

**THE
TARBELL
CASSETTE
INTERFACE**

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THE TARBELL CASSETTE INTERFACE (FOR ALTAIR 8800 USERS)

SPEED: UP TO 540 BYTES PER SECOND (2200 BITS PER INCH).
187 BYTES PER SECOND FOR TARBELL STANDARD 800 BITS/INCH.
30 BYTES PER SECOND FOR "BYTE/LANCASTER" STANDARD.

ENCODING METHOD: PHASE-ENCODED (EXCLUSIVE-OR OF CLOCK AND DATA).
SELF-CLOCKING (CLOCK VARIES ALONG WITH TAPE SPEED).
USED ON MY OWN SYSTEM FOR THE LAST 4 YEARS.
CAN BE USED TO GENERATE "BYTE/LANCASTER" TAPES.

CASSETTE: WILL WORK WITH MOST AUDIO CASSETTE UNITS. MAY BE ADAPTED
TO AUTOMATIC DIGITAL CASSETTE UNITS. WILL ALSO WORK
WITH REGULAR REEL-REEL TAPE RECORDERS. I HAVE BEEN USING
A REALISTIC (RADIO SHACK) CTR-19 AND A J.C. PENNY 6536
(\$39.95). TAPE SHOULD BE OF LOW-NOISE TYPE.

8192 BYTE LOAD TIME: 15 SEC @ 540 BYTES PER SECOND.
43 SEC @ 187 BYTES PER SECOND.
4 MINUTES @ 30 BYTES PER SECOND.

DEVICE-CODE EASILY SELECTED WITH ON-BOARD DIP-SWITCH.

STATUS: 4 EXTRA STATUS LINES AVAILABLE FOR INPUT.

CONTROL: 4 EXTRA CONTROL LINES AVAILABLE FOR OUTPUT, WHICH MAY
BE USED TO DRIVE RELAYS FOR EXTRA CASSETTE UNITS.
2 SPARE IC SLOTS TO LET YOU DO YOUR OWN THING.

COMPATIBILITY: PLUGS DIRECTLY INTO ALTAIR 8800 OR IMSAI 8080.
HAS SERIAL-PARALLEL AND PARALLEL-SERIAL CONVERSION
ON BOARD. PATCHES PROVIDED FOR POPULAR SOFTWARE.

SOFTWARE: COMES WITH COMPLETE SET OF INPUT/OUTPUT SUBROUTINES,
BOOTSTRAP, AND "BYTE STANDARD" (LANCASTER) SOFTWARE.

COST: \$120 FOR COMPLETE KIT, \$175 ASSEMBLED AND CHECKED-OUT.

MANUAL:

ASSEMBLY INSTRUCTIONS AND DRAWING, PARTS AND PIN FUNCTION LISTS
SOLDERING, CLEANING, AND INSTALLATION NOTES; OPERATING INSTRUCTIONS
INITIAL ADJUSTMENT PROCEDURES, INPUT/OUTPUT ROUTINES WITH CHECKSUM
BOOTSTRAP PROGRAM AND TEST-STREAM GENERATOR PROGRAM

PARTS:

ALL RESISTORS, CAPACITORS, AND INTEGRATED CIRCUITS
CASSETTE CABLE, RIBBON CABLE, AND DIP CONNECTOR
LOW-NOISE CASSETTE WITH TEST STREAM
DOUBLE-SIDED BOARD WITH PLATED-THRU HOLES AND GOLD EDGE CONNECTOR

WARRANTY : IF NOT COMPLETELY SATISFIED, RETURN BOARD FOR REFUND
OR FREE REPAIR WITHIN 90 DAYS AFTER PURCHASE.

FIRST DELIVERIES WERE MADE IN SEPTEMBER, 1975. DELIVERY IS
1 TO 3 WEEKS AFTER RECEIVING ORDER. THE 25-PAGE MANUAL IS AVAILABLE
AT \$4. CALIFORNIA RESIDENTS PLEASE ADD 6% SALES TAX. MAKE
CHECK OR MONEY ORDER PAYABLE TO TARBELL ELECTRONICS.

HISTORY AND SALES PITCH

I HAVE BEEN USING AN INEXPENSIVE AUDIO CASSETTE RECORDER IN MY HOME-DESIGNED COMPUTER SYSTEM SINCE 1972. I HAVE OVER 600 FILES ON CASSETTES, MOSTLY ABOUT 4 KBYTES EACH. MY ESTIMATE IS THAT THE ERROR RATE IS LESS THAN 1 ERROR IN 1,000,000 BITS. I SAY THIS BECAUSE I CAN USUALLY RECORD 30 4 KBYTE FILES ON ONE SIDE OF A C-60 CASSETTE WITHOUT ANY ERRORS. THIS INTERFACE GAVE ME VERY GOOD SERVICE WHILE I WAS WRITING THE DISK OPERATING SYSTEM FOR MY 500 KBYTE DISK. SINCE I STARTED USING MY DISK SYSTEM A FEW YEARS AGO, THE CASSETTE HAS SERVED AS BACKUP STORAGE - A RELIABLE PLACE TO STORE DATA AND PROGRAMS AFTER THEY ARE DEBUGGED.

THE ENCODING METHOD I USE IS VERY SIMPLE, AND HAS BEEN IN USE IN INDUSTRY FOR QUITE SOME TIME. PICTURE A SHIFT REGISTER WHICH IS LOADED WITH THE DATA TO BE RECORDED. THE REGISTER IS THEN CLOCKED WITH A SQUARE WAVE. THE OUTPUT OF THE SHIFT REGISTER IS EXCLUSIVE-ORED WITH THE CLOCK, PRODUCING THE BI-PHASE DATA. THIS DATA GOES DIRECTLY TO THE CASSETTE RECORDER'S INPUT. THE MOST DIFFICULT PART OF THE PROCESS IS RECOVERING THE DATA. MANY LONG HOURS WERE SPENT STUDYING THIS PROBLEM AND TRYING DIFFERENT METHODS. IN THE ORIGINAL INTERFACE THIS WAS ACCOMPLISHED WITH A 760 HIGH-SPEED COMPARATOR, A 74121 NON-RETRIGGERABLE ONE-SHOT, AND A DOUBLE-GLITCH GENERATOR MADE WITH AN EXCLUSIVE-OR GATE. SINCE THEN, THE 8T20 HAS BEEN DEVELOPED, WHICH COMBINES THESE THREE FUNCTIONS ON A SINGLE CHIP, AND IS THE UNIT USED IN THE ALTAIR INTERFACE.

THE PRESENT DESIGN IS EVEN MORE RELIABLE THAN THE PREVIOUS ONE, AND IS CAPABLE OF RECORDING AND RECOVERING ERROR-FREE DATA AT A RATE OF 540 BYTES PER SECOND ON A STANDARD AUDIO CASSETTE RECORDER. (YES, THAT IS OVER 2200 BITS PER INCH!) I AM STILL, HOWEVER, ENCOURAGING USERS TO EXCHANGE DATA RECORDED AT 187 BYTES PER SECOND (1500 BITS PER SECOND, 800 BITS PER INCH). THE MAIN ADVANTAGE OF THIS METHOD OVER OTHERS IS IT'S ABILITY TO WITHSTAND A LARGE AMOUNT OF WOW AND FLUTTER, WHICH MAY BE INTRODUCED BY CHEAP RECORDERS, AND STILL RECOVER THE DATA RELIABLY. THIS FEATURE STEMS FROM THE SELF-CLOCKING NATURE OF THE RECORDED SIGNAL: THE RECOVERED CLOCK VARIES RIGHT ALONG WITH THE DATA, SO THAT THE SPEED VARIATIONS ARE ESSENTIALLY IGNORED. THE MAIN DISADVANTAGE OF THIS METHOD IS THAT IT REQUIRES GOOD LOW-NOISE TAPE, AND A DECENT FREQUENCY RESPONSE ON THE CASSETTE UNIT. THE CASSETTE UNIT I'VE BEEN USING LATELY (J.C. PENNY #6536) HAS A FREQUENCY RESPONSE 80-8,000 HZ. THE MOST IMPORTANT PART IS THE HIGH END. THESE REQUIREMENTS ARE DUE TO THE HIGH SPEED OF THE INTERFACE, AND WOULD BE THE SAME FOR ANY HIGH SPEED DEVICE.

THE SPEED MAY NOT SEEM VERY IMPORTANT TO YOU NOW. BUT A GOOD PORTION OF YOUR TIME IS GOING TO BE SPENT SAVING AND LOADING DATA, PROGRAMS, AND OTHER TEXT. THERE IS A WORLD OF DIFFERENCE BETWEEN LOADING BASIC AT SAY, 30 BYTES/SEC (4 MINUTES), AND AT 187 BYTES/SEC (40 SEC). IT DOESN'T SEEM LIKE MUCH, BUT WHEN YOU HAVE TO DO IT OVER, AND OVER, AND OVER.... IT GETS TO BE A BIT MUCH. ESPECIALLY WHEN YOU'RE DEVELOPING YOUR OWN PROGRAMS, AND THEY TEND TO RUN AMUCK AND WIPE OUT CORE. THINK ABOUT IT, THEN BUY THE TARBELL CASSETTE INTERFACE. THE ONLY METHOD PROVEN WITH TIME. ASK YOUR FRIEND WHO HAS ONE.

SELECTING A CASSETTE UNIT FOR DIGITAL RECORDING

FIRST OF ALL, THE MOST EXPENSIVE CASSETTE RECORDERS ARE NOT NECESSARILY THE BEST FOR RECORDING DIGITAL DATA. THERE ARE SEVERAL FACTORS THAT COMBINE TO MAKE A GOOD UNIT FOR THE HOBBYIST:

1. IT SHOULD HAVE A GOOD HIGH-FREQUENCY RESPONSE, PREFERABLY UP TO AT LEAST 8,000 HZ.
2. IT SHOULD HAVE A TONE CONTROL, SO THAT THE INHERENT FREQUENCY RESPONSE MAY BE REALIZED.
3. ALTHOUGH AUTOMATIC VOLUME CONTROL IS MORE CONVENIENT FROM AN OPERATIONAL POINT OF VIEW, IT ALSO REQUIRES A FEW SECONDS OF SETTLING TIME BEFORE STARTING TO RECORD.
4. IF IT DOES NOT HAVE AUTOMATIC VOLUME CONTROL, IT IS GOOD TO HAVE A RECORDING LEVEL METER. THIS ALLOWS EASIER ADJUSTMENT FOR THE CORRECT RECORDING LEVEL.
5. IT IS VERY IMPORTANT TO HAVE A DIGITAL COUNTER. THIS MAKES IT POSSIBLE TO QUICKLY LOCATE THE DESIRED PROGRAM AMONG SEVERAL.
6. IT SHOULD BE CAPABLE OF RUNNING DIRECTLY ON THE AC LINE. BATTERIES TEND TO MAKE THE MOTOR GET SLOWER AS THEY WEAR.
7. IT IS HANDY TO HAVE AN AUXILLIARY INPUT, SO THAT A FAIRLY HIGH LEVEL MAY BE FED TO THE RECORDER, AND NOISE KEPT TO A MINIMUM.
8. A REMOTE INPUT JACK IS VALUABLE TO CONTROL START-STOP DURING ASSEMBLER AND COMPILER OPERATIONS.
9. JACKS FOR MIC, AUX, REMOTE, AND EARPHONE ARE USUALLY INCLUDED, BUT YOU SHOULD CHECK TO MAKE SURE THEY ARE THERE, ANYWAY.
10. LOW WOW AND FLUTTER CHARACTERISTICS ARE IMPORTANT, BUT ARE MUCH MORE IMPORTANT WHEN USING AN ASYNCHRONOUS INTERFACE, WHICH IS NOT SELF-CLOCKING.
11. IF IT IS DESIRED TO DO AUTOMATIC REWIND, FAST-FORWARD, AND RECORD/PLAYBACK SWITCHING UNDER PROGRAM CONTROL, YOU MUST PURCHASE A RECORDER THAT HAS THESE FACILITIES. ANOTHER FEATURE TO LOOK FOR ON THIS TYPE OF UNIT IS A WAY TO KEEP TRACK OF WHERE YOU ARE ON THE CASSETTE TAPE.
12. PEOPLE HAVE EXPERIENCED PROBLEMS WITH PANASONIC RECORDERS. I AM PRESENTLY RECOMMENDING THE J.C. PENNEY MODEL 6536 AT \$39.95 AS THE BEST BUY I KNOW, AND SEVERAL PEOPLE ARE USING THEM WITH MY INTERFACE WITH GOOD RESULTS. OTHER BRANDS THAT I KNOW HAVE BEEN SUCCESSFUL ARE SONY AND REALISTIC.

OF COURSE, NONE OF THE ABOVE ITEMS IS ABSOLUTELY NECESSARY FOR RECORDING DIGITAL DATA ON AN AUDIO CASSETTE. BUT THE MORE OF THESE REQUIREMENTS THAT ARE FILLED, THE MORE CAPABLE YOUR UNIT WILL BE, AND THE EASIER IT WILL BE TO USE.

USING THE TARBELL CASSETTE INTERFACE FOR THE KANSAS CITY FORMAT

Some time ago, there was a meeting of various cassette interface manufacturers to determine a standard for exchange of programs and data on cassettes among computer hobbyists. The format that was proposed as a result of the meeting is a modified version of the coding technique described by Don Lancaster in the first issue of "BYTE" Magazine. In this format, each 8-bit byte is written on tape in an asynchronous format, with one start bit (zero), 8 data bits (zero or one), and two stop bits (ones). A one is defined as 8 cycles at 2400 bits per second, and a zero is defined as 4 cycles at 1200 bits per second. This provides a data transfer speed of 300 baud, or a little less than 30 bytes per second, and may be generated and decoded using a variety of techniques.

Since the standard is fairly slow, it suggests that many people may want to have two methods available. One that provides for the Kansas City (BYTE/Lancaster) format, and another that is much faster, to speed program loading and development. The Tarbell Cassette Interface may easily be modified for both methods.

First, the output oscillator frequency will have to be raised from 3000 hz to 4800 hz. This is because a higher bit density is required of the tape, although the actual data transfer rate is much slower. A one may be generated by writing a word of all zeroes (00000000), and a zero may be generated by writing a word of alternating ones and zeroes (01010101). An output subroutine converts each byte to be written in this format from parallel to serial form (required only for this format).

On the input side, the adjustment of the potentiometer (R8) will have to be changed for the higher frequency. The sync detector circuit (IC's 9 and 10) will have to be changed so that it recognizes the alternating bit pattern as a sync byte in addition to the normal sync byte of E6 (hex). An input subroutine converts each byte from its serial form to its parallel form (required only for this format).

Using the method outlined above, the Tarbell Cassette Interface can be modified so that a double-pole, single-throw switch will determine which frequency will be used. The software determines the format. Another alternative is to change to the higher frequency permanently, so that no switch is necessary. The disadvantage of this is that you would have to readjust the potentiometer to read tapes made with the standard 3000 hz oscillator (187 bytes per second), and that a slightly higher frequency response is required on the part of your recorder.

A description of the hardware modifications, and listings of the subroutines for the operations described above are available upon request. Please include a self-addressed stamped envelope.

CASSETTE INTERFACE PARTS LIST

INTEGRATED CIRCUITS

REF NOS	DESCRIPTION	QTY	PT NO	+5	GND	-5
1	QUAD 2-INPUT AND	1	7408	14	7	
2	DUAL J-K FLIP-FLOP	1	7473	4	11	
3	8-BIT SHIFT REGISTER	1	74L164	14	7	
4,23	DUAL TYPE-D FLIP-FLOP	2	74L74	14	7	
6	5-VOLT REGULATOR	1	LM309K			
7,13,19,25	QUAD 2-INPUT NAND O/C	4	7403	14	7	
8,29	DUAL J-K FLIP-FLOP	2	74L73	4	11	
5	BI-DIRECTIONAL ONE-SHOT	1	8T20	16	8	4
9,31	HEX INVERTER	2	74L04	14	7	
10	8-INPUT NAND	1	74L30	14	7	
14	TRIPLE 3-INPUT AND	1	74L11	14	7	
20	HEX INVERTER	1	7404	14	7	
21,27	5-BIT SHIFT REGISTER	2	7496	5	12	
22	*TIMER	1	NE555	8	1	
26	QUAD 2-INPUT NAND	1	74L00	14	7	
28	DUAL 4-INPUT NOR	1	7425	14	7	
30	QUAD EXCLUSIVE-OR	1	74L86	14	7	
32	6-BIT COMPARATORS	1	DM8131	16	8	
34	QUAD LATCH	1	74L75	5	12	
35	HEX INVERTER BUFFER O/C	1	7406	14	7	

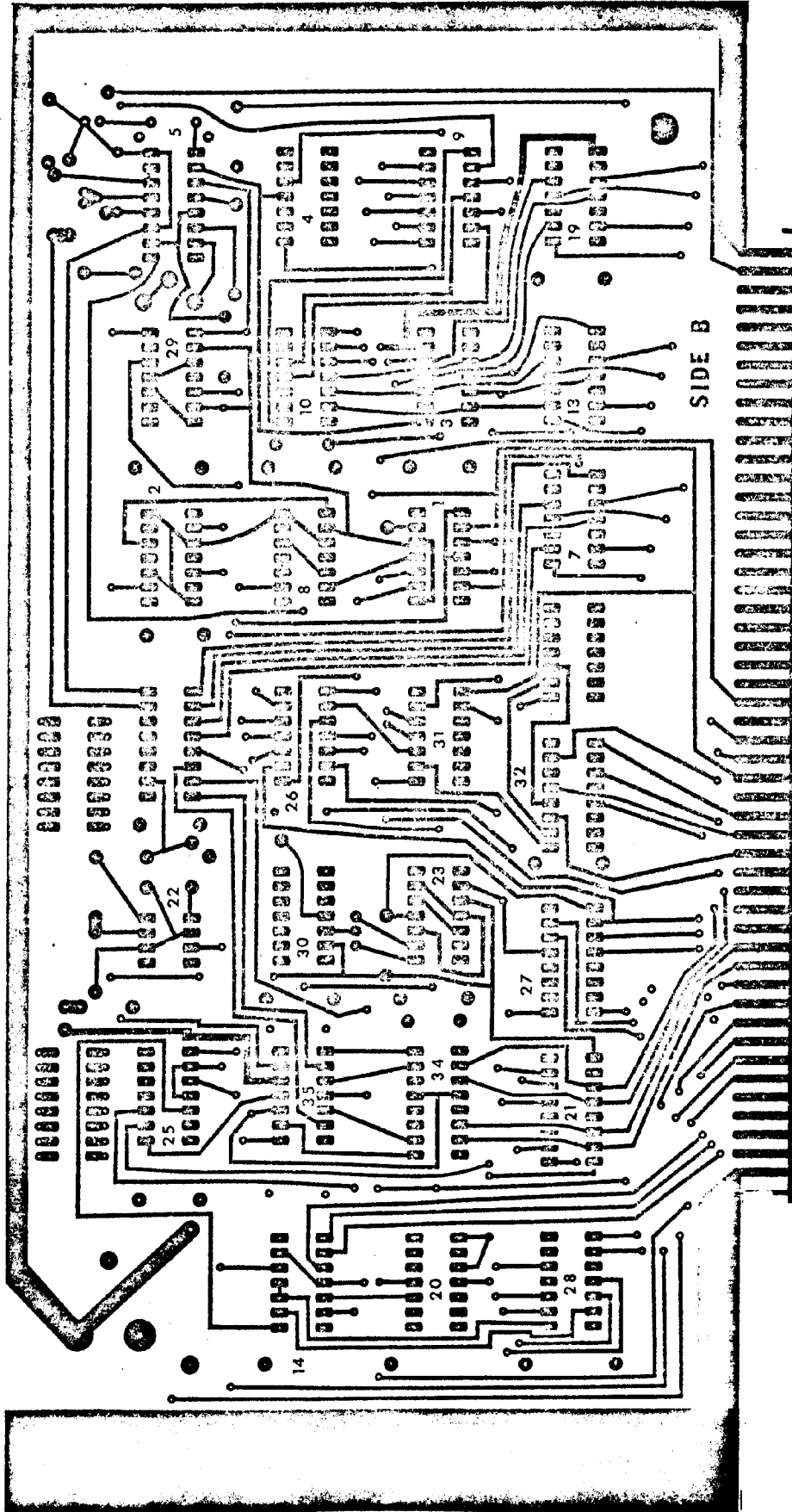
C1-C5,C10-C15	.1 MFD CAPACITOR
C6	.02 MFD CAPACITOR
C7	.033 OR .039 MFD CAPACITOR
C8	*.01 MFD CAPACITOR
C9	22 OR 25 MFD CAPACITOR
C16	2200 PF CAPACITOR
C17	.01 MFD CAPACITOR

R1	2.4 KOHM RESISTOR	(RED,YELLOW,RED)
R2	4.7 KOHM RESISTOR	(YELLOW,VIOLET,RED)
R3	1.5 KOHM RESISTOR	(BROWN,GREEN,RED)
R4	330 OHM RESISTOR	(ORANGE,ORANGE,BROWN)
R5	220 OHM RESISTOR 1W	(RED,RED,BROWN)
R6	*27 KOHM RESISTOR	(RED,VIOLET,ORANGE)
R7	*APPROX 10 KOHM RESISTOR	(BROWN,BLACK,ORANGE)
R8	50 KOHM POTENTIOMETER	
R9	100 OHM RESISTOR	(BROWN,BLACK,BROWN)
R10-R17	1 KOHM RESISTOR	(BROWN,BLACK,RED)

CR1	1N914 SIGNAL DIODE
CR2	1N750 4.7 VOLT ZENER DIODE
CR3	LIGHT-EMITTING DIODE

S1	DIP-SWITCH
J1	DIP-SOCKET
P1	DIP-PLUG
	2 CASSETTE COAX CABLES
	FLAT RIBBON CABLE
PC1	PRINTED CIRCUIT BOARD
CS1	SCOTCH LOW-NOISE CASSETTE
	TO-3 INSULATING WAFER
	2 SETS OF 4-40 NUTS, SCREWS, AND WASHERS

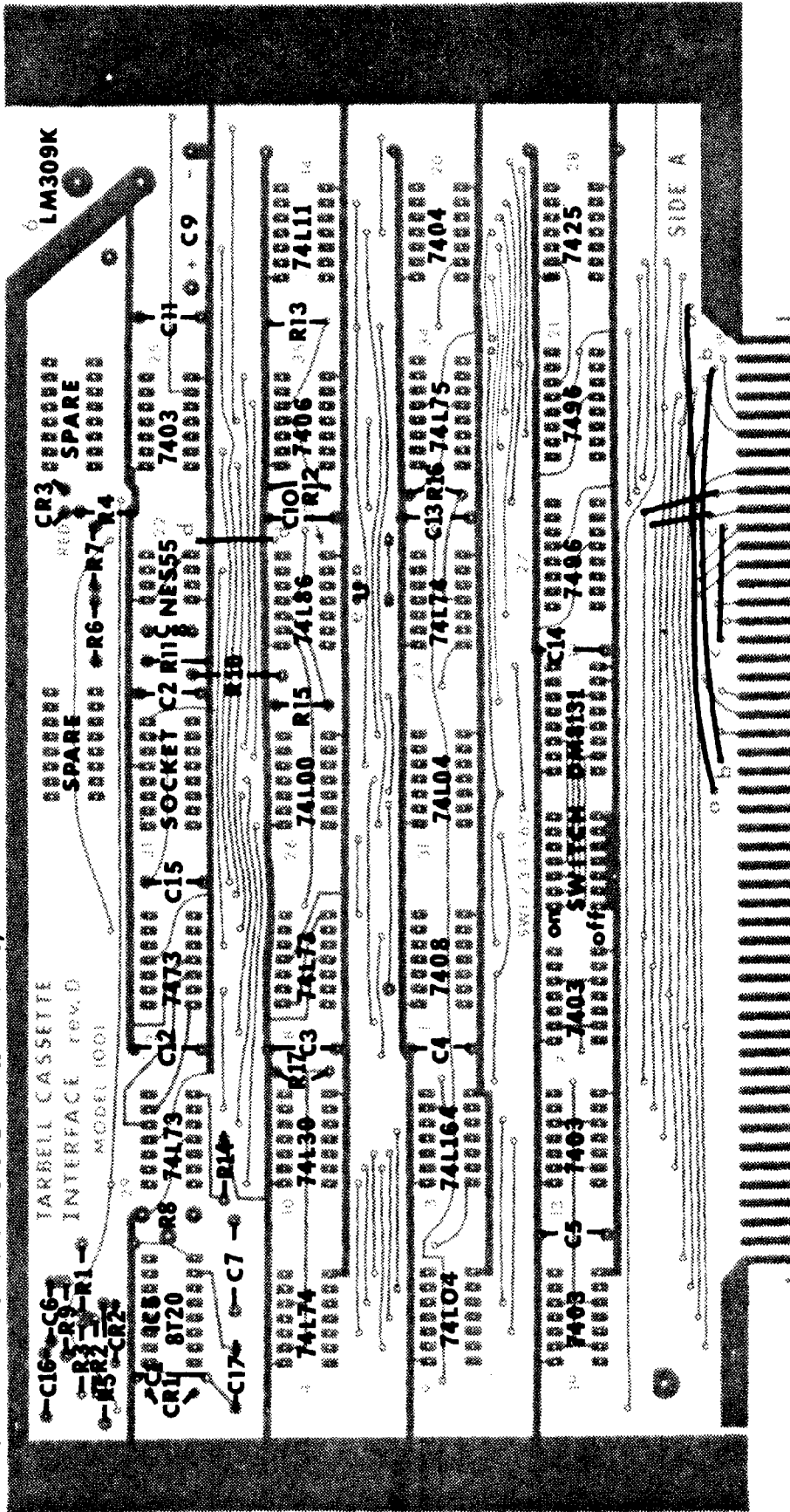
* THE ITEMS MARKED WITH AN ASTERISK ARE MATCHED AND BAGGED SEPARATELY.
74LS MAY BE SUBSTITUTED FOR 74L SERIES IC'S IN MOST CASES.



SOLDER SIDE

ASSEMBLY DRAWING

NOTE: IC5 HAS PIN 1 IN UPPER RIGHT, REST IN LOWER LEFT.



COMPONENT SIDE

ASSEMBLY INSTRUCTIONS

1. TAKE OUT ALL THE PARTS AND CHECK THEM AGAINST THE PARTS LIST. IF THERE ARE ANY PARTS MISSING, DROP US A NOTE, AND WE WILL SEND THEM TO YOU. NOTE THAT THE NE555, 10K (APPROX.) RESISTOR, 27K RESISTOR, AND .01 MFD CAPACITOR WHICH ARE PACKAGED IN THE SEPERATE BAG ARE MATCHED FOR 1500 HZ AND ARE MARKED WITH ASTERISKS ON THE PARTS LIST. OTHER COMPONENTS USED FOR THESE WILL CAUSE THE OUTPUT TO RUN AT A DIFFERENT FREQUENCY.
2. USING THE ASSEMBLY DRAWING ON PAGE 7, INSERT THE DISCRETE COMPONENTS (BAG WITH CAPACITORS, RESISTORS, LED, DIP-SWITCH) INTO THEIR PROPER LOCATIONS. ON THE LIGHT-EMITTING DIODE (LED), THE RED LEAD GOES TO THE RESISTOR. IF THE RED HAS BEEN RUBBED OFF THE LEAD, USE AN OHMMETER TO DETERMINE WHICH LEAD GOES TO THE RESISTOR. THE 1N750 ZENER DIODE (SMALL GLASS DEVICE) SHOULD BE MOUNTED WITH THE LINE SIDE TOWARD THE LEFT. THE 1N914 DIODE (OTHER SMALL GLASS DEVICE) SHOULD BE MOUNTED WITH THE LINE SIDE TOWARD THE BOTTOM. THE ONLY CAPACITOR WHICH SHOULD BE ORIENTED IN A PARTICULAR DIRECTION IS THE FILTER CAPACITOR C9, WHICH SHOULD BE MOUNTED WITH THE PLUS SIDE TOWARD THE LEFT, AS MARKED ON THE BOARD. THE DIP-SOCKET SHOULD BE MOUNTED IN THE J1 POSITION, AS IS SHOWN ON THE ASSEMBLY DRAWING.
3. INSERT ALL THE INTEGRATED CIRCUITS (IC'S) (SMALL BLACK DEVICES AND ONE LARGE METAL DEVICE) INTO THEIR PROPER LOCATIONS AS INDICATED BY THE ASSEMBLY DRAWING AND THE PARTS LIST. NOTE THAT IC #5 (8T20) IS ORIENTED WITH PIN 1 AT UPPER RIGHT, WHEREAS ALL THE OTHERS ARE ORIENTED WITH PIN 1 AT LOWER LEFT. THERE ARE 2 WAYS TO TELL WHICH IS PIN 1 ON AN IC. ON SOME, THERE IS A SMALL DOT BY PIN 1. ON OTHERS, THERE IS A NOTCH AT ONE END OF THE IC, AND PIN 1 IS ON THE LOWER LEFT WHEN THE NOTCH IS AT THE LEFT. BE SURE TO PUT THE MICA INSULATOR UNDER THE REGULATOR (IC 6) BEFORE MOUNTING IT. BE SURE TO PUT IC 6 IN SO THAT THE SCREW HOLES LINE UP, AND THEN INSTALL THE SCREWS, WITH THE WASHERS UNDER THE NUTS. BE SURE THAT THE WASHERS DON'T TOUCH THE TRACE ON SIDE B OF THE PC BOARD, AND THAT CAPACITOR C9 IS NOT TOUCHING ANY PART OF IC 6.
4. INSTALL THE SEVEN JUMPER WIRES, PREFERABLY USING SMALL INSULATED SINGLE-STRAND COPPER WIRE. THE JUMPER WIRES ARE MARKED ON THE ASSEMBLY DRAWING IN HEAVY BLACK LINES. FIVE OF THEM ARE ALSO MARKED ON THE BOARD WITH MATCHING LETTERS (A,B,C,D,E) BESIDE THEIR HOLES. NOTICE THAT THE BOTTOM OF JUMPER D GOES TO THE HOLE ABOVE THE "D". THERE ARE TWO MORE VERTICAL JUMPERS DOWN NEXT TO THE CONNECTOR. THE LAST IS A SHORT ONE (E), BELOW IC 30, TO SELECT THE OUTPUT PHASE. MINE IS CONNECTED BETWEEN THE CENTER AND LEFT HOLES, AS SHOWN IN THE SCHEMATIC. THIS MAY HAVE TO BE CHANGED LATER, AS NOTED IN THE ADJUSTMENT PROCEDURE.
5. CONSULT THE INSTALLATION NOTES FOR INSTRUCTIONS ABOUT THE CASSETTE CABLES.
6. SEE THE MODIFICATION SHEET (PAGE 8) FOR ANY LATE MODIFICATIONS. REVISION C HAS ALL MODIFICATIONS THROUGH MOD. #6. BE SURE THAT ALL MODIFICATIONS WHICH ARE NOT ON YOUR REVISION ARE INSTALLED.

MODIFICATIONS ON THE TARBELL CASSETTE INTERFACE AS OF SEPT 1, 1976.

INCLUDED ON REVISION B:

1. RESISTOR R1 HAS BEEN CHANGED TO A 2.4 KOHM RESISTOR.
2. ON THE OUTPUT VOLTAGE DIVIDER, R10 IS RECOMMENDED TO BE 1 KOHM FOR AUXILLIARY CASSETTE INPUTS, INSTEAD OF 10 KOHM.

INCLUDED ON REVISION C:

3. A .1 MFD CAPACITOR HAS BEEN ADDED IN PARALLEL WITH R11. THIS IMPROVES RELIABILITY WITH SOME TYPES OF RECORDERS.
4. A 1 KOHM RESISTOR HAS BEEN ADDED BETWEEN PINS 10 AND 14 OF IC 35. THIS PROVIDES PULL-UP TO DRIVE THE 7475 LATCH.
5. THE TRACE TO PIN 8 OF IC 5 (GROUND) HAS BEEN CUT AND A LINE RUN DIRECTLY TO THE GROUND BUS ON THE BOTTOM. THIS ELIMINATES CROSS-TALK FROM THE NE555 OSCILLATOR.
6. A 2200 PF CAPCITOR SHOULD BE ADDED BETWEEN PINS 6 AND 8 ON IC 5. THIS REDUCES THE EFFECTS OF HIGH-FREQUENCY NOISE GENERATED IN SOME COMPUTERS.

INCLUDED ON REVISION D:

7. ADD A .01 MFD CAPACITOR BETWEEN PINS 15 AND 8 OF IC 5.
8. ADD A 1K RESISTOR BETWEEN PINS 12 AND 14 OF IC 30.
9. CONNECT ONE SIDE OF A 1K RESISTOR TO 5 VOLTS, THE OTHER TO IC29-7&10, IC2-14&3&7&10, IC8-14&3&7.
10. CONNECT ONE SIDE OF A 1K RESISTOR TO 5 VOLTS, THE OTHER TO IC23-4&10&13.
11. CONNECT ONE SIDE OF A 1K RESISTOR TO 5 VOLTS, THE OTHER TO IC4-13&10, IC3-9.
12. CONNECT PIN 1 TO PIN 2 ON IC3.

THERE HAVE BEEN SEVERAL QUESTIONS REGARDING THE USE OF RATES HIGHER THAN THE STANDARD 187 BYTES PER SECOND. CHANGES ARE REQUIRED ON BOTH THE INPUT AND OUTPUT SECTIONS. ON THE INPUT SECTION, THE POTENTIOMETER THAT IS PROVIDED ON THE BOARD MAY BE ADJUSTED TO CHANGE THE FREQUENCY. ON THE OUTPUT SECTION, ANY OF THREE COMPONENTS MAY BE CHANGED TO CHANGE THE FREQUENCY: R6, R7, OR C8. IF YOU WANT TO OPERATE AT TWO FREQUENCIES, FOR EXAMPLE A HIGHER ONE, AND THE STANDARD, IT IS FEASIBLE TO INSTALL A SWITCH FOR THE ABOVE MENTIONED COMPONENTS. FOLLOWING WOULD BE A REASONABLE PROCEDURE FOR EXPERIMENTING WITH THE HIGHER RATES:

1. REDUCE THE VALUE OF R6, R7, OR C8 BY ABOUT THE AMOUNT YOU WANT TO INCREASE THE FREQUENCY.
2. USE THE CASSETTE OUTPUT ROUTINE AND A STOP WATCH TO VERIFY THAT THE INCREASE IN OUTPUT SPEED HAS BEEN ATTAINED.
3. USE THE SYNC GENERATOR PROGRAM TO MAKE A TAPE WITH A LONG STREAM OF SYNC BYTES AT THE NEW FREQUENCY.
4. PLAY IT BACK, ADJUSTING THE POT FOR THE LED TO COME ON. CLOSER ADJUSTMENT OF THE CASSETTE VOLUME CONTROL MAY ALSO BE NECESSARY.
5. THE .1 CAPACITOR MODIFICATION MENTIONED IN ITEM 3 ABOVE WILL ALSO HAVE TO BE REDUCED ACCORDINGLY.

SOLDERING, CLEANING, AND INSTALLATION NOTES

SOLDERING:

Be sure to use good resin-core solder. Acid-core solder will corrode. Use a small soldering element, preferably about 27 watts. Keep your tip clean by wiping on a sponge. Apply heat to the joint first, then solder, then remove solder, then remove the heat (soldering iron). Don't leave the heat applied to the connection more than a few seconds at a time. Some of the components can be destroyed by too much heat, especially the integrated circuits (IC's). Be sure there is a smooth flow of solder over the complete connection, and that the joint looks shiny.

CLEANING:

After you finish soldering, there will be many small conductive particles on the board which you cannot always see. Take a small pointed instrument of some sort, such as a jeweler's screwdriver, and scrape between all printed wiring which is close together, such as those leading to the IC pins. This may take some time, but it is well worth it. Then scrub the bottom (side B) of the board with alcohol. Then visually inspect the board under a strong light, and again remove any dangerous looking particles.

INSTALLATION:

First set the dip-switches to the following positions:

1-off, 2-off, 3-on, 4-off, 5-off, 6-on, 7-off (input phase inversion)

Switches 1 through 6 correspond to address bits 2 through 7 respectively, and off is a one, on is a zero. Address bit 1 can be either way, as it is ignored by the present interface. Address bit 0 is zero for status/control, and one for data. Therefore, the switch settings above correspond to device address 011011XX (most significant bit first), where X indicates bits that can be either way. This is the device select code that is used in all software for the cassette interface that is supplied by Tarbell Electronics.

Then insert the board into the 100-pin socket, being sure that the component side of the board is to the right (Altair) or front (IMSAI) as viewed from the front of the computer. Then install the ribbon cable between the dipconnector on the interface board and the 25-pin connector slot in the rear. Then install the coax cables between the 25-pin connector and the cassette recorder. The coax cables may also be connected directly between the interface board and the recorder. See the pin function list page for the proper connections.

INITIAL ADJUSTMENT INSTRUCTIONS

THIS INTERFACE WAS DESIGNED TO BE AS EASY AS POSSIBLE TO GET UP AND GOING. THERE ARE, HOWEVER, SOME INITIAL ADJUSTMENTS TO BE MADE, AFTER WHICH THERE NEED NEVER BE ANY MORE.

1. PUT THE TEST CASSETTE INTO YOUR CASSETTE RECORDER.
2. IF YOUR RECORDER HAS A TONE CONTROL, TURN IT TO THE MAXIMUM (BEST HIGH-FREQUENCY RESPONSE) POSITION.
3. TURN YOUR VOLUME CONTROL TO A MIDDLE POSITION.
4. TURN THE POTENTIOMETER ON THE INTERFACE TO A MIDDLE POSITION.
5. PRESS THE "PLAY" BUTTON ON YOUR RECORDER.
6. IF THE LED (RED LIGHT) ON THE INTERFACE DOES NOT COME ON AFTER A FEW SECONDS, ADJUST YOUR VOLUME AND THE INTERFACE POTENTIOMETER UNTIL THE LIGHT COMES ON.
7. IF THE LED STILL DOESN'T COME ON, CHANGE SWITCH #7 (INPUT PHASE REVERSAL) ON THE DIP-SWITCH TO THE OPPOSITE POSITION, THEN REPEAT STEP 6.
8. IF THE LED STILL DOESN'T COME ON AFTER ADJUSTING YOUR VOLUME AND THE INTERFACE POT, SOMETHING IS WRONG WITH YOUR RECEIVER SECTION.
9. WHEN THE LED COMES ONE, THIS INDICATES THAT THE RECEIVER IS OPERATING PROPERLY, AND IS DETECTING THE CONTINUOUS STREAM OF SYNC BYTES WHICH IS ON THE TEST TAPE. FURTHER ADJUST BOTH THE VOLUME CONTROL AND THE INTERFACE POT SO THAT YOU CAN TURN EACH OF THEM FROM SIDE TO SIDE A LITTLE WITHOUT THE LIGHT GOING OUT. THE LIGHT SHOULD BE VERY STABLE, WITH NO FLICKER.

NOTE: SINCE THE LED ONLY STAYS ON WHEN IT IS DETECTING CONTINUOUS SYNC BYTES, IN NORMAL OPERATION (WITH REAL DATA) IT WILL JUST FLICKER ONCE IN A WHILE.

1. RUN THE SYNC CODE GENERATOR PROGRAM WITH YOUR RECORDER IN RECORD MODE, ONTO A BLANK TAPE.
2. TRY THE PROCEDURE ABOVE. IF THE LIGHT DOES NOT COME ON CONTINUOUSLY, YOU MAY BE RECORDING AT TOO HIGH OR TOO LOW A LEVEL. TRY DIFFERENT LEVELS UNTIL YOU FIND THE BEST PLACE. YOU ALSO MAY BE RECORDING IN THE OPPOSITE PHASE. IF SO, CHANGE THE JUMPER FROM PIN 9 TO PIN 8 ON IC 23.

NOTE: IF YOU HAVE AN OSCILLOSCOPE, IC 4 PIN 11 SHOULD SHOW A NICE CLEAN WAVE FORM, WITH ABOUT 25% DUTY CYCLE. ALTHOUGH THERE MAY BE LONG-TERM JITTER, BECAUSE OF THE FLUTTER AND WOW ON THE CASSETTE RECORDER, FAST JITTER ON THE EDGES OF THE WAVE-FORM SHOULD BE FAIRLY SMALL. THE LESS THIS HIGH-SPEED JITTER IS, THE MORE TOLERANCE YOUR INTERFACE WILL HAVE TO TAPE SPEED VARIATIONS.

CASSETTE INTERFACE OPERATING INSTRUCTIONS

THESE INSTRUCTIONS PERTAIN TO OPERATING THE INTERFACE WITH AN ORDINARY AUDIO CASSETTE RECORDER, AND ASSUME THAT THE PROPER SOFTWARE (PROGRAMS, SUBROUTINES) IS IN THE COMPUTER TO COMMUNICATE WITH THE INTERFACE.

TO PERFORM AN OUTPUT (SAVE, WRITE) OPERATION:

1. IF YOUR VOLUME CONTROL HAS AN EFFECT ON THE RECORDING FUNCTION, FIRST TURN IT ALL THE WAY DOWN.
2. GET TO THE POINT IN YOUR PROGRAM WHERE ALL IT TAKES IS A PUSH OF A BUTTON TO START INTO THE CASSETTE OUTPUT ROUTINE.
3. USE FAST-FORWARD OR REWIND TO MOVE TO THE DESIRED LOCATION ON THE CASSETTE TAPE.
4. START YOUR CASSETTE RECORDING.
5. IF YOUR VOLUME CONTROL HAS AN EFFECT DURING RECORD, SLOWLY INCREASE THE VOLUME UNTIL YOUR INDICATOR SHOWS A CORRECT RECORDING LEVEL.
6. WAIT FOR ABOUT 5 SECONDS TO RECORD LEADER.
7. PUSH THE BUTTON THAT STARTS THE OUTPUT ROUTINE ON THE RECORDER. (THIS MIGHT BE THE CARRIAGE-RETURN AFTER "CSAVE" IN BASIC, OR THE FRONT-PANEL "RUN" BUTTON FOR STAND-ALONE PROGRAMS.)
8. WHEN THE PROGRAM INDICATES THAT THE DATA TRANSFER IS COMPLETE, STOP YOUR CASSETTE RECORDER.

TO PERFORM AN INPUT (LOAD, READ) OPERATION:

1. BE SURE YOUR VOLUME CONTROL IS AT THE POSITION THAT YOU LEFT IT IN THE ADJUSTMENT PROCEDURE.
2. GET TO THE POINT IN YOUR PROGRAM WHERE ALL IT TAKES IS A PUSH OF A BUTTON TO START INTO THE CASSETTE INPUT ROUTINE.
3. USE FAST-FORWARD OR REWIND TO MOVE TO THE DESIRED LOCATION ON THE CASSETTE TAPE. THIS SHOULD BE A FEW SECONDS INTO THE LEADER OF A PREVIOUS RECORDING.
4. START YOUR CASSETTE IN THE PLAYBACK MODE.
5. PRESS THE BUTTON WHICH CAUSES THE INPUT ROUTINE TO START RUNNING. (IN BASIC, THIS MIGHT BE THE CARRIAGE-RETURN AFTER A CLOAD, OR THE FRONT-PANEL "RUN" BUTTON FOR STAND-ALONE PROGRAMS, SUCH AS BOOTSTRAPS.)
6. WHEN THE PROGRAM INDICATES THAT THE DATA TRANSFER IS COMPLETE, STOP YOUR CASSETTE RECORDER.

NOTE: ALWAYS BE SURE THAT ALL MEMORY INTO WHICH PROGRAMS OR DATA IS TO BE READ, IS UNPROTECTED FIRST.

CASSETTE BOOTSTRAP PROGRAM

THIS PROGRAM LOADS DATA STARTING AT ZERO AND KEEPS ON GOING. THERE IS NO COUNT OF BYTES, AND NO CHECKSUM. IT IS ASSEMBLED TO RUN AT 2F00 (HEX), BUT MAY BE ASSEMBLED TO RUN ANYWHERE, PROVIDED THAT IT DOES NOT LOAD DATA OVER ITSELF. USE THE SECOND HAND ON YOUR WATCH TO DETERMINE HOW LONG TO WAIT UNTIL STOPPING THIS PROGRAM. ALLOW ABOUT 45 SECONDS TO LOAD AN 8 KBYTE BLOCK.

2F00	3E 10		MVI	A,10H	SET BIT 4 OF A = 1.
2F02	D3 6E		OUT	CASC	RESET INTERFACE.
2F04	21 00 00		LXI	H,0	PUT STARTING ADDRESS IN H,L.
2F07	DB 6E	LOOP	IN	CASC	READ STATUS.
2F09	E6 10		ANI	10H	CLEAR ALL BUT BIT 4.
2F0B	C2 07 2F		JNZ	LOOP	WAIT IN LOOP UNTIL READY.
2F0E	DB 6F		IN	CASD	READ A DATA BYTE.
2F10	FB		EI		SIGNAL OPERATOR.
2F11	77		MOV	M,A	PUT DATA INTO MEMORY.
2F12	23		INX	H	INCREMENT MEMORY POINTER.
2F13	C3 07 2F		JMP	LOOP	REPEAT THE ABOVE OPERATION.
		CASC	EQU	6EH	CASSETTE STATUS PORT.
		CASD	EQU	6FH	CASSETTE DATA PORT.
			END		

NOTE: IF YOU HAVE AN IMSAI OR ALTAIR WITH AN OUTPUT PORT ON THE FRONT PANEL (8 LED'S), YOU CAN USE THE BOOTSTRAP PROGRAM FOR TROUBLESHOOTING THE INPUT SECTION WITH THE FOLLOWING MODIFICATION: AT INSTEAD OF SUBSTITUTE

2F10	E1 (FB)	CMA (2F)
2F11	MOV M,A (77)	OUT (D3)
2F12	INX H (23)	LEDS (FF)

SYNC CODE GENERATOR PROGRAM

THIS PROGRAM MAY BE USED TO GENERATE A CONTINUOUS STREAM OF E6 (HEX), THE SAME AS IS ON THE SUPPLIED CASSETTE. IF YOU FIND THAT THE RECEIVED STREAM IS INVERTED FROM THE ONE SUPPLIED, YOU MAY CHANGE THE CIRCUIT SO THAT IC23-8 IS HOOKED TO THE 74L86 INSTEAD OF IC23-9. THIS WILL MAKE YOUR RECORDINGS THE SAME PHASE AS MINE.

0000	DB 6E	LOOP	IN	CASC	READ STATUS.
0002	E6 20		ANI	20H	LOOK AT BIT 5.
0004	C2 00 00		JNZ	LOOP	WAIT UNTIL READY.
0007	3E E6		MVI	A,0E6H	GET SYNC BYTE.
0009	D3 6F		OUT	CASD	WRITE IT ONTO CASSETTE.
000B	C3 00 00		JMP	LOOP	REPEAT.
		CASC	EQU	6EH	STATUS PORT.
		CASD	EQU	6FH	DATA PORT.
			END		

CASSETTE INTERFACE OUTPUT ROUTINE

THIS PROGRAM WRITES A BLOCK OF MEMORY OUT ONTO CASSETTE TAPE. THE PROGRAM IS ASSEMBLED TO START AT 3100 (HEX), BUT MAY BE REASSEMBLED TO START ANYWHERE. THE BLOCK STARTING ADDRESS IS LOCATED AT ADDRESS 3104 (HEX). THE BLOCK LENGTH (2 BYTES) IS LOCATED AT ADDRESS 3107 (HEX). THE PROGRAM WILL WRITE A "W" ON THE COMMENT DEVICE WHEN IT IS THROUGH WITH IT'S DATA TRANSFER.

3100	31 43 31		LXI	SP,STAK	SET STACK POINTER.
3103	21 00 00		LXI	H,0	GET BLOCK ADDRESS.
3106	01 00 20		LXI	B,2000H	SET BLOCK LENGTH = 8192.
3109	1E 00		MVI	E,0	SET E=0.
310B	3E 3C		MVI	A,3CH	GET START BYTE.
310D	CD 32 31		CALL	COUT	OUTPUT START BYTE TO CASSETTE.
3110	3E E6		MVI	A,0E6H	GET SYNC BYTE.
3112	CD 32 31		CALL	COUT	OUTPUT SYNC BYTE TO CASSETTE.
3115	7E	LOOP	MOV	A,M	GET A DATA BYTE FROM MEMORY.
3116	CD 32 31		CALL	COUT	OUTPUT DATA BYTE TO CASSETTE.
3119	83		ADD	E	ADD E (CHECKSUM) TO A.
311A	5F		MOV	E,A	PUT NEW CHECKSUM INTO E.
311B	23		INX	H	INCREMENT MEMORY POINTER.
311C	0B		DCX	B	DECREMENT COUNTER.
311D	3E 00		MVI	A,0	MAKE A=0.
311F	B8		CMP	B	IF B NOT = 0,
3120	C2 15 31		JNZ	LOOP	REPEAT LOOP.
3123	B9		CMP	C	IF C NOT = 0,
3124	C2 15 31		JNZ	LOOP	REPEAT LOOP.
3127	7B		MOV	A,E	OTHERWISE, GET CHECKSUM
3128	CD 32 31		CALL	COUT	AND OUTPUT IT.
312B	3E 57		MVI	A,"W"	WRITE "W" (END OF WRITE).
312D	D3 01		OUT	1	PRINT ON CONSOLE.
312F	C3 2F 31	WAIT	JMP	WAIT	WAIT HERE WHEN DONE.
3132	F5	COUT	PUSH	PSW	SAVE A AND FLAGS.
3133	DB 6E	CLOP	IN	CASD	READ CASSETTE STATUS.
3135	E6 20		ANI	20H	CLEAR ALL BUT BIT 5.
3137	C2 33 31		JNZ	CLOP	TRY AGAIN IF NOT READY.
313A	F1		POP	PSW	RESTORE A AND FLAGS.
313B	D3 6F		OUT	CASD	OUTPUT DATA TO CASSETTE.
313D	C9		RET		RETURN FROM COUT.
313E	00			0	
313F	00			0	
3140	00			0	
3141	00			0	
3142	00			0	
3143	00	STAK		0	
		CASD	EQU	6FH	

CASSETTE INTERFACE INPUT ROUTINE

THIS PROGRAM READS A BLOCK OF BYTES FROM CASSETTE INTO MEMORY. THE PROGRAM IS ASSEMBLED TO START AT 3100 (HEX), BUT MAY BE REASSEMBLED TO START ANYWHERE, ALTHOUGH CARE SHOULD BE TAKEN TO INSURE THAT THE DATA IT IS READING DOES NOT WRITE OVER THE PROGRAM ITSELF. THIS MAY BE ACCOMPLISHED BY LOCATING THE PROGRAM IMMEDIATELY BELOW OR A BLOCK LENGTH ABOVE THE DATA TO BE READ IN. THE STARTING ADDRESS FOR THE BLOCK IS LOCATED IN ADDRESS 3185 (HEX). THE BLOCK LENGTH IS LOCATED IN ADDRESS 3188 (HEX) (TWO BYTES).

3180	3E 10		MVI	A,10H	SET BIT 4 OF A=1.	
3182	D3 6E		OUT	CASC	RESET INTERFACE.	
3184	21 00 00		LXI	H,0	GET STARTING ADDRESS.	
3187	11 00 20		LXI	D,2000H	GET BLOCK LENGTH.	
318A	06 00		MVI	B,0	SET CHECKSUM = 0.	
318C	DB 6E	LOOP	IN	CASC	READ CASSETTE STATUS.	
318E	E6 10		ANI	10H	LOOK AT BIT 4.	
3190	C2 8C 31		JNZ	LOOP	WAIT IF NOT READY.	
3193	DB 6F		IN	CASD	READ DATA FROM CASSETTE.	
3195	77		MOV	M,A	PUT DATA INTO MEMORY.	
3196	80		ADD	B	ADD CHECKSUM TO A.	
3197	47		MOV	B,A	PUT IT BACK IN B.	
3198	23		INX	H	INCREMENT MEMORY POINTER.	
3199	1B		DCX	D	DECREMENT COUNTER.	
319A	3E 00		MVI	A,0	CLEAR A.	
319C	BA		CMP	D	IF D NOT = 0,	
319D	C2 8C 31		JNZ	LOOP	READ MORE.	
31A0	BB		CMP	E	IF E NOT = 0,	
31A1	C2 8C 31		JNZ	LOOP	READ MORE.	
31A4	DB 6E	CHEK	IN	CASC	READ STATUS.	
31A6	E6 10		ANI	10H	LOOK AT BIT 4.	
31A8	C2 A4 31		JNZ	CHEK	WAIT IF NOT READY.	
31AB	DB 6F		IN	CASD	READ CHECKSUM.	
31AD	B8		CMP	B	COMPARE TO B.	
31AE	3E 45		MVI	A,"E"	PUT CODE FOR "E" IN A.	
31B0	C2 B5 31		JNZ	ERR	IF CHECKSUMS NOT EQUAL, ERROR.	
31B3	C6 02		ADI	2	ADD A 2 TO MAKE "G" IF EQUAL.	
31B5	D3 01	ERR	OUT	CRTD	PRINT "E" FOR "G".	
31B7	C3 B7 31		END	JMP	END	
			CASC	EQU	6EH	CASSETTE STATUS/CONTROL PORT.
			CASD	EQU	6FH	CASSETTE DATA PORT.
			CRTD	EQU	01H	CONSOLE DATA PORT.

```

1 REM THIS PROGRAM SHOWS HOW TO SAVE DATA ONTO A CASSETTE
2 REM AND LOAD IT BACK INTO MEMORY FROM A PROGRAM RUNNING
3 REM UNDER 8K BASIC 3.1. IT ALLOWS YOU TO ENTER LINES OF
4 REM TEXT FROM THE CONSOLE KEYBOARD, SAVE THEM ON CASSETTE,
5 REM LOAD THEM BACK INTO MEMORY, AND PRINT THEM.
10 CLEAR 3000:L=50:DIM A$(50):REM RESERVE FOR UP TO 50 LINES.
20 CC=110:CD=111:REM CASSETTE CONTROL AND DATA PORT NUMBERS.
30 TS="Z":REM END-OF-FILE CHARACTER.
40 D=100
100 INPUT "COMMAND";CS
110 IF CS="ENTER" THEN 1000
120 IF CS="PRINT" THEN 2000
130 IF CS="SAVE" THEN 3000
140 IF CS="GET" THEN 4000
900 PRINT "INVALID COMMAND.":GOTO 100
1000 REM ENTER TEXT FROM THE CONSOLE KEYBOARD
1020 FOR N=1 TO L:REM ENTER A MAXIMUM OF L LINES.
1030 INPUT BS:REM READ A LINE FROM KEYBOARD.
1040 IF BS="Z" THEN 1070:REM A Z TERMINATES THE INPUT.
1050 AS(N)=BS:NEXT N:REM PUT LINE INTO BUFFER.
1070 N=N-1:GOTO 100:REM N=THE NUMBER OF LINES ENTERED.
2000 REM PRINT THE BUFFER AREA ON THE CONSOLE.
2010 FOR I=1 TO N:PRINT AS(I):NEXT I:GOTO 100
3000 REM SAVE THE BUFFER ONTO CASSETTE TAPE.
3010 SS=CHR$(195)+CHR$(230):REM SS=START & SYNC BYTES.
3019 REM CHANGE THE CONSOLE OUTPUT ROUTINE FOR CASSETTE.
3020 POKE 1230,CC:POKE 1232,32:POKE 1238,CD
3030 FOR I=1 TO N
3040 FOR K=1 TO D:NEXT K:REM DELAY FOR COUNT OF D.
3050 BS=SS+AS(I):REM HOOK START & SYNC BYTES TO LINE.
3060 PRINT BS:REM WRITE LINE ONTO CASSETTE.
3070 NEXT I
3080 BS=SS+TS:REM HOOK START & SYNC BYTES TO TERMINATOR.
3085 FOR K=1 TO D:NEXT K:REM DELAY FOR COUNT OF D.
3090 PRINT BS:REM WRITE THE END-OF-FILE MARK.
3099 REM CHANGE CONSOLE ROUTINE BACK TO NORMAL.
3100 POKE 1230,0:POKE 1232,128:POKE 1238,1
3110 GOTO 100
4000 REM GET TEXT FROM CASSETTE AND PUT INTO BUFFER.
4010 REM CHANGE CONSOLE INPUT ROUTINE FOR CASSETTE.
4011 POKE 1241,CC:POKE 1243,16:POKE 1248,CD:POKE 1232,0
4012 POKE 1238,255
4020 FOR I=1 TO L
4030 OUT CC,16:REM RESET CASSETTE INPUT SECTION.
4040 INPUT BS:REM READ A LINE OF TEXT FROM CASSETTE.
4050 IF BS=TS THEN 4080
4060 AS(I)=BS
4070 NEXT I
4080 N=N-1
4090 REM CHANGE CONSOLE ROUTINE BACK TO NORMAL.
4091 POKE 1241,0:POKE 1243,1:POKE 1248,1:POKE 1232,128
4092 POKE 1238,1
4100 GOTO 100
OK

```

SAVING AND LOADING DATA TO AND FROM CASSETTE FROM BASIC PROGRAMS

It is quite often desirable to save and load data to and from cassette, while running a BASIC program. For example, you might have a nice inventory program running in BASIC, but it's of limited utility if there is no way to save the inventory on cassette for overnight storage. You can leave the computer running, but if there is an interruption in power, or a computer failure, your inventory is lost. Other applications include accounts receivable, mailing lists, and payroll.

There are several ways of handling this function, depending on the version of BASIC you use. Some versions of BASIC have a command which can save and load a numerical array to and from cassette. ALTAIR* DISK BASIC is one of these. The only problem with this way, is that DISK BASIC is fairly large, and that strings have to be converted to numerical arrays. Another way is described explicitly by a program on page 15 of the Tarbell Cassette Interface Manual. In this method, the console (TTY, CRT) routines are modified by POKE commands, so that they are temporarily cassette I/O routines. Then the PRINT and INPUT statements may be used to transfer the data. After the data is transferred, POKE statements restore the console routines to their original form. The disadvantage here is that different versions of BASIC have their console I/O routines in different places, so the program has to be adapted when changing from one version to another.

Another possibility is to POKE the data into an unused area of memory. The USR function then is used to transfer to your own output routine (possibly an adaptation from one in the manual). This routine only needs to transfer a block of memory onto tape. The USR function can be used with a different argument to run an input routine, then the BASIC program can retrieve the data with the PEEK function. The main problem with this method is that the I/O routines generally have to be loaded separately, and are not yet written and tested.

Still another way is to use a general purpose monitor program. This program would also be loaded separately, but might reside in read-only-memory (ROM). The monitor would handle all input/output functions including console and cassette I/O. One of the commands in the monitor is to assign different functions to different I/O devices than normally handle these functions. For example, the console function could be assigned to the cassette interface instead of the TTY. Then PRINT and INPUT statements could be used for I/O to and from cassette.

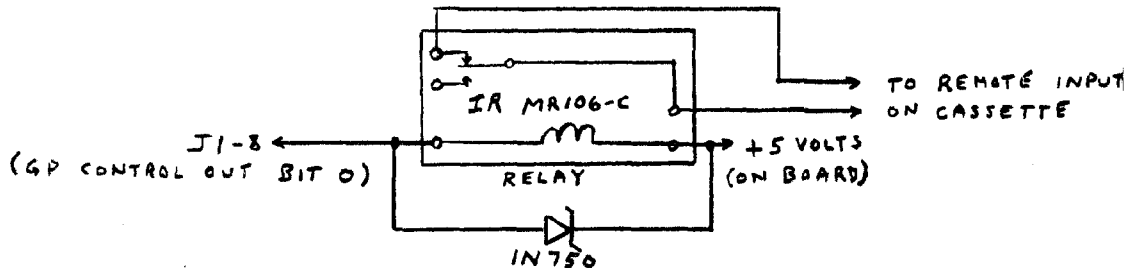
The monitor described above is presently under development by Tarbell Electronics. In addition to the Assign command, it has commands for dumping and loading memory, checking records for errors, and moving data from one area in memory to another.

CONTROLLING THE START-STOP (REMOTE) FUNCTION ON YOUR CASSETTE

MOST CASSETTE RECORDERS HAVE A REMOTE CONTROL INPUT, MEANT FOR CONTROL FROM A MICROPHONE SWITCH. THIS FACILITY CAN BE OPERATED BY A COMPUTER PROGRAM TO START AND STOP THE TAPE AUTOMATICALLY, ACCORDING TO THE NEEDS OF THE PROGRAM. THIS IS PARTICULARLY IMPORTANT IF THE AMOUNT OF DATA ON TAPE IS MORE THAN WILL FIT INTO MAIN MEMORY ALL AT ONCE. IN THIS CASE, THE DATA MAY BE "BLOCKED"; THAT IS, GAPS MAY BE INSERTED BETWEEN BLOCKS OF DATA, WHICH ALLOW TIME FOR THE TAPE TO START AND STOP. THE PROGRAM MAY THEN START THE TAPE, READ SOME DATA, STOP THE TAPE, WORK ON THE DATA, START ANOTHER TAPE, WRITE SOME DATA, AND STOP THE TAPE. THIS PROCESS MAY BE REPEATED UNTIL ALL THE DATA IS PROCESSED. SOME EXAMPLES WHERE THIS OPERATION MIGHT BE NECESSARY ARE AS FOLLOWS:

- 1) AN ASSEMBLER, WHERE THE SOURCE IS LARGER THAN MEMORY, MAY READ SOURCE FROM ONE TAPE AND WRITE MACHINE CODE TO ANOTHER.
- 2) A COMPILER, IN THE SAME SITUATION.
- 3) A MERGING PROGRAM, WHERE AN OLD FILE IS UPDATED WITH CHANGES TO FORM A NEW FILE.

THE CIRCUIT FOR CONTROLLING ONE TAPE UNIT IS SHOWN BELOW:



THESE ROUTINES MAY BE USED FOR STARTING AND STOPPING THE CASSETTE BEFORE AND AFTER INPUT AND OUTPUT OPERATIONS:

```

START  LDA  CTLS  GET CONTROL STATUS BYTE.
        ORI  01   SET BIT 0 = ONE.
        STA  CTLS  UPDATE CONTROL STATUS BYTE.
        OUT  CASC  START THE TAPE.
        CALL DELAY WAIT FOR TAPE TO GET UP TO SPEED.
        RET
    
```

```

STOP   LDA  CTLS  GET CONTROL STATUS BYTE.
        AND  OFEH  SET BIT 0 TO ZERO.
        STA  CTLS  UPDATE CONTROL STATUS BYTE.
        OUT  CASC  STOP THE TAPE.
        RET
    
```

```

CTLS   DB    0    CONTROL STATUS BYTE.
CASC   EQU   6EH  CASSETTE CONTROL PORT.
    
```

THE START-UP DELAY IS DETERMINED BY YOUR RECORDER, AND SHOULD BE LONGER BEFORE A WRITE THAN BEFORE A READ OPERATION.

NOTE: A MODULE WHICH ALLOWS THE CONTROL OF UP TO FOUR CASSETTE RECORDERS WITH A TARBELL CASSETTE INTERFACE IS AVAILABLE FROM: RO-CHE SYSTEMS, 7101 MAMMOTH AVE, VAN NUYS, CA 91405.

THEORY OF CASSETTE INTERFACE OPERATION

OUTPUT SECTION

THE PURPOSE OF THIS SECTION IS TO CONVERT 8-BIT PARALLEL BYTES FROM THE COMPUTER TO A SERIAL BI-PHASE ENCODED DATA STREAM FOR THE RECORDER. THE NE555 (IC 22) IS CONNECTED AS AN OSCILLATOR TO OSCILLATE AT TWICE THE FREQUENCY OF THE REQUIRED CLOCK RATE. FOR 800 BITS PER INCH, THE CLOCK RATE NEEDS TO BE 1500 HZ FOR A RECORDER RUNNING AT $1\frac{7}{8}$ INCHES PER SECOND. SO IC 22 RUNS AT 3000 HZ, DETERMINED BY THE MATCHED SET OF COMPONENTS (IC 22, C8, R6, AND R7). THE OUTPUT ON PIN 3 IS FED TO A J-K FLIP-FLOP, WHICH DIVIDES THE FREQUENCY BY TWO. THE MAIN FUNCTION OF THIS FLIP-FLOP IS TO MAKE THE WAVE-FORM PERFECTLY SYMMETRICAL. THIS SQUARE-WAVE IS THEN FED TO AN INPUT OF THE EXCLUSIVE-OR GATE AT IC 30 PIN 6.

IC 32, THE DM8131, IS A 6-BIT DIGITAL COMPARATOR. IT'S PURPOSE IS TO COMPARE THE ADDRESS ON BITS 2 THROUGH 7 OF THE ADDRESS BUS WITH THE SETTING ON THE DIP SWITCH. WHEN THEY MATCH, THE OUTPUT AT PIN 9 GOES LOW, INDICATING THAT THIS DEVICE IS BEING SELECTED. THIS SIGNAL IS INVERTED AND ANDED WITH THE WRITE SIGNAL AND THE STATUS OUTPUT SIGNAL ON THE BUS. THIS PRODUCES A HIGH OUTPUT AT IC 14 PIN 6 WHEN THIS DEVICE IS BEING WRITTEN TO.

THIS SIGNAL IS IN TURN ANDED WITH ADDRESS BIT 0 TO STROBE DATA INTO THE SHIFT REGISTER (IC 26 PIN 6 AND IC 20 PINS 4 AND 2). THE DATA IS SHIFTED OUT OF THE SHIFT REGISTER BY THE CLOCK PREVIOUSLY MENTIONED. THE SHIFT REGISTER IS MADE UP OF IC'S 21, 27, AND 23. DATA ENTERS AT THE BOTTOM AND IS SHIFTED OUT TOWARD THE RIGHT, WHERE IT IS COMBINED WITH THE CLOCK TO FORM THE BI-PHASE SIGNAL FOR THE RECORDER.

THE FIRST EIGHT OUTPUTS OF THE SHIFT REGISTER ARE FED INTO IC 28. SINCE A ZERO IS BEING FED INTO THE LEFT END OF THE SHIFT REGISTER FOR EACH SHIFT (IC 21 PIN 9), THESE LEFT EIGHT BITS WILL ALL BECOME ZERO AFTER 8 SHIFTS. AT THIS TIME THE OUTPUTS AT IC 28 PINS 6 AND 8 WILL BOTH BE HIGH, CAUSING THE OUTPUT AT IC 14 PIN 8 TO GO HIGH. THIS SIGNAL WILL BE USED BY THE COMPUTER TO DETERMINE WHEN THE INTERFACE NEEDS MORE OUTPUT DATA.

WHEN ADDRESS BIT 0 IS LOW, THE OUTPUT AT IC 14 PIN 6 ANDED WITH IC 31 PIN 2 CAUSES A HIGH OUTPUT AT IC 35 PIN 10. THIS STROBES BITS 0, 1, 2, AND 3 ON THE DATA BUS INTO THE LATCH OF IC 34. THE OUTPUTS OF THIS LATCH ARE BUFFERED WITH IC 35, AND APPEAR AT PINS 2, 4, 6, AND 8. THESE ARE THEN FED TO THE DIP-SOCKET. IF DATA BUS BIT 4 IS HIGH, A PULSE APPEARS AT PIN 8 OF IC 26. THIS IS USED TO RESET THE COUNTER IN THE INPUT SECTION.

THEORY OF OPERATION

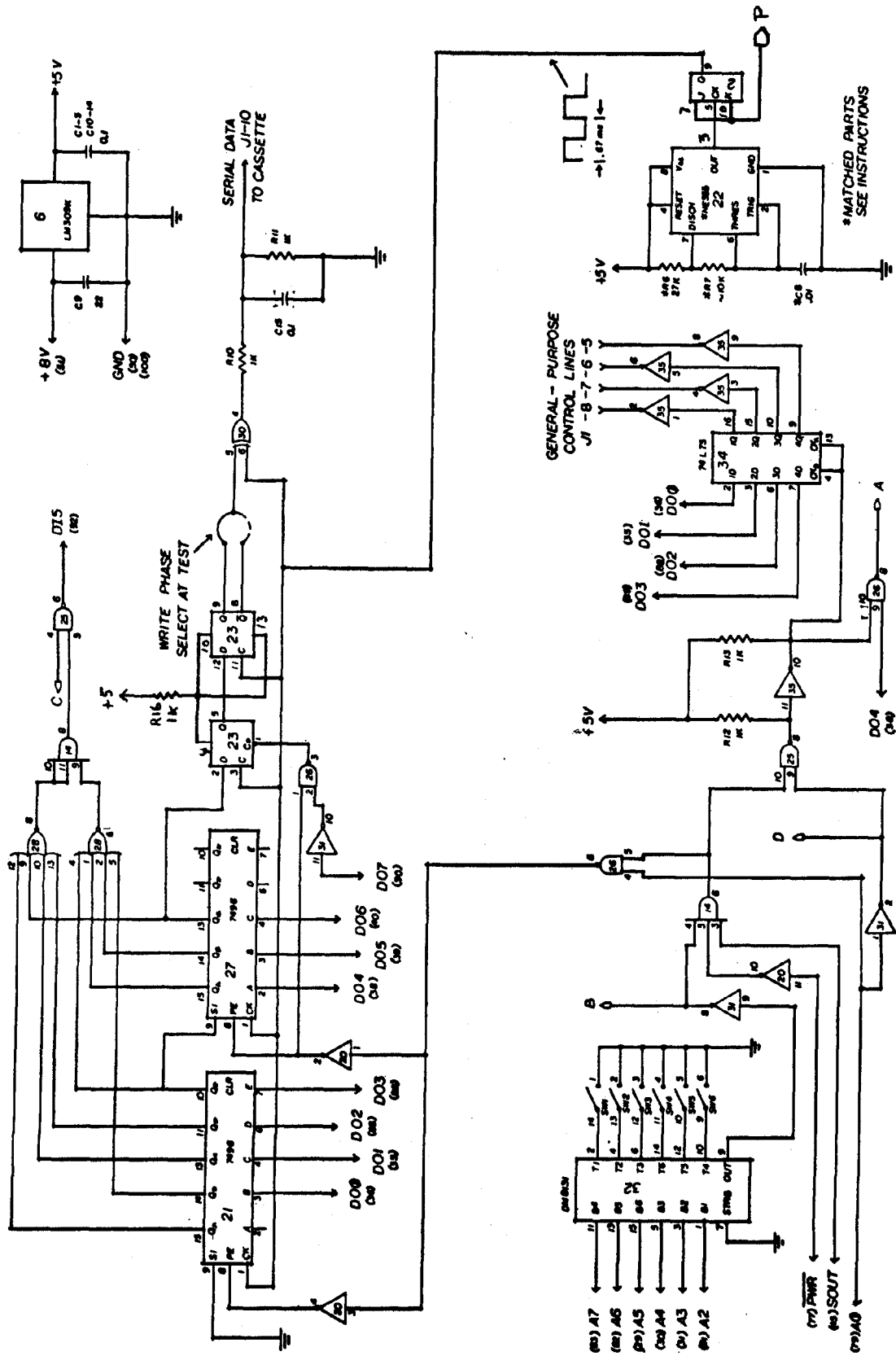
INPUT SECTION

THE PURPOSE OF THIS SECTION IS TO CONVERT THE BI-PHASE AUDIO SIGNAL COMING FROM THE CASSETTE RECORDER TO 8-BIT PARALLEL BYTES FOR THE COMPUTER. THE AUDIO SIGNAL COMING DIRECTLY FROM THE CASSETTE EARPHONE OR SPEAKER OUTPUT IS TERMINATED BY THE 100 OHM RESISTOR AND FED THROUGH THE .02 CAPACITOR TO THE INPUT OF THE 8T20 (IC 5 PINS 6 AND 7). THIS INPUT HAS A BUILT-IN VOLTAGE-DIVIDER, WHICH BIASES THE DC LEVEL TO A GOOD MIDWAY TTL REFERENCE VOLTAGE BETWEEN ONE AND ZERO. THIS IS ONE INPUT OF A HIGH-SPEED COMPARATOR. THE OTHER INPUT (IC 5 PIN 5) IS CONNECTED THROUGH A RESISTOR DIVIDER AND A 1N914 DIODE TO ONE OF THE COMPARATOR OUTPUTS (IC 5 PIN 9). THIS PROVIDES A SMALL AMOUNT OF HYSTERESIS TO COMBAT NOISE PROBLEMS. THE OTHER OUTPUT OF THE COMPARATOR (IC 5 PIN 1) IS EXCLUSIVE-ORED WITH SWITCH 7 ON THE DIP-SWITCH TO PROVIDE A WAY TO INVERT THE INPUT DATA STREAM. THIS IS THEN FED TO A D-TYPE FLIP-FLOP (IC 4 PIN 12).

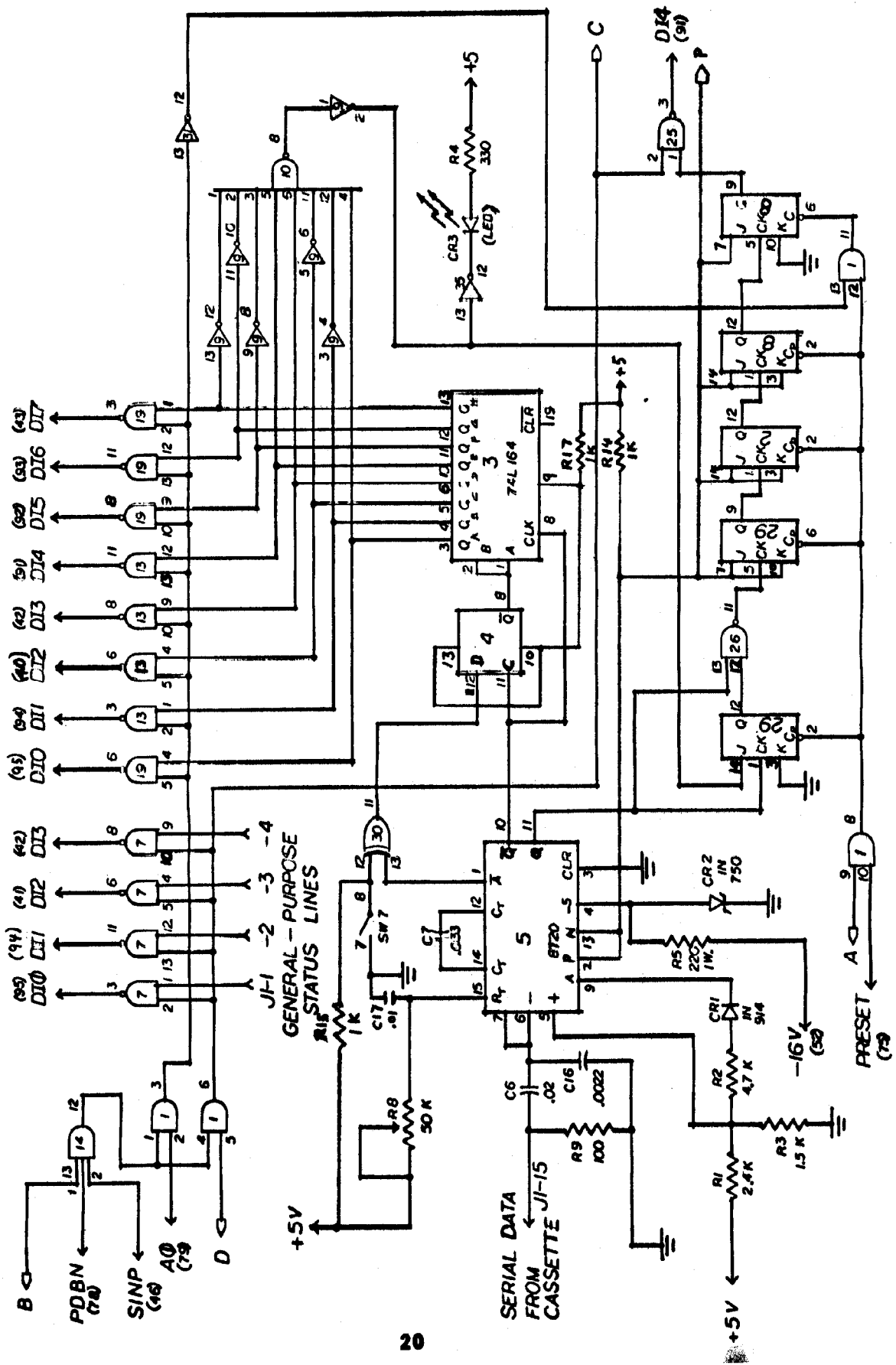
MEANWHILE, INSIDE IC 5, THE OUTPUTS OF THE COMPARATOR SECTION ARE FED TO AN EDGE-DETECTOR, WHICH DETECTS BOTH POSITIVE AND NEGATIVE-GOING TRANSITIONS. THE OUTPUT OF THIS DETECTOR IS THEN USED TO TRIGGER A STABLE NON-RETRIGGERABLE ONE-SHOT. THE CAPACITOR FOR THIS ONE-SHOT IS BETWEEN PINS 12 AND 14 OF IC 5, AND THE RESISTOR IS THE 50 KOHM POTENTIOMETER. THE OUTPUT OF THE ONE-SHOT IS THE RECOVERED CLOCK (IC 5 PINS 10 AND 11). THIS IS FED TO THREE DIFFERENT PLACES: 1) IC 4 PIN 11, WHERE IT TRIGGERS THE FLIP-FLOP TO RECOVER THE SERIAL DATA STREAM, 2) IC 3 PIN 8 WHERE IT IS USED TO SHIFT THE SERIAL-PARALLEL SHIFT-REGISTER, 3) IC 29 PIN 1 AND IC 26 PIN 13, WHERE IT IS USED TO STEP THE 8 COUNTER.

IN A START-UP POSITION, IC 29 PIN 12 IS ZERO, HAVING BEEN RESET EITHER BY THE RESET SWITCH OR BY A RESET COMMAND FROM THE PROGRAM. THIS STOPS THE CLOCK FROM TRIGGERING THE 8 COUNTER, WHICH HAS ALSO BEEN RESET. AS THE SERIAL STREAM FLOWS THROUGH THE SHIFT-REGISTER (IC 3), IT IS CONTINUALLY INSPECTED BY THE SYNC DECODER MADE UP OF IC'S 9 AND 10. WHENEVER A SYNC CODE APPEARS IN THE SHIFT REGISTER, IC 10 PIN 8 GOES LOW. THIS LIGHTS THE SYNC LED AND ALSO ALLOWS THE FLIP-FLOP AT IC 9 PIN 12 TO GO HIGH. THIS ALLOWS THE CLOCK TO APPEAR AT IC 26 PIN 11, AND TRIGGER THE 8 COUNTER. WHEN THE COUNTER HAS COUNTED TO 8, IC 8 PIN 12 GOES HIGH, TRIGGERING THE READY FLIP-FLOP AT IC 8 PIN 9. THIS READY CONDITION INDICATES TO THE COMPUTER THAT THERE IS A BYTE IN THE SHIFT REGISTER READY TO READ. THE COMPUTER MAY THEN READ THIS BYTE THROUGH GATES OF IC'S 13 AND 19.

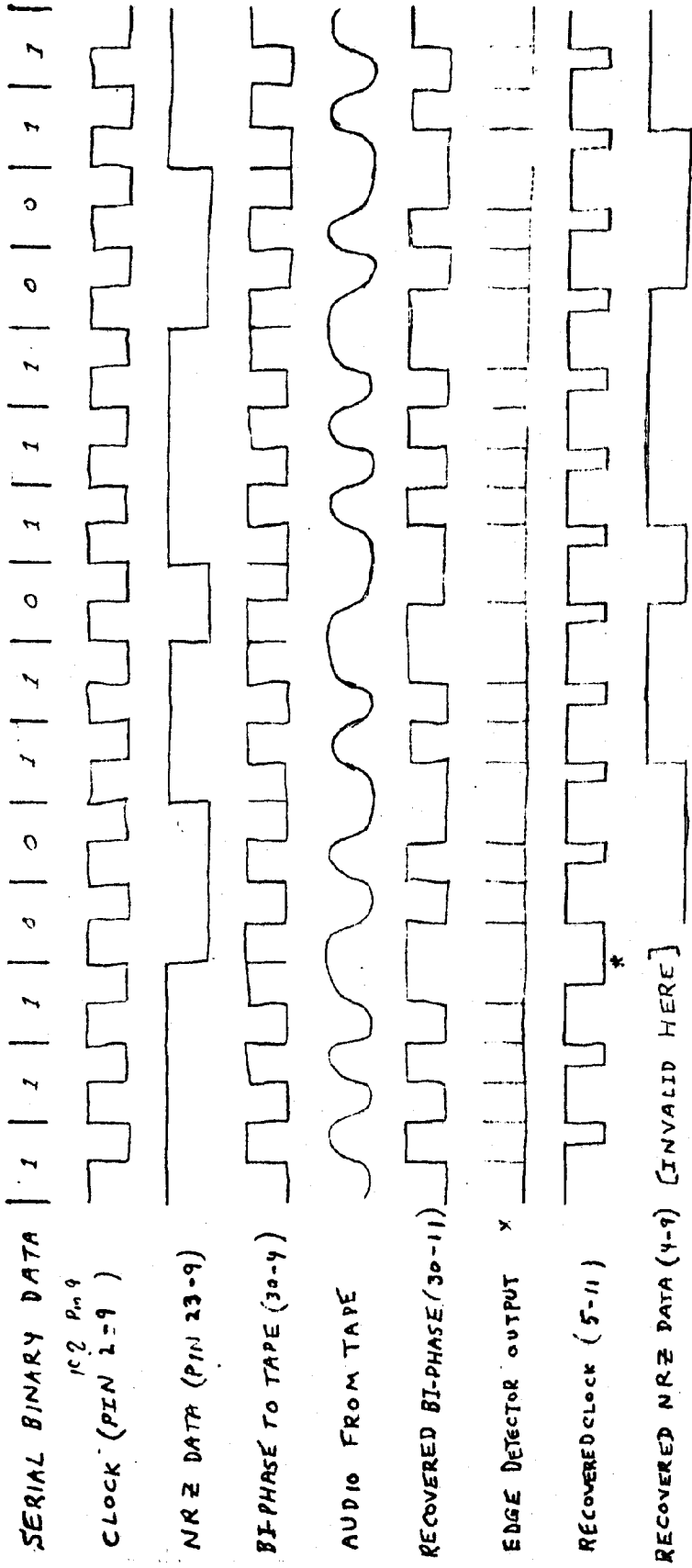
IN ORDER TO READ DATA THE SIGNAL AT POINT B, WHICH COMES FROM THE OUTPUT SECTION IS ANDED WITH THE TWO INPUT GATE SIGNALS PDBIN AND SINP (IC 14 PINS 13, 1 AND 2). WHEN ADDRESS BIT 0 IS HIGH, THIS SIGNAL IS ANDED WITH IT TO GATE DATA FROM THE SHIFT REGISTER ONTO THE INPUT DATA BUS (IC 1 PIN 3). WHEN ADDRESS BIT 0 IS LOW, THIS SIGNAL IS ANDED WITH IT TO GATE VARIOUS STATUS BITS ONTO THE INPUT DATA BUS. FOUR OF THESE INPUTS ARE GENERAL-PURPOSE, AND COME FROM THE DIP-SOCKET. THE OTHERS ARE PICKED UP AT IC 25 PIN 3 (INPUT STATUS), AND IC 25 PIN 6 (OUTPUT STATUS).



CASSETTE INTERFACE OUTPUT SECTION



CASSETTE INTERFACE TIMING DIAGRAM



* CLOCK IS IN PROPER PHASE AFTER FIRST DATA CHANGE.

CASSETTE INTERFACE PIN FUNCTIONS

J1 (DIP SOCKET)

1	GP STATUS IN BIT 0	16	GROUND
2	GP STATUS IN BIT 1	15	DATA FROM CASSETTE
3	GP STATUS IN BIT 2	14	SPARE
4	GP STATUS IN BIT 3	13	SPARE
5	GP CONTROL OUT BIT 3	12	+5 VOLTS
6	GP CONTROL OUT BIT 2	11	SPARE
7	GP CONTROL OUT BIT 1	10	DATA TO CASSETTE
8	GP CONTROL OUT BIT 0	9	GROUND

NOTES: GP STANDS FOR GENERAL-PURPOSE
DATA FROM CASSETTE SHOULD BE CONNECTED TO EARPHONE JACK
DATA TO CASSETTE SHOULD BE CONNECTED TO AUXILLIARY JACK.
IF MIKE JACK IS USED, OR IF THE RECORDER ONLY OPERATES WITH
AUTOMATIC VOLUME CONTROL ON RECORD, THEN DIVIDER RESISTORS
MAY HAVE TO BE CHANGED FOR THE PROPER RECORDING LEVEL.
THE DIVIDER RESISTORS ARE R10 AND R11.

P2 (8800 BUS PINS)

1	+8V
29	ADDRESS LINE #5
30	ADDRESS LINE #4
31	ADDRESS LINE #3
35	DATA OUT LINE #1
36	DATA OUT LINE #0
38	DATA OUT LINE #4
39	DATA OUT LINE #5
40	DATA OUT LINE #6
41	DATA IN LINE #2
42	DATA IN LINE #3
43	DATA IN LINE #7
45	OUT
46	INP
50	GROUND
51	+8V
52	-16V
75	RESET-NOT
77	WRITE-NOT
78	DATA BUS IN
79	ADDRESS LINE #0
81	ADDRESS LINE #2
82	ADDRESS LINE #6
83	ADDRESS LINE #7
88	DATA OUT LINE #2
89	DATA OUT LINE #3
90	DATA OUT LINE #7
91	DATA IN LINE #4
92	DATA IN LINE #5
93	DATA IN LINE #6
94	DATA IN LINE #1
95	DATA IN LINE #0
100	GROUND

IF YOU CANNOT MAKE AT LEAST TEN 8K-BYTE TRANSFERS WITH NO ERRORS, YOU HAVE A PROBLEM, AND THE ITEMS BELOW MAY BE OF SOME HELP:

1. CHECK TO MAKE SURE THAT ALL THE COMPONENTS AND JUMPERS ARE IN THEIR PROPER LOCATIONS, AND THAT THEY ARE ORIENTED AS SHOWN IN THE ASSEMBLY DRAWING.
2. MAKE SURE THAT THE BOARD IS CLEAN, ESPECIALLY THAT THERE IS NO FLUX RESIDUE BETWEEN IC PINS OR OTHER CLOSE LINES.
3. DEMAGNETIZE AND CLEAN THE RECORD/PLAYBACK HEAD ON YOUR RECORDER.
4. WHEN YOU PLUG IN THE BOARD, BE SURE THAT THE PINS ON THE BOARD EDGE CONNECTOR LINE UP WITH THE PINS IN THE MOTHERBOARD CONNECTOR.
5. HAVE YOU TRIED BOTH PHASES WITH THE PHASE SWITCH, AND ARE THE OTHER SETTINGS ON THE DIP-SWITCH CORRECT?
6. YOU SHOULD BE ABLE TO ADJUST THE VOLUME ON YOUR RECORDER BY ABOUT 50% DURING PLAYBACK, AND STILL HAVE THE SYNC LIGHT LIT WHEN READING THE SYNC STREAM. IF IT DOESN'T LIGHT AT ALL, THERE IS PROBABLY SOME GROSS PROBLEM ON THE BOARD, SUCH AS A BAD PLATED THROUGH HOLE, A SOLDER BRIDGE, OR A BAD INTEGRATED CIRCUIT. IF YOU ARE USING A TAPE DECK THAT HAS ONLY A PREAMP, YOU MAY NEED TO ADD AN EXTRA STAGE OF AMPLIFICATION IN ONE OF THE EXTRA IC SLOTS.
7. IF YOU HAVE AN OSCILLOSCOPE, THE BEST PLACE TO LOOK TO SEE HOW THE RECEIVER INPUT SECTION IS OPERATING IS AT IC 4, PIN 11. THIS SIGNAL SHOULD BE FAIRLY CLEAN, WITH SOME OVERALL JITTER, DUE TO THE TAPE WOW AND FLUTTER, AND SOME HIGH-SPEED JITTER ON THE EDGE OF THE WAVEFORM. IT IS THIS HIGH-SPEED JITTER THAT YOU SHOULD TRY TO MAKE A MINIMUM.
8. IF YOU HAVE A VIDEO INTERFACE, OR OTHER SOURCE OF HIGH-FREQUENCY NOISE, TRY LOCATING IT FURTHER AWAY FROM THE CASSETTE INTERFACE.
9. ARE YOU SURE THAT YOUR RECORDER HAS A FREQUENCY RESPONSE TO 8KHZ?
10. HAVE YOU USED THE PROPER VOLTAGE DIVIDER (R10, R11) FOR YOUR PARTICULAR RECORDER? IF YOU ARE ABLE TO RECOVER THE SYNC STREAM I WROTE SATISFACTORILY, BUT ARE HAVING TROUBLE WITH RECORDINGS YOU MAKE YOURSELF, THE LEVEL GOING FROM THE INTERFACE TO THE RECORDER MAY BE TOO HIGH OR TOO LOW, ESPECIALLY IF YOU HAVE AUTOMATIC LEVEL CONTROL. YOU MAY ALSO WANT TO TRY OPERATING WITHOUT CIS.
11. HAVE YOU CHECKED YOUR +5 VOLT POWER? TOO MANY BOARDS IN YOUR COMPUTER COULD INTRODUCE RIPPLE ON THIS SUPPLY.
12. DON'T USE DIGITALLY CERTIFIED TAPE, ONLY AUDIO LOW-NOISE TAPE.
13. IF YOUR RECORDER HAS AN INTERNAL MICROPHONE, BE SURE IT IS NOT ACTIVE WHILE YOU ARE MAKING A RECORDING (THE J.C. PENNY HAS A SWITCH ON THE TONE CONTROL WHICH CUTS OFF THE INTERNAL MIC).
14. IF YOU STILL HAVE PROBLEMS, PLEASE RETURN THE UNIT, PREFERABLY WITH YOUR CASSETTE RECORDER, AND I WILL GET IT OPERATING PERFECTLY WITHOUT CHARGE. THE REPAIR TURNAROUND TIME IS 1 TO 3 WEEKS.
15. IF YOU ARE COMPLETELY DISSATISFIED, YOU MAY RETURN THE INTERFACE FOR A COMPLETE REFUND WITHIN 90 DAYS AFTER YOU ACCEPTED DELIVERY.

IDEAS FOR USING THE CASSETTE INTERFACE

SAVING AND LOADING PROGRAMS

PROGRAMS MAY BE TOGGLED INTO MEMORY, LOADED FROM PAPER TAPE, OR LOADED BY SOME OTHER MEANS. THEY MAY THEN BE DUMPED ONTO CASSETTE USING THE CASSETTE OUTPUT ROUTINE. THE OUTPUT ROUTINE ITSELF MAY BE DUMPED ALONG WITH THE OTHER PROGRAM, SO THAT IT WILL BE AVAILABLE LATER FOR FURTHER DUMPS. ROUTINES MAY THEN BE LOADED FROM CASSETTE, MODIFIED, AND DUMPED BACK OUT TO CASSETTE IN A CONTINUOUS PROCESS OF DEVELOPMENT.

USING A BACKUP

A BACKUP IS A METHOD OF MAKING SURE THAT VALUABLE PROGRAMS OR DATA IS NOT LOST. ONE SIMPLE WAY OF PROVIDING A BACKUP IS TO RECORD A PARTICULAR PROGRAM IN TWO DIFFERENT PLACES ON THE SAME TAPE, OR ON TWO DIFFERENT TAPES. YOU MAY WANT TO GO BACK AND FORTH BETWEEN THE TWO COPIES, EACH TIME THE PROGRAM IS CHANGED. IN THIS WAY, YOU ALWAYS HAVE A COPY OF THE LAST PROGRAM, AND ONLY THE MOST RECENT CHANGES ARE LOST IF A POWER FAILURE OR OTHER EQUIPMENT TROUBLE DEVELOPS DURING THE PROCESS OF SAVING.

STARTING AND STOPPING AUTOMATICALLY

MOST AUDIO CASSETTE RECORDERS HAVE AN INPUT LABELED "REMOTE". THIS IS NORMALLY OPERATED FROM A SWITCH ON THE MICROPHONE, SO THAT THE RECORDER CAN BE STARTED AND STOPPED WHILE DICTATING. THIS INPUT CAN BE USED TO START AND STOP THE RECORDER UNDER PROGRAM CONTROL FROM THE COMPUTER. ONE OF THE 4 EXTRA CONTROL LINES COMING FROM THE CASSETTE INTERFACE (DIP-SOCKET PINS 5, 6, 7, OR 8) CAN BE USED TO DRIVE A RELAY WHICH WOULD HAVE ITS CONTACTS CONNECTED TO THE RECORDER REMOTE JACK. THE MAIN REQUIREMENTS ARE THAT THE 40 MA AVAILABLE FROM THE CONTROL LINE BE ABLE TO DRIVE THE RELAY, AND THAT THE RELAY CONTACTS ARE ABLE TO HANDLE THE CURRENT INTO THE REMOTE JACK, WHICH CAN BE AS HIGH AS ONE AMPERE.

OPERATING WITH MORE THAN ONE CASSETTE RECORDER

SOMETIMES IT IS DESIREABLE TO OPERATE WITH TWO OR MORE CASSETTE UNITS. WITH THE TARBELL CASSETTE INTERFACE, IT IS ALREADY POSSIBLE TO READ FROM ONE CASSETTE RECORDER, WHILE WRITING ONTO ANOTHER. THIS IS BECAUSE THE INPUT AND OUTPUT SECTIONS ARE ENTIRELY INDEPENDENT, AND MAY BE PROGRAMMED SEPERATELY. IF IT IS DESIRED TO READ FROM ONE OF TWO UNITS, AND WRITE ONTO ANOTHER, SUCH AS DURING A MERGING OPERATION, RELAYS MAY BE USED TO SWITCH BACK AND FORTH BETWEEN THE TWO INPUT UNITS, UNDER CONTROL OF ONE OF THE 4 CONTROL LINES. IF, HOWEVER, IT IS NECESSARY TO READ SIMULTANEOUSLY FROM TWO DIFFERENT UNITS, OR WRITE DIFFERENT INFORMATION ONTO TWO UNITS AT THE SAME TIME, IT WILL BE NECESSARY TO HAVE TWO CASSETTE INTERFACES.

MODIFICATIONS ON CASSETTE BASIC FOR CSAVE AND CLOAD
USING TARBELL CASSETTE INTERFACE

8K BASIC 3.2			12K BASIC 3.2			DISK BASIC					
ADDR	OLD	NEW	ADDR	OLD	NEW	ADDR	OLD	NEW	ADDR	OLD	NEW
1008	06	6E	155A	06	6E	0E58	06	FA	1DFE	DB	DB
1009	E6	E6	155B	E6	E6	0E59	D2	67	1DFF	06	6E
100A	01	10	155C	01	10	0E5A	FA	0E	1E00	E6	E6
100B	C2	C2	155D	C2	C2	0E5B	67	3E	1E01	80	20
100C	07	07	155E	59	59	0E5C	0E	19	1E02	C2	C2
100D	10	10	155F	15	15	0E5D	78	CD	1E03	FE	FE
100E	DB	DB	1560	DB	DB	0E5E	CD	FD	1E04	1D	1D
100F	07	6F	1561	07	6F	0E5F	FA	1D	1E05	F1	F1
						0E60	1D	2F	1E06	D3	D3
1016	06	6E	1568	06	6E	0E61	CD	CD	1E07	07	6F
1017	E6	E6	1569	E6	E6	0E62	FA	FD	1E08	C9	C9
1018	80	20	156A	80	20	0E63	1D	1D	1E09	06	06
1019	C2	C2	156B	C2	C2	0E64	C3	C3	1E0A	01	01
101A	15	15	156C	67	67	0E65	74	74	1E0B	FE	FE
101B	10	10	156D	15	15	0E66	0E	0E	1E0C	2E	2E
101C	F1	F1	156E	F1	F1	0E67	0E	3E	1E0D	CA	CA
101D	D3	D3	156F	D3	D3	0E68	04	10	1E0E	12	12
101E	07	6F	1570	07	6F	0E69	CD	D3	1E0F	0E	0E
101F	C9	C9	1571	C9	C9	0E6A	F0	6E	1E10	E5	E5
1020	E5	E5	1572	E5	E5	0E6B	1D	00	1E11	3E	CD
1021	3E	CD	1573	3E	CD	0E6C	B8	00	1E12	D3	FD
1022	D3	14	1574	D3	66	0E6D	C2	00	1E13	CD	1D
1023	CD	10	1575	CD	15	0E6E	67	00	1E14	FD	3E
1024	14	3E	1576	66	3E	0E6F	0E	00	1E15	1D	E6
1025	10	E6	1577	15	E6	0E70	0D	00	1E16	CD	CD
						0E71	C2	00	1E17	FA	FD
1053	06	3E	15A5	06	3E	0E72	69	00	1E18	1D	1D
1054	03	10	15A6	03	10	0E73	0E	00			
1055	CD	D3	15A7	CD	D3	0E74	F7	F7	1E48	06	3E
1056	07	6E	15A8	59	6E				1E49	03	10
1057	10	00	15A9	15	00	1DF0	DB	DB	1E4A	CD	D3
1058	D6	00	15AA	D6	00	1DF1	06	6E	1E4B	F0	6E
1059	D3	00	15AB	D3	00	1DF2	E6	E6	1E4C	1D	00
105A	C2	00	15AC	C2	00	1DF3	01	10	1E4D	D6	00
105B	A3	00	15AD	A5	00	1DF4	C2	C2	1E4E	D3	00
105C	10	00	15AE	15	00	1DF5	F0	F0	1E4F	C2	00
105D	05	00	15AF	05	00	1DF6	1D	1D	1E50	48	00
105E	C2	00	15B0	C2	00	1DF7	DB	DB	1E51	1E	00
105F	A5	00	15B1	A7	00	1DF8	07	6F	1E52	05	00
1060	19	00	15B2	15	00				1E53	C2	00
									1E54	4A	00
									1E55	1E	00

PROCESSOR TECHNOLOGY SOFTWARE PACKAGE #1

Modified for Low Memory and Cassette by Fred Clark,
 Modified for Tarbell Cassette by Don Tarbell.

The main purpose of this software is to allow development of assembly-language programs. Programs may be entered from the keyboard in standard assembly-language format, edited, assembled, and saved on cassette in either source or machine format. These programs may be then loaded back into memory at some future time for listing, editing or running. Following is a summary of the commands. All address and byte information is in hex.

FILE /NAME/ AAAA -Creates a file of name NAME at address AAAA (hex).
 Up to six text files can be in memory at the same time. The file just created is the current file.

FILE /NAME/ 0 -This command deletes the file named NAME.

FILE /NAME/ -Makes the named file the current file.

FILE -Prints the starting and ending addresses of the current file, and it's name.

FILES -Lists the name, starting & ending address for each of the files in the system. Current file at top.

DUMP SSSS EEEE -Dumps the contents of memory from SSSS to EEEE.

EXEC AAAA -Executes the machine-language program at address AAAA.

EXEC /NAME/ -Searches the cassette for named file, loads and exec.

ENTR AAAA -Enter data into memory: B1 B2 B3 B4/

LIST NNNN -Lists the current file starting at line NNNN.

DELT NNNN MMMM -Deletes lines NNNN through MMMM from current file.

NNNN (text entered) -Enter a line of text into the current file. Always use 4 decimal digits. It works similar to BASIC, in that the numbered lines are ordered automatically.

ASSM AAAA -Assembles current file into address AAAA.

ASSM AAAA BBBB -Assembles at address AAAA, but puts code at BBBB.

CUST -Execute a customer (user) routine at address E000.

SFIL -Save the current file on cassette.

LFIL -Load the current file from cassette. The name of the file on tape must match the name of the current file. Be sure there is enough room in memory.

CFIL -Check a cassette file written with the SFIL command above, for errors, without overwriting current file.

AFIL -Append a file from cassette to the current file.

SAVE SSSS EEEE -Save a block of memory from SSSS to EEEE on cassette.

LOAD SSSS -Load a block of memory from cassette starting at SSSS.

CHEK SSSS -Check a cassette file written with SAVE command.

NAME /NAME/ -Rename the current file to NAME.

RNUM N -Renumber the current file by increment N.

NLIS NNNN -Lists the current file at NNNN without line numbers.

This software is useful, but may not be completely free of bugs. It loads into the first 4096 bytes of memory, and uses about 2048 bytes following, for tables and scratch pad. Ctl-C escapes from any printing. Ctl-W freezes printing until another character is typed. The package is available from Tarbell Electronics for the prices listed below:

Cassette Tape with software and instructions: \$5.00
 A reassembled and patched (updated) listing: \$5.00

WRITING PROGRAMS FOR THE CASSETTE INTERFACE

SOMETIMES IT IS NECESSARY TO WRITE ASSEMBLY OR MACHINE LANGUAGE PROGRAMS FOR A PARTICULAR INTERFACE. THE CLASS OF PROGRAMS WE ARE TALKING ABOUT HERE ARE CALLED "DRIVERS". THESE WOULD BE REQUIRED FOR LINKAGE TO A PIECE OF SOFTWARE FOR WHICH PATCHES ARE NOT PROVIDED IN THE MANUAL.

THIS INTERFACE IS A SYNCHRONOUS DEVICE. ONE OF THE IMPLICATIONS OF THIS IS THAT DATA OR PROGRAMS ARE MOST EFFICIENTLY WRITTEN AS A CONTIGUOUS BLOCK, RATHER THAN AS SEPERATE BYTES. THERE ARE A FEW RULES THAT MUST BE FOLLOWED WHEN WRITING SOFTWARE FOR THIS DEVICE:

1. THE FIRST BYTE MUST BE A "START BYTE" WHICH MAY BE ANY BYTE EXCEPT 00, FF, OR E6 (HEXADECIMAL).
2. THE SECOND BYTE MUST BE A "SYNC BYTE" WHICH MUST BE E6 (HEX).
3. THE SOFTWARE MUST BE ABLE TO DELIVER BYTES TO THE INTERFACE AS FAST AS IT CAN ACCEPT THEM, WHICH AT THE STANDARD SPEED, IS 187 BYTES PER SECOND. THIS MEANS THAT ANY LOOP THAT THE PROGRAM GOES THROUGH WHICH IS BETWEEN BYTES, MUST LAST LESS THAN 5.3 MILLISECONDS. AN AVERAGE INSTRUCTION TIME ON THE 8080 WITH NO WAIT STATES IS 2 CYCLES, OR 1 MICROSECOND. THUS, THERE SHOULD BE NO MORE THAN ABOUT 5300 INSTRUCTION EXECUTIONS BETWEEN BYTES BEING SENT OUT. THIS IS NORMALLY NOT A PROBLEM.
4. A SIMILAR CONSTRAINT MUST BE OBSERVED WITH RESPECT TO THE INPUT SOFTWARE, WHICH SHOULD BE ABLE TO ACCEPT DATA AS FAST AS IT IS BEING MADE READY BY THE INTERFACE.

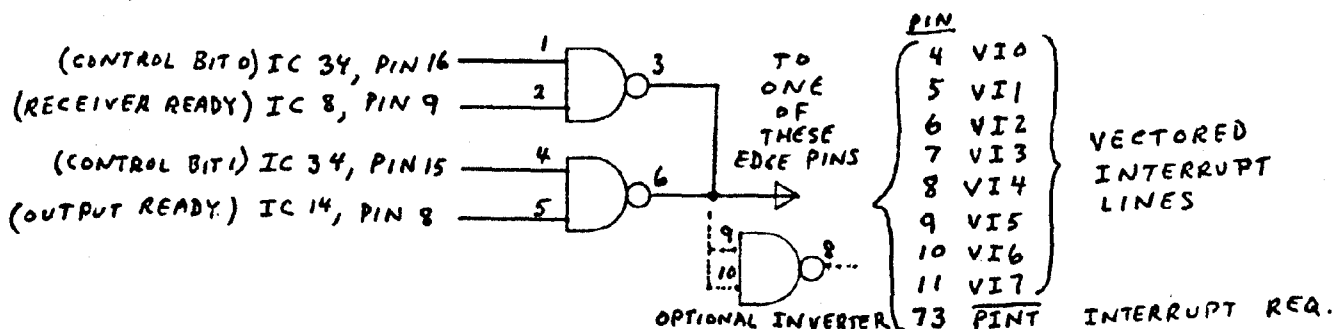
THERE ARE SITUATIONS IN WHICH THE DATA CANNOT BE PROVIDED OR ACCEPTED FAST ENOUGH BY THE SOFTWARE. ONE EXAMPLE OF THIS IS DATA WHICH IS BEING GENERATED BY A PROGRAM RUNNING IN BASIC. THIS PROBLEM IS SOLVED BY SENDING THE DATA OUT AND READING IT IN A LINE AT A TIME, WITH NULLS IN BETWEEN. THE PAGE ENTITLED "HOW TO SAVE AND LOAD DATA FROM A BASIC PROGRAM" IS A SAMPLE PROGRAM THAT SHOWS HOW TO DO THIS. THERE ARE AT LEAST TWO OTHER WAYS TO HANDLE THIS PROBLEM: 1) SEND EACH BYTE AS A SEPERATE BLOCK WITH IT'S OWN START AND SYNC BYTES. 2) ACCUMULATE BYTES IN A BUFFER AREA OF MEMORY, AND START AND STOP THE CASSETTE RECORDER UNDER CONTROL OF THE COMPUTER WHEN IT IS TIME TO DUMP AND REFILL THE BUFFER.

OTHER ITEMS TO BE CONSIDERED WHEN WRITING SOFTWARE:

1. SINCE TAPE IS AN IMPERFECT MEDIUM, IT IS GENERALLY USEFUL TO INCORPORATE AN ERROR-CHECKING SCHEME, SUCH AS THE CHECKSUM SYSTEM THAT IS DEMONSTRATED ON THE PAGES ENTITLED "OUTPUT ROUTINE WITH CHECKSUM" AND "INPUT ROUTINE WITH CHECKSUM". THERE ARE MANY SYSTEMS POSSIBLE, EACH PROVIDING DIFFERENT KINDS AND LEVELS OF PROTECTION, AND BOOKS HAVE BEEN WRITTEN ABOUT THESE.
2. IT IS SOMETIMES HANDY TO HAVE AN IDENTIFIER, SUCH AS A NAME, WRITTEN ALONG WITH THE FILE ONTO CASSETTE. AN EXAMPLE IS THE ONE-LETTER NAME GIVEN TO ALTAIR BASIC PROGRAMS WHEN WRITING TO CASSETTE.
3. ANOTHER ITEM THAT IS USEFUL IS A WAY FOR THE PROGRAM TO TELL HOW LONG THE FILE IS. A ONE OR TWO-BYTE HEADER TO INDICATE LENGTH OF A FILE OR BLOCK IS SOMETIMES USED. IN THE MODIFIED PROCESSOR TECHNOLOGY SOFTWARE PACKAGE #1 THAT I SUPPORT, BLOCKS ARE PRECEDED BY ONE LENGTH BYTE THAT MAY BE FROM 1 TO 255. A LENGTH OF ZERO INDICATES THE END OF THE FILE.
4. A "TYPE BYTE" IS A UNIQUE BYTE FOR A PARTICULAR FORMAT OF FILE, SO THAT A SOPHISTICATED LOADER MAY DISTINGUISH BETWEEN DIFFERENT TYPES, AND LOAD THEM APPROPRIATELY. I USE A 90 (HEX) TYPE BYTE IMMEDIATELY FOLLOWING THE SYNC BYTE ON THE PROC. TECH. SOFTWARE.

USING THE TARRELL CASSETTE INTERFACE UNDER INTERRUPT CONTROL

There is no built-in provision for interrupts in the design. However, it is not too difficult to make a modification to the board to provide for interrupts. Two bits in the control line register are used as interrupt-enable flip-flops. It is necessary to install another 7403 quad 2-input open-collector NAND gate in one of the spare IC positions at the top of the board. The circuit diagram below shows how to connect the 7403:



If you do not have a vectored interrupt card, connect the output pins 3 and 6 to the edge connector pin 73. An interrupt will then be caused when the following conditions are true: 1) Interrupts are enabled with an EI instruction. 2) Control bit 0 is high and the receiver is ready with an input byte; or control bit 1 is high and the transmitter is ready for an output byte. Both conditions 1 and 2 must be true for an interrupt to be caused.

If you do have a vectored interrupt card, connect the output pins 3 and 6 to one of the edge connector pins 4, 5, 6, 7, 8, 9, 10, or 11, depending on what level you want the cassette interface. Be sure that you have the correct polarity to cause an interrupt. The output at pins 3 and 6 goes low to cause an interrupt. If you have a vectored interrupt card that requires a high-going signal to cause an interrupt, you may use the extra gate shown above to invert the line. Read your manual on your interrupt board to make sure.

There is not enough room here to explain how to use the interrupt system, but the following lines show how to enable and disable the two interrupt bits on this board.

```

enable receiver interrupt:  MVI  A,1
                           OUT  6EH

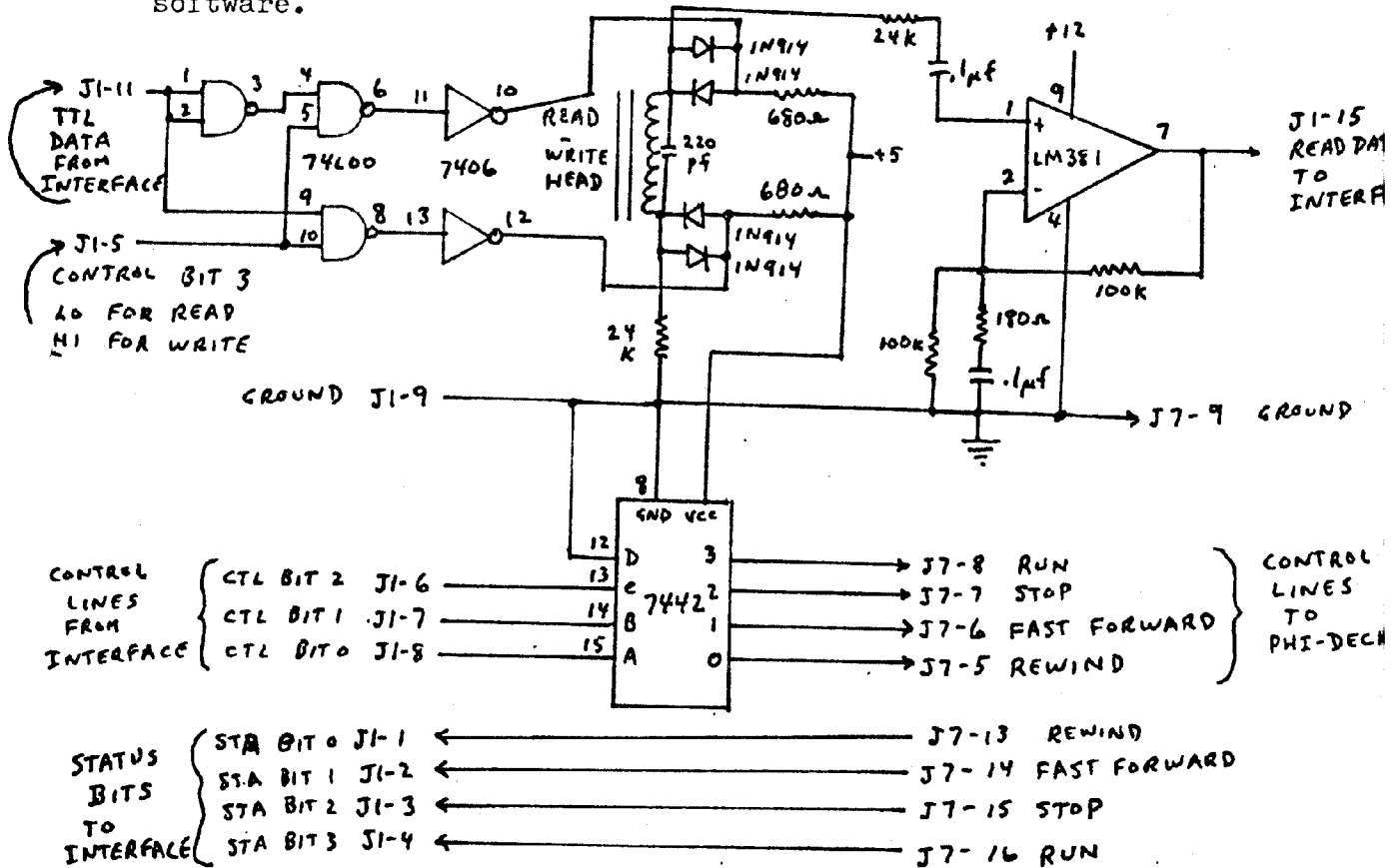
enable transmitter interrupt: MVI  A,2
                           OUT  6EH

enable both interrupts:     MVI  A,3
                           OUT  6EH

disable both interrupts:   MVI  A,0
                           OUT  6EH
    
```


PRELIMINARY PHI-DECK ADAPTER INFORMATION

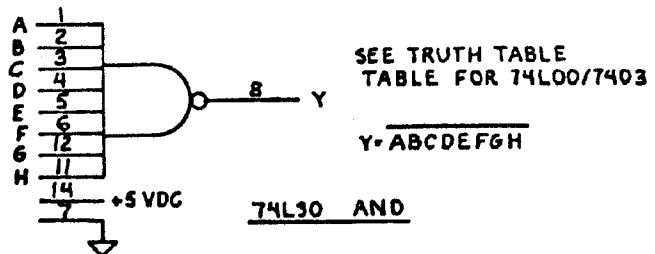
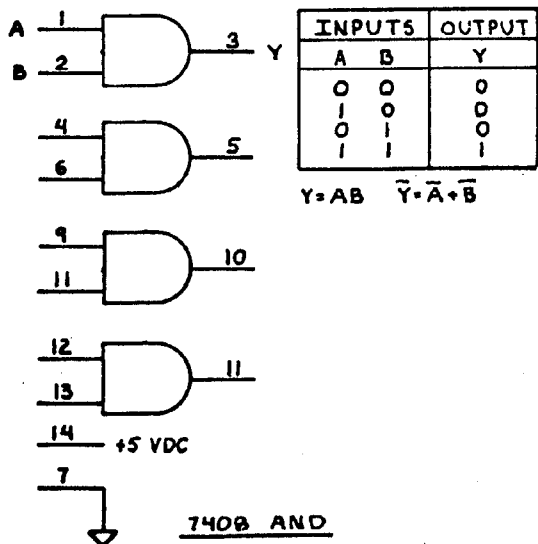
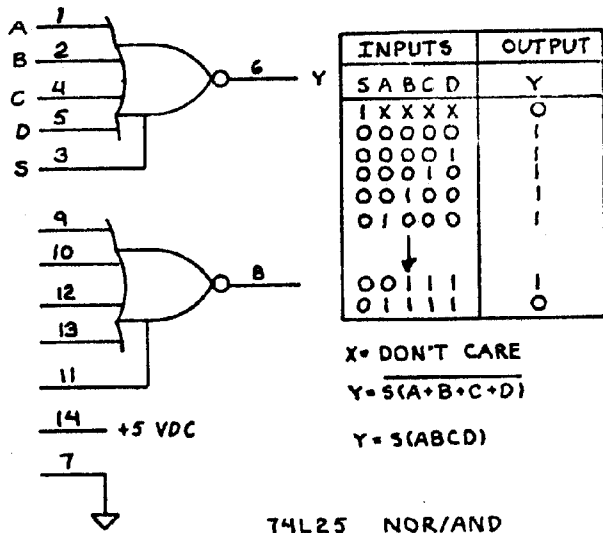
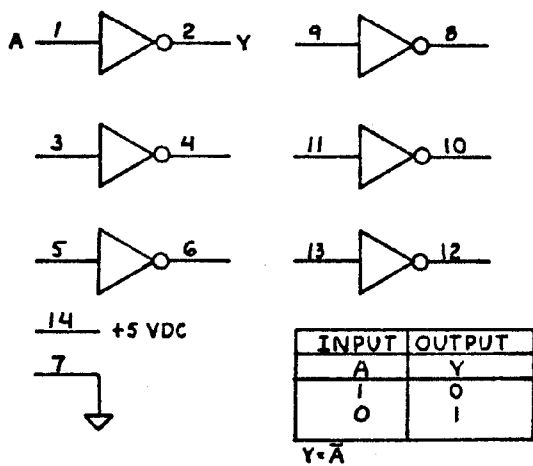
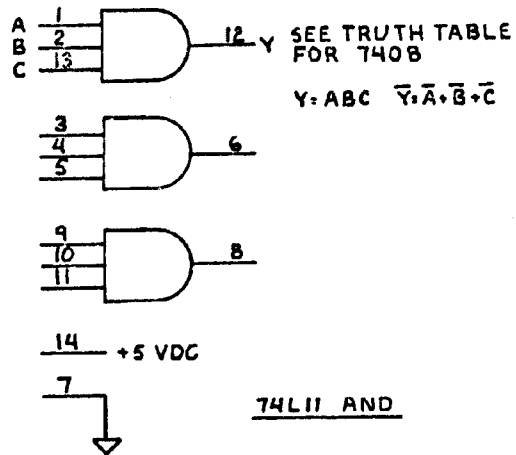
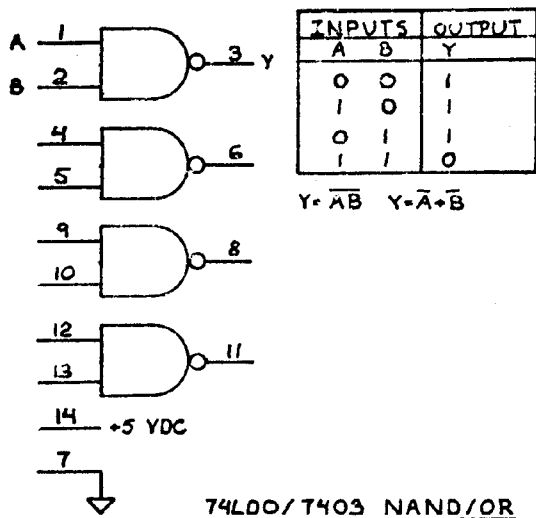
We have purchased the introductory variable-speed PHI-DECK package, which includes the deck, control electronics, power supply, and control box. We have been experimenting with an adapter which connects between the Tarbell Cassette Interface, the read-write heads, and the control electronics. This adapter provides start-stop, forward, rewind, and fast-forward control for the PHI-DECK from the Tarbell Cassette Interface. It also includes read-write electronics for one channel. It is still in the experimental stage, but speeds of 1000 bytes per second have been attained. The information is being provided here for those who would like to experiment further along these lines. The circuit is not guaranteed to work for your application, and will probably not be exactly what we end up with for our use. As progress is made, further refinements will be published, including more supporting software.

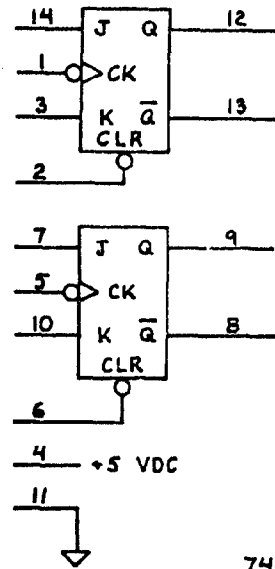


The simple program below is handy for experimenting. Flip sense switch 2 up momentarily to pulse the control line.

LOOP IN FFH DB FF	Read Sense Switches.	Control Table
OUT 6EH D3 6E	Write to Control Port.	s1 s0 function
IN 6EH DB 6E	Read Status Lines.	0 0 RUN
OUT FFH D3 FF	Write To Display Lights.	0 1 STOP
JMP LOOP C3 00 00	Do it all over again.	1 0 FF
		1 1 REW

Sense switch 3 should be up for read, down for write.



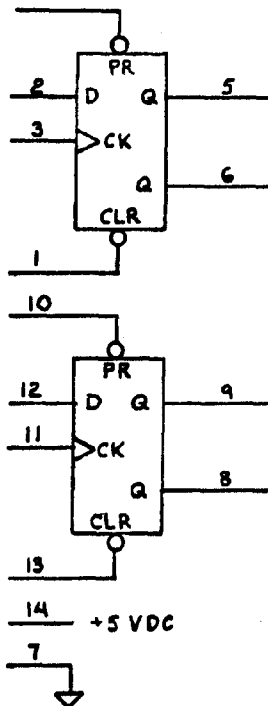


INPUTS				OUTPUTS	
CLR	CK	J	K	Q	\bar{Q}
0	X	X	X	0	1
1		0	0	NO CHANGE	
1		1	0	1	0
1		0	1	0	1
1		1	1	\bar{Q}	Q

NO CHANGE IN OUTPUT UNTIL FALLING EDGE OF CLOCK

X = DON'T CARE

74L73/7473 J-K FLIP-FLOP WITH CLEAR

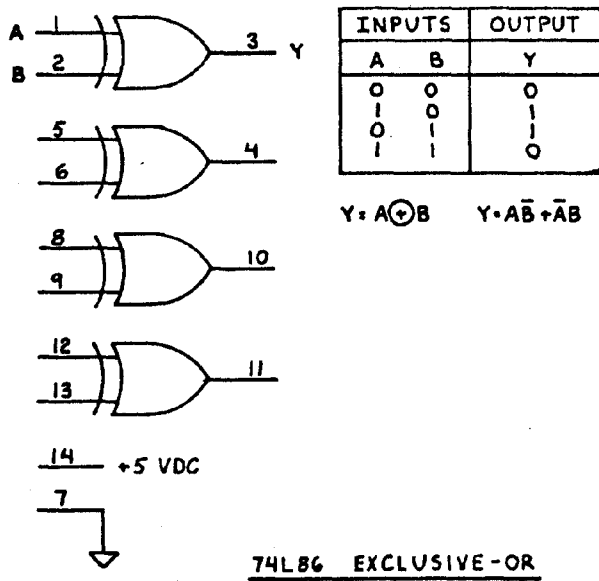
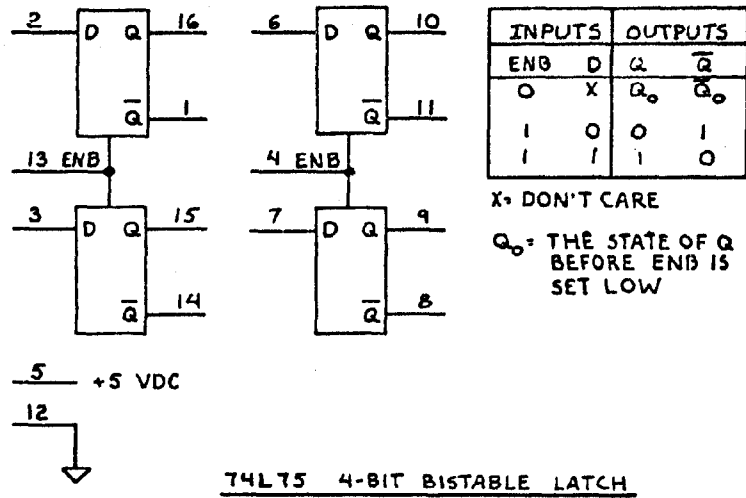


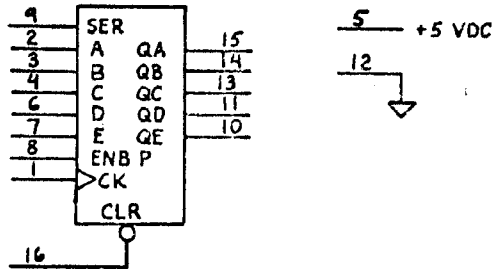
INPUTS				OUTPUTS	
CLR	PR	CK	D	Q	\bar{Q}
1	0	X	X	1	0
0	1	X	X	0	1
0	0	X	X	ILLEGAL	
1	1		1	1	0
1	1		0	0	1

NO CHANGE IN OUTPUT UNTIL RISING EDGE OF CLOCK

X = DON'T CARE

74L74 D-TYPE FLIP-FLOP WITH PRESET AND CLEAR





SER = SERIAL DATA INPUT. DATA IS MOVED FROM SERIAL INPUT TO QA AFTER THE FIRST CLOCK.

A-B-E = PARALLEL DATA INPUT. DATA IS PRESENT ON ASSOCIATED OUTPUT (A → QA) AFTER CLOCK. IF MODE IS SHIFTED FROM PARALLEL, DATA WILL MOVE TOWARDS QE ON EACH FOLLOWING CLOCK.

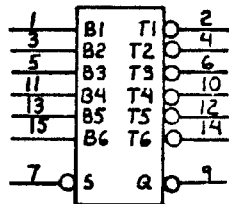
ENB P = ENABLE PARALLEL MODE. WHEN SET, REGISTER IS IN PARALLEL MODE. WHEN RESET, REGISTER IS IN SERIAL MODE.

CK = CLOCK. NO CHANGE IN OUTPUT UNTIL RISING EDGE OF CLOCK.

CLR = CLEAR. WHEN RESET ALL OUTPUTS ARE FORCED TO TO RESET WITHOUT REGARDS TO ANY OTHER INPUT.

QA-QE = OUTPUTS. ALL OUTPUTS USED FOR PARALLEL OUTPUT. FOR SERIAL OUTPUT, ONE OF THE OUTPUTS IS USED DEPENDING ON THE LENGTH DESIRED.

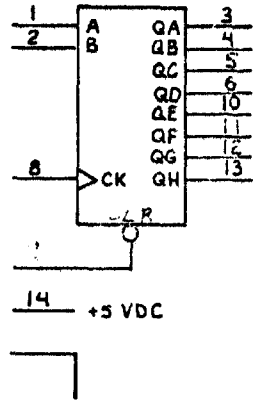
7496 5-BIT SHIFT REGISTER



IF B1 THROUGH B6 ARE BIT-FOR-BIT EQUAL TO THE BITS RESET ON T1 THROUGH T6, Q IS RESET. FOR ALL OTHER CONDITIONS Q IS SET

S = STROBE. WHEN SET Q IS DISABLED

DMB131 6-BIT COMPARITOR



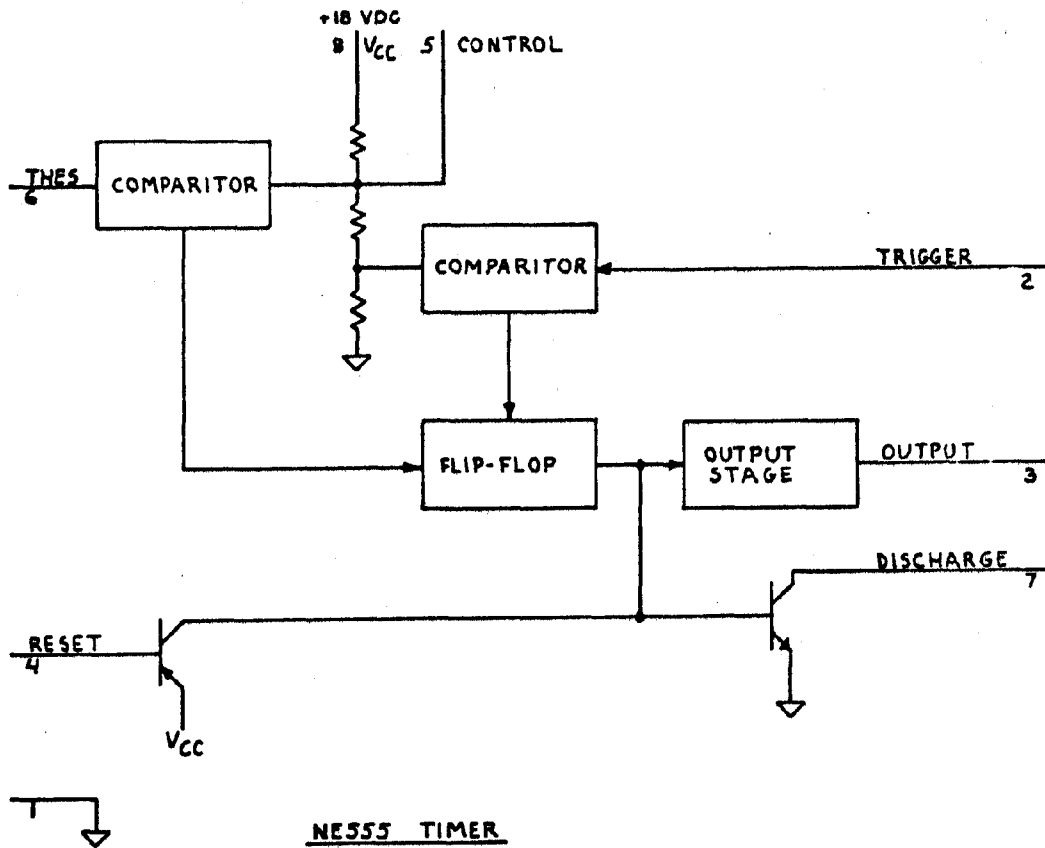
A, B = SERIAL DATA INPUTS. ONE OF THE TWO MUST BE SET TO ENABLE THE OTHER. DATA IS PRESENT AT QA AFTER ONE CLOCK AND MOVES TOWARD QH ON EACH FOLLOWING CLOCK.

CK = CLOCK. NO CHANGE IN OUTPUT UNTIL RISING EDGE OF CLOCK

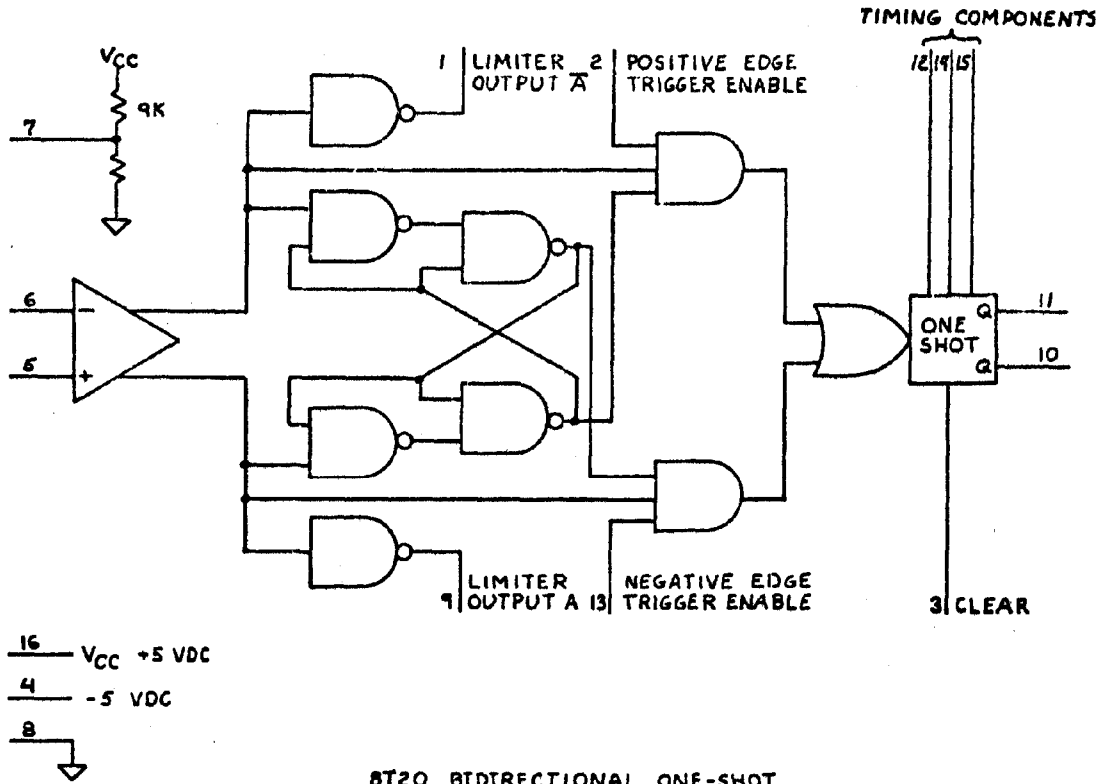
CLR = CLEAR. WHEN RESET, ALL OUTPUTS ARE RESET WITHOUT REGARDS TO OTHER INPUTS.

QA-QH = OUTPUTS. DATA IS MOVED FROM A AND B TO QA ON EACH CLOCK AND THE DATA AT QA IS MOVED TOWARDS QH.

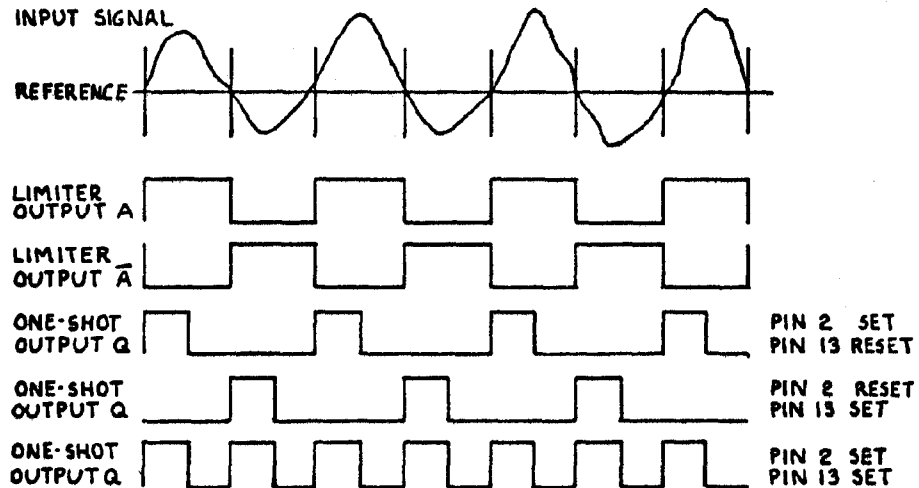
74L164 8-BIT PARALLEL-OUT SHIFT REGISTER



5555 TIMER



BT20 BIDIRECTIONAL ONE-SHOT



→ | ← ONE-SHOT "ON" TIME IS DETERMINED BY TIMING COMPONENTS CONNECTED TO PINS 12, 14, AND 15.

BT20 BIDIRECTIONAL ONE-SHOT INPUT AND OUTPUT WAVEFORMS

DEAR CUSTOMER,

THANK YOU VERY MUCH FOR PURCHASING A CASSETTE INTERFACE.
I AM INTERESTED TO KNOW WHAT KIND OF PROGRESS YOU HAVE MADE
WITH YOUR TARBELL CASSETTE INTERFACE. I WOULD REALLY APPRECIATE
IT IF YOU WOULD TAKE TIME TO FILL THIS QUESTIONNAIRE OUT. THIS
WILL HELP ME TO PROVIDE YOU WITH BETTER SERVICE IN THE FUTURE.

DID YOUR INTERFACE ARRIVE IN A REASONABLE LENGTH OF TIME? YES NO

WERE ANY OF THE ITEMS DAMAGED IN SHIPMENT? YES NO

WERE ANY OF THE ITEMS MISSING? IF SO, WHAT? YES NO

WAS THE QUALITY OF WORKMANSHIP ON THE BOARD REASONABLE? YES NO

HAVE YOU STARTED CONSTRUCTION YET? YES NO

HAVE YOU HAD ANY PROBLEM UNDERSTANDING THE MANUAL? WHERE? YES NO

WERE THE COMPONENTS OF REASONABLE QUALITY? WHAT WASN'T? YES NO

HAVE YOU COMPLETED THE CONSTRUCTION YET? YES NO

HAVE YOU TESTED THE INTERFACE YET? YES NO

WHAT IS THE MAKE AND MODEL OF YOUR RECORDER?

HAVE YOU ENCOUNTERED ANY PROBLEMS? WHAT? YES NO

IF THERE WERE PROBLEMS, ARE THEY FIXED? IN WHAT WAY? YES NO

HAVE YOU FOUND ANY OF THE ADJUSTMENTS CRITICAL? WHICH? YES NO

ARE YOU DISATISFIED IN ANY WAY WITH THE UNIT? HOW? YES NO

DO YOU HAVE ANY SUGGESTIONS FOR IMPROVEMENT OF THE DESIGN YES NO

WHAT DO YOU FEEL IS THE MAJOR DISADVANTAGE OF THIS UNIT?

HAVE YOU DEVELOPED ANY SOFTWARE OR HARDWARE RELATIVE TO THE
INTERFACE THAT MIGHT BE OF USE TO OTHER PEOPLE? WHAT?

HAVE YOU TRIED PACKING DENSITIES HIGHER THAN THE STANDARD
800 BITS/INCH? WHAT DENSITY? WITH WHAT RESULTS?

WHAT IS YOUR NAME, ADDRESS, AND PHONE NUMBER?

DO YOU MIND IF I GIVE OUT YOUR NAME TO OTHER CASSETTE USERS?

PLEASE USE THIS SPACE, AND THE REVERSE SIDE, IF NECESSARY, TO
MAKE ANY COMMENTS ON THE INTERFACE THAT MAY BE HELPFUL.

SINCERELY,

Donald E. Tarbell

DONALD E. TARBELL
144 MIRALESTE DRIVE #106
MIRALESTE, CALIF. 90732

TARBELL MODE TAPES

P.T. SOFTWARE#1 : BLOCK LENGTH 1000H
 STARTING ADDRESS 0000H
 NEEDS A 1024 BYTE BLOCK OF MEMORY @ 1000H
 WHEN USED AS ASSEMBLER , BE SURE TO INCLUDE IN THE PROGRAM THE LINES

PSW	EQU	6
SP	EQU	6

IMSAI 8K BASIC : BLOCK LENGTH 2000H
 STARTING ADDRESS 0000H
 I/O SETUP IMSAI THESE TAPES

STATUS PORT	3	0
DATA PORT	2	1
TBE	BIT 7	BIT 7
RDA	BIT 1	BIT 0

IMSAI : BITS ACTIVE HIGH THESE TAPES : BITS ACTIVE LOW
 THE TAPES SUPPLIED ARE ON THE OLD MITS STANDARD .
 TO CONVERT TO THE IMSAI SUBSTITUTE AS FOLLOWS:

ADDRESS	IMSAI	THESE
004A	03	00
004E	03	00
00A7	03	00
00A9	02	01
00AA	C2	CA
18F6	03	00
18F8	02	01
18F9	CA	C2
1929	03	00
192A	1F	07
192B	D2	DA
1930	02	01
1A0F	03	00
1A11	02	01
1A12	C8	C0
1A14	02	01

IMSAI ASSEMBLER , EDITOR AND MONITOR
 IMSAI SOFTWARE DEVELOPMENT PACKAGE
 AS IMSAI CONFIGURED SOFTWARE

AND
 ARE PRESENT ON THE TAPES

BASIC PROGRAMS:
 12K PROGRAMS RUN ON MITS 12K VERSION 3.2
 8K CHESS RUNS ON MITS 8K V 3.2
 CHECKERS RUNS ON MITS 8K V 3.1.

ALL ARE LOADED IN VIA THE CLOAD COMMAND. TO MODIFY YOUR MITS BASIC ,
 CONSULT YOUR TARBELL MANUAL FOR THE PATCHES .
 A>

TARBELL ELECTRONICS
20620 S. Leapwood Ave., Suite P
Carson, California 90746
(213) 538-4251

INSTRUCTIONS FOR CASSETTE READ-ONLY MEMORY PROGRAM 1 (ROMP1)
AUG 12, 1976

THIS PROGRAM, WHICH WILL RUN IN EITHER READ-ONLY OR READ-WRITE
MEMORY, ALLOWS THE USER TO PERFORM THE 6 FUNCTIONS LISTED BELOW:

LETTER	EXAMPLE	DESCRIPTION
E	E3000	EXECUTE PROGRAM AT 3000 (HEX).
C	C100020E7	CHECK CHECKSUM OF CASSETTE RECORD.
S	S	GENERATE SYNC STREAM.
O	O20000000	OUTPUT RECORD OF LENGTH 2000, STARTING AT 0000.
I	I10003000	INPUT RECORD OF LENGTH 1000, STARTING AT 3000.
L	L47DF1257	LOAD AND EXECUTE, LENGTH 47DF, STARTING AT 1257.

HAVE THE CASSETTE RECORDER RUNNING BEFORE TYPING THE LAST
CHARACTER OF THE C, O, I, OR L COMMANDS, SINCE THE LAST
CHARACTER IS WHAT STARTS THE TRANSFER GOING. IF AN E IS
PRINTED AFTER THE TRANSFER IS MADE ON A C, I, OR L COMMAND,
THIS INDICATES AN ERROR HAS BEEN DETECTED. OTHERWISE, THE C,
OR I WILL BE PRINTED AFTER THE TRANSFER. IN THE CASE OF THE
L COMMAND, IF THERE ARE NO ERRORS, THE PROGRAM WILL AUTOMATICALLY
START EXECUTING AT THE STARTING ADDRESS SPECIFIED IN THE COMMAND.

THE SECOND AND THIRD BYTES OF THIS PROGRAM SPECIFY WHERE THE
STACK IS LOCATED, AND SHOULD BE THE TOP OF SOME RANDOM-ACCESS
MEMORY (NOT READ-ONLY MEMORY) WHICH IS NOT USED FOR OTHER THINGS.
THE STACK WILL THEN EXPAND DOWN FOR ABOUT 8 OR 10 BYTES FROM
THIS ADDRESS.

ASSM FF00 E400

FF00		0005	*	
FF00		0010	*** READ-ONLY MEMORY PROGRAM ***	
FF00		0015	*	
FF00	31 00 EC	0020	START LXI SP,0E00H	SET STACK PTR.
FF03	3E 0D	0034	MVI A,0DH	PRINT CR, LF.
FF05	CD 58 FF	0036	CALL PTCN	
FF08	3E 0A	0038	MVI A,0AH	
FF0A	CD 58 FF	0040	CALL PTCN	ON CONSOLE.
FF0D	3E 3F	0042	MVI A,'?'	PRINT "?"
FF0F	CD 58 FF	0043	CALL PTCN	ON CONSOLE.
FF12	CD 64 FF	0050	CALL RDCN	READ KEYBOARD.
FF15	FE 45	0060	CPI 'E'	IF E,
FF17	CC 36 FF	0070	CZ EXEC	EXECUTE A PROGRAM.
FF1A	FE 43	0080	CPI 'C'	IF C,
FF1C	CC B0 FF	0090	CZ CINR	GO TO INPUT ROUTINE.
FF1F	FE 53	0100	CPI 'S'	IF S,
FF21	CC 73 FF	0110	CZ CSYNC	GO TO SYNC GEN.
FF24	FE 4F	0120	CPI '0'	IF 0,
FF26	CA 7B FF	0130	JZ COUTR	GO TO CASS OUT.
FF29	FE 49	0140	CPI 'I'	IF I,
FF2B	CC B0 FF	0150	CZ CINR	GO TO CASS IN.
FF2E	FE 4C	0160	CPI 'L'	IF L,
FF30	CC B0 FF	0170	CZ CINR	DO A LOAD & GO.
FF33	C3 00 FF	0200	JMP START	START OVER.
FF36		6000	*	
FF36		6010	*** EXECUTE THE PROGRAM AT THE ADDRESS ***	
FF36		6020	*	
FF36	CD 3A FF	6030	EXEC CALL AHXX	READ ADDRESS FROM KB.
FF39	E9	6040	PCHL	JUMP TO IT.
FF3A		7000	*	
FF3A		7002	*** CONVERT UP TO 4 HEX DIGITS TO BINARY *	
FF3A		7004	*	
FF3A	21 00 00	7005	AHXX LXI H,0	GET A 16-BIT ZERO.
FF3D	0E 04	7008	MVI C,4	COUNT OF 4 DIGITS.
FF3F	CD 64 FF	7009	AHE1 CALL RDCN	READ A BYTE.
FF42	29	7010	DAD H	SHIFT 4 LEFT.
FF43	29	7012	DAD H	
FF44	29	7014	DAD H	
FF45	29	7016	DAD H	
FF46	CD 50 FF	7018	CALL AHX1	CONVERT TO BINARY.
FF49	85	7020	ADD L	
FF4A	6F	7022	MOV L,A	
FF4B	0D	7024	DCR C	4 DIGITS?
FF4C	C2 3F FF	7026	JNZ AHE1	KEEP READING.
FF4F	C9	7028	RET	RETURN FROM AHXX.
FF50		7100	*	
FF50		7102	*** CONVERT AN ASCII DIGIT TO HEX ***	
FF50		7104	*	
FF50	D6 30	7106	AHX1 SUI 48	ASCII BIAS.
FF52	FE 0A	7108	CPI 10	DIGIT 0-10
FF54	D8	7110	RC	
FF55	D6 07	7112	SUI 7	ALPHA BIAS.
FF57	C9	7114	RET	RETURN FROM AHX1.
FF58		8000	*	
FF58		8002	*** PRINT REGISTER A ON CONSOLE ***	

FF58		8004 *		
FF58	F5	8006	PTCN PUSH PSW	SAVE REG A.
FF59	DB 00	8008	PTLØP IN CØNC	READ PRINTER STATUS
FF5B	E6 80	8010	ANI 80H	IF BIT 7 NOT 0,
FF5D	C2 59 FF	8012	JNZ PTLØP	WAIT TILL IT IS.
FF60	F1	8014	PØP PSW	THEN RECOVER A,
FF61	D3 01	8016	ØUT CØND	AND PRINT IT.
FF63	C9	8018	RET	RETURN FROM PTCN.
FF64		8100 *		
FF64		8102	*** READ FROM CONSOLE TO REGISTER A ***	
FF64		8104 *		
FF64	DB 00	8106	RDCN IN CØNC	READ KEYBOARD STATE
FF66	E6 01	8108	ANI 1	IF BIT 1 NOT 0,
FF68	C2 64 FF	8110	JNZ RDCN	REPEAT UNTIL IT IS.
FF6B	DB 01	8112	IN CØND	READ FROM KEYBOARD.
FF6D	E6 7F	8114	ANI 7FH	STRIP ØFF MSB.
FF6F	CD 5Ø FF	8115	CALL PTCN	ECHO ØNTØ PRINTER.
FF72	C9	8116	RET	RETURN FROM RDCN.
FF73		8118	CØNC EQU 0	CONSOLE STATUS PORT
FF73		8120	CØND EQU 1	CONSOLE DATA PORT.
FF73		9100 *		
FF73		9102	*** SYNC CODE GENERATOR PROGRAM ***	
FF73		9103 *		
FF73	3E E6	9104	CSYNC MVI A,ØE6H	WRITE SYNC BYTE
FF75	CD A4 FF	9106	CALL CØUT	ØNTØ CASSETTE.
FF78	C3 73 FF	9108	JMP CSYNC	KEEP DØING IT.
FF7E		9200 *		
FF7E		9202	*** CASSETTE INTERFACE OUTPUT ROUTINE ***	
FF7E		9204 *		
FF7E	CD 3A FF	9206	CØUTR CALL AHØX	READ BLOCØ LENGTH.
FF7E	EB	9210	XØHG	PUT INTO D,E.
FF7F	CD 3A FF	9212	CALL AHØX	READ STARTING ADR.
FF82	Ø6 ØØ	9216	MVI B,Ø	START CHECKSUM = 0.
FF84	CD A4 FF	9220	CALL CØUT	START BYTE ØUT.
FF87	3E E6	9222	MVI A,ØE6H	SEND SYNC BYTE
FF89	CD A4 FF	9224	CALL CØUT	TO CASSETTE.
FF8C	7E	9226	CØLØP MØV A,M	GET DATA FROM MEMØX
FF8D	CD A4 FF	9228	CALL CØUT	SEND TO CASSETTE.
FF90	80	9230	ADD B	ADD TO CHECKSUM.
FF91	47	9232	MØV B,A	
FF92	23	9234	INX H	INCREMENT PØINTER.
FF93	1B	9236	DCX D	DECREMENT CØUNTER.
FF94	97	9238	SUB A	CLEAR A.
FF95	3A	9240	CMP D	IF D NOT = 0,
FF96	C2 8C FF	9242	JNZ CØLØP	REPEAT LØØP.
FF99	BB	9244	CMP E	IF E NOT = 0,
FF9A	C2 8C FF	9246	JNZ CØLØP	REPEAT LØØP.
FF9D	76	9248	MØV A,B	GET CHECKSUM.
FF9E	CD A4 FF	9250	CALL CØUT	ØUTPUT IT.
FFA1	C3 ØØ FF	9252	JMP START	GET ANØTHER CØMMAND
FFA4	F5	9254	CØUT PUSH PSW	SAVE A AND FLAGS.
FFA5	DB 6E	9256	CLØP IN CASC	READ CASSETTE STATØ
FFA7	E6 20	9258	ANI 20H	LØØK AT BIT 5.
FFA9	C2 A5 FF	9260	JNZ CLØP	TRY AGAIN?
FFAC	F1	9262	PØP PSW	RESTØRE A.
FFAD	D3 6F	9263	ØUT CASD	SEND DATA TO CASSETTE.
FFAF	C9	9264	RET	RETURN FROM CØUT.
FFB0		9300 *		
FFB0		9302	*** CASSETTE INPUT ROUTINE ***	
FFB0		9304 *		
FFB0	F5	9310	CINR PUSH PSW	SAVE CØNTRØL CHAR.
FFB1	3E 10	9320	MVI A,10H	USE BIT 4 IN REG A
FFB3	D3 6E	9330	ØUT CASC	TO RESET CASS INT.
FFB5	CD 3A FF	9340	CALL AHØX	READ BLOCØ LENGTH.
FFB8	EB	9350	XØHG	PUT INTO D,E.
FFB9	CD 3A FF	9360	CALL AHØX	READ STARTING ADDRESS.

FFBC F1	9365	PØP PSW	GET CØNTRØL CHAR.
FFBD E5	9370	PUSH H	SAVE STARTING ADDRESS
FFBE F5	9375	PUSH PSW	UNDER CØNTRØL CHAR.
FFBF 06 00	9380	MVI B,0	SET CHECKSUM = 0.
FFC1 CD F2 FF	9390 CILØP	CALL CIN	READ A BYTE FRØM CASS.
FFC4 4F	9400	MØV C,A	SAVE IT IN REG C.
FFC5 F1	9410	PØP PSW	GET CØNTRØL CHAR.
FFC6 F5	9420	PUSH PSW	SAVE IT BACK.
FFC7 FE 43	9430	CPI 'C'	IS IT A C?
FFC9 79	9440	MØV A,C	GET BACK DATA BYTE.
FFCA CA 0E FF	9450	JZ CINØ	IF C, DØN'T STØRE IT.
FFCD 77	9460	MØV M,A	IF NØT, DØ STØRE IT.
FFCE 80	9470 CINØ	ADD B	ADD TØ CHECKSUM.
FFCF 47	9480	MØV B,A	
FFD0 23	9490	INX H	INCREMENT PØINTER.
FFD1 1B	9500	DCX D	DECREMENT CØUNTER.
FFD2 97	9510	SUB A	CLEAR A.
FFD3 BA	9520	CMP D	IF D NØT = 0,
FFD4 C2 C1 FF	9530	JNZ CILØP	READ MØRE.
FFD7 BB	9540	CMP E	IF E NØT = 0,
FFD8 C2 C1 FF	9550	JNZ CILØP	READ MØRE.
FFDB CD F2 FF	9560	CALL CIN	READ LAST BYTE.
FFDE B8	9570	CMP B	CØMPARE TØ CHECKSUM.
FFDF 3E 45	9580	MVI A,'E'	PRINT E FØR ERRØR.
FFE1 C2 EC FF	9590	JNZ CERR	PRINT NØW IF ERRØR.
FFE4 F1	9600	PØP PSW	RECØVER CTL CHAR.
FFE5 FE 4C	9610	CPI 'L'	IF IT'S NØT L,
FFE7 C2 EC FF	9620	JNZ CERR	DØN'T EXECUTE.
FFEA E1	9630	PØP H	ØTHERWISE, EXECUTE
FFEB E9	9640	PCHL	AT STARTING ADDRESS.
FFEC CD 58 FF	9660 CERR	CALL PTCN	PRINT C,E, ØR I.
FFEF C3 00 FF	9690	JMP START	
FFF2 DB 6E	9700 CIN	IN CASC	READ STATUS.
FFF4 E6 10	9710	ANI 10H	LØØK AT BIT 4.
FFF6 C2 F2 FF	9720	JNZ CIN	WAIT UNTIL LØW.
FFF9 DB 6F	9730	IN CASD	READ DATA FRØM CASS.
FFFB C9	9740	RET	RETURN FRØM CIN.
FFFC	9996 CASD	EQU 6FH	CASSETTE DATA PØRT.
FFFC	9997 CASC	EQU 6EH	CASSETTE STATUS PØRT.
FFFC	9998 PSW	EQU 6	
FFFC	9999 SP	EQU 6	
?			