368 4F DEC DI
0369
0369 ;Syntax error. DI points to character in the input buffer
0369 ;which caused error. By subtracting from start of buffer,
0369 ;we will know how far to tab over to appear directly below
0369 ;it on the terminal. Then print "^ Error".
0369
0369 ERROR:
0369 81 EF 17 01 SUB DI,LINEBUF-1 ;How many char processed so far?
036D 8B CF MOV CX,DI ;Parameter for TAB in CX
036F E8 05 FE CALL TAB ;Directly below bad char
0372 BE 6A 07 MOV SI,SYNERR ;Error message
0375
0375 ;Print error message and abort to command level
0375
0375 PRINT:
0375 E8 9A FD CALL PRINTMES
0378 E9 0C FD JMP COMMAND
037B
037B ;Short form of ENTER command. A list of values from the
037B ;command line are put into memory without using normal
037B ;ENTER mode.
037B
037B GETLIST:
037B E8 D6 FF CALL LIST ;Get the bytes to enter
037E 5F POP DI ;Displacement within segment
037F 07 POP ES ;Segment to enter into
0380 BE 18 01 MOV SI,LINEBUF ;List of bytes is in line buffer
0383 8B CB MOV CX,BX ;Count of bytes
0385 F3 REP
0386 A4 MOVSB ;Enter that byte list
0387 C3 RET
0388
0388 ;Enter values into memory at a specified address. If the
0388 ;line contains nothing but the address we go into "enter
0388 ;mode", where the address and its current value are printed
0388 ;and the user may change it if desired. To change, type in
0388 ;new value in hex. Backspace works to correct errors. If
0388 ;an illegal hex digit or too many digits are typed, the
0388 ;bell is sounded but it is otherwise ignored. To go to the
0388 ;next byte (with or without change), hit space bar. To
0388 ;back up to a previous address, type "-". On
0388 ;every 8-byte boundary a new line is started and the address
0388 ;is printed. To terminate command, type carriage return.
0388 ; Alternatively, the list of bytes to be entered may be
0388 ;included on the original command line immediately following
0388 ;the address. This is in regular LIST format so any number
0388 ;of hex values or strings in quotes may be entered.
0388
0388 ENTER:
0388 B9 05 00 MOV CX,5 ;5 digits in address
038B E8 5C FF CALL GETHEX ;Get ENTER address
038E E8 12 FE CALL GETSEG ;Convert to seg/disp format
0391
0391 ;Adjust segment and displacement so we are in the middle
0391 ;of the segment instead of the very bottom. This allows
0391 ;backing up a long way.
0391 82 EC 08 SUB AH,8 ;Adjust segment 32K down
0394 80 C6 80 ADD DH,80H ; and displacement 32K up
0397 50 PUSH AX ;Save for later
0398 52 PUSH DX
0399 E8 89 FD CALL SCANB ;Any more parameters?
039C 75 DD JNZ GETLIST ;If not end-of-line get list
039E 5F POP DI ;Displacement of ENTER
039F 07 POP ES ;Segment
03A0
03A0 GETROW:
03A0 E8 9A FD CALL OUTDI ;Print address of entry

```

```

03A3 E8 CD FD          CALL    BLANK          ;Leave a space
03A6                   GETBYTE:
03A6 26                SEG      ES
03A7 8A 05            MOV     AL,[DI]        ;Get current value
03A9 E8 A7 FD          CALL    HEX            ;And display it
03AC B0 2E            MOV     AL,"."
03AE E8 B7 FD          CALL    OUT            ;Prompt for new value
03B1 B9 02 00         MOV     CX,2           ;Max of 2 digits in new value
03B4 BA 00 00         MOV     DX,0           ;Initial new value
03B7                   GETDIG:
03B7 E8 48 FD          CALL    IN             ;Get digit from user
03BA 8A E0            MOV     AH,AL          ;Save
03BC E8 4B FF          CALL    HEXCHK         ;Hex digit?
03BF 86 E0            XCHG   AH,AL          ;Need original for echo
03C1 72 0C            JC      NOHEX         ;If not, try special command
03C3 E8 A2 FD          CALL    OUT            ;Echo to console
03C6 8A F2            MOV     DH,DL          ;Rotate new value
03C8 8A D4            MOV     DL,AH          ;And include new digit
03CA E2 EB            LOOP   GETDIG         ;At most 2 digits
03CC                   ;We have two digits, so all we will accept now is a command.
03CC                   WAIT:
03CC E8 33 FD          CALL    IN             ;Get command character
03CF                   NOHEX:
03CF 3C 08             CMP     AL,8           ;Backspace
03D1 74 19            JZ     BS              ;
03D3 3C 7F            CMP     AL,7FH        ;RUBOUT
03D5 74 15            JZ     BS              ;
03D7 3C 2D            CMP     AL,"_"        ;Back up to previous address
03D9 74 4D            JZ     PREV           ;
03DB 3C 0D            CMP     AL,13         ;All done with command?
03DD 74 2F            JZ     EOL            ;
03DF 3C 20            CMP     AL," "        ;Go to next address
03E1 74 31            JZ     NEXT           ;
03E3                   ;If we got here, character was invalid. Sound bell.
03E3 B0 07            MOV     AL,7          ;
03E5 E8 80 FD          CALL    OUT            ;
03E8 E3 E2            JCXZ   WAIT           ;CX=0 means no more digits
03EA EB CB            JP     GETDIG         ;Don't have 2 digits yet
03EC                   BS:
03EC 82 F9 02         CMP     CL,2           ;CX=2 means nothing typed yet
03EF 74 C6            JZ     GETDIG         ;Can't back up over nothing
03F1 FE C1            INC     CL             ;Accept one more character
03F3 8A D6            MOV     DL,DH          ;Rotate out last digit
03F5 8A F5            MOV     DH,CH          ;Zero this digit
03F7 E8 15 FD          CALL    BACKUP        ;Physical backspace
03FA EB BB            JP     GETDIG         ;Get more digits
03FC                   ;If new value has been entered, convert it to binary and
03FC                   ;put into memory. Always bump pointer to next location
03FC                   STORE:
03FC 82 F9 02         CMP     CL,2           ;CX=2 means nothing typed yet
03FF 74 0B            JZ     NOSTO          ;So no new value to store
0401                   ;Rotate DH left 4 bits to combine with DL and make a byte value
0401 51                PUSH   CX
0402 B1 04            MOV     CL,4
0404 D2 E6            SHL    DH,CL
0406 59                POP     CX
0407 0A D6            OR     DL,DH          ;Hex is now converted to binary
0409 26                SEG     ES
040A 88 15            MOV     [DI],DL       ;Store new value
040C                   NOSTO:
040C 47                INC     DI             ;Prepare for next location
040D C3                RET
040E                   EOL:
040E E8 EB FF          CALL    STORE          ;Enter the new value
0411 E9 E0 FC          JMP     CRLF           ;CR/LF and terminate
0414                   NEXT:
0414 E8 E5 FF          CALL    STORE          ;Enter new value
0417 41                INC     CX             ;Leave a space plus two for

```

```

0418 41          INC    CX          ; each digit not entered
0419 E8 5B FD    CALL   TAB
041C 8B C7      MOV    AX,DI          ;Next memory address
041E 24 07      AND    AL,7           ;Check for 8-byte boundary
0420 75 84      JNZ   GETBYTE        ;Take 8 per line
0422          NEWROW:
0422 E8 CF FC    CALL   CRLF          ;Terminate line
0425 E9 78 FF    JMP    GETROW        ;Print address on new line
0428          PREV:
0428 E8 D1 FF    CALL   STORE         ;Enter the new value
042B          ;DI has been bumped to next byte. Drop it 2 to go to previous addr
042B 4F         DEC    DI
042C 4F         DEC    DI
042D EB F3      JP     NEWROW        ;Terminate line after backing up
042F          ;Perform register dump if no parameters or set register if a
042F          ;register designation is a parameter.
042F          REG:
042F E8 EA FC    CALL   SCANP
0432 74 62      JZ     DISPREG
0434 8A 15      MOV    DL,[DI]
0436 47         INC    DI
0437 8A 35      MOV    DH,[DI]
0439 82 FE OD    CMP    DH,13
043C 74 76      JZ     FLAG
043E 47         INC    DI
043F E8 20 FF    CALL   GETEOL
0442 82 FE 20    CMP    DH," "
0445 74 6D      JZ     FLAG
0447 BF D7 06    MOV    DI,REGTAB
044A 92         XCHG  AX,DX
044B 0E         PUSH  CS
044C 07         POP   ES
044D B9 0E 00    MOV    CX,REGTABLEN
0450 F2         REPNZ
0451 AF         SCAW
0452 75 3C      JNZ   BADREG
0454 0B C9      OR    CX,CX
0456 75 06      JNZ   NOTPC
0458 4F         DEC    DI
0459 4F         DEC    DI
045A 2E         SEG   CS
045B 8B 45 FE    MOV    AX,[DI-2]
045E          NOTPC:
045E E8 07 FD    CALL   OUT
0461 8A C4      MOV    AL,AH
0463 E8 02 FD    CALL   OUT
0466 E8 0A FD    CALL   BLANK
0469 1E         PUSH  DS
046A 07         POP   ES
046B 8D 9D C3 FA LEA   BX,[DI+REGDIF-2]
046F 8B 17      MOV    DX,[BX]
0471 E8 D8 FC    CALL   OUT16
0474 E8 7D FC    CALL   CRLF
0477 B0 3A      MOV    AL,":"
0479 E8 EC FC    CALL   OUT
047C E8 42 FC    CALL   INBUF
047F E8 A3 FC    CALL   SCANB
0482 74 0B      JZ     RET3
0484 B9 04 00    MOV    CX,4
0487 E8 63 FE    CALL   GETHEX1
048A E8 D5 FE    CALL   GETEOL
048D 89 17      MOV    [BX],DX
048F C3         RET3: RET
0490          BADREG:
0490 B8 42 52     MOV    AX,5200H+"B" ;BR ERROR
0493 E9 96 00    JMP    ERR
0496          DISPREG:
0496 BE D7 06    MOV    SI,REGTAB

```



0499	BB	9C	01	MOV	BX,AXSAVE	
049C	B9	08	00	MOV	CX,8	
049F	E8	65	00	CALL	DISPREGLINE	
04A2	E8	4F	FC	CALL	CRLF	
04A5	B9	05	00	MOV	CX,5	
04A8	E8	5C	00	CALL	DISPREGLINE	
04AB	E8	C5	FC	CALL	BLANK	
04AE	E8	93	00	CALL	DISPFLAGS	
04B1	E9	40	FC	JMP	CRLF	
04B4				FLAG:		
04B4	82	FA	46	CMP	DL,"F"	
04B7	75	D7		JNZ	BADREG	
04B9	E8	88	00	CALL	DISPFLAGS	
04BC	B0	2D		MOV	AL,"_"	
04BE	E8	A7	FC	CALL	OUT	
04C1	E8	FD	FB	CALL	INBUF	
04C4	E8	5E	FC	CALL	SCANB	
04C7	33	DB		XOR	BX,BX	
04C9	8B	16	B6 01	MOV	DX,[FSAVE]	
04CD				GETFLG:		
04CD	8B	F7		MOV	SI,DI	
04CF	AD			LODW		
04D0	3C	0D		CMP	AL,13	
04D2	74	66		JZ	SAVCHG	
04D4	82	FC	0D	CMP	AH,13	
04D7	74	66		JZ	FLGERR	
04D9	BF	F3	06	MOV	DI,FLAGTAB	
04DC	B9	20	00	MOV	CX,32	
04DF	0E			PUSH	CS	
04E0	07			POP	ES	
04E1	F2			REPNE		
04E2	AF			SCAW		
04E3	75	5A		JNZ	FLGERR	
04E5	8A	E9		MOV	CH,CL	
04E7	80	E1	0F	AND	CL,OFH	
04EA	B8	01	00	MOV	AX,1	
04ED	D3	C0		ROL	AX,CL	
04EF	85	C3		TEST	AX,BX	
04F1	75	33		JNZ	REPFLG	
04F3	0B	D8		OR	BX,AX	
04F5	0B	D0		OR	DX,AX	
04F7	F6	C5	10	TEST	CH,16	
04FA	75	02		JNZ	NEXFLG	
04FC	33	D0		XOR	DX,AX	
04FE				NEXFLG:		
04FE	8B	FE		MOV	DI,SI	
0500	1E			PUSH	DS	
0501	07			POP	ES	
0502	E8	17	FC	CALL	SCANP	
0505	EB	C6		JP	GETFLG	
0507				DISPREGLINE:		
0507	2E			SEG	CS	
0508	AD			LODW		
0509	E8	5C	FC	CALL	OUT	
050C	8A	C4		MOV	AL,AH	
050E	E8	57	FC	CALL	OUT	
0511	B0	3D		MOV	AL,"="	
0513	E8	52	FC	CALL	OUT	
0516	8B	17		MOV	DX,[BX]	
0518	43			INC	BX	
0519	43			INC	BX	
051A	E8	2F	FC	CALL	OUT16	
051D	E8	53	FC	CALL	BLANK	
0520	E8	50	FC	CALL	BLANK	
0523	E2	E2		LOOP	DISPREGLINE	
0525	C3			RET		
0526				REPFLG:		
0526	B8	44	46	MOV	AX,4600H+"D"	;DF ERROR
0529				FERR:		
0529	E8	0E	00	CALL	SAVCHG	

```

052C
052C E8 39 FC
052F 8A C4
0531 E8 34 FC
0534 BE 6B 07
0537 E9 3B FE
053A
053A 89 16 B6 01
053E C3
053F
053F B8 42 46
0542 EB E5
0544
0544 BE F3 06
0547 B9 10 00
054A 8B 16 B6 01
054E
054E 2E
054F AD
0550 D1 E2
0552 72 04
0554 2E
0555 8B 44 1E
0558
0558 0B C0
055A 74 0B
055C E8 09 FC
055F 8A C4
0561 E8 04 FC
0564 E8 0C FC
0567
0567 E2 E5
0569 C3
056A
056A
056A
056A
056A
056A E8 AF FB
056D E8 98 FD
0570 BA 01 00
0573 72 06
0575 B9 04 00
0578 E8 6F FD
057B
057B 89 16 02 01
057F E8 E0 FD
0582
0582 C7 06 00 01 00 00
0588 80 0E B7 01 01
058D
058D C7 06 0C 00 D1 05
0593 8C 0E 0E 00
0597 C7 06 04 00 D8 05
059D 8C 0E 06 00
05A1 FA
05A2 C7 06 64 00 D8 05
05A8 8C 0E 66 00
05AC BC 9C 01
05AF 58
05B0 5B
05B1 59
05B2 5A
05B3 5D
05B4 5D
05B5 5E
05B6 5F
05B7 07
05B8 07

```

```

ERR:
      CALL OUT
      MOV AL,AH
      CALL OUT
      MOV SI,ERRMES
      JMP PRINT
SAVCHG:
      MOV [FSAVE],DX
      RET
FLGERR:
      MOV AX,4600H+"B" ;BF ERROR
      JP FERR
DISPFLAGS:
      MOV SI,FLAGTAB
      MOV CX,16
      MOV DX,[FSAVE]
DFLAGS:
      SEG CS
      LODW
      SHL DX
      JC FLAGSET
      SEG CS
      MOV AX,[SI+30]
FLAGSET:
      OR AX,AX
      JZ NEXTFLG
      CALL OUT
      MOV AL,AH
      CALL OUT
      CALL BLANK
NEXTFLG:
      LOOP DFLAGS
      RET

```

```

;Trace 1 instruction or the number of instruction specified
;by the parameter using 8086 trace mode. Registers are all
;set according to values in save area

```

```

TRACE:
      CALL SCANP
      CALL HEXIN
      MOV DX,1
      JC STOCNT
      MOV CX,4
      CALL GETHEX
STOCNT:
      MOV [TCOUNT],DX
      CALL GETEOL
STEP:
      MOV [BRKCNT],0
      OR B,[FSAVE+1],1
EXIT:
      MOV [12],BREAKFIX
      MOV [14],CS
      MOV [4],REENTER
      MOV [6],CS
      DI
      MOV [64H],REENTER
      MOV [66H],CS
      MOV SP,STACK
      POP AX
      POP BX
      POP CX
      POP DX
      POP BP
      POP BP
      POP SI
      POP DI
      POP ES
      POP ES

```

```

05B9 17                POP     SS
05BA 8B 26 A4 01      MOV     SP,[SPSAVE]
05BE FF 36 B6 01      PUSH    [FSAVE]
05C2 FF 36 B2 01      PUSH    [CSSAVE]
05C6 FF 36 B4 01      PUSH    [IPSAVE]
05CA 8E 1E AC 01      MOV     DS,[DSSAVE]
05CE CF                IRET
05CF EB B1            STEP1:  JP     STEP
05D1
05D1                    ;Re-entry point from breakpoint. Need to decrement instruction
05D1                    ;pointer so it points to location where breakpoint actually
05D1                    ;occured.
05D1
05D1                    BREAKFIX:
05D1 87 EC                XCHG   SP,BP
05D3 FF 4E 00          DEC     [BP]
05D6 87 EC                XCHG   SP,BP
05D8
05D8                    ;Re-entry point from trace mode or interrupt during
05D8                    ;execution. All registers are saved so they can be
05D8                    ;displayed or modified.
05D8
05D8                    REENTER:
05D8 2E                SEG     CS
05D9 89 26 A4 09      MOV     [SPSAVE+SEGDIFF],SP
05DD 2E                SEG     CS
05DE 8C 16 B0 09      MOV     [SSSAVE+SEGDIFF],SS
05E2 33 E4            XOR     SP,SP
05E4 8E D4            MOV     SS,SP
05E6 BC B0 01          MOV     SP,RSTACK
05E9 06                PUSH   ES
05EA 1E                PUSH   DS
05EB 57                PUSH   DI
05EC 56                PUSH   SI
05ED 55                PUSH   BP
05EE 4C                DEC     SP
05EF 4C                DEC     SP
05F0 52                PUSH   DX
05F1 51                PUSH   CX
05F2 53                PUSH   BX
05F3 50                PUSH   AX
05F4 16                PUSH   SS
05F5 1F                POP    DS
05F6 8B 26 A4 01      MOV     SP,[SPSAVE]
05FA 8E 16 B0 01      MOV     SS,[SSSAVE]
05FE 8F 06 B4 01      POP    [IPSAVE]
0602 8F 06 B2 01      POP    [CSSAVE]
0606 58                POP    AX
0607 80 E4 FE          AND     AH,OFEH
060A A3 B6 01          MOV     [FSAVE],AX
060D 89 26 A4 01      MOV     [SPSAVE],SP
0611 1E                PUSH   DS
0612 17                POP    SS
0613 1E                PUSH   DS
0614 07                POP    ES
0615 BC 9C 01          MOV     SP,STACK
0618 C7 06 64 00 BB 06  MOV     [64H],INT
061E B0 20                MOV     AL,20H
0620 E6 F2                OUT    BASE+2
0622 FB                EI
0623 FC                UP
0624 E8 CD FA          CALL   CRLF
0627 E8 6C FE          CALL   DISPREG
062A FF 0E 02 01      DEC     [TCOUNT]
062E 75 9F                JNZ    STEP1
0630                    ENDGO:
0630 BE 04 01          MOV     SI,BPTAB
0633 8B 0E 00 01      MOV     CX,[BRKCNT]
0637 E3 10                JCXZ   COMJMP
0639                    CLEARBP:

```

```

0639 8B 54 14      MOV     DX,[SI+BPLEN]
063C AD           LODW
063D 50           PUSH   AX
063E E8 62 FB      CALL   GETSEG
0641 8E C0         MOV     ES,AX
0643 8B FA         MOV     DI,DX
0645 58           POP     AX
0646 AA           STOB
0647 E2 F0         LOOP   CLEARBP
0649 E9 3B FA      COMJMP: JMP   COMMAND
064C
064C             ;Input from the specified port and display result
064C
064C             INPUT:
064C B9 04 00       MOV     CX,4           ;Port may have 4 digits
064F E8 98 FC      CALL   GETHEX         ;Get port number in DX
0652 EC           INB    DX             ;Variable port input
0653 E8 FD FA      CALL   HEX            ;And display
0656 E9 9B FA      JMP     CRLF
0659
0659             ;Output a value to specified port.
0659
0659             OUTPUT:
0659 B9 04 00       MOV     CX,4           ;Port may have 4 digits
065C E8 8B FC      CALL   GETHEX         ;Get port number
065F 52           PUSH   DX             ;Save while we get data
0660 B9 02 00       MOV     CX,2           ;Byte output only
0663 E8 84 FC      CALL   GETHEX         ;Get data to output
0666 92           XCHG  AX,DX          ;Output data in AL
0667 5A           POP    DX             ;Port in DX
0668 EE           OUTB  DX             ;Variable port output
0669 C3           RET
066A
066A             ;Jump to program, setting up registers according to the
066A             ;save area. Up to 10 breakpoint addresses may be specified.
066A
066A             GO:
066A BB 18 01       MOV     BX,LINEBUF
066D 33 F6        XOR     SI,SI
066F             GO1:
066F E8 AA FA      CALL   SCANP
0672 74 19       JZ     EXEC
0674 B9 05 00     MOV     CX,5
0677 E8 70 FC      CALL   GETHEX
067A 89 17       MOV     [BX],DX
067C 88 67 ED     MOV     [BX-BPLEN+1],AH
067F 43           INC    BX
0680 43           INC    BX
0681 46           INC    SI
0682 83 FE 0B     CMP     SI,BPMAX+1
0685 75 E8       JNZ   GO1
0687 B8 42 50     MOV     AX,5000H+"B"   ;BP ERROR
068A E9 9F FE      JMP     ERR
068D             EXEC:
068D 89 36 00 01   MOV     [BRKCNT],SI
0691 E8 CE FC      CALL   GETEOL
0694 8B CE       MOV     CX,SI
0696 E3 1A       JCXZ  NOBP
0698 BE 04 01     MOV     SI,BPTAB
069B             SETBP:
069B 8B 54 14     MOV     DX,[SI+BPLEN]
069E AD           LODW
069F E8 01 FB     CALL   GETSEG
06A2 8E D8       MOV     DS,AX
06A4 8B FA       MOV     DI,DX
06A6 8A 05       MOV     AL,[DI]
06A8 C6 05 CC     MOV     B,[DI],OCCH
06AB 06         PUSH  ES
06AC 1F         POP    DS
06AD 88 44 FE     MOV     [SI-2],AL

```

```

06B0 E2 E9          LOOP    SETBP
06B2                NOBP:
06B2 C7 06 02 01 01 00  MOV    [TCOUNT],1
06B8 E9 D2 FE          JMP    EXIT
06BB
06BB                ;Console input interrupt handler. Used to interrupt commands
06BB                ;or programs under execution (if they have interrupts
06BB                ;enabled). Control-S causes a loop which waits for any other
06BB                ;character to be typed. Control-C causes abort to command
06BB                ;mode. All other characters are ignored.
06BB
06BB                INT:
06BB 50              PUSH   AX                ;Don't destroy accumulator
06BC                ;Output End-of-Interrupt commands to slave 8259A. This
06BC                ;wouldn't be necessary if Automatic End of Interrupt mode
06BC                ;worked like it was supposed to!
06BC B0 20              MOV    AL,20H
06BE E6 F2              OUT    BASE+2
06C0 E4 F6              IN     DATA                ;Get interrupting character
06C2 24 7F              AND    AL,7FH                ;ASCII has only 7 bits
06C4 3C 13              CMP    AL,"S"-@"           ;Check for Control-S
06C6 75 03              JNZ   NOSTOP
06C8 E8 37 FA          CALL   IN                ;Wait for continue character
06CB                NOSTOP:
06CB 3C 03              CMP    AL,"C"-@"           ;Check for Control-C
06CD 74 02              JZ    BREAK
06CF                ;Just ignore interrupt - restore AX and return
06CF 58                POP    AX
06D0 CF                IRET
06D1                BREAK:
06D1 E8 20 FA          CALL   CRLF
06D4 E9 B0 F9          JMP    COMMAND
06D7                REGTAB:
06D7 41 58 42 58 43 58  DB    "AXBXCXDXSPBPSIDIDSESSSCSIPPC"
      44 58 53 50 42 50
      53 49 44 49 44 53
      45 53 53 53 43 53
      49 50 50 43
06F3                REGDIF: EQU    AXSAVE-REGTAB
06F3
06F3                ;Flags are ordered to correspond with the bits of the flag
06F3                ;register, most significant bit first, zero if bit is not
06F3                ;a flag. First 16 entries are for bit set, second 16 for
06F3                ;bit reset.
06F3                FLAGTAB:
06F3 00 00              DW    0
06F5 00 00              DW    0
06F7 00 00              DW    0
06F9 00 00              DW    0
06FB 4F 56              DB    "OV"
06FD 44 4E              DB    "DN"
06FF 45 49              DB    "EI"
0701 00 00              DW    0
0703 4E 47              DB    "NG"
0705 5A 52              DB    "ZR"
0707 00 00              DW    0
0709 41 43              DB    "AC"
070B 00 00              DW    0
070D 50 45              DB    "PE"
070F 00 00              DW    0
0711 43 59              DB    "CY"
0713 00 00              DW    0
0715 00 00              DW    0
0717 00 00              DW    0
0719 00 00              DW    0
071B 4E 56              DB    "NV"
071D 55 50              DB    "UP"
071F 44 49              DB    "DI"
0721 00 00              DW    0

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```

0723 50 4C          DB      "PL"
0725 4E 5A          DB      "NZ"
0727 00 00          DW      0
0729 4E 41          DB      "NA"
072B 00 00          DW      0
072D 50 4F          DB      "PO"
072F 00 00          DW      0
0731 4E 43          DB      "NC"
0733
0733                ;Initialization table. First byte of each entry is no.
0733                ;of bytes to output to the corresponding port. That
0733                ;many initialization bytes follow.
0733
0733                INITTABLE:
0733                ;Port BASE+0 - Master 8259A. Initialization Command Word (ICW)
0733                ;One sets level-triggered mode, multiple 8259As, require
0733                ;ICW4.
0733 01              DB      1
0734 19              DB      19H
0735                ;Port BASE+1 - Master 8259A. ICW2 sets vector base to 10H
0735                ;ICW3 sets a slave on interrupt input 1; ICW4 sets buffered
0735                ;mode, as a master, with Automatic End of Interrupt, 8086
0735                ;vector; Operation Command Word (OCW) One sets interrupt
0735                ;mask to enable line 1 (slave 8259A) only.
0735 04              DB      4
0736 10 02 0F FD    DB      10H,2,0FH,0FDH
073A                ;Port BASE+2 - Slave 8259A. ICW1 sets level-triggered mode,
073A                ;multiple 8259As, require ICW4.
073A 01              DB      1
073B 19              DB      19H
073C                ;Port BASE+3 - Slave 8259A. ICW2 sets vector base to 18H
073C                ;ICW3 sets slave address as 1; ICW4 sets buffered mode,
073C                ;as slave, with Automatic End of Interrupt (which doesn't
073C                ;work in slaves), 8086 vector; OCW1 sets interrupt mask
073C                ;to enable line 1 (serial receive) only.
073C 04              DB      4
073D 18 01 0B FD    DB      18H,1,0BH,0FDH
0741                ;Port Base+4 - 9513 Data. 9513 has previously been set
0741                ;up for Counter 5 mode register with auto increment. Thus
0741                ;mode is set to 0B63H, which is no gating, count source is
0741                ;F1 (4 MHz), reload from load or hold, count down repetitively
0741                ;in binary, with output toggle. Load register is set to
0741                ;0007H, and Hold register is set to 0006H. Thus we
0741                ;alternately divide by 7 and 6, which is divided by 2 by
0741                ;the output toggle, thus providing a square wave of
0741                ;4 MHz/13 = 307.7 kHz, which divided by 16 in the 8251A
0741                ;provides 19,230 baud (0.16% high).
0741 06              DB      6
0742 63 0B 07 00 06 00 DB      63H,0BH,7,0,6,0
0748                ;Port BASE+5 - 9513 Control. Load and arm counter 5,
0748                ;enabling baud rate generation. Then select counter
0748                ;5 mode register, in case baud rate wasn't right.
0748 02              DB      2
0749 70 05          DB      70H,5
074B                ;Port BASE+6 - 8251A Data. No initialization to this port.
074B 00              DB      0
074C                ;Port BASE+7 - 8251A Control. Since it is not possible to
074C                ;know whether the 8251A next expects a Mode Instruction or
074C                ;a Command Instruction, a dummy byte is sent which could
074C                ;safely be interpreted as either but guarantees it is now
074C                ;expecting a Command. The command sent is Internal Reset
074C                ;which causes it to start expecting a mode. The mode sent
074C                ;is for 2 stop bits, no parity, 8 data bits, 16X clock.
074C                ;This is followed by the command to error reset, enable
074C                ;transmitter and receiver, set RTS and DTR to +12V.
074C 04              DB      4
074D B7 77 CE 37    DB      0B7H,77H,0CEH,37H
0751 0D 0A 0A 53 43 50 HEADER: DM      13,10,10,"SCP 8086 Monitor 1.4",13,10
      20 38 30 38 36 20
      4D 6F 6E 69 74 6F

```

```

72 20 31 2E 34 0D
8A
076A 5E          SYNERR: DB      1^
076B 20 45 72 72 6F 72 ERRMES: DM      " Error",13,10
OD 8A
0773 08 20 88          BACMES: DM      8,32,8
0776
0776          ;Disk boot.
0776
0776          BOOT:
0776 57          PUSH      DI
0777
0777          ;*****
0777
0777          ;Boot for Cromemco 4FDC disk controller with either
0777          ;large or small disks. Loads track 0, sector 1 into LOAD.
0777
0777          IF      CROMEMCO4FDC
0777 B0 01          MOV      AL,1
0779 E6 02          OUT      2          ;Reset 4FDC serial I/O
077B B0 84          MOV      AL,84H
077D E6 00          OUT      0          ;and set for 300 baud
077F B0 7F          MOV      AL,7FH
0781 E6 04          OUT      4
0783 B2 21          MOV      DL,21H
0785          RETRY:
0785 B0 D0          MOV      AL,ODOH
0787 E6 30          OUTB     30H
0789          READY:
0789 E4 30          INB      30H
078B D0 C8          ROR      AL
078D 72 FA          JC      READY
078F 80 F2 10       XOR      DL,10H
0792 8A C2          MOV      AL,DL
0794 E6 34          OUTB     34H
0796 BF 00 02       MOV      DI,LOAD
0799 B0 0C          MOV      AL,12
079B E6 30          OUTB     30H
079D          HOME:
079D E4 34          INB      34H
079F D0 C8          ROR      AL
07A1 73 FA          JNC     HOME
07A3 E4 30          INB      30H
07A5 24 98          AND      AL,98H
07A7 75 DC          JNZ     RETRY
07A9 B0 01          MOV      AL,1
07AB E6 32          OUTB     32H
07AD B9 80 00       MOV      CX,80H
07B0 8A C2          MOV      AL,DL
07B2 0C 80          OR      AL,80H
07B4 E6 34          OUTB     34H
07B6 B0 8C          MOV      AL,8CH
07B8 E6 30          OUTB     30H
07BA          READ:
07BA E4 34          INB      34H
07BC D0 C8          ROR      AL
07BE 72 0B          JC      DONE
07C0 E4 33          INB      33H
07C2 AA          STOB
07C3 E2 F5          LOOP    READ
07C5          WSTAT:
07C5 E4 34          INB      34H
07C7 D0 C8          ROR      AL
07C9 73 FA          JNC     WSTAT
07CB          DONE:
07CB E4 30          INB      30H
07CD 24 9C          AND      AL,9CH
07CF 75 B4          JNZ     RETRY
07D1          ENDIF
07D1

```

```

07D1 ;Successful read
07D1 C7 06 B2 01 00 00 MOV [CSSAVE],0
07D7 C7 06 B4 01 00 02 MOV [IPSAVE],LOAD
07DD 5F POP DI
07DE E9 89 FE JMP GO
07E1

```

Error Count = 0

```

0777 ;*****
0777
0777 ;Boot for North Star disk, single density.
0777 ;Loads track 0, sector 0 into address LOAD
0777
0777 IF NORTHSTARSD
0777
0777 ;Disk command equates
0777
0777 SEL: EQU 1
0777 STP1: EQU 9
0777 STP2: EQU 8
0777 NOP: EQU 10H
0777 SEC: EQU 14H
0777 STPOUT: EQU 1CH
0777 RD: EQU 40H
0777 BST: EQU 20H
0777
0777 1E PUSH DS
0778 B8 B8 FE MOV AX,0FEB8H
077B 8E D8 MOV DS,AX
077D A0 01 00 MOV AL,[SEL]
0780 B9 14 00 MOV CX,20
0783 MOTOR:
0783 E8 19 00 CALL SECTOR
0786 E2 FB LOOP MOTOR
0788 CHKTRK:
0788 F6 06 1C 00 01 TEST B,[STPOUT],1
078D 75 1B JNZ ONTRACK
078F A0 09 00 MOV AL,[STP1]
0792 D4 0A AAM
0794 A0 08 00 MOV AL,[STP2]
0797 E8 05 00 CALL SECTOR
079A E8 02 00 CALL SECTOR
079D EB E9 JP CHKTRK
079F SECTOR:
079F A0 14 00 MOV AL,[SEC]
07A2 SECLP:
07A2 A0 30 00 MOV AL,[BST+NOP]
07A5 A8 80 TEST AL,80H
07A7 74 F9 JZ SECLP
07A9 C3 RET
07AA ONTRACK:
07AA BF 00 02 MOV DI,LOAD
07AD B9 18 01 MOV CX,280
07B0 BB 50 00 MOV BX,RD+NOP
07B3 GETSEC:
07B3 E8 E9 FF CALL SECTOR
07B6 24 0F AND AL,0FH
07B8 75 F9 JNZ GETSEC
07BA GETSYNC:
07BA F6 06 10 00 04 TEST B,[NOP],4
07BF E1 F9 LOOPZ GETSYNC
07C1 74 E7 JZ ONTRACK
07C3 B9 00 01 MOV CX,100H
07C6 32 D2 XOR DL,DL
07C8 D5 0A AAD
07CA READ:
07CA 8A 07 MOV AL,[BX]
07CC AA STOB ;Uses ES

```



```

07CD 32 D0          XOR    DL,AL
07CF D0 C2          ROL    DL
07D1 D5 0A          AAD
07D3 E2 F5          LOOP   READ
07D5 8A 07          MOV    AL,[BX]
07D7 3A C2          CMP    AL,DL
07D9 75 CF          JNZ   ONTRACK
07DB 1F             POP    DS
07DC               ENDIF
07DC               ;Successful read
07DC C7 06 B2 01 00 00 MOV    [CSSAVE],0
07E2 C7 06 B4 01 00 02 MOV    [IPSAVE],LOAD
07E8 5F             POP    DI
07E9 E9 7E FE          JMP    GO
07EC

```

Error Count = 0

```

0777               ;*****
0777
0777               ;Boot for Tarbell disk controllers. Load track 0,
;sector 1 into LOAD.
0777
0777               IF    TARBELL
0777
0777               DISK: EQU    78H
0777
0777               RETRY:
0777 B0 D0          MOV    AL,ODOH
0779 E6 78          OUTB   DISK
077B               READY:
077B E4 78          INB    DISK
077D D0 C8          ROR    AL
077F 72 FA          JC     READY
0781 BF 00 02       MOV    DI,LOAD
0784 B0 0E          MOV    AL,0EH ;Home command @ 10ms/track
0786 E6 78          OUTB   DISK
0788 E4 7C          INB    DISK+4
078A E4 78          INB    DISK
078C 24 98          AND    AL,98H
078E 75 E7          JNZ   RETRY
0790 B0 01          MOV    AL,1
0792 E6 7A          OUTB   DISK+2
0794 B9 80 00       MOV    CX,80H
0797 B0 8C          MOV    AL,8CH
0799 E6 78          OUTB   DISK
079B               READ:
079B E4 7C          INB    DISK+4
079D D0 C0          ROL    AL
079F 73 0B          JNC   DONE
07A1 E4 7B          INB    DISK+3
07A3 AA            STOB
07A4 E2 F5          LOOP   READ
07A6               WSTAT:
07A6 E4 7C          INB    DISK+4
07A8 D0 C0          ROL    AL
07AA 72 FA          JC     WSTAT
07AC               DONE:
07AC E4 78          INB    DISK
07AE 24 9C          AND    AL,9CH
07B0 75 C5          JNZ   RETRY
07B2               ENDIF
07B2               ;Successful read
07B2 C7 06 B2 01 00 00 MOV    [CSSAVE],0
07B8 C7 06 B4 01 00 02 MOV    [IPSAVE],LOAD
07BE 5F             POP    DI
07BF E9 A8 FE          JMP    GO
07C2

```

Error Count = 0

```

0777 ;*****
0777
0777         IF      OTHER
0777
0777         ;User may insert customized disk boot here. All
0777         ;registers are available, stack pointer is valid
0777         ;and interrupts are enabled. Stack should be at
0777         ;same level on fall-through to code below. Last
0777         ;address available is 07DF hex.
0777
0777         ORG      7E0H      ;Simulate boot of maximum length
07E0
07E0         ENDIF
07E0         ;Successful read
07E0 C7 06 B2 01 00 00      MOV      [CSSAVE],0
07E6 C7 06 B4 01 00 02      MOV      [IPSAVE],LOAD
07EC 5F                    POP      DI
07ED E9 7A FE              JMP      GO
07F0

```

```

Error Count = 0

```