

- (1) Receive buffer get point
The address of the next data to be gotten from the receive buffer
- (3) Receive buffer put point
The receive buffer address into which the next data is to be put
- (4) Receive buffer address
The receive buffer starting address
- (5) Receive buffer size
The receive buffer size

Notes:

XON/XOFF control specification is invalid when the receive buffer size is smaller than 16 bytes.

SI/SO control must be specified when sending 8-bit data in the 7-bit code mode. Codes 0EH and 0FH cannot be transferred when SI/SO control is specified. This means that binary data cannot be sent nor received. See Section 5.2, "Serial Interfaces" for details.

XON/XOFF control must be specified when the transmission speed of the sender is greater than the processing speed of the receiver. This synchronizes the operations of the sender and receiver. Codes 11H and 13H cannot be transferred when XON/XOFF control is specified. Therefore, no binary data can be sent or received. See Section 5.2, "Serial Interfaces" for details.

(23-2) RSIOX CLOSE

Function: Closes the currently open interface.

Entry parameter: B = 20H

Return parameter: None.

Explanation:

RSIOX CLOSE disables serial interface receive interrupts and performs the close processing.

Note:

When a WBOOT is executed, the system automatically closes the serial interface.

(23-3) RSIOX INSTS

Function: Indicates whether received data is present in the receive buffer.

Entry parameter: B = 30H

HL = Starting address of the field for storing 9-byte return information

Return parameter: Z flag = 1: Normal termination

A = 0FFH: Received data present

= 00H: No received data present

BC = Number of received data bytes in the buffer

HL = The address specified on entry. The nine bytes starting at this address contain the return information described earlier (see RSIOX OPEN).

Z flag = 0: Abnormal termination
A = 03H: The interface is not open.

Explanation:

RSIOX INSTS checks whether or not received data is present in the receive buffer and places the result in the return information block.

XON or XOFF codes in the XON/XOFF mode and SI and SO codes in the SI/SO mode are excluded from the received byte count.

(23-4) RSIOX OUTST

Function: Checks whether the interface is enabled for transmission.

Entry parameter: B = 40H
HL = Starting address of the field for storing 9-byte return information

Return parameter: Z flag = 1: Normal termination
A = 00H: Transmission disabled
= 0FFH: Transmission enabled
HL = The address specified on entry. The nine bytes starting at this address contain the return information described earlier (see RSIOX OPEN).

Z flag = 0: Abnormal termination
A = 03H: The interface is not open.

Explanation:

RSIOX OUTST determines whether the interface is enabled or disabled for transmission by checking TxRDY. The interface is disabled for transmission if an XON is received when XON/XOFF control is specified.

RSIOX OUTST places the current transmission status to the return information block.

(23-5) RSIOX GET

Function: Gets one data byte from the receive buffer.

Entry parameter: B = 50H
HL = Starting address of the field for storing 9-byte return information

Return parameter: Z flag = 1: Normal termination
A = Received data
HL = The address specified on entry. The nine bytes starting at this address contain the return information described earlier (see RSIOX OPEN).

Z flag = 0: Abnormal termination
A = 03H: The interface is not open.
= 04H: CTRL/STOP is pressed.
= 05H: A receive buffer overflow occurred.

Explanation:

RSIOX GET gets one byte of received data from the receive buffer and loads it into the A register. If no data is present, RSIOX GET waits until a byte is received.

Any power-off or alarm/wake interrupts occurring during execution of RSIOX GET are processed. After processing an interrupt, RSIOX GET resumes processing at the point where the interrupt occurred.

(23-6) RSIOX PUT

Function: Transfers one data byte to the interface.

Entry parameter: B = 60H

C = Send data

HL = Starting address of the field for storing
9-byte return information

Return parameter: Z flag = 1: Normal termination

HL = The address specified on entry. The nine bytes starting at this address contain the return information described earlier (see RSIOX OPEN).

Z flag = 0: Abnormal termination

A = 03H: The interface is not open.

= 04H: CTRL/STOP is pressed.

Explanation:

RSIOX PUT checks whether the interface is ready for transmission and, if it is, sends the given data to the interface.

RSIOX PUT determines whether the interface is ready in the same way as RSIOX OUTST. If the interface is not ready, RSIOX PUT waits until it is ready.

If the CTRL/STOP key is pressed while RSIOX PUT is waiting for the interface to get ready, RSIOX PUT returns control to the calling program with 04H in the A register.

Any power-off or alarm/wake interrupts occurring during execution of the RSIOX PUT routine are serviced. After the completion of the interrupt processing, the RSIOX PUT processing resumes at the point where the interrupt occurred.

(23-7) RSIOX CTLIN

Function: Reads the state of a given control line.

Entry parameter: B = 70H

Return parameter: Z flag = 1: Normal termination

A = Control line state

Z flag = 0: Abnormal termination

A = 03H: The interface is not open.

Explanation:

The format of the control line status parameter is shown below:

Bit	Description
7	DSR (Data Set Ready) state = 0: Active = 1: Not active
6	Not used
5	CTS (Clear To Send) state = 0: Not active = 1: Active
4	Not used.
3	CD (Carrier Detect) state = 0: Not active = 1: Active
2 - 0	Not used

Both CTS and CD are valid only in the RS-232C mode. DSR is valid in RS-232C or SIO mode. In SIO mode, however, the SIN line is used instead of the DSR line.

(23-8) RSIOX SETCTL

Function: Sets the given control line to the specified state.

Entry parameter: B = 80H
A = Control line state (described below)

Return parameter: Z flag = 1: Normal termination
Z flag = 0: Abnormal termination
A = 03H: The interface is not open.

Explanation:

The format of the control line status parameter is shown below:

Bit	Description
7 - 2	Not used (must be 0).
1	RTS (Request To Send) state = 0: Not active = 1: Active
0	DTR (Data Transmit Ready) state = 0: Not active = 1: Active

Both RTS are valid only in the RS-232C mode. DTR is valid in RS-232C or SIO mode. In SIO mode, however, the SIN line is used instead of the DTR line.

RSIOX SETCTL is used to reset the control line state that was specified when the interface was opened.

(23-9) RSIOX ERSTS

Function: Reads the error status of the interface and clears the error flags.

Entry parameter: B = 90H

Return parameter: Z flag = 1: Normal termination
 A = Error status (described below)
 Z flag = 0: Abnormal termination
 A = 03H: The interface is not open.

Explanation:

The format of the control line status parameter is shown below:

Bit	Description
7	DSR (Data Set Ready) state = 0: Active = 1: Not active
6	Framing error state = 0: No framing error occurred. = 1: Framing error occurred.
5	Receive overrun error state = 0: No receive overrun error occurred. = 1: Receive overrun error occurred.
4	Parity error state = 0: No parity error occurred. = 1: Parity error occurred.
3	CD (Carrier Detect) state = 0: Not active = 1: Active
2	Receive buffer overflow error state = 0: No receive buffer overflow error occurred. = 1: Receive buffer overflow error occurred.
1, 0	Not used

RSIOX ERSTS returns the same status information for the CD and DSR lines regardless of the type of the device.

RSIOX ERSTS clears all error states after reading the current error states.

Note:

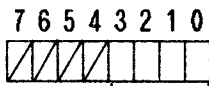
Once a receive buffer overflow error occurs, any subsequent bytes received until a byte is read from the receive buffer by the RSIOX GET routine are discarded.

(23-10) RSIOX SENS

Function: Returns the serial interface in use.

Entry parameter: B = 0F0H

Return parameter: A = Current serial interface



Bits 0~3 identifies the current device.

- = 0H : RS-232C
- = 1H : SIO
- = 2H : RS-232C input, SIO output
- = 3H : Cartridge SIO
- = 0FH : Not used

Explanation:

RSIOX SENS checks and indicate in the A register the serial interface that is currently being used.

 BIOS CALL SAMPLE PROGRAM

NOTE :

<> assemble condition <>

.Z80

<> loading address <>

.PHASE 100H

<> constant values <>

EB03	WBOOT	EQU	0EB03H	:	WBOOT BIOS entry address
EB06	CONST	EQU	WBOOT +03H	:	CONST BIOS entry address
EB09	CONIN	EQU	WBOOT +06H	:	CONIN BIOS entry address
EB0C	CONOUT	EQU	WBOOT +09H	:	CONOUT BIOS entry address
EB54	RSIOX	EQU	WBOOT +51H	:	RSIOX BIOS entry address
EB69	CALLX	EQU	WBOOT +66H	:	CALLX BIOS entry address
0010	RSOPN	EQU	10H	:	RS232C OPEN function
0020	RSCLS	EQU	20H	:	CLOSE function
0030	RSIST	EQU	30H	:	INPUT STATUS function
0040	RSOST	EQU	40H	:	OUTPUT STATUS function
0050	RSGET	EQU	50H	:	GET function
0060	RSPUT	EQU	60H	:	PUT function
0090	RSERR	EQU	90H	:	ERROR STATUS function
EF31	SRSADR	EQU	0EF31H	:	System serial parameter.
F52F	DISBNK	EQU	0F52EH	:	Destination bank area
0000	HELP	EQU	00H	:	HELP code
000D	CR	EQU	0DH	:	Carriage return code
000A	LF	EQU	0AH	:	Line feed code
001B	ESC	EQU	1BH	:	Escape code
0009	TAB	EQU	09H	:	Tab code
003C	XUSRSCRN	EQU	003CH	:	Change to system screen.
003F	XYSSCRN	EQU	003FH	:	Change to user screen.

 MAIN PROGRAM

0100	START:	LD	SP,1000H	:	Set stack pointer.
0100	31 1000				
0103	21 EF31	LD	HL,SRSADR	:	Copy open parameter from system area.
0106	11 02DB	LD	DE,OPNPRM	:	Application parameter area.
0109	01 0009	LD	BC,9	:	Parameter number.
010C	ED B0	LDIR		:	Copy.
010E	21 02DB	LD	HL,OPNPRM	:	Open parameter.
0111	06 10	LD	B,RSOPN	:	RS232C open function.
0113	CD EB54	CALL	RSIOX	:	OPEN.
0116	B7	OR	A	:	Error return?
0117	C2 EB03	JP	NZ,WBOOT	:	Yes. then WBOOT.
011A	KEYCHK:	CALL	CONST	:	Get key inputted status.
011A	CD EB06	INC	A	:	Input any key?
011D	3C	CALL	Z,PUT	:	Yes, then put the data.
011E	CC 0137				
0121	21 02DB	LD	HL,OPNPRM	:	Get input status.
0124	06 30	LD	B,RSIST	:	Input status function.
0126	CD EB54	CALL	RSIOX	:	Get input status.
0129	3C	INC	A	:	If there is receiving data,
012A	CC 0169	CALL	Z,GET	:	then get the data
012D	18 EB	JR	KEYCHK	:	Loop.
012F	PEND:	LD	B,RSCLS	:	Close RSIOX
012F	06 20	CALL	RSIOX	:	
0131	CD EB54	CALL	RSIOX	:	
0134	C3 EB03	JP	WBOOT	:	Program end.

 PUT INPUTED DATA TO RS232C

NOTE :

<> entry parameter <>
 NON
 <> return parameter <>
 NON
 <> preserved registers <>
 NON

CAUTION :

If inputted data is BREAK key, this program ends.
 If inputted data is HELP key, put from '0' to '9' to RS232C.

0137	PUT:	CALL	CONIN	:	Get inputted data.
0137	CD EB09	LD	C,A	:	
013A	4F	CP	03H	:	If inputted key is BREAK,
013B	FE 03	JP	Z,WBOOT	:	then end of program.
013D	CA EB03				
0140	FE 00	CP	HELP	:	If inputted key is HELP,
0142	CA 0169	JP	Z,SEND	:	then send '0' to '9'.
0145	C5	PUSH	BC	:	Save input key code.

0146 C5
 0147 FE OD
 0149 OE OA
 014B CC EB0C
 014E C1
 014F CD EB0C
 0152 06 90
 0154 CD EB54
 0157 E6 74
 0159 C4 01CF
 015C C1
 015D 21 02DB
 0160 06 60
 0162 CD EB54
 0165 C4 01CF
 0168 C9

PUSH BC : Save input key code.
 CP CR : If inputted key is RETURN,
 LD C,LF : then LF console out.
 CALL Z,CONOUT
 POP BC : Restore input key code.
 CALL CONOUT : Console out inputting data.
 LD B,RSERR : Get error status.
 CALL RSIOX
 AND 01110100B : If error is happened.
 CALL NZ,RGSDSP : then display the error status.
 POP BC : Restore the input key code.
 LD HL,OPNPRM : Put inputting data to RS232C.
 LD B,RSPUT : Put function code.
 CALL RSIOX : Put data.
 CALL NZ,RGSDSP : If error return, then display error.
 RET

 SEND '0' TO '9'

NOTE :

<> entry parameter <>
 NON
 <> return parameter <>
 NON
 <> preserved registers <>
 NON

CAUTION :

If HELP key is pressed, then return.

0169
 0169 OE 30
 016B
 016B C5
 016C 21 02DB
 016F 06 60
 0171 CD EB54
 0174 C1
 0175 0C
 0176 3E 3A
 0178 B9
 0179 20 F0
 017B CD EB06
 017E B7
 017F 2E E6
 0181 CD EB09
 0184 FE 00
 0186 20 E1
 0188 C9

SEND: LD C,'0' : Start character code.
 SEND10: PUSH BC : Save send data.
 LD HL,OPNPRM : Put data to RS232C.
 LD B,RSPUT : Put function.
 CALL RSIOX : Put.
 POP BC : Restore send data.
 INC C : Send data update.
 LD A,'9'+1 : Send '0' to '9'
 CP C
 JR NZ,SEND10 : No.
 CALL CONST : Check input status.
 OR A : No key is pressed?
 JR Z,SEND : Yes.
 CALL CONIN : Get pressed key code.
 CP HELP : HELP key is pressed?
 JR NZ,SEND : No.
 RET

 GET RECEIVED DATA

NOTE :

<> entry parameter <>
 NON
 <> return parameter <>
 NON
 <> preserved registers <>
 NON

CAUTION :

0189
 0189 06 90
 018B CD EB54
 018E E6 74
 0190 C4 01CF
 0193 21 02DB
 0196 06 50
 0198 CD EB54
 019B C4 01CF
 019E 4F
 019F CD 01A9
 01A2 CD EB0C
 01A5 CD 01B6
 01A8 C9

GET: LD B,RSERR : Check error status.
 CALL RSIOX : Get error status.
 AND 01110100B : Error is happened?
 CALL NZ,RGSDSP : Yes, then display error.
 LD HL,OPNPRM : Get received data.
 LD B,RSGET : Get function code.
 CALL RSIOX : Get.
 CALL NZ,RGSDSP : If error, then display error.
 LD C,A : Console out received data.
 CALL RVSON : Reverse on.
 CALL CONOUT : Display received data.
 CALL RVSOFF : Reverse off.
 RET

 REVERSE MODE ON

E :

<> entry parameter <>
 NON
 <> return parameter <>
 NON
 <> preserved registers <>
 BC

CAUTION :

01A9
 01A9 C5
 01AA OE 1B
 01AC CD EB0C

RVSON: PUSH BC : Save BC register.
 LD C,ESC : Reverse on command.
 CALL CONOUT : ESC + '0'

01AF 0E 30
01B1 CD EBOC
01B4 C1
01B5 C9

LD C,'0'
CALL CONOUT
POP BC
RET Restore BC register.

REVERSE MODE OFF

NOTE :
<> entry parameter <>
NON
<> return parameter <>
NON
<> preserved registers <>
BC

CAUTION :

01B6
01B6 C5
01B7 0E 1B
01B9 CD EBOC
01BC 0E 31
01BE CD EBOC
01C1 C1
01C2 C9

RVSOFF:
PUSH BC : Save BC register
LD C,ESC : Reverse off command
CALL CONOUT : ESC + '1'
LD C,'1'
CALL CONOUT
POP BC : Restore BC register.
RET

DISPLAY MESSAGE UNTIL FIND 0

NOTE :
<> entry parameter <>
HL : Message data top address.
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION :

01C3
01C3 7E
01C4 B7
01C5 C8

MSGDSP:
LD A,(HL) : Get display data.
OR A : Data is end code?
RET Z : Yes.

01C6 4F
01C7 E5
01C8 CD EBOC
01CB E1
01CC 23
01CD 18 F4

LD C,A
PUSH HL : Save data address.
CALL CONOUT : Console out the data.
POP HL : Restore data address.
INC HL : Data address update.
JR MSGDSP : Loop.

DISPLAY REGISTERS

NOTE :
<> entry parameter <>
NON
<> return parameter <>
NON
<> preserved registers <>
All registers

CAUTION :

01CF
01CF F5
01D0 C5
01D1 D5
01D2 E5

RGSDSP:
PUSH AF : Save all registers.
PUSH BC
PUSH DE
PUSH HL

01D3 F5
01D4 C5
01D5 D5
01D6 E5

PUSH AF : Save display registers
PUSH BC
PUSH DE
PUSH HL

01D7 DD 21 003F
01DB 3E FF
01DD 32 F52E
01E0 CD EB69

LD IX,XYSSCRN : Change to system screen.
LD A,OFFH : Set system bank.
LD (DISBNK),A
CALL CALLX : Call OS jump table.

01E3 0E 0C
01E5 CD EBOC

LD C,0CH : Clear screen & home
CALL CONOUT

01E8 21 0286
01EB C1
01EC CD 024C
01EF 21 0291
01F2 C1
01F3 CD 024C
01F6 21 029D
01F9 C1
01FA CD 024C
01FD 21 02A6
0200 C1
0201 CD 024C

LD HL,HLDSP : HL register display.
POP BC : HL register data.
CALL BINASC : Convert binary to ASCII.
LD HL,DEDSP : DE register display.
POP BC : DE register data.
CALL BINASC : Convert binary to ASCII.
LD HL,BCDSP : BC register display.
POP BC : BC register data.
CALL BINASC : Convert binary to ASCII.
LD HL,AFDSP : AF register display.
POP BC : AF register data.
CALL BINASC : Convert binary to ASCII.

```

0204 21 02AE LD HL,DTDSP ; Return information area display.
0207 ED 5B 02DB LD DE,(OPNPRM)
020B CD 024A CALL BINASCO
020E ED 5B 02DD LD DE,(OPNPRM+2)
0212 CD 024A CALL BINASCO
0215 ED 5B 02DF LD DE,(OPNPRM+4)
0219 CD 024A CALL BINASCO
021C ED 5B 02E1 LD DE,(OPNPRM+6)
0220 CD 024A CALL BINASCO
0223 ED 5B 02E3 LD DE,(OPNPRM+8)
0227 16 00 LD D,0
0229 CD 024A CALL BINASCO

022C 21 026B LD HL,RGSMG ; Message display.
022F CD 01C3 CALL MSGDSP
0232
RETRY: CALL CONIN ; Key input.
CP HELP ; HELP key?
JR NZ,RETRY ; No.

0239
DSPEND: LD IX,XUSRSCRN ; Change to user screen.
LD A,OFFH ; OS bank
LD (DISBNK),A
CALL CALLX

0245 E1 POP HL ; Restore registers.
0246 D1 POP DE
0247 C1 POP BC
0248 F1 POP AF
0249 C9 RET

*****
CHANGE BINARY TO ASCII
*****

NOTE :
<> entry parameter <>
BC : Binary data.
HL : ASCII data setting address.
<> return parameter <>
HL : HL + 2
preserved registers <>
NON

CAUTION :

024A BINASCO: LD B,E ; E --> B
024A 43 LD C,D ; D --> C
024B 4A

024C BINASC: LD A,B ; Change B register.
024C 78 CALL BIN10 ; Convert.
024D CD 0251 LD A,C ; Change C register.
0250 79

0251 BIN10: PUSH AF ; Save binary data.
0251 F5 RRA ; Shift 4 bit.
0252 1F RRA
0253 1F RRA
0254 1F RRA
0255 1F RRA
0256 CD 025A CALL CONV00 ; Binary --> ASCII
0259 F1 POP AF ; Restore binary data.

025A CONV00: AND 0FH ; LSB 4 bit.
025A E6 CP 10 ; 0 -- 9 ?
025C FE 0A JR C,CONV20 ; Yes.
025E 38 06 SUB 9 ; Change 'A' to 'F'.
0260 D8 09 OR 0100000B
0262 F6 40 JR CONV25
0264 18 02

0266 CONV20: OR 0011000B ; Change '0' to '9'.
0266 F6 30
0268 CONV25: LD (HL),A ; Set converted data to (hl)
0268 77 INC HL ; Pointer update.
0269 23 RET
026A C9

*****
MESSAGE DATA
*****

026B RGSMG: DB CR,LF
026B 0D 0A DB 'Parameter display',CR,LF
026D 50 61 72 61
0271 6D 65 74 65
0275 72 20 64 69
0279 73 70 6C 61
027D 79 0D 0A
0280 48 4C 20 2D
0284 2D 20
0286
0286 HLDSP: DS 4
028A 09 DE TAB
028B 44 45 20 2D DE 'DE -- '
028F 2D 20
0291
DEDSP: DS 4
0291 0D 0A DE CR,LF
0295 42 43 20 2D DE 'BC -- '
0297 2D 20
029B
BCDSP: DS 4
029D 09 DE TAB
02A1 41 46 20 2D DE 'AF -- '
02A2

```

02A6 2D 20
02A8
02A8
02AC 0D 0A
02AE
02AE
02C2 0D 0A
02C4 50 72 65 73
02C8 73 20 48 45
02CC 4C 50 20 74
02D0 6F 20 63 6F
02D4 6E 74 69 6E
02D8 75 65
02DA 00

AFDSP: DS 4
DB CR,LF
DTDSP: DS 20
DB CR,LF
DB 'Press HELP to continue'

DB 0

.....
WORK AREA
.....

02DB
02DB

OPNPRM: DS 9 ; RSIOX open parameter area
END

(24) MASKI

Function: Sets an interrupt mask or checks the current mask status.

Entry address: WBOOT + 57H or 0EB5AH

Entry parameter: B = Interrupt mask data
C = 7508 interrupt mask data (described later)

Return parameter: B = Old interrupt mask status
C = Old 7508 interrupt mask status

Explanation:

MASKI enables or disables the five types of interrupts supported by the PINE and three types of interrupts that are associated with the 7508. See the next page for entry and return parameters.

Notes:

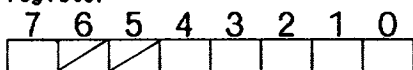
When changing the interrupt status, read the current interrupt status with MASKI and set or reset the necessary bit.

It is desirable to restore the original interrupt status after user processing is completed.

See also: Section 4.7, "Interrupts"

Entry parameters

B register



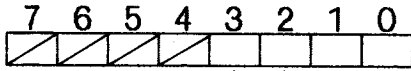
7508 (Slave 4 bit CPU) interrupt
ART (Serial R x RDY) interrupt
ICF (BCRD, EAR) interrupt
OVF (FRC overflow) interrupt
EXT (System Bus) interrupt

Any of the above interrupts are disabled when the corresponding bit is set to 0 and enabled when it is set to 1.

Specify the function

- = 0 : Specifies that masks are to be set.
(to change interrupt status.)
- = 1 : Specifies that the current mask status is to be read.
(masks are not changed.)

C register



Key entry interrupts

= 00 : Disable all keyboard interrupts

= 01 : Enable only STOP key interrupt

= 10 : Enable all keyboard interrupts

= 11 : Enable all keyboard interrupts

Alarm interrupt

1-second interrupt

Interrupts are disabled when the corresponding bit is set to 0 and enabled when it is set to 1.

Return parameters

MASKI returns the interrupt mask status at the time when the routine is called. The correspondence between the bits of the BC register and the interrupt types or status is the same as that shown above, except B register bit 7.

Reference:

The current interrupt status is loaded in the following system areas:

ISTS7508 (0EF93H) 1 byte
- Current 7508 interrupt mask status.
Bits 7 - 4: Don't care.
Bit 3: 1-second interrupt
= 0: Disabled
= 1: Enabled
Bit 2: Alarm interrupt
= 0: Disabled
= 1: Enabled
Bits 1, 0: Keyboard interrupt
= 00: All keyboard interrupts disabled.
= 01: Only STOP key interrupt enabled.
= 10: All keyboard interrupts enabled.
= 11: All keyboard interrupts enabled.
The default setting is 0BH.

RZIER (0F53EH) 1 byte
- Current interrupt mask status.
Bits 7 - 5: Don't care.
Bit 4: EXT interrupt
= 0: Disabled
= 1: Enabled
Bit 3: OVF interrupt
= 0: Disabled
= 1: Enabled
Bit 2: ICF interrupt
= 0: Disabled
= 1: Enabled
Bit 1: ART interrupt
= 0: Disabled
= 1: Enabled
Bit 0: 7508 interrupt
= 0: Disabled
= 1: Enabled
The default setting is 09H.

Enabling only STOP key interrupts has no effect when the item keyboard is installed. Attempting to do so will disable all keyboard interrupt.

 BIOS MASKI SAMPLE PROGRAM

NOTE : This sample program is that all interrupt
 makes disable except for STOP key inputing.

<> assemble condition <>

.Z80

<> loading address <>

.PHASE 100H

<> constant values <>

EB5A
 EB03
 EB09
 1000

MASKI EQU 0EB5AH ; MASKI entry address.
 WBOOT EQU 0EB03H ; WBOOT entry address.
 CONIN EQU 0EB09H ; CONIN entry address.
 MAINSP EQU 1000H ; Stack pointer.

 MAIN PROGRAM

NOTE :

0100
 0100 31 1000
 0103 06 80
 0105 CD EB5A
 0108 C5
 0109 79
 010A E6 FC
 010C F6 01
 010E 4F
 010F CD EB5A

START:
 LD SP,MAINSP ; Set stack pointer.
 LD B,80H ; Get current interrupt status.
 CALL MASKI
 PUSH BC ; Save current interrupt status.
 LD A,C ; Disable all key interrupt except
 AND 11111100B ; STOP key.
 OR 00000001B
 LD C,A ;
 CALL MASKI ; Set new interrupt status.

Application inserts the process in this part
 which needs to disable interrupt.
 In case of this sample program, STOP key onle can input.

0112 CD EB09
 0115 C1
 0116 CD EB5A
 0119 C3 EB03

CALL CONIN ; Key in. (Only STOP key)
 POP BC ; Restore interrupt status.
 CALL MASKI ; Restore old interrupt.
 JP WBOOT ; Jump WBOOT.

END

(25) LOADX

Function: Reads one byte of data from the specified address on the specified bank.

Entry address: WBOOT + 5AH or 0EB5DH

Entry parameter: C = Bank from which data is to be read
= 0FFH: System bank
= 00H: Bank 0
= 01H: Bank 1
= 02H: Bank 2
HL = Address of the data to be read

Return parameter: A = Contents of the read data

Explanation:

All registers other register than A hold the previous values.

Since LOADX makes no parameter check, normal operation is not guaranteed if a value other than -1 to 2 is specified in C.

See also: Section 4.4, "Bank Switching"

LOADX SAMPLE PROGRAM

NOTE :
This sample program is reading from
data in target bank.

<> assemble condition <>

.Z80

<> loading address <>

.PHASE 100H

<> constant values <>

BIOS entry

EB03	WBOOT	EQU	0EB03H	:	Warm Boot entry
EB06	CONST	EQU	WBOOT +03H	:	
EB09	CONIN	EQU	WBOOT +06H	:	
EB0C	CONOUT	EQU	WBOOT +09H	:	Console out entry
EB5D	LOADX	EQU	WBOOT +5AH	:	

Bank value

00FF	SYSBANK	EQU	0FFH	:	System bank
0000	BANK0	EQU	000H	:	Bank 0 (RAM)
0001	BANK1	EQU	001H	:	Bank 1 (ROM capsel 1)
0002	BANK2	EQU	002H	:	Bank 2 (ROM capsel 2)

001B	ESC	EQU	1BH	:	
0005	EOL	EQU	05H	:	
0008	BS	EQU	08H	:	
000D	CR	EQU	0DH	:	
000A	LF	EQU	0AH	:	
0003	STOP	EQU	03H	:	

MAIN PROGRAM

NOTE :
This program is dumping memory.

0100		MAIN:	LD	SP,1000H	:	Set stack pointer.
0100	31 1000					
0103	21 02B9		LD	HL,MSG01	:	Display opening message.
0106	CD 028E		CALL	DSPMSG	:	
0109		MAIN10:	CALL	GETADDR	:	Get address.
0109	CD 01CD		JP	C,WBOOT	:	End if STOP pressed.
010C	DA EB03		CALL	GETBNK	:	Select bank.
010F	CD 0232		JP	C,WBOOT	:	End if STOP is pressed.
0112	DA EB03					
0115	CD 011A		CALL	DUMPF	:	Dump memory.
0118	18 EF		JR	MAIN10	:	Loop.

DUMP FUNCTION

NOTE :
Dump memory function

<> entry parameter <>
NON
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION
If Space bar is pressed, then stop display.
If ESC key is pressed, then exit this routine.

011A		DUMPF:	LD	HL,MSG02	:	Display dump guide line.
011A	21 02CE		CALL	DSPMSG	:	
011D	CD 028E					
0120		DUMPO1:	LD	DE,ASCDA	:	Getting memory save area.
0120	11 03B6		LD	HL,(ADDR)	:	Dump start address.
0123	2A 03BE		CALL	ASCDS4	:	Display by ASCII.
0126	CD 018D		LD	B,08H	:	Loop counter
0129	06 08		LD	A,(BANK)	:	Dump target bank.
012B	3A 03C0		LD	C,A	:	
012E	4F					
012F		DUMP10:	CALL	SPACE	:	Display space.
012F	CD 02A7		CALL	LOADX	:	Get memory.
0132	CD EB5D		LD	(DE),A	:	Set getting data.
0135	12		CALL	ASCDS2	:	Display by ASCII.
0136	CD 0183		INC	HL	:	Pointer update.
0139	23		INC	DE	:	
013A	13		DJNZ	DUMP10	:	Loop 8 times.
013B	10 F2					
013D	22 03BE		LD	(ADDR),HL	:	New address.
0140	CD 02A7		CALL	SPACE	:	Display 2 spaces.
0143	CD 02A7		CALL	SPACE	:	
0146	CD 015E		CALL	ASCDSPX	:	Display memory by ASCII.

0149	CD EB06	CALL	CONST	:	Input any key?
014C	3C	INC	A	:	
014D	20 D1	JR	NZ.DUMP01	:	No.
014F	CD EB09	CALL	CONIN	:	Get inputed key.
0152	FE 1B	CP	ESC	:	ESC?
0154	C8	RET	Z	:	Yes.
0155	FE 20	CP	20H	:	Space?
0157	20 C7	JR	NZ.DUMP01	:	No.
0159	CD EB09	CALL	CONIN	:	Stop dump until any key inputed.
015C	16 C2	JR	DUMP01	:	
015E		ASCDSPX:		:	
015E	F5	PUSH	AF	:	Save registers.
015F	C5	PUSH	BC	:	
0160	D5	PUSH	DE	:	
0161	E5	PUSH	HL	:	
0162	21 03B6	LD	HL,ASCDATA	:	Save data address.
0165	06 08	LD	B,08H	:	Loop counter.
0167		ASCDX1:		:	
0167	7E	LD	A,(HL)	:	Get data.
0168	FE 20	CP	20H	:	Control code?
016A	30 02	JR	NC.ASCDX2	:	No.
016C	3E 2E	LD	A,'.'	:	Change data to '.'.
016E		ASCDX2:		:	
016E	CD 029A	CALL	CONOUTS	:	Display data.
0171	23	INC	HL	:	
0172	10 F3	DJNZ	ASCDX1	:	Loop 6 times.
0174	0E 0D	LD	C,CR	:	Carriage return.
0176	CD EB0C	CALL	CONOUT	:	
0179	0E 0A	LD	C,LF	:	Line feed.
017B	CD EB0C	CALL	CONOUT	:	
017E	E1	POP	HL	:	Restore registers.
017F	D1	POP	DE	:	
0180	C1	POP	BC	:	
0181	F1	POP	AF	:	
0182	C9	RET		:	
0183		ASCDSP2:		:	
0183	F5	PUSH	AF	:	Save registers.
0184	C5	PUSH	BC	:	
0185	D5	PUSH	DE	:	
0186	E5	PUSH	HL	:	
0187	21 0000	LD	HL,0000H	:	Set binary data to HL
018A	6F	LD	L,A	:	A --> HL
018B	18 16	JR	ASCD42	:	
018D		ASCDSP4:		:	
018D	F5	PUSH	AF	:	Save registers.
018E	C5	PUSH	BC	:	
018F	D5	PUSH	DE	:	
0190	E5	PUSH	HL	:	
0191	11 1000	LD	DE,4096	:	1000H
0194	CD 01BB	CALL	ASCD45	:	Get 16**3
0197	CD 029A	CALL	CONOUTS	:	Display data.
019A	11 0100	LD	DE,256	:	100H
019D	CD 01BB	CALL	ASCD45	:	Get 16**2
01A0	CD 029A	CALL	CONOUTS	:	Display data.
01A3		ASCD42:		:	
01A3	11 0010	LD	DE,16	:	10H
01A6	CD 01BB	CALL	ASCD45	:	Get 16**1
01A9	CD 029A	CALL	CONOUTS	:	Display data.
01AC	7D	LD	A,L	:	Get 16**0
01AD	C6 30	ADD	A,30H	:	Change to ASCII.
01AF	4F	LD	C,A	:	
01B0	CD 01C6	CALL	ASCD48	:	
01B3	CD 029A	CALL	CONOUTS	:	Display data.
01B6	E1	POP	HL	:	Save registers.
01B7	D1	POP	DE	:	
01B8	C1	POP	BC	:	
01B9	F1	POP	AF	:	
01BA	C9	RET		:	
01BB		ASCD45:		:	
01BB	0E 30	LD	C,'0'	:	
01BD		ASCD46:		:	
01BD	B7	OR	A	:	Reset carry bit.
01BE	ED 52	SBC	HL,DE	:	
01C0	38 03	JR	C,ASCD47	:	
01C2	0C	INC	C	:	Counter increase.
01C3	18 F8	JR	ASCD46	:	Loop
01C5		ASCD47:		:	
01C5	19	ADD	HL,DE	:	Restore data

 SELECT BANK

NOTE :
 Select bank routine
 <> entry parameter <>
 NON
 return parameter <>
 CY : Return information
 =0 -- Normal end
 =1 -- ESC key inputed
 <> preserved registers <>
 NON

CAUTION :

0232
 0232 21 033C
 0235 CD 028E

GETBNK:
 LD HL,MSG04 ; Display selecting bank message.
 CALL BSPMSG ;

0238
 0238 CD EB09
 023B FE 03
 023D 37
 023E C8

GETB05:
 CALL CONIN ; Key in.
 CP STOP ; STOP?
 SCF ;
 RET Z ; Yes.
 CP '1' ; '1' is system bank.
 LD C,SYSBANK ;
 JR Z,GETB10 ;
 CP '2' ; '2' is bank 0.
 LD C,BANK0 ;
 JR Z,GETB10 ;
 CP '3' ; '3' is bank 1.
 LD C,BANK1 ;
 JR Z,GETB10 ;
 CP '4' ; '4' is bank 2.
 LD C,BANK2 ;
 JR Z,GETB10 ;
 JR GETB05 ; Other inputed character.

0259
 0259 CD 029A

GETB10:
 CALL CONOUTS ; display inputed code.
 LD A,C ; Set data.
 LD (BANK),A ;
 OR A ; Carry off.
 RET ;

025C 79
 025D 32 03C0
 0260 B7
 0261 C9

 CHANGE ASCII TO BINARY

NOTE :
 Change ASCII HEX data to binary data.

<> entry parameter <>
 HL : ASCII data top address.
 B : Data count
 <> return parameter <>
 DE : Binary data
 <> preserved registers <>
 NON

CAUTION :

0262
 0262 11 0000
 0265 78
 0266 B7
 0267 C8

ASCBIN:
 LD DE,0000H
 LD A,B
 OR A
 RET Z

0268
 0268 C5
 0269 7E
 026A CD 0284
 026D 4F
 026E 06 00
 0270 EB
 0271 09
 0272 EB
 0273 C1
 0274 05
 0275 C6

ASC10:
 PUSH BC
 LD A,(HL)
 CALL ASC20
 LD C,A
 LD B,00H
 EX DE,HL
 ADD HL,BC
 EX DE,HL
 POP BC
 DEC B
 RET Z

0276 C5
 0277 06 04
 0279
 0279 B7
 027A CB 13
 027C CB 12
 027E 10 F9

ASC15:
 PUSH BC
 LD B,04H
 OR A
 RL E
 RL D
 DJNZ ASC15

0280 23
 0281 C1
 0282 18 E4

INC HL
 POP BC
 JR ASC10

0284
 0284 D6 30
 0286 FE 0A
 0288 D8
 0289 E6 DF
 028B D6 1B
 028D C9

ASC20:
 SUB '0'
 CP OAH
 RET C
 AND 11011111B
 SUB 'A'-'0'+10
 RET

MESSAGE DISPLAY

NOTE : Display message until found 00H.

<> entry parameter <>
HL : Message data top address.
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION :

028E
028E 7E
028F B7
0290 C6

DSPMSG:

LD A,(HL)
OR A
RET Z

0291 4F
0292 E5
0293 CD EBOC
0296 E1
0297 23
0298 18 F4

LD C,A
PUSH HL
CALL CONOUT
POP HL
INC HL
JR DSPMSG

CONSOLE OUT

NOTE :

* entry parameter <>
A : Console out data
<> return parameter <>
NON
<> preserved registers <>
All registers

CAUTION :

029A
029A F5
029B C5
029C D5
029D E5
029E 4F
029F
029F CD EBOC
02A2 E1
02A3 D1
02A4 C1
02A5 F1
02A6 C9

CONOUTS:

PUSH AF
PUSH BC
PUSH DE
PUSH HL
LD C,A

CONO10:

CALL CONOUT
POP HL
POP DE
POP BC
POP AF
RET

02A7
02A7 F5
02A8 C5
02A9 D5
02AA E5
02AB 0E 20
02AD 18 F0

SPACE:

PUSH AF
PUSH BC
PUSH DE
PUSH HL
LD C,20H
JR CONO10

CONSOLE IN

NOTE :

<> entry parameter <>
NON
* return parameter <>
A : Console in data
<> preserved registers <>
All registers without AF

CAUTION :

02AF
02AF C5
02B0 D5
02B1 E5
02B2 CD EB09
02B5 E1
02B6 D1
02B7 C1
02B8 C9

CONINS:

PUSH BC
PUSH DE
PUSH HL
CALL CONIN
POP HL
POP DE
POP BC
RET

02B9
02B9 53 74 61 72
02BD 74 20 64 75
02C1 6D 70 20 70
02C5 72 6F 67 72
02C9 61 6D 0D 0A
02CD 00
02CE
02CE 0D 0A
02D0 0D 0A
02D2 41 64 64 72
02D6 20 30 30 20
02DA 30 31 20 30
02DE 32 20 30 33
02E2 20 30 34 20

MSG01:

DB 'Start dump program'.CR,LF

MSG02:

DB 00H
DB CR,LF
DB CR,LF
DB 'Addr 00 01 02 03 04 05 06 07 ASCII'.CR,LF

```

02E6 30 35 20 30
02EA 36 20 30 37
02EE 20 20 41 53
02F2 43 49 49 0D
02F6 0A
02F7 00
02F8 0D 0A
02FA 49 6E 70 75
02FE 74 20 64 75
0302 6D 70 20 73
0306 74 61 72 74
030A 20 61 64 64
030E 72 65 73 73
0312 20 28 68 65
0316 78 61 20 64
031A 61 74 61 29
031E 0D 0A
0320 20 20 28 45
0324 78 69 74 20
0328 62 79 20 70
032C 72 65 73 73
0330 69 6E 67 20
0334 53 54 4F 50
0338 29 0D 0A
033B 00
033C
033C 0D 0A
033E 53 65 6C 65
0342 63 74 20 64
0346 75 6D 70 20
034A 62 61 6E 6B
034E 0D 0A
0350 20 20 31 20
0354 2D 2D 20 53
0358 79 73 74 65
035C 6D 20 62 61
0360 6E 6B 0D 0A
0364 20 20 32 20
0368 2D 2D 20 42
036C 61 6E 6B 20
0370 30 20 28 52
0374 41 4D 29 0D
0378 0A
0379 20 20 33 20
037D 2D 2D 20 42
0381 61 6E 6B 20
0385 31 0D 0A
0388 20 20 34 20
038C 2D 2D 20 42
0390 61 6E 6B 20
0394 32 0D 0A
0397 20 20 28 45
039B 78 69 74 20
039F 62 79 20 70
03A3 72 65 73 73
03A7 69 6E 67 20
03AB 53 54 4F 50
03AF 29 0D 0A
03B2 00
03B3
03B3
03B4
03B4
03B6
03B6
03BE
03BE
03C0
03C0

```

```

MSG03: DB 00H
DB CR.LF
DB 'Input dump start address (hexa data)',CR.LF

DB '(Exit by pressing STOP)',CR.LF

MSG04: DB 00H
DB CR.LF
DB 'Select dump bank',CR.LF

DB ' 1 -- System bank',CR.LF

DB ' 2 -- Bank 0 (RAM)',CR.LF

DB ' 3 -- Bank 1',CR.LF

DB ' 4 -- Bank 2',CR.LF

DB '(Exit by pressing STOP)',CR.LF

DB 00H
;
INCNT: DS 1
INDATA: DS 2
ASCDATA: DS 8
ADDR: DS 2
BANK: DS 1
END

```

(26) STORX

Function: Writes one byte of data to the specified address on the specified bank.

Entry address: WBOOT + 5DH or 0EB60H

Entry parameter: A = Data to be written
C = Bank to which data is to be written
= 0FFH: System bank
= 00H: Bank 0
= 01H: Bank 1
= 02H: Bank 2
HL = Address of the data to be written

Return parameter: None.

Explanation:

All registers retain the previous values.

Since STORX makes no parameter check, normal operation is not guaranteed if a value other than -1 to 2 is specified in C.

Note:

The C register should be set to 00H because data can be written only in RAM.

See also: Section 4.4, "Bank Switching"

(27) LDIRX

Function: Transfers the specified number of data bytes on the specified bank onto bank 0.

Entry address: WBOOT + 60H or 0EB63H

Entry parameter: A = Transferred bank
= 0FFH: System bank
= 00H: Bank 0
= 01H: Bank 1
= 02H: Bank 2
HL = Starting address of the data to be transferred
DE = Starting address of the destination to which data is to be transferred
BC = Number of bytes to be transferred

Return parameter: BC = 0000H
DE = (DE on entry) + (BC on entry)
HL = (HL on entry) + (BC on entry)

Explanation:

Since LDIRX makes no error check, normal operation is not guaranteed if a value other than -1 to 2 is specified in C. This routine is equivalent to the LDIR instruction with a bank switching capability.

See also: Section 4.4, "Bank Switching"

(28) JUMPX

Function: Causes the CPU to jump to the specified bank address.

Entry address: WBOOT + 63H or 0EB66H

Entry parameter: IX = Jump address

DISBNK (0F52EH) = Destination bank number
= 0FFH: System bank
= 00H: Bank 0
= 01H: Bank 1
= 02H: Bank 2

Return parameter: None.

Explanation:

All registers retain the previous values when control is transferred to the destination of jump.

Since JUMPX makes no parameter check, normal operation is not guaranteed if a value other than -1 to 2 is specified in DISBNK.

Notes:

The system-supplied stack in the BIOS is used when this routine is called. Consequently, the called routine must reserve a stack for itself. Otherwise, the CPU will hang up when the routine calls BIOS or BDOS.

Since the system is in a state in which it is still executing BIOS, the user program should force the system to exit that state by calling RSPSTBIOS (0FF96H).

See also: Section 4.4, "Bank Switching"

(29) CALLX

Function: Calls the specified bank address.

Entry address: WBOOT + 66H or 0EB69H

Entry parameter: IX = Called routine address

DISBNK (0F52EH) = Called bank number
= 0FFH: System bank
= 00H: Bank 0
= 01H: Bank 1
= 02H: Bank 2

Return parameter:

All registers except IX and IY retain the previous values.

Explanation:

When control is transferred to the called routine, all registers retain the values set up when CALLX is called.

Since CALLX makes no parameter check, normal operation is not guaranteed if a value other than -1 to 2 is specified in DISBNK.

Notes:

When this routine is called, the system-supplied stack in the BIOS is used and the system is in a state in which it is still executing BIOS. Accordingly, the user must take the notes given in the JUMPX description into consideration.

If the called program reserves its own stack, it must restore the original stack when returning control.

This routine should be used to call utility routines in the system ROM.

See also: Section 4.4, "Bank Switching"

(30) GETPFK

Function: Reads the character string from a specified PF key.

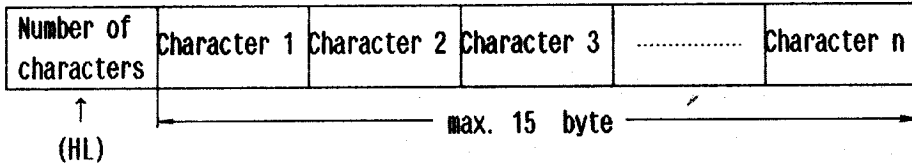
Entry address: WBOOT + 69H or 0EB6CH

Entry parameter: C = PF key number
= 00H - 09H: Specifies a PF key on the standard keyboard.
= 40H - 7EH: Specifies an item function key.
HL = Starting address of the 16-byte buffer into which the character string is to be read.

Return parameter: HL = Retains the previous value.

Explanation:

GETPFK gets the character string defined for a given PF key. The format of the character string is shown below.



"Number of characters" indicates the number of characters in the string defined for the PF key. It must be in the range from 00H to 0FH. 00H indicates that no string is defined for the PF key.

Related function: PUTPFK

See also: Section 3.5, "Keyboard"

EB03
EB04
EB06
EB66
1000
0001
0002
0003
0100
0100
0103
0105
0107
0107
0108
0108
0108
0111
0112
0113
0115
0117
0118
0118
0118
011A
011E
011E
0120
0123
0124
0125
0127
012A
012A
012E
012C
012E
012F
012F
0130
0130
0131
0132
0133
0136
0137
0138
0138
0138
013E
013E
013E
0140
0140
0142

 BIOS GETPFK SAMPLE PROGRAM

NOTE :
 This sample program is displaying present
 defined function key list.

<> assemble condition <>

.Z80

<> loading address <>

.PHASE 100H

<> constant values <>

EB03	WBOOT	EQU	0EB03H	WBOOT entry address.
EB09	CONIN	EQU	0EB09H	CONIN entry address.
EB0C	CONOUT	EQU	0EB0CH	CONOUT entry address.
EB6C	GETPFK	EQU	0EB6CH	GETPFK entry address.
1000	MAINSF	EQU	1000H	Stack pointer.
000D	CR	EQU	0DH	Carriage return code.
000A	LF	EQU	0AH	Line feed code.
0003	BREAK	EQU	03H	STOP code.

 MAIN PROGRAM

NOTE :

0100	START:	LD	SP,MAINSF	Set stack pointer.
0100				
0103		LD	B,09H-00H+1	Loop counter.
0105		LD	C,00H	PF1 to PF10
0107	LOOP1:			
0107		PUSH	BC	Save counter & PFK code.
0108		LD	HL,PFKBUF	PFK data reading area.
010B		CALL	GETPFK	Get PFK data.
010E		CALL	PFKDSP	Display PFK data.
0111		POP	BC	Restore counter & PFK code.
0112		INC	C	Increase PFK code.
0113		DJNZ	LOOP1	Loop 10 times.
0115		LD	B,7EH-40H+1	Loop counter.
0117		LD	C,40H	ITEM FK code.
0119	LOOP2:			
0119		PUSH	BC	Save counter & ITEM FK code.
011A		LD	HL,PFKBUF	PFK data reading area.
011D		CALL	GETPFK	Get PFK data.
0120		CALL	PFKDSP	Display PFK data.
0123		POP	BC	Restore counter & ITEM FK code.
0124		INC	C	Increase ITEMFK code.
0125		DJNZ	LOOP2	Loop 63 times.
0127		JP	WBOOT	End of main program.

 DISPLAY FUNCTION KEY DATA

NOTE :
 Display the function key data and
 when input any key except STOP, return.
 If STOP key is pressed, then WBOOT.

<> entry parameter <>

HL : PFK string top address.

<> return parameter <>

NON

<> preserved registers <>

NON

CAUTION :

012A	PFKDSP:			
012A		LD	A,(HL)	Get string length.
012B		OR	A	Length is 0?
012C		JR	Z,PFKEND	Yes.
012E		LD	B,A	String length --> counter
012F		INC	HL	String pointer 1 increase.
0130	PFKLOOP:			
0130		PUSH	HL	Save pointer.
0131		PUSH	BC	Save counter.
0132		LD	C,(HL)	Get display data.
0133		CALL	CONOUT	Display the data.
0136		POP	BC	Restore counter.
0137		POP	HL	Restore pointer.
0138		INC	HL	Pointer update.
0139		DJNZ	PFKLOOP	Loop (by string length)
013E	PFKEND:			
013E		LD	C,CR	Display CR & LF.
013D		CALL	CONOUT	
0140		LD	C,LF	
0142		CALL	CONOUT	

0145 CD EB09
0148 FE 03
014A CA EB03
014D C9

CALL CONIN ; Get any inputed key.
CP BREAK ; STOP code?
JP Z,WBOOT ; Yes. then WBOOT.
RET ; else return.

WORK AREA

014E
014E

PFKBUF: DS 16 ; PFK data reading area.
END

(31) PUTPFK

Function: Defines a character string for a PF key.

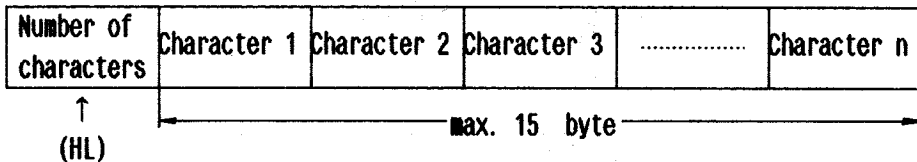
Entry address: WBOOT + 6CH or 0EB6FH

Entry parameter: C = PF key number or control information
= 00H - 09H: Specifies a PF key on the standard keyboard.
= 40H - 7EH: Specifies an item function key.
= 0FFH: Cancels all item functions.
= 0FEH: Resets the item flag.
= 0FDH: Sets the item flag.
HL = Starting address of the character string to be assigned

Return parameter: HL = Retains the previous value.

Explanation:

PUTPFK assigns a character string to a PF key in the 16-byte format shown below. The maximum string length is 15 characters.



"Number of characters" specifies the number of characters to be assigned to the specified PF key. It must be in the range from 00H to 0FH 00H indicates that no string is defined for the PF key.

Item functions are enabled if the item flag is set. This ensures that the standard keyboard keys whose number are in the range 40H to 7EH can be used as function keys by assigning item functions with the item flag set.

See also: Section 3.5, "Keyboard"

Reference:

The system uses the following areas for setting function keys:

YPRSTR (0F012H) 2 bytes

- PF key table starting address

The default value is WPKTBL (0F545H). The YPRSTR must be located at address 8000H or higher.

ITEMFLG (0F01DH) 1 byte

- Item mode flag

= 00H: Normal mode

= 80H: Item mode

WPKTBL (0F545H) 160 bytes

- PF key table

	1 byte	15 byte
PF 1	Number of Characters	Character string
PF 2	Number of Characters	Character string
⋮	⋮	⋮
PF10	Number of Characters	Character string

RWITEMTOP (0CC00H) 1024 bytes

- Item function key table

	1 byte	15 byte
40H	Number of Characters	Character string
41H	Number of Characters	Character string
⋮	⋮	⋮
7EH	Number of Characters	Character string
7FH	(Not used)	(Not used)

PKTAB (0F02DH) 160 bytes

- PF key initial data

The table format is the same as that of WPKTBL. The contents of this area are copied into WPKTBL by BOOT or WBOOT that is invoked during execution of a nonresident program.

The PF keys are initialized as follows:

PF1: dir ␣ PF5: basic ␣ PF9: filink (CR) ␣
 2: type ␣ 6: config (CR) ␣ 10:
 3: stat ␣ 7: submit ␣
 4: pip ␣ 8: term (CR) ␣

The initial values of the item function keys (loaded in RWITEMTOP) are listed below:

The numbers are item function key numbers, and the values are the Character codes of the characters for which the keys are defined.

Number	Value	Number	Value	Number	Value	Number	Value	Number	Value	Number	Value	Number	Value	Number	Value
40H	40H	48H	48H	50H	50H	58H	58H	60H	18H	68H	21H	70H	29H	78H	3AH
41H	41H	49H	49H	51H	51H	59H	59H	61H	13H	69H	22H	71H	5EH	79H	3BH
42H	42H	4AH	4AH	52H	52H	5AH	5AH	62H	00H	6AH	23H	72H	5FH	7AH	3CH
43H	43H	4BH	4BH	53H	53H	5BH	5BH	63H	12H	6BH	24H	73H	60H	7BH	3DH
44H	44H	4CH	4CH	54H	54H	5CH	5CH	64H	0BH	6CH	25H	74H	7BH	7CH	3FH
45H	45H	4DH	4DH	55H	55H	5DH	5DH	65H	0CH	6DH	26H	75H	7CH	7DH	3FH
46H	46H	4EH	4EH	56H	56H	5EH	20H	66H	7FH	6EH	27H	76H	7DH	7EH	20H
47H	47H	4FH	4FH	57H	57H	5FH	/	67H	08H	6FH	28H	77H	7EH	7FH	/

Key numbers 40H through 7FH for the standard keyboard are all cleared (undefined).

(32) READSW

Function: Reads switch status.

Entry address: WBOOT + 6FH or 0EB72H

Entry parameter: C = Selection number
 = 02H: Read DIP switch settings.
 = 04H: Read power switch status.

Return parameter: A = DIP switch settings or power switch status.

Explanation:

When C = 02H
 The DIP switch settings are read into the A register in the following format:

DIP SW	8	7	6	5	4	3	2	1
A reg.	7	6	5	4	3	2	1	0

A 0 in an A register bit corresponds to the OFF state and a 1 to the ON state. It is set to 1 if the corresponding switch is ON.

When C = 04H
 A = 00H: Power switch is off.
 = 01H: Power switch is on.

When C = other than 02H and 04H
 READSW does nothing.

See also: Section 7.2, "DIP Switches"

 READ DIP SWICH & POWER SWITCH

NOTE : This sample program is reading switch status and displaying it.
 <> assemble condition <>

.Z80
 <> loading address <>
 .PHASE 100H
 <> constant values <>

BIOS entry

EB03	WBOOT	EQU	0EB03H	: Warm Boot entry
EB0C	CONOUT	EQU	WBOOT +09H	: Console out entry
EB72	READSW	EQU	WBOOT +6FH	: Read switch entry
0009	TAB	EQU	009H	: Tab code
000A	LF	EQU	00AH	: Line feed
000C	CLS	EQU	00CH	: Clear screen
000D	CR	EQU	00DH	: Carriage return
001B	ESC	EQU	01BH	: Escape
00E2	ON	EQU	0E2H	: ON code
00E3	OFF	EQU	0E3H	: OFF code

 MAIN PROGRAM

NOTE :

0100		LD	SP,1000H	: Set stack pointer.
0100	31 1000			
0103	CD 011C	CALL	SETCHAR	: Set user-defined char.
0106	0E 02	LD	C,02H	: Read dip switch.
0108	CD EB72	CALL	READSW	: Read dip switch.
010B	CD 0144	CALL	DSET	: Set dip switch data.
010E	0E 04	LD	C,04H	: Read power switch.
0110	CD EB72	CALL	READSW	: Read power switch.
0113	CD 0151	CALL	PSET	: Set power switch ata.
0116	CD 0163	CALL	DSPMSG	: Display switch status.
0119	C3 EB03	JP	WBOOT	: End

 SET USER DEFINE CHARACTER

NOTE : Set user defined character.
 E0H & E1H is used.

<> entry parameter <>
 NON
 return parameter <>
 NON
 preserved registers <>
 NON

CAUTION :

011C		LD	HL,CHARDATA	: Data top address.
011C	21 012D			
011F	46	LD	B,(HL)	: Get data counter.
0120	23	INC	HL	
0121		LD	C,(HL)	: Get conout data.
0121	4E	PUSH	HL	: Save registers.
0122	E5	PUSH	BC	
0123	C5	PUSH	BC	
0124	CD EB0C	CALL	CONOUT	: Console out.
0127	C1	POP	BC	: Restore registers.
0128	E1	POP	HL	
0129	23	INC	HL	: Pointer update
012A	10 F5	DJNZ	SET10	: Loop
012C	C9	RET		

012D		DB	22	: Data number.
012D	16			
012E	1B E0 E2	DB	ESC,0E0H,0E2H	: 0E2H char data.
0131	3F 3F 3F 3F	DB	3FH,3FH,3FH,3FH	
0135	21 21 21 3F	DB	21H,21H,21H,3FH	
0139	1B E0 E3	DB	ESC,0E0H,0E3H	: 0E3H char data.
013C	3F 21 21 21	DB	3FH,21H,21H,21H	
0140	3F 3F 3F 3F	DB	3FH,3FH,3FH,3FH	

0144
0144 21 0190
0147 06 08

0149
0149 07
014A CD 0159
014D 23
014E 10 F9

0150 C9

SET DIP SWITCH DATA

NOTE :
Set dip switch data to message area.

<> entry parameter <>
A : Dip switch data.
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION :

DSET:
LD HL,DIPSW ; Data setting addr.
LD B,8 ; Loop counter.

DSET10:
RLCA ; Set switch status to CY.
CALL SETONOFF ; Set data.
INC HL ; Next setting address.
DJNZ DSET10 ; Loop.

RET

SET POWER SWITCH DATA

NOTE :
Set power switch data to message area.

<> entry parameter <>
A : Power switch data.
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION :

0151
0151 21 01B4
0154 0F
0155 CD 0159
0156 C9

PSET:
LD HL,POWSW ; Data setting address.
RRCA ; Switch data --> CY
CALL SETONOFF ; Set data.

SELECT BDOS ERROR RECOVERY

NOTE :
Select BDOS error recovery type.
1. Using SETERR and RSTERR
2. Replacing BDOS error vector

<> entry parameter <>
CY : ON/OFF information.
=1 -- ON
=0 -- OFF
<> return parameter <>
NON
<> preserved registers <>
BC,DE,HL

CAUTION :

0159
0159 C5
015A 06 E2
015C 38 02
015E 06 E3
0160
0160 70
0161 C1
0162 C9

SETONOFF:
PUSH BC ; Save register.
LD B,ON ; ON code --> B
JR C,MSET10 ; ON.
LD B,OFF ; Set OFF code.

MSET10:
LD (HL),B ; Set data.
POP BC ; Restore register.
RET

DISPLAY SWITCH MESSAGE

NOTE :
<> entry parameter <>
NON
<> return parameter <>
NON
<> preserved registers <>
NON

CAUTION :

0163
0163 21 0172
0166
0166 7E
0167 B7
0168 C8

0169 4F
016A E5
016B CD EBOC

DSPMSG:
LD HL,MSG ; Message data top addr.

DSP10:
LD A,(HL) ; Get data.
OR A ; End of data?
RET Z ; Yes.

LD C,A ; Set parameter.
PUSH HL ; Save register.
CALL CONOUT ; Console out.


```

016E E1          POP HL          : Restore register.
016F 23          INC HL          : Pointer update.
0170 18 F4       JR   DSP10      : Loop.

```

Message and work area

```

MSG:
0172          DB   CLS
0172 0C          DB   TAB,TAB,'ON 87654321',CR,LF
0173 09 09 4F 4E
0177 20 38 37 36
017B 35 34 33 32
017F 31 0D 0A
0182 44 49 50 20          DB   'DIP SWITCH',TAB,
0186 53 57 49 54
018A 43 48 09 20
018E 20 20
DIPSW: DS   6
0198 0D 0A          DB   CR,LF
019A 09 09 4F 46          DB   TAB,TAB,'OFF',CR,LF
019E 46 0D 0A
;
DB   TAB,TAB,'ON',CR,LF
DB   'POWER SWITCH',TAB
POWSW: DS   1
01B4          DB   CR,LF
01B5 0D 0A          DB   TAB,TAB,'OFF',CR,LF
01B7 09 09 4F 46          DB
01BB 46 0D 0A          DB   00H
01BE 00
END

```

(33) RDVRAM

Function: Reads data from the virtual screen.

Entry address: WBOOT + 75H or 0EB78H

Entry parameter: B = Starting column number in which the read is to begin

C = Starting row number in which the read is to begin

DE = Number of characters to be read

HL = Address of the area for storing the read data (the area must not be smaller than the byte count specified in DE)

Return parameter: A = Return information

= 00H: Normal termination

= 01H: Read error

= 0FFH: Parameter error

Explanation:

The range of values allowed for the B and C registers varies with the size of the virtual screen.

1 <= B <= Number of columns in virtual screen (40 or 80)

1 <= C <= Number of lines in virtual screen (8 - 25)

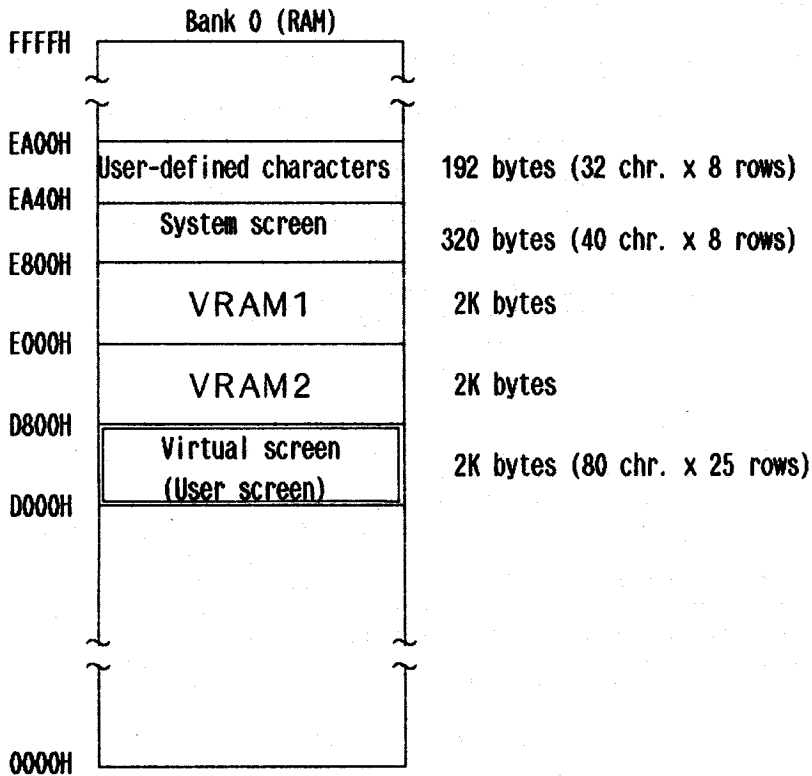
When the number specified in DE is too large and display extends beyond the screen, 20H (space) codes are returned as extra characters until the number of the returned characters matches the value specified in DE. If this condition occurs, the A register is loaded with a return code of 01H.

RDVRAM returns the read data in ASCII codes.

See also: Section 3.6, "LCD Display"

Reference:

The virtual screen (user screen) is located in memory as shown below:



Note:

In the system screen mode, RDVRAM reads data from the system screen.

(34) MCMTX

Function: Performs a microcassette function.

Entry address: WBOOT + 78H or 0EB7BH

Entry parameter:

MCMTX executes one of the 23 microcassette functions that is specified by the B register. The microcassette functions are listed below.

B reg.	Function	Description
00H	MIRDST	Read tape status
01H	MIRDCT	Read tape counter
02H	MISTCT	Set tape counter
03H	MISTOP	Stop motor
04H	MIPLAY	Start motor in PLAY mode
05H	MIREC	Start motor in RECORD mode
06H	MIFF	Start motor in FAST FEED mode
07H	MISREW	Start motor in SLOW REWIND mode
08H	MIREW	Start motor in REWIND mode
09H	MIFFTE	Fast feed to tape end
0AH	MIRWTT	Rewind to tape top
0BH	MIHDON	Turn head on
0CH	MIHDOF	Turn head off
0DH	MISKTP	Seek tape
0EH	MISTMP	Set tape move protect counter
0FH	MIRSMP	Reset tape move protect counter
10H	MIRDBL	Read one block
11H	MIWTBL	Write one block
12H		Undefined
13H		Undefined
14H	MIGTWD	Get write protection pin status
15H	MILEDON	Turn LED on
16H	MILEDOF	Turn LED off
17H	MISDAT	Save data area
18H	MILDAT	Load data area

See Section 3.7, "MTOS/MIOS Operations" for detailed information about the individual functions.

(35) POWEROFF

Function: Turns off PINE main power.

Entry address: WBOOT + 7BH or 0EB7EH

Entry parameter: C = Power off mode
= 00H: Turn off power in continue mode.
= 01H: Turn off power in restart mode.

Return parameter: None.

Explanation:

POWEROFF saves the current system status and turns off PINE main power. Once this routine is executed, only the 7508 slave CPU and RAM are supplied with power. The 7508 only updates the clock every 10 seconds and is mostly in the sleep state.

Notes:

Reset the continue mode with BIOS CONTINUE when turning off system power in the restart mode. Otherwise, the continue mode specification will be given priority and power may not be turned off in the restart mode.

See Section 2.5, "Power-off" for power-off processing.

See also: Section 2.5, "Power-off."

(36) USERBIOS

Function: Provides an entry point to USERBIOS.

Entry address: WBOOT + 7EH or 0EB81H

Entry parameter: User-supplied

Return parameter: User-supplied

Explanation:

USERBIOS provides an entry point through which the user can call his own BIOS routine. The user BIOS routine itself is located in the user BIOS area.

The starting address of the user-supplied BIOS routine must be set in this entry address.

The default of USERBIOS is the address of a subroutine which contains nothing but a RET instruction.

Note:

USERBIOS is set to the default value by a reset or system initialize.

See also: Section 4.1, "User BIOS"

(37) AUTOST

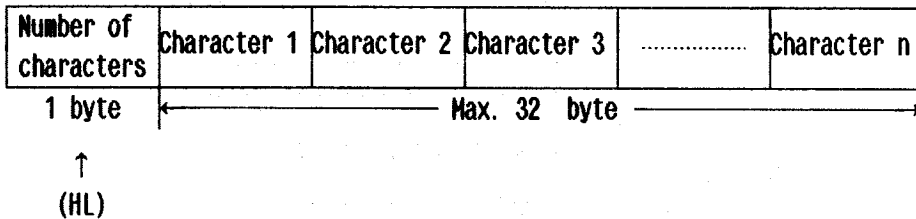
Function: Defines or cancels an auto start string.

Entry address: WBOOT + 81H or 0EB84H

Entry parameter: C = Function
= 00H: Cancel an auto start string.
= 01H: Define an auto start string.
HL = Starting address of the string to be defined (Valid only when C = 01H.)

Return parameter: None.

Explanation:
The string format is shown below:



"Number of characters" indicates the length of the specified string and must be in the range from 00H to 20H. 00H specifies that the auto start string is to be cancelled.

See Section 2.7 for the auto start function.

Note:

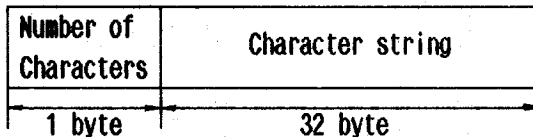
When the specified string is shorter than 32 bytes, 20H (space) codes are appended to the end of the string to fill the 32-byte field. When a length longer than 32 bytes is specified, the extra bytes are ignored.

See also: Section 2.7, "Auto Start Function"

Reference:

The system uses the following areas for defining an auto start string:

AUTOSTRT (0F3BDH) 34 bytes
- Auto start string area



"Number of characters" indicates the length of the specified character string. A 00H indicates that no auto start string is defined. The 34th byte is not used.

 SET AUTO START STRING

NOTE : This sample program sets auto start string.
 If ' ' + character are inputed, they are translated into control character.

<> assemble condition <>

.Z80

<> loading address <>

.PHASE 100H

<> constant values <>

BDOS entry

```
0005      BDOS      EQU    00005H ; BDOS entry address.
0009      STRING_OUT EQU    09H   ; BDOS function
000A      STRING_IN  EQU    0AH   ;
```

BIOS entry

```
EB03      WBOOT     EQU    0EB03H ; Warm Boot entry
EB84      AUTOST    EQU    WBOOT +81H ; Auto start entry
```

System area

 MAIN PROGRAM

NOTE : This program sets auto start string,
 which is inputed from keyboard.

```
0100      MAIN:
0100      31 1000      LD      SP,1000H ; Set stack pointer.
0103      0E 09       LD      C,STRING_OUT ; Console out string.
0105      11 0153     LD      DE,MSG01 ; Message address.
0108      CD 0005     CALL   BDOS
010B      0E 0A       LD      C,STRING_IN ; Input into console buffer.
010D      11 017D     LD      DE,IN_BUFF ; Buffer address.
0110      CD 0005     CALL   BDOS
0113      CD 0121     CALL   CHK_CTRL ; Check control code.
0116      21 017E     LD      HL,IN_BUFF+1 ; Set auto start string.
0119      0E 01       LD      C,01H ; Set.
011B      CD EB84     CALL   AUTOST
011E      C3 EB03     JP      WBOOT ; Program end.
```

 CHANGE ^CHARACTER TO CONTROL CODE

NOTE :
 <> entry parameter <>
 NON
 <> return parameter <>
 NON
 <> preserved registers <>
 NON

CAUTION :

```
0121      CHK_CTRL:
0121      21 017E     LD      HL,IN_BUFF+1 ; Inputed character no. check.
0124      7E         LD      A,(HL) ; Get inputed character no.
0125      B7         OR      A ; No character inputed?
0126      C8         RET     Z ; Yes.
0127      4F         LD      C,A ; Char. No. --> C
0128      23         INC     HL ; Char. data top addr. --> HL
0129      54         LD      D,H ; Char. data top addr. --> DE
012A      5D         LD      E,L ;
```

```
012B      CHK10:
012B      1A         LD      A,(DE) ; Get character.
012C      FE 5E     CP      ; code?
012E      26 07     JR      Z,CHK20 ; Yes.
0130      77         LD      (HL),A ; Set data.
0131      13         INC     DE ; Get pointer update.
0132      23         INC     HL ; Put pointer update.
0133      0D         DEC     C ; Counter decrement.
0134      C8         RET     Z ; End of char.
0135      18 F4     JR      CHK10 ; Loop.
```

```
0137      CHK20:
0137      13         INC     DE ; Get pointer increment.
0138      0D         DEC     C ; Counter check.
0139      C8         RET     Z ; No char. exists.
```

```
013A      1A         LD      A,(DE) ; Get character.
013B      D6 40     SUB     40H ; 40H to 7FH?
013D      38 EC     JR      C,CHK10 ; No.
013F      FE 40     CP      40H
```

```

0141 30 E8 JR NC,CHK10 ; No.
0143 E6 DF AND 11011111B ; 00H to 1FH
0145 77 LD (HL),A ; Set new data.
0146 13 INC DE ; Get pointer update.
0147 23 INC HL ; Put pointer update.
0148 3A 017E LD A,(IN_BUFF+1) ; Character No. decrement.
014B 3D DEC A ;
014C 32 017E LD (IN_BUFF+1),A ;
014F 0D DEC C ; Character remain?
0150 C8 RET Z ; No.
0151 18 D8 JR CHK10 ; Loop until end of char.
;
; Message and work area.
MSG01:
0153 DB 'INPUT AUTO START STRING (Max 32 char.)'
0157 49 4E 50 55
015B 54 20 41 55
015F 54 4F 20 53
0163 54 41 52 54
0167 20 53 54 52
016B 49 4E 47 20
016F 28 4D 61 78
0173 20 33 32 20
0177 63 68 61 72
0179 2E 29
017D DB 0DH,0AH,09H,'$'
;
; IN_BUFF:
017D DB 32 ; Max input character No.
017E DS 1 ; Input char. No. area.
017F DS 32 ; Input data area.
;
END

```


(38) RESIDENT

Function: Turns on or off the resident function.

Entry address: WBOOT + 84H or 0EB87H

Entry parameter: C = Controls the resident function.
= 00H: Disable resident.
= 01H: Enable resident.

Return parameter: None.

Explanation:

RESIDENT enables or disables the resident function. For details of this function, see Section 4.5.

Reference:

The system uses the following area for resident control:

RESEXQ (0EF28H) 1 byte
- Resident execution flag
= 00H: Resident function not specified.
= Nonzero: Resident function specified.

See also: Section 4.5, "Resident Processing"

(39) CONTINUE

Function: Sets or resets the continue mode.

Entry address: WBOOT + 87H or 0EB8AH

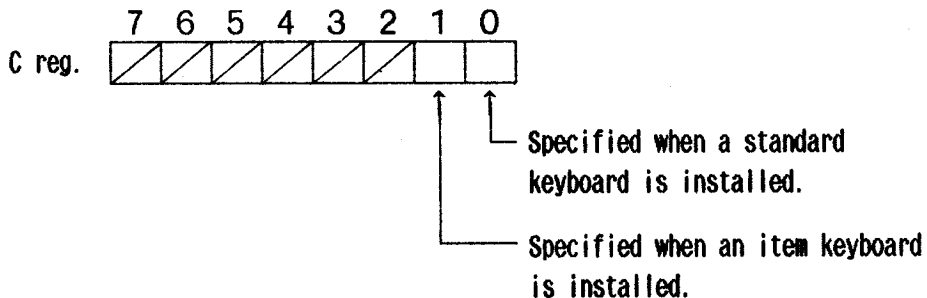
Entry parameter: C = Controls the continue mode.

Return parameter: None.

Explanation:

CONTINUE sets or resets the continue flag.

The entry parameter has the following format:



A 1 in bit 0 or 1 sets the continue mode and a 0 resets the continue mode.

The continue mode may be set for the standard and item keyboards independently.

Reference:

The system uses the following areas to control the continue mode:

FRCECNTN (0F311H) 1 byte

- Continue flag for the standard keyboard
 - = 00H: Restart mode (default)
 - = Nonzero: Continue mode

IFRCECNT (0F312H) 1 byte

- Continue flag for the item keyboard
 - = 00H: Restart mode
 - = Nonzero: Continue mode (default)

3.5 Keyboard

3.5.1 General

The PINE supports the standard and the item keyboards. The PINE keyboards are controlled by the slave CPU (7508), which communicates with the main CPU via an serial interface.

The 7508 checks the state of all keys approximately every 30 ms. If a key entry has been made, the 7508 loads the key position code into its own key buffer and sends an interrupt signal to the main CPU.

The main CPU, on receipt of the interrupt, fetches the position code via the interrupt processing routine and loads it into its key buffer.

The data in the key buffer is taken and processed one byte at a time by the BIOS CONIN or CONST routine.

This section describes the difference between the standard and item keyboards and the method of controlling key entries.

3.5.2 Keyboard Functions

3.5.2.1 Keys

(1) Number of keys

Standard keyboard: 72

Item keyboard: 58

(2) Number of switch keys

Standard keyboard: 6 (CTRL, SHIFT x 2, CAPS, GRPH, KANA or NUM)

Item keyboard: 4 (SHIFT, STOP, INIT, CTRL)

3.5.2.2 Key scanning

The 7508 scans the keyboard every 30 ms. If the depression of a key other than switch keys is sensed, the 7508 generates the position of the key in the matrix as a make code. If a switch key is pressed, it outputs a make code when the key is pressed and outputs a break code when it is released. If two or more keys are pressed consecutively, the 7508 outputs the corresponding codes accordingly. If two or more keys are pressed simultaneously, the 7508 outputs the code of whichever key is scanned first. If the keys are switch keys, it outputs the codes of all switch keys that are pressed.

3.5.2.3 Auto repeat function

All standard keyboard keys other than the switch keys, the STOP, ESC, PAUSE, and HELP keys, and function keys PFl - PF5 are repeatable. The auto repeat function is disabled by default when an item keyboard is installed. The auto repeat on/off state, repeat start time, and repeat interval time can be changed using the BIOS CONOUT routine (see the paragraphs on the CONOUT BIOS function).

3.5.2.4 Inhibiting keyboard interrupts

The PINE can be disabled or enabled for keyboard interrupts using commands. It may also be enabled only for STOP key interrupts. The steps below show how the 7508 processes keyboard interrupts when only STOP key interrupts are enabled.