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1          ; SBTTL RPLOT ROTATION OF RELATIVE VECTORS
2          ; BY DX ON THE STACK
3          ; EXIT WITH Y, X VALUE IN USER'S UNITS ON THE STACK
4
5          ONZ          RPLOT:
6
7          ; XVALUE = XLAST + (DX(COS THETA) - DY(SIN THETA))
8
9          ONZ          80          0000G          JSR          DOFF
10         ONZF          00G          .BYTE          FFIN
11         ONZD          0000G          .WORD          TABPTR
12         ONZC          00G          .BYTE          FHEX+FM
13         ONZB          0000G          .WORD          COSTHR
14         ONZB          00G          .BYTE          FHEX
15         ONZB          0000G          .WORD          SINTHA
16         ONZB          00G          .BYTE          FFIN+FM
17         ONZB          0000G          .WORD          COLCNT
18         ONZB          00G          .BYTE          FART+FS
19         ONZC          80G          .BYTE          FHEX+FA
20         ONZD          0000G          .WORD          XLAST
21         ONZF          00G          .BYTE          FLEX
22         ONZD          0000G          .WORD          YNEW
23
24         ; Y VALUE = +(DX(SIN THETA)+DY(COS THETA))
25
26         ONZ          00G          .BYTE          FFIN
27         ONZJ          0000G          .WORD          TABPTR
28         ONZK          00G          .BYTE          FHEX+FM
29         ONZL          0000G          .WORD          SINTHA
30         ONZK          00G          .BYTE          FFIN
31         ONZL          0000G          .WORD          COLCNT
32         ONZK          00G          .BYTE          FHEX+FM
33         ONZL          0000G          .WORD          COSTHR
34         ONZL          80G          .BYTE          FART+FA
35         ONZL          80G          .BYTE          FHEX+FA
36         ONZL          0000G          .WORD          XLAST
37         ONZL          00G          .BYTE          FLEX
38         ONZL          0000G          .WORD          YNEW
39         ONZL          00G          .BYTE          FRET
40         ONZL          39          15:          RTS

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1          SATTLL -----
2          SATTLL CLIPPING ROUTINES FOR DRAW (AND DDRAW)
3          ; *****
4
5          ROUTINES TO CLIP
6          ;
7          ; *****
8
9
10         ; THESE ARE THE CLIP CODES: (0000 IS THE VIEWPORT AREA)
11
12         1001  X 1000  X 1010
13         |
14         *****
15         |
16         0001  X 0000  X 0010
17         |
18         *****
19         |
20         0101  X 0100  X 0110
21         |
22         |
23
24         DRAW WILL SET THE CLIP CODES OF NEW AND OLD POINTS.
25         A DECISION WILL BE MADE ON TRIVIAL DRAW AND
26         NO DRAW SITUATIONS BY LOOKING AT CLIP CODE. NEXT
27         CLIPIT IS CALLED TO TRIM VECTOR TO THE LIMITS
28         OF THE WINDOW.
29
30         XNEW & YNEW HAVE AT FIRST THE NEW POINT TO BE PLOTTED, BUT MAY BE
31         MODIFIED TO BE AT THE POINT WHERE
32         THE VECTOR CROSSES THE WINDOW BOUNDS.
33
34         XLAST & YLAST HAVE AT FIRST THE LAST POINT PLOTTED.
35         BUT MAY BE MODIFIED TO BE POINT WHERE THE
36         VECTOR CROSSES THE WINDOW.
37
38         TEMPX & TEMPY HAVE THE NEW POINT, USED TO SAVE
39         THE POINT AND STORE IN X & YLAST UPON
40         COMPLETION OF DRAW ROUTINE.
41         STACK AT ENTRY Y VALUE, X VALUE
42
43         WILL CHANGE XNEW, YNEW, XLAST, YLAST, TEMPX, TEMPY, RD=47
44

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1          .SBTTL DRAW SUBROUTINE FOR DRAW
2          0457 80 0000G  GRADRA JSR DOEP
3          045A 00G          .BYTE FMIN          ; SET UP TEMPY
4          045B 0000G      .WORD COLCNT
5          045D 00G          .BYTE FLEX
6          045E 0000G      .WORD TEMPY
7          0460 00G          .BYTE FMIN          ; SET UP TEMPX
8          0461 0000G      .WORD THGPTX
9          0463 00G          .BYTE FLEX
10         0464 0000G      .WORD TEMPX
11         0466 00G          .BYTE FRET
12         0467 CE 0000G    GRADR: LDX XLAST.1 ; GET CLIP CODE FOR LAST AND STORE IN SECOND BYTE
13                                     ; OF R10
14         046A 0F 00G      STX R1.0          ; R1 IS POINTER TO LAST POINT
15         046C 8D 0517'    JSR CLIP          ; GET CLIP CODE FOR LAST
16         046F 07 01G      STR B R10+1.0    ; CODE STORED SECOND BYTE OF R10
17         0471 CE 0000G    LDX TEMPX.1      ; GET CLIP CODE FOR NEW AND STORE IN FIRST BYT
18                                     ; OF R10
19         0474 0F 00G      STX R1.0          ;
20         0476 8D 0517'    JSR CLIP          ;
21         0479 07 00G      STR B R10.0      ;
22         047B 26 04      BNE ZS           ; TEST TRIVIAL DRAW, BOTH CLIPCODES=0
23         047D 96 01G      LDA R R10+1.0
24         047F 27 65      BEQ APLOT         ; BRANCH BOTH=0
25                                     ; TEST TRIVIAL NO DRAW, THAT IS
26         0481 04 01G      AND B R10+1.0    ; NEW CLIP AND OLD CLIP <0
27         0483 26 74      BNE NOPLOT
28                                     ; CLIP FROM NEW POINT TO VIEWPORT
29         0485 06 00G      LDA B R10.0      ; CLIP CODE FOR NEW POINT
30         0487 27 19      BEQ ZS           ; BRANCH NO CLIP NECESSARY
31         0489 CE 0000G    LDX TEMPX.1
32         048C 0F 00G      STX R1.0          ; R1 POINTS TO XNEW AND YNEW
33         048E CE 0000G    LDX XLAST.1
34         0491 0F 00G      STX R2.0          ; R2 POINTS TO XLAST AND YLAST
35         0493 86 02      LDA R R2.1        ; GET MAX. ITERATION COUNT
36         0495 36 45      PSH R R2.1        ;
37         0496 8D 0572'    JSR CLIPIT
38         0499 72 45      PIR A
39         049A 5D 45      TST B
40         049B 27 05      BEQ ZS           ; CLIP COMPLETE
41         049D 4A 45      DEC A
42         049E 26 F5      BNE 45
43         04A0 2D 57      BRA 45
44         04A2 35 45      ; CLIP FROM LAST POINT TO VIEWPORT
45         04A2 97 00G      STA A R0.0      ; SAVE 2-B OF CLIPS
46         04A4 06 01G      LDA B R10+1.0    ; CLIP CODE FOR LAST POINT
47         04A6 27 3E      BEQ APLOT         ; BRANCH NO CLIP NECESSARY
48         04A8 CE 0000G    LDX TEMPX.1
49         04AB 0F 00G      STX R2.0          ; R2 POINTS TO XNEW AND YNEW
50         04AD CE 0000G    LDX XLAST.1
51         04B0 0F 00G      STX R1.0          ; R1 POINTS TO XLAST AND YLAST
52         04B2 86 02      LDA A R2.1        ; GET MAX. ITERATION COUNT
53         04B4 36 55      PSH A
54         04B5 8D 0572'    JSR CLIPIT
55         04B8 72 55      PUL A
56         04B9 27 05      BEQ ZS           ; CLIP COMPLETE?

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58	DNBC	4A			DEC R	
59	DNBD	26	FS		DEC R	SS
60	DNBF	20	38		BRB	NOPL0T
61	DNCL	81	02	15	CMF A	2,1
62	DNCT	22	0A		BEQ	PLTOK
63	DNCS	91	00G		CMF A	RD,0
64	DNCT	27	30		BEQ	NOPL0T
65	DNCS	96	00G	PLTOK	LDR A	R,SEC,0
66	DNBC	36			PSH A	
67	DNCC	86	15		LDR A	21,1
68						: SECONDARY ADDRESS SET FOR : DEFAULT MOVE
69	DNCE	80	3A		BSR	NEWSEC
70	DNCD	80	0000G		JSR	DOFF
71	DNCD				SET	XLAST,XNEW
	DN03	00G			.BYTE	FHEX
	DN04	0000G			.WORD	XLAST
	DN06	00G			.BYTE	FHEX
	DN07	0000G			.WORD	XNEW
72	DN09	00G			SET	YLAST,YNEW
	DN09	00G			.BYTE	FHEX
	DN0A	0000G			.WORD	YLAST
	DN0C	00G			.BYTE	FHEX
	DN0D	0000G			.WORD	YNEW
73	DN0F	00G			.BYTE	FRET
74	DNED	80	03A8'		JSR	PLOTVL
75	DNET	72			PLA A	
76	DNEN	80	24		BSR	NEWSEC
77	DNEN	80	0000G	APLOT:	JSR	DOFF
78	DNEN				SET	TEMPX,XNEW
	DNEN					: MOVE TO TEMPX,TEMPY
	DNEN	00G			.BYTE	FHEX
	DNEN	0000G			.WORD	TEMPX
	DNEN	00G			.BYTE	FHEX
	DNED	0000G			.WORD	XNEW
79	DNEN	00G			SET	TEMPY,YNEW
	DNEN	00G			.BYTE	FHEX
	DNF0	0000G			.WORD	TEMPY
	DNF2	00G			.BYTE	FHEX
	DNF3	0000G			.WORD	YNEW
80	DNF5	00G			.BYTE	FRET
81	DNF6	80	03A8'		JSR	PLC,1
82	DNF9	80	0000G	NOPL0T:	JSR	DOFF
83	DNFC	00G			.BYTE	FHEX
84	DNFD	0000G			.WORD	TOBPTR
85	DNFF	00G			.BYTE	FHEX
86	DN00	0000G			.WORD	XLAST
87	DN02	00G			.BYTE	FHEX
88	DN03	0000G			.WORD	CALCNT
89	DN05	00G			.BYTE	FHEX
]]]]]]						
90	DN06	0000G			.WORD	YLAST
91	DN08	00G			.BYTE	FRET
92	DN09	39			RTS	

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1          SBTLL NEWSEC---- ESTABLISH NEW SEC. ADDR. AND FLUSH OUTPUT BUFFER
2          ; THIS ROUTINE IS A BUG PATCH
3          ; IT WILL FLUSH THE CURRENT OUTPUT BUFFER AND ESTABLISH A NEW SEC. ADDR.
4          ; FOR USE IN ENSUING TRANSFERS. THIS IS SUCH THAT CLIPPING AND AXIS
5          ; WILL WORK CORRECTLY.
6          ;
7          ; CALL WITH NEW SEC. ADDR. IN ACC A
8          ;
9          .GLOBAL NEWSEC
10         .GLOBAL OUTFR
11         GOR      BD      0000G      NEWSEC: JSR      OUTFR      ; OUTFR SAVES ACC A
12         C'DD    97      00G          STR A   A SEC.D    ; SNEAKY YES
13         OSDF    7F      0000G       CLR     A STAT     ; THAT'S THE MAGIC LINE
14         0612    79
  
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1          .SBTTL CLIP SUBROUTINE TO GENERATE THE CLIP CODE
2          : R1 POINTS TO X, Y PAIR ON ENTRY
3          : B ACCUMULATOR HAS CLIP CODE ON EXIT
4          .GLOBL FPCMP
5          .GLOBL ARX
6
7          CLIP: STS R11,D      ; MARK STACK POINTER
8               LDR R1,D      ; LOOK AT X BOUNDARIES
9               JSR PSHPN
10              LDX YMINA,I
11              JSR PSHPN
12              JSR FPCMP      ; TEST THEM
13              CLR B         ; INITIALIZE B
14              TST A
15              BGE X=>YMINA  ; BRANCH X=>YMINA
16              EOR B 1,I
17              BRA YTST
18              TSX R0,30     ; CLENA OLD STUFF OFF STACK
19              JSR ARX
20              TMS
21              LDX YMAXA,I
22              JSR PSHPN
23              PUL A
24              PSH R         ; UPDATE B
25              JSR FPCMP
26              PUL B
27              BLE YTST     ; BRANCH X(<=)YMAXA
28              EOR B 2,I
29              LDX R1,D      ; LOOK AT Y BOUNDARIES
30              JSR AR16X
31              JSR PSHPN
32              LDX YMINA,I
33              JSR PSHPN
34              PUL A
35              PSH B        ; SAVE B SOMEWHERE
36              JSR FPCMP
37              PUL B
38              BGE ZS       ; BRANCH IF Y => YMINA
39              EOR B 4,I
40              BRA CLIPDN
41              TSX R0,30     ; CLENA UP OLD STUFF
42              JSR ARX
43              TMS
44              LDX YMAXA,I
45              JSR PSHPN
46              PUL A
47              PSH B
48              JSR FPCMP
49              PUL B        ; RESTORE CLIP CODES
50              BLE CLIPDN   ; BRANCH IF Y (<=) YMAXA
51              EOR B 10,I
52              LDR R11,D     ; RESET STACK POINTER
53              RTS
  
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1          ;SETL CLIPIT ROUTINE TO CALCULATE BOUNDARY INTERSECTION
2          ; CLIPIT ROUTINE CALCULATES THE
3          ; INTERSECTION OF THE VECTOR AND
4          ; THE WINDOW BOUNDARIES
5          ; CLIP IS MADE FROM THE X - Y END POINT
6          ; POINTED TO BY R1, TO THE VIEWPORT.
7          ; THIS X - Y POINT WILL BE CHANGED, IF NECESSARY,
8          ; TO A POINT ON THE WINDOW LIMITS
9          ; R2 POINTS TO THE OTHER X - Y ENDPOINT.
10         ; THIS X - Y POINT WILL NOT BE CHANGED
11         ; BY THIS ROUTINE
12         ; ENTRY WITH R1 & R2 POINTING TO X - Y VALUES
13         ; AND B ACCUM HAVING CLIP CODE
14         ; R7, R4, R5, R6, AND R2 WILL BE ClobberED
15         ; XNEW & YNEW REFER TO X & Y VALUES POINTED TO BY R1
16         ; X2 & Y2 REFER TO X & Y VALUES POINTED TO BY R2
17         0572 C5 01 CLIPIT: BIT B 1.1          ; TEST LESS THAN XMINW
18         0574 27 05 BEQ 15
19
20         ; CLIP TO XMINW
21         YNEW=YNEW+(Y2-YNEW)*(XMINW-XNEW)/(X2-XNEW)
22         ; XNEW=XMINW
23         0576 CE 0000G LDX XMINW,1
24         0579 20 07 BRR XDEFN          ; R7 WILL POINT TO XMINW
25         0578 C5 02 15: BIT B 2.1
26         0570 27 19 BEQ YTEST
27
28         ; CLIP TO YMINW
29         YNEW=YNEW+(Y2-YNEW)*(YMINW-YNEW)/(X2-XNEW)
30         ; XNEW=XMINW
31         057E CE 0000G LDX YMINW,1
32         0582 DF 00G XDEFN: STX R7,D
33         0584 DF 00G LDX R1,D
34         0586 0E 00G STX R4,D          ; R4 POINTS TO XNEW
35         0588 BD 0000G JSR R16X
36         0580 DF 00G STX R3,D          ; R3 POINTS TO YNEW
37         058F DF 00G LDX R2,D
38         0591 BD 0000G STX R6,D          ; R6 POINTS TO X2
39         0594 DF 00G JSR R16X
40         0596 20 25 STX R5,D          ; R5 POINTS TO Y2
41         0598 C5 04 YTEST: BIT B 4.1
42         059A 27 05 BEQ 15
43
44         ; CLIP TO YMINW
45         YNEW=XNEW+(X2-XNEW)*(YMINW-YNEW)/(Y2-YNEW)
46         ; YNEW=YMINW
47         059C CE 0000G LDX YMINW,1
48         059F 20 08 BRR XDEFN          ; R7 WILL POINT TO YMINW
49         05A1 C5 08 15: BIT B 10.1
50         05A3 26 01 BNE YDEF.
51         05A5 39 RTS
52
53         ; CLIP TO YMAXW
54         YNEW=XNEW+(X2-XNEW)*(YMAXW-YNEW)/(Y2-YNEW)
55         ; YNEW=YMAXW
56         05A6 CE 0000G YDEF: LDX YMAXW,1
57         05A9 DF 00G XDEFN: STX R7,D
58         05AB 0E 00G STX R1,D
59         05AD 0E 00G STX R3,D          ; R3 POINTS TO XNEW
60         05AF 80 0000G JSR R16X

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58 0582 DF 00G STX R4.D ; R4 POINTS TO YNEW
59 0584 DF 00G LDX R2.D
60 0586 DF 00G STX R5.D ; R5 POINTS TO X2
61 0588 BD 0000G JSR R16X
62 0588 DF 00G STX R6.D ; R6 POINTS TO Y2
63 ; EVALUATE s3=s3+(s5-s3)*(s7-s4)/(s6-s4)
64 ; AND s4=s7
65 0580 BD 0000G EVAL JSR DOFP
66 05C0 00G .BYTE FMIN
67 05C1 0000G .WORD R4
68 05C3 00G .BYTE FMIN+FS
69 05C4 0000G .WORD R7
70 05C6 00G .BYTE FMIN
71 05C7 0000G .WORD R4
72 05C9 00G .BYTE FMIN+FS
73 05CA 0000G .WORD R6
74 05CC 00G .BYTE FART+FD
75 05CD 00G .BYTE FMIN
76 05CE 0000G .WORD R5
77 05D0 00G .BYTE FMIN+FS
78 05D1 0000G .WORD R3
79 05D3 00G .BYTE FART+FN
80 05D4 00G .BYTE FMIN+FA
81 05D5 0000G .WORD R3
82 05D7 00G .BYTE FLIN
83 05D8 0000G .WORD R3
84 05DA 00G .BYTE FMIN
85 05DB 0000G .WORD R7
86 05DD 00G .BYTE FLIN
87 05DE 0000G .WORD R4
88 05E0 00G .BYTE FRET
89 05E1 BD 0513' JSR CLIP
90 05E4 J9 RTS
91
92
93
94
95 0001' END
  
```


SYMBOL TABLE

ARFLG= 0040	ADDAIX 0205R	ADDAWD 0003R	ADDEV= ***** G	AFAIL = 0030
ARMT = 0010	ARLOT 0456R	ARREV = 0020	ARSTR = 0020	ARLDO = 0008R
ARNTG= ***** G	ARVLD = 0004	ARXERR 018FR	ARXSCR 0196R	AR END = ***** G
ARMK = ***** G	ARPRM = ***** G	ARPTR = ***** G	AR SEC = ***** G	AR STAT= ***** G
ARSTG= ***** G	ARVX = ***** G	ARX = ***** G	ARX = ***** G	ARX = ***** G
ARSTG= ***** G	ARWK = ***** G	BRFALC= ***** G	BRFSTT= 0020	BLINK = ***** G
ARSTG= ***** G	ARXCNT= ***** G	BSTR = 0008	BUSACT= 0010	CDPTR= ***** G
BRAT = 0004	BRK = ***** G	CBRCNT= ***** G	CLIP 0513R	CLIPW 056FR
CBSTR= ***** G	CLTR = ***** G	CLARG= ***** G	CMAT = 0001	COLCNT= ***** G
CLIPIT 0572R	CLPTR = ***** G	CRDC3 = 0002	CREOF = 0008	CREO1 = 0004
COSG00= ***** G	COSTHA= ***** G	CRLE = ***** G	CRNRM= 0001	CRSTAT= ***** G
CREOT = 0020	CRETX = 0010	CTKN = 0002	CURSOR= ***** G	DATDEV= 0022
CRVLD = 0080	CSR = 0002	DISCNT= ***** G	DISSRG= 0008	DL = ***** G
DINFLG= 0004	DIRECT = 0080	DUP = ***** G	DP = ***** G	DREXTE= ***** G
DLTYS = ***** G	DLTYS = ***** G	DT = ***** G	DTBFR= ***** G	ENKEY= 0040
DREXTE= ***** G	DSPEDE= 0020	DT = ***** G	ERRTSN= ***** G	ERDPM= ***** G
EOFTYP= 0038	EOLTG = ***** G	ESTGT = ***** G	ERRLSE= ***** G	ERLNDO= ***** G
ERDM = ***** G	ERFBF= ***** G	ERFILE= ***** G	ERUNF= ***** G	ESTG = ***** G
ERNSP= ***** G	ERRCD = ***** G	ERTERM= ***** G	FART = ***** G	FD = 00E0
EVAL 0580R	EXTFLG= 0080	FA = 0080	FILDEV= 0000	FIXIA = 0003
EQUP = 0016	FEX = ***** G	FALN = ***** G	FLIN = ***** G	FMTVLD= 0008
FIXIB = 0004	FEX = ***** G	FLN = ***** G	FFA = ***** G	FPB = ***** G
FNLFG = 0010	FORTG = ***** G	FFR = ***** G	FFAD = ***** G	FRONE = ***** G
FPC = ***** G	FRCHP = ***** G	FFDLW = ***** G	FFML = ***** G	FS = 0080
FPSUB = ***** G	FPZER0= ***** G	FRES = ***** G	FRET = ***** G	GINSTK 0305R
FSAF = ***** G	FSAP = ***** G	GETIT 011CR	GINSET 028BRG	ERDPM 028BR
GSBLG= ***** G	GOSTG = ***** G	GRAB = 0000RG	GRAB = 0085R	GRANM 028BR
GRAPH 0236RG	GRFAGN 036AR	GRDRW 0457R	GRDR 0467RG	GRFED 028BR
GRFXET 0296R	GRFGIN 0283R	GRFINI 0000RG	GRFMOV 038CR	GRANM 028BR
GRFEL 028FR	GRFSCN 0750R	GSTT= 0 0766R	GSTXEX 024BR	IMTGT = ***** G
INPUTX 0001	INPRVL = ***** G	LOBFR1= ***** G	LOCLNR= ***** G	IOFLG= ***** G
IOFLNK= ***** G	ITM1TG= ***** G	ITM2TG= ***** G	ITTDEV= 0024	JMPX = ***** G
IRDEV = 001F	KRELAG= ***** G	KRLN = ***** G	KEYVLG= 0010	KEYSTX= ***** G
K 100 0047R	K 130 004FR	LBRKTG= ***** G	LCLFLG= ***** G	LDRX = ***** G
LDOX = ***** G	LENGTH= ***** G	LISTTG= ***** G	LWMTG= ***** G	LOCTG = ***** G
LSP = ***** G	LSTFMT= 0002	MATSIZ= ***** G	NTBR = ***** G	NTDEV= 0021
NTPD2 = 0023	NEWSK 050ARG	NLPTX = ***** G	NKEY = 0080	MOOUT = ***** G
NOPL0T 0459R	NWRIT= 0001	NTRPTR= 0008	NTRATR= 0004	NTDIMS= 0004
NTX EN= 0005	NLINK= 0000	NTNGMS= 0002	NTRTX = ***** G	NTRLY= 0010
NTSPTR= 0008	NTVAL = 0005	NTWKOL= 0007	NTWALN= 0007	NTWORA= 0005
NTSLTG= ***** G	OBJJAT= 0002	OBJCK= 0003	OBJDT = 0005	OBJLEN= 0000
OSFLG= 0002	OPRADR= ***** G	OUTBR= ***** G	PAETG = ***** G	PRM = 0008
PGMAT= 0002	PGMR = 0005	PGKCD = 0009	PGMFP = 0003	PGMLN= 0000
PGMLN= 0007	PGMPTR= ***** G	PGMTG = ***** G	POSTG= ***** G	PL0TVL 038BRG
PLTIT 0302R	PLTOK 0459R	PNGDF= ***** G	PNGFLG= ***** G	PRINTG= ***** G
PNTSTG= ***** G	POINT = ***** G	PNMDE= ***** G	PNRDEF= 0001	PRVLE= ***** G
PRTTG = ***** G	PSCGT = ***** G	PSHFN= ***** G	PSHRET= ***** G	PULFPH= ***** G
QORWA 0213RG	QGIN 023FRG	QMOV = 0221RG	QRDRWA 021ARG	QMOV = 0228RG
QOTAT 0057RG	QSCALE 0174RG	QVIEW 012BRG	QWINDO 00CARG	QINEX 0113R
RECLFG= 0004	RELDRA 03E2R	RELMOV 0451R	RFAIL = 00C0	RMT = 0040
RELOT 0422R	RPTCTL= 0080	RSTR = 0080	RTN = ***** G	RTENTG= ***** G
RPLG= 0080	RUNN = 0002	R0 = ***** G	R1 = ***** G	R10 = ***** G
R11 = ***** G	R12 = ***** G	R13 = ***** G	R14 = ***** G	R15 = ***** G
R16 = ***** G	R17 = ***** G	R18 = ***** G	R19 = ***** G	R2 = ***** G
*20 = ***** G	R21 = ***** G	R22 = ***** G	R23 = ***** G	R3 = ***** G
R4 = ***** G	R5 = ***** G	R6 = ***** G	R7 = ***** G	R4 = ***** G
R9 = ***** G	SER = ***** G	SCLIEF 0088R	SCLER= 0040	SCL = 0001
SECOEF= 0002	SEMTG= ***** G	SETARG= ***** G	SINCOD= ***** G	SINTHA= ***** G

SNDRF= ***** G	SNOIT = 0080	STAT37= ***** G	STRBLD= ***** G	STPFLG= 0040
STPKEY= 0020	STRING= 0010	SYSERR= ***** G	TABTR= ***** G	TABTR= ***** G
TCOL = ***** G	TEMPX = ***** G	TEMPY = ***** G	TRCFLG= 0020	TRIG = ***** G
TYPARG= ***** G	T51DEV= 0025	UNADR = ***** G	UNDEF = 0080	VALTG = ***** G
VALIND= 0040	WINEFR 0116R	XBLIS = ***** G	XDEFN 0582R	VLAST = ***** G
XPARA = ***** G	XMINS = ***** G	XTIME = ***** G	XNEW = ***** G	XSF = ***** G
YDEFN 05AR	YDEF 05AR	YLAST = ***** G	YPARA = ***** G	YMINS = ***** G
YTIME = ***** G	YNEW = ***** G	YSF = ***** G	YTEST 0588R	YTEST 05AR
ZDRAW = ***** G	ZGIN = ***** G	ZMOVE = ***** G	ZDRAW= ***** G	ZMOVE= ***** G

ABS. 0000 00
DEFS 01

ERRORS DETECTED: 0 WARNINGS POSTED: 1 FREE CORE: 1870. WORDS

SY:GRAF/C/DX1:SE1CL1.GRAF

K 100	1-388	1-401#				
K 130	1-383	1-402#				
KBOEV	1-255#					
KBFLAG	1-210#					
KBIN	1-208#					
KEYFLG	1-35#					
KEYSTR	1-52#					
LBKATG	1-13#					
LCLFLG	1-2#					
LDK	1-65#					
LDOX	1-6#					
LENGTH	1-2#	1-33#	10-41#	10-67	12-16#	
LSTTG	1-12#					
LNNOTG	1-135#					
LOCTG	1-145#					
LSP	1-4#					
LSTFMT	1-22#					
MRTSIZ	11-6#	13-22				
MTRER	1-26#					
MTPD2	1-25#					
MTPDEV	1-25#					
NEWSFC	20-6#	20-7#	21-9#	21-11#		
NLPTR	1-21#					
NOKEY	1-20#					
NOOUT	1-25#					
NOPL0T	20-27	20-43	20-60	20-6#	20-82#	
NOWRIT	1-26#					
NTSPTR	1-93#	13-18	14-2#			
NTATPR	1-8#	13-14	13-28#			
NTDIMS	1-9#					
NTALEN	1-9#					
NTLINK	1-7#					
NTNAME	1-7#					
NTPR	1-2#					
NTRELY	1-21#					
NTSPTR	1-9#					
NTVAL	1-8#	13-30#				
NTXCOL	1-9#					
NTALEN	1-9#					
NTURON	1-9#					
NULLTG	1-12#					
OB.MTR	1-10#					
OB.BCK	1-10#					
OB.JOY	1-10#					
OB.AEN	1-10#					
ONSFLG	1-2#					
OPROR	1-23#	9-13#	9-1#	9-15#	9-16#	9-17#
OUTFR	21-10#	21-11				
PACIG	1-13#	13-9				
PGRH	1-8#					
PGRMTR	1-10#					
PGRP	1-11#					
PGRD	1-11#					
PGRFP	1-11#					
PGRLEN	1-10#					
PGRNN	1-11#					
PGRPTR	1-4#					

YTST	22-12	22-22	22-29#
ZORAH	9-13	9-13#	
ZGIN	9-17	9-17#	
ZHOVE	9-15	9-15#	
ZKORAH	9-14	9-14#	
ZKHOVE	9-16	9-16#	

W 13-29

1

	EEEEEEEE	CCCCCCCC	DDDDDDDD	RRRRRRR	VV	VV	LL	SSSSSSS	TTTTTTTT
	EEEEEEEE	CCCCCCCC	DDDDDDDD	RRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT
	EE	CC	DD	RR	RR	VV	LL	SS	TT
	EE	CC	DD	RR	RR	VV	LL	SS	TT
	EEEEEE	CC	DD	RRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT
	EEEEEE	CC	DD	RRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT
	EE	CC	DD	RR	RR	VV	LL	SS	TT
	EE	CC	DD	RR	RR	VV	LL	SS	TT
	EEEEEEEE	CCCCCCCC	DDDDDDDD	RR	RR	VVV	LLLLLLLLL	SSSSSSSS	TTTTTTTT
	EEEEEEEE	CCCCCCCC	DDDDDDDD	RR	RR	VV	LLLLLLLLL	SSSSSSS	TTTTTTTT

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2-	1	IECDRV--IEC BUS HARDWARE DRIVERS
3-	1	EDIDRV--EOL DRIVERS
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7-	1	POLL----POLL DRIVER

274	TITLE	IECDRV	IEC INTERFACE SERVICE ROUTINE
275	IDENT	/SUBROUTS/	
276	GLOBAL	INTACP	: INITIALIZE IEC HARDWARE AS ACCEPTOR
277	GLOBAL	IECOFF	: INITIALIZE ACCEPTOR AND UNLOAD THE BUS
278			: AS WELL AS DISABLE ADA
279	GLOBAL	IECRD	: READ A BYTE FROM THE IEC BUS
280	GLOBAL	IECSND	: WRITE A BYTE TO THE IEC BUS
281	GLOBAL	INTSRC	: INITIALIZE IEC HARDWARE AS SOURCE
282	GLOBAL	IECIFC	: SEND "IFC" ON IEC BUS
283	GLOBAL	ATMON	: TURN ON ATTENTION
284	GLOBAL	ATNOFF	: TURN OFF ATTENTION
285	GLOBAL	PIRSRQ	: THE SRQ HALF OF THE IEC PIA
286	GLOBAL	PIRE01	: THE E01 HALF OF THE IEC PIA
287	GLOBAL	IECOUT	: OUTPUT A BUFFER TO THE IEC BUS
288	GLOBAL	E01ON	: SET E01
289	GLOBAL	E01OFF	: RESET E01
290	GLOBAL	CHAR	: I/O CHARACTER
291	GLOBAL	ETXCHR, EOLCHR, NULCHR	: SPECIAL DELIMITER CHARACTERS
292	GLOBAL	PIRALT	
293	GLOBAL	STKBLD	
294	GLOBAL	RSX	
295	GLOBAL	RSX	
296	GLOBAL	FIX1	
297	GLOBAL	FLOAT1	
298	GLOBAL	PULTPN	
299	GLOBAL	LOCINR	
300			
301			
302			
303			***** SEE STVAL FOR GEORGE'S CHANGES ****

```
1          SBTTL IECDRV--IEC BUS HARDWARE DRIVERS
2
3          2001          IECDRV=1
4
5          GLOBL IE DRV
6
7          ;INTACP SUBROUTINE
8
9          ;THIS SUBROUTINE INITIALIZES THE PIA AS AN ACCEPTOR
10         ;THIS IS CALLED FIRST WHEN THE CALCULATOR RECEIVES DATA
11         ;AND MESSAGES.
12
13
14         0000 02          INTACP: TBA
15         0001 0F          BYTE   HOF          ; THAT'S A SEI
16         0002 CE 0000G    LDZ     PIASRQ.1   ; SORRY ABOUT THE READABILITY
17         0005 E6 00      LDR B   0,X       ;
18         0007 C4 6C      AND B   HBC.1     ; SET NRD & NDRAC =0
19                                     ; ALSO IFC & EOI =1
20         0009 E2 00      STA B   0,X
21         000B C6 3D      LDA B   6D.1     ;ADDRESS DATA DIRECTION REG. A
22         000D F7 0001G   STA B   PIAE01+1 ;
23         0010 E7 01      STA B   1,X     ;ADDRESS DOR. B
24         0012 C6 9F      LDA B   237.1   ;CHANGE DOR. B
25         0014 E7 00      STA B   0,X     ;
26         0016 7F 0000G   CLR     PIAE01 ;CHANGE DOR. A
27         0019 C6 37      LDA B   67.1     ;ADDRESS PIAE01
28         001B F7 0001G   STA B   PIAE01+1 ;
29         001E E7 01      STA B   1,X     ;ADDRESS PIASRQ AND SET TALK=0
30         0020 06 39      TAP
31         0021 39          RTS
32
33         0022 84 7F      EXTRA: AND A  -1-128.1 ; TURN OFF NDRAC
34         0024 B7 0000G   STA A   PIASRQ
35         0027 39          RTS          ; RETURN
36
37
38         ;IECOFF
39
40         ;THIS ROUTINE INITIALIZES THE CALC. AS A LISTENER BUT
41         ;GETS COMPLETELY OFF THE BUS SO IT DOESN'T HAVE TO HAND SHAKE.
42         ;IT ALSO CLEARS ATTENTION WHEN IT FINISHES
43
44         0028 80 06      IECOFF: BSR INTACP
45         002A C6 0C      LDR B   HBC.1   ; SET ALL LINES HIGH EXCEPT REN,NDRAC,NRD
46         002C F7 0000G   STA B   PIASRQ
47         002E 7E 00FC   JMP     SRGRDY ; MAKE SURE NO SRQ HAPPEND WHILE GONE
48                                     ;BLKB 1
49
50
51         ;IECRD SUBROUTINE
52
53         ;ACCEPTOR HANDSHAKE FUNCTION
54         ;THIS SUBROUTINE PROVIDES THE CALCULATOR TO
55         ;GUARANTEE RECEPTION OF VARIOUS MESSAGES.
56
57
```

```

58 ; "INTRCP" SUBROUTINE MUST BE CALLED
59 ; BEFORE ENTRY TO THIS ROUTINE
60
61 ; EXIT PARAMETER: CHAR HOLDS THE BYTE
62 ; READ FROM DIO BUS
63
64
65 0033 B6 0000G IECRD: LDA R PIRSRQ ; SET NRFD = 1
66 0036 B8 10 ORR R 16,1
67 0038 B7 0000G STR A PIRSRQ
68 003B F8 0000G 15: LDA R PIRSRQ ; READ DRW
69 003E C5 40 BIT B 64,1 ; WAIT FOR IT
70 0040 27 F9 BEQ 15
71 0042 C4 FF AND R 752,1 ; SET NRFD = 0
72 0044 F7 0000G STR B PIRSRQ
73 0047 37 PSN B ; SAVE FOR A WHILE
74 004B 80 00E1: JSR IECED1 ; LOOK FOR AN EOI
75 004B 97 00G STR A CRSTAT,0 ; SAVE EOI STATUS
76 004D 07 00G STR B CHAR,0 ; ALSO GRABS CHARACTER
77 004E 32 PUL R ; GET BACK STATUS
78 0050 B8 80 ORR A 128,1
79 0052 67 0000G STR A PIRSRQ ; SET NRDC=1
80 0055 B6 0000G 25: LDA R PIRSRQ
81 0058 85 40 BIT A 64,1 ; WAIT FOR DRW TO GO AWAY
82 005A 26 F9 BNE 25
83 005C 20 C4 BVA EXTRA ; GO FOR CODE

```

;"IECSND" SUBROUTINE

THIS SUBROUTINE PROVIDES

TRANSMISSION OF DATA

ON DIO BUS TO ACCEPTORS.

ENTRY PARAMETERS:

ACC B IS THE BYTE TO WRITE
ON IEC-DIO BUS
DIO:LOW(AT PIR)

ALL THE LOGIC ARE OPPOSITE
OF SIGNALS ON IEC-BUS.

```

100 005E B6 34 IECSD: LDA R H04,1 ; SET DRW HIGH
101 0060 B7 0001G STR A PIRAO141 ; DRW(---)HIGH
102 0063 B6 0000G LDA R PIRSRQ ; READ NRFD AND NRDC
103 0066 B4 90 AND R 220,1
104 0068 27 1A BEQ 10EROR ; GO TO 10EROR
105 ; IF NRFD AND NRDC=0
106 006A F7 0000G STR B PIREO1 ; OUTPUT DIO BY (4)BYTE
107 006D B6 0000G 15: LDA R PIRSRQ ; READ NRFD
108 0070 B4 10 AND R 20,1
109 0072 26 F9 BNE 15 ; NRFD=0?
110 0074 B6 3C LDA R H0C,1 ; SET DRW LOW
111 0076 B7 0001G STR A PIREO141
112 0079 F6 0000G 25: LDA R PIRSRQ ; READ NRDC
113 007C 20 F9 BNE 25
114 007E B6 34 LDA R H04,1 ; SET DRW HIGH

```

```

115      0080 B7 0001G          STA A P1AE01+1
116      0081 39              RTS
117      0084 B6 00G          IECOR: LDA A ERIOE.1 ; SET IOE ERROR
118      0086 97 00G          STA A ERKCD.D
119      0088 39              RTS
120
121
122      ;INTSRC' SUBROUTINE
123
124
125      ;THIS SUBROUTINE INITIALIZES THE
126      ;PIA AS A SOURCE FUNCTION
127
128      ;INTSRC: TPA
129      008A 0F              BYTE M0F ; THAT'S SEI THE HARD WAY
130      008B C6 30          LDA B 60.1
131      008D F7 0001G      STA B P1AE01+1 ; ADDRESS TO DATA
132
133
134      ; DIRECTION REGISTERS ARE
135      0090 F7 0001G      STA B P1ASRQ+1 ; "
136      0093 C6 0F          LDA B 17.1 ; CHANGE DORB
137
138      0095 F7 0000G      STA B P1ASRQ ; "
139      0098 C6 FF          LDA B 377.1 ; CHANGE DORA
140      009A F7 0000G      STA B P1AE01 ; "
141
142      009D C6 34          LDA B 64.1 ; CHOOSE P1AE01
143      009F F7 0001G      STA B P1AE01+1 ; "
144      00A2 C6 3F          LDA B 72.1 ; CHOOSE P1ASRQ, AND SET TALK=1
145
146      00A4 F7 0001G      STA B P1ASRQ+1 ; "
147      00A7 06              TAP
148      00A8 20 1C          BRA E01OFF ; MAKE SURE E01 IS OFF
149
150
151      ;IECIEC' SUBROUTINE
152
153      ;THIS ROUTINE OUTPUTS IFC PULSE FOR >100 US
154
155      IECIEC: JSR IECOFF ; GET OFF BUS ALSO !!!
156
157      ; THIS IS PATCH FOR INIT AS WELL
158      00AA B0 0028*      ORG B 2.1
159      00AD CA 02          STA B P1ASRQ
160      00AF F7 0000G      LDA A 24.1
161      00B2 86 18          DEC A
162      00B4 4A 15          BNE 15
163      00B6 26 FD          AND B 375.1
164      00B8 C4 FD          STA B P1ASRQ
165      00BA F7 0000G      RTS
166
167
168      ;E01ON' SUBROUTINE
169
170
171      E01ON: LDA A P1ASRQ ; GET DATA
172      ORG A 1.1 ; SET E01
173      BRA XZ
174      .BLKB 2
175
176
177      ;E01OFF' SUBROUTINE
    
```



```

172      :
173      :
174      00C5 86 0000G EOI/OF: LDA R P1ASRQ ; READ DATA REG
175      00C9 84 FE      AND R  HZFE.1 ; RESET EOI
176      00CB 87 0000G X2:   STA R  P1ASRQ ; SAVE DATA
177      00CF 39      RTS
178      :
179      :
180      : "ATN0N" SUBROUTINE
181      :
182      :
183      00CF 86 0000G ATN0N: LDA R P1ASRQ ; LOC. AT DRU FIRST
184      00D2 85 4D      BIT R  64.1 ; IN ORDER TO TAKE CONTROL SYNCHRONOUSLY (TCS)
185      00D4 26 F9      BNE  ATN0N
186      00D6 84 F7      AND R  367.1 ; THEN ASSERT ATTENTION
187      00D8 20 F1      BRA  X2 ; EXIT
188      :
189      :
190      : "ATNOFF" SUBROUTINE
191      :
192      :
193      00DA 86 0000G ATNOFF: LDA R P1ASRQ
194      00DD 8A 08      ORA R  10.1
195      00DF 20 EA      BRA  X2
    
```

```

1          .SRTL EOIDRV--E01 DRIVERS
2          .GLOBL IECE01
3          .GLOBL ONTRL
4          .GLOBL PIALT          ; DC LEVEL OF E01 IS HERE
5
6          ; THIS ROUTINE CHECKS THE LEVEL OF E01 AND IF TRUE
7          ; THEN SETS THE E01 BIT IN PNDPLG FOR THE E01 ON UNIT
8          ; IT ALSO RETURNS WITH THE FOLLOWING:
9          ; ACC A -- 0 IF NO E01, CRED1 (4) IF HAD E01
10         ; ACC B -- THE CHARACTER CONTAINED IN PIAE01
11         ; WHICH MAY BE OF USE IF THIS ROUTINE CALL FROM IECDR
12
13         IECE01: CLR A
14         LDA B PIALT          ; LOOK AT E01 --- DC LEVEL
15         BIT B 16.1
16         BEQ E01RDY          ; NOPE
17         LDA B PNDPLG.0      ; SET E01 INTERRUPT BIT
18         ORA B 10.1
19         STA B PNDPLG.0
20         LDA B 4.1          ; SET CRED1 ALSO
21         E01RDY: LDA B PIAE01 ; CLEAR INTERRUPT AND READ CHAR
22         RTS
23         BLKB 2
    
```

```
1          .SRTL SRQDRV--SRQ DRIVERS
2          .GLOBL SRQDRV
3          ; THESE ROUTINES HANDLE THE SERVICE REQUEST INTERRUPTS
4          ; LATER CODE NEEDS TO BE ADDED TO HANDLE DEVICE 0 SPECIALLY
5
6          DDPC 86 0000 SRQDRV: LDA R P1ASRQ      ; SRQ CLEAR INTERRUPT
7          DDPC 85 20      BIT R 32,1          ; TEST IF SRQ IS STILL DOWN
8          DDPC 27 0C      BEQ SRQD0
9          DDPC 96 00G     LDA R 0LDFLG,0      ; IS SRQ DISABLED
10         DDPC 85 0R      BIT R 01SSRQ,1
11         DDPC 26 06      BNE SRQD0
12         DDPC 96 00G     LDA R P0DFLG,0      ; SET SRQ INTERRUPT
13         DDPC 8A 10      ORA R 20,1
14         DDPC 97 00G     STA R P0DFLG,0
15         SRQD0: RTS
```



```

1          .SBTTL IECIM---INPUT FROM IEC BUS
2          .GLOBL IECIM
3          .GLOBL SCRAM,XR3IS
4          : THIS ROUTINE INPUTS ASCII INFORMATION FROM THE IEC BUS
5          : IF AN EOL IS DETECTED THEN APPROPRIATE STATUS IS SET
6          :
7          : 1) CREQ1 IS SET
8          : 2) BUSACT IS RESET
9          : 3) WHO KNOWS WHAT ELSE
10         015F 96 00G IECIM: LDA R R. STAT.D : IS DEVICE ACTIVE
11         0161 85 10 BIT R BUSACT. I :
12         0163 26 29 BNE JECOK : BUS IS READY
13         0165 BA 10 ORA R BUSACT. I : MARK BUS ACTIVE
14         0167 97 00G STA R R. STAT.D
15         0169 80 00CE? JSR @R0CNM
16         016C 80 00B9? JSR INTSRK : NEED TO ADDRESS DEVICE
17         016F 06 00G LDA B R. PRIM.D : GET PRIMARY ADDRESS
18         0171 CA 40 ORA B #0 : MAKE IT IEC
19         0173 80 005E? JSR IEC5ND : SEND IT
20         0176 06 00G LDA B R. SEC.D : GET SECONDARY
21         0178 C1 20 CMP B #2 : IF 32 THEN NO SEC. ADDRESS
22         017A 27 40 BEQ JECSTP
23         017C CA 60 ORA B #60. I : MAKE IT IEC
24         017E 80 005E? JSR IEC5ND : SEND IT
25         0181 80 0000 JECSTP: JSR INTACK : SET UP TO BE ACCEPTOR
26         0184 86 00C LDA R #0C. I : TURN OFF ATTENTION AND
27         0186 87 0000G STA R #0C80 : SET WREEDBACK TO 0
28         : ***** QUESTION ABOUT TIMING HERE
29         0189 96 00G LDA R ERRC.D : ANY ERRORS
30         018B 27 01 BEQ JECOK
31         018D 39 RTS :
32         018E DE 00G JECOK: LDX P. PTR.D : POINTER TO BUFFER
33         0190 B1 001?? JECYER: JSR IECRD : GET CHAR
34         0193 96 00G LDA R CHAR.D : GET CHARACTER
35         0195 06 00G LDA B IOFUNC.D : IF READ SKIP
36         0197 C1 0E CMP B #14. I
37         0199 27 1C BEQ 45
38         019B 91 00G CMP R ETXCHR.D : TEST FOR ETX
39         019D 26 07 BNE 75
40         019F C6 10 LDA B CRETX. I : SET ETX
41         01A1 07 00G STA B CRSTAT.D
42         01A3 09 DEX :
43         01A6 20 25 BRA JECXT SCRAM
44         01A8 80 0000G JS: JSR @R0CNM
45         01AB 06 00G LDA R #06CHR.D : NULL CHARACTER
46         01AD 28 06 BHI 15
47         01AF 11 0E CBA :
48         01B0 26 07 BNE 15
49         01B2 09 DEX :
50         01B4 20 25 BRA 25
51         01B6 91 00G CMP R #06CHR.D : EOL?
52         01B8 27 00 BEQ JECRE
53         01BA A7 00 45: STA R #0X
54         01BC 06 00G LDA B CRSTAT.D : EOL?
55         01BE 86 0E BNE JECXT
56         01C0 9C 00G CPX R. MAX.D : FULL BUFFER
57         01C2 87 0A BEQ JECXT
58         01C4 08 INX : MOVE POINTER

```

58	01C2	20	CC		BRA	JECXFR	: GO GET NEXT CHARACTER
59	01C4	09		JECRE	DEX		
60	01C5	06	00G		LDA B	CRSTAT.D	
61	01C7	0A	01		ORA B	CRNORM.I	: MARK "CR" FOUND
62	01C9	02	00G		STB B	CRSTAT.D	
63	01CB	08		JECXCT:	INX		: MOVE POINTER TO PROPER PLACE
64	01CC	0F	00G		STX	R.END.D	: SAVE POINTER TO LAST CHAR
65	01CE	39			RTS		

```

1          ;SETTL POLL-----POLL DRIVER
2          ;THIS ROUTINE PERFORMS THE POLL FUNCTION ON THE IEC BUS
3          ;DEVICE ZERO NEEDS TO BE DISALLOWED.
4
5          ;GLOBAL LOGIC
6          ;GLOBAL POLL
7          ;*****
8          ;THIS ROUTINE EXTRACTS AN INTEGER NUMBER OFF THE STACK
9          ;AND IS SPECIALLY BUILT FOR THE POLL COMMAND
10
11         POLVAL= PUL R          ; SAVE RETURN ADDRESS
12         0100 91 01G          STR A DREXTR+1,D
13         0102 32             PUL A
14         0103 92 02G          STR A DREXTR+2,D
15         0105 32             PUL A
16         0106 32             PUL A          ; VALID INPUT VARIABLE
17         0107 40             TST A
18         0108 26 11          BNE POLER
19         010A 30             TSX
20         010B FF 00          LDX 0,X          ; GET POINTER TO VALUE
21         0100 08             INX
22         010E 80 0000G       JSR FIX1          ; FIX IT
23         01E1 26 08          BNE POLER
24         01E3 E6 03          LDA B FIX1A,X          ; GET MSBYTE
25         01E5 26 04          BNE POLER
26         01E7 E6 04          LDA B FIX1B,X          ; GET LSBYTE
27         01E9 20 02          BRA POLEX
28         01EB C6 80          POLER: LDA B 200,I          ; ERROR VALUE
29         01ED 31             POLEX: LMS          ; FINISH CLEARING STACK
30         01EE 31             IHS
31         01EF 7E 0000G       JMP DREXTR
32         ;*****
33         ; THIS IS MAIN ENTRY POINT FOR POLL
34
35         01F2 86 0000G       POLL: LDA A P1ALT          ; TURN ON I/O LIGHT
36         01F5 8A 40          ORA A 100,I
37         01F7 87 0000G       STR A P1ALT
38         01FA 30             TSX          ; SET UP STACK
39         01FB 08             INX
40         01FC 0F 00G         STX R0,D
41         01FE 0F 00G         STX R11,D          ; MARK TOP OF STACK
42         0200 86 00G         LDA A EQLTG,I
43         0202 76 00G         PSN A
44         0203 80 0000G       JSR LOGIC
45         0206 06 00G         LDA B R0,D          ; FIND REAL EQL TAG
46         0208 96 01G         LDA A R0+1,D          ; BACK UP TO RESULT AREAS
47         020A 80 12          SUB A 12,I
48         020C 97 01G         STR A TCOL+1,D          ; MAKE POINTER TO RESULT B
49         020E C2 00          SBC B 0,I
50         0210 07 00G         STR A TCOL,I
51         0212 0E 00G         LDX TCOL,L          ; MAKE POINTER TO RESULT A
52         0214 80 0000G       JSR ARX
53         0217 0F 00G         STX COLCNT,D          ; POINTER TO A
54         0219 0E 00G         LDA TCOL,D
55         021B 86 70G         LDA A EQLTG,I          ; PUT AN EQL TAG OVER THE SEMI TAG
56         021D 87 00          STR A 0,X
57         021F 0E 00G         LDX R11,D

```

58	0221	0F	00G	STX	RD-D	: FORM PROPER STACK
59	0223	4F	0000G	JSR	STKBLD	: BUILD PROPER STACK
60	0226	4F		CLR A		: INITIALIZE RESULTS
61	0227	97	00G	STA A	CHAR.D	
62	0229	97	00G	STA A	R1.D	
63	022B	8D	02E8'	JSR	SPOLN	: POLL POSITION COUNTER
64	022E	96	00G	LDA A	ERRCD.D	: SEND SERIAL POLL ENABLE
65	0230	26	4E	BNE	POLEXT	: TEST FOR ERRORS FROM ABOVE
66	0232	8D	98	POLCOOP: BSR	POLVAL	: GET PRIMARY
67	0234	C1	1F	CHP B	31..I	: TEST IF VAL10 PRIMARY
68	0236	22	3F	BHI	FOLEPR	
69	0238	CA	4D	ORA B	100..I	: TALK ADDRESS
70	023A	8D	005E'	JSR	IECSND	: SEND IT
71	023D	3D		TSX		: LOOK AT TAG
72	023E	A6	0D	LDA A	D.X	
73	0240	81	00G	CHP A	EOLTG..I	: DONE?
74	0242	27	0F	BEG	POLIT.	
75	0244	81	00G	CHP A	SEMITG..I	: " "
76	0246	27	0B	BEG	POLIT	
77	0248	8D	25	BSR	POLVAL	: GET SECONDARY
78	024A	C1	2D	CHP B	32..I	
79	024C	22	29	BHI	POLEPR	
80	024E	CA	6D	ORA B	IND..I	: MAKE IT SECONDARY
81	024D	8D	005E'	JSR	IECSND	: SEND IT
82	0253	7C	0000G	IMC	R1	: INC. COUNTER
83	0256	96	00G	LDA A	ERRCD.D	: TEST FOR I/O ERRORS
84	0258	26	21	BNE	POLEPR	: ERROR EXIT
85	025A	8D	000D'	JSR	INTACP	: ALLON RESPONSE
86	025D	8D	000A'	JSR	ATNOFF	
87	0260	8D	0033'	JSR	IECRD	: GET RESPONSE OFF OF THE BUS
88	0263	8D	00CF'	JSR	ATMON	: SET UP SOURCE AGAIN
89	0266	8D	0089'	JSR	INTSRC	
90	0269	96	00G	LDA A	CHP.C.D	
91	026B	85	4D	B1T A	100..I	: AFFIRMATIVE?
92	026D	26	11	BNE	POLEXT	: FOUND IT
93	026F	32		P1L A		: WHERE FROM HERE?
94	0270	81	00G	CHP A	EOLTG..I	: DONE?
95	0272	26	4E	BNE	POLCOOP	
96	0274	36		PSH A		: KEEP IT CLEAN
97	0275	2D	04	BRA	POLERX	
98	0277	86	00G	POLERR: LDA A	ERRATSN..I	
99	0279	97	00G	STA A	ERRCD.D	
100	027B	4F		CLR A		
101	027D	97	00G	STA A	R1.D	: CLEAR RESULTS
102	027E	97	00G	STA A	CHAR.D	
103	0280			POLEXT:		
104	0280	C6	5F	LDA B	137..I	: SEND INTALK
105	0282	8D	005E'	JSR	IECSND	
106	0285	C6	19	LDA B	31..I	: SERIAL POLL DISABLE
107	0287	8D	005E'	JSR	IECSND	
108	028A	8D	0038'	JSR	IECOFF	: GET OFF THE BUS
109	028D	BE	00G	LOX	COLCNT.D	: GET POINTER TO RESULT A
110	028F	D6	00G	LDA B	R1.D	: GET LOCATION #
111	0291	8D	21	BSR	STOVAL	: STORE IN RESULT A
112	0293	CE	00G	LOX	TCOL.D	: GET POINTER TO RESULT B
113	0295	D6	00G	LDA B	CHAR.D	: GET RESULT STATUS
114	0297	8D	26	BSR	STOVAL	

ROLL-----POLL DRIVER

```

115 0299 9F 00G STS RD.D ; THIS IS A MESS TO CLEAN UP
116 0298 86 00G LDR A EQLTG.1
117 0290 8D 0000G JSR LOCTG
118 0280 DE 00G LDX RD.D
119 0282 09 INK
120 0283 08 INK
121 0284 08 INK
122 0285 0F 00G STX RD.D
123 0287 86 00G LDR A EQLTG.1
124 0289 8D 0000G JSR LOCTG ; GET OLD SEMI TAG
125 028C DE 00G LDX RD.D
126 028E 86 00G LDR A SEMITG.1 ; REPLACE IT WITH SEMI TAG
127 028D A7 01 STR A I.X
128 0282 9E 00G STS RD.D ; RESET TO CLEAN STACK
129 0284 86 0000G LDR A PIALT ; TURN OFF I/O LIGHT
130 0287 84 8F AND A 277.1
131 0289 87 0000G STR A PIALT
132 028C 8D 0000G JSR IOCLMR ; AND RETURN

```

***** THIS ROUTINE FORMS AN INTEGER INTO A VALID SCALAR RECEIVING *****

```

135 ; VARIABLE
136 ; INPUT.
137 ; B IS INTEGER VALUE TO BE STORED.
138 ; X IS POINTER-1 TO STACKED POINTER TO NAME TABLE

```

```

139 028F EF 02 STOVAL LDX 2.X ; GET POINTER TO NAME TABLE

```

***** CHANGES START HERE I CHANGED THE SET/CLI TO A TPR/TAP WITH PSH/PUL

```

141
142
143
144
145 02C1 07 TPA
146 02C2 76 PSH A
147 02C3 01 0F SET 01.17 ; NOW TURN THEM OFF

```

```

148
149 02C5 A6 04 LDR A NTATTR.X ; GET ATTRIBUTE
150 02C7 85 40 BIT A SCALAR.1
151 02C9 27 18 BEQ PERR
152 02CB 84 7F AND A -1-UNDEF.1 ; MARK IT DEFINED
153 02CD A7 04 STR A NTATTR.X
154 02CF 8D 0000G JSR ASX ; GET POINTER TO VALUE
155 02D2 0F 00G STX RD.D ; SAVE IT A WHILE
156 02D4 37 PSH B ; PUT INTEGER ON STACK
157 02D5 5E CLR A
158 02D6 37 PSH B
159 02D7 37 PSH B ; HOW'S THAT FOR A TAG
160 02D8 8D 0000G JSR FLOAT1 ; FLOAT IT
161 02D9 0E 00G LDX RD.D ; SAVE IT
162 02DB 8D 0000G JSR PULFPM

```

```

164 02E0 32 PUL A ; GET STATUS
165 02E1 06 TPR ; RESTORE THE INTERRUPTS

```

***** CHANGES STOP HERE

```

167
168
169
170 02E2 39 RTS

```

POLL----POLL DRIVER

```

171      02E3  86  00G  PERR: LDA R  ERODNL I
172      02E5  92  00G      STR R  ERROD D
173      02E7  39          RTS
174          ; *****
175          ; ROUTINE TO INITIALIZE POLLING
176          ;
177          .GLOBAL SPOLON ; SERIAL POLL ON
178      02E8  80  0089* SPOLON JSR  INTSAC ; ENABLE RS SOURCE
179      02EB  80  00CF*      JSR  ATMON  ; ENABLE ATN
180      02EE  C6  3F          LDA B  77.1  ; UNLISTEN
181      02F0  80  005E*      JSR  IECSND ; SEND IT
182      02F3  C6  18          LDA B  30.1  ; SERIAL POLL ENABLE
183      02F5  80  005E*      JSR  IECSND ; SEND IT
184      02F8  39          RTS
185          0001*          .END
    
```

SYMBOL TABLE

ABRFLG= 0040	AFRIL = 0030	AMAT = 0010	ARRAY = 0020	ASTR = 0020
ADLOD = 0008	ATNOEF 0000RG	ATNON 00CEFG	ATSNG= 0000	ADLOD = 0008
A END = 00000 G	A MAX = 00000 G	A PRIM= 00000 G	A PTR = 00000 G	A SEC = 00000 G
A STAT= 00000 G	A STR1= 00000 G	ASX = 00000 G	ASX = 00000 G	BRKSTG= 00000 G
BANK = 00000 G	BRFST1= 0020	BLINK = 00000 G	BMT = 0000	BRKCM1= 00000 G
BSTR = 0008	BUSACT= 0010	COPTR= 00000 G	COPTR= 00000 G	CHAR = 00000 G
CMRNT= 00000 G	CLPTR = 00000 G	CMAT = 0001	COLCNT= 0000	CRCKJ = 0002
CREOF = 0008	CREOI = 0008	CREAT = 0020	CRETX = 0010	CRORNI= 0001
CRSTAT= 00000 G	CRWLD = 0080	CSTR = 0002	CTON = 00000 G	CURSOR= 00000 G
DATDEV= 0022	DINFLG= 0004	DIRECT = 0080	DISCNT= 0000	DISSRO= 0008
DL = 00000 G	DP = 00000 G	DREXTA= 00000 G	DREXTB= 00000 G	DSPDEV= 0020
DT = 00000 G	EDTBR= 00000 G	ENDEY= 0040	EOFTYP= 0038	EIOFF 006RG
EDION 0080RG	EIDRDY 00F1R	EOLCHR= 00000 G	EOLTG = 00000 G	EOSTG = 00000 G
ERATSN= 00000 G	ERATSN= 00000 G	EREM = 00000 G	EREM= 00000 G	ERRLE = 00000 G
ERIGE = 00000 G	ERNIO= 00000 G	ERNSEP= 00000 G	ERRCO = 00000 G	ERRPRN= 00000 G
ERUNDF= 00000 G	ESTG = 00000 G	ETXCHR= 00000 G	EXTFLG= 0080	EXTRA 0022R
FILEDE= 0000	FIXI = 00000 G	FIXIA = 0003	FIXIB = 0008	FIXIAT= 00000 G
FNLVLD= 0008	FNFLG = 0010	FORTG = 00000 G	GLBFLG= 00000 G	GOSTG = 00000 G
IECCLN 0158R	IECORV= 0001 G	IECED1 00E1RG	IECENT 0158R	IECGO 0148R
IECGO1 013CR	IECIEC 0000RG	IECIN 0158RG	IECOFE 0028RG	IECON 0138R
IECOUT 0110RG	IECRD 0033RG	IECSND 0058RG	IECSTP 0132R	IMKST = 00000 G
INPUXK= 0001	INTRPC 0000RG	INTSRC 0089RG	IOBR1 = 00000 G	IOCLNR= 00000 G
IKORR 0084P	IOFLGS= 00000 G	IOFLNC= 00000 G	ITHIIG= 00000 G	ITM2TG= 00000 G
ITIDEV= 0024	JEXCT 01CBR	JECOM 0188R	JECRE 01CNR	JECSTP 0181R
JECXFR 0190R	JMPX = 00000 G	KRDEV = 001F	KRFLAG= 00000 G	KB IN = 00000 G
KEYFLG= 0010	KEYSTA= 00000 G	LBRTTG= 00000 G	LFLG= 00000 G	LDRX = 00000 G
LDIR = 00000 G	LENGTH= 00000 G	LITSTG= 00000 G	LNMTG= 00000 G	LOC TG = 00000 G
LSP = 00000 G	LSTFMT= 0002	MTOFR = 0021	MTOFR= 0021	MTPQZ = 0023
N.PTR = 00000 G	NOKEY = 0080	NOOUT = 00000 G	NOARLT= 0001	NTAPR = 0008
NTATPR= 0004	NTDMS= 0009	NTLEN= 0005	NTLINK= 0000	NTMPE = 0002
NTPTR = 00000 G	NTREL= 0010	NTSPT= 0008	NTVAL = 0005	NTWAL= 0007
NTALEN= 0007	NTARW= 0005	NULCHR= 00000 G	NULTG = 00000 G	OB JATR= 0002
3333				
3.BACK= 0003	OB.DT = 0005	OBJLEN= 0000	ONSFLG= 0002	QNTBL = 00000 G
OPRORW= 00000 G	PACTG = 00000 G	PARM = 0008	PER 02F3R	PGRATR= 0002
PGRBP = 0005	PGMCD = 0009	PGRFP = 0003	PGLLEN= 0000	PGLNH= 0007
PGMTR= 00000 G	PGHTG = 00000 G	PIREO1= 00000 G	PIAL T = 00000 G	PIASRO= 00000 G
PIOSTG= 00000 G	PNDDEF= 00000 G	PNDLFG= 00000 G	PNTNTG= 00000 G	PNTSTG= 00000 G
POINT = 00000 G	POLEPR 0277R	POLEK 0278R	POLEK 01EBR	POLEXT 0280R
POLEX 01EDR	POLIT 0253R	POLL 01F2RG	PALOP 0232R	POLVAL 01CFR
PPMOK = 00000 G	PRIDEF= 0001	PRITG = 00000 G	PRITG = 00000 G	PURAPH= 00000 G
RCLCFE= 0004	R-AIL = 00C0	RHAT = 0040	RPTCTL= 0080	RSTR = 0080
RRTNIG= 00000 G	RUNFLG= 0080	RUNN = 0002	R1 = 00000 G	R1 = 00000 G
R10 = 00000 G	R11 = 00000 G	R12 = 00000 G	R13 = 00000 G	R14 = 00000 G
R15 = 00000 G	R16 = 00000 G	R17 = 00000 G	R18 = 00000 G	R19 = 00000 G
R2 = 00000 G	R20 = 00000 G	R21 = 00000 G	R22 = 00000 G	R23 = 00000 G
R3 = 00000 G	R4 = 00000 G	R5 = 00000 G	R6 = 00000 G	R7 = 00000 G
R8 = 00000 G	R9 = 00000 G	SAP = 00000 G	SCALR= 0040	SCRMS = 00000 G
SECOEF= 0002	SEM1TG= 00000 G	SNDIT = 0080	SPOLON 02ERRG	SRODIO 010FR
SRRDY 00FCRG	STAT32= 00000 G	STRALD= 00000 G	STOVN 028FR	STPFLG= 0040
STRAYV= 0020	STRING= 0010	STRSER= 00000 G	TAPTR= 00000 G	TAPTR= 00000 G
TCOL = 00000 G	TRFLG= 0020	TSIDEV= 0025	UNDEF = 0080	VALTG = 00000 G
VALUND= 0040	XRAIS = 00000 G	XI 00C8R		
ABS 0000	DO			
02F9	01			

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2406 WORDS

SY: IECORV(CRK): SECT1: IECORV

A END	1-196#	5-25	5-36	6-61#			
A MAX	1-197#	6-55					
A PRIM	1-192#	5-12	6-16				
A PTR	1-194#	5-24	6-31				
A SEC	1-193#	5-15	6-19				
A STAT	1-191#	5-5	5-9#	6-9	6-13#		
A STRT	1-195#						
ASX	1-295#	7-15#					
ASX	1-294#	7-52					
BARFLG	1-26#						
BAIIL	1-155#						
BMAT	1-154#						
BBBY	1-83#						
RSTR	1-153#						
ATLOD	1-216#						
ATMOFF	1-284#	2-193#	5-20	7-86			
ATMNA	1-283#	2-183#	2-185	5-10	6-14	7-88	7-179
ATSNTG	1-138#						
ATULD	1-204#						
BAKSTG	1-146#						
BANK	1-250#						
BERSTT	1-201#						
BLINK	1-223#						
BMAT	1-157#						
BRKCNT	1-73#						
BSTR	1-156#						
BUSACT	1-202#	5-6	5-8	6-10	6-12		
COOPTR	1-71#						
COSPTR	1-70#						
CHAR	1-189#	1-290#	2-76#	6-33	7-61#	7-90	7-102# 7-113
CHRCNT	1-242#						
CLPTR	1-20#						
CMAT	1-159#						
COLCNT	1-244#	7-53#	7-109				
CRCS	1-181#						
CREOF	1-183#						
CREO1	1-182#						
CREOY	1-185#						
CRETX	1-184#	6-39					
CRNORM	1-180#	6-61					
CRESTAT	1-178#	2-75#	6-40#	6-51	6-60	6-62#	
CRULD	1-187#						
CSTR	1-158#						
CTXN	1-21#						
CURSOR	1-213#						
DATDEV	1-258#						
DIMPLG	1-28#						
DIRCT	1-200#						
DISCNT	1-221#						
DISSRU	1-36#	4-10					
DL	1-213#						
DP	1-213#						
DREXTH	1-271#	7-12#	7-14#	7-31			
DREXTB	1-273#						
DSPDEV	1-256#						
DT	1-234#						

ITM1TG	1-136#				
ITM2TG	1-137#				
ITDEV	1-260#				
JECCH	6-42	6-5#	6-56	6-63#	
JECOK	6-11	6-29	6-31#		
JECRE	6-51	6-59#			
JECSTP	6-21	6-29#			
JECXFR	6-32#	6-58			
JMPX	1-55#				
KBDEV	1-255#				
KBFLAG	1-210#				
KBIN	1-208#				
KEYFLG	1-35#				
KEYSTA	1-52#				
LBRKTG	1-139#				
LCLFLG	1-28#				
LDRX	1-65#				
LDRX	1-60#				
LENGTH	1-240#				
LISTTG	1-127#				
LNKOTG	1-135#				
LOCTG	1-185#	7-5#	7-4#	7-117	7-12#
LSP	1-46#				
LSTFMT	1-227#				
MTBER	1-262#				
MTPD2	1-259#				
MTPDEV	1-257#				
NLPTR	1-21#				
NOKEY	1-209#				
NOOUT	1-225#	5-27			
NOURLT	1-226#				
NTAPTR	1-93#				
NTATTR	1-80#	7-149	7-153#		
NTDIMS	1-92#				
NTOLEN	1-95#				
NTLINK	1-77#				
NTNDEF	1-78#				
NTPTR	1-22#				
NTRELY	1-215#				
NTSPTR	1-32#				
NTVAL	1-87#				
NTWCOL	1-91#				
NTALEN	1-96#				
NTAROW	1-90#				
NULCHR	1-291#	6-4#			
NULLTG	1-120#				
OBJATR	1-102#				
OBJBCK	1-103#				
OBJDT	1-10#				
OBJLEN	1-101#				
ONSFLG	1-29#				
ONTR	1-3#				
OPRAD	1-218#				
PARETG	1-133#				
PARM	1-85#				
PERR	7-151	7-171#			
PGMTR	1-109#				

BMAT	1-154					
RPTCTL	1-212					
RSTR	1-150					
RTRNGT	1-140					
RUNFLG	1-32					
RUNN	1-218					
SEP	1-42					
SCALER	1-82	7-150				
SCRMS	6-38	6-43				
SECDER	1-206					
SEMITG	1-144	7-75	7-126			
SNDIT	1-228	5-28				
SPOLN	7-63	7-122	7-128			
SQDDID	4-8	4-11	4-15			
SRODID	2-47	4-28	4-6			
STAT37	1-262					
STKBLD	1-293	7-59				
STOVAL	7-111	7-114	7-140			
STPFLG	1-32					
STPKEY	1-214					
STRING	1-84					
SYSERR	1-42					
TSIDEV	1-261					
TABPTR	1-243					
TAEPTR	1-236					
TCOL	1-245	7-48	7-50	7-51	7-54	7-112
TRCFLG	1-34					
UNDEF	1-81	7-152				
VALTG	1-134					
VALUNC	1-88					
X2	2-167	2-176	2-187	2-195		
XXVIS	1-248	6-38				

SE1 1-38 7-187

	NN	NN	PPPPPPPP	CCCCCCCC	TTTTTTTTT	LL		LL	SSSSSSSS	TTTTTTTTT		
	NN	NN	PPPPPPPP	CCCCCCCC	TTTTTTTTT	LL		LL	SSSSSSSS	TTTTTTTTT		
	NN	N	NN	PP	PP	CC	C	TT	LL	SS	S	TT
	NN	NN	NN	PP	PP	CC		TT	LL	SS		TT
	NN	NN	NN	PPPPPPPP	PP	CC		TT	LL	SSSSSSSS		TT
	NN	NN	NN	PPPPPPPP	PP	CC		TT	LL	SSSSSSSS		TT
	NN	NN	NN	PP	PP	CC		TT	LL	SS		TT
	NN	H	NN	PP	PP	CC		TT	LL	SS		TT
	NN	NN	NN	PP	PP	CCCCCCCC	C	TT	LLLLLLLLL	SSSSSSSSS		TT
	NN	NN	NN	PP	PP	CCCCCCCC		TT	LLLLLLLLL	SSSSSSSS		TT

14-OCT-76

1-287	INPUT--GET STRING
2- 1	INPUT - GET VALUE
3- 1	GET CHARACTER
4- 1	DSPGIN--DISPLAY INPUT FUNCTIONS
5- 1	KEYIN INPUT OF A KEYBOARD BUFFER

```

274 .TITLE IMPCTL ROUTINES FOR I/O PROCESSOR
275 .LDINT /SBRD2L/
276 .GLOBAL IMPCTL
277 .GLOBAL NEWBFR
278 .IMPCTL=
279 .GLOBAL IMPSTG ; INPUT TO STRING
280 .GLOBAL IMPVAL ; INPUT TO VALUE
281 .GLOBAL GETCHR ; GETS A CHARACTER FROM THE BUFFER
282 .GLOBAL SCRATCH
283 .GLOBAL MCTRCS
284 .GLOBAL RSK
285 .GLOBAL KEYIN ; KEYBOARD INPUT
286 .GLOBAL EFLAG ; "E" FLAG FROM ASCII-->FPN
287 .SRTL INPUT--GET STRING
288
289
290 .PURPOSE---1) FORM A COMPLETE ASCII STRING IN A STRING VARIABLE.
291 2) FORM A COMPLETE ASCII STRING FOR PROGRAM ANALYSIS.
292
293 INPUT OF DATA IS CONSIDERED COMPLETE WHEN EITHER OF THE
294 FOLLOWING CONDITIONS ARE SATISFIED:
295
296 A) A LINE DELIMITER IS ENCOUNTERED.
297
298 RETURN
299 DCI( MODE)
300 EOL
301 EOF
302 EOT
303 ESC( MODE)
304
305 B) THE REQUESTED LENGTH OF THE STRING HAS BEEN INPUTTED. IN
306 THIS CASE THE I/O POINTER IS POSITIONED PAST THE NEXT
307 DELIMITER. THIS INCLUDES ANY OF THE ABOVE PLUS A COMMA.
308
309 .ENTER WITH--- POINT = POSITION DATA TO BE STORED
310 LENGTH = MAXIMUM NUMBER OF CHARACTERS TO BE READ
311 INTO THE STRING
312 MODE = FLAG INDICATING PAPER TAPE MODE
313
314 .EXIT WITH--- CHRCNT = ACTUAL NUMBER OF CHARACTERS READ
315 ***** ERRCD POTENTIALLY SET BY I/O ERROR *****
316
317 .POINTERS, ETC.
318 .GLOBAL LENGTH,PPMODE,CHRCNT,POINT
319
320
321 .SUBROUTINES
322 .GLOBAL GETCHR
323 IMPSTG CLR COLCNT ; EXIT FLAG BYTE
324 ; 0 - IF PROCESSING 'I' - IF SKIPPING TO
325 ; DELIMITER
326 ; END < POINT + LENGTH (MAXIMUM POINT)
327
328 0003 96 016 LDA R POINT+1,D
329 0005 98 016 ADD R LENGTH+1,D
330 0007 97 016 STA R TCOL+1,D ; END IS IN TCOL
331
332 0009 96 006 LDA R POINT,D
333 000B 89 006 ADC R LENGTH,D
334 000D 97 006 STA R TCOL,D
335 000F 8D 018D NXCHR JSR GETCHR ; GET A CHARACTER > A
336 0012 06 006 LDA R (R+STAT,D ; END CHARACTER FOUND?
337 0014 2B 14 BMI EXIT)

```

331	0016	06	00G	LDR B	COLCNT.D	: EXIT SET?
332	0018	26	FG	BNE	NOCHR	: THEN SKIP CHARACTERS
333	001A	0E	00G	LDR	POINT.D	: POINT CHAR
334	001C	A7	00	STR A	0,X	
335	001E	08		INC		: POINT = POINT+1
336	001F	0F	00G	STX	POINT.D	: UPDATE POINTER INTO VARIABLE
337	0021	9C	00G	CPX	TCOL.D	: POINT = END
338	7027	26	EA	BNE	NOCHR	
339	0025	7C	0000G	INC	COLCNT	: SET EXIT
340	0028	20	ES	BRA	NOCHR	
341	002A	96	0'G	EXITL LDR A	LENGTH+1.D	: LENGTH = END
342	002C	06	00G	LDR B	LENGTH.D	
343	002E	90	01G	SUB A	TCOL+1.D	
344	0030	02	00G	SBC B	TCOL.D	
345	0032	98	01G	ADD A	POINT+1.D	: (LENGTH - END) + POINT
346	0034	09	00G	ADC B	POINT.D	
347	0036	97	01G	STA A	CHRCNT+1.D	: RESULT = CHRCNT
348	0038	07	00G	STR B	CHRCNT.D	
349	003A	39		RTS		

SBTTL INPUT - GET VALUE

PURPOSE-----INPUT THE NEXT NUMERIC VALUE FROM THE PRESENT I/O DEVICE
 AND STORE THE RESULT IN THE 8-BYTE VARIABLE SPACE
 INDICATED.

ENTER WITH--POINT = POSITION AT WHICH RESULTANT VALUE IS TO BE
 STORED
 DEVICE = PRESENT I/O DEVICE (USED TO TEST FOR DISPLAY ONLY)
 MODE = FLAG INDICATING PAPER TAPE MODE INPUT

EXIT WITH---ERRCD POTENTIALLY SET BY I/O ERROR OR CONVERSION ERROR

GLOBAL POINTERS
 GLOBAL POINT A,PRIM,PMODE
 :SUBROUTINE CALLS
 GLOBAL PULFPN,ABX
 GLOBAL DSPGIN,ASCFCN,DIGFLG

21									
22	0038	96	00G	INPVAL:	LDA R	A,PRIM,0	:	DOING INPUT FROM DISPLAY (GIN)	
23	0030	81	20		CMR R	DSPDEL,1			
24	003F	26	08		BNE	DLINCK			
25	0041	7E	0127		JMP	DSPGIN	:	DO GIN FUNCTION	
26	0044	30		TRYAGH	TSX		:	CLEAN UP STACK OF BAD FP NUMBER	
27	0045	80	0000G		JSR	ABX			
28	0048	35			TKS				
29	0049	80	0080	DLINCK:	JSR	GETCHR	:	GET A CHARACTER	
30	004C	06	00G		LDA B	CRSTAT,0	:	A DELIMITER?	
31	004E	2A	05		BPL	LEGCK			
32	0050	15	38		BLT R	E,STYP,1	:	CHECK FOR EOF (OR SO ERRORS)	
33	0052	27	F5		BEQ	DLINCK	:	GO FOR MORE CHARACTERS IF OK	
34	0054	39			RTS		:	ELSE RETURN	
35	0055	1E	007E	LEGCK:	LDX	LEGTAB,1			
36	0058	F6	00	15:	LDA B	D,X	:	GET LEGAL CHAR FROM TABLE	
37	005A	27	ED		BEQ	DLINCK	:	G MARKS END OF TABLE	
38	005C	11			CBA				
39	0050	27	03		BEQ	CHAROK			
40	005F	08			IMX				
41	0060	20	F6		ABA	15			
42	0062	80	0000G	CHAROK:	JSR	ASCFCN	:	ASCII -> FPN	
43	0065	0E	00G		LDX	R,PTR,0	:	NEED TO BACK UP PAST DELIM	
44	0067	09			DEX				
45	0068	86	0000G		LDA R	EFLAG	:	IF NO NUMBER AFTER "E" THEN NEED WARE BACK	
46	0068	27	05		BEQ	15			
47	0060	09			DEX				
48	0066	86	45		LDA R	'E,1	:	IN FACTY NEED TO PUT IT BACK	
49	0070	47	00		STA R	D,X			
50	0072	0F	00G	15:	STX	R,PTR,0			
51	0074	70	0000G		1ST	DIGFLG	:	SEE IF ANY DIGITS DETECTED	
52	0077	26	C8		BNE	TRYAGH			
53	0079	7E	00G		LDX	POINT,0			
54	007A	80	0000G		JSR	PULFPN	:	TRANSFER RESULT TO POINT	
55	007E	30			RTS				
56	007F	70	71	32	LEGTAB:	ASCII/0123456789/	:	LEGAL CHAR. TABLE	
	0082	33	34	35					

INPUT - GET VALUE

0085	36	37	38		
0088	39				
57	0089	28	20	2E	ASCIZ/+- /
008C	00				

1 SBTTL GET CHARACTER
2 PURPOSE---- RETRIEVES AN INPUT BYTE FROM WHATEVER DEVICE IS ACTIVE
3
4 ENTER WITH-- R PTR = POSITION OF NEXT BYTE IN BUFFER (CALLS FOR
5 NEW BUFFER, IF NECESSARY)
6 R END = POSITION OF LAST VALID CHARACTER*1 IN THE
7 PRESENT BUFFER (END OF LINE IS NOT A VALID CHAR.)
8

9
10 EXIT WITH-- CHAR = LAST CHARACTER
11 ACC A = LAST CHARACTER
12 R PTR = SET FOR NEXT CHARACTER POSITION
13 **** ERRCO BYTE POTENTIALLY SET BY I/O ROUTINES ****
14

15 ----- THE INPUT BUFFER ROUTINE WAS COMBINED WITH GET CHAR-----

16 PURPOSE---- INPUT AN ASCII BUFFER AND REPOSITION BUFFER POINTERS

17
18 ENTER WITH-- IOFUNC = TYPE OF I/O OPERATION
19 PPAGE = MODE(I) OR MODE(O) FOR INPUT
20 R PRIM = I/O DEVICE
21 R SIVT = START OF PERTINENT BUFFER
22 R MAX = LAST AVAILABLE POSITION IN BUFFER
23
24
25
26

27 EXIT WITH-- R PTR = POINTER TO FIRST CHARACTER IN BUFFER
28 R END = LAST VALID CHARACTER*1
29 ***** ERRCO BYTE POTENTIALLY SET BY I/O ROUTINES *****
30

31 *****
32 SUBROUTINES TO INPUT BUFFERS

33 .GLOBL FILE IN KEYIN, IECIN, XFRCFL
34 .GLOBL PULFPA, PSHFPA

```

35
36      0080      06      00G      GETCHR: LDA B  R, STAT, D      : GET STATUS
37      008F      C5      20      BIT B  BFRSTT, I     : TEST BUFFER STATUS
38      0091      27      0E      BEQ   NMBFR      : GO GET A NEW BUFFER
39      0093      0E      00G      BFR0K: LDX  R, PTR, D      : GET POINTER
40      0095      9C      00G      CPX  R, END, D      : TEST IF TRYING TO REACH PAST END
41      0097      27      0E      BEQ   ENOBR      :
42      0099      A6      00      LDA  A  D, X      : GET CHAR. FROM BUFFER
43      009B      97      00G      BFR, 1: STA  A  CHAR, D     : SAVE IT
44      009D      08      00      INX  : SET POINTER TO NEXT POSITION
45      009E      0F      00G      STX  R, PTR, D     :
46      00A0      39      00      RTS  :
47      00A1      80      00B9'   NMBFR: JSR  NMBFR      : GO GET BUFFER
48      00A4      40      00      TST  A      : ERRORS?
49      00A5      27      EC      BEQ   BFR0K
50      : *****
51      : DO BUFFER EMPTY SPECIAL STUFF
52      ENOBR: LDA  A  CSTAT, D     : GET CR STATUS
53      00A7      96      00G      BEQ   NMBFR      : IF = 0 THEN OK TO GET A NEW BUFFER
54      00A9      77      F6      ORA  A  CRULD, I     : MAKE CR STATUS VALID
55      00AB      8A      80      STA  A  CSTAT, D
56      00AD      97      00G      LDA  B  R, STAT, D
57      00AF      06      00G      AND  B  -1-BFRSTT, I : CLEAR VALID BUFFER FLAG
    
```


115	D119	0000G	.WORD	IECIN	; IEC PORT INPUT
116	D11B	0168	.WORD	KEYIN	; KEYBOARD INPUT
117	D11D	0000G	.WORD	NIODEV	; DISPLAY INPUT
118	D11F	0000G	.WORD	NIODEV	; MAG TAPE INPUT
119	D121	0000G	.WORD	NIODEV	; INTERNAL XFER
120	D123	0000G	.WORD	MTPIN	; MAGTAPE INPUT DEV. 2
121	D125	0000G	.WORD	NIODEV	; INTERNAL TRANSFER OVER RUN

Line	Address	Hex	Op	Opnd	Comment
1					SRTTL DSPGIN--DISPLAY INPUT FUNCTIONS
2					THERE ARE TWO DISPLAY INPUT FUNCTIONS. THEY ARE:
3					: 1) GIN--INPUT POSITION OF CURSOR POINT IN GDU'S
4					: 2) INPUT-INPUT SCREEN SIZE IN GDU'S (USABLE FOR INFO ON ASPECT)
5					:
6					GLOBAL DOFF,FMEX,FRET,FLOAT1,YRXXIS
7		0080		FR = 200	
8		00A0		FS = 240	
9		00C0		FM = 300	
10		00E0		FD = 340	
11					GLOBAL TMPHY,TMPLY,TMPHX,TMPX,GSCNUM
12					:
13	0127	96	00G	DSPGIN: LDA R	R SEC.D ; SEE IF VALID I/O ADDRESS
14	0128	81	18	CHP R	34,1 ; GIN
15	0129	27	1A	BEQ	GINIT
16	012D	81	0D	CHP R	13,1 ; SIZE INPUT
17	012E	27	03	BEQ	DINPLT
18	0131	7E	0000G	JMP	HIODEV ; ILLEGAL INPUT FUNCTION
19	0134	96	00G	DINPIT: LDA R	YRXXIS.D ; FIGURE OUT WHICH AXIS REQUESTED
20	0136	26	04	BNE	INEX
21	0138	86	82	LDA R	130,1 ; X AXIS SIZE
22	013A	20	02	BRA	INPAX1
23	013C	86	64	INEX: LDA R	100,1 ; Y AXIS SIZE
24	013E	36		INPAX1: PSH R	
25	013F	4F		CLR R	
26	0140	36		PSH R	
27	0141	36		PSH R	
28	0142	80	0000G	JSR	FLOAT1 ; FLOAT IT
29	0145	20	18	BRA	GINNXT ; SAVE IT AND SET UP FOR NEXT
30	0147	96	00G	GINIT: LDA R	YRXXIS.D
31	0149	26	06	BNE	GINY
32	014B	96	00G	LDA R	TMPHX.D ; GET X AXIS INFORMATION
33	014D	06	00G	LDA B	TMPX.D
34	014F	20	04	BRA	GINAX1
35	0151	96	00G	GINY: LDA R	TMPHY.D
36	0153	06	00G	LDA B	TMPY.D
37	0155	37		PSH B	
38	0156	36		PSH R	
39	0157	36		PSH R	
40	0158	80	0000G	JSR	FLOAT1 ; CONVERT TO GDU'S
41	015B	80	0000G	JSR	DOFF
42	015E	EDG		BYTE	FMEX+FD
43	015F	0000G		WORD	GSCNUM
44	0161	00G		BYTE	FRET
45	0162	DE	00G	GINNXT: LDX	POINT.D ; SAVE RESULT
46	0164	80	0000G	JSR	PULFPH
47	0167	77	0000G	COM	YRXXIS ; SET UP FOR NEXT
48	016A	39		RTS	
49					

```

1          ; S0TTL KEYIN INPUT OF A KEYBOARD BUFFER
2          ; THIS ROUTINE DOES THE IDLE LOOP WHILE WAITING FOR KEYBOARD
3          ; INPUT. IT SETS APPROPRIATE STATUS FLAGS FOR THE KBPROC.
4          .GLOBAL CIDL0           ; CURSOR IDLE LOOP
5          .GLOBAL INDFLG         ; INPUT FLAG
6          .GLOBAL ENDKEY
7          ;
8          .GLOBAL NIODEV
9          0168 96 00G    KEYIN LDA R  R,SEC,0    ; MAKE SURE LEGAL SEC. ADDRES
10         0160 81 00     CMP R  13,1
11         016F 27 04     BEQ  15
12         0171 80 0000G  JSR  NIODEV           ; NO I/O DEVICE
13         0174 39       RTS
14         0175 86 3F     15 LDA R  12,1       ; SET "1" AS THE CURSOR
15         0177 97 00G    STR R  CURSOR,0
16         0179 86 03     LDA R  INPUT:RUNN,1  ; SET INPUT AND RUN MODE FOR KEYBOARD
17         017B 97 00G    STR R  KBFLAG,0
18         0170 80 0000G  JSR  CIDL0
19         0180 06 00G    LDA B  KBFLAG,0
20         0182 75 00     BIT B  ENDKEY,1
21         0184 27 EF     BEQ  15
22         0186 76 02     LDA B  RUNN,1       ; RESET KEYBOARD
23         0188 07 00G    STR B  KBFLAG,0
24         018A 86 80     LDA R  H00,1       ; RESET BLOT AS CURSOR
25         018C 97 00G    STR R  CURSOR,0
26         018E 39       RTS
27         0001*       .END
    
```

ABRFLG= 0040	AFRIL = 0030	ARAT = 0010	ARRAY = 0020	RSCFPH= 0000 G
ASR = 0020	ATL00 = 0008	ATSMTG= 0000 G	ATL01 = 0004	R END = 0000 G
A PRX = 0000 G	A PRIM= 0000 G	A PTR = 0000 G	A SEC = 0000 G	R START= 0000 G
A STRT= 0000 G	ABX = 0000 G	ARX = 0000 G	BARSTG= 0000 G	BANK = 0000 G
ABRCK = 0000 G	BRFSTT= 0020	BR_1 = 0008	BLINK = 0000 G	BART = 0000 G
BRKCN= 0000 G	BSTR = 0008	BUSACT= 0010	COOPTH= 0000 G	COSPTR= 0000 G
CHAR = 0000 G	CHARC= 0062R	CHARCN= 0000 G	CLDL = 0000 G	CLPTR = 0000 G
CHET = 0001	COLCNT= 0000 G	CDCX = 0002	CREG = 0008	CREAL = 0000 G
CREOT = 0020	CRETX = 0010	CNRORM= 0001	CRSTAT= 0000 G	CRVLD = 0080
CSTR = 0002	CTKN = 0000 G	CURSOR= 0000 G	DATDEV= 0022	DIGFLG= 0000 G
DUNELG= 0004	DUNLIT = 0134R	DIRCT = 0080	DISCT= 0000 G	DISSRD= 0008
DL = 0000 G	DLINCK = 0049R	DOFF = 0000 G	DP = 0000 G	DREXTA= 0000 G
DREXTB= 0000 G	DSPDEV= 0020	DSPGIN = 0127R	DT = 0000 G	EDTBRF= 0000 G
EFLG = 0000 G	ENDRER = 0042R	ENDKEY= 0040 G	EFTYV= 0038	EOL TG = 0000 G
EOSTG = 0000 G	ERASH= 0000 G	ERDOWN= 0000 G	EREM = 0000 G	ERFBRF= 0000 G
ERFILE= 0000 G	ERIGE = 0000 G	ERIN00= 0000 G	ERNSEP= 0000 G	ERRCD = 0000 G
EXTRM= 0000 G	FRUNDR= 0000 G	ESTG = 0000 G	EXIT1 = 0000R	EXFLG= 0080
FA = 0080	FD = 00E0	FHEX = 0000 G	FILEDEV= 0000	FILEIN= 0000 G
FIXIA = 0003	FIXIB = 0004	FLOATI= 0000 G	FLM = 00C0	FMTVLD= 0008
FNLG = 0010	FORTG = 0000 G	FRET = 0000 G	FS = 0040	GETCHR = 0008R
GIMX1 = 0155R	GINIT = 0147R	GINX0T = 0162R	GINY = 0151R	GLBFLG= 0000 G
GOSTG = 0000 G	GSCNUR= 0000 G	HCTPCS= 0000 G	IECIN = 0000 G	IMXG = 0000 G
INPR1 = 013ER	IMPCTL= 0000R	IMPSTG= 0000R	IMPUTA= 0001	INPRVL = 0038R
INPY = 013CR	IOBRF1= 0000 G	IOFLGS= 0000 G	IOFUNC= 0000 G	IOTBL = 0117R
ITM1TG= 0000 G	ITM2TG= 0000 G	ITPDEV= 0324	IXXDE = 0000 G	KBOEV = 001F
KBELG= 0000 G	KRIN = 0000 G	KEYFLG= 0010	KEYIN = 0168R	KEYSTA= 0000 G
LBKTG= 0000 G	LCLFLG= 0000 G	LORX = 0000 G	LORX = 0000 G	LEBLCK = 0055R
LEGTAB = 007FR	LENGTH= 0000 G	LISITG= 0000 G	LNMTG= 0000 G	LOCTG = 0000 G
LSP = 0000 G	LSTEXT= 0002	MTBRF = 0000 G	MTPOEV= 0021	MTPOZ = 0023
MTPIN = 0000 G	NEWBEX = 006FR	NEWBFR = 0099G	NIODEV= 0000 G	NLPTX = 0000 G
NOKEY = 0080	NOOUT = 0000 G	NOWRIT= 0001	NTPATR= 0008	NTPATR= 0004
NTDIMS= 0005	NTOLEN= 0005	NLINK= 0000	NINAME= 0002	NTPTR = 0000 G
))))				
NTRELV= 0010	NTSPTX= 0008	NTVAL = 0005	NTWCOL= 0007	NTALEN= 0007
NTWRON= 0005	NULLTG= 0000 G	NUMBER = 0061R	NXBRF = 0062R	NXCHR = 000FR
OBIAIR= 0002	OBJCK= 0003	OBJOT = 0005	OBJLEN= 0000	ONSFLG= 0000
OPROR= 0000 G	PARTG = 0000 G	PARM = 0008	PGMATR= 0002	PGMPP = 0005
PGWQ = 0009	PGWEP = 0003	PGMLEN= 0000	PGMLN= 0007	PGMTR= 0000 G
PORTG = 0000 G	PLOSTG= 0000 G	PNOEOF= 0000 G	PNOFLG= 0000 G	PRINTE= 0000 G
PNTSTG= 0000 G	POINT = 0000 G	PPNODE= 0000 G	PRIDEF= 0001	PRITG = 0000 G
PSCTG = 0000 G	PSHPFN= 0000 G	PURGE= 0000 G	PURGE = 000FR	PURG = 000FR
RELLFG= 0004	RFRIL = 0000	RMAT = 0040	RPTCTL= 0080	RSTR = 0080
RTRNTG= 0000 G	RINFLG= 0080	RINN = 0002	RD = 0000 G	R1 = 0000 G
R10 = 0000 G	R11 = 0000 G	R12 = 0000 G	R_ = 0000 G	R14 = 0000 G
R15 = 0000 G	R16 = 0000 G	R17 = 0000 G	R18 = 0000 G	R19 = 0000 G
R2 = 0000 G	R20 = 0000 G	R21 = 0000 G	R22 = 0000 G	R23 = 0000 G
R3 = 0000 G	R3 = 0000 G	R5 = 0000 G	R6 = 0000 G	R7 = 0000 G
R8 = 0000 G	R9 = 0000 G	SAP = 0000 G	SCALER= 0040	SCRATCH= 0000 G
SECDEF= 0002	SEMITH= 0000 G	SNDIT = 0080	STAT37= 0000 G	STPFLG= 0040
STPKEY= 0020	STRING= 0010	SYSEB= 0000 G	TARPTR= 0000 G	TARPTR= 0000 G
TOL = 0000 G	TPHR = 0000 G	TPHY = 0000 G	TMPLX = 0000 G	TMPLY = 0000 G
TRCFLG= 0020	TRYAGN = 0044R	TSIDEV= 0125	UNDEF = 0080	VALTG = 0000 G
VALIND= 0040	XRXIS = 0000 G	XRCTL= 0000 G	YAKIS = 0000 G	

MS 0000 00
018F 01

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2402 WORDS

SY: IMPCTL (X): SETCL: IMPCTL

DI	1-232#			
DLINCK	2-24	2-29#	2-33	2-37
DOFP	4-6#	4-41		
DO	1-232#			
DREXTR	1-271#			
DREXTB	1-272#			
DSDREW	1-266#	2-23		
DSPGIN	2-20#	2-25	4-13#	
DT	1-234#			
EDTBER	1-266#			
EFLAG	1-286#	2-45		
ENDBFR	3-41	3-52#		
ENDKEY	1-213#	5-6#	5-20	
EOTYP	1-186#	2-32		
EOLTG	1-142#			
EOSTG	1-142#			
ERATSN	1-170#			
ERDDPN	1-164#			
EREDM	1-171#			
ERFBFR	1-167#			
ERFILE	1-169#			
ERLOE	1-168#			
ERNOD	1-173#			
ERNSEP	1-165#			
ERRCD	1-42#	3-89	3-102	
ERTERM	1-166#			
ERUNDF	1-172#			
ESTG	1-124#			
EXITI	1-330	1-341#		
EXTFLG	1-25#			
FR	4-2#			
FD	4-10#	4-42		
FHEX	4-6#	4-42		
FILDEV	1-254#			
FILEIN	3-33#	3-11#		
FIX1#	1-117#			
FIX1#	1-118#			
FLOAT1	4-6#	4-28	4-40	
FM	4-9#			
FNVLD	1-203#			
FNLG	1-27#			
FORTG	1-126#			
FRET	4-6#	4-44		
FS	4-8#			
GETCHR	1-281#	1-318#	1-328	2-29
GINR/I	4-3#	4-32#		
GINTY	4-15	4-30#		
GINXIT	4-29	4-45#		
GINY	4-31	4-35#		
GLBFLG	1-31#			
GOSTG	1-125#			
GSCNMI	4-11#	4-43		
HCTWCS	1-283#	3-82		
IECIN	3-33#	3-115		
IMSTD	1-129#			
INPROI	4-32	4-34#		
INPCTL	1-276#	1-278#		

IMPSTG	1-279#	1-319#			
INPUTK	1-219#	5-16			
INPUTL	1-200#	2-22#			
INRY	1-20	4-23#			
IOBFR1	1-266#				
IOFLGS	1-246#				
IOFLNK	1-190#				
IOTBL	3-9#	3-114#			
ITM1TG	1-136#				
ITM2TG	1-132#				
ITTOEV	1-260#				
JMP:	1-55#				
KRDEV	1-255#				
KBFLAG	1-210#	5-17#	5-19	5-23#	
KBIN	1-208#				
SEYFLG	1-35#				
KEYIN	1-285#	3-33#	3-116	5-9#	
KEYSTK	1-52#				
LBRX1G	1-139#				
LCLFLG	1-2#				
LDRX	1-65#				
LDRX	1-66#				
LEGLCK	2-31	2-35#			
LEGTAB	2-35	2-56#			
LENGTH	1-240#	1-327	1-306	1-3#	1-3#
LST1TG	1-127#				
LNMOTG	1-135#				
LOCTG	1-145#				
LSP	1-46#				
LSTFMT	1-227#				
MTRER	1-267#				
MTPDZ	1-259#				
MTPDEV	1-257#				
MTPIN	3-113#	3-120			
MEMBEX	3-66	3-72	3-77	3-91#	
MEMBFR	1-277#	3-47	3-63#		
NIDDEV	3-127	3-118	3-119	3-121	1-18 5-8# 5-12
NLPTX	1-21#				
NOKEY	1-209#				
NOOUT	1-225#				
NOVRTY	1-226#				
NTAPTR	1-93#				
NTATTR	1-89#				
NTDIRS	1-92#				
NTDLEN	1-95#				
NTLINK	1-77#				
NTNAME	1-78#				
NTPTR	1-22#				
NTRELY	1-215#				
NTSPTR	1-97#				
NTVAL	1-87#				
NTXCOL	1-91#				
NTXLEN	1-96#				
NTXROW	1-90#				
NX1TG	1-122#				
NXBFR	3-38	3-47#	3-53		
NXBFR	3-64	3-8#	3-95#		

RMT	1-151#					
RPTCTL	1-212#					
RSTR	1-150#					
RTRNG	1-150#					
RUNFLS	1-32#					
RUNM	1-218#	5-16	5-22			
SBP	1-47#					
SCALER	1-82#					
SCRTCH	1-282#	3-80				
SECDEF	1-205#					
SEMTG	1-194#					
SHDIT	1-228#					
STAT32	1-267#					
STPFLG	1-33#					
STPKEY	1-214#					
STRING	1-84#					
YSERR	1-43#					
TSIDEV	1-261#					
TREPTR	1-243#					
TREPTR	1-239#					
TCOL	1-245#	1-324#	1-327#	1-337	1-343	1-344
TMPOX	4-11#	4-12				
TMPHY	4-11#	4-15				
TMPLX	4-11#	4-13				
TMPLY	4-11#	4-16				
TRCFLG	1-34#					
TRYRGN	2-26#	2-52				
UNDEF	1-81#					
VALTG	1-134#					
VALUND	1-88#					
VARXIS	1-248#					
XRCCTL	3-33#	3-99				
VARXIS	4-6#	4-19	4-30	4-47#		

SE1 1-34

	NN	NN	TTTTTTTT	SSSSSSSS	RRRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT				
	NN	NN	TTTTTTTT	SSSSSSSS	RRRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT				
	NN	N	NN	TT	SS	5	RR	RR	VU	VU	LL	SS	5	TT
	NN	NN	NN	TT	SS	SSSSSSSS	RR	RR	VU	VU	LL	SS	SS	TT
	NN	NN	NN	TT	SSSSSSSS	RRRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT	SSSSSSSS	TT	
	NN	NN	NN	TT	SS	SS	RR	RR	VV	VU	LL	SS	SS	TT
	NN	N	NN	TT	SS	SS	RR	RR	VU	VU	LL	SS	SS	TT
	NN	NN	NN	TT	SSSSSSSS	RR	RR	VVVV	LLLLLLLLLL	SSSSSSSS	SSSSSSSS	TT	
	NN	NN	NN	TT	SSSSSSSS	RR	RR	VU	LLLLLLLLLL	SSSSSSSS	SSSSSSSS	TT	

14-OCT-76

2- 1 INTSRV--INTERUPT SERVICE ROUTINE

16		- TITLE	INTSRV	INTERRUPT SERVICE ROUTINE
17	0000	- CSECT	INTSRV	
18		- IDENT	/SR2004/	
19		- GLOBL	PIATBL	: PIA TABLE
20		- GLOBL	INT000	: PLAYGROUND
21				: FORM 2 BYTES PIA ADDRESS
22				: 1 BYTE BANK (MSB SET IF ACIA)
23				: 2 BYTES SERVICE ROUTINE ADDRESS
24		- GLOBL	BANKSW	: HARDWARE BANK SWITCH REG
25		- GLOBL	BANK	: SOFTWARE BANK REG
26		- GLOBL	INTSRV	: INTERRUPT VECTOR (HARDWARE) POINTS HERE

ACIA 002FR 02 BANK = 000000 G BANKSH= 000000 G DSPAT 0032R 02 INTEXT 0036R 02
INT000= 000000 G INTSRV 0000RG 02 NOTINT 0027R 02 PIATBL= 000000 G POLLOP 0006R 02

SETBNK= 000000 G
.ABS 0000 00

INTSRV 003F 02

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 3419. WORDS
SY: INTSRV(0K1) SEIC(1) INTSRV

ACIA	2-27	2-36	
BANK	1-25	2-10	
BANKSH	1-24		
DSPT	2-26	2-28	2-36
INTEXT	2-19	2-38	
INTGDD	1-20	2-13	2-21
INTSRV	1-26	2-10	
NOTINT	2-29	2-35	
PIATBL	1-19	2-12	
POLLGR	2-13	2-33	
SETBNK	2-8	2-17	2-40

SEL 1-38

TTTTTTTTT	00000000	CCCCCCCC	TTTTTTTTT	LL	LL	SSSSSSSS	TTTTTTTTT
TTTTTTTTT	00000000	CCCCCCCC	TTTTTTTTT	LL	LL	SSSSSSSSS	TTTTTTTTT
II	00	00	CC	TT	LL	SS	TT
II	00	00	CC	TT	LL	SS	TT
II	00	00	CC	TT	LL	SSSSSSSS	TT
II	00	00	CC	TT	LL	SSSSSSSS	TT
II	00	00	CC	TT	LL	SS	TT
II	00	00	CC	TT	LL	SS	TT
TTTTTTTTT	00000000	CCCCCCCC	TT	LLLLLLLLL	LLLLLLLLL	SSSSSSSSS
TTTTTTTTT	00000000	CCCCCCCC	TT	LLLLLLLLL	LLLLLLLLL	SSSSSSSS

2-	1	ADRDV ADDRESS DEVICE CONTROLLER
3-	1	BERALC BUFFER ALLOCATION SCHEME
4-	1	UNADR UNADDRESS A DEVICE
5-	1	# PROCESSOR
5-	10	LEC L AND PT (.)
6-	1	ATPROC -- OR SIGN PROCESSOR
7-	1	FIL---- # SIGN PROCESSOR
8-	1	INLIT--INTEGER TO ASCII
9-	1	APFITT--ASCII TO FLOATING POINT INTERNAL
10-	1	FIXNUM--FIXES A PRINT ENTRY

LINE	TITLE	IOCTL IDENT	I/O CONTROL ROUTINES
274		IOCTL	I/O CONTROL ROUTINES
275		IDENT	/SBL02/
276	0000'	CSECT	IOCTL
277		GLOBAL	SCRATCH ; DAKINS' PATCH
278		GLOBAL	ADDRDEV ; ADDRESS A DEVICE
279		GLOBAL	BFRALC ; ALLOCATE IT A BUFFER
280		GLOBAL	UNADDR ; UNADDRESS A DEVICE
281		GLOBAL	OPADDR ; OPERATION CODE REG. FROM EWL
282		GLOBAL	ATPROC ; PROCESSOR (ALSO)
283		GLOBAL	ATMON ; ATTENTION ON (IEC)
284		GLOBAL	IECSND ; SEND BYTE ON IEC BUS
285		GLOBAL	INTSRC ; INITIALIZE IEC AS SOURCE
286		GLOBAL	STKBLD ; REVERSE STACK BUILDER
287		GLOBAL	DSPSTT ; DISPLAY STATUS
288		GLOBAL	PIALX,PIAHX,PIALY,PIAHY ; DISPLAY PIA'S
289		GLOBAL	PUPTAP ; POWER UP MAGTAPE
290		GLOBAL	MAGEND ; MAGTAPE DONE FLAG
291		GLOBAL	CRTRST ; RESET CRT DRIVERS
292		GLOBAL	FPC ; TEMP FP. C
293		GLOBAL	PULFPH
294		GLOBAL	ISL,ISP ; IMAGE POINTERS
295		GLOBAL	ERNFST ; NO FORMAT STATEMENT ERROR

58	0053	8A	40		ORA R	IOPLT,1	
59	0055	82	0000G		STX R	PIALIT	
60	0058	86	01	ADRL :	LDR A	1,1	: INITIALIZE TAB COUNTER FOR J.K.
61	005A	87	0000G		STX R	TABCNT	
62	0060	B7	0000G		STX R	IOSYSF	: I/O SYSTEM FLAG FOR FIRST ACCESS
63	0060	86	00		LDR A	15,1	: SET "CR" AS NORMAL DELIMITER
64	0062	D6	00G		LDR B	R,STAT,D	: IF OUTPUT FUNC. MODE IS NOT...
65	006A	2A	20		APL	3%	
66	0066	D6	00G		LDR B	PPF,DEL,D	: SET UP DELIMITERS!!!!
67	0068	27	00		REQ	15	
68	006A	B6	0000G		LDR R	PPMUL	: SET UP NULL CHAR.
69	0060	97	00G		STX R	MULCHR,D	
70	006F	B6	0000G		LDR A	PPEOF	
71	0072	F6	0000G		LDR B	PPEOF	
72	0075	20	13		BRB	2%	
73	0077	D6	00G	15:	LDR B	R,PRIM,D	: IF KEYBOARD NO. MODE
74	0079	C1	1F		CHP B	KMODE,1	
75	0079	27	09		REQ	3%	
76	0070	F6	0000G		LDR B	IEC+LF	: CR OR CR/LF FORMAT
77	0080	27	0A		REQ	3%	
78	0082	B6	0A		LDR A	12,1	: SET LF AS DELIMITER
79	008A	97	00G		STX R	PPMODE,D	: ENABLE MODE
80	0086	C6	FF	3%:	LDR B	256,1	: FF IS NORMAL END OF TEXT
81	0088	07	00G		STX B	MULCHR,D	: SET DEFAULT MULCHR (MSB ON (DISABLES))
82	008A	97	00G	2%:	STX A	EOLCHR,D	
83	008C	D2	00G		STX B	ETMCHR,D	
84	008E	CE	FFFF		LDR	65535,1	
85	0091	FF	0000G		STX	%INIB	
86	009A	FF	0000G		STX	DB	
87	0097	8A	AC		LDR A	172,1	
88	0099	47	0000G		STX R	SCMSED	: INITIALIZE SCRAMBLE SEED
89	009C	4F			CLR A		
90	0090	97	00G		STX R	BLINK,D	
91	009F	97	00G		STX R	WROUT,D	
92	00A1	97	00G		STX R	CRSTAT,D	
93	00A3	71			INS		
94	00A4	39			RTS		

1					SATL UNADR UNADDRESS A DEVICE	
2					INDEX = 0	: 1 IF NO IEC BUS PARS
3	0000					: THIS ROUTINE WILL CLEAR THE I/O PROCESSORS STATUS
4						: AND UNADDRESS ALL DEVICES
5						
6					GLOBAL	ISB
7					GLOBAL	YAKIS
8					GLOBAL	EOLCHR
9					GLOBAL	IECOFF
10					GLOBAL	INTRCP
11					GLOBAL	NEWBER
12	00FB	96	00G	UNADR	LDA R	ERRCD.D
13	00FD	96			PSH R	
14	00FE	96	00G		LDA R	LOFLNK.D
15	0100	06	00G		LDA B	R. STAT.D
16	0102	2A	0F		BPL	45
17	0104	81	00		CHR A	13, 1
18	0106	26	0E		BNE	35
19	0108	96	00G	55:	LDA R	ERRCD.D
20						: RECORD IF DOING INPUT
21	010A	9A	00G		ORA R	CASTAT.D
22	010C	26	08		BNE	35
23	010E	8D	0000G		JSR	NEWBER
24	0111	2D	F5	45:	BFA	55
25	0113	8D	0000G		JSR	MBYPT
26					GLOBAL	MBYPT
27	0116	96	00G	35:	LDA R	R. PRIM.D
28	0118	81	1E		CMP A	3D, 1
29	011A	22	12		BHI	UNADR3
30	011C	8D	0000G		JSR	ATNOK
31	011F	8D	0000G		JSR	INTSRC
32	0122	76	5E		LDA R	HSF, 1
33	0124	8D	0000G		JSR	IECSND
34	0127	C6	3F		LDA B	HDF, 1
35	0129	8D	0000G		JSR	IECSND
36	012C	2D	08		BRA	UNFINI
37					GLOBAL	UNADR3
38	012E	81	21	UNADR:	CMP A	MTDEV, 1
39	0130	27	04		BEQ	25
40	0132	81	23		CMP A	MTDEV, 1
41	0134	26	03		BNE	UNFINI
42	0136	8D	0000G	25:	JSR	CRTRST
43	0139	8D	0000G	UNFINI:	JSR	IECOFF
44					GLOBAL	UNADR2
45	013C	4F		UNADR2:	CLR A	
46	013D	97	00G		STA R	R. STAT.D
47	013F	97	00G		STA R	YAKIS.D
48	0141	97	00G		STA R	IOFLGS.D
49	0143	97	00G		STA R	PPMODE.D
50	0145	97	00G		STA R	MOULT.D
51	0147	43			COM R	
52	0148	97	00G		STA R	R. PRIM.D
53	014A	86	0D		LDA R	15, 1
54	014C	97	00G		STA R	EOLCHR.D
55	014E	CE	FFFF		LDR	E.5.35, 1
56	0151	FF	0000G		STX	ISB
57	0154	32			PUL R	

58	0155	97	00G	STR R	ERRCD.D
59	0157	86	80	LOG R	H80 : CLEAR BREAK AND I/O LIGHT
60	0159	87	0000G	STR R	PIALY
61	015C	39		RTS	

```

1          SBTLL      ,# PROCESSOR
2          GLOBL     SWBLD      : INVERTED STACK BUILDER
3          GLOBL     PSHPFN     : PUSH FPN
4          GLOBL     FIXI       : FIX ROUTINE
5          GLOBL     ATPROC     : PROCESSOR
6          GLOBL     IEC        : EVALUATOR CALLED
7          GLOBL     FIL        : #
8          GLOBL     RS         : PUTS AN ATSNIG ON STACK FOR LATER
9          GLOBL     PT         :
10         SBTLL     IEC ( AND PT ( )
11         : THESE ROUTINES ARE CALLED FROM THE EVALUATOR AND
12         : NEARLY PUSH TAGS AND SET STATUS
13         :
14         0150      73      0000G   PT.   COM   PRMODE   : SET MODE
15         :
16         : *****
17         : AT CALL TIME IT PUSHES AN ATSNIG
18         : AND MARKS CALLED
19         : IN R STAT
20         0160      RS
21         0160      32          IEC:   PUL A   DREXTA+1,D   : REMOVE RETURN ADDRESS
22         0161      97          STA A   DREXTA+1,D
23         0163      32          PUL A
24         0164      97          STA A   DREXTA+2,D
25         0166      86          LDA A   ATSNIG.1           : ENTER TAG
26         0168      36          PSW A
27         0169      96          LDA A   R. STAT.0          : MARK IT VALID
28         016B      8A          ORA A   ATVLD.1
29         016D      97          STA A   R. STAT.0
30         016F      7E          JMP     DREXTA
    
```


ATPROC -- OR SIGNAL PROCESSOR

58	0102	39			RTS		: EXIT
59	0103	86	00C	ATERR	LDR R	ERRISH.I	: DEVICE ADDRESS
60	0105	97	00G		STW R	ERRCD.D	: ARGUMENT ERROR
61	0107	86	00G		LDR R	ITM2TG.I	: FIND MY RETURN ADDRESS
62	0109	9F	00G		STW	RD.D	: SAVE WSP
63	010B	AD	0000G		JSR	LCTG	
64	010E	9E	00G		LDS	RD.D	
65	010F	37			PUL R		
66	01E1	39			RTS		: EXIT

```
1          .SRTTL FIL----- # SIGN PROCESSOR  
2          ; THIS ROUTINE STORES THE LOGICAL UNIT NO. IN LUNNO  
3          ; AND STORES THE RECORD NUMBER IN RECNO IF ONE EXISTS.  
4          ;  
5          .GLOBL LUNNO          ; PRESENT LUN NO.  
6          .GLOBL RECNO         ; PRESENT REC NO.  
7          ;  
8          .IF .NOF FILSYS  
9          .ENDC
```

```

1          ; SBTTL INRITT--INTEGER TO ASCII
2          ; THIS ROUTINE CONVERTS AN INTEGER TO AN ASCII STRING
3          ; INPUT: R0 IS INTEGER
4          ; R1 TELLS WHERE TO PUT ASCII STRING
5          ; R2 IS MAX. LENGTH
6          ;
7          ;
8          ; GLOBAL INRITT      ; INTEGER --> ASCII
9          ; GLOBAL FRPRITT    ; FLOATING POINT --> ASCII
10         ; GLOBAL FLOATI     ;
11         ; GLOBAL PRIVAL     ;
12         ; GLOBAL INPRVAL    ;
13         01E2 96 01G INRITT: LDA R R0+1,D      ; PUT NUMBER ON STACK
14         01E4 76 PSH R
15         01E5 96 00G LDA R R0,D
16         01E7 76 PSH R
17         01E8 76 PSH R      ; THAT'S A TAG?
18         01E9 8D 0000G JSR FLOATI      ; FLOAT. IT
19         01EC CE 0000G LDX FPC,I
20         01EF 8D 0000G JSR PULFPH
21         01F2 CE 0000G FRPRITT: LDX EPC,I    ; TRANSFER IT TO FPC
22         01F5 DF 00G STX POINT,D
23         01F7 CE 0000G LDY R,STAT,I      ; SAVE PRESENT I/O STATUS
24         01FA 8D 0000G JSR PSHFPH
25         01FD 96 00G LDA R R1,D
26         01FF 06 01G LDA B R1+1,D      ; GET ORIGIN
27         0201 0E 00G LDX R2,D          ; SUBTRACT ONE FROM THE LENGTH
28         0203 09 DEX
29         0204 DF 00G STX R2,D
30         0206 DA 01G ADD B R2+1,D      ; ADD OUTPUT ORIGIN
31         0208 99 00G PDC A R2,D
32         020A 97 00G STA W A,MAX,D      ; SAVE IT FOR I/O DRIVER
33         020C 02 01G STA B A,MAX+1,D
34         020E DE 00G LDX R1,D          ; SET UP POINTER FOR A CHANNEL
35         0210 DF 00G STX R,STAT,D      ; THIS SO CAN FIND IT LATER
36         0212 09 DEX
37         0213 DF 00G STX R,END,D
38         0215 6F 00G CLR R2,D          ; MAKE SURE THERE ISN'T ONE OF THOSE
39         ; ; LITTLE "CR" IN THE BUFFER!!!!
40         0217 7F 0000G CLR R,STAT      ; CLEAR STATUS
41         021A 86 01G LDA A,NOOUT,I     ; NO TRANSFERS JUST SET ERRCD
42         021C 97 00G STA A,NOOUT,D
43         021E 86 24G LDA A,INTDEV,I    ; IF OVERFLOW STRING
44         0220 97 00G STA A,R,PRIM,D   ; SET UP FOR INTERNAL XFER
45         0222 86 02G LDA A,2,I
46         0224 97 00G STA A,IOFLGS,D   ; SET SEMI FLAG SO IT WON'T TAB
47         0226 8D 0000G JSR PRIVAL      ; OUTPUT ASCII
48         0228 7C 0000G CLR R,NOOUT    ; CLEAN UP THE MESS YOU MADE
49         022C DE 00G LDX R,END,D      ; PUT POINTERS BACK
50         022E DF 00G STX R2,D
51         0230 06 00G LDX R,A,STAT,D   ; GET POINTER TO FIRST VALID CHAR
52         0232 DF 00G STX R1,D
53         0234 CE 0000G LDX R,STAT,I    ; RESTORE STATUS
54         0237 8D 0000G JSR PULFPH
55         023A 39 RTS
    
```

```

1          ; SBTL AFP1TT--ASCII TO FLOATING POINT INTERNAL
2          ; THIS ROUTINE DOES AN INTERNAL INPUT OPERATION
3          ; ENTRY: R0 IS START OF TEXT
4          ;          R1 IS END OF TEXT +1
5          ; RETURN: FPC (PAGE NO.) IS FLOATING POINT NUMBER
6          ;          R0 IS BREAK CHARACTER
7          ;          R1 IS END OF TEXT +1
8
9          ; GLOBL AFP1TT
10         AFP1TT: LDX R,STAT,1      ; PUSH OLD STATUS
11                JSR PSHFPN
12                LDR R,BFSTT!DIRCT,1 ; SET STATUS
13                STR R,R,STAT,0
14                LDX R,R,0        ; SET TO START INPUT
15                STX R,PTR,0
16                STX R,STR,0
17                LDX R,R,0
18                STX R,END,0      ; SET UP MAXIMUM SIZE
19                LDX R,FPC,1      ; SET RESULT STORAGE AREA
20                STX R,POINT,0
21                LDR R,ITTOEV,1
22                STR R,R,PRIM,0
23                CLR CRSTAT
24                JSR INPUT        ; INPUT VALUE
25                LDX R,R,PTR,0    ; SET UP R0 TO NEW POSITION
26                STX R,R,0
27                LDX R,R,END,0    ; RESTORE R1
28                STX R,R,0
29                LDX R,R,STAT,1   ; RESTORE STATUS
30                JSR PULFPN
31                RTS
  
```

```

1          .SRTL FIXNUM--FIXES A PRINT ENTRY
2          : THIS ROUTINE FIXES A NUMBER POINTER TO BY THE I/O PROCESSOR VARIABLE POINT
3          : IF IT IS A STRING THE STRING WILL BE CONVERTED. AT RETURN TIME
4          : THE FLOATING VALUE WILL BE IN FPC AND THE INTEGER WILL
5          : BE IN THE X REG
6          : ENTRY: DT = 0 IF VALUE NORMALLY SET BY IOPROC
7          :           1 IF STRING
8          :           POINT = POINTER TO FPN
9          :           OR STRING
10         : EXIT: FPC <-- FLOATING NUMBER
11         :           X REG <-- INTEGER
12         .GLOBL FIXNUM
13         .GLOBL FPN
14         .GLOBL ERINTR
15         0260 96 00G FIXNUM: LDA R DT,0 ; IS IT A VALUE INPUT?
16         026F 4A DEC R
17         0270 27 06 BEQ F:FIXVAL
18         0272 86 00G LDA R ERINTR,1 ; NO STRINGS FOR NON
19         0274 97 00G STR R ERCCD,0
20         0276 08 SEU ; SET OVERFLOW BIT AS FLAG
21         0277 39 RTS ; EXIT
22         0278 DE 00G FIXVAL: LDX POINT,D ; GET NUMBER
23         027A AD 0000G JSR PSHFPN
24         027D BD 0000G JSR PSHFPH ; COPY IT
25         0280 CE 0000G LDX FPC,1 ; PUT IT WHERE IT SHOULD BE
26         0283 AD 0000G JSR PULFPN
27         0286 CE 0000G LDX FPN,1
28         0289 BD 0000G JSR PULFPN
29         028C 09 DEX
30         028D 8D 0000G JSR FIX1 ; FIX THE ONE IN FPN
31         0290 5F CLR B
32         0291 4D TST A
33         0292 27 02 BEQ 15
34         0294 0B SEU ; SET OVERFLOW BIT AS FLAG
35         0296 79 RTS
36         0298 E5 04 15: LDA B FIXIB,X
37         029B A6 03 LDA R FIXIA,X
38         029E 27 01 BEQ 25
39         02A1 00 SEC ; SET CARRY BIT AS FLAG
40         02A2 EE 03 25: LDX FIXIA,X
41         02A4 39 RTS
    
```

```
1  
2  
3          GLOBAL INMGT  
4          :CONVERTS AN INTEGER TO ASCII.  
5  
6          :PASS IN X THE NUMBER TO BE CONVERTED.  
7          :RESULT STRING IS IN R15, R16, R17, R18, R19, AND R20 WITH A NULL AFTER  
8          :THE LAST CHARACTER.  
9  
10         02A0   DF   00G   INMGT STX   R0,D  
11         02A2   CE   0000G  LDX   R16,I  
12         02A5   DF   00G   STX   R1,D  
13         02A7   CE   0008  LDX   R1,I  
14         02A8   DF   00G   STX   R2,D  
15         02AC   BD   01E2'  JSR   INMGT  
16         02AF   DE   00G   LDX   R2,D  
17         02B1   GE   01'    CLR   1,X  
18         02B3   J9   0001'  RTS   :BYE.....  
19         :END
```

ABRFLG= 0040	ADDEV = 0000G	02	ADRDON = 0000G	02	ADRDON = 0000G	02	ADRDON = 0000G	02	ADRDON = 0000G	02
ADDEV = 0000G	ADDEV = 0000G	02	ADDEV = 0000G	02	ADDEV = 0000G	02	ADDEV = 0000G	02	ADDEV = 0000G	02
AS 0160RG	02	ASTR = 0020	02	ASTR = 0020	02	ASTR = 0020	02	ASTR = 0020	02	ASTR = 0020
ATPROC 0172RG	02	ATSEC = 0180R	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G
A INX = 0000G	02	ATSEC = 0180R	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G
A STR1 = 0000G	02	ATSEC = 0180R	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G	02	ATMGT = 0000G
BFR1BL 000FR	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
BUSACT = 0010	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
CLPTR = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
CREG1 = 0004	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
CRTST = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
DATDEV = 0022	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
DISSRG = 0008	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
DREYTB = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ENMKEY = 0040	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ERRATN = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ERRINT = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ERRCD = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
EXTFLG = 0080	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
FIXL = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
FNLG = 0010	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
GLBFLG = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
IECOFF = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
INACT1 0122RG	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
IOBFR1 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ISR = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
ITDEV = 0024	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
KEYFLG = 0010	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
LDX = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
LSP = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
MTPRDR = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
MRPTR = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
NTAPTR = 0008	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
NTAPRE = 0002	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
NTWCL = 0007	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
OBJATR = 0002	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
OPRDR = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PGND = 0009	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PGHT = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PIALY = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PNTSTG = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PPKOD = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PRTG = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
PURTRAP = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
RPTCTL = 0080	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
R0 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
R1 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
R18 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
R22 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
R6 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
SCALR = 0040	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
SMOIT = 0080	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
STRING = 0010	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
TCL = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
UNDR3 0122RG	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G
WRP1 = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G	02	BLINK = 0000G

SYMBOL TABLE

IOCTL	0000	01
	0280	02

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2297. WORDS
 .SY: IOCTL/COR1: SEI(1).IOCTL

DATDEV	1-252#	2-55							
DB	2-6#	2-86#							
DIMFLG	1-22#								
DIRECT	1-220#	9-12							
DISCNT	1-221#								
DISSRD	1-3#								
DL	1-273#								
DMADDR	2-37	2-41#							
DP	1-232#								
DREYD	1-221#	5-22#	5-24#	5-30					
DREXTB	1-272#								
DSPDEV	1-256#	2-53							
DSPSTT	1-222#								
DT	1-27#	10-15							
EDTBR	1-255#	3-39	3-39						
ENKEY	1-213#								
EOTYP	1-186#								
EOLCHR	2-11#	2-82#	4-8#	4-54#					
EOLTC	1-142#								
EOSTG	1-143#								
ERATSN	1-170#	6-59							
ERDDN	1-146#								
EREDM	1-171#								
ERFBFR	1-167#								
ERFILE	1-169#								
ERINTR	10-14#	10-18							
ERIOE	1-168#								
ERINFT	1-295#								
ERNIOO	1-173#								
ERNSEP	1-165#								
ERRO	1-42#	2-26	4-12	4-19	4-58#	6-60#	10-19#		
ERTERI	1-166#								
ERUNF	1-172#								
ESTG	1-124#								
ETXCHR	2-11#	2-83#							
EXTPLG	1-25#								
FIL	5-7#								
FILDEV	1-254#								
FILSYS	7-8	7-11	7-7#						
FIX1	5-4#	6-21	6-46	10-30					
FIX1A	1-174#	6-23	6-48	10-37	10-40				
FIX1B	1-118#	6-25	6-50	10-36					
FIXNUM	10-12#	10-15#							
FIXVAL	10-17	10-22#							
FLOAT1	8-9#	8-17							
FMTALD	1-202#								
FNPLG	1-27#								
FORTG	1-126#								
FPGLTT	8-8#	8-30#							
FPR	10-13#	10-27							
FPC	1-292#	8-18	8-20	9-19	10-25				
GLBFLG	1-71#								
GOSIG	1-125#								
GTBR	3-1#	3-17	3-19#						
GTBR#	3-10	3-12#							
TEC	5-6#	5-21#							
TECOFF	4-9#	4-43							

R17	1-39#							
R18	1-39#							
R19	1-39#							
R2	1-38#	8-26	8-28#	8-29	8-30	8-49#	11-14#	11-16
R20	1-39#							
R21	1-39#							
R22	1-39#							
R23	1-39#							
R3	1-38#							
R4	1-38#							
R5	1-38#							
R6	1-38#							
R7	1-38#							
R8	1-38#							
R9	1-38#							
RECLFG	1-212#							
RECHO	7-6#							
RFRIL	1-150#							
RHAT	1-151#							
RPTCTL	1-212#							
RSTR	1-150#							
RTRNTG	1-140#	2-16						
RUNFLG	1-32#							
RUNN	1-218#							
SBP	1-47#							
SCALER	1-82#							
SCHSED	2-9#	2-88#						
SCRICH	1-272#							
SECOF	1-205#	2-31	2-46	6-55				
SEMITG	1-144#							
SNLIT	1-228#							
STAT32	1-247#							
STKBLD	1-286#	5-2#	6-11					
STPFLG	1-33#							
STPKRY	1-214#							
STRING	1-84#							
SYSE_R	1-43#							
T5IDEV	1-261#							
TABCHT	2-12#	2-61#						
TABPTR	1-243#							
TABPTR	1-239#							
TCOL	1-245#							
TRCFLG	1-7#							
UNDR	1-280#	4-12#						
UNDR2	4-44#	4-45#						
UNDR3	4-29	4-17#	4-38#					
UNDEF	1-81#							
UNFINI	4-36	4-41	4-43#					
VALTIC	1-17#							
VALIND	1-88#							
WBP1	4-25	4-26#						
WXSIS	1-26#							
YRXTS	4-7#	4-47#						

SEL 1-34

	00000000	KK	KK	00000000	NN	NN	SSSSSSSS	LL	SSSSSSSS	TTTTTTTTT	
	00000000	KK	KK	00000000	NN	NN	SSSSSSSSSS	LL	SSSSSSSSSS	TTTTTTTTT	
	00	00	KK	KK	00	00	NN	N	SS	S	TT
	00	00	KK	KK	00	00	NN	NN	SS		TT
	00	00	KK	KK	00	00	NN	NN	SSSSSSSSSS		TT
	00	00	KK	KK	00	00	NN	NN	SSSSSSSSSS		TT
	00	00	KK	KK	00	00	NN	NN	SS		TT
	00	00	KK	KK	00	00	NN	N	SS	SS	TT
	00000000	KK	KK	00000000	NN	NN	SSSSSSSSSS	LLLLLLLLLL	SSSSSSSSSS	TT
	00000000	KK	KK	00000000	NN	NN	SSSSSSSS	LLLLLLLLLL	SSSSSSSS	TT

14-OCT-76

```

16 .TITLE 10KONS I/O CONSTANTS
17 .ENDBL HEX
18 .GLOBL 10KONS
19 0000' 10KONS =
20 IDENT /SBLODS/
21 ; THESE DEFINE A TABLE IN THE EVALUATOR SO THAT THE REST OF THE I/O
22 PACKAGE CAN BE SIMPLIFIED.
23 ; FORMAT OF EACH 2-BYTE ENTRY:
24 ; BYTE 1 BIT 7 STATUS BIT ; PRESENTLY USED BY GRAPHICS
25 ; ; TO INDICATE RELATIVE MODE
26 ;
27 ; BIT 6 UNUSED
28 ; BIT 5-0 DEFAULT PRIMARY ADDRESS
29 ;
30 ; BYTE 2 BIT 7 DIRECTION P.I. ; SET IF INPUT
31 ; ;
32 ; BIT 6 UNUSED
33 ; BIT 5-0 DEFAULT SECONDARY ADDRESS
34 ;
35 ; A MACRO TO ERASE THIS MESS
36 .PROX 10
37 .LIST ME,MC,MD,SEQ
38
39 .NLIST TTR,LD,LOC
40 .MACRO 10 IO,SA,DIR,PA
41 .NLIST
42 K1=SA&256
43 K2=DIR&128+PA
44 .GLOBL IO
45 .LIST
46 = K1+K2
47 .ENDM
48
49 10 SAVE.1.0.33
50
51 0121 SAVE = K1+K2 10 OPEN.3.0.0
52
53 0300 OPEN = K1+K2 10 OLD.4.1.33
54
55 0401 OLD = K1+K2 10 CREATE.5.0.0
56
57 0500 CREATE = K1+K2 10 KILTYP.2.0.33
58
59 0721 KILTYP = K1+K2 10 UNIT.8.0.0
60
61 0800 UNIT = K1+K2 10 DIR.9.0.0
62
63 0900 DIR = K1+K2 10 COPYTP.10.0.32
64
65 0A20 COPYTP = K1+K2 10 RELBL.11.0.0
66
67 0B00 RELBL = K1+K2 10 PRINT.12.0.32
68
69 0C20 PRINT = K1+K2 10 INPUT.13.1.31
70
71 0D9F INPUT = K1+K2 10 READ.14.1.34
72
73 0E92 READ = K1+K2 10 WRITE.15.0.33
74
75 0F21 WRITE = K1+K2 10 ASSIGN.16.0.0
76
77 1000 ASSIGN = K1+K2

```


59			10	LIST.19.0.32
60	1320	LIST = K1+K2	10	ZORAW.20.0.32
61	1420	ZORAW = K1+K2	10	ZORAW.128+20.0.32
62	9420	ZORAW = K1+K2	10	ZMOVE.21.0.32
63	1520	ZMOVE = K1+K2	10	ZREMOVE.128+21.0.32
64	9520	ZREMOVE = K1+K2	10	PAGE.22.0.32
65	1620	PAGE = K1+K2	10	HOME.23.0.32
66	1720	HOME = K1+K2	10	ZGIN.24.1.32
67	1840	ZGIN = K1+K2	10	CMD.26.0.0
68	1A00	CMD = K1+K2	10	MPRK.28.0.33
69	1C21	MPRK = K1+K2	10	FIND.27.0.33
70	1B21	FIND = K1+K2	10	SECFNC.29.0.37
71	1D25	SECFNC = K1+K2	10	SPC1OF.16.0.32
72	1020	SPC1OF = K1+K2		: SPECIAL I/O FUNCTIONS THAT NEED TO LOOK
73	0001			: LIKE A PRINT USE THIS
				.END

SYMBOL TABLE

ASSIGN= 1000 G	CMD = 1A00 G	COPTYP= 0A20 G	CREATE= 0500 G	DIR = 0900 G
FIND = 1B21 G	HOME = 1720 G	INPUT = 009F G	LOKONS= 0000G	KILTYP= 0721 G
K1 = 1000	K2 = 0020	LIST = 1320 G	MARK = 1C21 G	OLD = 04A1 G
OPEN = 0300 G	PAGE = 1620 G	PRINT = 0C20 G	READ = 0EAD G	RELB= 0B00 G
SAVE = 0121 G	SECFC= 1025 G	SPC10F= 1020 G	UNIT = 0800 G	WRITE = 0F21 G
ZORAH = 1420 G	ZGIN = 18A0 G	ZMOVE = 1520 G	ZORAH= 9420 G	ZRMOVE= 9520 G

ABS 0000 00
0000 01

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 3293 WORDS

SY:LOKONS/C/DK1:SE1CL1:LOKONS

IO	1-37*	1-45	1-46	1-47	1-48	1-49	1-50	1-51	1-52	1-53	1-54	1-55	1-56	1-57
SE1	1-38	1-59	1-60	1-61	1-62	1-63	1-64	1-65	1-66	1-67	1-68	1-69	1-70	1-71

	00000000	PPPPPPPP	RRRRRRRR	00000000	CCCCCCCC	LL	SSSSSSSS	TTTTTTTTT
	00000000	PPPPPPPP	RRRRRRRR	00000000	CCCCCCCC	LL	SSSSSSSS	TTTTTTTTT
	00 00	PP PP	RR RR	00 00	CC C	LL	SS S	TT
	00 00	PP PP	RR RR	00 00	CC	LL	SS	TT
	00 00	PPPPPPPP	RRRRRRRR	00 00	CC	LL	SSSSSSSS	TT
	00 00	PPPPPPPP	RRRRRRRR	00 00	CC	LL	SSSSSSSS	TT
	00 00	PP RR	RR RR	00 00	CC	LL	SS	TT
	00 00	PP RR	RR RR	00 00	CC	LL	SS	TT
	00000000	PP RR	RR RR	00000000	CCCCCCCC	LLLLLLLLLL	SSSSSSSS
	00000000	PP RR	RR RR	00000000	CCCCCCCC	LLLLLLLLLL	SSSSSSSS

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1-279	GOOD OLD GLOBALS AND ASSIGNMENTS
2- 1	IOPROC--MAINLINE CONTROL FOR THE I/O LIST PROCESSOR
3- 1	IOCLNR--I/O CLEAN UP ROUTINE
4- 1	I/O PRE-PROCESSOR
5- 1	SEARCH LIST FOR VALID ITEM (SET IOFLGS IN PROCESS)
6- 1	TRG PROCESSOR
7- 1	MAIN I/O PROCESSOR (VALUES)
8- 1	MAIN I/O PROCESSOR (STRINGS)
9- 1	CRLFXX--CRLFY FEATURE TESTS IF PRINT
10- 1	I/O DISPATCH TABLES

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274 . TITLE IOPROC I/O PROCESSOR
275 . IGENIT /SIBGN2/
276 . GLOBL IOPROC
277 . GLOBL IOSCAN
278 . GLOBL IOCLWR
279 . SBTTL GOOD OLD GLOBALS AND ASSIGNMENTS
280
281
282
283 ; ***** LOOK AT UPDLEN FOR GEORGE'S CHANGES *****
284
285 ;
286 ;
287 ;
288 ; GLOBAL SUBROUTINES
289 GLOBL IMPVAL,WRIVAL,PRIVAL,REVAL,ABYTE,MBYTE
290 GLOBL IMPSTG,WRSTG,PRSTG,RESTG
291 . GLOBL DREXTR ; GOOD OLD DYNAMIC CODE
292 ; GLOBAL GOODIES
293 . GLOBL BORDRV ; SETS UP DEVICE ADDRESSES
294 . GLOBL BFRALC ; BUFFER ALLOCATION ROUTINE
295 . GLOBL BACKUP ; TO BACK UP THE STACK
296 . GLOBL CLEFLF ; PRINT A BLANK LINE !!!!
297 . GLOBL INT1 ; FOR STRING DIMENSION
298 . GLOBL DIMSTR ; STRING DIMENSION
299 . GLOBL BSK ; MOVE THE INDEX REG
300 . GLOBL RBX
301 . GLOBL SMOBFR ; SEND CURRENT BUFFER
302 . GLOBL PUTRYT ; SEND ONE CHARACTER TO BUFFER
303 . GLOBL UNADR ; UNADDRESS CURRENT DEVICES
304 . GLOBL FMTINI ; INITIALIZE FORMAT
305 . GLOBL FMTCLR ; FORMAT CLEANUP
306 . GLOBL ISB ; IMAGE STRING BASE POINTER
307 . GLOBL ISP ; EVAL'S IMAGE POINTER
308
309 ; LOCAL FLAGS, POINTERS
310 TRGPTR ; POINTER TO PRESENT TAG IN I/O LIST
311 LENGTH ; LENGTH WORD
312 POINT ; POINTER TO STRING/VALUE
313 COLCNT ; NUMBER OF DIMENSIONED COLS.
314 TCOL ; TEMP. OF COLCNT
315 ;
316 ; IOFLGS ; I/O PROCESSOR STATUS FLAGS
317 MTR = H01 ; BIT 0 - MATRIX
318 SEMIC = H02 ; BIT 1 - SEMICOLON
319 STGFLG = H08 ; BIT 3 - PROCESSING A STRING
320 ENDIO = H10 ; BIT 4 - END I/O PREMATURELY
321 LASTYP = H20 ; BIT 5 - LAST TYPE OF I/O 0=VALUE
322 ; ; ; =STRING
323 ; ; ;
324 ; ; ;
325 ; ; ;
326 ; ; ;
327 ; ; ;
328 ; ; ;
329 ; ; ;
330 ; ; ;
331 ; ; ;
332 ; ; ;
333 ; ; ;

```

SRTTL IOPROC--MAINLINE CONTROL FOR THE I/O LIST PROCESSOR
; THIS ROUTINE DOES THE NORMAL CONTROL FOR THE I/O LIST PROCESSOR

1								
2								
3								
4	0000	86	000	IOPROC:	LDA R	EOLTG, I		; TAG IT SO I CAN FIND IT
5	0002	36			PSH R			
6	0003	9F	000		STS	R0, 0		; SET UP VSP
7	0005	8D	000A		JSR	I0SCAN		; GO DO I/O
8	0008	8D	000B		JSR	I0CLNR		; CLEAN UP AND EXIT

SRTTL LOCLR--I/O CLEAN UP ROUTINE
 : THIS ROUTINE SEARCHES FOR THE FIRST OCCURRENCE OF THE "EOLTG" AND
 : USES THE ASSOCIATED INFORMATION AS THE RETURN ADDRESS. IT THEN
 : SEARCHES FOR A SECOND "EOLTG" AND MOVES THE STACK POINTER THERE
 : THEREBY CLEANING UP THE PRINT LIST ON THE STACK. AFTER ALL OF
 : THIS CONTROL IS PASSED TO THE RETURN ADDRESS RETRIEVED EARLIER

1							
2							
3							
4							
5							
6							
7							
8	0008	86	00G	LOCLR	LDI R	RTRNG: 1	: STACK A TAG
9	0000	06			PSH R		
10	000E	9F	00G		STS	RD: D	: SAVE STACK POINTER
11	0010	86	00G		LDI R	EOLTG: 1	: FIND FIRST EOLTG
12	0012	8D	0000G		JSR	LOCTG	
13	0015	9E	00G		LDS	RD: D	: MOVE STACK THERE
14	0017	77			PUL R		
15	0018	77			PUL R		: SAVE RETURN ADDRESS
16	0019	97	01G		STI R	DREXTA+1: D	
17	001B	77			PUL R		
18	001C	97	02G		STI R	DREXTA+2: D	
19	001E	9F	00G		STS	RD: D	: UPDATE VSP
20	0020	86	00G		LDI R	EOLTG: 1	: FIND SECOND EOLTG
21	0022	8D	0000G		JSR	LOCTG	
22	0025	9E	00G		LDS	RD: D	
23	0027	7E	0000G		JPI	DREXTA	: RETURN TO ORIGINAL

SBTTL I/O PRE-PROCESSOR

: THIS SECTION PERFORMS THE FOLLOWING INITIALIZATION:

: 1) SET UP DEVICE ADDRESSES FOR I/O

: 2) SET UP APPROPRIATE BUFFERS

: 3) INITIALIZE THE I/O LIST STACK - THIS CONSISTS IN
 BACKING UP THE STACK AND PUSHES THE ADDRESS OF EACH
 TAGGED ITEM IN THE LIST. THIS CONTINUES UNTIL THE END
 OF LINE TAG IS FOUND.

IOSCAR LDA R 1TM2TG.1 ; PUT AN "EOL" TAG ON THE STACK FOR ME!
 PSH R

LDX R0.D ; SAVE VSP

STX TAGPTR.D

JSR ADDRDEV ; SET UP ADDRESS FOR THE DEVICE
 ; (SETS DEFAULTS)

JSR BFRALC ; ALLOCATE APPROPRIATE BUFFERS

CLR IOFLGS ; RESET ALL FLAGS

LDA R IOFUNC.D ; TEST FOR IMAGE IF DOING PRINT

CMP R 12.1

BNE PRESTK ; IF NOT THEN CONTINUE

LDX ISB ; WAS IMAGE DEFINED?

CPX 65535.1

BEQ PRESTK

LDA R A.STRAT.D ; SET IMAGE ACTIVE BIT

ORA R FATNLD.1

STX A.STRAT.D

JSR FATINI ; INITIALIZE FORMAT IF DEFINED

; STACK INITIALIZATION

; BACK UP STACK UNTIL FIND EOL TAG

; SAVING THE LOCATION OF ALL PERTINENT TAGS

PRESTK: LDX TAGPTR.D ; RECALL VSP

STX R0.D

BRA AGAIN

; ***** ENTRY POINT FOR BYTE I/O *****

; *****

; *****

; *****

; *****

; *****

SPC10B LDA R 1TM2TG.1 ; TAG STACK

PSH R

AGAIN: JSR BACKUP ; OK BECAUSE FIRST ONE IS EOLTG

LDX R0.D ; LOOK AT TAG

LDA B 1.X

CMP B ATSN2TG.1 ; IF FIND TAG THEN NEED TO STOP

BEQ 15

CMP B EOLTG.1 ; TEST FOR END OF LINE

BEQ 15 ; IF END OF LINE GO PROCESS

CMP B SEM1TG.1 ; IF SEMI-TAG THEN JUST PUSH IT

BNE TAGIT

PSH B

BRA AGAIN

15: JMP IOLOPP

TAGIT: STS R1.D ; MAKE IT RELATIVE!

LDA R R0.D ; GET POINTER (HIGH MEM!)

LDA R R0+1.D

SUB B R1+1.D ; SUBTRACT PRESENT (LOW MEM!)

SAC R R1.D

PSH B

; *****

; *****

; *****

; *****

; *****

; *****

; *****

; *****

; *****

; *****

58	007E	36		PSH A	
59	007F	C6	006	LDA B	LIMITG.1
60	0081	37		PSH B	
61	0082	20	06	BRB	AGAIN

1					SRTTL	SEARCH LIST FOR VALID ITEM (SET IOFLGS IN PROCESS)	
2						THIS SECTION PICKS ITEMS OFF THE STACK AND CHECKS THEM	
3							
4					GLOBAL	CRLF	
5					GLOBAL	POINTS-DB	: POINTERS TO ITEMS FOR PAGE FULL
6							
7					GOPROC:	BIT B STGFLG.1	: TEST IF STRING I/O
8	00B4	C5	08		BNE 15		: IF SO THEN JSR TO IT
9	00B8	B0	01E7'		JSR	VALUES	: DO VALUE I/O
10	00BB	96	00G		LDA A	IOFLGS.0	: SET VALUE FOR PRINT/TAB ALGORITHM
11	00BD	34	0F		AND A	-1-LASTVP.1	
12	00BF	20	07		BRA	END.1	
13	0091	00	025E'	15:	JSR	STRNGS	: DO STRING I/O
14	0094	96	00G		LDA B	IOFLGS.0	: SET STRING FOR PRINT/TAB ALGORITHM
15	0096	8A	20		ORA A	LASTVP.1	
16	0098	97	03G	END.1:	STA A	IOFLGS.0	: SAVE NEW I/O STATUS
17	009A	C6	00G		LDA B	PNDEOF.0	: AN EOF?
18	009C	26	08		BNE	CLN.2	
19	009E	D6	00G		LDA B	ERRCD.0	: ANY ERRORS WHILE YOU WERE GONE?
20	00A0	26	04		BNE	CLN.2	: YES - SO RETURN
21	00A2	85	10		BIT A	ENDIO.1	: END I/O?
22	00A4	27	4E		BEQ	IOLOPP	: IF ALL OK GO FOR MORE TAGS
23	00A6	D6	00G	CLN.2:	LDA B	IOFLGN.0	: IF PRINT THEN FORCE LAST BUFFER OUT
24	00A8	C1	0C		CMR B	12.1	: IS IT PRINT?
25	00AA	27	0A		BEQ	35	
26	00AC	C1	10		CMR B	16.1	: SPECIAL I/O FUNCTIONS
27	00AE	26	10		BNE	CLN.1	
28	00B0	96	00G		LDA A	A PRIM.0	
29	00B2	81	21		CMR A	MPDEV.1	
30	00B4	27	17		BEQ	CLN.1	
31	00B6	96	00G	3%:	LDA A	A STAT.0	: IMAGE BEING PROCESSED?
32	00B8	85	08		BIT A	INTUID.1	
33	00BA	27	05		BEQ	25	: NOPE
34	00BC	B0	0000G		JSR	FATCLN	: GO CLEAN UP FORMAT
35	00BE	20	09		BRA	15	: GO CLEAN UP BUFFER
36	00C1	96	00G	2%:	LDA A	IOFLGS.0	: RETRIEVE SEMIFORS
37	00C3	85	03		BIT A	SEMIC-MTR.1	: NO EXTRA "CR" IF MATRIX OR ";" SET
38	00C5	26	07		BNE	15	
39	00C7	B0	0000G		JSR	CRLF	: OUTPUT A "CR"
40	00CA	B0	0000G	1%:	JSR	SNDBFR	: FORCE IT
41	00CD	B0	0000G	CLN.1:	JSR	UNADR	: UNADDRESS THE DEVICE
42	00D0	9F	00E		STS	RD.0	: PRUNE STACK TO MY EOL
43	00D2	86	00G		LDA A	TRZTG.1	
44	00D4	B0	0000G		JSR	LACTG	
45	00D7	9E	00G		LDS	RD.0	: MOVE STACK POINTER TO RIGHT PLACE
46	00D9	72			PUL A		: REMOVE TAG
47	00DA	79			RTS		: RETURN
48							
49							
50							
51	00D8	56	00G	IOLOOP:	LDA B	IOFLGS.0	: RETRIEVE FLAGS
52	00DA	C5	01		BIT B	MTR.1	: IF MATRIX SPECIAL HANDLE
53	00DB	47	A2		BEQ	GOPROC	
54	00E1	30			TSX		
55	00E2	A6	00		LDA A	O.X	: OOK AT TAG
56	00E4	81	03G		CMR B	SEMITG.1	: IF SEMI TAG THEN SET SEMIC
57	00E5	26	07		BNE	15	

 FURTHER PROCESSING

58	00E8	CA	02	ORA B	SEMIC.1	
59	00E9	CA	0F	AND B	-1-LASTYP.1	: CLEAR STRING FLAG
60	00EC	D7	00G	STA B	10FLGS.D	
61	00EE	31		INS		: GET SEMI TAG OFF STACK
62	00EF	80	029A	JSR	CALFEK	
63	00F2	20	90	BRA	GOPROC	
64						: *****
65						: LIST SCANNER
66	00F4	96	00G	LOLOP: LDA R	ERRCD.D	: TEST FOR ERRORS
67	00F6	26	AE	BNE	CLN.2	: GO CLEAN UP
68	00F8	CE	FFFF	LDX	65535.1	: DO SETUP FOR PAGE FULL
69	00FB	FF	0000G	STX	POINTB	
70	00FE	FF	0000G	STX	DB	
71	0101	30		TSX		
72	0102	A6	00	LDA R	O.X	: LOOK AT TAG ON STACK
73	0104	D6	00G	LDA B	10FLGS.D	: GET FLAGS
74	0106	CA	20	AND B	LASTYP.1	: CLEAR ALL BUT LAST TYPE INFO
75	0108	81	00G	CMP A	SEMITG.1	: IF SEMI COLON THEN SET FLAG
76	010A	26	03	BNE	15	
77	010C	31		INS		: GET IT OFF THE STACK
78	010D	CA	02	ORA B	SEMIC.1	
79	010F	D7	00G	STA B	10FLGS.D	: SAVE THIS
80	0111	30		TSX		: GET STACK TAG AGAIN
81	0112	A6	00	LDA R	O.X	
82	0114	81	00G	CMP A	1TH2TG.1	: DONE?
83	0116	27	8E	BEQ	CLN.2	: THEN EXIT
84	0118	31		INS		: REMOVE TAG
85	0119	32		PUL A		
86	011A	33		PUL B		
87	011B	9F	00G	STS	R1.D	: FIND REAL POSITION
88	011D	08	01G	ADD B	R1+1.D	
89	011F	99	00G	ADC A	R1.D	
90	0121	97	00G	STA A	R1.D	
91	0123	D7	01G	STA B	R1+1.D	
92	0125	D6	00G	LDA B	10FLGS.D	
93	0127	DE	00G	LDX	R1.D	: POINTER TO STACKED ENTRY
94	0129	D8		INX		
95	012B	A6	00	LDA R	O.X	: LOOK AT THE TAG IN LIST
96	012C	81	00G	CMP A	VALTG.1	: VALUE ON STACK
97	012E	27	0F	BEQ	VALSTK	
98	0130	81	10G	CMP A	PHINTG.1	: N.T. NUMERIC
99	0132	37	18	BEQ	NTNUM	
100	0134	81	07G	CMP A	PAETG.1	: ARRAY ELEMENT
101	0136	27	01	BEQ	VALARR	
102	0138	81	08G	CMP A	PLSTG.1	: LITERAL IN OBJECT STRING
103	013A	27	3E	BEQ	OBJSTG	
104	013C	7E	0191	JMP	NISTRG	: POINTER TO N.T. STRING

```

1          : SBTTL TAG PROCESSOR
2          : *****
3          : VALUE ON STACK
4
5          013F 08          VALSTK: INX          : IF SO GET POINTER TO VALUE
6          0140 20 07      BRB          VALARR)
7          : *****
8          : ARRAY ELEMENT
9
10         0142 EE 03      VALARR: LDX          J,X          : ESTABLISH POINTER TO VALUE
11         0144 AF          CLR R          : TELL SYSTEM THAT LOSNTP IS INVALID
12         0145 97 00G     STR R          LOSNTP,0
13         0147 97 01G     STR R          LOSNTP+1,0
14         0149 7E 01E?    VALARR: JMP          NXTG,1          : GET THOSE TAGS!
15         : *****
16         : NAME TABLE (NUMERIC)
17
18         014C EE 01      NTNUM: LDX          1,X          : RETRIEVE POINTER TO NAME TABLE
19         014E 0F 00G     STX          LOSNTP,0          : SAVE POINTER TO NAME TABLE
20         0150 06 04      LDR R          NTRARR,X
21         0152 85 40      BIT R          SCALAR,1          : SCALAR?
22         0154 27 0A      BEQ          NTRARR
23         0156 85 80      BIT R          UNDEF,1          : DEFINED?
24         0158 27 04      BEQ          NTVALU
25         015A 86 40      LDR R          VALUND,1          : SET UNDEFINED BIT IN
26         015C 87 05      STR R          NTVAL,X          : ACTUAL HEADER
27         015E 20 7F      NTVALU: BRB          NXTG,3          : GO FOR NEXT TAG IN LIST
28         0160 CA 01      NTRARR: ORA B          NTR,1
29         0162 07 00G     STR B          LOSFLGS,0
30         0164 FF 0000G    STX          POINTB          : POINTER TO NAME TABLE FOR ARRAY
31         0167 EE 07      LDX          NTWCOL,X          : COLCNT (- WORKING COL. DIM)
32         0169 0F 00G     STX          COLCNT,0
33         016B CE 0001    LDX          1,1          : INITIALIZE 1 ORIGIN COUNTERS
34         016E 0F 00G     STX          LENGTH,0          : ROWS
35         0170 0F 00G     STX          TCOL,0          : COL. 5
36         0172 0F 00G     STX          TAGPTR,0          : TOTAL VALUES
37         0174 0E 00G     LDX          LOSNTP,0          : SET UP POINTER TO FIRST VALUE
38         0176 EE 08      LDX          NTRPTR,X
39         0178 20 65      BRB          NXTG,3          : GO FOR NEXT TAG IN LIST
40         : *****
41         : STRING IN OBJECT LINE
42
43         017A EE 03      OBJSTG: LDX          J,X          : RETRIEVE POINTER TO STRING
44         017C 08 08      INX
45         017E 0F 00G     INX          POINT,0          : ESTABLISH POINTER TO REAL STRING
46         0180 09 02      STX          DEX
47         0181 09 02      DEX
48         0182 EE 00      LDX          0,X          : GET LENGTH OF STRING
49         0184 0E 00G     STX          LENGTH,0
50         0186 CA 08      ORA B          STGFLG,1          : SET STRING FLAG
51         0188 07 00G     STR B          LOSFLGS,0
52         018A 0F 00G     STR B          LOSFLGS,1
53         018C 0F 00G     LDX          CLRTR,0          : FOR PAGE FULL
54         018E 0F 0000G    STX          00
55         0190 20 53      BRB          NXTG,2          : MORE TAGS?
56         : *****
57         : NAME TABLE (STRING)

```


MAIN 1/0 PROCESSOR (VALUES)

```

1          SBTTL MAIN 1/0 PROCESSOR (VALUES)
2          : THIS ROUTINE PERFORMS THE 1/0 OPERATION DISPATCHING FOR
3          : THE POINTERS JUST SET UP IN THE 1/0 PROCESSOR ABOVE.
4          VALUES: LDA R  RTRNGT, I      : A TAG!
5          01E7 86 00G      PSN R
6          01E9 96 00G      LDA R  R, STAT, D
7          01EC 28 0E      BMI   35
8          01EE 0E 00G      LDX   POINT, D      : CHECK IF VALUE DEFINED
9          01F0 A6 00      LDA R  0-X
10         01F2 85 40      BIT R  VALUND, I
11         01F4 27 06      BEQ   35
12         01F6 B6 00G      LDA R  ERUNDF, I
13         01F8 97 03G      STA R  ERRCO, D
14         01FA 20 09      BR   25
15         01FC CE 0296' 3%  LDX   VAL10-24, I      : SET UP DISPATCH POINTER
16         01FF 96 00G      LDA R  IOFUNC, D
17         0201 48      RSL R      : MULT. X 2 FOR OFFSET
18         0202 80 0000G    JSR   JMPX      : JUMP TO VALUE 1/0
19         0205 31 2%      IMS
20         0206 96 00G      LDA R  R, STAT, D      : ARE WE DOING INPUT OPERATION
21         0208 2A 0A      BPL   45
22         020A DE 00G      LDX   IOSNTP, D      : IF NOT GO FOR MORE TESTS
23         020C 27 06      BEQ   45      : MAKE SURE VALUE IS MARKED DEFINED
24         020E A6 04      LDA R  NTATTR, X      : IS IOSNTP VALID?
25         0210 84 7F      AND R  -1-UNDEF, I      : EVERYWHERE
26         0212 07 06      STA R  NTATTR, X
27         0214 80 60 4%    BSR   IOTEST      : TEST FOR END OF ERRORS
28         0216 25 45      BCS   VALEND
29         0218 96 00G      LDA R  IOGLGS, D      : CHECK FOR MATRIX 1/0
30         021A 85 01      BIT R  NTR, I
31         021C 27 3F      BEQ   VALEND      : IF NOT DO NEXT ITEM IN LIST
32         021E 0E 00G      LDX   POINT, D      : MOVE TO NEXT VALUE
33         0220 80 0000G    JSR   RBX
34         0223 0F 00G      STX   POINT, D
35         : ARRAY OUTPUT ---- ALL COUNTERS ARE 1 ORIGIN
36         : TCOL = PRESENT COL. NUMBER
37         : LENGTH = PRESENT ROW NUMBER
38         : COLCNT = WORKING COL. COUNT ; IF=1 THEN VECTOR
39         : TAGPTR = TOTAL # OF VALUES PRINTED
40         : NTWR0W IOSNTP = PRESENT WORKING LENGTH
41         :
42         0225 DE 00G      LDX   COLCNT, D      : SEE IF VECTOR
43  ]]]] 0227 27 0A      BEQ   VCTCHK      : GO SEE IF DONE
44         0229 DE 00G      LDX   TCOL, D      : SEE IF DONE WITH THIS ROW
45         022B 9C 00G      CPX   COLCNT, D
46         022D 27 12      BEQ   NEWROW
47         022F 08      INR
48         0230 DF 00G      STX   TCOL, D
49         0232 20 22      BR   NXTVAL      : GO DO NEXT VALUE
50         0234 0E 00G      VCTCHK: LDX   IOSNTP, D      : TEST IF DONE ALL THE VECTOR
51         0236 EE 05      LDX   NTWR0W, X
52         0238 9C 00G      CPX   TAGPTR, D
53         023A 26 1A      BNE   NXTVAL      : GO DO NEXT VALUE
54         023C 80 029A'    JSR   CRLFXX      : PUT IN A BLANK LINE
55         023E 20 1C      BR   VALEND
56         :
57         0241 80 029A'    NEWROW: JSR   CRLFXX      : PUT IN A BLANK LINE

```

MAIN I/O PROCESSOR (VALUES)

58	0244	CE	0001	LOX	1,1	: INITIALIZE COL. COUNTER
59	0242	DF	00G	STX	TCOL.D	
60	0249	DE	00G	LOX	IOSHTR.D	: CHECK IF DONE
61	0246	EE	05	LOX	NTHROW.X	
62	0240	9C	00G	CPX	LENGTH.D	
63	024F	27	0C	BEQ	VALEND	: DONE
64	0251	DE	00G	LOX	LENGTH.D	: ELSE INC. ROW NUMBER
65	0253	08		INX		
66	0254	DF	00G	STX	LENGTH.D	
67						
68	0256	DE	00G	NXTVAL: LDX	TAGPTR.D	: UPDATE TOTAL COUNT
69	0258	08		INX		
70	0259	DF	00G	STX	TAGPTR.D	
71	025F	20	8A	BRR	VALUES	
72	0250	39		VALEND: RTS		


```

1          ; SBTTL MAIN I/O PROCESSOR (STRINGS)
2          ; THIS ROUTINE ALSO HANDLES THE CONTROL FOR I/O GIVEN THE POINTERS ETC
3          ; THAT WERE DEFINED ABOVE
4          ;
5          STRNGS LDA R0 RTRNGT,1          ; TAG IT
6          0260 36          PSH R
7          0261 CE 02A9'          LDX          STG10-24,1          ; SET UP DISPATCH POINTER
8          0264 96          OOG          LDA R          IOFLNG,0
9          0266 48          RSL R          ; SET PROPER OFFSET
10         0267 B0 0000G          JSR          JMPX          ; JUMP TO STRING I/O
11         0268 11          LNS
12         0268 96          OOG          LDA R          R,STAT,0
13         026D 2A 2A          BPL          STREXX          ; INPUT LIKE OPERATION?
14         026F 0E          OOG          UPDLEN LDX          LOSNTP,0          ; GET POINTER TO NAME TABLE
15
16         ; ***** START OF CHANGE BY GEORGE
17
18         0271 07          TPA
19         0272          SEI
20         0272 01 0E          BYTE 01,12
21         0274 06          OOG          LDA B          CHRCNT,0          ; SET IN NEW WORKING LENGTH
22         0276 E7 07          STA B          NTALEN,X
23         0278 06 01G          LDA B          CHRCNT+L,C
24         027A E7 08          STA B          NTALEN+1,X
25         027C EE 08          LDX          NTSPTR,X          ; UPDATE ATTR. IN STRING HEADER
26         027E C6 20          LDA R          HADR,1          ; STRING
27         0282 E7 02          STA B          OBJATR,X          ; TURN THEM BACK ON
28
29         ; ***** END OF CHANGE
30         10TEST: CLC          ; ASSUME NO ERRORS
31         0284 96          OOG          LDA R          ERRCD,0          ; TEST FOR ERRORS
32         0286 9A          OOG          ORA R          PNDREQ,0          ; OR END OF FILES
33         0288 26 08          BNE          BYEBYE
34         028A 96          OOG          LDA R          CRSTAT,0          ; GET CR STATUS
35         028C 22 08          BPL          STREXX          ; EXIT IF NOT VALID
36         028E 85 38          BIT R          EOF1YP,1          ; TEST FOR END OF FILES
37         0290 27 07          BEQ          STREXX          ; OK
38         0292 96          OOG          BYEBYE: LDA R          IOFLGS,0          ; SET TO END I/O
39         0294 8A 10          ORA R          ENOIO,1
40         0296 97 00G          STA R          IOFLGS,0
41         0298 00          SEC
42         0299 3F          STREXX: RTS          ; TELL PEOPLE IT'S AN ERROR EXIT
    
```

```

1          .SRTL CALFFX--CRFLF FEATURE TESTS IF PRINT
2
3          029A 96 00G          CALFFX: LDA R 10FUNC,0      ; A PRINT?
4          029C 81 0C          CMP R 12,,
5          029E 28 00          BNE 15
6          02A0 96 00G          LDA R A,STAT,0
7          02A2 85 08          BIT R FMTVLD,1
8          02A4 76 07          BNE 15
9          02A6 86 00G          LDA R RTPNTG,1
10         02A8 76 07          PSH R
11         02AA 8D 0000G        JSR CALFLF
12         02AC 31
13         02AD 79          15: RTS
    
```

1				SRTTL	I/O DISPATCH TABLES	
2				:	MAY REORDER THIS TABLE	
3				.	GLOBAL	WBYTVAL, RBYTVAL
4				:		
5	029E	0000G		VAL10:	WORD	PRIVAL : VALUE I/O DISPATCH TABLE
6	0290	0000G		.	WORD	INPRVAL
7	0292	0000G		.	WORD	REPRVAL
8	0294	0000G		.	WORD	WR1VAL
9	0296	0000G		.	WORD	PP1VAL : SPECIAL FUNCTION DISPATCH
10	0298	0000G		.	WORD	WBYTVAL
11	029A	0000G		.	WORD	RBYTVAL
12				:		
13	029C	0000G		STG10:	WORD	PR1STG : STRING I/O DISPATCH TABLE
14	029E	0000G		.	WORD	INP1STG
15	02C0	0000G		.	WORD	RE1STG
16	02C2	0000G		.	WORD	WR1STG
17	02C4	0000G		.	WORD	PR1STG : SPECIAL FUNCTION DISPATCH
18		0001'		.	END	

TOPROC I/O PROCESSOR RT-11 MPAC VM02-10 14-OCT-76 01:35:15 PAGE 10*

SYMBOL TABLE

0206 01
ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2314 WORDS
SY: TOPROC/((DKL SE ICL) 16PROC

A END	1-196#									
A MAX	1-197#									
A PRIM	1-192#	5-28								
A PTR	1-194#									
A SEC	1-193#									
A STAT	1-191#	4-24	4-26#	5-31	6-68	6-82	7-6	7-20	8-12	9-6
A STRT	1-195#									
ABX	1-299#	6-99								
ABX	1-300#	7-33								
ABFLG	1-26#									
ADDEV	1-293#	4-14								
AFIL	1-155#									
AGRM	4-33	4-40#	4-50	4-61						
AMT	1-154#									
AMRY	1-83#									
ASTR	1-153#									
ATL0D	1-216#									
ATSNIG	1-138#	4-43								
ATL0D	1-204#									
BACKUP	1-295#	4-40								
BAKSTG	1-146#									
BANK	1-250#									
BFRALC	1-294#	4-16								
BFRSTT	1-201#									
BLINK	1-222#									
BMAT	1-157#									
BMXNT	1-73#									
BSTR	1-156#									
BUSACT	1-202#									
BYEBYE	8-32	8-37#								
COOPTR	1-21#									
COOPTR	1-70#									
CHAR	1-189#									
CHARCNT	1-242#	8-20	8-22							
CLN 1	5-27	5-30	5-41#							
CLN 2	5-18	5-30	5-23#	5-67	5-83	6-95				
CLN 22	6-86	6-95#								
CLPTR	1-20#	6-53								
CMAT	1-159#									
COLCNT	1-244#	6-32#	7-42	7-45						
CRACK	1-181#									
CREOF	1-183#									
CREO1	1-182#									
CREO1	1-185#									
CRETX	1-184#									
CRIF	5-48	5-29								
CRIFFX	5-62	7-54	7-57	9-2#						
CRIFLF	1-296#	9-11								
CRNORM	1-180#									
CRSTAT	1-178#	8-33								
CRULD	1-187#									
CSTR	1-158#									
CTKX	1-23#									
CURSOR	1-223#									
DETEDEV	1-258#									
DB	5-54	5-70#	6-54#	6-65#						

PR	1-38#						
R9	1-38#						
RBYTE	1-289#						
RBYTAL	10-3#	10-11					
REARSTG	1-290#	10-15					
REARVAL	1-289#	10-7					
RECLFG	1-212#						
RFAIL	1-150#						
RMAT	1-151#						
RPTCTL	1-212#						
RSTR	1-150#						
RTANTG	1-140#	3-8	7-4	8-5	9-9		
RUNFLG	1-37#						
RUNN	1-218#						
SBP	1-47#						
SCALER	1-82#	6-21					
SECDEF	1-206#						
SEMIC	1-317#	5-37	5-58	5-78			
SEMINTG	1-148#	4-47	5-56	5-75			
SHORFR	1-301#	5-40					
SHOIT	1-228#						
SPLJOB	4-36#	4-38#					
STAT37	1-247#						
STGFLG	1-318#	5-7	6-51	6-59			
STGID	8-7	10-13#					
STPLG	1-33#						
STPKFY	1-214#						
STREX	8-13	8-2#	8-3#	8-41#			
STRING	1-84#						
STRMS	5-13	8-5#					
SYSERR	1-43#						
TSDIV	1-261#						
TRGIT	4-4#	4-52#					
TRGTR	1-238#	4-13#	4-31	6-36#	7-53	7-68	7-70#
TCOL	1-245#	6-35#	7-4#	7-48#	7-59#		
TRCPLG	1-34#						
UNDR	1-302#	5-41					
UNDEF	1-81#	6-23	7-25				
UPOLEN	8-14#						
VALARI	6-6	6-14#					
VALARR	5-101	6-10#					
VALEND	7-28	7-31	7-55	7-63	7-72#		
VALID	7-15	10-5#					
VALSTA	5-97	6-5#					
VALTG	1-134#	5-9#					
VALUES	5-9	7-4#	7-71				
VALUND	1-88#	6-25	7-10				
UCTCHK	7-43	7-50#					
WRYTE	1-249#						
WRYTAL	10-3#	10-10					
WR1STG	1-290#	10-16					
WR1VAL	1-289#	10-5					
WRYTS	1-248#						

SE1 1-28 8-19

KK	KK	BBBBBBBB	PPPPPPPP	RRRRRRRR	00000000	CCCCCCCC	LL	SSSSSSSS	TTTTTTTT					
KK	KK	BBBBBBBB	PPPPPPPP	RRRRRRRR	00000000	CCCCCCCC	LL	SSSSSSSS	TTTTTTTT					
KK	KK	BB	BB	PP	PP	RR	RR	00	00	CC	LL	SS	S	TT
KK	KK	BB	BB	PP	FP	RR	RR	00	00	CC	LL	SS		TT
KXIX		BBBBBBBB	PPPPPPPP	RRRRRRRR	00	00	CC				LL	SSSSSSSS		TT
KK	KK	BBBBBBBB	PPPPPPPP	RRRRRRRR	00	00	CC				LL	SSSSSSSS		TT
KK	KK	BB	BB	PP	RR	RR	00	00	00	CC	LL	SS	SS	TT
KK	KK	BB	BB	PP	RR	RR	00	00	00	CC	LL	S	SS	TT
KK	KK	BBBBBBBB	PP	RR	RR	00000000	CCCCCCCC			LLLLLLLLLL	SSSSSSSS		TT
KK	KK	BBBBBBBB	PP	RR	RR	00000000	CCCCCCCC			LLLLLLLLLL	SSSSSS		TT

2-	1	KBINT KEYBOARD INTERRUPT HANDLER
3-	1	KBPROC SINGLE KEY PROCESSOR
4-	1	IDLE MAIN MONITOR IDLE LOOP
5-	1	KBQOUT QUEUE INPUT FOR TYPE AHEAD
6-	1	CURSOR CURSOR IDLE LOOP
7-	1	KBQIN QUEUE INPUT FOR TYPE AHEAD

```

274 .TITLE KBPROC KEYBOARD PROCESSOR
275 .IDENT /SBA051/
276
277
278 PURPOSE----- PROCESS A KEY PRESSED ON THE KEYBOARD AND DISPATCH
279                ACCORDING TO THE STATUS OF THE SYSTEM
280
281 ENTER WITH-- RUNN - KEYBOARD STATUS 0 = WAITING FOR COMMAND LINE
282                1 = RUNNING PROGRAM
283 INPUTX - DOING INPUT FROM KEYBOARD
284           0 = NOT DOING INPUT LINE
285           1 = PROGRAM RUNNING, WAITING FOR
286             KEYBOARD INPUT
287 KEYSTK - NUMBER OF EMERIES PRESENTLY ON THE USER DEFINE
288         KEY STACK (0 THRU 7 OCTAL)
289 CC = CHARACTER COUNT FROM EDITOR
290
291 EXIT WITH-- KEYSTK - POTENTIALLY MODIFIED
292            ENOKEY - SET, IF AN END-OF-LINE IS ENTERED:
293                RETURN
294                BREAK
295                USER DEFINE (UNDER INPUT)
296            KEYRUN - KEYBOARD DECODER'S RUN FLAG
297                   0 = ALL KEYS ACTIVE
298                   1 = IMMEDIATE EXECUTE ONLY
299                   (KEYRUN = RUNN OR (NOT INPUTX) )
300
301 FLAGS----- BREAK - SET IF ALLREADY HAD ONE BREAK
302            NOKEY - USER DEFINE KEYS DISABLED
303            NITRELY - THE "NOT REALLY FLAG", SET IF CAN'T BE INTERRUPTED
304
305
306 ;; GLOBAL SUBROUTINES
307 GLOBAL TYPIN ; THE EDITOR
308 GLOBAL YSTINT ; EVALUATOR TEST INTERRUPTS
309 GLOBAL LINEV ; EVALUATOR EXECUTE A SINGLE LINE
310 GLOBAL TRANS ; THE TRANSLATOR
311 GLOBAL END ; EVALUATOR TO END TH PROGRAM
312 GLOBAL PRERR ; THE ERROR HANDLER
313 GLOBAL PCHAR ; DISPLAY SINGLE CHARACTER
314 GLOBAL DSPCPY ; MAKE HARD COPY OF DISPLAY
315 GLOBAL DSPSTT ; DISPLAY DRIVER STATUS
316 GLOBAL GETKEY ; EXTRACTS KEY CODE FROM THE HARDWARE
317 GLOBAL PACTR ; PAGE SCREEN COUNTER
318 GLOBAL KBQIN ; ENTER KEY INTO THE QUE
319 GLOBAL KBQOUT ; EXTRACT KEY FROM THE QUE
320 GLOBAL KBINT ; KEY BOARD INTERRUPT PROCESSOR
321 GLOBAL KBPROC ; PROCESS A SINGLE KEY
322 GLOBAL IDLE ; THE MASTER IDLE LOOP
323 GLOBAL CIDL ; THE CURSOR IDLE LOOP
324 GLOBAL GENCUR ; TO OUTPUT THE CURSOR
325 GLOBAL ERRCD ; RACKUP ERROR CODE
326 GLOBAL INPUT ; INPUT CODE
327 GLOBAL ADDRDEV ; ADDRESS DEVICE
328 GLOBAL BFRALC ; FIND BUFFER SPACE
329 GLOBAL OPADR ; CONSTANT FOR I/O CONTROLLER
330

```

```

331 ; SOME CONSTANTS AND SUCH
332 ;
333 GLOBL KEYQUE ; THE TYPE AHEAD QUE
334 GLOBL QEND ; END OF QUE
335 GLOBL QIN ; INPUT POINTER FOR THE QUE
336 GLOBL QOUT ; OUTPUT POINTER FOR THE QUE
337 GLOBL PIRL ; THE LIGHTS PIR REGISTER
338 00F0 BSWLT = H80 ; THE BUSY LIGHT
339 00H0 IOPLT = H40 ; THE I/O LIGHT
340 0020 BRKLT = H20 ; THE BREAK LIGHT
341 ;
342 ; KEYBOARD KEYCODES
343 0080 NOKEY = H80 ; INVALID KEY
344 00EA PAGEKY = H0EA ; PAGE
345 00CA RSTKY = H0CA ; RESET
346 00ED MKCPYK = H0ED ; MAKE COPY
347 00EC RMWKEY = H0EC ; REMIND
348 00F6 STEPKY = H0F6 ; STEP PROGRAM
349 00EB BRKKY = H0EB ; BREAK
350 00E9 MAXKEY = H0E9 ; MAXIMUM NUMBER ON USER KEY
351 00C0 MINKEY = H0C0 ; MINIMUM NUMBER ON USER KEY CODE
352 0020 SHFTY = H020 ; SHIFT POSITION FOR USER KEYS
353 ;

```

1					SBTTL	KBINT KEYBOARD INTERRUPT HANDLER	
2					GLOBAL	INITINT	
3					GLOBAL	IECOFF, IEICFC, UNADR	
4					GLOBAL	MSKCTR	
5					GLOBAL	EDTMRK	
6					GLOBAL	EDTPTR	
7					GLOBAL	CRTRST	
8					GLOBAL	MTRFIN	
9					GLOBAL	MTRPMD	MAG TAPE REWIND SUBROUTINE
10							
11	0000	80	0000G		KBINT:	JSR	GETKEY ; GET THE KEYCODE
12	0002	96	00G		LD	A	KBIN,0
13	0005	81	80		CMR	A	MKEY,1 ; IS IT A VALID KEY?
14	0007	26	01		BNE		15
15	0009	39			RTS		; JUST RETURN IF NOT
16	000A	40		15:	TST	A	; OTHERWISE PROCESS IT
17	000B	28	03		BHI		IMMEX ; IF IMMEDIATE EXECUTE KEY WORK AVAILABLE
18	000D	7E	01BC		JMP		KBQIN ; ELSE JUST QUIT
19							
20							***** IMMEDIATE EXECUTE KEY PROCESSOR
21	0010	81	EA		IMMEX:	CMR	A PAGEKY,1 ; PAGE KEY
22	0012	26	04		BNE		RST
23	0014	86	0C		LD	A	IN,1 ; "FF" FOR DISPLAY
24	0016	20	06		BRR		RST,1
25	0018	81	CA		RST:	CMR	A RSTKY,1 ; RESET KEY
26	001A	26	05		BNE		CPY
27	001C	86	1E		LD	A	36,1 ; "RS" FOR DISPLAY
28	001E	7E	0000G		RST,1:	JMP	PCHAR
29	0021	81	ED		CPY:	CMR	A MKCPKY,1 ; MAKE COPY KEY
30	0023	26	18		BNE		USERKY
31	0025	7E	0000G		JMP		DSPCPY ; MAKE HARD COPY
32	0028	86	0000G		MTRPMD	LD	A P,1,LT ; TURN ON L/D LIGHT
33	002B	36			PSH	A	
34	002C	8A	40		ORP	A	10PLT,1
35	002E	87	0000G		STA	A	P,1,LT
36	0031	80	0000G		JSR		INITMT ; INITIALIZE MAGTAPE
37	0034	5F			CLR	B	
38	0035	80	0000G		JSR		MTRFIN
39	0038	7F	0000G		CLR		ERRCD ; IF ERROR IGNORE IT
40	003B	32			PUL	A	
41	003C	87	0000G		STA	A	P,1,LT
42	003F	39			RTS		
43							*****
44	11111						*****
45							USER DEFINED KEYS
46							A USER DEFINED KEY WILL ALWAYS BE PLACED ON THE KEYSKIF
47							IF THERE IS ROOM. IT ALSO PUTS A CODE (0-15)
48							INTO THE QUEUE FOR USE LATER. IT IS UP TO SOME OTHER ROUTINE TO
49							DECIDE WHAT AND WHEN ACTION IS TO BE TAKEN ON THIS KEY.
50	0040	81	E4		USERKY:	CMR	A MKUKY+1,1 ; USER DEF. KEY
51	0042	22	10		BHI		SPECKY ; IF NO THEN TRY OTHERS
52	0044	81	10		CMR	A	MINUKY,1
53	0046	25	19		BCC		SPECKY
54	0048	80	8F		STK,1:	SUB	A MINUKY-1,1 ; EXTRACT KEYNUMBER 0-19
55	004A	16			TAR		
56	004B	84	0F		RND	A	HOF,1 ; CLEAR HIGH HALF WORD
57	004D	C5	20		BIT	B	SHIFTK,1 ; TEST FOR SHIFT KEY

```

58      00AF 26 02      BNE STACK
59      00B1 88 06      ADD A 10,1      : ADD 10, IF SHIFT KEY
60      00B3 CE FFFG    STACK: LDX KEYSTR-1,1
61      00B6 08 15      LSH
62      00B7 60 00      TST 0,X
63      00B9 26 0A      BNE 15
64      00BB A7 00      STA A 0,X
65      00BD 7F 0000    CLR KEYSTR+2      : MAKE SURE LAST BYTE IS ZERO
66      00C0 39 00      RTS
67      00C1 81 EB      SPCKEY: CMP A BRKKEY,1      : IS IT THE BREAK KEY?
68      00C3 27 03      BEQ BRKKEY
69      00C5 7E 01BC    JMP KB0IN          : QUE IT IF NOT
70
71      : *****
72      : BREAK KEY PROCESSOR
73      : HERE IT WILL ALWAYS JUST QUE UP THE BREAK KEY AND SET THE
74      : EVALUATOR INTERRUPT BIT.
75      : LATER IT WILL TAKE THE FOLLOWING ACTION AS IT COMES OUT OF THE
76      : QUE.
77      : IF NOT IN RUN MODE THE BREAK KEY IS COMPLETELY IGNORED.
78      : IF RUNNING
79      : THE FIRST BREAK WILL BE QUE'D AND WILL SET THE EVALUATOR
80      : ABORT BIT.
81      : THE SECOND TIME THE QUE WILL BE ZEROED AND THE PROGRAM
82      : ABORTED (IF NTRELY-THE NOT REALLY FLAG-ISN'T SET).
83
84      00C8 0F 00G     BRKKEY: LDX QOUT,D      : CLEAR UP QUE
85      00CA 0F 00G     STX QIN,D
86      00CC 06 00G     LDA B KBFLAG,D      : TEST IF IN RUN MODE
87      00CE C5 02      BIT B RUNN,1
88      00D0 27 10      BEQ BRK1
89      00D2 06 00G     LDA B PNDFLG,D      : CHECK ON BREAK FLAG
90      00D4 2A 00      BRL BRKSET
91      00D6 CA 80      ORA B HBD,1      : SET IT
92      00D8 37 00G     STA B PNDFLG,D
93      00DA F5 0000G    LDB B PIALT,1      : TURN ON BREAK LIGHT
94      00DC CA 20      ORA B BRKLT,1
95      00DE F7 0000G    STA B PIALT
96
97      BRK1: RTS
98      00E3 70 0000G    BRKSET: TST MSKCTR      : TEST IF OK TO TERMINATE
99      00E5 26 0A      BNE BRK1
100     00E7 4E 00      CLR A
101     00E9 97 00G     STA A A_STAT,D
102     00EB 97 00G     STA A PNDFLG,D
103     00ED 80 0000G    JSR IECLFC
104     00EF 86 00      LDR A HOPD,1      : CLEAR LINE LENGTH
105     00F1 87 0000G    STA A LINELN
106     00F3 DE 00G     LDX 2X,D
107     00F5 DF 00G     STX EDTPTR,D
108     00F7 0F 00G     STX EDTMRK,D
109     00F9 86 00G     LDR A 2X
110     00FB 36 00      LDR A ERTERM,1      : SET UP TERMINATION ERROR
111     : >>>> MODIFY RTI STACK ENTRY TO DO A JUMP TO END!!!!
112     00FD 30 00      LDX 3,X
113     00FF 6F 03      CLR 3,X          : CLEAR BANK
114     0101 85 00B0    LDR A ENDIT
  
```


115	0004	A7	09	STA R	9,X	
116	0006	A6	00B1	LDA R	ENDIT+1	
117	0009	A7	0A	STA R	10,X	
118	000B	96	00G	LDA R	A.PRIM.0	: SET UP ACC A FOR UNDR
119	000D	7E	000G	JMP	UNDR3	: GO UNDR3.!!!! XXXXXXPATCHXXXXXXXXXX
120				.GLOBAL	UNDR3	
121	008D	000G	ENDIT:	.WORD	END	

58	0135	86	20	LDA	A	BSYLT.1	:	SET THE BUSY LAMP	
59	0137	87	0000G	STRA	A	PIAL.T			
60	0139	86	9C	LDA	A	MRC.1	:	SET "REM" -- REMOTE ENABLE	
61	013C	87	0000G	STRA	A	PIASRO			
62	013F	96	00G	LDA	A	KBFLAG.0			
63	0141	8A	02	ORA	A	RUNN.1	:	SET KEYBOARD RUN MODE	
64	0143	97	00G	STRA	A	KBFLAG.0			
65	0145	86	40	BIT	A	ENDKEY.1	:	CR TYPE?	
66	0147	27	05	BEQ		STPK			
67	0149	80	0000G	JSR		TRANSL	:	GO TRANSLATE A LINE	
68	014C	20	86	IDL: ATNLS		BRA		IDLE	
69	014E	85	20	STPK:	BIT	A	STPKY.1	:	STEP KEY?
70	0150	27	0E	BEQ		ATLD			
71	0152	06	00G	LDA	B	GLBFLG.0			
72	0154	1A	40	ORA	B	STPFLG.1	:	SET STEP FLAG	
73	0156	07	00G	STRA	B	GLBFLG.0			
74	0158	80	0000G	JSR		EDTCLS			
75	0158	80	0000G	JSR		LMEVL	:	DO THE STEP	
76	015E	20	EC	BRA		IDL	:	AND RESET	
77	0160	85	06	ATLD:	BIT	A	ATLD.1	:	ATLD LOAD KEY
78	0162	27	EB	BEQ		IDL			
79	0164	80	0000G	JSR		EDTCLS			
80	0167	80	0000G	JSR		ATLAD			
81	016A	20	E0	BRA		IDL			
82				GLOBAL		ATLAD			

```

1          SBTTL KBQOUT  QUE OUTPUT FOR TYPE AHEAD
2          GLOBAL KBQOUT
3          : THIS ROUTINE REMOVES KEYCODES FROM THE KEY Q
4          : IT MUST NOT BE CALLED IF THE Q IS EMPTY
5          : CHAR. RETURNED IN A
6          : *****
7          016C 0E 00G KBQOUT: LDX QOUT, D      : GET OUTPUT POINTER
8          016E 8C EFFFH CPY QEND-2, I      : NEED TO WRAP AROUND END?
9          0171 26 05 BNE TRYOUT
10         0173 CE 0000G LDX KEYQUE, I      : SET POINTER TO BEGINNING OF QUE
11         0176 30 01 BEQ TRY, C
12         0178 08 TRYOUT: INX A              : MOVE POINTER TO GOOD CHARACTER
13         0179 96 00 TRY, C: LDA A 0, X      : PICK UP THE CHARACTER
14         017B 0F 00G STX QOUT, D          : SAVE INDEX REG
15         017D 39 RTS
  
```

1										
2										SBTTL CIRCLE CURSOR IDLE LOOP
3										: THIS ROUTINE DOES AN IDLE WAIT LOOP
4										: AND ONLY RETURNS UPON ENCOUNTERING AN
5										: ENHKEY + USER FUNCTION KEY + STEP KEY. IT
6										: WILL DISPLAY THE CHARACTER IN CURSOR
7										: AS THE FLASHING CURSOR IT CALLS THE EDITOR
8										: AND WHATEVER ELSE IT CAN.
9										: THIS ROUTINE ALSO WAITS FOR ABOUT 30 MINUTES AFTER THE LAST "RETURN" AND
10										: THEN PAGES THE SCREEN -- HOW'S THAT FOR SAVING YOUR DUST?
11										
12	017E									CIRCLE:
13	017E	06	00G							CIRCLE1: LDA B KBFLAG, D : GET KEYBOARD STATUS
14	0180	C5	68							BIT B ENHKEY+STEPKEY+ATDLO, I : TEST IF AN EXIT KEY WAS HIT
15	0182	27	01							BEQ 15
16	0184	79								RTS : RETURN
17	0185	96	00G							LDA A GFLFLG, D : TEST FOR INTERRUPTS.
18	0187	9A	00G							ORA A PNODEF, D
19	0189	CE	0000G							LDX KEYSK, I : CHECK FOR IMMEDIATE EXECUTE KEYS
20	018C	8A	00							ORA A 0, X
21	018E	27	19							BEQ IDLE, C
22	0190	C5	01							BIT B INPUTK, I : THIS TO MAKE USER DEF. IN INPUT WOK?
23	0192	27	F0							BEQ 25
24	0194	96	00G							LDA A GFLFLG, D
25	0196	85	10							BIT A KEYFLG, I
26	0198	26	0F							RNE IDLE, C
27	019A	96	00							LDA A 0, X : IF USER KEY FAKE EOF
28	019C	27	08							BEQ IDLE, C
29	019E	86	00							LDA A CR, I
30	01A0	80	00B2							JSR KBPROC : GO EDIT IT
31	01A3	86	08							LDA A CREOF, I : SET EOF FOR INPUT DRIVER
32	01A5	97	00G							STB A CRSTAT, D
33	01A7	20	08							BRA 25
34	01A9	0E	00G							IDLE, C: LDX QIN, D : CHECK IF QUE IS EMPTY
35	01AB	97	00G							CPX QOUT, D : IF QOUT = QIN THEN EMPTY
36	01AD	27	38							BEQ GCURSE
37	01AF	80	016C							JSR KBQOUT : GET A KEY FROM THE QUE
38	01B2	80	00B2							JSR KBPROC : PROCESS THE KEY
39	01B5	20	C7							BRA CIRCLE1
40	01B7	80	0000G							GCURSE: JSR GENCUR : DO THE CURSOR.
41	01BA	20	C2							BRA CIRCLE1

```

1          .SBTTL KBQIN QUE INPUT FOR TYPE #HEAD
2          .GLOBAL KBQIN
3          ; THIS ROUTINE PUTS KEY CODES INTO THE KEY Q AFTER
4          ; THEY HAVE PASSED THRU KBINT - THEY KEYBOARD
5          ; INTERRUPT PROCESSOR
6          ; THE KEYCODE IS PASSED IN THE R ACC.
7          ; QIN - POINTER TO NEXT AVAILABLE STORAGE POSITION
8          ; QOUT - POINTER TO NEXT AVAILABLE CHAR
9          ; QSTRT - FIRST POSITION ADDRESS
10         ; QEND - LAST POSITION ADDRESS + 1
11         ; *****
12
13         018C DE 00G      KBQIN: LDX QIN,D      ; GET INPUT POINTER
14         018E 8C FFFEG   CPX QEND-2,1      ; NEED TO WRAP AROUND?
15         01C1 26 05      BNE TRYIN          ;
16         01C3 CE 0000G   LDX KEYQUE,1      ; MOVE POINTER TO BEGINNING OF Q
17         01C6 20 01      BBA TRY,B        ;
18         01C8 08        TRYIN: INX          ; MOVE POINTER TO NEXT SLOT
19         01C9 9C 00G     TRY.B: CPX QOUT,D  ;
20         01CB 26 01      BNE QUEIN        ; QUE FULL?
21         01CD 7E 0000G   JMP BELCAL
22         01D0 87 00      .GLOBAL BELCAL    ; BEEPS THE BELL
23         01D2 0F 00G     QUEIN: STA Q,X    ; SAVE THE KEY IN QUE
24         01D4 39        STX QIN,D
25         0001          RTS
26

```

SYMBOL TABLE

ABRFLG= 0040	ADDRDE= ***** G	AFAIL = 0030	AMAT = 0010	ARRAY = 0020
ACSR = 0020	ATLD = 014CR	ATLOAD= ***** G	ATLOAD = 0008	ATSHG= ***** G
ATFLD = 0004	AUTOHO= ***** G	R END = ***** G	R MAX = ***** G	R PRIM= ***** G
R PTR = ***** G	R SEC = ***** G	R STAT= ***** G	R START= ***** G	BRKSTG= ***** G
BBM = ***** G	BELOC = ***** G	BEFALC= ***** G	BFIRST= 0020	BLINK = ***** G
BNAT = 0004	BRKCNT= ***** G	BRKKEY 006SR	BRKAY = 0008	BRKLT = 0020
BRKSET 0083R	BRK = 0083R	BSTR = 0008	BSTYL = 0080	BUSACT= 0010
CBPTR= ***** G	CBSPTR= ***** G	CBAR = ***** G	CBKCAT= ***** G	CODE 0128G
CIDLE1 012R	CLPTR = ***** G	CLBRNK= ***** G	CMAT = 0001	COLCNT= ***** G
CPY 0021R	CR = 0000	CROCC = 0002	CREOF = 0008	CREOI = 0004
CREAT = 0020	CRETX = 0010	CANCRN= 0001	CRSTAT= ***** G	CRTRST= ***** G
CRVLD = 0080	CSTR = 0002	CTKN = ***** G	CURSOR= ***** G	DATDEV= 0022
DIMFLG= 0004	DIRECT = 0080	DISCONT= ***** G	DISSSQ= 0008	DL = ***** G
DR = ***** G	DREXTA= ***** G	DREXTA= ***** G	DSPRST= ***** G	DSPDEV= 0020
DSPST= ***** G	DT = ***** G	EDITIT 0085R	EDTFR= ***** G	EDTCLS= ***** G
EDTMR= ***** G	EDTPTR= ***** G	END = ***** G	ENDIT 0080R	ENKEY= 0040
EDTYP= 003R	EDLTG = ***** G	EOSTG = ***** G	ERRATN= ***** G	ERDPM= ***** G
EREOM = ***** G	ERFBF= ***** G	ERFILE= ***** G	ERLDE = ***** G	ERNIO= ***** G
ERNSEP= ***** G	ERRCD = ***** G	ERRCDB= ***** G	ERTERM= ***** G	ERUNDF= ***** G
ESTG = ***** G	EXTFLG= 0080	FILDEV= 0000	FIXIR = 0002	FIXIR = 0004
FATLDD= 0008	FNFLG = 0010	FORTG = ***** G	GOURSE 0187R	GENCUR= ***** G
GETKEY= ***** G	GLBFLG= ***** G	GOSTG = ***** G	IDLE 000ARG	IDLE C 0149R
IOACT= ***** G	IDL 014CR	LECLFC= ***** G	LECOFF= ***** G	IMED 0088R
INDEX 0010R	INRG = ***** G	IMTHT= ***** G	INPUT = ***** G	INPUT= 0001
IOBFR= ***** G	IOFLGS= ***** G	IOFLUM= ***** G	IOPLT = 0040	ITMTG= ***** G
IOBWT= ***** G	ITDPA= 0024	JMPA = ***** G	KBDDEV = 001F	KBFLG= ***** G
KBIN = ***** G	KBINT 0000G	KBPROC 0083G	KBQIN 018CR	KBOUT 016CR
KEYFLG= 0010	KEYQUE= ***** G	KEYSTK= ***** G	KYRATE= ***** G	LBRKTG= ***** G
LCLFLG= ***** G	LDRX = ***** G	LDRX = ***** G	LENGTH= ***** G	LINELN= ***** G
LSTPTG= ***** G	LNEVL = ***** G	LNMOTG= ***** G	LOCTG = ***** G	LSP = ***** G
LSTFMT= 0002	MDUKY= 0009	MINUKY= 00C0	MKPRK= 00E0	MSACTR= ***** G
MTAFIN= ***** G	MTERR = ***** G	MTRENV= 0021	MTPD2 = 0022	MTPRAD 00280G
NLPTR = ***** G	NOKEY = 0080	NOOUT = ***** G	NOVAT= 0001	NTAPTR= 0008
NTATPR= 0004	NTDMS= 0009	NTDLEN= 0005	NTLNK= 0000	NTNAME= 0002
NTPR = ***** G	NTREL= 0010	NTSPTR= 0006	NTNL = 0005	NTWCL= 0007
NTALEN= 0007	NTARON= 0005	NULLTG= ***** G	OBJATR= 0002	OBJCK= 0002
OBJDT = 0005	OBJLEN= 0000	ONSFLG= 0002	OPAROR= ***** G	OTHKEY 00C5R
PBCT = ***** G	PAGEKY= 00E9	PBRN = 0008	PCHAR = ***** G	PICTR = ***** G
PGRATE= 0002	PGRP = 0005	PGRND = 0009	PGRPP = 0003	PGRLEN= 0000
PGRLNH= 0007	PGRPTR= ***** G	PGRMTG = ***** G	PIALT = ***** G	PISGR= ***** G
PLOSTG= ***** G	PNDCE= ***** G	PNDNTG= ***** G	PNDNTG= ***** G	PNTSTG= ***** G
POINT = ***** G	PPRODE= ***** G	PRIDEF= 0001	PRTERP= ***** G	PRITG = ***** G
PSCGT = ***** G	QEND = ***** G	QIN = ***** G	QOUT = ***** G	QTRNSL 014CRG
QMIN 0140R	RECLFG= 0004	REGIL = 00C0	RHAT = 0040	RPTCIL= 0080
RST 0018R	RSTKY = 00C4	RSTR = 0080	RST 1 001R	RTRNG= ***** G
RUNFLG= 0080	RUNH = 0002	RANOKY= 00C0C	RO = ***** G	R1 = ***** G
R10 = ***** G	R11 = ***** G	R12 = ***** G	R13 = ***** G	R14 = ***** G
R15 = ***** G	R16 = ***** G	R17 = ***** G	R18 = ***** G	R19 = ***** G
R2 = ***** G	R20 = ***** G	R21 = ***** G	R22 = ***** G	R23 = ***** G
R3 = ***** G	R4 = ***** G	R5 = ***** G	R6 = ***** G	R7 = ***** G
R8 = ***** G	R9 = ***** G	SBP = ***** G	SCALER= 00N0	SECDEV= 0002
SEMITE= ***** G	SETRM= ***** G	SHIFTK= 0020	SNIT = 0080	SPCKEY 0061R
STAKK 0053R	STRTZ= ***** G	STEPKY= 00F6	STKIT 0048R	STPLG= 0040
STPK 0140R	STRAVE= 0030	STRNG= 0010	SYSERR= ***** G	TABPTR ***** G
TABPTR= ***** G	TCOL = ***** G	TRANSL= ***** G	TWFLG= 0020	TRIN 01C8R
TRYOUT 0128R	TRY R 014CR	TRY C 0128R	TSTINT= ***** G	TYIN = ***** G
TSTDEV= 0025	UNARP = ***** G	UNARP3= ***** G	UNGEF = 0080	USERKY 0040R

SYMBOL TABLE

VALTG = ##### G VALUND= 004G XAXIS = ##### G XEQSP = ##### G XEQSTK= ##### G

ZX = ##### G

.ABS. 0000 00

0105 01

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2278 WORDS

.SY: KBPROC/C/DK1: SEI/CL1, KBPROC

Q END	1-136#		
Q MAX	1-197#	4-45	4-47#
Q PRIM	1-192#	2-118	
Q PTR	1-19#		
Q SEC	1-193#		
Q STAT	1-191#	2-99#	4-24#
Q STRT	1-195#		
QBRFLG	1-26#		
QBRDEV	1-327#	4-40	
QBRILL	1-155#		
QBRMT	1-154#		
QBRRY	1-83#		
QBST	1-153#		
ATLD	4-70	4-77#	
ATLQD	4-80	4-82#	
ATLQD	1-216#	4-77	6-14
ATSNIG	1-138#		
ATULD	1-204#		
AUTONO	4-6#	4-5#	
BRKSTG	1-146#		
BANK	1-250#		
BELCAL	7-21	7-22#	
BFRALC	1-328#	4-14	
BFRSTT	1-201#		
BLINK	1-222#	7-10#	4-17# 4-56#
BPMAT	1-157#		
BRK1	2-87	2-95#	2-97
BRKONT	1-72#		
BRKKEY	2-68	2-83#	
BRKYY	1-349#	2-67	
BRKLT	1-340#	2-91	
BRKSET	2-89	2-96#	
BSTR	1-156#		
BSTLT	1-139#	4-58	
BUSACT	1-202#		
CDOPTR	1-71#		
CDSPTR	1-70#		
CHAR	1-189#		
CHARNT	1-242#		
CIDLE	1-227#	4-55	6-12#
CIDLET	6-19#	6-39	6-41
CLPTR	1-20#		
CLRANK	4-35	4-26#	
CPAT	1-159#		
COLCNT	1-244#		
CPY	0-3#	2-28#	
CR	3-6#	0-29	
CROCCJ	1-131#		
CREOF	1-187#	6-31	
CREOI	1-182#		
CREOT	1-185#		
CRETX	1-194#		
CROJRN	1-130#		
CRSTAT	1-178#	6-32#	
CRTRST	2-7#	3-21	
CVLQD	1-187#		

CSTR	1-158#				
CTAN	1-21#				
CURSOR	1-213#	4-50#			
DATDEV	1-258#				
DIMFLG	1-28#				
DIRCT	1-200#				
DISCNT	1-221#				
DISSRQ	1-36#				
DL	1-213#				
DP	1-212#				
DREXTR	1-271#				
DREXTB	1-272#				
DSPCPY	1-314#	2-71			
DSPDEV	1-256#				
DSPSTT	1-315#				
DT	1-234#				
EDITIT	3-10#	3-23			
EDTBR	1-265#				
EDTCLS	4-2#	4-2#	4-2#		
EDTRM	2-5#	2-107#			
EDTPTR	2-6#	2-106#			
END	1-311#	2-121			
ENDIT	2-11#	2-116	2-121#		
ENDKEY	1-213#	4-65	6-1#		
FOFTYP	1-186#				
FOLTG	1-142#				
FOSTG	1-143#				
FRATSN	1-170#				
FRODMN	1-16#				
FRODM	1-171#				
FRRFR	1-162#				
FRFILE	1-169#				
FRIOE	1-168#				
FRNLOD	1-173#				
FRNSEP	1-165#				
ERRCD	1-42#	2-39#			
ERRCDB	1-325#				
ERTERM	1-166#	2-109			
ERUNDF	1-172#				
ESTG	1-12#				
EXTFLG	1-25#				
FILDEV	1-25#				
FIXIB	1-117#				
FIXIB	1-118#				
FMTVLD	1-203#				
FNFLG	1-22#				
FORFG	1-126#				
GURSE	6-3#	6-40#			
GENCLR	1-32#	6-40			
GLKEY	1-316#	2-11			
GLBFLG	1-31#	4-25	4-27#	4-71	4-73#
GOSTG	1-125#				6-2#
IDL	4-68#	4-76	4-78	4-81	
IDLE	1-322#	4-12#	4-37	4-68	
IDFC	6-21	6-26	6-28	6-2#	
IDUCT	4-28#	4-29	4-33		
IECFC	2-3#	2-101			

R19	1-23#		
R2	1-23#		
R20	1-23#		
R21	1-23#		
R22	1-23#		
R23	1-23#		
R3	1-23#		
R4	1-23#		
R5	1-23#		
R6	1-23#		
R7	1-23#		
RB	1-23#		
R9	1-23#		
RECLFG	1-217#		
RFAIL	1-152#		
RMAIL	1-151#		
RPICTL	1-212#		
RST	2-22	2-25#	
RST 1	2-2#	2-22#	
RSTKY	1-345#	2-25	
RSTR	1-150#		
RTRNG	1-140#		
RUNFLG	1-32#	4-26	
RUN#	1-218#	2-86	4-63
RUNKEY	1-277#	3-18	
SB	1-47#		
SCALER	1-82#		
SECONF	1-205#		
SEMITG	1-144#		
SETBRK	4-31	4-32#	
SHIFTR	1-252#	2-57	
SHOIT	1-238#		
SPOKEY	2-51	2-53	2-67#
STORCK	2-58	2-60#	
STRAT	1-247#		
STEPKY	1-348#	3-22	
STKIT	2-54#		
STPFLG	1-33#	4-26	4-72
STPK	4-66	4-69#	
STPKY	1-214#	3-27	4-69 6-14
STRNG	1-84#		
SYSERR	1-43#		
TSIDEV	1-261#		
TAPTR	1-233#		
TAPTR	1-239#		
TCR	1-265#		
TRANSL	1-310#	4-67	
TRCFLG	1-34#		
TRY_B	7-17	7-19#	
TRY_C	5-11	5-13#	
TRYIN	7-15	7-18#	
TRYOUT	5-9	5-12#	
TSITIM	1-308#	4-18	
TYPIN	1-307#	3-11	
UNDEF	2-3#		
UNDEF J	2-119	2-120#	
UNDEF	1-01#		

USERKY	2-30	2-60#
VALTG	1-13#	
VALUND	1-88#	
VALIS	1-248#	
KEQSP	4-11#	4-16#
KEQSTK	4-11#	4-15
ZY	2-105	2-108#

SFI 1-74

KK	KK	EEEEEEEE	YY	YY	DDDDDDDD	RRRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT			
KK	KK	EEEEEEEE	YY	YY	DDDDDDDD	RRRRRRRR	VV	VV	LL	SSSSSSSS	TTTTTTTT			
KK	KK	EE	YY	YY	DD	DD	RR	RR	VV	VV	LL	SS	S	YY
KK	KK	EE	YYY	YY	DD	DD	RR	RR	VV	VV	LL	SS		YY
KK	KK	EEEE	YY	YY	DD	DD	RRRRRRRR	VV	VV	LL	SSSSSSSS			YY
KK	KK	EEEE	YY	YY	DD	DD	RRRRRRRR	VV	VV	LL	SSSSSSSS			YY
KK	KK	EE	YY	YY	DD	DD	RR	RR	VV	VV	LL	SS		YY
KK	KK	EE	YY	YY	DD	DD	RR	RR	VV	VV	LL	SS		YY
KK	KK	EEEEEEEE	YY	YY	DDDDDDDD	RR	RR	VVV	LLLLLLLLL	SSSSSSSS	SS		YY
KK	KK	EEEEEEEE	YY	YY	DDDDDDDD	RR	RR	VV	LLLLLLLLL	SSSSSSSS	SS		YY

TABLE OF CONTENTS

1-276	CONVERT MATRIX CODES TO ASCII
2- 1	DEBOUNCE AND REPEAT PROCESSOR
3- 1	COLUMN PROCESSOR CODE

```

274 .TITLE KEYDRV--KEYCODE PROCESSOR
275 .IDENT /SR0009/
276 SBTL CONVERT MATRIX CODES TO ASCII
277 :*****
278 :THIS SECTION READS THE SWITCH MATRIX AND CONVERTS THE KEYS TO
279 :ASCII OR SPECIAL CODES
280
281 :SPECIAL CODES HAVE BIT 7=1
282 :SPECIAL CODE=80 MEANS NO VALID KEY
283 :ASCII CODES HAVE BIT 7=0
284
285 .GLOBAL GETKEY
286 .GLOBAL KEYDRV
287
288 .ORIG 0000
289 .ORIG 0000
290 GETKEY:
291 .GLOBAL CNTL,TTY2,SHIFT1,SHIFT2,ROW,COL,STKUSE,KEYTIM
292 .GLOBAL KBAL,MOKEY
293 .GLOBAL PGCTR
294 .GLOBAL KEYCNT,KBSTX,KBMRK,ACCEL
295 .GLOBAL PUPTR,PPLRT
296 .GLOBAL KYRATE,VLDKEY
297 :*****
298 :READ SWITCH MATRIX, SHIFT KEYS, AND TTY LOCK
299 :CONVERT MATRIX CODE TO ROW AND COL NUMBERS
300 :FORM PROPER SHIFT FLAGS AND BYTES
301
302 0000 CE 1348 LDA 13131,1 ; SET PAGE COUNTER
303 0001 FF 0000G STX PGCTR
304 0006 B6 0000G LDA R PUPTR ; READ MATRIX CODE
305 0009 16 TAB
306 000A 84 7F AND R #7F,; MASK OUT TTY LOCK
307 000C 26 19 BNE RELKEY ; IF ZERO THEN NO KEY IS DOWN
308 :*****
309 :INITIALIZE SOME FLAGS AND BYTES
310
311 000E 7F 0000G CLR STKUSE ; CLEAR THE KEY STACK
312 0011 7F 0000G CLR KEYTIM ; CLEAR KEY TIMER
313 0014 86 FF LDA R #OFF,; CONTROL KEY MASK BYTE
314 0016 87 0000G STA R CNTL
315 0019 7F 0000G CLR VLDKEY
316 001C 7F 0000G CLR TTY2 ; TTY LOCK CONSTANT
317 001F 7F 0000G CLR SHIFT1 ; SHIFT CONSTANT 1
318 0022 7F 0000G CLR SHIFT2 ; SHIFT CONSTANT 2
319 0025 20 4F BBR MOKEYL ; AND EXIT
320 0027 97 00G RELKEY: STA R KBIN,D ; SAVE 7 BIT CODE
321 0029 70 0000G TST STKUSE
322 002C 26 26 BNE GO
323 002E 50 TST B
324 002F 28 05 BMI 15
325 0031 06 20 LDA B #00,;
326 0033 F7 0000G STA B TTY2
327 0036 B6 0000G LDA R PUPTR ; READ CONTROL AND SHIFT KEYS
328 0039 88 01 FOR R 3,1
329 003B 88 01 FOR R 3,1
330 003D 88 01 BIT R 3,1 ; SHIFT KEY DEPRESSED
331 003F 27 15 BEQ GO
332 0041 06 10 LDA R #10,; SET UP SHIFT CODES
333 0041 F7 0000G STA B SHIFT1

```

CONVERT MATRIX CODES TO ASCII

331	0044	58		P	
332	0045	F7	0000G		SHLFT?
333	0048	F7	0000G	STA	TTY2 ; SET TTY LOCK AS WELL
334	0048	85	02	BIT	; CONTROL KEY DEPRESSED?
335	0040	27	06	BEQ	J
336	004F	C6	1F	LDR B	H01F, 1 ; SET LF CONTROL KEY CODE
337	0051	F7	0000G	STR B	CNTRL
338	0054				

GO

```

1          : SBTL DEBOUNCE AND REPEAT PROCESSOR
2          : ~~~~~
3          : DEBOUNCE, REPEAT AND A KEY CALL OVER LOGIC
4          : ENTER WITH ASCII FORM KEYCODE IN KBIN (TEMPORARY STORAGE).
5          : KEYS ARE STORED AS A FIRST IN FIRST OUT STACK
6          : IN THE FOLLOWING MANNER
7          : KBSTK:      KEY0 - FIRST KEY
8          :           MARK0 - 1 IF ACCESSED THIS SCAN
9          :           KEY1
10         :           MARK1
11         :           MARK2
12         :           UP_THRU
13         : KEYCNT = NUMBER OF TIMES/2 THAT KEY0 HAS BEEN SCANNED
14         :           SINCE LAST TIME IT WAS TRULY VALID. THIS IS FOR
15         :           REPEAT FUNCTION.
16         : KEYTIM = WHAT KEYCNT MUST BE BEFORE ISSUING NEXT VALID
17         :           KEY CODE
18         : ~~~~~
19         : TEST IF KEY IS ALREADY ON KEYSTACK
20         : LDR A KBSTK, I      : GET START OF KEY STACK
21         : LDR B KBIN, D    : GET NEWKEY CODE
22         : LDR B STKUSE     : STACK USAGE COUNT, ZERO IF STACK EMPTY
23         : BEQ NEWKEY      : TRY TO STACK NEW KEY
24         : CMP A D, X      : KEY ON STACK?
25         : BEQ FNDKEY     : PROCESS IT IF FOUND
26         : INC            : MOVE TO NEXT ENTRY
27         : INC
28         : DEC B
29         : BRR STKTST     : TRY AGAIN
30         : ~~~~~
31         : TRY TO ENTER NEW KEY CODE ONTO THE STACK
32         : NEWKEY: LDA B STKUSE : GET USAGE COUNT
33         : CMP B 7, I       : STACK FULL?
34         : BGE NKEYYX     : IF FULL EXIT WITH NO KEY
35         : INC STKUSE     : INC. STACK USAGE
36         : STA A D, X     : STORE NEW KEY ON STACK
37         : CLR I, X       : CLEAR MARK
38         : LDA A NKEYY, I : EXIT WITH NO KEY CODE
39         : STA A KBIN, D
40         : RTS
41         : ~~~~~
42         : FOUND KEY ON STACK
43         : TEST IF IT IS ALREADY MARKED (1) IF SO THEN HAVE
44         : COMPLETED ONE SCAN - NEED TO CLEAR STACK. (2) ELSE
45         : JUST MARK IT
46         : FNDKEY: LDA A I, X : TEST MARK
47         : CMP A 2, I
48         : BCC GOODKEY
49         : INC I, X       : ELSE JUST MARK IT
50         : TST KBSTK+1   : LOOK AT TOP ENTRY
51         : BEQ NKEYYX    : LOOK FOR LOWEST KEY ON STACK
52         : BRR PKEYKEY
53         : ~~~~~
54         : GOOD KEY FOUND (MARKED TWICE). SCAN COMPLETE
55         : 1) CLEAR ANY KEYS FROM STACK ABOVE THE GOOD KEY
56         : 2) CLEAR MARK ON ANY OF THE REMAINING KEYS
57         : GOODKEY: STX MARK : SAVE POSITION OF NEW KEY
58         : LDR KBSTK, I : GET START OF STACK
    
```

KEYWORD--KEYCODE PROCESSOR
 DEBOUNCE AND REPEAT PROCESSOR

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```

58 008F BC 0000G CPX KBRMK ; NEW KEY AT TOP OF STACK YET?
59 0092 27 1A BEQ PRSKY ; THEN GO PROCESS THE KEY
60 0094 7A 0000G DEC STKUSE ; DEC. STACK USAGE COUNTER
61 0097 C6 06 LDA B 6.I ; COUNTER TO MOVE STACK UP ONE ENTRY
62 0099 A6 02 DELOP. LDA A 2.X ; THIS MOVES HALF AN ENTRY
63 009E A7 00 STR A 0.X
64 0090 08 INR
65 009E 5A DEC B
66 009F 26 F8 BNE DELOP ; DONE MOVING THE STACK?
67 00A1 7E 0000G LDR KBRMK ; GET NEW KEY MARKER
68 00A4 09 DEK ; MOVE IT BACK OK ENTRY
69 00A5 09 DEK
70 00A6 20 E1 BRB GOODY ; GO TRY AND CLEAR SOME MORE
71
72 ; *****
73 ; PROCESS KEY
74 ; 1) HERE WHEN TOP ENTRY IS MARKED
75 ; 2) LOOK FOR MARKED ENTRY NEAREST BOTTOM OF STACK
76 ; 3) ZERO ALL MARKS
77
78 00AB CE 0000G PRSKY LDR KBRK I
79 00AE 86 0000G LDA A STKUSE
80 00B0 E6 00 15 LDA B 0.X
81 00B1 4A 28 DEC A
82 00B1 27 08 BEQ FNDONE
83 00B3 08 INR
84 00B4 08 INR
85 00B5 60 01 TST 1.X
86 00B7 26 F5 BNE 15
87 00B9 20 F5 BRB 25
88 00BB CE 0000G FNDONE LOX KBRK I
89 00BE 07 00G STA B KBRK.D ; SAVE KEY FOR LATER
90 00C0 6F 01 CLR 1.X
91 00C2 6F 03 CLR 3.X ; CLEAR MARK ALL ENTIES
92 00C4 6F 05 CLR 5.X
93 00C6 F1 0000G CMP B 7.X
94 00C9 27 0C BEQ VLDKEY
95 00CB 86 06 LDA A SECOND ; IS THIS THE FIRST TIME FOR THIS KEY
96 00CD 07 0000G STR A 6.I ; SET ACCELERATION
97 00CD 86 37 LDA A ACCEL
98 00D2 82 0000G STR A 55.I ; SET INITIAL COUTH TIME
99 00D4 20 2A BRB SETT ; SET COUNTERS AND EXIT
100 00D7 7A 0000G SECOND DEC KEYCNT ; DECREMENT KEY DOWN TIME COUNTER
101 00DA 26 99 BNE NKEYEX ; EXIT IF NOT DONE YET
102 00DC 06 00G LDA B KBRK.D
103 00DE C1 68 CMP B HDBB.I ; IS IT BREAK KEY WHICH DOESN'T REPEAT
104 00E0 27 91 BEQ NKEYEX
105 00E2 86 0000G LDA A KEYTIM ; GET PRESENT KEYTIME
106 00E5 81 27 CMP A 55.I ; DONE INITIAL DELAY?
107 00E7 26 05 BNE NEWTIM
108 00E9 86 1A LDA A 26.I
109 00EB 87 0000G STR A KEYTIM
110 00EE 81 0000G NEWTIM CMP A KYRATE ; ALREADY RUNNING AT FAST RATE?
111 00F1 23 0E BLS SETT ; RESET TIME
112 00F3 80 0000G SUB A ACCEL ; ELSE DO ACCELERATION
113 00F6 87 0000G STR A KEYTIM
114 00F9 7A 0000G DEC ACCEL ; DECREMENT ACCELERATION TIME
    
```

115	00FC	26	01		BNE	SETTIM	
116	00FE	2C	0000G		INC	ACCEL	: MAKE SURE IT'S NOT ZERO
117	0101	87	0000G	SETTIM	STR B	KEYCNT	: SET REAL KEY COUNTER
118	010A	96	00G		LD	KBIN.D	
119	0106	87	0000G			KEYKEY	: SAVE THIS KEYCODE FOR LATER
120	0109	16					: FORM ROW NUMBER
121	010A	C4	0F		AND B	MOF.1	
122	010C	F7	0000G		STR B	ROW	
123	010F	47			ASR A		: FORM COLUMN NUMBER
124	0110	47			ASR A		
125	0111	47			ASR A		
126	0112	47			ASR A		
127	0113	87	0000G		STR A	COL	
128	0116	06	00G		LDA B	KBIN.D	: GET FULL MATRIX CODE
129	0118	CE	012C		LDX	COLCODE.1	: ROUTINE ADDRESSES
130	0118	86	0000G		LDA A	COL	: GET COL. NUMBER
131	011E	27	05	25	BEQ	15	: FOUND PROPER COLUMN.YET?
132	0120	08			INX		
133	0121	08			INX		
134	0122	4A			DEC A		
135	0123	20	F9		BRA	25	: TRY AGAIN
136	0125	EE	00	15	LDX	D.X	: GET ROUTINE ADDRESS
137	0127	80	00		JSR	D.X	
138	0129	07	00G		STR B	KBIN.D	: SAVE THE REAL CODE
139	0128	39			RTS		

```
1          SBTTL COLUMN PROCESSOR CODE
2          :*****
3          :DISPATCH TO COLUMN PROCESSOR TABLE
4
5          COLCDE: COL0          : COLUMN 0
6          013C 013C'          COL1
7          013E 013E'          COL2
8          013D 0147'          COL3
9          0132 0151'          COL4
10         0134 016A'          COL5
11         0136 017A'          COL6
12         0138 019A'          COL7
13         013A 01A7'
14         :*****
15         :THE COLUMN CODE ROUTINES
16
17         : COLUMN 0
18         013C C8 80 COL0: ADD B H0D.1 : TURN ON MSB F'R WORDY KEYS
19         013E C9 39 RTS          :ROUGH YES
20
21         : COLUMN 1
22
23         013F 7D 0000G COL1: TST ROW          : IF ROW ZERO MAKE IT SPACE
24         0142 26 02 BNE 15
25         0144 C8 10 ADD B 16.1
26         0146 79 15 RTS
27
28         0147 B6 0000E COL2: LDA A ROW          : GET ROW NUMBER
29         014A 81 0A CMP A H0D.1 : ROWS 0-F ARE OK
30         014C 24 02 BCC 15
31         014E C8 10 ADD B H1D.1 : ROWS 0-9 NEED THIS
32         0150 79 15 RTS
33
34         : COLUMN 3
35
36         0151 B6 0000E COL3: LDA A ROW          : WORK ON ROW
37         0154 27 00 BEQ RTN3          : ROW 0?
38         0156 81 0E CMP A H0B.1
39         0158 32 04 BHI 15
40         015A F0 0000G SUB B SHIFT1 : ROW 1-8 MODIFICATION
41         015D 7D 30 RTS          : RETURN
42         015E C0 10 15: SUB B H1D.1 : ROW C-F
43         0160 F8 0000G ADD B SHIFT1 : ADD IN SHIFT KEY INFO
44         0162 79 RTN3 RTS          : RETURN
45
46         : COLUMN 4 PROCESSOR
47
48         0164 B6 0000G COL4: LDA A ROW          : WORK ON ROW AGAIN
49         0167 26 08 BNE COL4.1 : ROW 0?
50         0169 FA 0000G ADD B SHIFT2 : TAKE CARE OF SHIFT KEY
51         016C F4 0000G AND B CNTL
52         016F 20 08 BRA RTN4
53         0171 F8 00 COL4.1: ADD B H2D.1 : ROWS 1-F
54         0173 F0 0000G SUB B TTY2 : DO SHIFT KEY
55         0176 F4 0000G AND B CNTL : DO CONTROL KEY
56         0179 39 RTN4 RTS          : RETURN
57
```

COLUMN PROCESSOR CODE				: COLUMN 5			
58							
59							
60	017A	B6	0000G	COL5:	LDA R	ROW	: GET ROW NUMBER
61	017D	81	0A		CMP A	H0R.1	
62	017E	22	07		BHI	COL5.B	
63	0181	CB	20		ADD B	H20.1	: ROW 0-A
64	0183	F0	0000G		SUB B	TTY2	: TAKE CARE OF SHIFT
65	0186	20	0E		BRA	COL5.M	: GO DO CONTROL
66	0188	81	0E	COL5.B:	CMP A	H0C.1	
67	018A	22	05		BHI	COL5.F	
68	018C	FA	0000G		ADD B	SHIFT2	: ROW B-E
69	018F	20	05		BRA	COL5.M	: GO DO CONTROL
70	0191	CB	20	COL5.F:	ADD B	H20.1	: ROW F
71	0193	F0	0000G		SUB B	SHIFT2	
72	0196	F4	0000G	COL5.M:	AND B	CNTL	: DO CONTROL MASK
73	0199	39			RTS		: RETURN
74							
75							
76							
77	0198	CA	80	COL6:	ADD B	H80.1	: ALL ROWS NEED THIS
78	019C	66	0000G		LDA R	ROW	
79	019F	81	0A		CMP A	H0R.1	
80	01A1	22	07		BHI	15	
81	01A3	F0	0000G		SUB B	SHIFT2	: ROW 0-A NEED TO BE SHIFTABLE
82	01A6	39		15:	RTS		: RETURN
83							
84							
85							
86							
87	01A7	B6	0000C	COL7:	LDA R	ROW	: GET ROW
88	01AA	80	0E		SUB B	H0B.1	: IS IT ROW 0=C?
89	01AC	22	0F		BHI	F:YKEY	: THEN IT IS A FUNNY KEY
90	01AE	CB	80		ADD B	H01.1	: IMMEDIATE EXECUTE KEYS NEED THIS
91	01B0	88	06		ADD A	6.1	
92	01B2	28	01		BMI	15	
93	01B4	39			RTS		
94	01B5	17		15:	TBA		: TO MAKE EDIT KEYS SHIFTABLE
95	01B6	F6	0000G		LDA B	SHIFT2	: IF SHIFT THEN B0-B5 ARE EDIT
96	01B9	58			BSI B		
97	01BA	10			SBA		
98	01BB	16			TAB		: PUT IT WHERE IT BELONGS
99	01BC	39			RTS		
100	01B0	CE	01C9'	FNYKEY:	LOX	FNYTBL.1	: GET TABLE
101	01C0	4A		25:	DEC A		: FOUND KEY?
102	01C1	27	03		BEQ	15	
103	01C3	08			INX		
104	01C4	20	FA		BRA	25	
105	01C6	E6	00	15:	LDA B	D.X	: GET PROPER KEY CODE
106	01C8	39			RTS		
107	01C9	5E	28	29	FNYTBL:	BYTE H5E, H28, H29, H45	: .1, .1, .E RESPECTIVELY
108	01CC	45	0001'				
109							
110							
111							
112							
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SYMBOL TABLE

ABRFLG= 0040	ACCEL = 0000 G	AFR:L = 0030	AMAT = 0010	ARRAY = 0020
RSTR = 0020	ALLO= 000B	ATMGT= 0000 G	ATVAL = 000A	A.END = 0000 G
A.PBY = 0000 G	A.PRM: 0000 G	A.PTR = 0000 G	A.SEC = 0000 G	A.START= 0000 G
A.START= 0000 G	BAKSTG= 0000 G	BANK = 0000 G	BFRSTT= 0020	BLINK = 0000 G
BRAT = 000A	BRACND= 0000 G	BSTR = 000B	BUSACT= 0010	COOPTR= 0000 G
COSPTR= 0000 G	CHR = 0000 C	CHRCHT= 0000 G	CLPTR = 0000 G	CMT = 0001
CNL = 0000 G	COL = 0000 G	COLCDE 012CR	COLCNT= 0000 G	COLD 013CR
COL1 013CR	COL2 0142R	COL3 0151R	COL4 0160R	COL.N 0175R
COL4.1 0171R	COL5 0179R	COL5.B 0188R	COL5.F 0191R	COLS.M 0196R
COL6 0190R	COL7 0187R	CROCCJ = 0002	CROCF = 000B	CREOI = 000A
CREAT = 0020	CRETX = 0010	CARGNR= 0001	CRSTAT= 0000 G	CRULD = 000B
CSTR = 0002	CTKN = 0000 G	CURSOR= 0000 G	DATDEV= 0022	DELOOP 0099R
DIMFLG= 000A	DIRECT = 000B	DISCNT= 0000 G	DISSRO= 000B	DL = 0000 G
DR = 0000 G	DREKTR= 0000 G	DREXTR= 0000 G	DSRDEV= 0020	DT = 0000 G
EDTBR= 0000 G	ENKEY= 0000	EOTYP= 003B	EOLTG = 0000 G	EOSTG = 0000 G
ERATSN= 0000 G	ERDMN= 0000 G	EREM = 0000 G	ERFBFR= 0000 G	ERFILE= 0000 G
ERLGE = 0000 G	ERLIM= 0000 G	ERNSP= 0000 G	ERRCD = 0000 G	ERTERM= 0000 G
ERUNDF= 0000 G	ESTG = 0000 G	EXTPLG= 000B	FILDEV= 0000	FIXIA = 0003
FIXIB = 000A	FNTULV= 073B	FNDKEY 0079R	FNDXNE 000BR	FNFLG = 0010
FNYKEY 0160R	FNYULV 0159R	FORTG = 0000 G	GETKEY 0000G	GIBLGE= 0000 G
GO 0054R	GOODKY 0089R	GOSTG = 0000 G	IMXGT = 0000 G	INPUX= 0001
I0BFR1= 0000 G	I0FLGS= 0000 G	I0FLNK= 0000 G	ITM1TG= 0000 G	ITM2TG= 0000 G
ITIDEW= 002A	IMX = 0000 G	IKDEW = 001F	IKDELG= 0000 G	IKLIM = 0000 G
KBKX = 0000 G	KBST = 0000 G	KEYCNT= 0000 G	KEYTRV= 0000G	KEYVLG= 0010
KEYSTK= 0000 G	KEYT:R= 0000 G	KYRAT= 0000 G	LBRKTG= 0000 G	LCLFLG= 0000 G
LBR = 0000 G	LXK = 0000 G	LENGTH= 0000 G	L:STG= 0000 G	L:NOTG= 0000 G
LO.TG = 0000 G	LSP = 0000 G	LSTFMT= 0002	MTBR = 0000 G	MTPOEV= 0021
MTPO2 = 0023	NEWKEY 0067R	NEWIM 00EER	MLPTR = 0000 G	MOKEY = 000B G
NKCYX 0075R	NOOUT = 0000 G	NOARIT= 0001	MTAPTR= 000B	MTATTR= 000A
NTDINS= 0009	NTLEN= 0005	NILINK= 0000	MTNAME= 0002	MTPTR = 0000 G
NTRELV= 0010	NTSPTR= 000B	NTVAL = 0005	MTACOL= 0007	MTALEH= 0007
NTWRON= 0005	NU.LTG= 0000 G	OBJATR= 0002	OBJACK= 0003	OBJOT = 0005
OBJLEN= 0000	ONSFLG= 0002	OPRDR= 0000 G	PACTG = 0000 G	PARM = 000B
PACTR = 0000 G	PONATR= 0002	PGBP = 0005	PANCD = 0009	PBNP = 0003
PONEN= 0000	PONM= 0007	PSPTR= 0000 G	PBTG = 0000 G	PJBA = 0000 G
PTR = 0000 G	PLOSTG= 0000 G	PNDOP= 0000 G	PNDFLG= 0000 G	PNTING= 0000 G
PNTSTG= 0000 G	POINT = 0000 G	PPMODE= 0000 G	PRDEF= 0001	PRKEY 000BR
PRITG = 0000 G	PSTG = 0000 G	RECLGE= 000A	RELKEY 0002R	REUL = 0000
RMT = 0000	ROX = 0000 G	RPTCTL= 000B	RSTR = 000B	RINS 0163R
RTH4 0179R	RTRNGT= 0000 G	RUNFLG= 000B	RUNN = 0002	RO = 0000 G
R1 = 0000 G	R10 = 0000 G	R11 = 0000 G	R12 = 0000 G	R13 = 0000 G
R14 = 0000 G	R15 = 0000 G	R16 = 0000 G	R17 = 0000 G	R18 = 0000 G
R19 = 0000 G	R2 = 0000 G	R20 = 0000 G	R21 = 0000 G	R22 = 0000 G
R23 = 0000 G	R3 = 0000 G	R4 = 0000 G	R5 = 0000 G	R6 = 0000 G
R7 = 0000 G	R8 = 0000 G	R9 = 0000 G	SBP = 0000 G	SCALER= 0000
SEDEF= 0002	SECONO 0007R	SEMITG= 0000 G	SETTIM 0101R	SHIFT1= 0000 G
SHIFT2= 0000 G	SNIT = 000B	STATJZ= 0000 G	STRJST 005CR	STATUS= 0000 G
STPLG= 0000	STPKY= 0020	STRING= 0010	SYSERR= 0000 G	TAPTR= 0000 G
TAGPTR= 0000 G	TCOL = 0000 G	TRCFLG= 0020	TTV2 = 0000 G	TSIDEV= 0025
UNDEF = 000B	VALTG = 0000 G	VALIND= 0000	VLKEY= 0000 G	VKLIS = 0000 G

ABS. 0000 00
01CD 01

ERRORS DETECTED: 0 WARNINGS POSTED: 0 FREE CORE: 2439. WORDS

SY: KEYWORD:DK1:SE1CL:KEYWRV

	1-287				
A END	1-196#				
A MAX	1-197#				
A PRIN	1-192#				
A PTR	1-194#				
A SEC	1-193#				
A STAT	1-191#				
A STRT	1-195#				
ABRFLG	1-26#				
ACCEL	1-292#	2-96#	2-112	2-114#	2-116#
AFIL	1-155#				
AMAT	1-154#				
APRAY	1-97#				
ASTR	1-153#				
ATLOD	1-216#				
ATSNTG	1-138#				
ATULD	1-20#				
BRKSTG	1-146#				
BANK	1-250#				
BFRSTT	1-201#				
BLINK	1-222#				
BMAT	1-152#				
BRKCNT	1-73#				
BSTR	1-156#				
BUSACT	1-202#				
COOPTR	1-71#				
COSPTR	1-70#				
CHER	1-182#				
CHRCNT	1-2#				
CLPTR	1-20#				
CNAT	1-158#				
CNVL	1-289#	1-312#	1-327#	3-5:	3-55 3-72
COL	1-289#	2-127#	2-130		
COL0	3-5	3-18#			
COL1	3-6	3-23#			
COL2	3-7	3-28#			
COL3	3-8	3-36#			
COL4	3-9	3-48#			
COL4.1	3-49	3-53#			
COL4.M	3-55#				
COL5	3-10	3-60#			
COL5.B	3-62	3-66#			
COL5.T	3-67	3-70#			
COL5.H	3-65	3-69	3-72#		
COL6	3-11	3-77#			
COL7	3-12	3-86#			
COLCODE	2-129	3-5#			
COLCNT	1-244#				
CROCC	1-181#				
CREOP	1-183#				
CREO1	1-182#				
CREOT	1-185#				
CRETX	1-184#				
CRNORM	1-180#				
CRSTAT	1-178#				
CRULO	1-187#				

CSTR	1-150#
CTXH	1-23#
CURSOR	1-223#
DATDEV	1-250#
DELOOP	2-62# 2-66
DIFFLG	1-28#
DIRECT	1-200#
DISCNT	1-221#
DISSRO	1-36#
DI	1-232#
DP	1-232#
DREXTR	1-271#
DREXTR	1-272#
DSPDEV	1-256#
DT	1-234#
EDITREF	1-265#
ENWEY	1-213#
E9FTYP	1-186#
COLTG	1-142#
EOSTG	1-143#
ERRATN	1-170#
ERRDGN	1-168#
ERECM	1-171#
ERFBFR	1-167#
ERFJLF	1-169#
ERIOE	1-168#
ERH100	1-173#
ERNSEP	1-165#
ERRCD	1-42#
ERTERM	1-166#
ERUNDF	1-122#
ESTG	1-124#
EXTFLG	1-25#
FILDEV	1-254#
FIX1A	1-117#
FIX1B	1-118#
FHTILO	1-203#
FINDKEY	2-2# 2-45#
FINDONE	2-81 2-87#
FINELG	1-27#
FHYKEY	1-88 3-99#
FHYTBL	3-99 3-106#
FORTG	1-126#
GETKEY	1-285# 1-288#
GLBFLG	1-31#
GO	1-320 1-328 1-335 1-338#
GOOOKY	2-47 2-56# 2-70
GOSTG	1-125#
IMKTG	1-129#
INPDTX	1-219#
IOBFR1	1-266#
IOFLGS	1-216#
IOFLM	1-190#
ITM1TG	1-136#
ITM2TG	1-137#
ITTDV	1-250#
JMP?	1-55#

SEI 1-38

MM	MM	AAAAAAAA	TTTTTTTT	00000000	PPPPPPPP	RRRRRRRR	LL	SSSSSSSS	TTTTTTTT	
MM	MM	AAAAAAAA	TTTTTTTT	00000000	PPPPPPPP	RRRRRRRR	LL	SSSSSSSS	TTTTTTTT	
MM	MM	AA	AA	TT	00	00	PP	PP	RR	RR
MM	MM	AA	AA	TT	00	00	PP	PP	RR	RR
MM	MM	AA	AA	TT	00	00	PPPPPPPP	RRRRRRRR	LL	SSSSSSSS
MM	MM	AAAAAAAA	TTTTTTTT	00	00	00	PPPPPPPP	RRRRRRRR	LL	SSSSSSSS
MM	MM	AA	AA	TT	00	00	PP	RR	RR	SS
MM	MM	AA	AA	TT	00	00	PP	RR	RR	SS
MM	MM	AA	AA	TT	00000000	PP	RR	RR	SS	SS
MM	MM	AA	AA	TT	00000000	PP	RR	RR	SS	SS
MM	MM	AA	AA	TT	00000000	PP	RR	RR	SS	SS

19-OCT-76

WATOPR SCALER OVER MATRIX OPER RT-11 MIMAC VMD2-10 14-OCT-76 01:36:07

TABLE OF CONTENTS

8- 1 *** LTIREL STRING COMPARE (NONE FUZZIE)

3- 1 *** SUM PLUS REDUCE FUNCTION

1				TITLE	MATOP SCALER OVER MATRIX OPERATIONS
2				IDENT	/B89030/
3					
4				GLOBAL	MATOP
5	0000		MATOP		
6				GLOBAL	SNGMAT, MATMAT, MATSCL, SCLMAT
7				GLOBAL	RSX, RDX, RDX, RDX, R11X, R11X, R12X, R12X
8				GLOBAL	PSHPPM, PULPPM, FPZERO, FPONE, FPADD, ASSCSC
9				GLOBAL	MALTA, Z,
10				GLOBAL	REP.LTT, FPR.LTT, FPC, TESTCS
11				GLOBAL	SETEAR, SETERR, OPRL
12					
13					
14					
15				REGISTER USAGE	
16				R0 -	ROW LENGTH AT SETUP TIME
17				R1 -	COLUMN LENGTH AT SETUP TIME
18				R2 -	WORK REG AT SETUP TIME
19				R5 -	NOT USED
20					
21				R6 -	CURRENT OUTPUT ADDRESS
22				R7 -	STOP OUTPUT ADDRESS
23				R8 -	LEFT ARG CRNT ADDR (IF = 0 THIS IS SNGMAT)
24				R9 -	LEFT ARG RESET VALUE (IF = 0 NO RESET SHOULD HAPPEN)
25				R10 -	RIGHT ARG CRNT ADDR
26				R11 -	RIGHT ARG RESET (IF = 0 NO RESET SHOULD HAPPEN)
27					
28				OPRADR -	THE ADDRESS OF THE OPERATOR ROUTINE TO CALL
29					
30					
31					
32				MAT=OPR MAT	
33					
34	0000	20		SNGMAT:	TSX ; SET UP OUTPUT AREA CONTROLS
35	0001	C9			DEX
36	0002	C9			DEX
37	0003	80	0072	JSR	OUTONE ; FAVE ENTRY POINT TO RESULT
38	0006	80	0097	JSR	RIGHT ; SET UP FOR RIGHT ARG
39	0009	0E	00G	LOX	ZX,0 ; SET UP FOR NO LEFT ARG
40	000B	0F	00G	STX	R8,0
41	0000	0E	00G	STX	R9,0
42	000F	20	2F	BRA	LOOP ; GO JOIN COMMON ROUTINES
43					
44					
45				MAT=MAT OPR MAT	
46	0011	80	006E	JSR	RESULT
47	0014	80	0097	JSR	RIGHT
48	0017	80	009E	JSR	LEFT
49	001A	20	1C	BRA	LOOP
50					
51				MAT=MAT OPR SCL	
52					
53	001C	80	006E	JSR	RESULT
54	001F	80	009E	JSR	LEFT
55	0022	20		TSX	
56	0025	0E		LDX	
57	0024	0F	00G	STX	R10,0 ; SET UP SCALER RIGHT ARG

```

58      0026      OF      00G      STX      R11.0
59      0028      20      0E      BR      LOOP
60
61      :
62      :      MAT=SCL DOP MAT
63
64      002A      80      006E'   SCLMAT: JSR      RESULT
65      002D      80      0093'   JSR      RIGHT
66      0030      30      :
67      0031      80      0000G   JSR      R10X
68      0034      OF      00G      STX      R8.0
69      0036      OF      00G      STX      R9.0
70
71      :
72      :      COMMON CODE FOR ALL ROUTINES
73
74      0038      0E      00G      LOOP:  LDY      R8.0      : PUT PUT LEFT OPERAND ON STACK
75      003A      27      0E      BEQ      SKIPA      : NO SUCH OPERAND
76      003C      80      0000G   JSR      PSHFPM
77      003F      80      0000G   JSR      ABX
78      0042      OF      00G      STX      R8.0
79      0044      OF      00G      LDY      R9.0
80      0046      27      02      BEQ      SKIPA      : NO
81      0048      OF      00G      STX      R8.0
82      004A      DE      00G      SKIPA: LDY      R10.0   : NOW GET RIGHT OPERAND
83      004C      80      0000G   JSR      PSHFPM   : STACK IT
84      004E      80      0000G   JSR      ABX
85      0052      OF      00G      STX      R10.0
86      0054      DE      00G      LDY      R11.0   : IS IT A SCALER
87      0056      27      02      BEQ      SKIPB      : NO
88      0058      OF      00G      STX      R10.0
89      005A      80      0000G   SKIPB: JSR      OPPL   : GENERAL PURPOSE CALL
90      005C      80      0000G   JSR      R6.0
91      005E      80      0000G   JSR      PULEFPM
92      0062      80      0000G   JSR      ABX
93      0065      OF      00G      STX      R6.0
94      0067      9C      00G      CPX      R7.0
95      0069      26      00      BNE      LOOP
96      006B      7E      0000G   JMP      HALTA      : SOO LONG
97
98      :
99      :      RESULT TEST AND SETUP SUBROUTINE
100
101      :
102      :      SETS UP REGISTERS AS FOLLOWS
103
104      :      R6 - ADDRESS OF DATA SPACE
105      :      R7 - LENGTH OF DATA SPACE (MUST BE RELOCATED FOR MAIN LOOP)
106      :      R0 - NUMBER OF ROWS FOR SHAPE TEST
107      :      R1 - NUMBER OF COLUMNS FOR SHAPE TEST
108
109      006E      30      0000G   RESULT: TSX
110      006F      80      0000G   JSR      R9X
111      0072      OF      00G      OUTONE: STX      R2.0
112      0074      EE      0E      LDY      12 ,X
113      0076      EE      08      LDY      NTAPTR ,X
114      0078      80      0000G   JSR      ASX
115      007A      OF      00G      STX      R6.0
116      007D      OF      00G      LDY      R2.0
117      007F      EE      0E      LDY      14 ,X
118      0081      80      0000G   JSR      ASX

```

```

115 0084 DF 00G STX R7.D :BYTES FOR F.P. NUMBERS NOW
116 0086 DE 00G LDX R2.D :SET UP SHAPE CONTROLS
117 0088 EE 10 LDX 16.X
118 008A DE 00G STX R0.D
119 008C DE 00G LDX R2.D
120 008E EE 12 LDX 18.X
121 0090 DF 00G STX R1.D
122 0092 J9 :ALL DONE
    
```

OPERAND TEST ROUTINES

```

123
124
125
126 0093 J0 RIGHT: TSX
127 0094 B0 00AC JSR SHAPE
128 0097 DE 00G STX R10.D :SAVE DATA ADDR
129 0099 DE 00G LDX 2X.D
130 009B DF 00G STX R11.D :I HAVE REAL MATRIX
131 009D J9 RTS
    
```

LEFT:

```

132
133 009E J0 LEFT: TSX
134 009F B0 0000G JSR BSK :SKIP ONE OPERAND ON STACK
135 00A2 B0 00AC JSR SHAPE
136 00A5 DF 00G STX R8.D
137 00A7 DE 00G LDX 2X.D
138 00A9 DF 00G STX R9.D
139 00AB J9 RTS
140
    
```

SHAPE:

```

141 00AC DF 00G SHAPE: STX R2.D :SAVE FOR LATER
142 00AE EE 07 LDX 7.X
143 00B0 9C 00G CPX R0.D :IS SHAPE OKAY
144 00B2 26 12 BNE FLSHAP
145 00B4 DE 00G LDX R2.D
146 00B6 EF 09 LDX 9.X
147 00B8 9C 00G CPX R1.D
148 00BA 26 0A BNE FLSHAP
149 00BC DE 00G LDX R2.D :GET STACK ENTRY ADDR
150 00BE EE 03 LDX 3.X :GET DATA ADDR
151 00C0 EE 06 LDX NTAPTR.X
152 00C2 B0 0000G JSR BSK
153 00C5 J9 RTS
    
```

FLSHAP:

```

154
155 00C6 J2 FLSHAP: PUL A :STRIP OFF OLD RETURN POINTS
156 00C7 J2 PUL A
157 00C8 J2 PUL A
158 00C9 J2 PUL A
159 00CA B0 0000G JSR SETERR
160 00CC 00G BYTE ERSHP
    
```


58	0112	16		TAB		
59	0113	0E	00G	LIX	R2.0	
60	0115	96	02	LDA R	2.X	
61	0117	08		INC		
62	0118	0E	00G	STA	R2.0	
63	011A	80	0000G	JSR	TESTCS	
64	0110	11		CBA		
65	011E	22	0E	BHI	LRGT	: STOP IF NOT EQUAL
66	0120	25	10	BOS	LRLT	
67	0122	20	EU	BRA	LLOOP	
68						
69	0124	96	00G	LRSTOP: LDA R	R3.0	: IF CHRS ARE EQUAL LENGTH DECIDE
70	0126	2E	06	BGT	LRGT	: R3 WAS FLAG
71	0128	20	08	BLT	LRLT	
72	012A	86	01	LDA R	1.1	: SET CODE FOR LEFT=RIGHT
73	012C	20	06	FRA	LRCMP	
74	012E	86	02	LRGT: LDA R	2.1	: CODE FOR GT
75	0130	20	02	BRA	LRCMP	
76	0132	86	04	LRLT: LDA R	4.1	
77	0134	92	00G	LRCMP: STA R	R4.0	: SAVE CODE FOR LATER
78	0136	96	00G	LDA R	CTKN.0	: GET CALLING TOKEN
79	0138	80	00G	SUB R	EQUCOD.1	: MAKE IT 0 TO 5 FOR TABLE LOOK UP
80	013A	1E	0150'	LIX	LRTBL.1	
81	0130	80	0000G	JSR	LDAI	: FANCY LOAD R INDEXED
82	0140	CE	0000G	LIX	FPONE.1	: SET UP FOR TRUE TEST
83	0143	9E	00G	BIT R	R6.0	: TRY MASK AGAINST RESULT
84	0145	26	03	BNE	LTRUE	: IT WAS TRUE
85	0147	CE	0000G	LIX	FPZERO.1	: SET FALSE
86	014A	80	0000G	LTRUE: JSR	PSHEPN	: PUT IT ON STACK
87	0140	7E	0000G	JMP	DREXTR	: SOO LONG
88						
89	0143	05	03	04 LRTBL: BYTE	1,6,4,5,3,2	: ORDER MUST MATCH CODES FOR TOKENS
90						-----

SUM PLUS REDUCE FUNCTION.

```

1          .SBTTL ### SUM      PLUS REDUCE FUNCTION
2          .GLOBAL SUM
3          :
4          :
5          : INPUTS
6          : ONE MATRIX IS ON THE STACK.
7          :
8          : OUTPUTS
9          : ONE SCALAR VALUE ON THE STACK.
10         :
11         :
12         :
13         :
14         :
15         :
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```

10	0156	30		SUM:	TSX		:GET NT PTR
11	0157	EE	01		LDX	I,X	
12	0159	EE	08		LDX	NTAPTR,X	:GET ADDR OF DATA OBJECT
13	0158	80	0000G		JSR	ASX	:DATA ORIGIN ADDR
14	015E	0F	00G		STX	RO,D	
15	0160	30			TSX		
16	0161	EE	03		LDX	I,X	:END ADDR
17	0163	80	0000G		JSR	ASX	
18	0166	0F	01G		STX	R1,D	
19	0168	30			TSX		:PRUNE STACK
20	0169	80	0000G		JSR	ASX	
21	016C	35			TXS		
22	0160	CE	0000G		LDX	FPZERO,I	:PRIME STACK
23	0170	80	0000G		JSR	PSHEP	
24	0173	0E	00G		LDX	RO,D	:GET ONE VALUE
25	0175	80	0000G	SUMLP:	JSR	PSHPPH	
26	0178	80	0000G		JSR	FPADD	:ADD THEM UP
27	0178	0E	00G		LDX	RO,D	
28	0170	80	0000G		JSR	ASX	:NEXT I/HE ADDR
29	0180	0F	00G		STX	RO,D	:SAVE IT
30	0182	9C	00G		CPX	R1,D	:ALL DONE
31	0184	26	0F		BNE	SUMLP	
32	0186	7F	0000G		JMP	DREXTR	:ALL DONE

```

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100        :

```


	2-5				
RI0X	7-88	7-66	8-48		
RI1X	7-88				
RI2X	7-88				
RI3X	7-88				
RESX	7-88	7-110	7-114	7-152	-13 9-17
RESX	7-88				
REX	7-88	7-75	7-82	7-90	9-28
RSX	7-88	7-106	7-134	9-20	
REBELG	2-108				
REHIL	5-328				
REPIIT	7-118				
RELLOK	4-138				
RELLTG	5-298				
REMAT	5-378				
REBRAY	4-108				
RSGOOD	1-354				
RSSCSC	7-94				
RSTR	5-368				
RTSNIG	5-228				
RAKSTG	5-238				
REHAT	5-408				
RSTR	5-358				
CALLTG	5-278				
COOPTR	7-488				
COSPTR	3-354				
CLPTR	2-48				
CRAT	5-428				
CONCOD	1-454				
CRCOD	1-444				
CSTR	5-418				
CTKH	2-78	8-78			
DATCOD	1-478				
DINFIL	2-138				
DISSTR	2-218				
DREXTR	2-254	8-87	9-32		
DREXTR	7-268				
EOPCOD	1-414				
EOPFBL	3-54				
EOLTG	5-288				
EOSTG	5-308				
EQUCOD	1-378	8-79			
EROSGN	6-168				
ERBRK	6-148				
ERDOWN	6-78				
ERDOWN	6-154				
ERDOWN	6-114				
ERLNNF	6-84				
ERNOT	6-124				
ERNTRK	6-54				
ERNOFN	6-44				
ERNOFN	6-204				
ERNOTR	6-184				
EROFN	6-104				
ERFOD	6-214				
ERXOD	2-124				

ERSHP	6-10#	7-160			
ERSTOP	6-9#				
ERUNDF	6-17#				
ERUNF	6-15#				
ERUSFL	6-6#				
ESTG	5-6#				
EXTDGL	7-9#				
FLSRP	7-14#	7-148	7-155#		
FNRCOD	1-38#				
FNELG	2-12#				
FNTRL	3-6#				
FORTE	5-8#				
FPADD	7-9#	9-3#			
FPRIIT	7-11#				
FPC	7-11#				
FPONE	7-9#	8-8#			
FPZERO	7-9#	8-8#	9-2#		
GLBFLG	2-16#				
GOSTG	5-7#				
HRTR	7-10#	7-9#			
IMRCOD	1-48#				
IMRFLG	2-11#				
IMRTG	5-11#				
ITMTG	5-18#				
ITM2TG	5-19#				
JMPXV	3-35#				
JMPX	3-10#				
KEYFLG	2-20#				
KEYSTA	3-7#				
LBKRTG	5-20#				
LCLFLG	2-8#				
LDRX	3-20#	8-81			
LDBX	3-25#				
LDOX	3-15#				
LEFT	7-4#	7-5#	7-133#		
LISTTG	5-9#				
LITCOD	1-46#				
LITREL	8-2#	8-22#			
LINNOTG	5-17#				
LOOP	7-4#	7-4#	7-5#	7-72#	7-93#
LRCW	8-7#	8-7#	8-7#		
LRCM	8-3#	8-3#	8-4#		
LRGT	8-6#	8-7#	8-7#		
LRLNG	8-3#	8-3#	8-3#		
LRL0OP	8-51#	8-6#			
LRLT	8-6#	8-7#	8-7#		
LRLNG	8-3#	8-3#			
LASTOP	8-53	8-69#			
LRTBL	8-80	8-89#			
LRTBL	8-84	8-89#			
LSP	2-48#				
LSTCOD	1-43#				
MATMAT	7-7#	7-46#			
MATOPR	7-4#	7-5#			
MATSCI	7-7#	7-57#			
MPLCOD	1-42#				
MPLCOD	1-42#				

RESULT	7-46	7-63	7-63	7-106#
RFAIL	5-35#			
RIGHT	7-38	7-47	7-6#	7-126#
RMT	5-3#			
RSTR	5-33#			
RTRNG	5-25#			
RUNELG	2-12#			
SBP	2-49#			
SCALAR	4-9#			
SCLMAT	7-2#	7-63#		
SEMTRG	5-21#			
SETERA	7-12#	7-159		
SETERP	2-12#			
SHAPE	7-127	7-135	7-141#	
SIZCOD	1-39#			
SKIPR	7-73	7-7#	7-80#	
SKIPB	7-85	7-87#		
SHGRT	7-7#	7-3#		
STOK	3-30#			
STPFLG	2-18#			
STPTR	2-51#			
STRING	4-11#			
SUM	9-2#	9-10#		
SUMLP	9-25#	9-31		
TESTCS	7-11#	8-57	8-63	
TRCFLG	2-19#			
UNDEF	4-8#			
VALERR	3-29#			
VALTG	5-16#			
ZK	7-10#	7-39	7-129	7-137

PLRD 1-204
 PLPB 1-274
 SEI 1-34

MM	MM	TTTTTTTT	CCCCCCCC	TTTTTTTT	LL	LL	SSSSSSSS	TTTTTTTT
MM	MM	TTTTTTTT	CCCCCCCC	TTTTTTTT	LL	LL	SSSSSSSS	TTTTTTTT
MM	MM	TT	CC	TT	LL	LL	SS	TT
MM	MM	TT	CC	TT	LL	LL	SS	TT
MM	MM	TT	CC	TT	LL	LL	SSSSSSSS	TT
MM	MM	TT	CC	TT	LL	LL	SSSSSSSS	TT
MM	MM	TT	CC	TT	LL	LL	SS	TT
MM	MM	TT	CC	TT	LL	LL	SS	TT
MM	MM	TT	CCCCCCCC	TT	LLLLLLLL	SSSSSSSS	TT
MM	MM	TT	CCCCCCCC	TT	LLLLLLLL	SSSSSSSS	TT

2-	1	TAPE---GENERAL TAPE COMMAND DISPATCH
3-	1	KILL---KILL AS CALLED FROM EPL
4-	1	APPOLD--APPEND FORM OF OLD
5-	1	MOOHTH--MODIFY MAG TAPE HEADER
6-	1	MTKILL--MAG TAPE KILL ROUTINE
7-	1	MTMARK--MAG TAPE MARK ROUTINE
8-	1	MTFIND--MAGTAPE FIND ROUTINE
9-	1	MTBERG--MAGTAPE READ ROUTINE
10-	1	MTNULL--NULL INTERNAL MAGTAPE BUFFER
11-	1	MTCLOSE--CLOSES MAGTAPE
12-	1	MTABLET--MAGTAPE OUTPUT ROUTINE FOR L/S
13-	1	MTPOUT--MORE OF THE SAME
14-	1	MTBINT--MTBSHP--UTILITY ROUTINES
15-	1	MTCHK5--CHECK SUM COMPUTER
16-	1	MAGTAPE ADDRESSING SEQUENCE
17-	1	MTPIR--INPUT INTERPRETER
18-	1	THE VALIDITY DRIVERS
19-	1	MTPIR--MAGTAPE INPUT HAND SHAKE UNDER BASIC
20-	1	MTSSET--MAGTAPE INTERNAL STATUS SET UP
21-	1	MTSCRT--MAGTAPE SECRET CALL
22-	1	MTPRDR--ACTUAL ADDRESSING CALL
23-	1	INITMT--INITIALIZE MAG TAPE PIA'S
24-	1	MTWAIT--WAIT FOR MAGTAPE ROUTINE
25-	1	MTRSCN--SPECIAL TABLE SCANNER
26-	1	TAPFIL LIST, SAVE AND OLD MODULE
27-	1	TAPFIL OLD, SAVE AND LIST FUNCTION
28-	1	TLIST---THE TLIST COMMAND WITH NO OPTIONALS

274		TITLE	MTCTL	MAG TAPE CONTROLLER
275		CLIENT	/SRN010/	
276		GLOBAL TAPE		: MAIN MAG TAPE CONTROL SECTION
277		GLOBAL KILL		: KILL ENTRY FROM EVAL
278		GLOBAL SPECDF		: SPECIAL I/O FUNCTIONS (PRINT LINE)
279		GLOBAL TYPARG		: ARGUMENT TYPE CHECK
280		GLOBAL OLD		: "OLD" ENTRY FROM EVAL
281		GLOBAL RANGRS		: MT DRIVER TO RCK UP ONE REC
282		GLOBAL RINX		: ONE OF THOSE
283		GLOBAL SEARCHS		: MT DRIVER TO SEARCH FOR A FILE
284		GLOBAL REWIND		: MT DRIVER TO REWIND TAPE
285		GLOBAL READRS		: MT DRIVER TO READ A REC
286		GLOBAL WRWS		: MT DRIVER TO WRITE A REC
287		GLOBAL MARKS		: MT DRIVER TO MARK A TAPE
288		GLOBAL MCHKMS		: MT CHECK SUM GENERATOR
289		GLOBAL ADDRDEV		: ADDRESS THE DEVICE
290		GLOBAL BFRAL		: ALLOCATE BUFFER
291		GLOBAL MTPTR		: MAGTAPE BUFFER POINTER
292		GLOBAL MTRMX		: END OF PRESENT MAGTAPE BUFFER
293		GLOBAL MTCLOS		: ROUTINE TO CLOSE MAGTAPE
294		GLOBAL FIXNUM		: FIXES INTEGER NUMBER
295		GLOBAL PSMFPN		
296		GLOBAL PULEFPN		: GOOD OLD FLOATING POINT ROUTINES
297		GLOBAL FIXI		
298		GLOBAL RFX		
299		GLOBAL IMBILT		: INTEGER -> BSCII (INTERNAL)
300		GLOBAL AFPITT		: ASCII -> FPN (INTERNAL)
301		GLOBAL MTRNULL		: NULL MAGTAPE BUFFER
302		GLOBAL FILEND		: FILE TO BE FOUND
303		GLOBAL FILLOC		: PRESENT FILE
304		GLOBAL OPFRDR		: KEY WORD FROM EVAL
305		GLOBAL MTRBR		: MAGTAPE BUFFER
306		GLOBAL KILTYK		: KILL SEED CONSTANT
307		GLOBAL MTRMFK		: MAG TAPE MARK DRIVER
308		GLOBAL MTKILL		: MAG TAPE KILL DRIVER
309		GLOBAL MTRFND		: MAG TAPE FIND DRIVER
310		GLOBAL EDTPTR		: EDIT POINTER (CURSOR)
311		GLOBAL MTRMTH		: MAKES MAGTAPE HEADERS
312		GLOBAL FPC		: TEMP FLOATING REG
313		GLOBAL SHDRFR		: SEND BUFFER
314		GLOBAL MRGEND		: HARDWARE FINISHED FLAG
315		GLOBAL ERMTRO		: MAGTAPE READ ERROR
316		GLOBAL ERMTFR		: MAGTAPE FORMAT ERROR
317		GLOBAL ERMPFN		: ILLEGAL MAGTAPE REQUEST WILL TAPE OPEN
318		GLOBAL ERMFND		: MAGTAPE FILE NOT FOUND
319		GLOBAL ERMLR		: MAG TAPE ILLEGAL ARGUMENT
320				: OR ILLEGAL ACCESS
321				: *****
322				: SOME CONSTANTS
323				:
324		GLOBAL MTRSTAT		: MAG TAPE STATUS
325		GLOBAL MTRFSIZ	MTRFPOS, MTRSNW, MTRSRG, MTRSRIN, MTRSPGN, MTRSSFC	
326		GLOBAL MTRFLEN		
327	0080	MTRFSIZ = M80		: PRESENT REC. SIZE 0 = 256 BYTE
328				: 1 = 128 BYTE
329	0040	MTRFPOS = M40		: ACCESS OF FILE 1 = FIRST ACCESS TO FILE
330				: 0 = NOT 1

331	0020	MTOPEN = H00	: SET IF MAGTAPE FILE IS OPEN
332	0010	MTSMW = H10	: NEW FILE IS PRESENT IF SET
333	0008	MTSRSC = H08	: ASCII FILE PRESENT
334	0004	MTSBLN = H04	: BINARY FILE PRESENT
335	001C	MTSLST = H1C	: IF ABOVE 3 ARE CLEAR THEN FILE IS LAST
336	0002	MTSPGM = H02	: IF SET THEN IS PROGRAM FILE OTHERS
337			: ARE DATA FILES
338	0001	MTSSEC = H01	: SET IF PRESENT FILE IS SECRET
339			
340		. GLOBAL MTSSTZ	: MAG TAPE STATUS BYTE 2
341		. GLOBAL MTFST, MTSRD, MTSWT	
342		. GLOBAL YRXL5	: USING THIS AS STATUS BYTES
343		MTFST = H80	: FIRST RECORD ON FILE IS UNDER HEADS
344	0080		: OR HEAD BETWEEN FILES
345		MTSRD = H10	: PRESENT MAGTAPE BUFFER VALID FOR READ
346	0010	MTSWT = H02	: PRESENT FILE OPENED AND WRITTEN INTO
347	0002		
348		. GLOBAL MTSREG	
349		MTFLEN = 1	
350	0001		
351	0002	MTCKSM = 2	
352	0004	MTNWR = 4	

```

1          SBTTL TAPE----GENERAL TAPE COMMAND DISPATCH
2          : MARK AND FIND ARE GENERAL TEC COMMANDS
3          : AND CAN BE MADE TO LOOK LIKE A PRINT
4          : FIND, MARK, TLIST(?) CALL THIS ENTRY POINT FROM EVAL
5          :
6          : GLOBAL IOSTACK
7          : GLOBAL SPCJOB
8          : GLOBAL IOCLNR
9
10         0000 86 00G    TAPE: LDA A  EOLTG, I    : GET A TAG TO FIND LATER
11         0002 76      PSH A
12         0003 9F 00G    STS   RD, D
13         0005 8D 0000G  JSR   ADDRDEV          : GO ADDRESS AS A MAGTAPE
14         0008 8D 0000G  JSR   BFRALC
15         000B 9F 00G    STS   RD, D
16         0000 86 10     LDA A  16, I
17         000F 97 00G    STR A  IOFUNC, D
18         0011 8D 0000G  JSR   SPCJOB          : GO DO STACK SCAN
19         0014 8D 0000G  JSR   UNADR          : THAT REALLY CLEANS IT UP
20         0017 8D 0000G  JSR   IOCLNR          : CLEAN UP STACK AND EXIT
    
```



```

1          SBTTL KILL----KILL AS CALLED FROM EVAL
2          ; THIS ROUTINE DOES THE PREDISPATCH CHECKING OF THOSE I/O COMMANDS THAT
3          ; HAVE TAPE, TEC, AND FILE DEVICE IN COMMON
4          ; THOSE ARE: 1) OLD, 2) SAVE, 3) KILL, AND 4) LIST (IN SOME
5          ; SENSE
6          ;
7          ;
8          .GLOBAL TAPFIL
9          .GLOBAL FILES
10         .GLOBAL KILTYP      ; KILL SEED
11         .GLOBAL SETARG     ; SETUP FOR TYPARG CALL + TYPARG
12         001A CE 000GG KILL: LDX KILTYP,1      ; SET UP KILL SEED
13         0010 DF 00G      STX OPRADR,0
14         001F 3D          TSK
15         0020 08          INX
16         0021 DF 00G      SIX R0,D
17         0023 8D 000GG   JSR CLRARG      ; FIND TYPE OF ARGUMENT ON STACK
18         .GLOBAL CLRARG
19         0026 40          TST R
20         0027 27 07      BEQ TAPE
21         0029 7E 000GG   KIFILE: JMP FILES
  
```

```

1          ;SETTL APPOLD--APPEND FORM OF OLD
2          ;APPEND HAS ALREADY PROCESSED IT'S INFORMATION AND HAS LEFT
3          ;SOME INFORMATION ON THE STACK (36 BYTES WORTH).
4          ;
5          .GLOBAL APPOLD
6          .GLOBAL TAPP2          ; SECOND ENTRY IN TAPPIL
7          .GLOBAL OLD
8          .GLOBAL OPADR
9          APPOLD: LDA R          EOLTG.1          ; PUSH MY EOL TAG
10         D02C 86 00G          PSH R
11         D02E 36 00G          PSH R
12         D030 30 00G          TSK              ; SKIP APPENDS STUFF
13         D030 80 0000G        JSR          ALIX
14         D033 0F 00G          STX          ALIX
15         D035 0E 0000F        STX          R0.D          ; SAVE STACK LOCATION
16         D038 0F 00G          LDX          OLD.1          ; SET UP I/O PROC. SO IT KNOWS
17         D03A 80 076F          STX          OPADR.D        ; WHATS COMING OFF!
18         ; THIS WILL CREATE A SECOND EOL
19         ; IN ADDITION TO THE EVALUATORS
20         ; AND CONTROL COMES BACK HERE SO I CAN
21         ; CLEAN UP MY STUFF OFF THE STACK
21         D03D 31 00G          JSR          TAPP2
22         D03E 39 00G          INS          ; REMOVE MY EOL TAG
23         ; RETURN TO APPEND
24         RTS
  
```

MOONTH--MODIFY MAG TAPE HEADER

```

1          ; SBTTL MOONTH--MODIFY MAG TAPE HEADER
2          ; INDEX = POINTER TO NEW HEADER LINE#
3          ; A,STRT = POINTER TO BEGINNING OF BUFFER
4          ; A = LENGTH
5          ; B = POSITION IN HEADER
6          ; RD IS USED FOR TEMP. STORE
7          ;
8          ; GLOBAL MODTBL,MOONTH
9          003F 86 08 MOOTBL: LDR A 8,1
10         0041 16          TAB          ; SPECIAL ENTRY POINT BY G. I. R
11         0042 08 01G MOONTH: MOO B A,STRT+1,0 ; GET POINTER TO PROPER PLACE IN BUFFER
12         0044 07 01G STR B R1+1,0
13         0046 06 00G LDR B A,STRT,0
14         0048 09 00  RCV B 0,1
15         004A 07 00G STR B R1,0
16         004C E6 00 MOOLOP: LDR B 0,X ; GET CHAR. TO XFER.
17         004E 08      INX
18         004F 0F 00G STX RD,0 ; SAVE POINTER INTO TABLE FOR NEW HEADER
19         0051 0E 00G LOX R1,0 ; RECALL HEADER POINTER
20         0052 E7 00  STR B 0,X ; STORE CHAR
21         0055 08      INX
22         0056 0F 00G STX R1,0 ; SAVE POINTER
23         0058 0E 00G LOX RD,0 ; RECALL TABLE POINTER
24         005A 4A      DEC A ; DONE?
25         005B 26 EF  BNE MOOLOP
26         005D 79      RTS ; EXIT

```

MAG TAPE HEADER TABLE

```

31          ; GLOBAL TYPNEW, TYPBIN, TYPRSC, TYPLST, PRGBLN, PRGPGM, PRGDAT, TYPSEC
32         0061 20 4E 45 57 TYPNEW: ASCII /NEW /
33         0064 20 20 20 4E TYPBIN: ASCII /BINARY /
34         0069 41 52 59 43 TYPRSC: ASCII /ASCII /
35         006C 20 20 20 43
36         0071 49 49 20 53
37         0074 20 20 20 41
38         0076 4C 41 53 TYPLST: ASCII /LAST / ; MARKS LAST FILE ON TAPC
39         0079 5A 20 20 20
40         007C 20 20 20 20
41         0081 20 20 20 20
42         0084 21 20 20 20
43         0087 20 20 20 20
44         0088 50 52 4F PRGPGM: ASCII /PROGRAM /
45         008B 47 52 41
46         008E 40 20 20
47         0091 20 20 20 20
48         0092 44 41 54 PRGDAT: ASCII /DATA /
49         0095 41 20 20
50         0098 44 20 20
51         009B 20 20 20
52         009C 53 45 45 43 TYPSEC: ASCII /SECRET /
53         009F 52 45 54
54         00A2 20 20

```

```

1          S0TTL MTKILL--MAG TAPE KILL ROUTINE
2          : THIS ROUTINE IS CALLED FROM THE SPECIAL PRINT PROCESSOR
3          : AND PERFORMS THE KILL FUNCTION TO THE MAGTAPE
4          : THIS FUNCTION CONSISTS IN FINDING THE REQUESTED FILE AND REMARKING
5          : THE HEADER TO MAKE IT A NEW FILE
6          000A 80 0211' MTKILL: JSR MTFIID ; FIND PROPER PLACE
7          0007 96 00G LDA R ERRCO.D ; ERROR?
8          0005 26 11J BNE MTKEXX
9          000B 96 00G LDG A HTSREG.D ; THIS IS THE LAST CORRECTION
10         0000 85 0A BIT A MTKHDR.I ; THAT STEVE MADE
11         000E 26 0A BNE MTKEXX ; IN SEPTEMBER
12         00B1 96 00G LDA R MTKSTAT.D ; OR SO HE SAID
13         00B3 85 1C BIT R MTKSHE+MTKSASC+MTKSBIN.I ; VALID FILE?
14         00B5 26 05 BNE MTKOK
15         00B7 86 00G LDA R ERFHFD.I ; IF TRYING TO KILL LAST FILE THEN ERROR
16         00B9 97 00G STA R ERRCO.D
17         00BB 39 MTKEXX RTS
18         00BC 80 0208' MTKOK: JSR MFRB ; BACK UP TO HEADER AGAIN
19         00BF CE 005E' LDX TYPHEAL.I ; NEW HEADER INFO
20         00C2 80 003E' JSR M00TBB ; GO M00LEY MAGTAPE HEADER
21         00C5 CE 007E' LDX PRGBLN.I ; MAKE PROGRAM TYPE BLANK
22         00C8 86 0A LDA R 10.I
23         00CA C6 10 LDA B 16.I
24         00CC 80 0042' JSR M00MTH
25         00CF CE 007E' LDX PRGBLN.I ; SECRET FIELD BLANKED
26         00D2 86 08 LDA B 8.I
27         00D4 C6 1A LDA B 26.I
28         00D6 80 0042' JSR M00MTH
29         00D9 80 0197' JSR MTKART ; WRITE IT
30         00DC 7F 0007G CLR MTKSTAT
31         00DF 39 RTS
    
```

```

1          ; SBTTL MTHARK--MAG TAPE MARK ROUTINE
2          GLOBL MTHARK
3          GLOBL INT,ABS
4          ; THIS ROUTINE IS CALLED FROM THE SPECIAL PRINT PROCESSOR
5          ; AND IS NORMALLY CALLED TWICE. THE FIRST CALL SETS NUMBER OF
6          ; FILES TO MARK. THE SECOND CALL SETS LENGTH OF EACH FILE
7          ; AND PROCEEDS TO MARK THE FILES. IF IN NORMAL MODE EACH FILE
8          ; WILL HAVE A HEADER (MARKED AS NEW) AND WILL CONSIST OF RECORDS
9          ; ALSO BE WRITTEN WITH EACH RECORD. IF MODE 15 IN EFFECT NO HEADER
10         ; WILL BE WRITTEN AND EACH RECORD WITHIN THE FILE WILL BE 128 BYTES
11         ; PLUS A 2-BYTE CRC CHECK.
12
13         ;
14         ; CR = MOD
15         ; DC3 = M'3
16
17         OOD0 96 00G      MTHARK: LDA R  YRXXIS.D      ; GET MAGTAPE STATUS
18         OOD1 26 11          BNE MTKIT              ; GO AND DO IT
19
20         OOD4 43          COM R
21         OOD5 97          STR R  YRXXIS.D
22         OOD6 8D 0000G    JSR  FLOWNUM              ; FIX THE NUMBER
23
24         OOD8 29 06          BVS MTH3
25         OOD9 25 04          BCS MTH3
26         OODA 0F 00G       STX  RB.D              ; SAVE # OF FILES
27         OODB 26 04          BNE MTH1              ; IF # OF FILES = 0 THEN ERROR
28         OODC 26 06          MTH3: LDA B  ERRDWN.1
29         OODE 07 00G       MTH2: STR B  ERRD.D
30         OODF 39          MTH1: RTS
31
32         ; INFORMATION:
33         ; RB+1 = # OF FILES REQUESTED
34         ; R9 = # OF RECORDS PER FILE
35
36         ODF7 86 0000G    MTKIT: LDA R  P1AMTA      ; TEST IF WRITE LOCKED
37         ODF8 85 10          BIT R  20.1
38         ODF9 27 04          BEQ  15
39         ODE0 26 00G       LDA B  ERWRT.1
40         ODE1 26 00G       BRA  MTH2
41         ODE2 26 00G       15: LDA B  MTHSTAT.D      ; IF FILE OPEN THEN ILLEGAL ACCESS
42         ODE3 85 40          BIT R  MTHPOS.1
43         ODE4 27 04          BEQ  MTHOK1
44         ODE5 26 00G       LDA B  ERWMPN.1:XXXXX.ADDD.1 - BOR
45         ODE6 20 08          BRA  MTH2
46         ODE7 0E 00G       MTHOK1: LDX  POINT.D      ; GET FLOATING POINT NUMBER OF BYTES
47         ODE8 8D 0000G    JSR  PSSEPN
48         ODE9 30 13          JSR
49         ODEA 26 00G       LDA B  -7.1
50         ODEB 26 00G       LDA B  MTHREG.D
51         ODEC 01 01          BIT R  MTHLEN.1
52         ODED 26 01          BNE  15
53         ODEE 58          DEC  B
54         ODEF 02 02          15: ADD  B  2.X
55         ODE8 02 02          STR  B  2.X
56         ODE9 01 01          LDA  R  1.X
57         ODEA 8A 8A          ORA  R  128.1
58         ODEB 25 01          BCS  MRFIX
59         ODEC 44          DEC  B
60         ODED 01          MRFIX: STR  R  1.X

```

58	0128	80	0000G	JSR	INT	
59	0128	80	0000G	JSR	ARS	
60	012E	30		TSX		
61	012F	80	0000G	JSR	FIX1	
62	0132	06	03	LDR A	FIX1A,X	
63	0134	E6	04	LDR B	FIX1B,X	
64	0136	EE	03	LDR	FIX1A,X	: GET # OF RECORDS
65	0138	40		TST A		
66	0139	26	08	BNE	15	
67	0138	C0	03	SUB B	1,1	
68	0130	24	04	BCC	15	
69	013F	08		2% INX		
70	0140	5C		INC B		
71	0141	26	EC	BNE	2%	
72	0143	0F	00G	1% STX	R9,D	: SAVE THIS INFO
73	0145	30		TSX		: CLEAN UP STACK
74	0146	80	0000G	JSR	ARX	
75	0149	35		TXS		
76				GLOBAL	MKFILE	: FOR ROM PAKS
77	0148	96	00G	MKFILE	ERRCD,D	
78	014C	26	94	BNE	MTR3	
79	014E	96	01G	LDR A	FILLOC+1,D	: IF ON FILE ZERO THEN SET IN FILE GAP
80	0150	26	07	BNE	2%	
81	0152	C6	80	LDR B	MTRFST,D	
82	0154	07	00G	STR B	MTRSTZ,D	
83	0156	7C	0001G	INC	FILLOC+1	
84	0159	06	00G	3% LDR B	MTRSTZ,D	: CHECK POSITION
85	0158	28	03	BM1	MKFIL	
86	0150	80	0008'	JSR	MRB	: IF NOT IN GAP PUT IT THERE
87	0160	9C	00G	MKFIL	LDR A	MTRREG,D
88	0162	85	04	BIT A	MTRHDR,1	: MODE = NO HEADER
89	0164	27	06	BEQ	MKHDR	
90	0166	4F		CLR A		
91	0167	80	034C'	JSR	MTRNULL	: NULL FILL THE RECORD
92	0168	20	37	BRA	MKFIL	
93						: *****
94						: A NEW FILE HEADER
95						: *****
96	016C	96	20	MKHDR	LDR A	(''>>),1
97	016E	80	034C'	JSR	MTRNULL	: FILL THAT BUFFER
98	0171	CE	005E'	LDR	TRYPNEW,1	: MAKE UP NEW HEADER
99	0174	80	003F'	JSR	MTRDTRB	: MARKS THE HEADER IN THE BUFFER
100	0177	DE	00G	LDR	A,STR,D	: SET IN THE FILE NUMBER
101	0179	0F	00G	STX	R1,D	
102	017B	CE	0008	LDR	R,1	: GET MAX OUTPUT LENGTH
103	017E	0F	00G	STX	R2,D	
104	0180	DE	00G	LDR	FILLOC,D	: GET PRESENT FILE NUMBER
105	0182	0F	00G	STX	R0,D	
106	0184	80	0000G	JSR	INRITT	: INTEGER -> ASCII (INTERNAL XFER)
107	0187	CE	0022G	LDR	MTRB+TR,1	: ADD MARKED LENGTH INFO
108	0184	0F	00G	STX	R1,D	
109	018C	CE	0008	LDR	R,1	
110	018F	0F	00G	STX	R2,D	
111	0191	0E	00G	LDR	R9,D	
112	0193	0F	00G	STX	R0,D	
113	0196	80	0000G	JSR	INRITT	
114	0198	CE	0024G	LDR	MTRB+42,1	: "CK"

MARK--MAG TAPE MARK ROUTINE

115	0190	86	00	LDA R	CR, 1	
116	0190	A7	00	STX R	0, X	
117	019F	86	13	LDA R	DC3, 1	; "DC3"
118	01A1	A7	01	STX R	1, X	
119	01A3	86	FF	LDA R	322, 1	; TELL'S HARDWARE THIS ISN'T LAST FILE
120	01A5	D6	01G	ORA R	RB+1, 0	
121	01A7	26	00	NE	MARKIT	; IF NOT LAST ONE THEN JUST MARK IT
122	01A9	AF		R R		; NOW IT'S LAST FILE
123	01AA	D6	00G	LDA R	MTSREG, 0	
124	01AC	C5	04	BIT R	MTNHR, 1	
125	01AE	26	06	BNE	MARKIT	
126	01B0	CE	0076'	LDX	TYPLST, 1	; MAKE IT LAST FILE
127	01B3	80	003F'	JSR	MOOTBB	; COMPLETE WITH HEADER
128	01B6	97	00G	MARKIT:	STX R	R10, 0
129	01B8	DE	00G	LDX	R, STR1, 0	; SET UP RECORD FOR MARKS
130	01BA	DF	00G	STX	MTPT, R	
131	01BC	86	1A	LDA R	26, -1	; 10 FOR FUDGE
132	01BE	97	00G	STX R	MTXBYT, 0	
133	01C0	80	0461'	JSR	MTCHK5	; FORM CHECKSUM
134	01C3	96	00G	LDA R	MTSREG, 0	; SSSFE IF NEED A CHECK SUM
135	01C5	85	02	BIT R	MTCKSN, 1	
136	01C7	26	03	BNE	26	
137	01C9	E7	01	STX R	1, X	
138	01CB	08		INX		
139	01CC	DF	00G	25:	STX	MTMAX, 0
140	01CE	DF	00G	LDA	R9, 0	; GET # OF RECORDS
141	01D0	96	00G	LDA R	MTSREG, 0	; NO HEADER?
142	01D2	85	04	BIT R	MTNHR, 1	
143	01D4	26	01	BNE	65	
144	01D6	08		INX		; ADD ONE TO MAKE ROOM FOR HEADER INFO
145	01D7	DF	00G	65:	STX	FILFND, 0
146	01D9	80	0000G	JSR	MARKS	; MARK IT
147	01DC	96	00G	LDA R	ERRCD, 0	; OVER RUN ERRORS?
148	01DE	26	09	BNE	15	
149	01E0	7C	0001G	INC	FILLOC+1	; BUMP FILE LOCATION COUNTER
150	01E3	26	07	BNE	95	
151	01E5	85	00G	LDA R	ERDOWN, 1	; MAG TAPE ARG. ERROR
152	01E7	97	00G	STX R	ERRCD, 0	
153	01E9	7C	0000G	15:	JMP	REWIND, AND RETURN
154	01EC	96	01G	95:	LDA R	RB+1, 0
155	01EE	27	00	REQ	MARKDN	; NUMBER OF FILES
156	01F0	4A		DEC R		; DONE?
157	01F1	97	01G	STX R	RB+1, 0	; SAVE FILE LOCATION COUNTER
158	01F3	26	05	BNE	MARKCN	; IF LAST ONE THEN IT IS ZERO LENGTH
159	01F5	CE	0003	LDX	3, 1	; MAKE IT THREE LONG
160	01F8	DF	00G	STX	R9, 0	
161	01FA	7A	0160'	MARKCN:	JMP	MARKIL
162	01FD	7C	0001G	MARKDN:	DEC	FILLOC+1
163	0200	80	06	BSR	NFR5	; BACK UP TO LAST FILE
164	0202	80	0758'	JSR	INTCLOS	
165	0205	7E	0000G	JMP	PUPTAP	

SBTTL MTFIND--MAGTAPE FIND ROUTINE
 THIS ROUTINE IS CALLED FROM THE SPECIAL PRINT FUNCTIONS
 AFTER A FIND HAS BEEN REQUESTED. A FIND PERFORMS THE FOLLOWING:
 1) LOCATE THE REQUESTED FILE IF IT EXISTS
 2) READ THE HEADER IF ONE EXISTS
 3) SET UP HTSTAT DEPENDING ON THE CONTENT OF THE HEADER (OR NOT
 HEADER)
 NOTE: IT ALSO CLOSES ANY PENDING HT FILE

GLOBAL HTAFIN ; FOR EXTERNAL ROM PACKS
 GLOBAL BPARMTB ; MAGTAPE F.I.R. BUFFER
 GLOBAL BPIRMTB
 GLOBAL TSTBNF
 GLOBAL PIRMTA
 GLOBAL RECCT ; NUMBER OF AVAILABLE RECORDS ON
 ; PRESENT FILE.

 SLOW SEARCH FOR FILE MARK

```

21      0208  80  0000G  MFRB: JSR  BAKRMS
22      0208  80  0000G  JSR  TSTBNF ; LOOK TO SEE IF BNFRS
23      020E  20      FB  BRG  MFRB
24      0210  39      RTS
25
26      *****
27      ; MAIN FIND ENTRY POINT
28
29      0211  80  0000G  MTFIND: JSR  FIXNUM ; GET NUMBER
30      0214  29      02  BUS  15
31      0216  24      05  BCC  MTFIN
32      0218  86      00G  15: LDA  A  ERDOWN,1 ; DOMAIN ERROR
33      021A  97      00G  STR  A  ERRCO.D
34      021C  39      RTS
35      0210  07      01G  MTFIN: STR  B  TABPTR+1,0 ; TEMP STORE FIND NUM
36      021E  80  0158  JSR  MTCLOS ; CLOSE OPEN FILES
37      0222  96      01G  LDA  A  TABPTR+1,0 ; RETRIEVE FILE TO FIND AGAIN
38      0224  97      01G  STR  A  FILFND+1,0 ; SET INTO FILE TO BE FOUND
39      0226  06      01G  LDA  B  FILLOCK+1,0 ; GET PRESENT FILE LOCATION
40      0228  27      19  BEQ  MTRD
41      022A  81      01  CMP  A  1,1 ; IF NEED TO FIND 0 OR 1 THEN SPECIAL
42      022C  27      03  BEQ  RANDIT
43      022E  40      TST  A
44      ]]]]]
45      0230  26      19  BNE  MTSRCL
46      0231  36      15  RANDIT: PSH  A ; SAVE LOCATION
47      0232  80  0000G  JSR  REWIND
48      0235  17      15  PUL  A
49      0236  06      00G  LDA  B  ERRCO.D
50      0238  26      04  BNE  15
51      023A  97      01G  STR  A  FILLOCK+1,0 ; SAVE LOCATION
52      023C  26      11  BNE  MTRFD ; IF LOOKING FOR #1 THEN PROCEED
53      023E  39      15  RTS ; ELSE EXIT
54      023F  80  0000G  15: MTRDOK: JSP  REWIND
55      0241  39      15  MTRDOK: RTS ; IF ZERO THEN EXIT
56      0243  40      07  MTRDOK: TST  A ; IF LOOKING FOR 0
57      0244  27      FC  BEQ  MTRDOK ; ALREADY THERE
58      0246  81      01  CMP  A  1,1 ; IF FILE 0 OR 1 THEN SPECIAL
59      0248  27      07  BEQ  MTRFD ; READ IF LOOKING FOR ONE
  
```


MT INO	MAG TAPE	CONTROLLER	RT-11	MMRG	VM02-10	14-OCT-76	01:36:21	PAGE 8+
58	029A	B0	0000G	MTFSRC:	JSR	SEARCHS		: POSITION TAPE
59	029D	96	00G	LDR	R	ERRCD.D		: ERRORS?
60	029F	26	F1	BNE	MTADIX			
61	0251	D6	00G	MTFRD:	LDR	MTSRG.D		: IS THERE ANY HEADER?
62	0253	C8	04	R11	B	MTMOR.I		
63	0255	27	11	BEQ	MT_256			
64	0257	CE	FFFF	LDX	65535.I			: SET FILE LENGTH
65	0259	DF	00G	STX	RECENT.D			
66	025C	96	01G	LDR	R	FILFND+1.D		: SSET FILFND=)FILLOC
67	025E	97	01G	STR	R	FILLOC+1.D		
68	0260	86	80	LDR	R	MTFFST.I		
69	0262	97	00G	STR	R	MTSTT2.D		: SSSSET IN GAP BIT
70	0264	86	08	LDR	R	MTSRG.I		: SET ASCII DATA
71	0266	20	20	BRB	MTEDON			: AND ASSUME PROPER FILE
72	0268	B0	0268	MT_256:	JSR	MTREAR		: READ IT
73	026E	96	00G	LDR	R	ERRCD.D		: ERRORS?
74	0260	26	03	BNE	MTADIX			
75	026F	DE	00G	LDX	R	STRT.D		: SET UP FOR CONVERSION
76	0271	DF	00G	STX		RD.D		
77	0273	DF	00G	LDX		R.MAX.D		
78	0275	DF	00G	STX		R1.D		
79	0277	B0	0000G	JSR		RPITT		: ASCII-)FPN INTERNAL
80	0279	CE	FFFFG	LDX		FPC-1.I		
81	027D	B0	0000G	JSR		FIX1		: FIX IT
82	0280	27	06	BEQ		MT_1		
83	0282	86	00G	MT_ERF:	LDR	R	ERMENT.I	: SET IT TO MAG TAPE FORMAT ERROR
84	0284	97	00G	STR	R	ERRCD.D		
85	0286	20	87	BRB		MTADIX		
86	0288	E6	04	MT_1:	LDR	R	FIX1B.X	: GET LOCATION FOUND
87	028A	D1	01G	CMR	B	FILFND+1.D		: IS IT THE ONE WE ARE LOOKING FOR?
88	028C	26	F4	BNE		MT_ERF		
89	028E	07	01G	FINDOK:	STR	R	FILLOC+1.D	
90	0290	DE	00G	LDX		R.STRT.D		: CONVERT NUMBER OF RECORDS IN FILE
91	0292	B0	0000G	JSR		R14X		
92	0296	DF	00G	STX		RD.D		
93	0297	DE	00G	LDX		R.MAX.D		
94	0299	DF	00G	STX		R1.D		
95	029B	B0	0000G	JSR		REP1TT		
96	029E	CE	FFFFG	LDX		FPC-1.I		
97	02A1	B0	0000G	JSR		FIX1		
98	02A3	26	DC	BNE		MT_ERF		
99	02A5	EE	03	LDX		FIX1B.X		
100	02A8	DF	00G	STX		RECENT.D		: STORE RESULT IN RECENT
101	02AB	DE	00G	LDX		R.STRT.D		: SET POINTER TO BEGINNING OF BUFFER
102	02AC	E6	08	LDR	B	B.X		: SET UP COMPLETE MSTATUS
103	02AE	C1	41	CMR	B	"A.I		: FIND DATA TYPE
104	02B0	27	10	BEQ		MTSRG.I		
105	02B3	C1	42	CMR	B	"B.I		: IS IT BINARY
106	02B4	27	08	BEQ		MTBINY		
107	02B6	C1	4E	CMR	B	"N.I		: IS IT NEW?
108	02B8	36	0C	BNE		MTPRG		: THEN MUST BE LAST FILE
109	02BA	86	10	LDR	R	MTSMW.I		
110	02BC	20	06	BRB		MTPRGT		
111	02BE	86	04	MTBINY:	LDR	R	MTSRG.I	: BINARY TYPE
112	02C0	20	02	BRB		MTPRGT		
113	02C2	86	08	MTSRG:	LDR	R	MTSRG.I	: ASCII TYPE
114	02C4	80	00G	MTPRGT:	ORA	R	MTSTAT.D	: ADD INFO TO STATUS

115	02C6	E6	10	MTPRG:	LDR B	16,X	:	GET PROGRAM TYPE
116	02C8	C1	50		CHP B	'P,I	:	PROGRAM TYPE?
117	02CA	27	02		BEQ	MTPRG		
118	02CC	20	02		BRA	MTSECT		
119	02CE	8A	02	MTPRG:	ORA A	MTSPGL I	:	PROGRAM FILE
120	02D0	E6	1A	MTSECT:	LDR B	26,X	:	IS IT SECRET?
121	02D2	C1	57		CHP B	'S,I		
122	02D4	26	02		BNE	MTFDDM		
123	02D6	8A	01		ORA A	MTSSEC I	:	SECRET
124	02D8	D6	00G	MTFDDM:	LDR B	MTSPRG D	:	SEE IF SHORT REC.
125	02DA	C5	01		BIT B	MTLEN I		
126	02DC	27	02		BEQ	IS		
127	02DE	8A	80		ORA A	MTFSIZ I		
128	02E0	8A	30	IS:	ORA A	MTOPEN I	:	MARK FILE OPEN AND SAVE STATUS
129	02E2	97	00G		STR A	MTSTAT D		
130	02E4	80	04D5		JSR	MTBINT	:	SET UP BUFFER POINTERS
131	02E7	39			RTS			

Line	Address	Hex	Hex	Label	Instruction	Comment
1					SRTTL MTRD--MAGTAPC REQS ROUTINE	
2					: THIS ROUTINE READS A MAGTAPE RECORD 10 TIMES BEFORE CAUSING A FATAL	
3					: ERROR.	
4				GLOBAL	MTRD	: NO US. DELAY ROUTINE
5				GLOBAL	DELAYS	: LOCATION TO KILL IF DON'T WANT FATAL ERROR
6				GLOBAL	MTRDR	
7				GLOBAL	ZK	
8				GLOBAL	MTRER	: MAGTAPE ERROR COUNTER
9	02E8	86	0A	MTRD:	LDA R 10, 1	: GET COUNTER
10	02EA	36			PSH R	
11	02EB	2F	0000G		CLR MTRER	
12	02EE	20	07	BRA	MTR. RR	: SKIP BACK UP OF RECORD
13	02F0	36		MTR. RD:	PSH R	: SAVE IT
14	02F1	80	0000G	JSR	BACKUPS	: BACKUP FOR RE-READ
15	02F4	7C	0000G	INC	MTRER	
16	02F7	0E	00G	MTR. RR:	LDX R STRT.D	: INITIALIZE POINTERS
17	02F9	0E	00G		STX MTRPR.D	
18	02FB	0E	00G		LDX R MAX.D	
19	02FD	08			INX	
20	02FE	08			INX	
21	02FF	0F	00G	STX	MTRPR.D	
22	0301	80	0000G	JSR	READERS	: READ RECORD
23	0304	80	0697	JSR	MTRWAIT	
24	0307	80	0000G	JSR	PUPTAP	
25	030A	86	0A	LDA R 10, 1		: WAIT 400US
26	030C	80	0000G	JSR	DELAYS	
27	030F	06	00G	LDA B	MSTT2.D	: CLEAR GAP BIT
28	0311	C4	7F	AND B	-1-MTFST.1	
29	0313	D7	00G	STB B	MSTT2.D	
30	0315	86	0001G	LDA R	PTRLY+1	: LOOK TO SEE IF AT EOF
31	0318	95	40	BIT R	64, 1	
32	031A	77	0A	REQ	15	
33	031C	0E	00G	LDX	ZK.D	: ZERO VALID REG. COUNT
34	031E	0F	00G	STX	RECENT.D	
35					: SET IN GAP BIT	
36	0320	CA	80	ORA B	MTFFST.1	
37	0322	07	00G	STB B	MSTT2.D	
38	0324	ZK	0001G	INC	FILLLOC+1	
39	0327	96	00G	15:	LDA R	MTRREG.D
40	0329	85	02	BIT R	MTRCKSL.1	: IF NO CHECK SUM THEN GO
41	032B	27	09	REQ	MTRKIT	: GO DO CHECK SUM
42	032E	86	00G	LDX	MTRPR.D	: TEST HOW MUCH READ
43	032F	09	00G	DEX		: REMEMBER A MAX IS 1 GREATER FOR INPUT FUNCS.
44	0330	9C	00G	CPX	R MAX.D	: MUST COMPARE EXACTLY
45	0332	27	16	BEQ	MTRCON	
46	0334	20	07	BRA	MTRCON	
47	0337	80	0A61	MTRKIT:	JSR	MTRCHS.
48	0339	E1	01	CMP B	1.X	: CHECK THE CHECK SUM
49	033B	27	00	BEQ	MTRCON	
50	033D	96	00G	MTRCON:	LDA R	ERRCD.D
51	033F	26	09	BNE	MTRCON	
52	0341	32		PLA	R	
53	0343	4A		DEC	R	: STILL ALLOWED TO TRY MORE READS?
54	0345	26	8B	BNE	MTR. RD	
55	0347	86	00G	LDA R	ERMTRD.1	: SET READ ERROR
56	0349	97	00G	STB A	ERRCD.D	
57	034B	39		RTS		

MTREAD--MAGTAPE READ ROUTINE

58	03NA	32
59	03MB	39

MTRODN: PUL A
 RTS

SBTTL MNULL--NULL INTERNAL MAGTAPE BUFFER
: THIS ROUTINE NULL FILLS FROM X TO RD (NOT INCLUSIVE)
: ENTER WITH FILL CHARACTER IN ACC. A

1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

GLOBAL MNULL
MNULL: LDX A,STR1,D ; START AT A STR1
15: STA A 0,X
INX
CPX A,MAX,D ; DONE?
BNE 15
STA A 0,X
RTS

58	0430	08		45	INX	
59	0431	0F	000		STX	R PTR 0
60	0433	20	C2		BRA	MTPOT

1											
2											
3											
4											
5											
6											
7	D461	C6	0F	MCHKRS:	LDR B	HOF, I					
8	D463	0E	00G		LDR	R, STRT, D					
9	D465	E8	0C	15:	ADD B	D, X					
10	D467	C9	0L		ADC B	U, I					
11	D469	9C	00G		CPX B	R, MAX, D					
12	D46B	27	01		BEQ	CHKD00H					
13	D46E	08	F5		INR						
14	D470	79		CHKD00H:	BRA	15					
					RTS						

SBTTL MCHKRS--CHECK SUM COMPUTER
 : THIS ROUTINE GENERATES CHECKSUM WITH END AROUND CARRY
 : EXIT: WITH COMPUTED SUM IN ACC B
 : ACC X IS POINTING TO LAST DATA BYTE (R, MAX)

: START AT R, STRT
 : SIMPLE SUM
 : DONE?

SATTL MAGTAPE ADDRESSING SEQUENCE
: THIS SECTION ADDRESSES THE INTERNAL MAGTAPE FOR ALL FUNCTIONS
: AND PERFORMS HEADER CHECKS AND UPDATES WHERE APPROPRIATE
: IT IS CALLED FROM ADDRDEV WHEN A MAGTAPE (INTERNAL) OPERATION IS ENVOCKED

: FIRST FOR SOME INTERPRETERS

: *****
: MTPINR: MAGTAPE WRITE TESTS
: RETURN + 2 IF NOT OPEN + LAST FILE (SETS ERROR)
: RETURN + 4 IF NEW FILE
: RETURN + 6 IF ASCII FILE
: RETURN + 8 IF BINARY FILE

: MTPINR: MAGTAPE READ TESTS
: RETURN + 2 IF NOT OPEN + LAST FILE + SECRET + WRITTEN FILE
: (SETS ERROR)
: RETURN + 4 IF ASCII
: RETURN + 6

: GLOBL MTPINR
: GLOBL MTPINR

: MTPINR: CLR B
: LDR A MTSSTAT, D : GET MAGTAPE STATUS
: BIT A MTSOPEN, I : OPEN?

: BEQ MTSREXK
: BIT A MTSLSST, I : LAST?
: BEQ MTSREXK

: INC B
: BIT A MTSNEW, I : NEW?
: BNE MTSREXK

: INC B
: BIT A MTSRASC, I : ASCII?
: BNE MTSREXK

: MTEXX: INC B : DO OFFSET TO RETURN ADDRESS ON STACK
: RSL B
: CLR A

: TSX
: ADD B 1, X
: STA B 1, X
: ADC A 0, X
: STA A 0, X
: RTS

24	0471	5F		
25	0472	96	006	
26	0474	85	20	
27	0476	27	7C	
28	0478	85	1C	
29	047A	27	78	
30	047C	5C		
31	047D	85	10	
32	047E	26	06	
33	0481	5C		
34	0482	85	08	
35	0484	26	01	
36	0486	5C		
37	0487	58		
38	0488	4F		
39	0489	30		
40	048A	E8	01	
41	048C	E7	01	
42	048E	A9	00	
43	0490	A7	00	
44	0492	79		

1				SBTTL	MTP:INR--INPUT INTERPRETER	
2				SEE EXPLANATION PAGE PREVIOUS		
3						
4	0493	80	0471	MTP:INR:	JSR	MTP:INR ; CALL WRITE INTERPRETER
5	0496	20	26		BEA	15 ; ERROR EXIT
6	0498	20	5A		BRA	MTRERX ; SET ERROR EXIT
7	049A	20	0A		BRA	25 ; RSC11
8	049C	96	00G		LDA R	MTSTT2,0 ; BINARY
9	049E	85	02		BIT R	MTRERX,1
10	04A0	26	52		BNE	MTRERX ; ERROR-ALREADY WRITTEN
11	04A2	C6	04		LDA B	N,1
12	04A4	20	0E		BRA	35 ; EXIT OK
13	04A6	96	00G	25:	LDA R	MTSTT2,0 ; RSC11
14	04A8	85	02		BIT R	MTRERX,1
15	04AA	26	48		BNE	MTRERX
16	04AC	96	00G		LDA R	MTSTAT,0 ; SEE IF SECRET
17	04AE	85	01		BIT R	MTRERX,1
18	04B0	26	42		BNE	MTRERX
19	04B2	C6	02		LDA B	2,1
20	04B4	4E		25:	CLR R	
21	04B5	30			TSX	
22	04B6	E8	01		ADD B	1,X ; OFFSET CALC
23	04B8	E7	01		STA B	1,X
24	04BA	A9	00		ADC R	0,X
25	04BC	A7	00		STA R	0,X
26	04BE	39		15:	RTS	

				SRTTL THE VALIDITY DRIVERS			
1							
2							*****
3							WRITE
4							
5	048F	80	0471'	MTPM1:	JSR	MTPM1	: INTERP CALL
6	04C2	20	72		BRA	MTEXOR	: ERROR CODE SET
7	04C4	20	08		BRA	15	: NEW HEADER
8	04C6	20	2C		BRA	MTRERX	: ERROR
9	04C8	96	00G		LDA	A	MSTAT.0
10	04CA	85	40		BIT	A	MTPPOS.1
11	04CC	26	68		BNE	MTEXOR	
12	04CE	96	00G	15:	LDA	A	MSTAT.0
13	04D0	84	EF		AND	A	-1-MTSNEW.1
14	04D2	84	04		ORA	A	MISBLK.1
15	04D4	97	00G		STB	A	MSTAT.0
16	04D6	2E	0066'		LDB	TYPBIN.1	: MARK IT BINARY/DATA
17	04D8	20	42		BRA	MTRDTH	
18							*****
19							OLD
20							
21	04D8	80	0471'	MTPOL0:	JSR	MTPINW	: WRITE INTERPRETER
22	04DE	20	0C		BRA	15	: ERROR EXIT
23	04E0	20	12		BRA	MTRERX	: ERROR EXIT
24	04E2	20	02		BRA	25	
25	04E4	20	0E		BRA	MTRERX	: ERROR EXIT
26	04E6	96	00G	25:	LDA	A	MSTAT.0
27	04E8	85	02		BIT	A	MSTAT.1
28	04EA	26	08		BNE	MTRERX	
29	04EC	39		15:	RTS		
30							*****
31							INPUT
32							
33	04E0	80	0493'	MTPINP:	JSR	MTPINR	: INPUT INTERPRETER
34	04F0	20	06		BRA	MTP1	: ERROR EXIT
35	04F2	20	04		BRA	MTP1	
36	04F4	86	00G	MTRERX:	LDA	A	ERRMLA.1
37	04F6	97	00G		STA	A	ERRCD.0
38	04F8	39		MTP1:	RTS		
39							*****
40							READ
41							
42	04F8	80	0493'	MTPRD:	JSR	MTPINR	: INPUT INTERP.
43	04FC	20	02		BRA	15	: ERROR EXIT
44	04FE	20	F4		BRA	MTRERX	: ERROR
45	0500	39		15:	RTS		: OK
46							*****
47							PRINT
48							
49	0501	80	0471'	MTPPR1:	JSR	MTPINW	: INTERP CALL
50	0504	20	30		BRA	MTEXOR	: ERROR EXIT
51	0506	20	04		BRA	15	: MARK NEW HEADER
52	0508	20	02		BRA	25	
53	050A	20	68		BRA	MTRERX	: ERROR EXIT
54	050C	96	00G	15:	LDA	A	MSTAT.0
55	050E	85	40		BIT	A	MTPPOS.1
56	0510	26	24		BNE	MTEXOR	
57	0512	96	00G	25:	LDA	A	MSTAT.0

THE VALIDITY DRIVERS						
58	0514	0A	EF	AND A	-1-MTSNEW.1	
59	0516	0A	0E	ORA B	MTSRSC.1	
60	0518	97	00G	STA A	MTSTAT.0	
61	051A	CE	006E'	LOX	TYPRSC.1	: MARK IT ASCII/DATA
62	051D	8D	003F'	MTDATH JSR	MOOTBB	
63	0520	CE	0092'	LOX	PRGDAT.1	
64	0523	86	0A	LDA A	10.1	
65	0525	C6	10	LDA B	16.1	
66	0527	80	00A2'	MTXKX2 JSR	MOOMTH	
67	052A	96	00G	MTXKX2 LDA A	MTSRREG.0	: SEE IF OK TO ASSUME A HEADER
68	052C	85	0A	BIT A	MTMHDR.1	
69	052E	26	06	BNE	MTXKX	
70	0530	8D	0208'	JSR	MFRB	: THEN BACK UP TO WRITE IT
71	0533	8D	0393'	JSR	MTURT	
72	0536			MTXKX:		
73	0536	39		MTXKX:	RTS	
74					*****	
75					SAVE	
76						
77	0537	8D	0A71'	MTPSRE JSR	MTPLNK	: INTERP CALL
78	053A	20	FA	BRA	MTXKX	: ERROR EXIT
79	053C	20	0E	BRA	25	: MARK HEADER
80	053E	20	02	BRA	15	
81	0540	20	82	BRA	MTREX	: ERROR EXIT
82	0542	96	00G	15: LDA A	MTSTAT.0	
83	0544	85	30	BIT A	MTFRCS.1	
84	0546	26	EE	BNE	MTXKX	
85	0548	85	01	BIT A	MTSSEC.1	
86	054A	26	88	BNE	MTREX	
87	054C	96	00G	25: LDA A	XAKIS.D	
88	054E	26	9A	BNE	MTREX	
89	0550	CE	006E'	LOX	TYPRSC.1	: ASCII/ PROGRAM
90	0553	8D	003F'	JSR	MOOTBB	
91	0556	CE	0088'	LOX	PRGPM.1	
92	0559	96	0A	LDA A	10.1	
93	055B	C6	10	LDA B	16.1	
94	055D	80	00A2'	JSR	MOOMTH	
95	0560	86	00G	LDA B	MTSTAT.0	: MARK PRINTER HEADER
96	0562	C4	EF	AND B	-1-MTSNEW.1	
97	0564	CA	0A	ORA B	MTSRSC+MTSPQM.1	
98	0566	D7	00G	STA B	MTSTAT.0	
99	0568	96	00G	LDA A	STAT37.0	
100	056A	27	8E	BEQ	MTXKX2	
101	056C	CE	003F'	LOX	TYPSEC.1	
102	056F	86	08	LDA A	8.1	
103	0571	C6	1A	LDA B	26.1	
104	0573	20	82	BRA	MTXKX	

MTPIN---MAGTAPE INPUT HAND SHAKE UNDER BASIC

```

1          SBTL MTPIN---MAGTAPE INPUT HAND SHAKE UNDER BASIC
2          : THIS STUFF DOES WHAT EVER IT IS SUPPOST TO DO?
3          : ENTER WITH:
4          MTPR  POINTING TO FIRST VALID CHARACTER IN MAGTAPE BUFFER
5          MTRM  POINTING TO LAST VALID CHARACTER POSITION IN BUFFER
6              (EVEN THOUGH MAY HAVE EOF BEFORE THEN)
7          R PTR  POINTING TO FIRST POSITION IN RECEIVING BUFFER
8          R MTR  POINTING TO LAST POSITION IN RECEIVING BUFFER
9          : EXIT WITH:
10         R END  POINTING TO LAST UNLITTED CHARACTER * 1
11              (EXITS WHEN ENCONTER "CR" OR A MTR)
12         : STATUS BYTES:
13         MTS12  MTRM IS SET IF BUFFER IS VALID FOR INPUT
14         CRSTAT CR0T IS SET IF EOF IS ENCONTERED ON MAGTAPE
15              (A "CR" WILL BE PLACED IN BUFFER)
16
17         :
18         GLOBL MTPIN,MTRBFR
19         GLOBL SCRMS
20         GLOBL ETXCHR,EOFCHR
21         GLOBL MULCHR
22
23         MTPIN: LDA R  MTS12,0      : VALID BUFFER?
24              BIT R  MTRM,1
25              BNE    : YES
26              JSR   MTRBFR      : GET NEW BUFFER
27              LDA R  ERCD,0
28              BEQ   ROBFV
29              RTS
30         : *****READ NEW MAGTAPE BUFFER INTO MTRB *****
31
32         MTRBFR: LDX  RECCNT,0     : LOOK AT VALID REC. COUNT
33              BEQ  RDEOF
34              DEX
35              STX  RECCNT,0
36              JSR  MTRBFR
37              JSR  MTRBFR
38              JSR  MTRBFR      : RESET BUFFER POINTERS
39              LDX  R,STAT,1
40              JSR  PULPBN
41              LDA R  ERCD,0      : JAWY READ ERRORS?
42              BEQ  1$
43              RTS
44         1$: LDA R  MTS12,0
45            ORA R  MTRM,1
46            STA R  MTS12,0
47            RTS
48
49         :
50         ROBFV: LDX  MTPR,0      : GET CHAR FROM BUFFER
51              LDA R  O,X
52              LDA R  LOGJNC,0    : DIFFERENT IF DOING READ
53              CMP  B  14,1
54              BEQ  5$
55              CMP  R  ETXCHR,0  : EOF?
56              BEQ  RDEOF
57              JSR  SCRMS

```



```

1          ;SBTTL MTSSET--MAGTAPE INTERNAL STATUS SET UP
2          ;THIS ROUTINE SETS UP THE MAGTAPE STATUS FOR TRANSFERS
3          ;MTRREG CONTAINS STATUS
4          ; BIT 0--256/128
5          ; BIT 1--CHECKSUM/NO-CHECKSUM
6          ; BIT 2--HEADER/NO HEADER
7          ;
8          .GLOBAL MTSSET
9          .GLOBAL YRXL5
10         ;
11         05FB 80 0000 MTSSET: JSR FIXNUM ; GET NUMBER
12         05FE 96 000 LDR A YRXL5,D ; RETRIEVE UNIVERSAL COUNT REGISTER
13         0600 26 04 BNE 15 ; IF ALLREADY IN USE THEN NO INITIALIZE
14         0602 7F 0000 CLR MTRREG
15         0605 4C INC A
16         0606 48 RSL A ; MULTIPLY BY 2 FOR NEXT TIME
17         0607 97 000 STR A YRXL5,D
18         0609 44 LSR B
19         060A 50 TST B ; IF BYTE=0 THEN CLEAR APPROPRIATE STATUS BYTE
20         060B 26 06 BNE SETBIT
21         060D 43 COM A ; MAKE A MASK
22         060E 94 000 AND A MTRREG,D
23         0610 20 02 ORA A MTRREG,D
24         0612 9A 000 SETBIT: ORA A MTRREG,D ; SET BIT
25         0614 97 000 MTRREG: STR A MTRREG,D
26         0616 06 000 MTRREG: LDR B YRXL5,D ; SEE IF NEED TO END THIS NONSENSE
27         0618 C1 04 CMP B 4,1
28         061A 23 04 BLS 15
29         061C 86 12 LDR A 18,1 ; THIS TERMINATES IOPROC
30         061E 97 000 STR A 10FLGS,D
31         0620 39 15 PTS
    
```

1									
2									.SBTTL MISCRT--MAGTAPE SECRET CALL
3									GL OBL MISCRT
4									: THIS ROUTINE SETS THE MAGTAPE TO DO SECRET ON THE NEXT SAVED FILE
5									:
6	0621	96	000						MISCRT: LDR A MTSSTAT.D
7	0623	8A	01						OAR A MTSSEC.1
8	0625	97	000						STR A MTSSTAT.D
	0627	79							RTS

```

1          ;SRTL MTPADR--ACTUAL ADDRESSING CALL
2          ;THIS ROUTINE IS CALLED FROM BORDEV TO ADDRESS THE MAGTAPE
3          ;FOR THE OPERATIONS OF PRINT, OLD, SAVE, INPUT, READ, WRITE
4          ;
5          .GLOBL MTPADR
6          .GLOBL P1AHX,P1ALX,P1AHY,P1ALY
7          .GLOBL P1AMTA,P1AMTB
8          .GLOBL DSPSTI
9          .GLOBL PUPFAP
10         ;
11         MTPADR: BSR     IAHINT      ; INIT. MT. P1A'S
12                LDA R  ERRCD,D
13                BNE    $+15
14                JSR    BERRLC      ; ALLOCATE BUFFER FOR PLAYING
15                LDA R  A,SEC,D     ; GET ADDRESS FUNCTION
16                LDA    MTPSPC,I    ; SPECIAL FUNCTION TABLE
17                BSR    XFRSCN      ; SPECIAL SCANNER
18                BSR    $+15: RTS
19                ;
20                ;
21                ;
22                ;
23                .MACRO  SCN K,KADR
24                .BYTE  K
25                .WORD  KADR
26                .ENDM
27                ;
28                MTPSPC: SCN    12,MTPPRI ; PRINT
29                SCN    4,MTPOLD  ; OLD
30                SCN    14,MTPRD  ; READ
31                SCN    13,MTFINP ; INPUT
32                SCN    15,MTPWRI ; WRITE
33                SCN    1,MTPSRV  ; SAVE
34                .BYTE  0          ; END OF TABLE

```


1					.SBTTL	MTHAIT--WAIT FOR MAGTAPE ROUTINE	
2					CLDR	PLDIT	
3	0697	96	00G		MTHAIT:	LDR A	MAGEND.0 ;MAGTAPE OPERATION DONE?
4	0699	27	14		BEQ	15	
5	0698	86	0000G		LDR A	PLDIT	;MAG. CARTRIDGE REMOVED?
6	069E	85	08		BIT A	10.1	
7	06A0	27	04		BEQ	15	
8	06A2	86	00G		LDR A	ERRCMT.1	
9	06A4	20	07		BDR	25	
10	06A6	86	0001G	15:	LDR A	PIRMTB+1	;EOT?
11	06A9	2A	EC		BPL	MTHAIT	
12	06AB	86	00G		LDR A	EREOM.1	
13	06AD	97	00G	25:	STB A	ERRCD.0	
14	06AF	75		75:	RTS		
15							

```

1          ; SBTTL XFRSCH--SPECIAL TABLE SCANNER
2          ; ROUTINE PASSES CONTROL TO INDEX USING ACC A
3
4          ; GLOBL XFRSCH
5          ; TABLE FORMAT
6          ; BYTE 1 IS COMPARISON TO ACC A
7          ; WORD NEXT IS WHERE TO GO
8
9          0680 60 00 XFRSCH TST D,X          ; AT END OF TABLE
10         0682 27 17 BEQ XFRRTN
11         0684 A1 00 CMP R D,X
12         0686 27 05 BEQ XFRIT
13         0688 08 INX
14         0689 08 INX
15         068A 08 INX          ; MOVE TO NEXT ENTRY
16         068B 20 F3 BRA XFRSCH
17         068D EE 01 XFRIT: LOV L,X
18         068F AD 00 JSR D,X          ; JUMP TO ROUTINE
19         06C1 86 23 LDR R MTPD2.1     ; IF ONE OF THOSE FOUND USE SPECIAL
20         06C3 97 00G STR R R.PRIM.0   ; MAGTAPE DEVICE ADDRESS
21         06C5 96 00G LDR R MSTAT.0    ; CLEAR FIRST ACCESS BIT
22         06C7 8A 40 ORA R MTFPOS.1
23         06C9 91 00G STA R MSTAT.0
24         06CB 39 XFRRTN: RTS
25
26         ; NOTE: THIS ROUTINE COULD BE MODIFIED TO CLR OR SET ACC A
27         ; IF IT WAS NECESSARY TO USE IT SOMEPLCE BESIDES
28         ; IN THE MAGTAPE SECTION
  
```

```
1          .SBTTL TAPFIL LIST SAVE AND OLD MODULE
2          : THESE ROUTINES PERFORM THE LIST SAVE AND OLD FUNCTION
3          : GIVEN A CALL FROM THE EVALUATOR TO THE NAME TAPFIL
4          :
5          .GLOBL TAPFIL
6          .GLOBL UNCOMP
7          .GLOBL GETLAR
8          .GLOBL ADDRDEW
9          .GLOBL UNDR
10         .GLOBL STKBLD
11         .GLOBL LOCLND
12         .GLOBL SHOBFR
13         .GLOBL PUTBYT
14         .GLOBL BEB'LC
15         .GLOBL FIXI
16         :
17         : SOME CONSTANTS
18
19         DD13          LSTFMC = 19
20         DD01          SRAFC = 1
```



```

1          ;SRTTL TAPFIL OLD, SAVE, AND LIST FUNCTION
2          ;THIS IS THE ENTRY POINT FROM THE EVALUATOR WHICH ENVOKES
3          ;ANY OF THE ABOVE MENTIONED FUNCTIONS
4          ;
5          .GLOBAL FILENO
6          .GLOBAL CRLF, ERNOLD, ERLOLD, YR415
7          .GLOBAL TAPF2          ; HELLO
8          .GLOBAL OLDONE
9          .GLOBAL NEWBFR
10         .GLOBAL TRANSL
11         ;
12         ;*****
13         ;SPECIAL TRICK FOR OLD
14         ;
15         06CC 80 0000G  OLDONE: JSR  D,TALL
16         06CF 86 00G    LDA  A  APPCO0-1          ; FARE BETTER
17         06D1 97 00G    STR  A  CTALD
18         06D3 CE 0000G  LDX  D   OLD-1
19         06D6 DF 00G    STX  STX  OPFRDR-0
20         06D8 36      PSH  A
21         06D9 36      PSH  A
22         06DA 86 00G    LDA  A  EOLTG-1
23         06DC 36      PSH  A
24         06DD 80 0768  JSR  TAPFIL          ; THAT OUGHT TO BE INTERESTING
25         06E0 32      PUL  A
26         06E1 32      PUL  A
27         06E2 32      PUL  A
28         ;
29         06E3 96 00G    LDA  A  ERRCO-0
30         06E5 26 08    BNE  B   15
31         06E7 96 00G    LDA  A  GLBFLG-0
32         06E9 28 02    BFL  B   15
33         06EB 0E 00G    LDX  D   PGMTR-0
34         06ED 0F 00G    STX  STX  MLPTR-0
35         06EF 80 0000G  JSR  PANEVL
36         06F2 7E 0000G  JS:   JMP  IDLE
37         ;
38         ;*****
39         ;ONE OF THOSE LITTLE SUBROUTINES TO PERFORM SOME LITTLE FUNCTION
40         ;IN MORE THAN ONE PLACE
41         ;THIS ONE GETS 4 INTEGER OUT OF THE MIDDLE OF THE STACK SOME HOW
42         ;
43         ;SETS ACC-0 TO 1 IF NO ARG. ON STACK
44         ;AND SETS IT TO ZERO IF ARGUMENT FOUND
45         FILINN: PUL  A          ; EXTRACT RETURN ADDRESS
46         06F5 32      STR  A  DREXTB+1-0
47         06F6 97 01G    STR  A
48         06F8 32      PUL  A
49         06F9 97 00G    STR  A  DREXTB+2-0
50         06FB 32      PUL  A          ; LOOK AT TAG
51         06FC 81 00G    CMP  A  EOLTG-1
52         06FE 26 09    BNE  FILINN
53         0700 36      PSH  A          ; IF EOL THEN NO NUMBER
54         0701 2F 0000  FILINN: LDX  D-1
55         0704 09 00FF  LDA  B  355, 1
56         0706 7E 0000G  JMP  DREXTB
57         070A 30      TSX
    
```

MCCTL	MAG	TAPE CONTROLLER	RT-11 MIMAC	VM02-10	14-OCT-76	01:36:21	PAGE 27+		
TAPFIL OLD. SAVE. AND LIST.FUNCTION									
58	0708	EE	00		LDX	O.X	: GET POINTER TO NUMBER IN STACK		
59	0700	31			INC				
60	070E	31			INS				
61	070F	40			TST	A			
62	0710	26	EF		BNE	FILNAM	: IF UNDEFINED THEN 0.LINENUMBER		
63	0712	08			INX				
64	0713	80	0000G		JSR	FIX1	: FIX NUMBER IN STACK		
65	0716	EE	00		LDX	FIX1A.X			
66	0718	5F			CLR	B			
67	0719	7E	0000G		JMP	DREXTB	: EXIT		
68					: ***** THIS HERE IS THE MAIN ENTRY POINT *****				
69					: OLD DRIVE# (OLD 'S' IN "OLD" NOT AS IN AGED)				
70					:				
71					:				
72					GLDRL	LDLE.0PRCD.OLD.0PRD0.PCMPTR.MLPTR.PGHEVL			
73					GLDRL	CTRN.OLD.CD.DLTRLL			
74					TYPOLD:	LDA	CTRN.D	: TEST IF REALLY DOING AN OLD	
75	071C	96	00G		CMR	A	OLD.CD.I		
76	0722	27	0000G		BEQ	OLD.0HE	: GO DO SPECIAL TRICK FOR OLD		
77	0722	7F	0000G		CLR	YKXIS	: ANY THING OLDED FLAG		
78	0723	80	0000G		JSR	NUMBER	: GET NEW BUFFER FOR LEX		
79	0736	96	00G		LDA	A	ERRCD.D		
80	0738	26	26		BNE	OLDX			
81	073A	96	00G		LDA	A	CRSTAT.D	: SET AN ERROR FOR LINES LONGER THAN 73.CHARS	
82	073C	26	06		BNE	15			
83	073E	86	00G		LDA	A	ERL.OLD.I		
84	0740	97	00G		STA	A	ERRCD.D		
85	0742	20	19		BRA	OLDXXX			
86	0744	0E	00G	15:	LDX	A	END.D		
87	0746	86	00		LDA	A	CR.I		
88	0748	A7	00		STA	A	O.X		
89	074A	80	0000G		JSR	TRANSL			
90	0740	96	00G		LCA	A	CRSTAT.D	: AN EOF CONDITION DURING LAST BUFFER?	
91	074F	85	3C		BIT	A	E0FYP+(CRE0).I		
92	0751	26	0A		BNE	OLDXXX			
93	0753	96	00G		LDA	A	ERRCD.D	: ANY ERRORS FROM TRANSL	
94	0755	26	11		BNE	OLDX			
95	0757	86	01		LDA	A	1.I	: SET SOMETHING OLDED FLAG	
96	0759	97	00G		STA	A	YKXIS.D		
97	075B	20	06		BRA	TOLD	: AND GO FOR MORE		
98	075D	7F	0000G		OLDXXX:	CLR	PHEOF		
99	0760	96	00G		OLDXX:	LDA	A	YKXIS.D	: SET ERROR IF NOTHING OLDED
100	0762	26	0A		BNE	OLDX			
101	0764	86	00G		LDA	A	ERNOLD.I		
102	0766	97	00G		STA	A	ERRCD.D		
103	0768	7E	00FF		OLDX:	JMP	LSTEXT		
104					: ***** THIS HERE IS THE MAIN ENTRY POINT *****				
105					:				
106	0768	30			TAPFIL:	TSX		: SAVE STACK POINTER FOR STKBLD	
107	076C	08			INX				
108	076D	8F	00G		STX	A	RO.D		
109	076F	86	00G		TAPF2:	LDA	A	E0LTC.I	: TAG IT
110	0771	7C			PSH	A			
111	0772	80	0000G		JSR	STKBLD	: GO FORM A REAL STACK		
112	0775	30			TSX				
113	0776	86	00		LDA	A	O.X	: EOL?	
114	0778	81	00G		CMR	A	E0LTC.I	: THEN NO ARGUMENTS	

125	077A	27	08	BEQ	TYPEXT		
126	077C	06	01	LDA R	1,X	:	THEN GET TYPE
127	077E	81	20	CMR R	ASTR.1	:	FILE DEVICE COMMAND?
128	0780	26	05	BNE	TYPEXT		
129	0782	86	0C	LDA R	12-1		
130	0784	80	0000G	JSR	FILERO	:	SPECIAL FILE PROCESSOR
131	0787	96	00G	TYPEXT: LDA R	ERRCD.D		
132	0789	26	00	BNE	OLW		
133	078B	30	0000G	JSR	ADDEV	:	GO ADDRESS DEVICE AND CHECK HEADERS
134						:	IF APPROPRIATE
135	078E	96	00G	LDA R	R.PRIM.D	:	PUT LIST.OLD.SAVE STUFF IN EDIT.BUFFER
136	0790	36		PSH R			
137	0791	86	1F	LDA R	KDEV.1		
138	0793	97	00G	STR R	R.PRIM.D		
139	0795	80	0000G	JSR	BFRALC		
140	0798	32		PUL R			
141	0799	97	00G	STR R	R.PRIM.D	:	SET THING: RACK
142	079B	80	06F5'	JSR	FILINN	:	GO EXTRACT LINE NUMBERS FROM STACK
143	079E	07	00G	STR R	R15.D	:	SAVE STATUS BYTE
144	07A0	0F	00G	STX	R10.D		
145	07A2	80	06F5'	JSR	FILINN		
146	07A5	26	04	BNE	15	:	TEST PRESENT ARG
147	07A7	0F	00G	STX	R11.D	:	BOTH ARG.S PRESENT SO PROCEED
148	07A9	20	00	BRA	LITCNT		
149	07AB	0F	00G	15: LOX	R10.D	:	SECOND ARG NOT PRESENT
150	07AD	0F	00G	STX	R11.D	:	SO USE FIRST ARG AS LAST ARG
151	07AF	96	00G	LDA R	R15.D	:	TEST IF BOTH ARG.S NOT PRESENT
152	07B1	27	05	BEQ	LITCNT		
153	07B3	CF	FFFF	LOX	65635-1	:	NEED TO LIST EVERYTHING
154	07B6	0F	00G	STX	R11.D		
155	07B8	96	00G	LITCNT: LDA R	ERRCD.D	:	ANY ERRORS THUS FAR?
156	07BA	26	0C	BNE	OLW		
157							
158							
159							IF OF REALLY
160				LDX	R.MAX.D		
161				CMR R	1-1		
162				BEQ	15		
163				15: INX			
164				STX	R.MAX.D	:	I DON'T KNOW IF THAT WILL WORK
165						:	BUT THERE IT IS
166							ENDC
167							
168							
169							INFORMATION
170							
171							:R10 = STARTING LINE NUMBER
172							:R11 = ENDING LINE NUMBER
173							
174	07BC	96	00G	LDA R	IOFUNC.D		
175	07BE	81	04	CMR R	4-1	:	"OLD"?
176	07C0	26	03	BNE	LISSON		
177	07C2	7E	021C'	JMP	TRPOLD		
178	07C5	06	01G	LISSON: LDA R	R10+1.D	:	PUT LINE NUMBER ON STACK
179	07C7	37		PSH R			
180	07C8	06	00G	LDA R	R10.D		
181	07CA	37		PSH R			
182	07CB	37		PSH R		:	TAG IT

182	07CC	BD	0000G		JSR	GETLAR		: GET LINE POINTER
183	07CE	31			PUL	B		
184	07D0	3D			TSX			
185	07D1	EE	00		LDX	D,X		
186	07D3	31			INS			: CLEAN UP STACK
187	07D4	31			INS			
188	07D5	DF			STX	R1,D		: SAVE FOR UNCOMP
189	07D7	26	02		BNE	15		: IF ZERO THEN NO MORE PROGRAM
190	07D9	3D	1E		BRA	L5XRM		
191	07DB	31		15	PUL	B		: ELSE STASH BARY LINE NUMBER
192	07DC	3D			TSX			
193	07DD	EC	00		LDX	D,X		: LINE NUMBER FOUND
194	07DF	DF	00G		STX	R10,D		
195	07E1	31			INS			: CLEAN STACK
196	07E2	31	00G		INS			
197	07E3	96	00G		LDA	R R10,D		: TEST IF DONE
198	07E5	D6	01G		LDA	B R10+1,D		
199	07E7	91	00G		CMP	R R11,D		
200	07E9	22	0E		BHI	L5XRM		
201	07EB	25	20		BCC	L5TAGH		
202	07ED	D1	01G		CMP	B R11+1,D		
203	07EF	22	0B		BHI	L5XRM		
204	07F1	25	22		BCC	L5TAGH		
205	07F3	0E	00G		LDX	Z,X,D		
206	07F5	DF	00G		STX	R11,D		
207	07F7	2D	21		BRA	L5TAGH		
208								: *****
209								: CLEAN UP IS HERE FOR INCONSISTANCY
210								
211	07F9	BD	0000G		L5XRM:JSR	CRF		
212	07FC	BD	0000G		JSR	SNOBFR		
213	07FE				L5TEXT:	L5TEXT		
214	07FF	DE	00G		LDX	Z,X,D		: SET UP CLEAN EDIT BUFFER
215	0801	DF	00G		STX	EDTMRX,D		
216	0803	DF	00G		STX	EDTPTX,D		
217					GLOBAL:	EDTMRX		
218	0805	96	00G		L5TABT:	LDA	R R,PRIM,D	
219	0807	81	22		CMP	R R,MPD2,I		
220	0809	26	09		BNE	15		: IF MAGTAPE SAVE THEN CLOSE FILE
221	080B	96	00G		LDA	R R,SEC,D		
222	080D	81	01		CMP	R R,SARINC,I		
223	080F	26	03		BNE	15		
224	0811	BD	0358'		JSR	MITCLOS		
225	0814	BD	0000G	15	JSR	UNGRD		
226	0817	BD	0000G		JSR	10CLNR		: CLEAN UP STACK
227								: *****
228	0818	BD	0000G		L5TAGH:JSR	UNCOMP		: UNLX THE LINE
229	0810	96	00G		LDA	R ERRCO,D		: DID IT FIT?
230	081F	26	0E		BNE	L5TEXT		
231	0821	5F			CLR	B		
232	0822	96	00G		LDA	R 10FUNC,D		: IS IT A LIS??
233	0824	81	13		CMP	R R,L5FNC,I		: NEED TO SET LIST MODE TO I/O DRIVERS
234	0826	26	02		BNE	L5TSND		
235	0828	CA	02		ORA	B L5TFM,I		
236	082A	D7	00G		L5TSND:STA	B MOUT,D		
237	0831	BD	0000G		JSR	CRF		: SEND "CR"
238	083F	2D	0000G		JSR	OUTDFR		

TAPE I/O, SAVE, AND LIST FUNCTION

239					GLOBAL	OUTBFR	
240	0832	2E	0000E		CLR	INOUT	
241	0835	95	00G	LDA	A	PND0F.D	
242	0837	9A	00G	ORA	A	ERRCD.D	
243	0839	26	CA	BNE		LISTEXT	
244	083B	DE	00G	LDA		R11.D	: IF ZERO THEN DONE
245	083D	27	BA	BEQ		LSXARM	
246	083F	DE	00G	LDA		R10.D	: FORCE TO NEXT LINE
247	0841	08		IMX			
248	0842	0F	00G	STX		R10.D	
249	0844	2E	07C5	JMP		LISSOM	

1					SRTL	TLIST---THE TLIST COMMAND WITH NO OPTIONALS
2					GLOBAL	CRTRST
3					GLOBAL	LIST,FPA:TT
4					GLOBAL	DSPOUT
5					GLOBAL	TLIST
6	0847	86	00G	TLIST:	LDA R	EOLTG.1 ; TAG FOR EVERYONE
7	0849	36			PSH A	
8	084A	CE	0000G		LX	LIST.1
9	084D	DF	00G		STX	OPRDR.D
10	084F	BD	0000G		JSR	ADDRDV ; GET OPTIONAL ADDRESS
11	0852	C6	01		LDA B	1.1 ; INITIALIZE LOCATION COUNTER
12	0854	96	00G		LDA R	MTCREG.D
13	0856	85	04		BIT A	MTHDR.1
14	0858	26	5C		BNE	TLDON
15	085A	07	00G	TLIST:	STA B	LENGTH.D
16	085C	96	00G		LDA R	R.PRIM.D ; SAVE STATUS
17	085E	76			PSH R	
18	085F	86	21		LDA R	33.1 ; SET UP FOR MAGTAPE
19	0861	97	00G		STA R	R.PRIM.D
20	0863	BD	0000G		JSR	BEHALC ; GET INPUT BUFFER
21	0866	BD	064C		JSR	INITM
22	0869	D6	00G		LDA #	LENGTH.D ; FIND IT
23	086B	BD	0210		JSR	MAGE.IN
24	086E	BD	0000G		JSR	CRTRST ; RESTORE STATUS
25	0871	32			PUL A	
26	0872	92	00G		STA R	R.PRIM.D
27	0874	96	00G		LDA R	ERRCD.D
28	0876	26	3E		BNE	TLDON
29	0878	CE	0021G		LX	MIBR+33.1 ; CONVERT RECORDS TO BYTES!!
30	087B	DF	00G		STX	RO.D
31	087D	CE	0028G		LX	MIBR+43.1
32	0880	DF	00G		STX	R1.G
33	0882	BD	0000G		JSR	APPITT
34	0885	FE	0000G		LX	FPC
35	0888	BD	0000G		JSR	ARX ; INC. 2 IN EXPONENT
36	0889	96	00G		LDA R	MSTAT.D ; CHECK ON REC. LENGTH
37	088D	28	01		BMI	15
38	088F	08			INX	
39	0890	DF	0000G	15:	STX	FPC ; INC. 8 IN THE EXPONENT
40					GLOBAL	ARX
41	0892	CE	0021G		LX	MIBR+33.1
42	0896	DF	00G		STX	R1.D
43	0898	CE	0014		LX	20.1
44	089B	DF	00G		STX	R2.D
45	089D	BD	0000G		JSR	FPA:TT ; PUT BYTE INFO IN THE BUFFER
46	08A0	CE	0000G		LX	MIBR.1
47	08A1	DF	00G		STX	R.PTR.D
48	08A5	CE	0028G		LX	MIBR+43.1
49	08A8	DF	00G		STX	R.END.D
50	08AB	BD	0000G		JSR	SHOBER ; OUTPUT THIS MESS
51	08AD	D6	00G		LDA B	LENGTH.D
52	08AF	52			INC B	
53	08B0	56	00G		LDA R	MSTAT.D ; WAS LAST ONE LAST FILE?
54	08B2	85	1C		BIT A	MSTAT.1
55	08B4	26	44		BNE	TLIST
56	08B6	96	00G	TLDON:	LDA R	ERRCD.D
57	08BB	36			PSH A	

TLIST---THE TLIST COMMAND WITH NO OPTIOMALS

58	0889	80	0000G	JSR	MTPRND	; REWIND IT
59				GLBL	MTPRND	
60	088C	80	0000G	JSR	CRTRST	
61	088F	12		PUL A		
62	08C0	92	00G	STA A	ERRCD=0	
63	08C2	80	0000G	JSR	IOCLNR	
64		0001*		END		

ABRFLG= 0040	ABS = 00000 G	ADDRV= 00000 G	AFAIL = 0000	AFPITT= 00000 G
ABT = 0010	ABPCOD= 00000 G	AREPOLD 00000 G	ABRAY = 0000	ABSTR = 0000
ABLOD = 0008	ABTNG= 00000 G	ATVLD = 0004	A END = 00000 G	A MAX = 00000 G
A PRIM= 00000 G	A PTR = 00000 G	A SEC = 00000 G	A START= 00000 G	A START= 00000 G
ALX = 00000 G	ALX = 00000 G	ARX = 00000 G	ARX = 00000 G	BARQSS= 00000 G
BKSTG= 00000 G	BANK = 00000 G	BFRALC= 00000 G	BFRSTT= 0000	BLINK = 00000 G
BMAT = 0004	BPIMT= 00000 G	BRCNT= 00000 G	BSTR = 0008	BTSCT= 0010
COOPT= 00000 G	CSPTA= 00000 G	CHGR = 00000 G	CHRON 00000	C CNT= 00000 G
CLPTR = 00000 G	CLARG= 00000 G	CMAT = 0001	COLCHT= 00000 G	CR = 0000
CRDCJ = 00002	CREOF = 0008	CREOI = 0004	COE = 0000	CRETX = 0010
CRLE = 00000 G	CRORM= 0001	CRSTAT= 00000 G	CRTRST= 00000 G	CRULD = 0000
CSTR = 00002	CTKN = 00000 G	CURSOR= 00000 G	DATEV= 0022	DCJ = 0013
DELYS= 00000 G	DIMPLG= 0004	DIRECT = 0000	DIBALE= 00000 G	DISCNT= 00000 G
DISPR= 00000	DJ = 00000 G	DNTALL= 00000 G	DE = 00000 G	DRBUSY= 00000 G
DREXTR= 00000 G	DREXTB= 00000 G	DSPDEV= 0020	DSPOUT= 00000 G	DSPSTT= 00000 G
DT = 00000 G	EDTBR= 00000 G	EDTMR= 00000 G	EDTPT= 00000 G	ENKSTV= 0040
EDTYP= 00000	EOLCHR= 00000 G	EOLTG = 00000 G	EOSTG = 00000 G	ERATSN= 00000 G
ERODM= 00000 G	EREM = 00000 G	ERFBFR= 00000 G	ERFILE= 00000 G	ERFNFD= 00000 G
ERIOE = 00000 G	ERLOLO= 00000 G	ERFMPT= 00000 G	ERFMILA= 00000 G	ERFMOP= 00000 G
ERITRO= 00000 G	ERFRPT= 00000 G	ERFNOD= 00000 G	ERFNOD= 00000 G	ERFNSEP= 00000 G
ERIVRO= 00000 G	ERRCD = 00000 G	ERNOMF= 00000 G	ERNOMF= 00000 G	ERWRT = 00000 G
ESTG = 00000 G	ETXCHR= 00000 G	EXTFLG= 0000	FILDEV= 0000	FILEPO= 00000 G
FILES = 00000 G	FILEID= 00000 G	FILLIM 00010	FILLIM 00000	FILLOCK= 00000 G
FILNAM 00000	FIXMTR= 00000 G	FIXI = 00000 G	FIXIA = 0003	FIXIB = 0004
FINTVLD= 0008	FINDK 00000	FNFPLG = 0010	FORTG = 00000 G	FPRIIT= 00000 G
FPC = 00000 G	FRET = 00000 G	FETBAR= 00000 G	FRFLG= 00000 G	GOSTG = 00000 G
IDL = 00000 G	IMTG = 00000 G	INAITT= 00000 G	INITI 00000	INPUK= 0001
INT = 00000 G	IOBFR = 00000 G	IOCLNR= 00000 G	IOPLGS= 00000 G	IOPLUNC= 00000 G
IOSCAN= 00000 G	LIHTIG= 00000 G	LIHTIG= 00000 G	LIHTGV= 0004	IOPLX = 00000 G
KBOCV = 0010	KBFLAG= 00000 G	KBIN = 00000 G	KEVFLG= 0010	KEYSTK= 00000 G
KIFILE 00000	KILL 00100 G	KILTYP= 00000 G	LBKBTG= 00000 G	LCLFLG= 00000 G
LOAK = 00000 G	LDGX = 00000 G	LENGTH= 00000 G	LISSGM 00000	LST = 00000 G
LSTYS= 00000 G	LTYCN 00000	LNDTGT= 00000 G	LKTG = 00000 G	LSP = 00000 G
LSTABT 00000	LSTAGN 00100	LSTEXT 00000	LSTFIX 00000	LSTFMT= 00002
LSTFMC= 0010	LSTSHD 00000	LSONRM 00000	MAGEND= 00000 G	MARKS = 00000 G
MAFILE 01000	MAFIL 01000	MAKOR 01000	MAOLCP 00000	MAORTH 00000 G
MAOT88 00000	MAFILX 01000	MAKDNH 01000	MAFIL 01000	MAKIT 00000 G
MAKIT 01000	MAKOK 01000	MAFLN 01000	MAFCR 00000	MAO 00000 G
MAIHX 00000	MAIHX 00000	MAIFR = 00000 G	MAIFL= 0000	MAINTI 00000 G
MAIBNY 00000	MAIBSH 00000	MAIDON 00000	MAIHCX 00000 G	MAICX 00000 G
MAICKS= 0000	MAICLOS 00000	MAIDATI 00000	MAIERR = 00000 G	MAITEX 00000 G
MAIHXK 00000	MAIHX 00000	MAIEXOR 00000	MAIEX2 00000	MAITPON 00000
MAIFST= 0000 G	MAIFIND 00100 G	MAIFLEN= 0001	MAIFLGS= 00000 G	MAIFPOS= 00000 G
MAIFRD 00000	MAIFL2= 0000 G	MAIFSRC 00000	MAIFEXX 00000	MAIFKOR 00000
MAITEL 00000	MAIKK 00000	MAIKRK 00000	MAIKRX = 00000 G	MAIKR1 00000
MAIHI 00000	MAIHR 00000	MAIKS 00000	MAIHROR= 0004	MAIKSLL 00000 G
MAIOPEN= 0000 G	MAIPADR 00000	MAIPOE= 0001	MAIPD2 = 0003	MAIPIN 00000 G
MAIPINP 00000	MAIPIN 00000	MAIPIN 00000	MAIPOL 00000	MAIPOT 00000
MAIPOUT 00000	MAIPRI 00000	MAIPRD 00000	MAIPRG 00000	MAIPRGT 00000
MAIPRG 00000	MAIPRI2= 00000 G	MAIPSBV 00000	MAIPSPC 00000	MAIPTR = 00000 G
MAIPRT 00000	MAIP 00000	MAIPTR 00000	MAIPRON 00000	MAIPTRD 00000
MAIPROD 00000	MAIPREAD 00000	MAIPTRX 00000	MAIPRD 00000	MAIPTR 00000
MAIPRS= 0000 G	MAIPRIN= 0004 G	MAIPSCR 00000	MAIPSECT 00000	MAIPSEX 00000
MAIPSEI 00000	MAIPST= 0000 G	MAIPSENE 00000	MAIPSPCH= 0000 G	MAIPSPD = 0010 G
MAIPSEB= 00000	MAIPSEEC= 0001 G	MAIPSET 00000	MAIPSTAT= 00000 G	MAIPST12= 00000 G
MAIPST= 0000 G	MAIPSTI 00000	MAIPSTL 00000	MAIPSTR 00000	MAIPSTBY= 00000 G
MAIPTR 00000	MAIP 00000	MAIP 00000	MAIP 00000	MAIP 00000