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CP/M SYSTEM ALTERATION GUIDE

REVISION OF JANUARY 1978

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Table of Contents

CP/M System Alteration Guide

1. INTRODUCTION

The standard CP/M system assumes operation on an Intel MDS microcomputer development system, but is designed so that the user can alter a specific set of subroutines which define the hardware operating environment. In this way, the user can produce a diskette which operates with a non-standard (but IBM-compatible format) drive controller and/or peripheral devices.

In order to achieve device independence, CP/M is separated into three distinct modules:

BIOS - Basic I/O System which is environment dependent
BDOS - Basic Disk Operating System which is not dependent upon the hardware configuration
CCP - the Console Command Processor which uses the BDOS

Of these modules, only the BIOS is dependent upon the particular hardware. That is, the user can "patch" the distribution version of CP/M to provide a new BIOS which provides a customized interface between the remaining CP/M modules and the user's own hardware system. The purpose of this document is to provide a step-by-step procedure for patching the new BIOS into CP/M.

The new BIOS requires some relatively simple software development and testing; the current BIOS, however, is listed in Appendix C, and can be used as a model for the customized package. A skeletal version of the BIOS is given in Appendix D which can form the base for a modified BIOS. In addition to the BIOS, the user must write a simple memory loader, called GETSYS, which brings the operating system into memory. In order to patch the new BIOS into CP/M, the user must write the reverse of GETSYS, called PUTSYS, which places an altered version of CP/M back onto the diskette. PUTSYS is usually derived from GETSYS by changing the disk read commands into disk write commands. Sample skeletal GETSYS and PUTSYS programs are described in Section 3, and listed in Appendix E. In order to make the CP/M system work automatically, the user must also supply a cold start loader, similar to the one provided with CP/M (listed in Appendices A and B). A skeletal form of a cold start loader is given in Appendix F which can serve as a model for your loader.

2. FIRST LEVEL SYSTEM REGENERATION

The procedure to follow to patch the CP/M system is given below in several steps. Address references in each step are followed by an "H" to denote the hexadecimal radix, and are given for a 16K CP/M system. For larger CP/M systems, add a "bias" to each address which is shown with a "+b" following it, where b is equal to the memory size minus 16K. Values for b in various standard memory sizes are

24K:	b = 24K - 16K = 8K = 02000H
32K:	b = 32K - 16K = 16K = 04000H
40K:	b = 40K - 16K = 24K = 06000H
48K:	b = 48K - 16K = 32K = 08000H
56K:	b = 56K - 16K = 40K = 0A000H
62K:	b = 62K - 16K = 46K = 0B800H
64K:	b = 64K - 16K = 48K = 0C000H

Note: The standard distribution version of CP/M is configured as a 16K system. Therefore, you must first bring up the 16K CP/M system, and then configure it for your actual memory size (see Second Level System Generation).

(1) Review Section 4 and write a GETSYS program which reads the first two tracks of a diskette into memory. The data from the diskette must begin at location 2880H. Code GETSYS so that it starts at location 100H (base of the TPA), as shown in the first part of Appendix E.

(2) Test the GETSYS program by reading a blank diskette into memory, and check to see that the data has been read properly, and that the diskette has not been altered in any way by the GETSYS program.

(3) Run the GETSYS program using an initialized CP/M diskette to see if GETSYS loads CP/M starting at 2880H (the operating system actually starts 128 bytes later at 2900H).

(4) Review Section 4 and write the PUTSYS program which writes memory starting at 2880H back onto the first two tracks of the diskette. The PUTSYS program should be located at 200H, as shown in the second part of Appendix E.

(5) Test the PUTSYS program using a blank uninitialized diskette by writing a portion of memory to the first two tracks; clear memory and read it back using GETSYS. Test PUTSYS completely, since this program will be used to alter CP/M on disk.

(6) Study Sections 5, 6, and 7, along with the distribution version of the BIOS given in Appendix C, and write a simple version which performs a similar function for the customized environment. Use the program given in Appendix D as a model. Call this new BIOS by the name CBIOS (customized BIOS). Implement only the primitive disk operations on a single drive, and

simple console input/output functions in this phase.

(7) Test CBIOS completely to ensure that it properly performs console character I/O and disk reads and writes. Be especially careful to ensure that no disk write operations occur accidently during read operations, and check that the proper track and sectors are addressed on all reads and writes. Failure to make these checks may cause destruction of the initialized CP/M system after it is patched.

(8) Referring to Figure 1 in Section 5, note that the BIOS is located between locations 3E00H and 3FFFH. Read the CP/M system using GETSYS, and replace the BIOS segment by the new CBIOS developed in step (6) and tested in step (7). This replacement is done in the memory of the machine and will be placed on the diskette in the next step.

(9) Use PUTSYS to place the patched memory image of CP/M onto the first two tracks of a blank diskette for testing.

(10) Use GETSYS to bring the copied memory image from the test diskette back into memory at 2880H, and check to ensure that it has loaded back properly (clear memory, if possible, before the load). Upon successful load, branch to the cold start code at location 3E00H. The cold start routine will initialize page zero, then jump to the CCP (location 2900H) which will call the BDOS, which will call the CBIOS. The CBIOS will be asked to read several sectors on track 2 twice in succession, and, if successful, CP/M will type "A>".

When you make it this far, you are almost on the air. If you have trouble, use whatever debug facilities you have available to trace and breakpoint your CBIOS.

(11) Upon completion of step (10), CP/M has prompted the console for a command input. Test the disk write operation by typing

```
SAVE 1 X.COM
```

(recall that all commands must be followed by a carriage return). CP/M should respond with another prompt (after several disk accesses):

```
A>
```

If it does not, debug your disk write functions and try again.

(12) Test the directory command by typing

```
DIR
```

CP/M should respond with

```
A: X      COM
```

(13) Test the erase command by typing

```
ERA X.COM
```

CP/M should respond with the A prompt. When you make it this far, you should have an operational system which will only require a bootstrap loader to function completely.

(14) Write a bootstrap loader which is similar to GETSYS, and place it on track 0, sector 1 using PUTSYS (again using the test diskette, not the distribution diskette). See Sections 5 and 8 for more information on the bootstrap operation.

(15) Retest the new test diskette with the bootstrap loader installed by executing steps (11), (12), and (13). Upon completion of these tests, type a control-C (control and C keys simultaneously). The system should then execute a "warm start" which reboots the system and types the A> prompt.

(16) At this point, you probably have a good version of your customized CP/M system on your test diskette. Use GETSYS to load CP/M from your test diskette. Remove the test diskette, place the distribution diskette (or a legal copy) into the drive, and use PUTSYS to replace the distribution version by your customized version. Do not make this replacement if you are unsure of your patch since this step destroys the system which was sent to you from Digital Research.

(17) Load your modified CP/M system, and test it by typing

```
DIR
```

CP/M should respond with a list of files which are provided on the initialized diskette. One such file should be the memory image for the debugger, called DDT.COM.

> NOTE: from now on, it is important that you always reboot the CP/M system if a diskette is removed and replaced by another diskette, unless the new diskette is to be read only.

(18) Load and test the debugger by typing

```
DDT
```

(see the document "CP/M Dynamic Debugging Tool (DDT)" for operating information and examples). Take time to familiarize yourself with DDT; it will be your best friend in later steps.

(19) Before making further CBIOS modifications, practice using the editor (see the ED user's guide), and assembler (see the ASM user's guide). Then

recode and test the GETSYS, PUTSYS, and CBIOS programs using ED, ASM, and DDT. Code and test a COPY program which does a sector-to-sector copy from one diskette to another to obtain back-up copies of the original diskette (NOTE: read your CP/M Licensing Agreement; it specifies your legal responsibilities when copying the CP/M system). Place the copyright notice

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on each copy which is made with your COPY program.

(2Ø) Modify your CBIOS to include the extra functions for punches, readers, signon messages, and so-forth, and add the facilities for additional drives, if they exists on your system. You can make these changes with the GETSYS and PUTSYS programs which you have developed, or you can refer to the following section, which outlines CP/M facilities which will aid you in the regeneration process.

You now have a good copy of the customized CP/M system. Note that although the CBIOS portion of CP/M which you have developed belongs to you, the modified version of CP/M which you have created can be copied for your use only (again, read your Licensing Agreement) and cannot be legally copied for anyone else's use.

It should be noted that your system remains file-compatible with all other CP/M systems, which allows transfer of non-proprietary software between users of CP/M.

3. SECOND LEVEL SYSTEM GENERATION

Now that you have the CP/M system running, you will want to configure CP/M for your memory size. In general, you will first get a memory image of CP/M with the "MOVCPM" program (system relocator) and place this memory image onto a named disk file. The disk file can then be loaded, examined, patched, and replaced using the editor, assembler, debugger, and system generation program. For further details on the operation of these programs, see the "Guide to CP/M Features and Facilities" manual.

To get the memory image of CP/M into the TPA configured for the desired memory size, give the command:

```
MOVCPM xx *
```

where "xx" is the memory size in decimal K bytes (e.g., 32 for 32K). The response will be:

```
CONSTRUCTING xxK CP/M VERS 1.4
READY FOR "SYSGEN" OR
"SAVE 32 CPMxx.COM"
```

At this point, the image of CP/M in the TPA is configured for the desired memory size. The memory image is at location 0900H through 207FH (i.e., the BOOT is at 0900H, the CCP is at 980H, and the BIOS is at 1E80H). Note that the memory image has the standard MDS-800 BIOS and BOOT on it. It is now necessary to save the memory image in a file so that you can patch your CBIOS and CBOOT into it:

```
SAVE 32 CPMxx.COM          Save 20H = 32 pages of memory
```

The memory image created by the "MOVCPM" program is offset by a negative bias so that it loads into the free area of the TPA, and thus does not interfere with the operation of CP/M in higher memory. This memory image can be subsequently loaded under DDT and examined or changed in preparation for a new generation of the system. DDT is loaded with the memory image by typing:

```
DDT CPMxx.COM              Load DDT, then read the CPM image
```

DDT should respond with

```
NEXT   PC
2100  0100
```

You can then use the display (D) and disassembly (L) commands to examine portions of the memory image between 900H and 207FH. Note, however, that to find any particular address within the memory image, you must apply the negative bias to the CP/M address to find the actual address. Track 00, sector 01 is loaded to location 900H (you should find the cold start loader at

900H to 97FH), track 00, sector 02 is loaded into 980H (this is the base of the CCP), and so-forth through the entire CP/M system load. In a 16K system, for example, the CCP resides at the CP/M address 2900H, but is placed into memory at 980H by the SYSGEN program. Thus, the negative bias,denoted by n, satisfies

2900H + n = 980H, or n = 980H - 2900H

Assuming two's complement arithmetic, n = 0E080H, which can be checked by

2900H + 0E080H = 10980H = 0980H (ignoring high-order overflow).

Note that for larger systems, n satisfies

(2900H+b) + n = 980H, or
n = 980H - (2900H + b), or
n = 0E080H - b.

The value of n for common CP/M systems is given below

memory size	bias b	negative offset n
16K	0000H	0E080H - 0000H = 0E080H
24K	2000H	0E080H - 2000H = 0C080H
32K	4000H	0E080H - 4000H = 0A080H
40K	6000H	0E080H - 6000H = 8080H
48K	8000H	0E080H - 8000H = 6080H
56K	0A000H	0E080H - 0A000H = 4080H
62K	0B800H	0E080H - 0B800H = 2880H
64K	0C000H	0E080H - 0C000H = 2080H

Assume, for example, that you want to locate the address x within the memory image loaded under DDT in a 16K system. First type

Hx,n Hexadecimal sum and difference

and DDT will respond with the value of x+n (sum) and x-n (difference). The first number printed by DDT will be the actual memory address in the image where the data or code will be found. The input

H2900,E080

for example, will produce 980H as the sum, which is where the CCP is located in the memory image under DDT.

Use the L command to disassemble portions of your CBIOS located at (3E00H+b)+n which, when you use the H command, produces an actual address of 1E80H. The disassembly command would thus be

L1E80

Terminate DDT by typing a control-C or "GØ" in order to prepare the patch program. Your CBIOS and BOOT can be modified using the editor and assembled using ASM, producing files called CBIOS.HEX and BOOT.HEX which contain the machine code for CBIOS and BOOT in Intel hex format. In order to integrate your new modules, return to DDT by typing

```
DDT CPMxx.COM          Start DDT and load the CPMxx image
```

It is now necessary to patch in your CBOOT and CBIOS routines. The BOOT resides at location Ø9ØØH in the memory image. If the actual load address is 'x', then to calculate the bias (m) use the command:

```
H9ØØ,x                 Subtract load address from
                       target address.
```

The second number typed in response to the command is the desired bias (m). For example, if your BOOT executes at ØØ8ØH, the command:

```
H9ØØ,8Ø
```

will reply

```
Ø98Ø Ø88Ø              Sum and difference in hex.
```

Therefore, the bias "m" would be Ø88ØH. To read the BOOT in, give the command:

```
ICBOOT.HEX             Input file CBOOT.HEX
```

Then:

```
Rm                     Read CBOOT with a bias of
                       m (=9ØØH-x)
```

You may now examine your CBOOT with:

```
L9ØØ
```

We are now ready to replace the CBIOS. Examine the area at 1E8ØH where the previous version of the CBIOS resides. Then type

```
ICBIOS.HEX             Ready the hex file for loading
```

Assume that your CBIOS is being integrated into a 16K CP/M system, and thus is based at location 3EØØH. In order to properly locate the CBIOS in the memory image under DDT, we must apply the negative bias n for a 16K system when loading the hex file. This is accomplished by typing

```
RE08Ø                  Read the file with bias ØE08ØH
```

Upon completion of the read, re-examine the area where the CBIOS has been loaded (use an "L1E80" command), to ensure that it was loaded properly. When you are satisfied that the patch has been made, return from DDT using a control-C or "G0" command.

Now use SYSGEN to place the patched memory image back onto a diskette (use a test diskette until you are sure of your patch), as shown in the following interaction:

```
SYSGEN                                  Start the SYSGEN program
SYSGEN VERSION 1.4                      Sign-on message from SYSGEN
SOURCE DRIVE NAME (OR RETURN TO SKIP)
                                        Respond with a carriage return
                                        to skip the CP/M read operation
                                        since the system is already in
                                        memory.
DESTINATION DRIVE NAME (OR RETURN TO REBOOT)
                                        Respond with B to write the new
                                        system to the diskette in drive
                                        B.
DESTINATION ON B, THEN TYPE RETURN
                                        Hit the return key to perform
                                        the actual write.
FUNCTION COMPLETE
DESTINATION DRIVE NAME (OR RETURN TO REBOOT)
                                        Respond with a carriage return
                                        to reboot.
```

Place the test diskette on drive B (if you are operating with a single-drive system, answer "A" rather than "B" to the DESTINATION request; then remove your diskette, and replace it with the test diskette), and type a return. The system will be replaced on the test diskette. Test the new CP/M system by placing the test diskette in drive A and cold-starting.

Write the Digital Research copyright notice on the diskette, as specified in your Licensing Agreement:

```
Copyright (c), 1978
  Digital Research
```

4. SAMPLE GETSYS AND PUTSYS PROGRAMS

The following program provides a framework for the GETSYS and PUTSYS programs referenced in Section 2. The READSEC and WRITESEC subroutines must be inserted by the user to read and write the specific sectors.

```
;   GETSYS PROGRAM - READ TRACKS 0 AND 1 TO MEMORY AT 2880H
;   REGISTER                USE
;      A              (SCRATCH REGISTER)
;      B              TRACK COUNT (0, 1)
;      C              SECTOR COUNT (1,2,...,26)
;      DE             (SCRATCH REGISTER PAIR)
;      HL             LOAD ADDRESS
;      SP             SET TO STACK ADDRESS
;
START: LXI   SP,2880H     ;SET STACK POINTER TO SCRATCH AREA
       LXI   H, 2880H     ;SET BASE LOAD ADDRESS
       MVI   B, 0         ;START WITH TRACK 0
RDTRK:                    ;READ NEXT TRACK (INITIALLY 0)
       MVI   C,1          ;READ STARTING WITH SECTOR 1
RDSEC:                    ;READ NEXT SECTOR
       CALL  READSEC      ;USER-SUPPLIED SUBROUTINE
       LXI   D,128        ;MOVE LOAD ADDRESS TO NEXT 1/2 PAGE
       DAD   D            ;HL = HL + 128
       INR   C            ;SECTOR = SECTOR + 1
       MOV   A,C          ;CHECK FOR END OF TRACK
       CPI   27
       JC    RDSEC        ;CARRY GENERATED IF SECTOR < 27
;
;   ARRIVE HERE AT END OF TRACK, MOVE TO NEXT TRACK
       INR   B
       MOV   A,B          ;TEST FOR LAST TRACK
       CPI   2
       JC    RDTRK        ;CARRY GENERATED IF TRACK < 2
;
;   ARRIVE HERE AT END OF LOAD, HALT FOR NOW
       HLT
;
;   USER-SUPPLIED SUBROUTINE TO READ THE DISK
READSEC:
;   ENTER WITH TRACK NUMBER IN REGISTER B,
;         SECTOR NUMBER IN REGISTER C, AND
;         ADDRESS TO FILL IN HL
;
       PUSH   B           ;SAVE B AND C REGISTERS
       PUSH   H           ;SAVE HL REGISTERS
       ..........................................
       Perform disk read at this point, branch to
       label START if an error occurs
```

```
.....................................
POP     H           ;RECOVER HL
POP     B           ;RECOVER B AND C REGISTERS
RET                 ;BACK TO MAIN PROGRAM

END     START
```

Note that this program is assembled with an assumed origin of 0100. and listed in Appendix D for reference purposes. The hexadecimal operation codes which are listed on the left may be useful if the program has to be entered through your machine's front panel switches.

The PUTSYS program can be constructed from GETSYS by changing only a few operations in the GETSYS program given above, as shown in Appendix E. The register pair HL becomes the dump address (next address to write), and operations upon these registers do not change within the program. The READSEC subroutine is replaced by a WRITESEC subroutine which performs the opposite function: data from address HL is written to the track given by register B and the sector given by register C. It is often useful to combine GETSYS and PUTSYS into a single program during the test and development phase, as shown in Appendix E.

5. DISKETTE ORGANIZATION

The sector allocation for the standard distribution version of CP/M is given here for reference purposes. The first sector (see Figure 1) contains an optional software boot section. Disk controllers are often set up to bring track 0, sector 1 into memory at a specific location (often location 0000H). The program in this sector, called LBOOT, has the responsibility of bringing the remaining sectors into memory starting at location 2900H+b. If your controller does not have a built-in sector load, you can ignore the program in track 0, sector 1 and begin the load from track 0 sector 2 to location 2900H+b.

As an example, the Intel MDS-800 hardware cold start loader brings track 0, sector 1 into absolute address 3000H. Thus, the distribution version contains two very small programs in track 0, sector 1:

MBOOT - a storage move program which moves LBOOT into place following the cold start (Appendix A)

LBOOT - the cold start boot loader (Appendix B)

Upon MDS start-up, the 128 byte segment on track 0, sector 1 is brought into 3000H. The MBOOT program gets control, and moves the LBOOT program from location 301EH down to location 80H in memory, in order to get LBOOT out of the area where CP/M is loaded in a 16K system. Note that the MBOOT program would not be needed if the MDS loaded directly to 80H. In general, the LBOOT program could be located anywhere outside the CP/M load area, but is most often located in the area between 000H and 0FFH (below the TPA).

After the move, MBOOT transfers to LBOOT at 80H. LBOOT, in turn, loads the remainder of track 0 and the initialized portion of track 1 to memory, starting at 2900H+b. The user should note that MBOOT and LBOOT are of little use in a non-MDS environment, although it is useful to study them since some of their actions will have to be duplicated in your cold start loader.

Figure 1. Diskette Allocation

Track#	Sector#	Page#	Memory Address	CP/M Module name
00	01		(boot address)	Cold Start Loader
00	02	00	2900H+b	CCP
"	03	"	2980H+b	"
"	04	01	2A00H+b	"
"	05	"	2A80H+b	"
"	06	02	2B00H+b	"
"	07	"	2B80H+b	"
"	08	03	2C00H+b	"
"	09	"	2C80H+b	"

"	10	04	2D00H+b	"
"	11	"	2D80H+b	"
"	12	05	2E00H+b	"
"	13	"	2E80H+b	"
"	14	06	2F00H+b	"
"	15	"	2F80H+b	"
"	16	07	3000H+b	"
00	17	"	3080H+b	CCP
00	18	08	3100H+b	BDOS
"	19	"	3180H+b	"
"	20	09	3200H+b	"
"	21	"	3280H+b	"
"	22	10	3300H+b	"
"	23	"	3380H+b	"
"	24	11	3400H+b	"
"	25	"	3480H+b	"
"	26	12	3500H+b	"
01	01	"	3580H+b	"
"	02	13	3600H+b	"
"	03	"	3680H+b	"
"	04	14	3700H+b	"
"	05	"	3780H+b	"
"	06	15	3800H+b	"
"	07	"	3880H+b	"
"	08	16	3900H+b	"
"	09	"	3980H+b	"
"	10	17	3A00H+b	"
"	11	"	3A80H+b	"
"	12	18	3B00H+b	"
"	13	"	3B80H+b	"
"	14	19	3C00H+b	"
"	15	"	3C80H+b	"
"	16	20	3D00H+b	"
"	17	"	3D80H+b	BDOS
01	18	21	3E00H+b	BIOS
"	19	"	3E80H+b	"
"	20	22	3F00H+b	"
01	21	"	3F80H+b	BIOS
01	22-26			(not currently used)
02-76	01-26			(directory and data)

6. THE BIOS ENTRY POINTS

The entry points into the BIOS from the cold start loader and BDOS are detailed below. Entry to the BIOS is through a "jump vector" between locations 3E00H+b and 3E2CH+b, as shown below (see also Appendices, pages C-2 and D-1). The jump vector is a sequence of 15 jump instructions which send program control to the individual BIOS subroutines. The BIOS subroutines may be empty for certain functions (i.e., they may contain a single RET operation) during regeneration of CP/M, but the entries must be present in the jump vector.

It should be noted that there is a 16 byte area reserved in page zero (see Section 9) starting at location 40H, which is available as a "scratch" area in case the BIOS is implemented in ROM by the user. This scratch area is never accessed by any other CP/M subsystem during operation.

The jump vector at 3E00H+b takes the form shown below, where the individual jump addresses are given to the left:

```
3E00H+b     JMP BOOT        ;ARRIVE HERE FROM COLD START LOAD
3E03H+b     JMP WBOOT       ;ARRIVE HERE FOR WARM START
3E06H+b     JMP CONST       ;CHECK FOR CONSOLE CHAR READY
3E09H+b     JMP CONIN       ;READ CONSOLE CHARACTER IN
3E0CH+b     JMP CONOUT      ;WRITE CONSOLE CHARACTER OUT
3E0FH+b     JMP LIST        ;WRITE LISTING CHARACTER OUT
3E12H+b     JMP PUNCH       ;WRITE CHARACTER TO PUNCH DEVICE
3E15H+b     JMP READER      ;READ READER DEVICE
3E18H+b     JMP HOME        ;MOVE TO TRACK 00 ON SELECTED DISK
3E1BH+b     JMP SELDSK      ;SELECT DISK DRIVE
3E1EH+b     JMP SETTRK      ;SET TRACK NUMBER
3E21H+b     JMP SETSEC      ;SET SECTOR NUMBER
3E24H+b     JMP SETDMA      ;SET DMA ADDRESS
3E27H+b     JMP READ        ;READ SELECTED SECTOR
3E2AH+b     JMP WRITE       ;WRITE SELECTED SECTOR
```

Each jump address corresponds to a particular subroutine which performs the specific function, as outlined below. There are three major divisions in the jump table: (1) the system (re)initialization which results from calls on BOOT and WBOOT, (2) simple character I/O performed by calls on CONST, CONIN, CONOUT, LIST, PUNCH, and READER, and (3) diskette I/O performed by calls on HOME, SELDSK, SETTRK, SETSEC, SETDMA, READ, and WRITE.

All simple character I/O operations are assumed to be performed in ASCII, upper and lower case, with high order (parity bit) set to zero. An end-of-file condition is given by an ASCII control-z (1AH). Peripheral devices are seen by CP/M as "logical" devices, and are assigned to physical devices within the BIOS. In order to operate, the BDOS needs only the CONST, CONIN, and CONOUT subroutines (LIST, PUNCH, and READER are used by PIP, but not by the BDOS). Thus, the initial version of CBIOS may have empty

subroutines for the remaining ASCII devices. The characteristics of each device are

CONSOLE	The principal interactive console which communicates with the operator, accessed through CONST, CONIN, and CONOUT. Typically, the CONSOLE is a device such as a CRT or Teletype.
LIST	The principal listing device, if it exists on your system, which is usually a hard-copy device, such as a printer or Teletype.
PUNCH	The principal tape punching device, if it exists, which is normally a high-speed paper tape punch or Teletype.
READER	The principal tape reading device, such as a simple optical reader or Teletype.

Note that a single peripheral can be assigned as the LIST, PUNCH, and READER device simultaneously. If no peripheral device is assigned as the LIST, PUNCH, or READER device, the CBIOS created by the user should give an appropriate error message so that the system does not "hang" if the device is accessed by PIP or some other user program. Alternately, the PUNCH and LIST routines can simply return, and the READER routine can return with a 1AH (ctl-Z) in reg A to indicate immediate end-of-file.

For added flexibility, the user can optionally implement the "IOBYTE" function which allows reassignment of physical and logical devices. The IOBYTE function creates a mapping of logical to physical devices which can be altered during CP/M processing (see the STAT command). The definition of the IOBYTE function corresponds to the Intel standard as follows: a single location in memory (currently location 0003H) is maintained, called IOBYTE, which defines the logical to physical device mapping which is in effect at a particular time. The mapping is performed by splitting the IOBYTE into four distinct fields of two bits each, called the CONSOLE, READER, PUNCH, and LIST fields, as shown below:

	most significant			least significant
IOBYTE AT 0003H	LIST	PUNCH	READER	CONSOLE
	bits 6,7	bits 4,5	bits 2,3	bits 0,1

The value in each field can be in the range 0-3, defining the assigned source or destination of each logical device. The values which can be assigned to each field are given below

```
CONSOLE field (bits 0,1)
    0  - console is assigned to the console printer device (TTY:)
    1  - console is assigned to the CRT device (CRT:)
    2  - batch mode: use the READER as the CONSOLE input,
         and the LIST device as the CONSOLE output (BAT:)
    3  - user-defined console device (UC1:)

READER field (bits 2,3)
    0  - READER is the Teletype device (TTY:)
    1  - READER is the high-speed reader device (PTR:)
    2  - user-defined reader # 1 (UR1:)
    3  - user-defined reader # 2 (UR2:)

PUNCH field (bits 4,5)
    0  - PUNCH is the Teletype device (TTY:)
    1  - PUNCH is the high speed punch device (PTP:)
    2  - user-defined punch # 1 (UP1:)
    3  - user-defined punch # 2 (UP2:)

LIST field (bits 6,7)
    0  - LIST is the Teletype device (TTY:)
    1  - LIST is the CRT device (CRT:)
    2  - LIST is the line printer device (LPT:)
    3  - user-defined list device (UL1:)
```

Note again that the implementation of the IOBYTE is optional, and affects only the organization of your CBIOS. No CP/M systems use the IOBYTE (although they tolerate the existence of the IOBYTE at location 0003H), except for PIP which allows access to the physical devices, and STAT which allows logical-physical assignments to be made and/or displayed (for more information, see the "CP/M Features and Facilities Guide"). In any case, the IOBYTE implementation should be omitted until your basic CBIOS is fully implemented and tested; then add the IOBYTE to increase your facilities.

Disk I/O is always performed through a sequence of calls on the various disk access subroutines. These set up the disk number to access, the track and sector on a particular disk, and the direct memory access (DMA) address involved in the I/O operation. After all these parameters have been set up, a call is made to the READ or WRITE function to perform the actual I/O operation. Note that there is often a single call to SELDSK to select a disk drive, followed by a number of read or write operations to the selected disk, before selecting another drive for subsequent operations. Similarly, there may be a single call to set the DMA address, followed by several calls which read or write from the selected DMA address, before the DMA address is changed. The track and sector subroutines are always called before the READ or WRITE operations are performed. Note that the READ and WRITE routines should perform several re-tries (10 is a good number) before reporting the error condition to the BDOS. If the error condition is returned to the BDOS, it will report the error to the user. The HOME subroutine may or may not actually perform the track 00 seek, depending upon your controller

characteristics; the important point is that track 00 has been selected for the next operation, and is often treated in exactly the same manner as SETTRK with a parameter of 00.

The exact responsibilites of each entry point subroutine are given below:

BOOT — The BOOT entry point gets control from the cold start loader and is responsible for basic system initialization, including sending a signon message (which can be omitted in the first version). If the IOBYTE function is implemented, it must be set at this point. The various system parameters which are set by the WBOOT entry point must be initialized, and control is transferred to the CCP at 2900H+b for further processing. Note that reg C must be set to zero to select drive A.

WBOOT — The WBOOT entry point gets control when a warm start occurs. A warm start is performed whenever a user program branches to location 0000H, or when the CPU is reset from the front panel. The CP/M system must be loaded from the first two tracks of drive A up to, but not including, the BIOS (or CBIOS, if you have completed your patch). System parameters must be initialized as shown below:

location 0,1,2	Set to JMP WBOOT for warm starts (0000H: JMP 3E03H+b).
location 3	Set initial value of IOBYTE, if implemented in your CBIOS.
location 5,6,7	Set to JMP BDOS, which is the primary entry point to CP/M for transient programs (0005H: JMP 3106H+b).

(See Section 9 for complete details of page zero use.) Upon completion of the initialization, the WBOOT program must branch to the CCP at 2900H+b to (re)start the system. Upon entry to the CCP, register C is set to the drive to select after system initialization.

CONST — Sample the status of the currently assigned console device; return 0FFH in register A if a character is ready to read and 00H in register A if no console characters are ready.

CONIN — Read the next console character into register A, and set the high-order (parity bit). If no console character is ready, wait until a character is typed before returning.

CONOUT — Send the character from register C to the console output device. The character is in ASCII, with high-order (parity) bit set to zero. You may want to include a time-out on a line

feed or carriage return, if your console device requires some time interval at the end of the line (such as a TI Silent 700 terminal). You can, if you wish, filter out control characters which cause your console device to react in a strange way (a control-z causes the Lear Seigler terminal to clear the screen, for example).

LIST — Send the character from register C to the currently assigned listing device. The character is in ASCII with zero parity.

PUNCH — Send the character from register C to the currently assigned punch device. The character is in ASCII with zero parity.

READER — Read the next character from the currently assigned reader device into register A with zero parity (high-order bit must be zero), an end-of-file condition is reported by returning an ASCII control-z (1AH).

HOME — Return the disk head of the currently selected disk (initially disk A) to the track 00 position. If your controller allows access to the track 0 flag from the drive, step the head until the track 0 flag is detected. If your controller does not support this feature, you can translate the HOME call into a call on SETTRK with a parameter of 0.

SELDSK — Select the disk drive given by register C for further operations, where register C contains 0 for drive A, 1 for drive B, 2 for drive C, and 3 for drive D. (The standard CP/M distribution version supports a maximum of four drives). If your system has less than 4 drives, you may wish to give an error message at the console, and terminate execution. It is advisable to postpone the actual disk select operation until an I/O function (seek, read or write) is actually performed, since disk selects often occur without ultimately performing any disk I/O, and many controllers will unload the head of the current disk before selecting the new drive. This would cause an excessive amount of noise and disk wear.

SETTRK — Register C contains the track number for subsequent disk accesses on the currently selected drive. You can choose to seek the selected track at this time, or delay the seek until the next read or write actually occurs. Register C can take on values in the range 0-76 corresponding to valid track numbers.

SETSEC — Register C contains the sector number (1 through 26) for subsequent disk accesses on the currently selected drive. You can choose to send this information to the controller at this point, or instead delay sector selection until a read or write operation occurs.

SETDMA Registers B and C (high-order 8 bits in B, low-order 8 bits in C) contain the DMA (Direct Memory Access) address for subsequent read or write operations. For example, if B = ØØH and C = 8ØH when SETDMA is called, then all subsequent read operations read their data into 8ØH through ØFFH, and all subsequent write operations get their data from 8ØH through ØFFH, until the next call to SETDMA occurs. The initial DMA address is assumed to be 8ØH. Note that the controller need not actually support direct memory access. If, for example, all data is received and sent through I/O ports, the CBIOS which you construct will use the 128-byte area starting at the selected DMA address for the memory buffer during the following read or write operations.

READ Assuming the drive has been selected, the track has been set, the sector has been set, and the DMA address has been specified, the READ subroutine attempts to read one sector based upon these parameters, and returns the following error codes in register A:

Ø	no errors occurred
1	non-recoverable error condition occurred

Currently, CP/M responds only to a zero or non-zero value as the return code. That is, if the value in register A is Ø then CP/M assumes that the disk operation completed properly. If an error occurs, however, the CBIOS should attempt at least 1Ø re-tries to see if the error is recoverable. When an error is reported the BDOS will print the message "BDOS ERR ON x: BAD SECTOR." The operator then has the option of typing <cr> to ignore the error, or control-C to abort.

WRITE Write the data from the currently selected DMA address to the currently selected drive, track, and sector. The data should be marked as "non deleted data" to maintain compatibility with other CP/M systems. The error codes given in the READ command are returned in register A, with error recovery attempts as described above.

7. A SAMPLE BIOS

The program shown in Appendix D can serve as a basis for your first BIOS. The simplest functions are assumed in this BIOS, so that you can enter it through the front panel, if absolutely necessary. Note that the user must alter and insert code into the subroutines for CONST, CONIN, CONOUT, READ, WRITE, and WAITIO. Storage is reserved for user-supplied code in these regions. The scratch area reserved in page zero (see Section 9) for the BIOS is used in this program, so that it could be implemented in ROM, if desired.

Once operational, this skeletal version can be enhanced to print the initial sign-on message and perform better error recovery. The subroutines for LIST, PUNCH, and READER can be filled-out, and the IOBYTE function can be implemented.

8. A SAMPLE COLD START LOADER

The program shown in Appendix E can serve as a basis for your cold start loader. The disk read function must be supplied by the user, and the program must be loaded somehow starting at location 0000. Note that space is reserved for your patch so that the total amount of storage required for the cold start loader is 128 bytes. Eventually, you will probably want to get this loader onto the first disk sector (track 0, sector 1) and cause your controller to load it into memory automatically upon system start-up. Alternatively, you may wish to place the cold start loader into ROM and place it above the CP/M system. In this case, it will be necessary to originate the program at a higher address and key-in a jump instruction at system start-up which branches to the loader. Subsequent warm starts will not require this key-in operation, since the entry point 'WBOOT' gets control, thus bringing the system in from disk automatically. Note also that the skeletal cold start loader has minimal error recovery, which may be enhanced on later versions.

9. RESERVED LOCATIONS IN PAGE ZERO

Main memory page zero, locations 00H through 0FFH, contains several segments of code and data which are used during CP/M processing. The code and data areas are given below for reference purposes.

Locations from to	Contents
0000H - 0002H	Contains a jump instruction to the warm start entry point at location 3E03H+b. This allows a simple programmed restart (JMP 0000H) or manual restart from the front panel.
0003H - 0003H	Contains the Intel standard IOBYTE, which is optionally included in the user's CBIOS, as described in Section 6.
0004H - 0004H	Current default drive number (0=A, 1=B, 2=C, 3=D).
0005H - 0007H	Contains a jump instruction to the BDOS, and serves two purposes: JMP 0005H provides the primary entry point to the BDOS, as described in the manual "CP/M Interface Guide," and LHLD 0006H brings the address field of the instruction to the HL register pair. This value is the lowest address in memory used by CP/M (assuming the CCP is being overlayed). Note that the DDT program will change the address field to reflect the reduced memory size in debug mode.
0008H - 0027H	(interrupt locations 1 through 5 not used)
0030H - 0037H	(interrupt location 6, not currently used - reserved)
0038H - 003AH	Contains a jump instruction into the DDT program when running in debug mode for programmed breakpoints, but is not otherwise used by CP/M.
003BH - 003FH	(not currently used - reserved)
0040H - 004FH	16 byte area reserved for scratch by CBIOS, but is not used for any purpose in the distribution version of CP/M
0050H - 005BH	(not currently used - reserved)
005CH - 007CH	Default File Control Block produced for a transient program by the Console Command Processor.
007DH - 007FH	(not currently used - reserved)

0080H - 00FFH Default 128-byte disk buffer (also filled with the command line when a transient is loaded under the CCP).

Note that this information is setup for normal operation under the CP/M system, but can be overwritten by a transient program if the BDOS facilities are not required by the transient. If, for example, a particular program performs only simple I/O and must begin execution at location 0, it can be first loaded into the TPA, using normal CP/M facilities, with a small memory move program which gets control when loaded (the memory move program must get control from location 0100H, which is the assumed beginning of all transient programs). The move program can then proceed to move the entire memory image down to location 0, and pass control to the starting address of the memory load. Note that if the BIOS is overwritten, or if location 0 (containing the warm start entry point) is overwritten, then the programmer must bring the CP/M system back into memory with a cold start sequence.

10. NOTES FOR USERS OF CP/M VERSION 1.3

The only difference in memory layout between CP/M versions 1.3 and 1.4 is the location of the BDOS, which has been moved down one page (3100h+b instead of 3200h+b). Therefore, your present CBIOS must be changed to reflect this. Normally, the only change is found in the initialization of the jump instruction at location 5. This jump should now be JMP 3106H+b instead of JMP 3206H+b. Note that the CCP is one page shorter, offsetting the longer BDOS, so that the system load address (2900H+b) remains the same. CP/M 1.4 also supports four drives, and thus your CBIOS must account for a drive select value in the range 0-3. No other changes to CP/M affect the CBIOS organization.

APPENDIX A: THE MDS LOADER MOVE PROGRAM

```
                ;       MDS LOADER MOVE PROGRAM, PLACES COLD START BOOT AT BOOTB
                ;
3000                    ORG     3000H   ;WE ARE LOADED HERE ON COLD START
0080 =          BOOTB   EQU     80H     ;START OF COLD BOOT PROGRAM
0080 =          BOOTL   EQU     80H     ;LENGTH OF BOOT
D900 =          MBIAS   EQU     900H-$  ;BIAS TO ADD DURING LOAD
0078 =          BASE    EQU     078H    ;'BASE' USED BY DISK CONTROLLER
0079 =          RTYPE   EQU     BASE+1  ;RESULT TYPE
007B =          RBYTE   EQU     BASE+3  ;RESULT TYPE
                ;
00FF =          BSW     EQU     0FFH    ;BOOT SWITCH
                ;
                ;       CLEAR DISK STATUS
3000 DB79               IN      RTYPE
3002 DB7B               IN      RBYTE
                ;
                COLDSTART:
3004 DBFF               IN      BSW
3006 E602               ANI     2H      ;SWITCH ON?
3008 C20430             JNZ     COLDSTART
                ;
300B 211E30             LXI     H,BOOTV ;VIRTUAL BASE
300E 0680               MVI     B,BOOTL ;LENGTH OF BOOT
3010 118000             LXI     D,BOOTB ;DESTINATION OF BOOT
3013 7E         MOVE:   MOV     A,M
3014 12                 STAX    D       ;TRANSFERRED ONE BYTE
3015 23                 INX     H
3016 13                 INX     D
3017 05                 DCR     B
3018 C21330             JNZ     MOVE
301B C38000             JMP     BOOTB   ;TO BOOT SYSTEM
                ;
                BOOTV:  ;BOOT LOADER PLACE HERE AT SYSTEM GENERATION
089E =          LBIAS   EQU     $-80H+MBIAS     ;COLD START BOOT BEGINS AT 80H
301E                    END
```

APPENDIX B: THE MDS COLD START LOADER

```
                ;
                ;       MDS COLD START LOADER FOR CP/M
                ;       VERSION 1.4 JANUARY, 1978
                ;
0100 =          BIAS    EQU     100H    ;BIAS FOR RELOCATION
0000 =          FALSE   EQU     0
FFFF =          TRUE    EQU     NOT FALSE
0000 =          TESTING EQU     FALSE   ;IF TRUE, THEN GO TO MON80 ON ERRORS
                ;
0100 =          BDOSB   EQU     BIAS            ;BASE OF DOS LOAD
0906 =          BDOS    EQU     806H+BIAS       ;ENTRY TO DOS FOR CALLS
1800 =          BDOSE   EQU     1700H+BIAS      ;END OF DOS LOAD
1600 =          BOOT    EQU     1500H+BIAS      ;COLD START ENTRY POINT
1603 =          RBOOT   EQU     BOOT+3          ;WARM START ENTRY POINT
                ;
0080                    ORG     80H     ;LOADED DOWN FROM HARDWARE BOOT AT 3000H
                ;
1700 =          BDOSL   EQU     BDOSE-BDOSB
0002 =          NTRKS   EQU     2       ;NUMBER OF TRACKS TO READ
002E =          BDOSS   EQU     BDOSL/128       ;NUMBER OF SECTORS IN DOS
0019 =          BDOS0   EQU     25      ;NUMBER OF BDOS SECTORS ON TRACK 0
0015 =          BDOS1   EQU     BDOSS-BDOS0     ;NUMBER OF SECTORS ON TRACK 1
                ;
F800 =          MON80   EQU     0F800H  ;INTEL MONITOR BASE
FF0F =          RMON80  EQU     0FF0FH  ;RESTART LOCATION FOR MON80
0078 =          BASE    EQU     078H    ;'BASE' USED BY CONTROLLER
0079 =          RTYPE   EQU     BASE+1  ;RESULT TYPE
007B =          RBYTE   EQU     BASE+3  ;RESULT BYTE
007F =          RESET   EQU     BASE+7  ;RESET CONTROLLER
                ;
0078 =          DSTAT   EQU     BASE    ;DISK STATUS PORT
0079 =          ILOW    EQU     BASE+1  ;LOW IOPB ADDRESS
007A =          IHIGH   EQU     BASE+2  ;HIGH IOPB ADDRESS
0003 =          RECAL   EQU     3H      ;RECALIBRATE SELECTED DRIVE
0004 =          READF   EQU     4H      ;DISK READ FUNCTION
0100 =          STACK   EQU     100H    ;USE END OF BOOT FOR STACK
                ;
                RSTART:
0080 310001             LXI     SP,STACK;IN CASE OF CALL TO MON80
                ;       CLEAR THE CONTROLLER
0083 D37F               OUT     RESET   ;LOGIC CLEARED
                ;
                ;
0085 0602               MVI     B,NTRKS ;NUMBER OF TRACKS TO READ
0087 21B700             LXI     H,IOPB0
                ;
                START:
```

```
                ;
                ;       READ FIRST/NEXT TRACK INTO BDOSB
008A 7D                 MOV     A,L
008B D379               OUT     ILOW
008D 7C                 MOV     A,H
008E D37A               OUT     IHIGH
0090 DB78       WAIT0:  IN      DSTAT
0092 E604               ANI     4
0094 CA9000             JZ      WAIT0
                ;
                ;       CHECK DISK STATUS
0097 DB79               IN      RTYPE
0099 E603               ANI     11B
009B FE02               CPI     2
                ;
                        IF      TESTING
                        CNC     RMON80  ;GO TO MONITOR IF 11 OR 10
                        ENDIF
                        IF      NOT TESTING
009D D28000             JNC     RSTART  ;RETRY THE LOAD
                        ENDIF
                ;
00A0 DB7B               IN      RBYTE   ;I/O COMPLETE, CHECK STATUS
                ;       IF NOT READY, THEN GO TO MON80
00A2 17                 RAL
00A3 DC0FFF             CC      RMON80  ;NOT READY BIT SET
00A6 1F                 RAR             ;RESTORE
00A7 E61E               ANI     11110B  ;OVERRUN/ADDR ERR/SEEK/CRC/XXXX
                ;
                        IF      TESTING
                        CNZ     RMON80  ;GO TO MONITOR
                        ENDIF
                        IF      NOT TESTING
00A9 C28000             JNZ     RSTART  ;RETRY THE LOAD
                        ENDIF
                ;
                ;
00AC 110700             LXI     D,IOPBL ;LENGTH OF IOPB
00AF 19                 DAD     D       ;ADDRESSING NEXT IOPB
00B0 05                 DCR     B       :COUNT DOWN TRACKS
00B1 C28A00             JNZ     START
                ;
                ;
                ;       JMP TO BOOT TO PRINT INITIAL MESSAGE, AND SET UP JMPS
00B4 C30016             JMP     BOOT
                ;
                ;       PARAMETER BLOCKS
00B7 80         IOPB0:  DB      80H     ;IOCW, NO UPDATE
00B8 04                 DB      READF   ;READ FUNCTION
00B9 19                 DB      BDOS0   ;# SECTORS TO READ ON TRACK 0
```

```
00BA 00                 DB      0       ;TRACK 0
00BB 02                 DB      2       ;START WITH SECTOR 2 ON TRACK 0
00BC 0001               DW      BDOSB   ;START AT BASE OF BDOS
0007 =          IOPBL   EQU     $-IOPB0
                ;
00BE 80         IOPB1:  DB      80H
00BF 04                 DB      READF
00C0 15                 DB      BDOS1   ;SECTORS TO READ ON TRACK 1
00C1 01                 DB      1       ;TRACK 1
00C2 01                 DB      1       ;SECTOR 1
00C3 800D               DW      BDOSB+BDOS0*128 ;BASE OF SECOND READ
                ;
00C5                    END
```

APPENDIX C: THE MDS BASIC I/O SYSTEM (BIOS)

```
                ;       MDS I/O DRIVERS FOR CP/M
                ;       (FOUR DRIVE SINGLE DENSITY VERSION)
                ;       VERSION 1.4 JANUARY, 1978
                ;
000E =          VERS    EQU     14      ;VERSION 1.4
                ;
                ;       COPYRIGHT (C) 1978
                ;       DIGITAL RESEARCH
                ;       BOX 579, PACIFIC GROVE
                ;       CALIFORNIA, 93950
                ;
                ;
FFFF =          TRUE    EQU     0FFFFH  ;VALUE OF "TRUE"
0000 =          FALSE   EQU     NOT TRUE        ;"FALSE"
FFFF =          SAMPLE  EQU     TRUE    ;TRUE IF SAMPLE BIOS
                ;
                        IF      SAMPLE
2900 =          BIAS    EQU     2900H   ;SAMPLE PROGRAM IN 16K SYSTEM
                        ENDIF
                        IF      NOT SAMPLE
                BIAS    EQU     0000H   ;GENERATE RELOCATABLE CP/M SYSTEM
                        ENDIF
                ;
3E00 =          PATCH   EQU     1500H+BIAS
                ;
3E00                    ORG     PATCH
2900 =          CPMB    EQU     000H+BIAS       ;BASE OF CPM CONSOLE PROCESSOR
3106 =          BDOS    EQU     806H+BIAS       ;BASIC DOS (RESIDENT PORTION)
1500 =          CPML    EQU     $-CPMB  ;LENGTH (IN BYTES) OF CPM SYSTEM
002A =          NSECTS  EQU     CPML/128        ;NUMBER OF SECTORS TO LOAD
0002 =          OFFSET  EQU     2       ;NUMBER OF DISK TRACKS USED BY CP/M
0004 =          CDISK   EQU     0004H   ;ADDRESS OF LAST LOGGED DISK ON WARM START
0080 =          BUFF    EQU     0080H   ;DEFAULT BUFFER ADDRESS
000A =          RETRY   EQU     10      ;MAX RETRIES ON DISK I/O BEFORE ERROR
                ;
                ;       PERFORM FOLLOWING FUNCTIONS
                ;       BOOT    COLD START
                ;       WBOOT   WARM START (SAVE I/O BYTE)
                ;       (BOOT AND WBOOT ARE THE SAME FOR MDS)
                ;       CONST   CONSOLE STATUS
                ;               REG-A = 00 IF NO CHARACTER READY
                ;               REG-A = FF IF CHARACTER READY
                ;       CONIN   CONSOLE CHARACTER IN (RESULT IN REG-A)
                ;       CONOUT  CONSOLE CHARACTER OUT (CHAR IN REG-C)
                ;       LIST    LIST OUT (CHAR IN REG-C)
                ;       PUNCH   PUNCH OUT (CHAR IN REG-C)
                ;       READER  PAPER TAPE READER IN (RESULT TO REG-A)
                ;       HOME    MOVE TO TRACK 00
```

```
                ;
                ;       (THE FOLLOWING CALLS SET-UP THE IO PARAMETER BLOCK FOR THE
                ;       MDS, WHICH IS USED TO PERFORM SUBSEQUENT READS AND WRITES)
                ;       SELDSK  SELECT DISK GIVEN BY REG-C (0,1,2...)
                ;       SETTRK  SET TRACK ADDRESS (0,...76) FOR SUBSEQUENT READ/WRITE
                ;       SETSEC  SET SECTOR ADDRESS (1,...,26) FOR SUBSEQUENT READ/WRITE
                ;       SETDMA  SET SUBSEQUENT DMA ADDRESS (INITIALLY 80H)
                ;
                ;       (READ AND WRITE ASSUME PREVIOUS CALLS TO SET UP THE IO PARAMETERS)
                ;       READ    READ TRACK/SECTOR TO PRESET DMA ADDRESS
                ;       WRITE   WRITE TRACK/SECTOR FROM PRESET DMA ADDRESS
                ;
                ;       JUMP VECTOR FOR INDIVIUAL ROUTINES
3E00 C3443E             JMP     BOOT
3E03 C3543E     WBOOTE: JMP     WBOOT
3E06 C3F23E             JMP     CONST
3E09 C3F53E             JMP     CONIN
3E0C C3FB3E             JMP     CONOUT
3E0F C3FE3E             JMP     LIST
3E12 C3013F             JMP     PUNCH
3E15 C3043F             JMP     READER
3E18 C3073F             JMP     HOME
3E1B C30C3F             JMP     SELDSK
3E1E C32A3F             JMP     SETTRK
3E21 C32F3F             JMP     SETSEC
3E24 C3343F             JMP     SETDMA
3E27 C33A3F             JMP     READ
3E2A C3433F             JMP     WRITE
                ;
                ;
                ;       END OF CONTROLLER - INDEPENDENT CODE, THE REMAINING SUBROUTINES
                ;       ARE TAILORED TO THE PARTICULAR OPERATING ENVIRONMENT, AND MUST
                ;       BE ALTERED FOR ANY SYSTEM WHICH DIFFERS FROM THE INTEL MDS.
                ;
                ;       THE FOLLOWING CODE ASSUMES THE MDS MONITOR EXISTS AT 0F800H
                ;       AND USES THE I/O SUBROUTINES WITHIN THE MONITOR
                ;
                ;       WE ALSO ASSUME THE MDS SYSTEM HAS FOUR DISK DRIVES
0004 =          NDISKS  EQU     4       ;NUMBER OF DRIVES AVAILABLE
00FD =          REVRT   EQU     0FDH    ;INTERRUPT REVERT PORT
00FC =          INTC    EQU     0FCH    ;INTERRUPT MASK PORT
00F3 =          ICON    EQU     0F3H    ;INTERRUPT CONTROL PORT
007E =          INTE    EQU     01111$1110B     ;ENABLE RST 0(WARM BOOT), RST 7 (MONITOR)
                ;
                ;       MDS MONITOR EQUATES
F800 =          MON80   EQU     0F800H  ;MDS MONITOR
FF0F =          RMON80  EQU     0FF0FH  ;RESTART MON80 (BOOT ERROR)
F803 =          CI      EQU     0F803H  ;CONSOLE CHARACTER TO REG-A
F806 =          RI      EQU     0F806H  ;READER IN TO REG-A
F809 =          CO      EQU     0F809H  ;CONSOLE CHAR FROM C TO CONSOLE OUT
```

```
F80C =          PO      EQU     0F80CH  ;PUNCH CHAR FROM C TO PUNCH DEVICE
F80F =          LO      EQU     0F80FH  ;LIST FROM C TO LIST DEVICE
F812 =          CSTS    EQU     0F812H  ;CONSOLE STATUS 00/FF TO REGISTER A
                ;
                ;       DISK PORTS AND COMMANDS
0078 =          BASE    EQU     78H     ;BASE OF DISK COMMAND IO PORTS
0078 =          DSTAT   EQU     BASE    ;DISK STATUS (INPUT)
0079 =          RTYPE   EQU     BASE+1  ;RESULT TYPE (INPUT)
007B =          RBYTE   EQU     BASE+3  ;RESULT BYTE (INPUT)
                ;
0079 =          ILOW    EQU     BASE+1  ;IOPB LOW ADDRESS (OUTPUT)
007A =          IHIGH   EQU     BASE+2  ;IOPB HIGH ADDRESS (OUTPUT)
                ;
0004 =          READF   EQU     4H      ;READ FUNCTION
0006 =          WRITF   EQU     6H      ;WRITE FUNCTION
0003 =          RECAL   EQU     3H      ;RECALIBRATE DRIVE
0004 =          IORDY   EQU     4H      ;I/O FINISHED MASK
000D =          CR      EQU     0DH     ;CARRIAGE RETURN
000A =          LF      EQU     0AH     ;LINE FEED
                ;
                SIGNON: ;SIGNON MESSAGE: XXK CP/M VERS Y.Y
3E2D 0D0A0A             DB      CR,LF,LF
                        IF      SAMPLE
3E30 3136               DB      '16'    ;16K EXAMPLE BIOS
                        ENDIF
                        IF      NOT SAMPLE
                        DB      '00'    ;MEMORY SIZE FILLED BY RELOCATOR
                        ENDIF
3E32 4B2043502F         DB      'K CP/M VERS '
3E3E 312E34             DB      VERS/10+'0','.',VERS MOD 10+'0'
3E41 0D0A00             DB      CR,LF,0
                ;
                BOOT:   ;PRINT SIGNON MESSAGE AND GO TO CCP
                ;       (NOTE: MDS BOOT INITIALIZED IOBYTE AT 0003H)
3E44 310001             LXI     SP,BUFF+80H
3E47 212D3E             LXI     H,SIGNON
3E4A CD4C3F             CALL    PRMSG   ;PRINT MESSAGE
3E4D AF                 XRA     A       ;CLEAR ACCUMULATOR
3E4E 320400             STA     CDISK   ;SET INITIALLY TO DISK A
3E51 C3A03E             JMP     GOCPM   ;GO TO CP/M
                ;
                ;
                WBOOT:; LOADER ON TRACK 0, SECTOR 1, WHICH WILL BE SKIPPED FOR WARM
                ;       READ CP/M FROM DISK - ASSUMING THERE IS A 128 BYTE COLD START
                ;       START.
                ;
3E54 318000             LXI     SP,BUFF ;USING DMA - THUS 80 THRU FF AVAILABLE FOR STACK
                ;
3E57 0E0A               MVI     C,RETRY ;MAX RETRIES
3E59 C5                 PUSH    B
```

```
                WBOOT0: ;ENTER HERE ON ERROR RETRIES
3E5A 010029             LXI     B,CPMB  ;SET DMA ADDRESS TO START OF DISK SYSTEM
3E5D CD343F             CALL    SETDMA
3E60 0E00               MVI     C,0     ;BOOT FROM DRIVE 0
3E62 CD0C3F             CALL    SELDSK
3E65 0E00               MVI     C,0
3E67 CD2A3F             CALL    SETTRK  ;START WITH TRACK 0
3E6A 0E02               MVI     C,2     ;START READING SECTOR 2
3E6C CD2F3F             CALL    SETSEC
                ;
                ;       READ SECTORS, COUNT NSECTS TO ZERO
3E6F C1                 POP     B       ;10-ERROR COUNT
3E70 062A               MVI     B,NSECTS
                RDSEC:  ;READ NEXT SECTOR
3E72 C5                 PUSH    B       ;SAVE SECTOR COUNT
3E73 CD3A3F             CALL    READ
3E76 C2DA3E             JNZ     BOOTERR ;RETRY IF ERRORS OCCUR
3E79 2AE53F             LHLD    IOD     ;INCREMENT DMA ADDRESS
3E7C 118000             LXI     D,128   ;SECTOR SIZE
3E7F 19                 DAD     D       ;INCREMENTED DMA ADDRESS IN HL
3E80 44                 MOV     B,H
3E81 4D                 MOV     C,L     ;READY FOR CALL TO SET DMA
3E82 CD343F             CALL    SETDMA
3E85 3AE43F             LDA     IOS     ;SECTOR NUMBER JUST READ
3E88 FE1A               CPI     26      ;READ LAST SECTOR?
3E8A DA963E             JC      RD1
                ;       MUST BE SECTOR 26, ZERO AND GO TO NEXT TRACK
3E8D 3AE33F             LDA     IOT     ;GET TRACK TO REGISTER A
3E90 3C                 INR     A
3E91 4F                 MOV     C,A     ;READY FOR CALL
3E92 CD2A3F             CALL    SETTRK
3E95 AF                 XRA     A       ;CLEAR SECTOR NUMBER
3E96 3C         RD1:    INR     A       ;TO NEXT SECTOR
3E97 4F                 MOV     C,A     ;READY FOR CALL
3E98 CD2F3F             CALL    SETSEC
3E9B C1                 POP     B       ;RECALL SECTOR COUNT
3E9C 05                 DCR     B       ;DONE?
3E9D C2723E             JNZ     RDSEC
                ;
                ;       DONE WITH THE LOAD, RESET DEFAULT BUFFER ADDRESS
                GOCPM:  ;(ENTER HERE FROM COLD START BOOT)
                ;       ENABLE RST0 AND RST7
3EA0 F3                 DI
3EA1 3E12               MVI     A,12H   ;INITIALIZE COMMAND
3EA3 D3FD               OUT     REVRT
3EA5 AF                 XRA     A
3EA6 D3FC               OUT     INTC    ;CLEARED
3EA8 3E7E               MVI     A,INTE  ;RST0 AND RST7 BITS ON
3EAA D3FC               OUT     INTC
3EAC AF                 XRA     A
```

```
3EAD D3F3               OUT     ICON    ;INTERRUPT CONTROL
                ;
                ;       SET DEFAULT BUFFER ADDRESS TO 80H
3EAF 018000             LXI     B,BUFF
3EB2 CD343F             CALL    SETDMA
                ;
                ;       RESET MONITOR ENTRY POINTS
3EB5 3EC3               MVI     A,JMP
3EB7 320000             STA     0
3EBA 21033E             LXI     H,WBOOTE
3EBD 220100             SHLD    1       ;JMP WBOOT AT LOCATION 00
3EC0 320500             STA     5
3EC3 210631             LXI     H,BDOS
3EC6 220600             SHLD    6       ;JMP BDOS AT LOCATION 5
3EC9 323800             STA     7*8     ;JMP TO MON80 (MAY HAVE BEEN CHANGED BY DDT)
3ECC 2100F8             LXI     H,MON80
3ECF 223900             SHLD    7*8+1
                ;       LEAVE IOBYTE SET
                ;       PREVIOUSLY SELECTED DISK WAS B, SEND PARAMETER TO CPM
3ED2 3A0400             LDA     CDISK   ;LAST LOGGED DISK NUMBER
3ED5 4F                 MOV     C,A     ;SEND TO CCP TO LOG IT IN
3ED6 FB                 EI
3ED7 C30029             JMP     CPMB
                ;
                ;       ERROR CONDITION OCCURRED, PRINT MESSAGE AND RETRY
                BOOTERR:
3EDA C1                 POP     B       ;RECALL COUNTS
3EDB 0D                 DCR     C
3EDC CAE33E             JZ      BOOTER0
                ;       TRY AGAIN
3EDF C5                 PUSH    B
3EE0 C35A3E             JMP     WBOOT0
                ;
                BOOTER0:
                ;       OTHERWISE TOO MANY RETRIES
3EE3 21EC3E             LXI     H,BOOTMSG
3EE6 CD4C3F             CALL    PRMSG
3EE9 C30FFF             JMP     RMON80  ;MDS HARDWARE MONITOR
                ;
                BOOTMSG:
3EEC 3F424F4F54         DB      '?BOOT',0
                ;
                ;
                CONST:  ;CONSOLE STATUS TO REG-A
                ;       (EXACTLY THE SAME AS MDS CALL)
3EF2 C312F8             JMP     CSTS
                ;
                CONIN:  ;CONSOLE CHARACTER TO REG-A
3EF5 CD03F8             CALL    CI
3EF8 E67F               ANI     7FH     ;REMOVE PARITY BIT
```

```
3EFA C9                 RET
                ;
                CONOUT: ;CONSOLE CHARACTER FROM C TO CONSOLE OUT
3EFB C309F8             JMP     CO
                ;
                LIST:   ;LIST DEVICE OUT
                ;       (EXACTLY THE SAME AS MDS CALL)
3EFE C30FF8             JMP     LO
                ;
                PUNCH:  ;PUNCH DEVICE OUT
                ;       (EXACTLY THE SAME AS MDS CALL)
3F01 C30CF8             JMP     PO
                ;
                READER: ;READER CHARACTER IN TO REG-A
                ;       (EXACTLY THE SAME AS MDS CALL)
3F04 C306F8             JMP     RI
                ;
                HOME:   ;MOVE TO HOME POSITION
                ;       TREAT AS TRACK 00 SEEK
3F07 0E00               MVI     C,0
3F09 C32A3F             JMP     SETTRK
                ;
                SELDSK: ;SELECT DISK GIVEN BY REGISTER C
                ;       CP/M HAS CHECKED FOR DISK SELECT 0 - 3, BUT WE MAY HAVE
                ;       A SMALLER MDS SYSTEM, SO CHECK AGAIN AND GIVE ERROR
                ;       BY CALLING MON80
3F0C 79                 MOV     A,C
3F0D FE04               CPI     NDISKS  ;TOO LARGE?
3F0F D40FFF             CNC     RMON80  ;GIVES #ADDR MESSAGE AT CONSOLE
                ;
3F12 E602               ANI     10B     ;00 00 FOR DRIVE 0,1 AND 10 10 FOR DRIVE 2,3
3F14 32DF3F             STA     DBANK   ;TO SELECT DRIVE BANK
3F17 79                 MOV     A,C     ;00, 01, 10, 11
3F18 E601               ANI     1B      ;MDS HAS 0,1 AT 78, 2,3 AT 88
3F1A B7                 ORA     A       ;RESULT 00?
3F1B CA203F             JZ      SETDRIVE
3F1E 3E30               MVI     A,00110000B     ;SELECTS DRIVE 1 IN BANK
                SETDRIVE:
3F20 4F                 MOV     C,A     ;SAVE THE FUNCTION
3F21 21E13F             LXI     H,IOF   ;IO FUNCTION
3F24 7E                 MOV     A,M
3F25 E6CF               ANI     11001111B       ;MASK OUT DISK NUMBER
3F27 B1                 ORA     C       ;MASK IN NEW DISK NUMBER
3F28 77                 MOV     M,A     ;SAVE IT IN IOPB
3F29 C9                 RET
                ;
                ;
                SETTRK: ;SET TRACK ADDRESS GIVEN BY C
3F2A 21E33F             LXI     H,IOT
3F2D 71                 MOV     M,C
```

```
3F2E C9                 RET
                ;
                SETSEC: ;SET SECTOR NUMBER GIVEN BY C
3F2F 79                 MOV     A,C     ;SECTOR NUMBER TO ACCUM
3F30 32E43F             STA     IOS     ;STORE SECTOR NUMBER TO IOPB
3F33 C9                 RET
                ;
                SETDMA: ;SET DMA ADDRESS GIVEN BY REGS B,C
3F34 69                 MOV     L,C
3F35 60                 MOV     H,B
3F36 22E53F             SHLD    IOD
3F39 C9                 RET
                ;
                READ:   ;READ NEXT DISK RECORD (ASSUMING DISK/TRK/SEC/DMA SET)
3F3A 0E04               MVI     C,READF ;SET TO READ FUNCTION
3F3C CD593F             CALL    SETFUNC
3F3F CD693F             CALL    WAITIO  ;PERFORM READ FUNCTION
3F42 C9                 RET             ;MAY HAVE ERROR SET IN REG-A
                ;
                ;
                WRITE:  ;DISK WRITE FUNCTION
3F43 0E06               MVI     C,WRITF
3F45 CD593F             CALL    SETFUNC ;SET TO WRITE FUNCTION
3F48 CD693F             CALL    WAITIO
3F4B C9                 RET             ;MAY HAVE ERROR SET
                ;
                ;
                ;       UTILITY SUBROUTINES
                PRMSG:  ;PRINT MESSAGE AT H,L TO 0
3F4C 7E                 MOV     A,M
3F4D B7                 ORA     A       ;ZERO?
3F4E C8                 RZ
                ;       MORE TO PRINT
3F4F E5                 PUSH    H
3F50 4F                 MOV     C,A
3F51 CDFB3E             CALL    CONOUT
3F54 E1                 POP     H
3F55 23                 INX     H
3F56 C34C3F             JMP     PRMSG
                ;
                SETFUNC:
                ;       SET FUNCTION FOR NEXT I/O (COMMAND IN REG-C)
3F59 21E13F             LXI     H,IOF   ;IO FUNCTION ADDRESS
3F5C 7E                 MOV     A,M     ;GET IT TO ACCUMULATOR FOR MASKING
3F5D E6F8               ANI     11111000B       ;REMOVE PREVIOUS COMMAND
3F5F B1                 ORA     C       ;SET TO NEW COMMAND
3F60 77                 MOV     M,A     ;REPLACED IN IOPB
                ;       THE MDS-800 CONTROLLER REQUIRES DISK BANK BIT IN SECTOR BYTE
                ;       MASK THE BIT FROM THE CURRENT I/O FUNCTION
3F61 E620               ANI     00100000B       ;MASK THE DISK SELECT BIT
```

```
3F63 21E43F          LXI     H,IOS           ;ADDRESS THE SECTOR SELECT BYTE
3F66 B6              ORA     M               ;SELECT PROPER DISK BANK
3F67 77              MOV     M,A             ;SET DISK SELECT BIT ON/OFF
3F68 C9              RET
                ;
                WAITIO:
3F69 0E0A            MVI     C,RETRY ;MAX RETRIES BEFORE PERM ERROR
                REWAIT:
                ;       START THE I/O FUNCTION AND WAIT FOR COMPLETION
3F6B CDB83F          CALL    INTYPE  ;IN RTYPE
3F6E CDC53F          CALL    INBYTE  ;CLEARS THE CONTROLLER
                ;
3F71 3ADF3F          LDA     DBANK           ;SET BANK FLAGS
3F74 B7              ORA     A               ;ZERO IF DRIVE 0,1 AND NZ IF 2,3
3F75 3EE0            MVI     A,IOPB AND 0FFH ;LOW ADDRESS FOR IOPB
3F77 063F            MVI     B,IOPB SHR 8    ;HIGH ADDRESS FOR IOPB
3F79 C2843F          JNZ     IODR1   ;DRIVE BANK 1?
3F7C D379            OUT     ILOW            ;LOW ADDRESS TO CONTROLLER
3F7E 78              MOV     A,B
3F7F D37A            OUT     IHIGH   ;HIGH ADDRESS
3F81 C3893F          JMP     WAIT0           ;TO WAIT FOR COMPLETE
                ;
                IODR1:  ;DRIVE BANK 1
3F84 D389            OUT     ILOW+10H        ;88 FOR DRIVE BANK 10
3F86 78              MOV     A,B
3F87 D38A            OUT     IHIGH+10H
                ;
3F89 CDD23F     WAIT0:  CALL    INSTAT          ;WAIT FOR COMPLETION
3F8C E604            ANI     IORDY           ;READY?
3F8E CA893F          JZ      WAIT0
                ;
                ;       CHECK IO COMPLETION CK
3F91 CDB83F          CALL    INTYPE          ;MUST BE IO COMPLETE (00) UNLINKED
                ;       00 UNLINKED I/O COMPLETE,    01 LINKED I/O COMPLETE (NOT USED)
                ;       10 DISK STATUS CHANGED       11 (NOT USED)
3F94 FE02            CPI     10B             ;READY STATUS CHANGE?
3F96 CAAB3F          JZ      WREADY
                ;
                ;       MUST BE 00 IN THE ACCUMULATOR
3F99 B7              ORA     A
3F9A C2B13F          JNZ     WERROR          ;SOME OTHER CONDITION, RETRY
                ;
                ;       CHECK I/O ERROR BITS
3F9D CDC53F          CALL    INBYTE
3FA0 17              RAL
3FA1 DAAB3F          JC      WREADY          ;UNIT NOT READY
3FA4 1F              RAR
3FA5 E6FE            ANI     11111110B       ;ANY OTHER ERRORS?  (DELETED DATA OK)
3FA7 C2B13F          JNZ     WERROR
                ;
```

```
                ;       READ OR WRITE IS OK, ACCUMULATOR CONTAINS ZERO
3FAA C9                 RET
                ;
                WREADY: ;NOT READY, TREAT AS ERROR FOR NOW
3FAB CDC53F             CALL    INBYTE          ;CLEAR RESULT BYTE
3FAE C3B13F             JMP     TRYCOUNT
                ;
                WERROR: ;RETURN HARDWARE MALFUNCTION (CRC, TRACK, SEEK, ETC.)
                ;       THE MDS CONTROLLER HAS RETURNED A BIT IN EACH POSITION
                ;       OF THE ACCUMULATOR, CORRESPONDING TO THE CONDITIONS:
                ;       0       - DELETED DATA (ACCEPTED AS OK ABOVE)
                ;       1       - CRC ERROR
                ;       2       - SEEK ERROR
                ;       3       - ADDRESS ERROR (HARDWARE MALFUNCTION)
                ;       4       - DATA OVER/UNDER FLOW (HARDWARE MALFUNCTION)
                ;       5       - WRITE PROTECT (TREATED AS NOT READY)
                ;       6       - WRITE ERROR (HARDWARE MALFUNCTION)
                ;       7       - NOT READY
                ;       (ACCUMULATOR BITS ARE NUMBERED 7 6 5 4 3 2 1 0)
                ;
                ;       IT MAY BE USEFUL TO FILTER OUT THE VARIOUS CONDITIONS,
                ;       BUT WE WILL GET A PERMANENT ERROR MESSAGE IF IT IS NOT
                ;       RECOVERABLE.  IN ANY CASE, THE NOT READY CONDITION IS
                ;       TREATED AS A SEPARATE CONDITION FOR LATER IMPROVEMENT
                TRYCOUNT:
                ;       REGISTER C CONTAINS RETRY COUNT, DECREMENT 'TIL ZERO
3FB1 0D                 DCR     C
3FB2 C26B3F             JNZ     REWAIT  ;FOR ANOTHER TRY
                ;
                ;       CANNOT RECOVER FROM ERROR
3FB5 3E01               MVI     A,1     ;ERROR CODE
3FB7 C9                 RET
                ;
                ;       INTYPE, INBYTE, INSTAT READ DRIVE BANK 00 OR 10
3FB8 3ADF3F     INTYPE: LDA     DBANK
3FBB B7                 ORA     A
3FBC C2C23F             JNZ     INTYP1  ;SKIP TO BANK 10
3FBF DB79               IN      RTYPE
3FC1 C9                 RET
3FC2 DB89       INTYP1: IN      RTYPE+10H       ;78 FOR 0,1  88 FOR 2,3
3FC4 C9                 RET'
                ;
3FC5 3ADF3F     INBYTE: LDA     DBANK
3FC8 B7                 ORA     A
3FC9 C2CF3F             JNZ     INBYT1
3FCC DB7B               IN      RBYTE
3FCE C9                 RET
3FCF DB8B       INBYT1: IN      RBYTE+10H
3FD1 C9                 RET
                ;
```

```
3FD2 3ADF3F     INSTAT: LDA     DBANK
3FD5 B7                 ORA     A
3FD6 C2DC3F             JNZ     INSTA1
3FD9 DB78               IN      DSTAT
3FDB C9                 RET
3FDC DB88       INSTA1: IN      DSTAT+10H
3FDE C9                 RET
                ;
                ;
                ;
                ;       DATA AREAS (MUST BE IN RAM)
3FDF 00         DBANK:  DB      0       ;DISK BANK 00 IF DRIVE 0,1
                                        ;          10 IF DRIVE 2,3
                IOPB:   ;IO PARAMETER BLOCK
3FE0 80                 DB      80H     ;NORMAL I/O OPERATION
3FE1 04         IOF:    DB      READF   ;IO FUNCTION, INITIAL READ
3FE2 01         ION:    DB      1       ;NUMBER OF SECTORS TO READ
3FE3 02         IOT:    DB      OFFSET  ;TRACK NUMBER
3FE4 01         IOS:    DB      1       ;SECTOR NUMBER
3FE5 8000       IOD:    DW      BUFF    ;IO ADDRESS
                ;
                ;
3FE7                    END
```

APPENDIX D: A SKELETAL CBIOS

```
                ;       SKELETAL CBIOS FOR FIRST LEVEL OF CP/M ALTERATION
                ;
                ;       NOTE :  MSIZE DETERMINES WHERE THIS CBIOS IS LOCATED
0010 =          MSIZE   EQU     16      ;CP/M VERSION MEMORY SIZE IN KILOBYTES
3E00 =          PATCH   EQU     MSIZE*1024-2*256        ;START OF THE CBIOS PATCH
                ;
                ;       WE WILL USE THE AREA RESERVED STARTING AT LOCATION
                ;       40H IN PAGE 0 FOR HOLDING THE VALUES OF:
                ;               TRACK   =  LAST SELECTED TRACK
                ;               SECTOR  =  LAST SELECTED SECTOR
                ;               DMAAD   =  LAST SELECTED DMA ADDRESS
                ;               DISKNO  =  LAST SELECTED DISK NUMBER
                ;       (NOTE THAT ALL ARE BYTE VALUES EXCEPT FOR DMAAD)
                ;
0040 =          SCRAT   EQU     40H             ;BASE OF SCRATCH AREA (FROM 40H TO 4FH)
0040 =          TRACK   EQU     SCRAT           ;CURRENTLY SELECTED TRACK
0041 =          SECTOR  EQU     SCRAT+1         ;CURRENTLY SELECTED SECTOR
0042 =          DMAAD   EQU     SCRAT+2         ;CURRENT DMA ADDRESS
0044 =          DISKNO  EQU     SCRAT+4 ;CURRENT DISK NUMBER
                ;
                ;
3E00                    ORG     PATCH   ;ORGIN OF THIS PROGRAM
0000 =          CBASE   EQU     (MSIZE-16)*1024 ;BIAS FOR SYSTEMS LARGER THAN 16K
2900 =          CPMB    EQU     CBASE+2900H     ;BASE OF CP/M (= BASE OF CCP)
3106 =          BDOS    EQU     CBASE+3106H     ;BASE OF RESIDENT PORTION OF CP/M
1500 =          CPML    EQU     $-CPMB          ;LENGTH OF THE CP/M SYSTEM IN BYTES
002A =          NSECTS  EQU     CPML/128        ;NUMBER OF SECTORS TO LOAD ON WARM START
                ;
                ;       JUMP VECTOR FOR INDIVIDUAL SUBROUTINES
3E00 C32D3E             JMP     BOOT            ;COLD START
                WBOOTE:
3E03 C3303E             JMP     WBOOT           ;WARM START
3E06 C3993E             JMP     CONST           ;CONSOLE STATUS
3E09 C3AC3E             JMP     CONIN           ;CONSOLE CHARACTER IN
3E0C C3BF3E             JMP     CONOUT          ;CONSOLE CHARACTER OUT
3E0F C3D13E             JMP     LIST            ;LIST CHARACTER OUT
3E12 C3D33E             JMP     PUNCH           ;PUNCH CHARACTER OUT
3E15 C3D53E             JMP     READER          ;READER CHARACTER OUT
3E18 C3DA3E             JMP     HOME            ;MOVE HEAD TO HOME POSITION
3E1B C3E03E             JMP     SELDSK          ;SELECT DISK
3E1E C3F53E             JMP     SETTRK          ;SET TRACK NUMBER
3E21 C30A3F             JMP     SETSEC          ;SET SECTOR NUMBER
3E24 C31F3F             JMP     SETDMA          ;SET DMA ADDRESS
3E27 C3353F             JMP     READ            ;READ DISK
3E2A C3483F             JMP     WRITE           ;WRITE DISK
                ;
                ;
```

```
                ;       INDIVIDUAL SUBROUTINES TO PERFORM EACH FUNCTION
                BOOT:   ;SIMPLEST CASE IS TO JUST PERFORM PARAMETER INITIALIZATION
3E2D C3793E             JMP     GOCPM           ;INITIALIZE AND GO TO CP/M
                ;
                WBOOT:  ;SIMPLEST CASE IS TO READ THE DISK UNTIL ALL SECTORS LOADED
3E30 318000             LXI     SP,80H          ;USE SPACE BELOW BUFFER FOR STACK
3E33 0E00               MVI     C,0             ;SELECT DISK 0
3E35 CDE03E             CALL    SELDSK
3E38 CDDA3E             CALL    HOME            ;GO TO TRACK 00
                ;
3E3B 062A               MVI     B,NSECTS        ;B COUNTS THE NUMBER OF SECTORS TO LOAD
3E3D 0E00               MVI     C,0             ;C HAS THE CURRENT TRACK NUMBER
3E3F 1602               MVI     D,2             ;D HAS THE NEXT SECTOR TO READ
                ;       NOTE THAT WE BEGIN BY READING TRACK 0, SECTOR 2 SINCE SECTOR 1
                ;       CONTAINS THE COLD START LOADER, WHICH IS SKIPPED IN A WARM START
3E41 210029             LXI     H,CPMB          ;BASE OF CP/M (INITIAL LOAD POINT)
                LOAD1:  ;LOAD ONE MORE SECTOR
3E44 C5                 PUSH    B       ;SAVE SECTOR COUNT, CURRENT TRACK
3E45 D5                 PUSH    D       ;SAVE NEXT SECTOR TO READ
3E46 E5                 PUSH    H       ;SAVE DMA ADDRESS
3E47 4A                 MOV     C,D     ;GET SECTOR ADDRESS TO REGISTER C
3E48 CD0A3F             CALL    SETSEC  ;SET SECTOR ADDRESS FROM REGISTER C
3E4B C1                 POP     B       ;RECALL DMA ADDRESS TO B,C
3E4C C5                 PUSH    B       ;REPLACE ON STACK FOR LATER RECALL
3E4D CD1F3F             CALL    SETDMA  ;SET DMA ADDRESS FROM B,C
                ;
                ;       DRIVE SET TO 0, TRACK SET, SECTOR SET, DMA ADDRESS SET
3E50 CD353F             CALL    READ
3E53 FE00               CPI     00H     ;ANY ERRORS?
3E55 C2303E             JNZ     WBOOT   ;RETRY THE ENTIRE BOOT IF AN ERROR OCCURS
                ;
                ;       NO ERROR, MOVE TO NEXT SECTOR
3E58 E1                 POP     H       ;RECALL DMA ADDRESS
3E59 118000             LXI     D,128   ;DMA=DMA+128
3E5C 19                 DAD     D       ;NEW DMA ADDRESS IS IN H,L
3E5D D1                 POP     D       ;RECALL SECTOR ADDRESS
3E5E C1                 POP     B       ;RECALL NUMBER OF SECTORS REMAINING, AND CURRENT TRK
3E5F 05                 DCR     B       ;SECTORS=SECTORS-1
3E60 CA793E             JZ      GOCPM   ;TRANSFER TO CP/M IF ALL HAVE BEEN LOADED
                ;
                ;       MORE SECTORS REMAIN TO LOAD, CHECK FOR TRACK CHANGE
3E63 14                 INR     D
3E64 7A                 MOV     A,D     ;SECTOR=27?, IF SO, CHANGE TRACKS
3E65 FE1B               CPI     27
3E67 DA443E             JC      LOAD1   ;CARRY GENERATED IF SECTOR<27
                ;
                ;       END OF CURRENT TRACK, GO TO NEXT TRACK
3E6A 1601               MVI     D,1     ;BEGIN WITH FIRST SECTOR OF NEXT TRACK
3E6C 0C                 INR     C       ;TRACK=TRACK+1
                ;
```

```
                ;       SAVE REGISTER STATE, AND CHANGE TRACKS
3E6D C5                 PUSH    B
3E6E D5                 PUSH    D
3E6F E5                 PUSH    H
3E70 CDF53E             CALL    SETTRK  ;TRACK ADDRESS SET FROM REGISTER C
3E73 E1                 POP     H
3E74 D1                 POP     D
3E75 C1                 POP     B
3E76 C3443E             JMP     LOAD1   ;FOR ANOTHER SECTOR
                ;
                ;       END OF LOAD OPERATION, SET PARAMETERS AND GO TO CP/M
                GOCPM:
3E79 3EC3               MVI     A,0C3H  ;C3 IS A JMP INSTRUCTION
3E7B 320000             STA     0       ;FOR JMP TO WBOOT
3E7E 21033E             LXI     H,WBOOTE        ;WBOOT ENTRY POINT
3E81 220100             SHLD    1       ;SET ADDRESS FIELD FOR JMP AT 0
                ;
3E84 320500             STA     5       ;FOR JMP TO BDOS
3E87 210631             LXI     H,BDOS  ;BDOS ENTRY POINT
3E8A 220600             SHLD    6       ;ADDRESS FIELD OF JUMP AT 5 TO BDOS
                ;
3E8D 018000             LXI     B,80H   ;DEFAULT DMA ADDRESS IS 80H
3E90 CD1F3F             CALL    SETDMA
                ;
3E93 FB                 EI              ;ENABLE THE INTERRUPT SYSTEM
                ;       FUTURE VERSIONS OF CCP WILL SELECT THE DISK GIVEN BY REGISTER
                ;       C UPON ENTRY, HENCE ZERO IT IN THIS VERSION OF THE BIOS FOR
                ;       FUTURE COMPATIBILITY.
3E94 0E00               MVI     C,0     ;SELECT DISK ZERO AFTER INITIALIZATION
3E96 C30029             JMP     CPMB    ;GO TO CP/M FOR FURTHER PROCESSING
                ;
                ;
                ;       SIMPLE I/O HANDLERS (MUST BE FILLED IN BY USER)
                ;       IN EACH CASE, THE ENTRY POINT IS PROVIDED, WITH SPACE RESERVED
                ;       TO INSERT YOUR OWN CODE
                ;
                CONST:  ;CONSOLE STATUS, RETURN 0FFH IF CHARACTER READY, 00H IF NOT
3E99                    DS      10H     ;SPACE FOR STATUS SUBROUTINE
3EA9 3E00               MVI     A,00H
3EAB C9                 RET
                ;
                CONIN:  ;CONSOLE CHARACTER INTO REGISTER A
3EAC                    DS      10H     ;SPACE FOR INPUT ROUTINE
3EBC E67F               ANI     7FH     ;STRIP PARITY BIT
3EBE C9                 RET
                ;
                CONOUT: ;CONSOLE CHARACTER OUTPUT FROM REGISTER C
3EBF 79                 MOV     A,C     ;GET TO ACCUMULATOR
3EC0                    DS      10H     ;SPACE FOR OUTPUT ROUTINE
3ED0 C9                 RET
```

```
                ;
                LIST:   ;LIST CHARACTER FROM REGISTER C
3ED1 79                 MOV     A,C     ;CHARACTER TO REGISTER A
3ED2 C9                 RET             ;NULL SUBROUTINE
                ;
                PUNCH:  ;PUNCH CHARACTER FROM REGISTER C
3ED3 79                 MOV     A,C     ;CHARACTER TO REGISTER A
3ED4 C9                 RET             ;NULL SUBROUTINE
                ;
                ;
                READER: ;READ CHARACTER INTO REGISTER A FROM READER DEVICE
3ED5 3E1A               MVI     A,1AH   ;ENTER END OF FILE FOR NOW (REPLACE LATER)
3ED7 E67F               ANI     7FH     ;REMEMBER TO STRIP PARITY BIT
3ED9 C9                 RET
                ;
                ;
                ;       I/O DRIVERS FOR THE DISK FOLLOW
                ;       FOR NOW, WE WILL SIMPLY STORE THE PARAMETERS AWAY FOR USE
                ;       IN THE READ AND WRITE SUBROUTINES
                ;
                HOME:   ;MOVE TO THE TRACK 00 POSITION OF CURRENT DRIVE
                ;       TRANSLATE THIS CALL INTO A SETTRK CALL WITH PARAMETER 00
3EDA 0E00               MVI     C,0     ;SELECT TRACK 0
3EDC CDF53E             CALL    SETTRK
3EDF C9                 RET             ;WE WILL MOVE TO 00 ON FIRST READ/WRITE
                ;
                SELDSK: ;SELECT DISK GIVEN BY REGISTER C
3EE0 79                 MOV     A,C
3EE1 324400             STA     DISKNO
3EE4                    DS      10H     ;SPACE FOR DISK SELECTION ROUTINE
3EF4 C9                 RET
                ;
                SETTRK: ;SET TRACK GIVEN BY REGISTER C
3EF5 79                 MOV     A,C
3EF6 324000             STA     TRACK
3EF9                    DS      10H     ;SPACE FOR TRACK SELECT
3F09 C9                 RET
                ;
                SETSEC: ;SET SECTOR GIVEN BY REGISTER C
3F0A 79                 MOV     A,C
3F0B 324100             STA     SECTOR
3F0E                    DS      10H     ;SPACE FOR SECTOR SELECT
3F1E C9                 RET
                ;
                SETDMA: ;SET DMA ADDRESS GIVEN BY REGISTERS B AND C
3F1F 69                 MOV     L,C     ;LOW ORDER ADDRESS
3F20 60                 MOV     H,B     ;HIGH ORDER ADDRESS
3F21 224200             SHLD    DMAAD   ;SAVE THE ADDRESS
3F24                    DS      10H     ;SPACE FOR SETTING THE DMA ADDRESS
3F34 C9                 RET
```

```
                ;
                READ:   ;PERFORM READ OPERATION (USUALLY THIS IS SIMILAR TO WRITE
                ;       SO WE WILL ALLOW SPACE TO SET UP READ COMMAND, THEN USE
                ;       COMMON CODE IN WRITE)
3F35                    DS      10H     ;SET UP READ COMMAND
3F45 C3583F             JMP     WAITIO  ;TO PERFORM THE ACTUAL I/O
                ;
                WRITE:  ;PERFORM A WRITE OPERATION
3F48                    DS      10H     ;SET UP WRITE COMMAND
                ;
                WAITIO: ;ENTER HERE FROM READ AND WRITE TO PERFORM THE ACTUAL I/O
                ;       OPERATION.  RETURN A 00H IN REGISTER A IF THE OPERATION COMPLETES
                ;       PROPERLY, AND 01H IF AN ERROR OCCURS DURING THE READ OR WRITE
                ;
                ;       IN THIS CASE, WE HAVE SAVED THE DISK NUMBER IN 'DISKNO' (0,1)
                ;                               THE TRACK NUMBER IN 'TRACK' (0-76)
                ;                               THE SECTOR NUMBER IN 'SECTOR' (1-26)
                ;                               THE DMA ADDRESS IN 'DMAAD' (0-65535)
                ;       ALL REMAINING SPACE FROM $ THROUGH MSIZE*1024-1 IS AVAILABLE:
00A7 =          LEFT    EQU     (MSIZE*1024-1)-$        ;SPACE REMAINING IN CBIOS
                ;
3F58 3E01               MVI     A,1     ;ERROR CONDITION
3F5A C9                 RET             ;REPLACED WHEN FILLED-IN
3F5B                    END
```

APPENDIX E: A SKELETAL GETSYS/PUTSYS PROGRAM

```
                ;       COMBINED GETSYS AND PUTSYS PROGRAMS FROM SECTION 4
                ;
                ;       START THE PROGRAMS AT THE BASE OF THE TRANSIENT PROGRAM AREA
0100                    ORG     100H
0010 =          MSIZE   EQU     16      ;SIZE OF MEMORY IN KILOBYTES
                ;       BIAS IS THE AMOUNT TO ADD TO ADDRESSES FOR SYSTEMS LARGER THAN 16K
                ;       (REFERRED TO AS 'B' THROUGHOUT THE TEXT)
0000 =          BIAS    EQU     (MSIZE-16)*1024
                ;
                ;       GETSYS PROGRAM - READ TRACKS 0 AND 1 TO MEMORY AT 2880H+BIAS
                ;       REGISTER                USE
                ;         A             (SCRATCH REGISTER)
                ;         B             TRACK COUNT (0...76)
                ;         C             SECTOR COUNT (1...26)
                ;         D,E           (SCRATCH REGISTER PAIR)
                ;         H,L           LOAD ADDRESS
                ;         SP            SET TO STACK ADDRESS
                ;
                GSTART:                         ;START OF THE GETSYS PROGRAM
0100 318028             LXI     SP,2880H+BIAS   ;SET STACK POINTER TO SCRATCH AREA
0103 218028             LXI     H,2880H+BIAS    ;SET BASE LOAD ADDRESS
0106 0600               MVI     B,0             ;START WITH TRACK 00
                RDTRK:                          ;READ FIRST (NEXT) TRACK
0108 0E01               MVI     C,1             ;READ STARTING WITH SECTOR 1
                RDSEC:
010A CD0003             CALL    READSEC         ;READ NEXT SECTOR
010D 118000             LXI     D,128           ;CHANGE LOAD ADDRESS TO NEXT 1/2 PAGE
0110 19                 DAD     D               ;HL=HL+128 TO NEXT ADDRESS
0111 0C                 INR     C               ;SECTOR=SECTOR+1
0112 79                 MOV     A,C             ;CHECK FOR END OF TRACK
0113 FE1B               CPI     27
0115 DA0A01             JC      RDSEC           ;CARRY GENERATED IF C<27
                ;
                ;       ARRIVE HERE AT END OF TRACK, MOVE TO NEXT TRACK
0118 04                 INR     B               ;TRACK=TRACK+1
0119 78                 MOV     A,B             ;CHECK FOR LAST TRACK
011A FE02               CPI     2               ;TRACK=2?
011C DA0801             JC      RDTRK           ;CARRY GENERATED IF TRACK < 2
                ;
                ;       ARRIVE HERE AT END OF LOAD, HALT FOR NOW
011F FB                 EI
0120 76                 HLT
                ;
                ;       PUTSYS PROGRAM - PLACE MEMORY STARTING AT 2880H+BIAS BACK TO TRACKS
                ;       0 AND 1.  START THIS PROGRAM ON THE NEXT PAGE
0200                    ORG     ($+100H) AND 0FF00H
```

```
                ;       REGISTER                        USE
                ;         A                         (SCRATCH REGISTER)
                ;         B                         TRACK COUNT (0,1)
                ;         C                         SECTOR COUNT (1...26)
                ;         D,E                       (SCRATCH REGISTER PAIR)
                ;         H,L                       DUMP ADDRESS
                ;         SP                        SET TO STACK ADDRESS
                ;
                PSTART:         ;START OF THE PUTSYS PROGRAM
0200 318028             LXI     SP,2880H+BIAS   ;SET STACK POINTER TO SCRATCH AREA
0203 218028             LXI     H,2880H+BIAS    ;SET BASE DUMP ADDRESS
0206 0600               MVI     B,0             ;START WITH TRACK 0
                WRTRK:                          ;WRITE FIRST (NEXT) TRACK
0208 0E01               MVI     C,1             ;START WRITING AT SECTOR 1
                WRSEC:                          ;WRITE FIRST (NEXT) SECTOR
020A CD8003             CALL    WRITESEC        ;PERFORM THE WRITE
020D 118000             LXI     D,128           ;MOVE DUMP ADDRESS TO NEXT 1/2 PAGE
0210 19                 DAD     D               ;HL=HL+128
0211 0C                 INR     C               ;SECTOR=SECTOR+1
0212 79                 MOV     A,C             ;CHECK FOR END OF TRACK
0213 FE1B               CPI     27              ;SECTOR=27?
0215 DA0A02             JC      WRSEC           ;CARRY GENERATED IF SECTOR < 27
                ;
                ;       ARRIVE HERE AT END OF TRACK, MOVE TO NEXT TRACK
0218 04                 INR     B               ;TRACK=TRACK+1
0219 78                 MOV     A,B             ;TEST FOR LAST TRACK
021A FE02               CPI     2               ;TRACK=2?
021C DA0802             JC      WRTRK           ;CARRY GENERATED IF TRACK < 2
                ;
                ;       ARRIVE HERE AT END OF DUMP, HALT FOR NOW
021F FB                 EI
0220 76                 HLT
                ;
                ;
                ;       USER-SUPPLIED SUBROUTINES FOR SECTOR READ AND SECTOR WRITE
                ;
                ;       MOVE TO NEXT PAGE FOR READSEC AND WRITESEC
0300                    ORG     ($+100H) AND 0FF00H
                ;
                READSEC:                ;READ THE NEXT SECTOR
                ;       TRACK TO READ IS IN REGISTER B
                ;       SECTOR TO READ IS IN REGISTER C
                ;       BRANCH TO LABEL GSTART IF ERROR OCCURS
                ;       READ 128 BYTES OF DATA TO ADDRESS GIVEN BY H,L
0300 C5                 PUSH    B
0301 E5                 PUSH    H
                ;       ** PLACE READ OPERATION HERE **
0302 E1                 POP     H
0303 C1                 POP     B
0304 C9                 RET
```

```
                ;
                ;       MOVE TO NEXT 1/2 PAGE FOR WRITESEC SUBROUTINE
0380            WRITESEC:       ORG     ($ AND 0FF00H) + 80H
                ;       TRACK TO WRITE IS IN REGISTER B
                ;       SECTOR TO WRITE IS IN REGISTER C
                ;       BRANCH TO LABEL PSTART IF ERROR OCCURS
                ;       WRITE 128 BYTES OF DATA FROM ADDRESS GIVEN BY H,L
0380 C5                 PUSH    B
0381 E5                 PUSH    H
                ;       ** PLACE WRITE OPERATION HERE **
0382 E1                 POP     H
0383 C1                 POP     B
0384 C9                 RET
                ;
                ;       END OF GETSYS/PUTSYS PROGRAM
0385                    END
```

APPENDIX F: A SKELETAL COLD START LOADER

```
                ;       THIS IS A SAMPLE COLD START LOADER WHICH, WHEN MODIFIED, RESIDES
                ;       ON TRACK 00, SECTOR 01 (THE FIRST SECTOR ON THE DISKETTE).  WE
                ;       ASSUME THAT THE CONTROLLER HAS LOADED THIS SECTOR INTO MEMORY
                ;       UPON SYSTEM STARTUP (THIS PROGRAM CAN BE KEYED-IN, OR EXIST IN
                ;       A PAGE OF READ-ONLY MEMORY BEYOND THE ADDRESS SPACE OF THE CP/M
                ;       VERSION YOU ARE RUNNING).  THE COLD START LOADER BRINGS THE CP/M
                ;       SYSTEM INTO MEMORY AT 'LOADP' (NOMINALLY 2900H) + 'BIAS' WHERE
                ;       THE BIAS VALUE ACCOUNTS FOR MEMORY SYSTEMS LARGER THAN 16K, AND
                ;       CP/M VERSIONS WHICH HANDLE THE LARGER MEMORY SPACE.  IN A 16K
                ;       SYSTEM, THE VALUE OF BIAS IS 0000H.  AFTER LOADING THE CP/M SYS-
                ;       TEM, THE COLD START LOADER BRANCHES TO THE 'BOOT' ENTRY POINT OF
                ;       THE BIOS, WHICH BEGINS AT 'BIOS' + 'BIAS'.  THE COLD START LOADER
                ;       IS NOT USED AGAIN UNTIL THE SYSTEM IS POWERED UP AGAIN, AS LONG
                ;       AS THE BIOS IS NOT OVERWRITTEN.
                ;
                ;       THE ORGIN IS 0, ASSUMING THE CONTROLLER LOADS THE COLD START
                ;       PROGRAM AT THE BASE OF MEMORY.  THIS ORIGIN MUST BE IN HIGH
                ;       MEMORY (BEYOND THE END OF THE BIOS) IF THE COLD START LOADER
                ;       IS IMPLEMENTED IN READ-ONLY-MEMORY.
0000                    ORG     0000H   ;BASE OF MEMORY
0010 =          MSIZE   EQU     16      ;MEMORY SIZE IN KILOBYTES
0000 =          BIAS    EQU     (MSIZE-16)*1024 ;BIAS TO ADD TO LOAD ADDRESSES
2900 =          LOADP   EQU     2900H   ;LOAD POINT FOR CP/M SYSTEM
3E00 =          BIOS    EQU     3E00H   ;BASIC I/O SYSTEM (2 PAGES = 512 BYTES)
3E00 =          BOOT    EQU     BIOS    ;COLD START ENTRY POINT IN BIOS
1700 =          SIZE    EQU     BIOS+512-LOADP  ;SIZE OF THE CP/M SYSTEM TO LOAD
002E =          SECTS   EQU     SIZE/128        ;NUMBER OF SECTORS TO LOAD
                ;
                ;       BEGIN THE LOAD OPERATION
0000 010200     COLD:   LXI     B,2             ;CLEAR B TO 0, SET C TO SECTOR 2
0003 162E               MVI     D,SECTS ;NUMBER OF SECTORS TO LOAD IS IN D
0005 210C29             LXI     H,LOADP+BIAS            ;LOAD POINT IN H,L
                ;
                LSECT:  ;LOAD NEXT SECTOR
                ;       INSERT INLINE CODE AT THIS POINT TO READ ONE 128 BYTE SECTOR
                ;       FROM TRACK GIVEN BY REGISTER B,
                ;           SECTOR GIVEN BY REGISTER C,
                ;       INTO ADDRESS GIVEN BY REGISTER PAIR H,L
                ;       BRANCH TO LOCATION 'COLD' IF A READ ERROR OCCURS
                ;
                ;       ************************************************************
                ;       USER SUPPLIED READ OPERATION GOES HERE
                ;       ************************************************************
                ;       (SPACE IS RESERVED FOR YOUR PATCH)
0008 C36B00             JMP     PASTPATCH       ;REMOVE THIS JUMP WHEN PATCHED
000B                    DS      60H
```

```
                ;
                PASTPATCH:
                ;       GO TO NEXT SECTOR IF LOAD IS INCOMPLETE
006B 15                 DCR     D               ;SECTS=SECTS-1
006C CA003E             JZ      BOOT+BIAS               ;GO TO BOOT LOADER AT 3E00H+BIAS
                ;
                ;       MORE SECTORS TO LOAD
                ;       USE SP FOR SCRATCH REGISTER TO HOLD LOAD ADDRESS INCREMENT
006F 318000             LXI     SP,128
0072 39                 DAD     SP              ;HL=HL+128 TO NEXT LOAD ADDRESS
                ;
0073 0C                 INR     C               ;SECTOR=SECTOR+1
0074 79                 MOV     A,C             ;MOVE SECTOR COUNT TO A FOR COMPARE
0075 FE1B               CPI     27              ;END OF CURRENT TRACK?
0077 DA0800             JC      LSECT           ;CARRY GENERATED IF SECTOR < 27
                ;
                ;       END OF TRACK, MOVE TO NEXT TRACK
007A 0E01               MVI     C,1             ;SECTOR=1
007C 04                 INR     B               ;TRACK=TRACK+1
007D C30800             JMP     LSECT           ;FOR ANOTHER SECTOR
                ;
0080                    END
```