



HP-83/85

ASSEMBLER ROM

AND

HP-82928A SYSTEM MONITOR

MANUAL



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## NOTES

## INTRODUCTION

This manual outlines the commands, statements, instructions and use of both the HP-83/85 Assembler ROM and the HP-82928A System Monitor. The manual is not tutorial in nature and it assumes that you already have at least some knowledge of programming in assembly language. If you are not already familiar with the HP-83 or HP-85 Personal Computer, you should read the owner's manual before proceeding.

The HP-83/85 contains both read-only memory (ROM) and read-write or random-access memory (RAM). The RAM contains the user's BASIC language programs and data, and can also contain a binary (machine language) program. The ROM contains the machine language program which recognizes and executes the statements provided by the BASIC language. Thus, the operating system ROM in the HP-83/85 provides such statements as PRINT, DISP, and INPUT.

When external peripheral devices are added, their wider range of capabilities requires more extensive BASIC language statements to fully use these capabilities. Additional plug-in modules, called add-on ROMs, merely enrich the BASIC language by increasing the number of statements and functions that can be recognized and executed. Similarly, a binary program within the computer also extends the BASIC language.



### THE ASSEMBLER ROM

Using the Assembler ROM, you can write assembly-language binary programs for residence and execution within the computer or for creation of a plug-in EPROM for the computer. A binary program can:

#### Extend the BASIC language:

- Provide new BASIC statements and system functions.
- Take over and redefine existing BASIC statements and functions.
- Expand I/O control.

## Introduction

### Give increased execution speed:

- Yield faster results.
- Speed up I/O processes.

### Redefine the system:

- Take over system "hooks," giving access to the HP-83/85 operating system.
- Implement languages other than BASIC.
- Redefine the use and operation of I/O.

A ROM program is written in virtually the same manner as a binary program--the main difference is in how the program is used after assembly--and in this manual both are often termed simply "binary programs."

When connected to an HP-83/85 Personal Computer, the Assembler ROM permits you to enter and edit source code for binary programs right on the computer's CRT screen. Automatic line numbering and cursor movement are active, and the source code can be stored on a mass storage device such as a tape cartridge or disc, listed, and edited in much the same way a BASIC program is stored, listed, and edited. As source statements are entered, they are automatically checked for syntax errors and duplicate labels.

At assembly time, the resulting object code (machine language) is stored on a mass storage device such as a tape or disc. This object code can also be loaded automatically or on command into the HP-83/85, and it is then ready to run.

To aid in programming, a tape cartridge and a disc are provided with the Assembler ROM. Each of these contains a global file of HP-83/85 system labels and their memory addresses for use during assembly. The tape and disc also contain useful sample programs to help illustrate how binary programs are created.

The Assembler ROM gives you the ability to "tailor" statements for your own applications, to speed up program execution, to perform sophisticated graphics. But with all the power and system accessibility provided by the Assembler ROM,

it is also possible to defeat the computer's internal safeguards and even seriously damage the HP-83 or HP-85. For this reason, you should understand assembly language programming before attempting to use the Assembler ROM.

## THE HP-82928A SYSTEM MONITOR

The System Monitor is an optional plug-in module that is designed for use only in conjunction with the Assembler ROM. The System Monitor is not required, but it makes the debugging and modification of binary programs much easier.

With the System Monitor module attached, you can set breakpoints that interrupt the execution of a program. After program execution has been interrupted, you can examine or change the contents of memory, you can execute one instruction at a time (single-step), or you can trace the operation of a machine language program, printing the status of the CPU after each instruction.

## SCOPE OF THIS MANUAL

This manual contains information about three separate products:

- The HP-83/85 Personal Computer and its operating system.
- The Assembler ROM.
- The HP-82928A System Monitor.

The manual has been written to help you most effectively use these three products together. If you are looking for information in a specific area, however, you may want to refer to the manual sections as outlined below:

## THE COMPUTER'S OPERATING SYSTEM

<u>Manual Section</u>	<u>Topic</u>
3	CPU Structure and Operation
5	System Architecture and Operation
7	HP-83/85 System Routines
Appendix A	Glossary of Terms
Appendix B	Hardware Diagram
Appendix E	ASCII Table
Appendix F	Tables of Tokens and Attributes

## Introduction

### THE ASSEMBLER ROM

<u>Manual Section</u>	<u>Topic</u>
Introduction	
1	Getting Started
2	Assembler Commands and Statements
4	HP-83/85 Assembler Instructions
6	Writing Binary and ROM Programs
8	Sample Binary Programs
Appendix C	Assembler Instructions
Appendix D	Decoding Assembler Instructions
Appendix G	Error Messages

### THE SYSTEM MONITOR

<u>Manual Section</u>	<u>Topic</u>
1	Getting Started
9	The HP-82928A System Monitor

### SYNTAX GUIDELINES

The syntax used in this manual for illustrating commands, statements, and instructions is shown here:

**LDB** Instructions shown in capital letters, but not underlined, must be entered exactly as shown (in either upper-case or lower-case letters).

DR Items shown underlined are expressions or names that must be specified in the instruction, statement, or command.

[ ] Items shown between brackets are optional. If several items are stacked between brackets, any one or none of the items may be specified.

... Three dots (ellipsis) following a set of brackets indicate that the items between the brackets may be repeated.

All values for registers and addresses in this manual are octal values. Other values (numbers, quantities, etc.) are given in decimal base unless otherwise noted.

NOTES

# SECTION 1

## GETTING STARTED

When shipped from the factory, the HP-83/85 Assembler ROM package comprises the following items:

- HP-83/85 Assembler ROM, part number 00085-15007.
- HP-85 Assembler Global File tape.
- HP-83 Assembler Global File disc.
- HP-83/85 Assembler ROM Manual, part number 00085-90444.
- HP-83/85 Assembler ROM Pocket Guide, part number 00085-90445.

To use the Assembler ROM, you will need at least the following:

--HP 82936A ROM Drawer

AND

--HP-83 Personal Computer with Flexible Disc Drive

OR

--HP-85 Personal Computer with or without Disc Drive attached.

In addition, to help you write and de-bug binary programs with the Assembler ROM, you may also wish to obtain the HP-82928A System Monitor.

This manual gives installation and operation instructions for the HP-83/85 Assembler ROM and its global file, and also for the HP-82928A System Monitor.

### ROM INSTALLATION

Install the HP-83/85 Assembler ROM in one of the six slots in an HP 82936A ROM Drawer. The ROM drawer can then be plugged into one of the four module ports in the rear of the computer. If you are unfamiliar with the procedure for installing a ROM and a ROM drawer, refer to the owner's manual for your computer, or to the HP 82936A ROM Drawer Instruction Sheet for the proper procedure.

### TAPE CARTRIDGE OR DISC INSTALLATION AND USE

To install the tape cartridge containing the global file and the example binary programs into the HP-85 computer, follow the instructions in the HP-85 Owner's Manual.



## Getting Started

To install the disc containing the global file and sample binary programs, follow the instructions in the owner's manual for the Flexible Disc Drive.

As part of the process of assembling a binary program, the object code is stored on a mass storage device such as a tape or disc. If, as will probably be most convenient, you wish to use the global file tape cartridge for this purpose, make sure that the tab on the cartridge is set to RECORD.

Here is a list of the files available on the global file tape and disc. Files with names ending in "S" are source code files. Files with names ending in "B" are binary program object code files. (The file GLOBAL is an ASCII data file containing the assembled global file.)

FTOCS	}	Example program: Fahrenheit to Celsius.
FTOCB		
GCURS	}	Example program: Implements a graphics cursor.
GCURB		
SOFTKS	}	Example program: Special function keys as typing aids.
SOFTKB		
UDL\$S	}	Example program: Underlines a string.
UDL\$B		
RECPLS	}	Example program: Rectangular/polar conversions.
RECPLB		
ROMPRS	}	Example program: Rectangular/polar conversions. (Written for a ROM.)
ROMPRB		
GL01S	}	Global file in source code. (Two parts.)
GL02S		
GLOBAL		Global file.

## SYSTEM MONITOR INSTALLATION

The HP-82928A System Monitor is installed in one of the four module I/O ports of the HP-83 or HP-85. To install the System Monitor, follow the instructions in the owner's manual for your computer.

The System Monitor is not required for use of the Assembler ROM.

## ASSEMBLER ERRORS

The Assembler ROM and the System Monitor contain some error messages of their own. A complete list of these error messages and their causes may be found in appendix G of this manual.

Because of the ability of binary programs to take over internal HP-83/85 routines and to defeat safeguards within the computer, it is possible to physically damage the computer without halting execution or even generating an error. For example, a flawed binary program could hold the print head element on and burn it out, or it could run the magnetic tape in an HP-85 tape cartridge off the end of the spool. For this reason, you should be extremely careful as you write and run binary programs, particularly if your programs take over any of the internal printer or tape routines.

### CAUTION

If during the running of a binary program the print head appears to be "locked up" or an HP-85 tape cartridge begins to unspool, shut off the computer's power switch immediately.

## NOTES

## SECTION 2

### ASSEMBLER COMMANDS, STATEMENTS, AND FUNCTIONS

When the Assembler ROM is attached to the HP-83 or HP-85, it provides:

- Assembler commands
- Assembler statements and functions
- Assembly language elements



The commands and the statements and functions provided by the Assembler ROM are added to the functions, statements and commands that are already part of the computer's instruction set. They are executed exactly as the rest of the computer's instruction set, and have been created to help the programmer control and use the assembler.

Assembly language elements are used as the actual instructions in writing binary programs. The format and use of these elements are discussed in section 4 of this manual, and a complete list of them may be found in that section and in appendix C.

#### ASSEMBLER COMMANDS

A command is non-programmable, and can be executed only from the keyboard (i.e., in calculator mode). The assembler commands permit the user to transfer between assembler and BASIC system modes, to assemble, store and load binary program source code, and to find labels within the source code in memory.

Assembler commands may be entered as normal calculator mode statements, alone on a line and terminated by [END LINE]. In addition, in assembler mode, the computer's special function keys and certain other keys will generate the assembler commands as follows:

## Assembler Commands, Statements, and Functions

<u>Key</u>	<u>Assembler Command</u>
[LOAD]	ALOAD
[RUN]	ASSEMBLE
[STORE]	ASTORE
[K1]	BASIC
[K2]	FLABEL
[K3]	FREFS

### ALOAD

Assembler Command

Load Source Code

Format: ALOAD "file name"

Description: Legal only in assembler mode. Loads source code that was previously stored with the ASTORE command into the computer's memory from the file specified on the currently-selected mass-storage device. The file must be of the type known as "extended" (\*\*\*\*). In assembler mode, the [LOAD] key is a typing aid for the word ALOAD.

Example: ALOAD "OXY"

#### NOTE

The "extended" type of file, denoted by \*\*\*\* on the directory of a mass storage device, does not necessarily mean that the file contains source code. In fact, other HP-83/85 firmware and software may generate extended type files.

## ASSEMBLE

Assembler Command

Assemble Source Code

Format: ASSEMBLE "file name" [, numeric value]

Description: Legal only in assembler mode. Assembles source code currently in the computer's memory and stores it in the file specified by file name on the currently selected mass storage device (e.g., tape or disc). The assembled source code is stored as either a binary program or, if the file has been declared a ROM or global file, as a series of strings in a data file.

If at assembly numeric value is evaluated as zero, the binary program currently in the computer's memory is scratched, and the object code of the newly-assembled binary program is loaded from the mass storage device into memory. Default numeric value is evaluated as zero.

If at assembly numeric value is other than zero, any binary program currently in memory remains inviolate, and the object code of the newly-assembled binary program is stored only on the current mass storage device.

In assembler mode, the [RUN] key is a typing aid for the word ASSEMBLE.

## CAUTION

If a program contains an error or if programs are linked at assembly, this command can destroy the source code; if the source code is to be saved on a mass storage device such as a disc or tape cartridge, it should be stored there before typing ASSEMBLE.

## Assembler Commands, Statements, and Functions

Examples: ASSEMBLE "CENT" Assembles source code into object code, stores object code as a file named CENT on the tape cartridge or disc, and performs a LOADBIN "CENT" to load the object code.

ASSEMBLE "OXY", 3 Assembles source code into object code and stores object code as a file named OXY on the tape cartridge or disc.

### ASSEMBLER

Assembler Command

Switch to Assembler Mode

Description: Legal only when the computer is in normal system mode, this command scratches memory and puts the computer into assembler mode. In assembler mode, most normal BASIC statements will still operate, but only as calculator mode statements--they are not programmable. Source code for a binary program can then be typed in with line numbers, just as a BASIC program is typed in while in normal system mode (but with only one instruction per line). Unlike its operation in normal system mode, the computer is somewhat sensitive to character spacing while in assembler mode. Auto line numbering, screen editing, listing, etc., are all functional. The [CONT], [STEP], and [INIT] keys are inoperative in assembler mode; in this mode the [RUN] key acts as a typing aid for the word ASSEMBLE.

Displays the word Ready when executed.

## ASTORE

Assembler Command

Store Source Code

Format:       ASTORE "file name"

Legal only in assembler mode. Stores the source code currently in the computer's memory into the specified file on the currently-selected mass storage device (e.g., tape or disc). File is of the type known as "extended," shown in the directory as \*\*\*\*.

In assembler mode, the [STORE] key is a typing aid for the word ASTORE.

Example:       ASTORE "OXY"

## BASIC

Assembler Command

Switch to BASIC Mode.

Format:       BASIC

Description:   Legal only when in assembler mode, this command scratches memory and puts the HP-83/85 back into normal BASIC mode.

Displays the word Ready when executed.

In assembler mode, special function key [K1] acts as a typing aid for the word BASIC.



## FLABEL

Assembler Command

Find Label

Format: FLABEL "label"

Description: Legal only in assembler mode. This command searches through the source code in memory for the label specified. For each occurrence of the label (as a label at the beginning of a line) the line is listed. After an FLABEL command has been executed, pressing the [LIST] key causes the source code to be listed, beginning with the last line where the label occurs.

In assembler mode, special function key [K2] may be used as a typing aid for the word FLABEL.

Examples: FLABEL "SIN"

FLABEL "PARSIT"

## FREFS

Assembler Command

Find References to Labels

Format: FREFS "label"

Description: Legal only in assembler mode. Searches through the source code in memory for all occurrences, whether at the beginning of a line or not, of the specified label. Otherwise operates the same as FLABEL, including the operation of the [LIST] key.

In assembler mode, special function key [K3] acts as a typing aid for the word FREFS.

Examples: FREFS "SIN"

FREFS "CENT"

TREM

Assembler Command

Toggle Remarks

Format:       TREM

Description: Legal only in assembler mode. Toggles an internal flag to suppress end-of-line comments and prevent them from appearing on the computer's CRT when source code is listed. Default condition is that end-of-line comments are not shown on the CRT. Because end-of-line comments can wrap around on the CRT, this command can make the CRT display of source code more easily readable.

## ASSEMBLER STATEMENTS AND FUNCTIONS

Statements and functions are programmable BASIC language elements. The statements and functions provided by the Assembler ROM are simply additions to the BASIC language of the HP-83/85 computer. As with all BASIC statements and functions, they may be used either in calculator mode or as part of a BASIC program when the HP-83/85 is in normal BASIC system mode. When the computer is in assembler mode, of course, all BASIC statements and functions may be executed only from the keyboard (i.e., as calculator mode statements).

DEC

Assembler-Provided BASIC Function

Octal to Decimal

Format:       DEC (octal numeric value)

Description: Returns the decimal equivalent of the specified octal value.

Example:       DEC (377) Returns 255, the decimal equivalent of 377<sub>8</sub>.

## MEM

Assembler-Provided BASIC Statement

### Memory Dump

Format: MEM address [:ROM #] [,# of bytes] [=#,#, ...]

Description: Dumps the contents of computer RAM or ROM memory to the current CRT IS device beginning with the octal address. Continues dumping for the specified octal [,# of bytes]. At power-on, default # of bytes is  $100_8$ ; otherwise, default is the last # of bytes specified.

The [:ROM #], if included, is a decimal value that selects the plug-in ROM from which memory is dumped. At power-on, default value for ROM # is 0; otherwise, default is the last ROM # specified.

The output is in two forms: The first shows the octal representation of the bytes in memory; the second shows the ASCII representation of the bytes.

If =#,# is included in the statement, memory is not dumped, but instead the contents of memory locations beginning at address are changed to the octal values specified after the = sign. The memory locations must be in RAM (32K-64K). The contents of one succeeding memory location are changed for each value specified after the = sign. The # of bytes, if included in the statement, is disregarded in this case.

Examples: MEM 103300 Dumps contents of  $100_8$  bytes of memory to the CRT IS device, beginning with memory location 103300.

MEM 103300, 20 Dumps contents of  $20_8$  bytes of memory to the CRT IS device, beginning with memory location 103300.

MEM 60200: 40,200 Dumps contents of 200 bytes of Assembler ROM (ROM # 40) to CRT IS device, beginning with memory location 60200.

MEM 105000 = 0,0,0,15 Loads memory locations 105000, 105001, and 105002 with zeros, and loads location 105003 with  $15_8$ .

## MEMD

Assembler-Provided BASIC Statement

Memory Dump

Format: MEMD address [: rom#] [, # of bytes] [=#,#,...]

Description: Same as MEM statement, except it reads the contents of two bytes of memory beginning with address and uses those contents as the actual address at which to begin the dump.

Example: MEMD 101233 Dumps contents of 100 bytes of memory to current CRT IS device beginning with location pointed to by value in bytes 101233 and 101234. (Since address 101233 is the address of BINTAB, this statement actually dumps the first 100 bytes of a binary program, if one is resident.)

## REL

Assembler-Provided BASIC Statement

Relative Address

Format: REL (octal address)

Description: Returns the absolute address of a relative address. Takes the relative octal address and adds to it the address (called BINTAB) of the beginning of the binary program to yield the octal absolute address. May be used alone or with MEM. May also be used with command BKP if HP-82928A System Monitor is attached.

Examples: REL (0) Returns address of the beginning of the binary program (i.e., the contents of BINTAB).

MEM REL (123), 100 Dumps contents of 100<sub>8</sub> bytes of memory to the CRT IS device, beginning with the 123rd byte of the binary program.

BKP REL (675) Sets break point at byte 675 after the beginning of the binary program. (BKP is available only with the HP-82928A System Monitor attached.)

## SCRATCHBIN

Assembler-Provided BASIC Statement

Scratch Binary Program

Format: SCRATCHBIN

Description: Scratches the current binary program from computer memory, without affecting anything else. Nothing can follow SCRATCHBIN on a line except [END LINE].

OCT

Assembler-Provided BASIC Statement

Decimal to Octal

Format:       OCT (decimal numeric value)

Description: Returns the octal equivalent of the specified decimal value.

Example:       OCT (45) Returns 55, the octal equivalent of  $45_{10}$ .

## NOTES

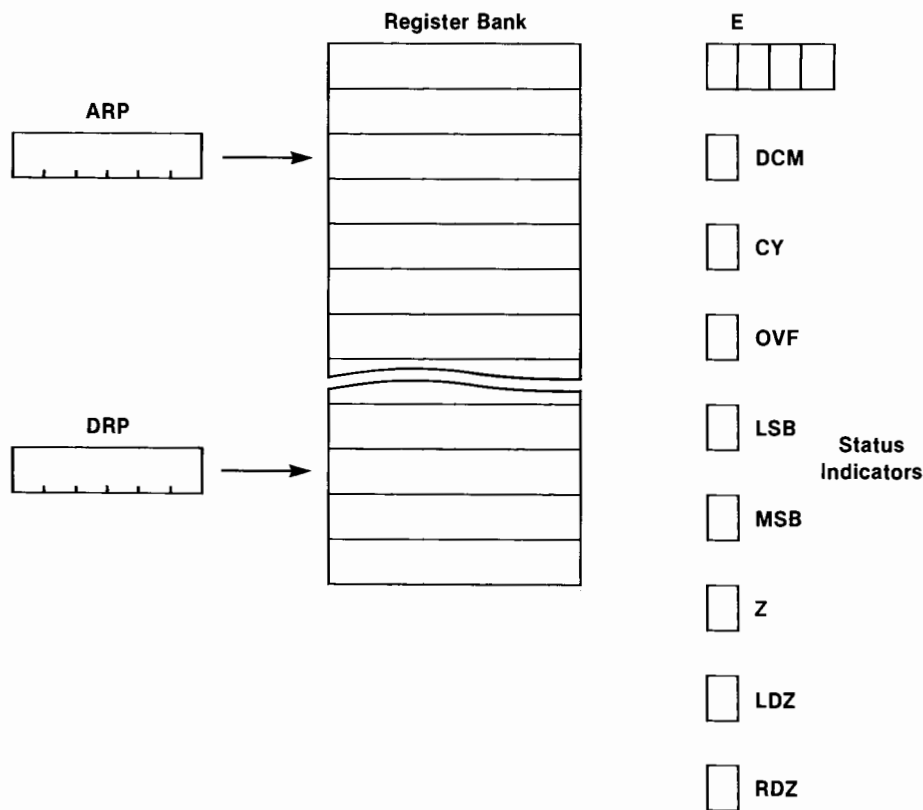
## SECTION 3

### CPU STRUCTURE AND OPERATION



This section explains the structure, addressing modes and operation of the central processing unit (CPU) in the HP-83/85.

The HP-83/85 CPU consists of a  $64_{10}$ -byte register bank, a pair of address pointers called the address register pointer (ARP) and the data register pointer (DRP), an arithmetic and logic unit (ALU) and a shifter, and a set of status indicators.



CENTRAL PROCESSING UNIT



## ARP AND DRP

The address register pointer (ARP) and the data register pointer (DRP) are independent six-bit CPU locations. Both the ARP and the DRP can be used to address any of the bytes in the CPU register bank.

The CPU register addressed by the ARP is called the address register, or AR. The register addressed by the DRP is called the data register, or DR.

## CPU REGISTER BANK

The heart of the CPU is the register bank of 64 8-bit bytes of random-access memory. These bytes form registers which are grouped into two-byte (16-bit) sections and eight-byte (64-bit) sections. The diagram on the following page shows the organization of the CPU registers, which are numbered from 0 to  $77_8$ , and specified by  $R0 - R77$ .

Some of the registers in the CPU register bank are dedicated by hardware to specific tasks.

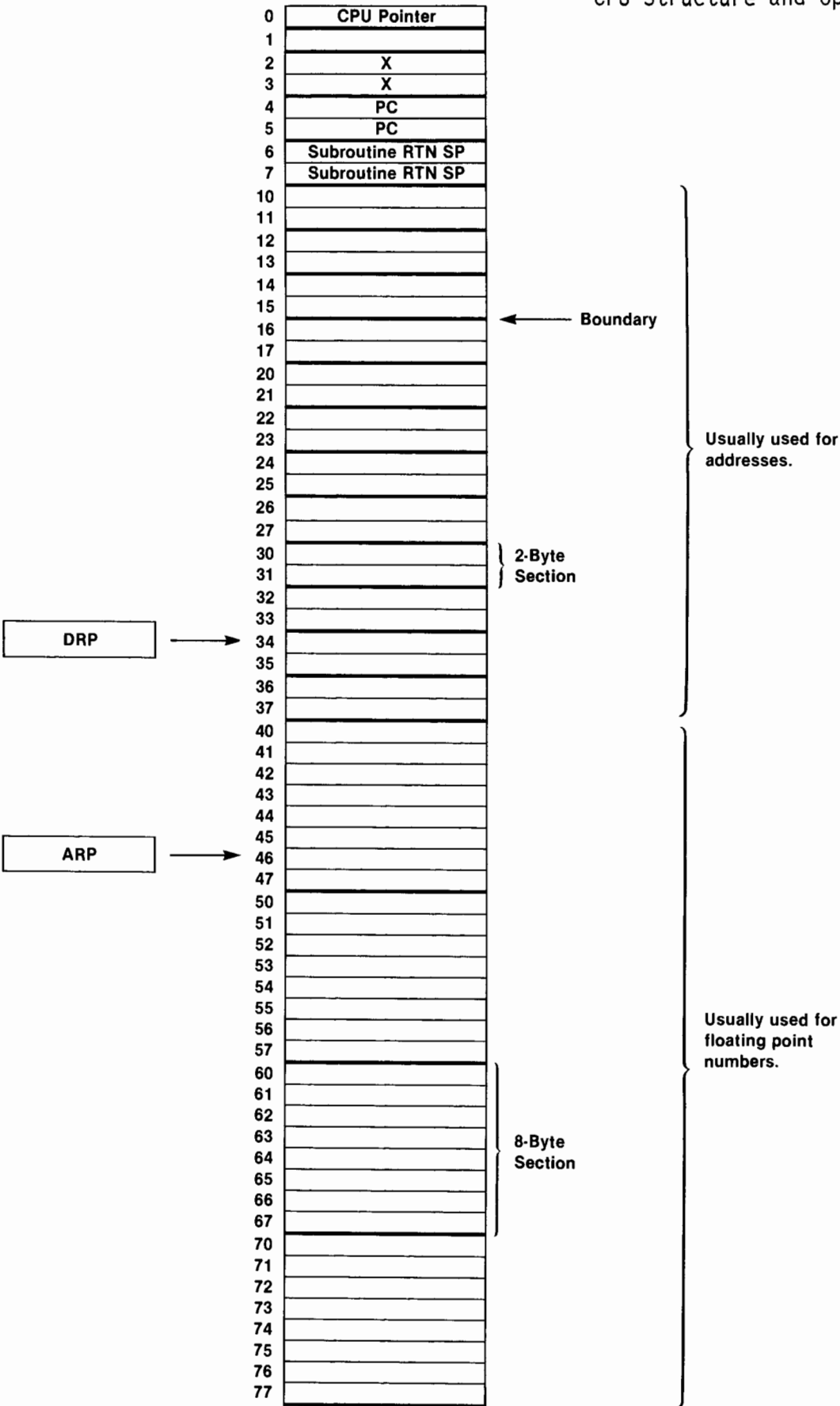
### HARDWARE-DEDICATED REGISTERS

The first  $40_8$  registers of the CPU ( $R0 - R37$ ) are divided into two-byte (16-bit) sections. Of these, many of the bytes are reserved by hardware for use as special-purpose registers. These hardware-dedicated registers are:

Register Bank Pointer. Register 0 is a pointer to the remainder of the CPU register bank. Register 1 is inaccessible except through register 0.

Index Scratch. Registers 2 and 3 are scratch registers used for indexed addressing (X). Their contents are destroyed by execution of instructions using indexed addressing.

Program Counter. Registers 4 and 5 contain the program counter (PC).



CPU REGISTER BANK

## CPU Structure and Operation

Return Stack Pointer. Registers 6 and 7 contain the pointer for the subroutine return stack. (The space allocated for this stack in the computer's system memory comprises addresses 101300 through 101777, although sometimes these addresses may be used for other purposes.)

In addition to the special-purpose registers described above, certain other CPU registers are commonly used for specific purposes by internal HP-83/85 routines. (For example, registers R40 and R50 are used by internal mathematics routines for addition, subtraction, etc.)

### REGISTER BOUNDARIES

The CPU registers are separated by boundaries, shown as heavy lines in the illustration of the register bank above. In the first 32 bytes, there is a boundary every two bytes. In the next 32 bytes, there is a boundary every eight bytes.

This partitions the first 32 bytes into 16-bit sections (used primarily for address manipulation) and the next 32 bytes into 64-bit sections (used primarily for floating point quantities). The register array is, therefore, capable of holding up to four floating-point numbers and twelve 16-bit addresses.

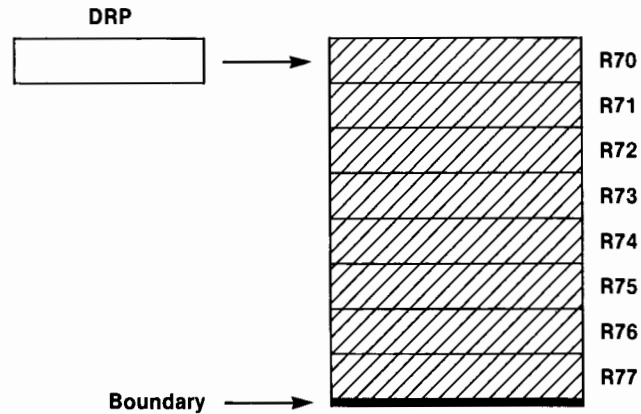
### MULTI-BYTE OPERATIONS

The HP-83/85 CPU structure permits "multi-byte operations," involving a string of bytes rather than just a single byte. A string can consist of from one to eight consecutive CPU registers. The exact number is determined by the DRP and the next boundary.

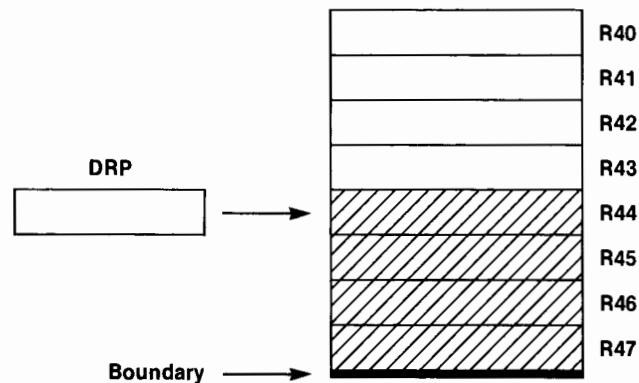
The locations involved in a multi-byte operation are those beginning with the location pointed to by the DRP and ending with the next boundary. The next boundary is the one in the direction of increasing addresses (except in the case of a shift right instruction.)

The following examples should help explain this concept:

--A multi-byte increment with DRP set to 70 (that is, executing ICM R70) results in an increment of the 64-bit quantity stored between locations R70 and R77. Higher addresses always refer to more significant bytes.

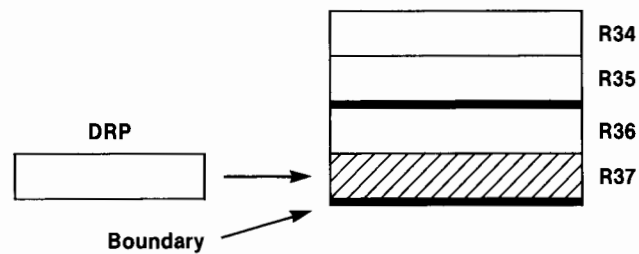


--A multi-byte test with DRP set to 44 (that is, executing TSM R44) results in the status flags being set according to the data found in registers R44, R45, R46 and R47. Location R47 is the most significant byte.



## CPU Structure and Operation

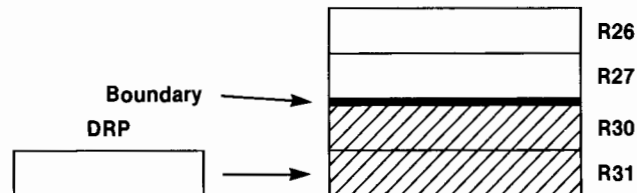
--A multi-byte complement with DRP set to 37 (that is, executing TCM R37) complements only R37.



The only exception to the rule that the next boundary is in the direction of increasing addresses is the shift right instruction. If a multi-byte instruction is a shift right, then the next boundary is the one in the direction of decreasing addresses.

Thus:

--A multi-byte shift right with DRP set to 31 (that is, executing LRM R31) shifts the combined contents of R31 and R30 right. R31 is the most significant byte.



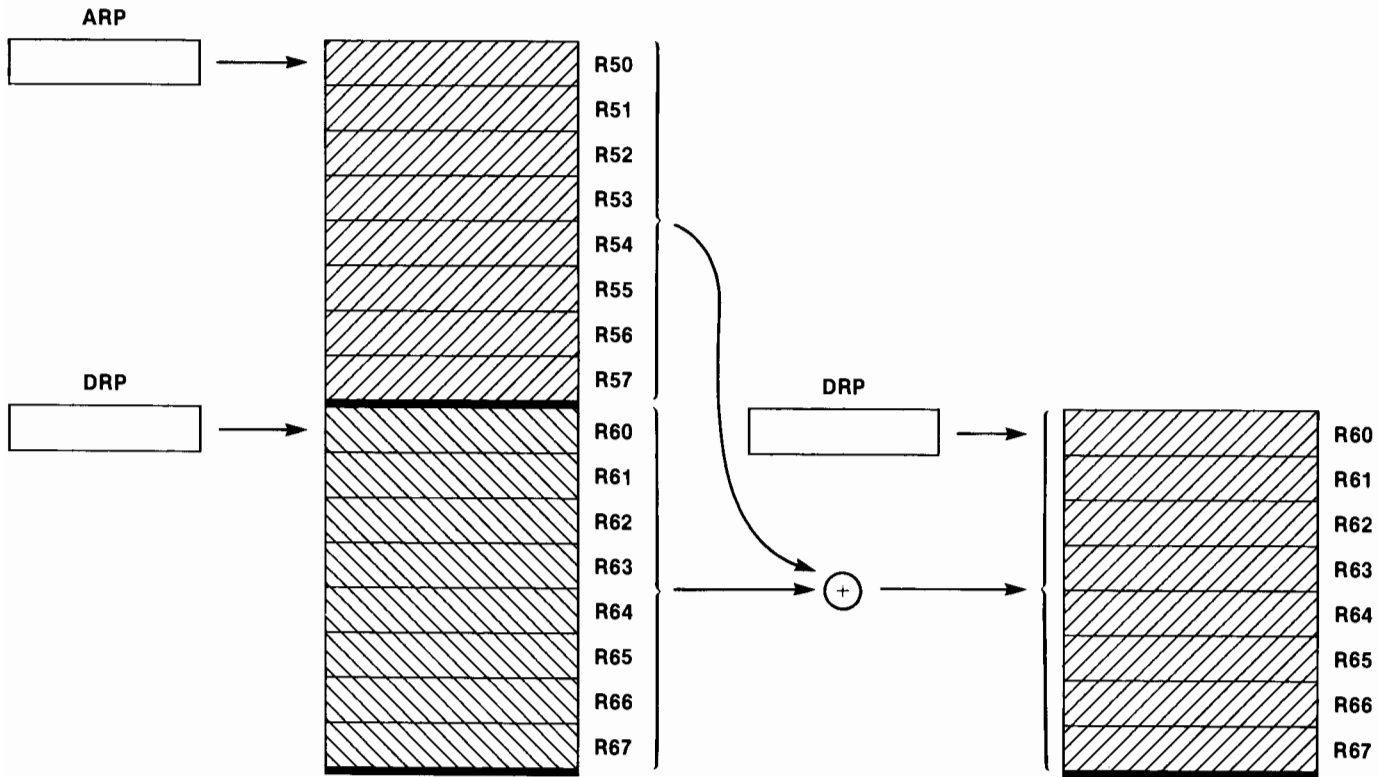
## SINGLE-BYTE OPERATIONS

Besides executing multi-byte instructions, the HP-83/85 CPU also executes instructions using single bytes. In a single-byte operation, the DRP refers to only a single byte.

TWO-OPERAND OPERATIONS

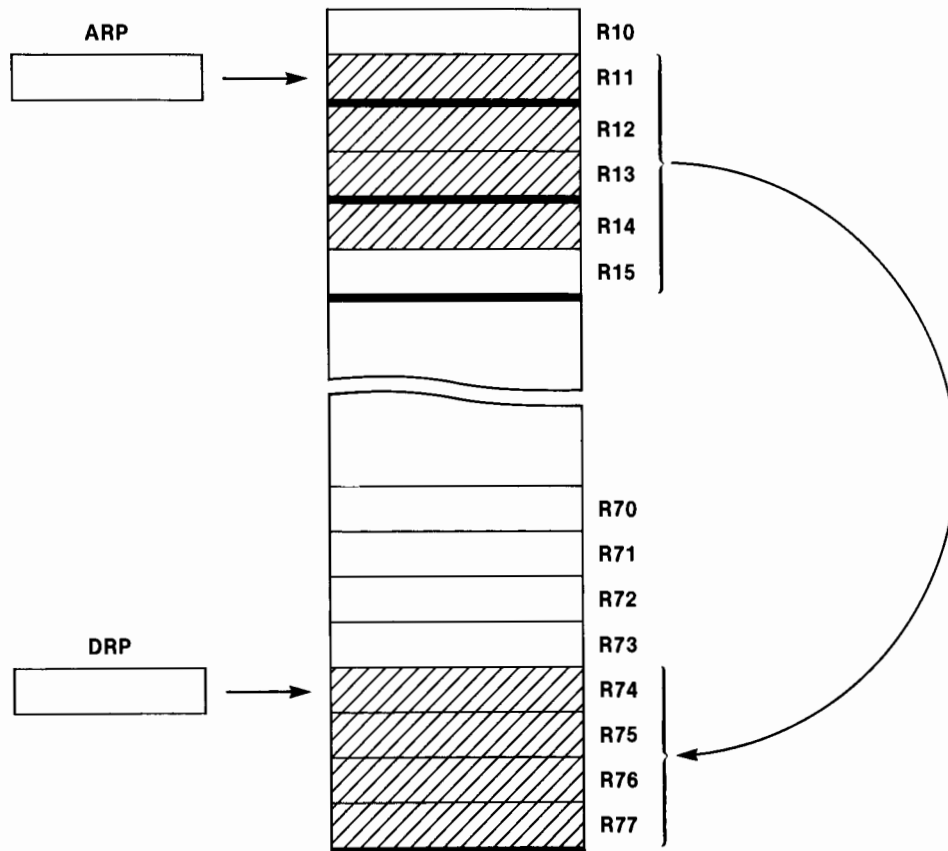
Two-operand multi- and single-byte instructions may also be executed. In the case of a multi-byte two-operand instruction, DRP points to the first operand and ARP points to the second. DRP is still used to determine the number of bytes involved for the first operand. The other operand consists of the same number of bytes, beginning with the location to which the ARP points. For example:

--A multi-byte add with DRP set to 60 and ARP set to 50 (that is, executing ADM R60, R50) results in the 64-bit quantity starting with R50 being added to the 64-bit quantity starting with R60. The sum is stored in R60 through R67.

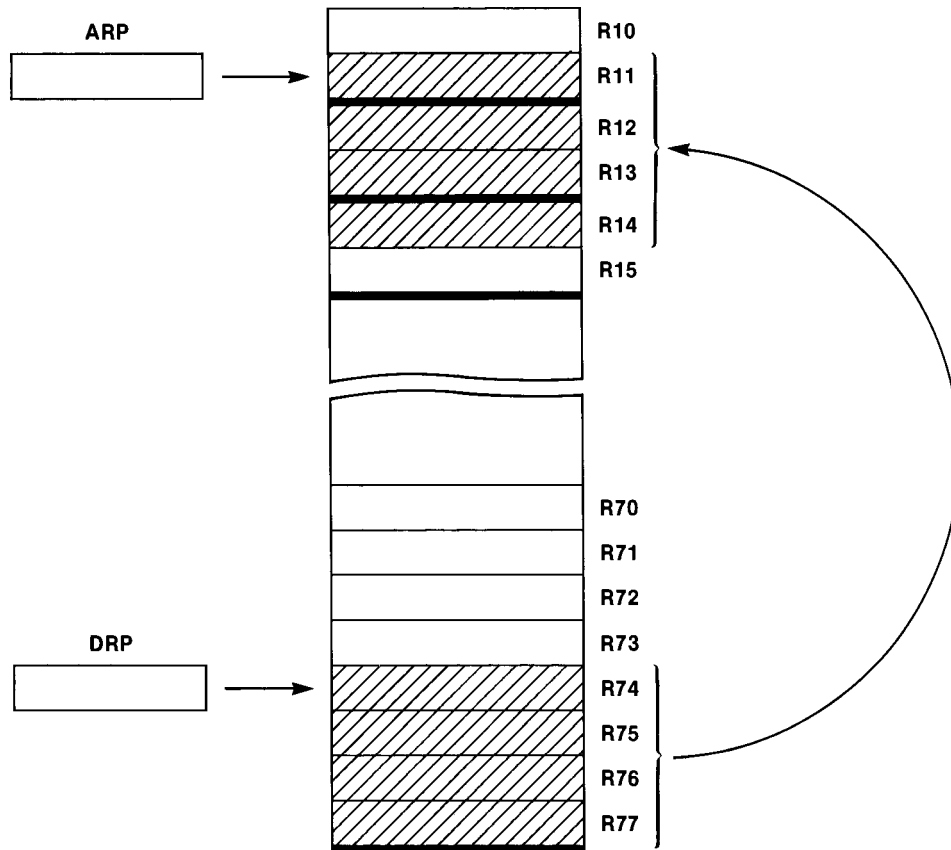


## CPU Structure and Operation

--A multi-byte load with DRP set to 74 and ARP set to 11 (that is, executing LDM R74, R11) transfers the contents of four bytes beginning with R11 to locations R74, R75, R76 and R77.



--A multi-byte store with DRP set to 74 and ARP set to 11 transfers the contents of R74 through R77 to the four consecutive locations beginning with R11.



Remember: The number of bytes in a multi-byte operation is always determined by the setting of DRP (not ARP) and the next boundary.

There are also two-operand operations where the DRP points to one operand and the second is located in the computer's memory. Once again, the number of bytes to be operated upon is determined by the DRP. The corresponding number of bytes are accessed from memory beginning with the calculated effective address.



## NUMBER REPRESENTATION

Numbers in the HP-83/85 are manipulated in a variety of formats. The user has the option of specifying quantities as octal, BCD or decimal. In addition, the internal quantities used in the HP-83/85 occur in various formats, depending on their use.

## ADDRESSES

An address, whether in the CPU register bank or in system memory, is always an octal value that occupies two bytes, or 16 bits. The lower-numbered byte contains the less significant byte of the address, and the higher-numbered byte contains the more significant byte of the address. Only the first byte of the two-byte address is referenced by other instructions.

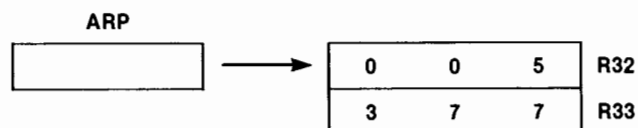
For example, address 177405, translated into a binary quantity, appears like this:

1	7	7	4	0	5	}	Octal Representation
1	111	111	100	000	101	}	Binary Representation

When this binary quantity is split into two eight-bit registers, it appears as:

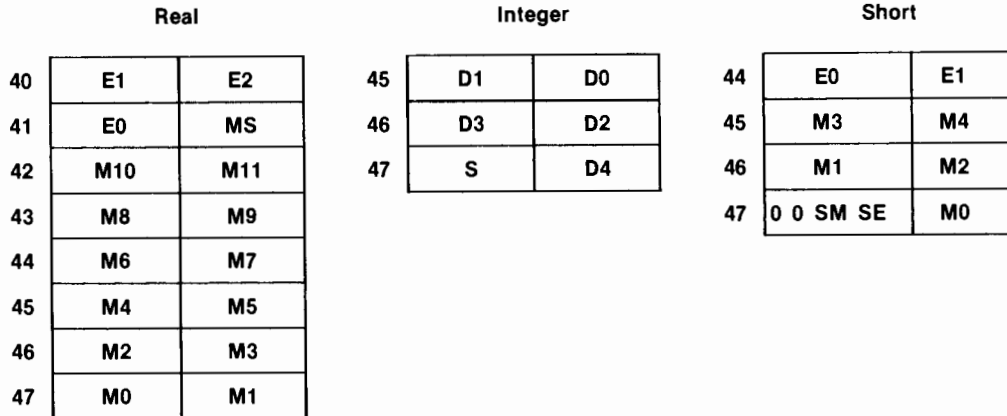
11	111	111	100	000	101	}	Binary Quantity
3	7	7	0	0	5	}	Register Contents

Only the first byte of the two-byte address is referenced by other instructions, so an address pointing to ROM location 177405 from the CPU might look like this:



**NUMERIC QUANTITIES**

Numeric quantities in the HP-83/85 may be of three types: Real, short, and integer. The following illustration shows how numeric quantities are represented internally in the computer. For the illustration, the numbers are shown in CPU registers R40 - R47.



**FORMATS OF NUMERIC QUANTITIES**

In real or floating-point format, the mantissa is a 12-digit quantity expressed as a magnitude. Each digit consists of four bits. The least significant digit, represented by M11, is stored in R42. The most significant digit, represented by M0, is stored in R47. The number is normalized; thus, there is an implied decimal point between M0 and M1 in R47. The sign of the mantissa is stored in the least significant digit of R41. A zero is stored as the sign of the mantissa if the number is positive; otherwise, a nine is stored. The exponent is a three-digit number stored in R40 and in the most significant digit position of R41. Exponents are expressed in ten's complement form.

Integer variables are stored in three bytes, with five digits and a sign. Short variables are stored as a mantissa sign (SM) an exponent sign (SE), five mantissa digits, and a two-digit exponent.

## STATUS INDICATORS

The HP-83/85 CPU contains eight flags and a four-bit register for program status. The flags signal the present condition of the data, while the four-bit register serves as an "extended" register for counting and data manipulation.

Status can affect or be affected by CPU instructions. In the HP-83/85 CPU, the instruction set has data movement instructions of both the arithmetic and non-arithmetic types. These instructions include:

--Arithmetic: Add, subtract, compare, increment, decrement, complement.

--Non-arithmetic: Load, store, logical and, or, exclusive or, shift, clear, test.

The following status indicators are present in the HP-85 CPU:

E: Extend Register. A four-bit register which can be cleared, incremented, or decremented independent of DCM. Shifts can be made into and out of the extend register only when DCM is set.

DCM: Decimal Mode Flag. When set, binary-coded decimal (BCD) operations will be performed. When cleared, binary operations will be performed. The operations affected by DCM are all the arithmetic data movement instructions and the shift instructions. The DCM flag can be modified only by two CPU instructions, BCD and BIN. The BCD instruction sets DCM, while the BIN instruction clears DCM.

CY: Carry Flag. This one-bit register can be shifted into and out of when DCM is cleared (i.e., BIN mode). It is loaded with the carry from the most significant bit (MSB) according to the table shown here:

<u>CPU Instruction</u>	<u>Carry Flag</u>
Add	CY set according to carry of add.
Subtract	CY set if result is positive, cleared if result is negative.
Compare	Same setting as for subtract.
Increment	CY set as for add.
Decrement	CY set as for subtract.
Shift	CY loaded with bit shifted out, if in binary mode. (Right shift loads CY from LSB.)
Complement	CY cleared by nine's complement, set by ten's complement, if contents of data register (DR) were zero.

All other data movement instructions clear CY.

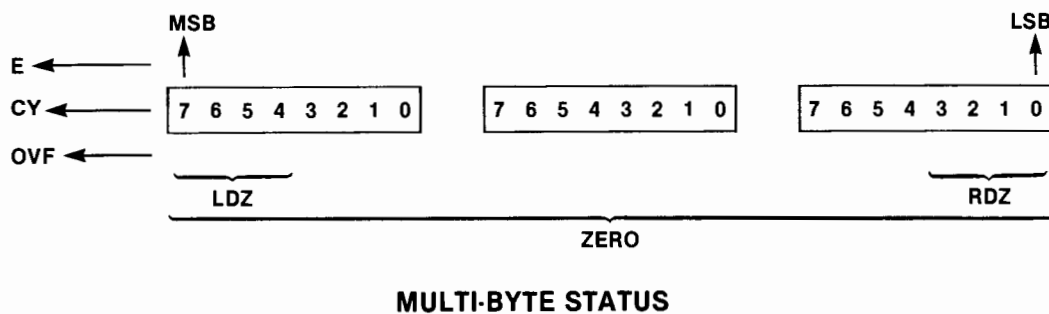
OVF: Overflow Flag. The overflow flag is set whenever the result of a binary arithmetic operation exceeds the maximum positive or negative number that can be contained in the destination register. This can occur as the result of a compare, binary add, binary subtract, binary complement, or binary left shift instruction. Thus, an arithmetic data movement instruction or a left shift with DCM cleared affects OVF; all other data movement instructions clear OVF. The remaining instructions do not affect OVF.

LSB: Least Significant Bit Flag. LSB is set the same as the least significant bit (LSB) of the result of each data movement instruction.

## CPU Structure and Operation

- MSB:** Most Significant Bit Flag. MSB is set the same as the most significant bit (MSB) of the result of each data movement instruction.
- Z:** Zero Flag. Z is set if a data movement instruction produces a result of all zeros. If the result is not all zeros, Z is cleared. Other instructions do not affect Z.
- LDZ:** Left Digit Zero Flag. LDZ is affected only by data movement instructions. LDZ is set if the most significant nibble (four bits) of the result is 0000. If the most significant four bits are not 0000, LDZ is cleared.
- RDZ:** Right Digit Zero Flag. RDZ is affected only by data movement instructions. RDZ is set if the least significant nibble (four bits) of the result is 0000, regardless of the setting of DCM. If the most significant four bits are not 0000, RDZ is cleared.

Status information is based on the entire single or multi-byte quantity that is processed. The figure below illustrates status on a three-byte quantity.



All multi-byte operations except right shift start execution with the least significant byte. All status flags except LSB, RDZ, and DCM are updated after each byte of an operation, and therefore will be correct whenever the memory boundary is reached. The LSB and RDZ flags are set only for the first byte.

For a shift right instruction, where the shift is from the most significant byte to the least significant, the MSB and LDZ flags are set only for the most significant byte; the rest are updated after each byte.

For a complete list of all CPU instructions and their relationships to status indicators, refer to section 4 and appendix C.

## NOTES

## SECTION 4



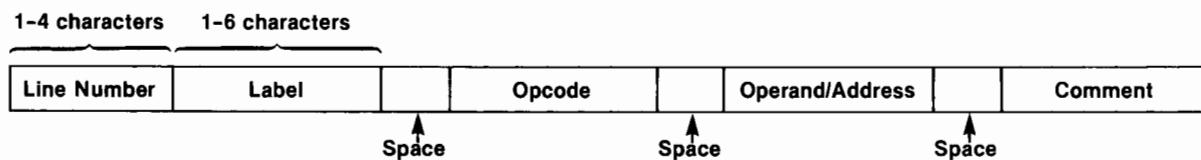
### ASSEMBLER INSTRUCTIONS

The HP-83/85 Assembler instructions can manipulate data in the HP-83 or HP-85 central processing unit, and through the CPU, in HP-83/85 RAM as well.

Assembler instructions are of two types: Instructions and pseudo-instructions. Instructions operate directly on the CPU and during assembly are translated directly into machine language object instructions. They are specified by means of opcodes. Pseudo-instructions are entered in the same way as CPU instructions, but they are actually messages to the Assembler ROM. They are specified by means of pseudo-opcodes.

### ENTERING INSTRUCTIONS AND PSEUDO-INSTRUCTIONS

Source code is typed into the CRT by entering the line number, followed by a label (if any), followed by the opcode, followed by the address or operand, if required, followed by a comment (if any). When [END LINE] is then pressed, the line is parsed and the elements are assigned to their respective fields on the CRT.



**SOURCE CODE INSTRUCTION FORMAT**

In assembler mode, the HP-83/85 is sensitive to spacing among the elements of a line of source code. For example:



## Assembler Instructions

A statement entered to the CRT as:

```
60 LBL LDMD R70,R40
70 Label jsb=numval
80 PUBD R52,+R12
90 PUBD 52,+12
100 CLB R40 !THIS IS A COMMENT
```

After parsing appears as:

```
60 LBL    LDMD R70,R40
70 Label JSB =NUMVAL
80        PUBD R52,+R12
90        PUBD R52,+R12
100       CLB R40
!THIS IS A COMMENT
  ↑      ↑      ↑
Label  Opcode  Operand or
Field  Field   Address Field
```

## LINE NUMBERING

Each line of binary program source code must begin with a line number. These line numbers may be entered individually, or automatic line numbering may be specified with the [AUTO] key.

These line numbers are useful for entering and editing a binary program, but do not correspond to the addresses of the machine language object code that is generated during assembly.

## LABELS

No spaces or one space may be typed between the line number and the label field. A label is optional, and may be from one to six characters. A label cannot have a digit as the first character, nor a space as any character; one or more spaces denote the end of the label.

When a label has been entered and parsed, it appears in a label field on the CRT or printer. This field begins in the second character space to the right of the line number.

## OPCODES AND PSEUDO-OPCODES

The opcodes and pseudo-opcodes for assembly language instructions may be entered after typing at least two spaces after the line number or at least a single space after a label. Entries in the opcode field are restricted to valid instructions and pseudo-instructions. Blanks are not allowed within the opcode field.

When an opcode or pseudo-opcode has been entered and parsed, it begins in the field nine spaces to the right of the line number.

Opcodes (but not pseudo-opcodes) may be either single-byte (specified by a "B") or multi-byte (specified by an "M").

#### OPERANDS OR ADDRESSES

Depending upon the format of the instruction, the operand or address field may specify one or more of the following:

- Data Register. A CPU register which may signify single-byte or multi-byte operation.
- Operand. May be a CPU register or a memory location. Depending on the addressing mode, memory can be addressed immediately, indirectly, or by an index.
- Register Pointer. Constant used to load ARP or DRP.
- Label. A label to specify an address or constant.
- Nothing. Some instructions do not require an entry in this field.

An AR or DR in the CPU is specified by an "R" before the register number (e.g., R32), or by an "X" before the register number when indexed addressing is used. The "R" may be omitted when CPU register numbers are typed, since the assembler inserts a missing "R" automatically. The "X" must be typed to indicate register numbers for indexed operations.

#### COMMENTS

A comment or remark must begin with an exclamation point. A comment must be typed beginning in the first or second space after the line number, or beginning one or more spaces after the other elements of the line of source code.

After being parsed, a comment which has been entered immediately following the other elements of the line begins in column 33; thus, on the HP-83/85 CRT it appears on the following line. A peripheral printer with a column width greater than 32 can permit a comment to appear on the same line as the source code statement.

## Assembler Instructions

### NUMERIC VALUES

Numeric values can be entered in octal, BCD or decimal notation. A BCD value is entered by immediately following the value with a "C," while a decimal value is followed by a "D;" otherwise the assembler assumes octal values.

Example: LDM R45,=31, 19C, 25D Loads the same bit pattern into registers R45, R46 and R47.

Registers can be specified by octal values only.

### SYNTAX AND SYMBOLS USED

The following shows the syntax guidelines once again and also includes a list of the symbols used in the descriptions of assembler instructions.

- LDB Instructions shown in capital letters, but not underlined, must be entered exactly as shown (in either upper-case or lower-case letters).
- Items shown underlined (e.g., DR) are expressions or names that must be specified in the instruction, statement, or command.
- [ ] Items shown between brackets are optional. (e.g., CMB[D] indicates there is a CMB instruction and also a CMBD instruction available.) If several items are stacked between brackets, any one or none of the items may be specified.
- ... Three dots (ellipsis) following a set of brackets indicate that the items between the brackets may be repeated.
- ← Is transferred to.
- ( ) Contents of.
- Complement (e.g.,  $\bar{x}$  is complement of x). This is one's complement if DCM=0 and nine's complement if DCM=1.

B/M	Single-byte or multi-byte instruction.
<u>AR</u>	Address register location--location of first byte addressed by ARP. Can be a register (e.g., R32), R* or R#.
<u>DR</u>	Data register location--location of first byte addressed by DRP. Can be a register (e.g., R32), R* or R#.
<u>A</u>	Address mode for load/store. Can be blank (for immediate), D (for direct), or I (for indirect).
ARP	Address Register Pointer. A 6-bit register used to point to one of 64 CPU registers. The byte to which ARP points is often used as the first of two consecutive bytes forming a memory <u>address</u> .
DRP	Data Register Pointer. A 6-bit register used to point to one of 64 CPU registers. The location to which DRP points is often used as the destination for <u>data</u> loaded into the CPU.
R(x)	CPU register addressed by (x).
M(x)	Memory location addressed by (x). (x) must be a 16-bit address.
PC	Program Counter. CPU registers R4 and R5. Used to address the instruction being executed.
SP	Subroutine Stack Pointer. CPU registers 6 and 7. Used to point to the next available location on the subroutine return address stack.
EA	Effective Address. The location from which data is read for load-type instructions or the location where data is placed for store-type instructions.
ADR	Address. The two-byte quantity directly following an instruction that uses the literal direct, literal indirect, index direct or index indirect addressing mode. This quantity is always an address.

## Assembler Instructions

The following pages show the HP-83/85 Assembler ROM instructions that are used to manipulate the CPU and external memory. These instructions are illustrated in an abbreviated form in this section; for a complete list of all forms of each instruction, refer to appendix C.

Also contained in this section are the Assembler ROM pseudo-instructions.

### LOAD/STORE INSTRUCTIONS

The instructions for loading and storing data have access to all eight addressing modes, and they can be single-byte or multi-byte.

LD CPU Instruction  
Load

Format:      LDBA DR, operand      Single byte  
              LDMA DR, operand      Multi-byte

Operation:    DR←(EA)

Description:  Data register is loaded with the contents of the effective address determined by the operand and the addressing mode.

ST CPU Instruction  
Store

Format:      STBA DR, operand      Single byte  
              STMA DR, operand      Multi-byte

Operation:    (DR)→EA

Description:  Contents of data register are stored in effective address determined by the operand and the addressing mode.

## ADDRESSING MODES

The HP-83/85 CPU allows for several addressing modes. These include literal, register, indexed and stack modes of memory access.

Not all addressing modes are available to all instructions. The load (LD) and store (ST) instructions have access to all addressing modes except stack addressing, and they are used here for illustration. For a list of the addressing modes available to any particular instruction, consult the description of that instruction in this section or in appendix C.

In addressing, all addresses are referred to as two-byte quantities. Because all addresses are two consecutive bytes, only the first byte of the sequence is referenced. For instance, the AR is actually a single byte within the CPU register bank that is pointed to by the ARP. When the AR is described as being an address, remember that R (ARP) contains the low byte of the address and R (ARP + 1) contains the upper byte of the address.

The multi-byte feature of the CPU allows data to be manipulated in quantities of from one to eight bytes. Therefore, in the following descriptions, only the address of the first byte of data is specified. As explained earlier, the number of bytes is determined by the distance of the DR from the next consecutive boundary.

In the following descriptions, the effective address (EA) points to the first byte of data to be loaded for load instructions.

For store instructions, EA points to the location where the first byte of data is stored.

## REGISTER MODE

The first category of addressing is the register addressing mode. This mode allows the CPU registers ( $64_{10}$  bytes) to be used as addresses as well as for data. There are three levels of register addressing modes.

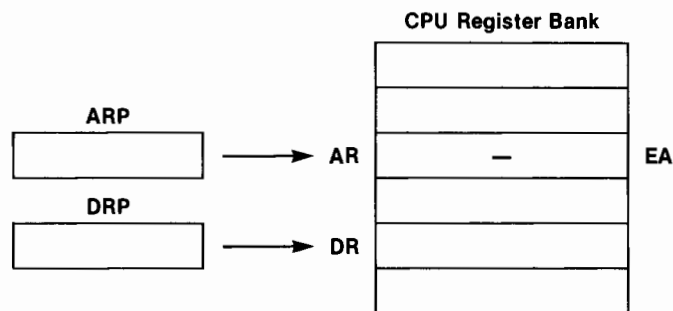
## Assembler Instructions

### REGISTER IMMEDIATE

Format:        Opcode B/M DR, AR

Effective  
Address:        AR

Description: The operand is another CPU register (single or multi-byte) beginning at AR. Thus, the AR is the source for load instructions or the destination for store instructions.



### REGISTER IMMEDIATE ADDRESSING

Examples:     LDB R36, R32    Loads contents of R32 into CPU register R36.

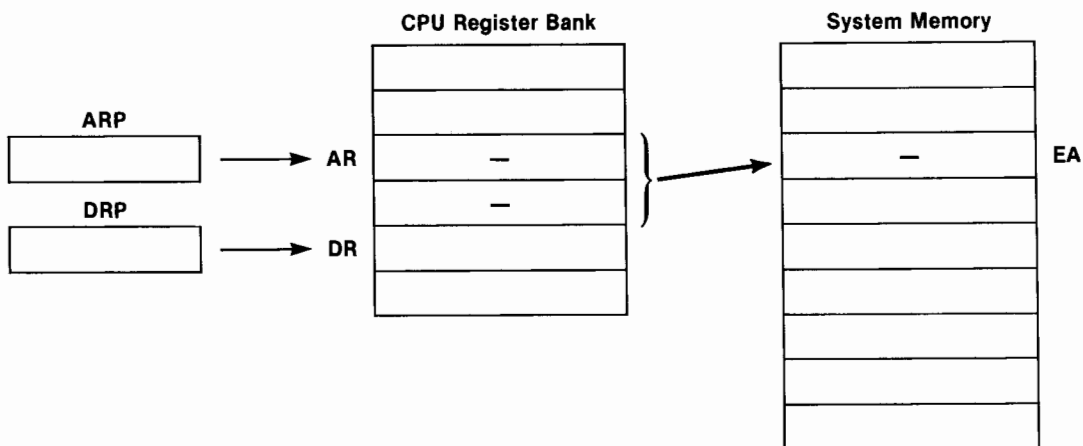
              STM R40, R50   Stores contents of registers R40 through R47 into registers R50 through R57.

### REGISTER DIRECT

Format:        Opcode B/M D DR, AR

Effective  
Address:        M(AR)

Description: The effective address is a location in system memory that is addressed by the AR. This mode is useful when using a CPU register as a pointer to system memory.



**REGISTER DIRECT ADDRESSING**

Examples:     LDBD R36, R32   Loads CPU register R36 with the contents of the system memory location addressed by R32-R33.

              STMD R40, R50   Stores contents of R40-R47 into system memory beginning with location addressed by R50-R51.

REGISTER INDIRECT

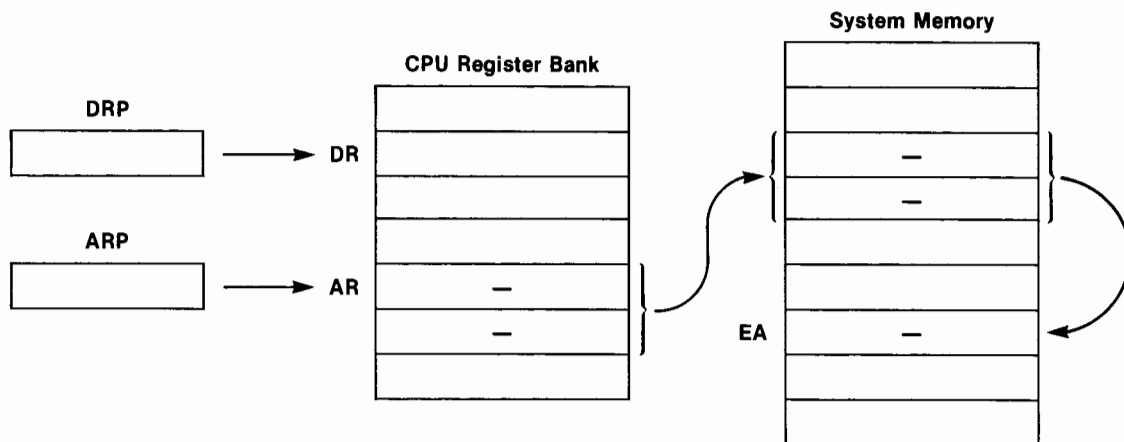
Format:        Opcode B/M I DR, AR

Effective Address:     M(M(AR))

Description:   The address register points to a system memory location, which in turn points to another memory location that is the effective address.



## Assembler Instructions



### REGISTER INDIRECT ADDRESSING

Example:     LDBI R36, R32    If R32 and R33 contain the address 105371, loads CPU register R36 with the contents of the memory location that is addressed by the contents of system memory locations 105371 and 105372.

### LITERAL MODE

The second of the categories of address modes is the literal mode. In literal mode, the operand is a literal quantity stored in memory immediately following the opcode. A literal string can be:

--BCD constant, e.g., 99C, ..., 79C ( $\leq 10_8$  bytes)

--Octal constant, e.g., 12, ..., 277 ( $\leq 10_8$  bytes)

--Decimal constant, e.g., 201D, ..., 9D ( $\leq 10_8$  bytes)

--Label   (The literal quantity is a one- or two-byte value or address assigned to the label.)

The programmer is responsible for ensuring that the number of bytes of the literal string matches the DRP setting. The assembler does not check for mismatch.

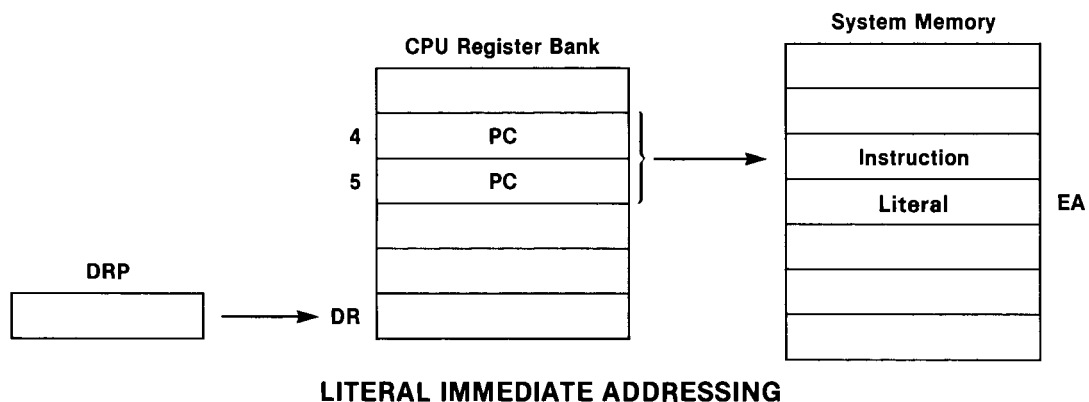
There are three types of literal addressing modes.

LITERAL IMMEDIATE

Format: Opcode B/M DR, = literal

Effective Address: (PC+1)

Description: The operand is a literal string that, during assembly, is stored in memory immediately after the instruction opcode. This mode is useful for loading constants into the CPU register bank.



Examples: LDB R36, = 3D Loads  $3_{10}$  into CPU register R36.

LDM R40, = 0,0,0,0,0,0,0,120 Loads  $120_8$  (i.e., a floating-point 5) into registers R40-R47.

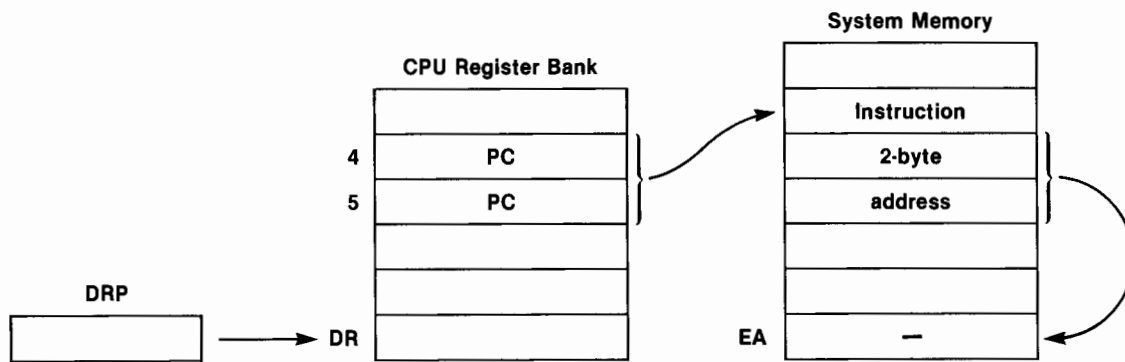
LITERAL DIRECT

Format: Opcode B/M D DR, = label

Effective Address: M(PC+1)

## Assembler Instructions

**Description:** The operand is a memory location that, after assembly, is addressed by a two-byte literal quantity stored immediately after the instruction opcode. The label defines the two-byte literal quantity to be used by the Assembler ROM.



### LITERAL DIRECT ADDRESSING

**Examples:** LDBD R34, = ROMFL Loads the contents of the memory location addressed by the label ROMFL into CPU register R34.

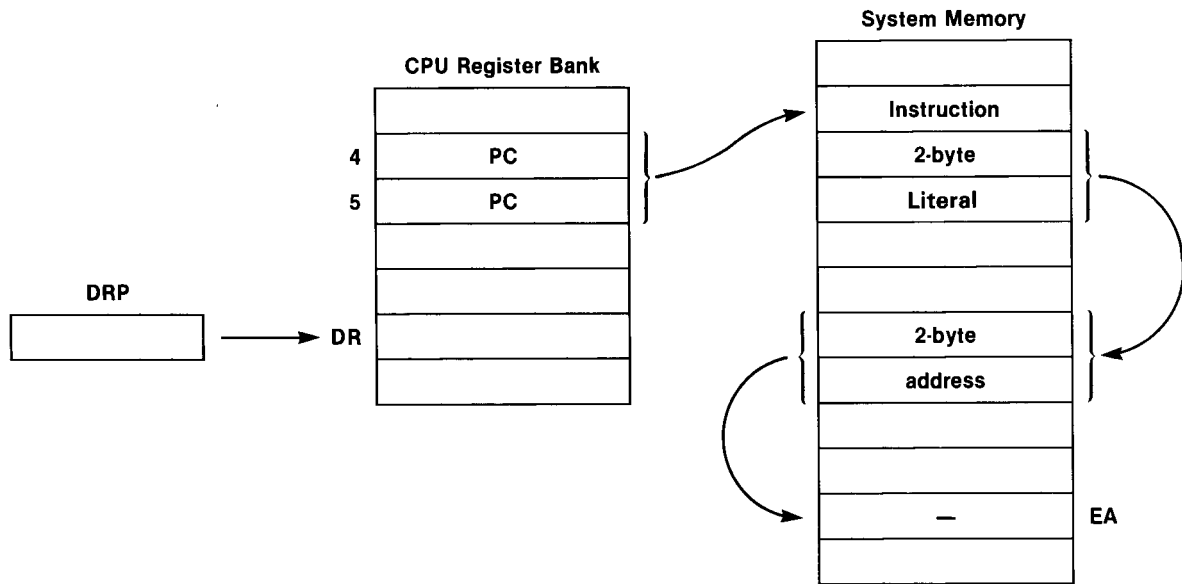
STMD R74, = CHIDLE Stores contents of CPU registers R74 through R77 into four memory locations beginning with the location addressed by the label CHIDLE.

### LITERAL INDIRECT

**Format:** Opcode B/M I DR, = label

**Effective Address:** M(M(PC+1))

**Description:** The operand is a memory location that, after assembly, is addressed by a two-byte memory location that itself is addressed by a two-byte literal quantity stored immediately after the instruction opcode. The label defines the two-byte literal quantity used by the Assembler ROM.



**LITERAL INDIRECT ADDRESSING**

Example: STBI R30, = ADDR Stores the contents of CPU register R30 into the memory location addressed by another memory location which is itself addressed by the two-byte literal quantity specified by the label ADDR.



**INDEX MODE**

The index mode is the third addressing category. Indexing is useful for accessing data when the data is stored in a table. In indexed addressing, a fixed base address is added to an offset to create the desired address. The CPU performs this addition using CPU registers 2 and 3. After an index instruction, registers 2 and 3 contain the effective address (i.e., the sum of the base and the offset). Neither the original base nor the offset is altered in memory. There are two modes for indexed addressing.

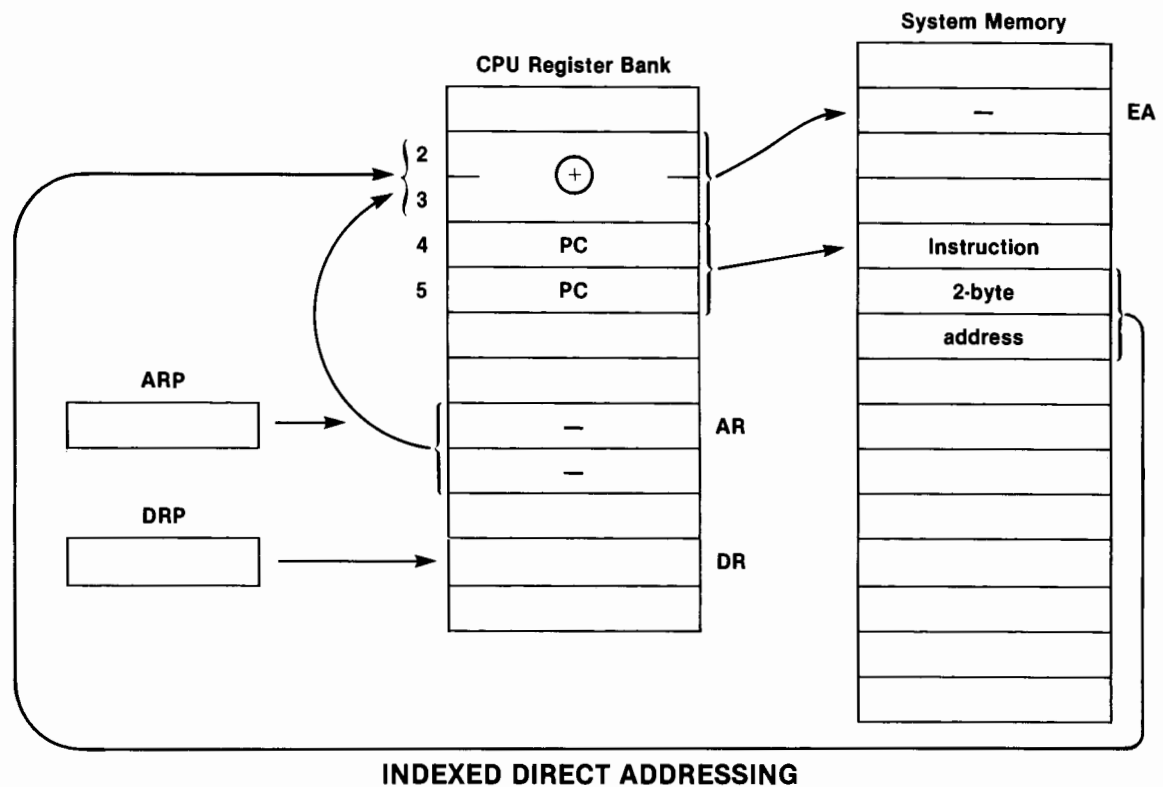
**INDEX DIRECT**

Format: Opcode B/M D DR, XAR, label

Effective Address:  $M(AR+(PC+1))$

## Assembler Instructions

Description: The effective address is found by adding (in binary) the two-byte contents of the AR to the two-byte address that immediately follows the instruction opcode in memory.



Example: `LDBD R36, X30, TABLE` Loads into CPU register R36 the contents of the memory location addressed by registers R2 and R3. R2 and R3 contain the sum of the contents of R30 and the contents of the address TABLE.

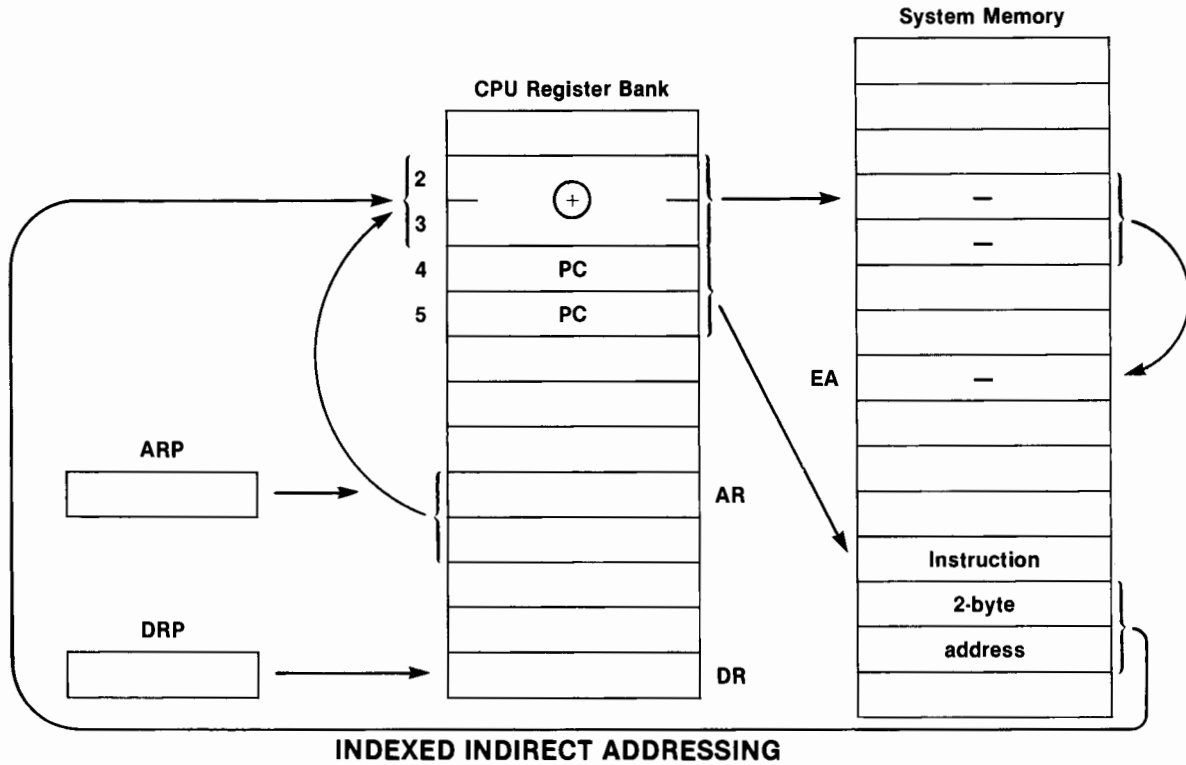
### INDEX INDIRECT

Format: `Opcode B/M I DR, XAR, label`

Effective Address:  $M(M(AR+(PC+1)))$

Description: The effective address is found in a memory location. This memory location is found by adding (in binary) the two-byte contents of

the AR to the two-byte address that immediately follows the instruction opcode in memory. This mode is useful when addresses are stored in table form.



Example: STMI R36, X30, OFFST Stores the contents of CPU register R36 and R37 in memory, beginning with the location addressed by another memory location which is itself addressed by CPU registers 2 and 3. Registers 2 and 3 contain the sum of the address in R30 plus the offset specified by the label OFFST.

### STACK INSTRUCTIONS

There is a large set of instructions that are available to push data onto and pop data from stacks in the main memory of the HP-83/85. These stacks can be addressed by the instructions using direct or indirect addressing.

## Assembler Instructions

PU

CPU Instruction

Push

Format:        PUB D/I DR +/- AR        Push single byte  
              PUM D/I DR +/- AR        Push multi-byte

Description: Pushes single byte or multi-byte onto stack. D/I indicates direct or indirect addressing. +/- indicates stack pointer is incremented (increasing stack) or decremented (decreasing stack) in memory.

Examples:     PUBD R32, +R12  
              PUBI R32, -R46

PO

CPU Instruction

Pop

Format:        POBD/I DR +/- AR        Pop single byte  
              POMD/I DR +/- AR        Pop multi-byte

Description: Pops single byte or multi-byte off stack. D/I indicates direct or indirect addressing. +/- indicates stack pointer is incremented (increasing stack) or decremented (decreasing stack) in memory.

## STACK ADDRESSING

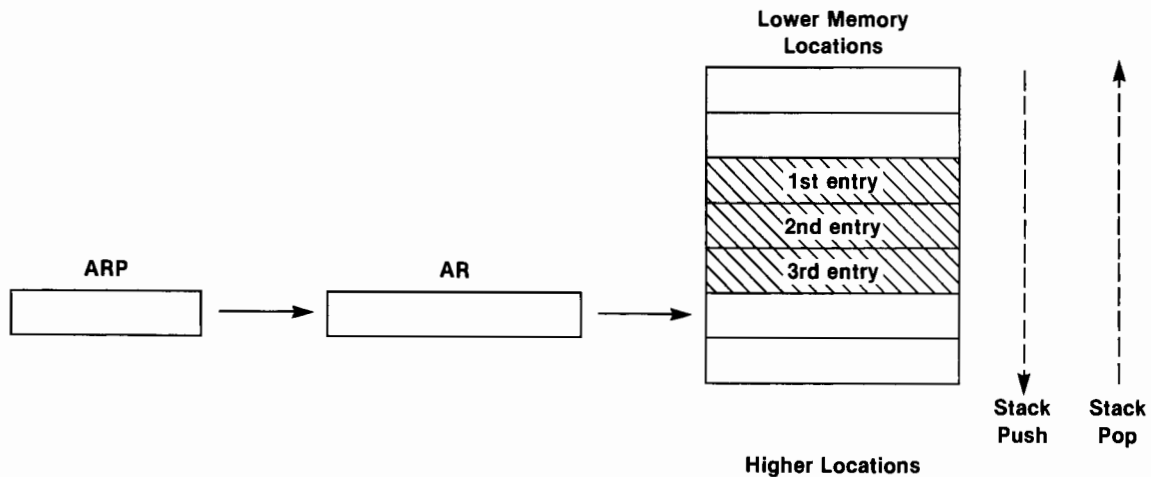
CPU registers R6 and R7 are permanently dedicated, and always contain the address of the subroutine return stack. CPU registers R12 and R13 contain, by convention, the address of the operational stack used during runtime by many of the internal HP-85 routines. The user can, of course, address a stack from nearly any CPU register pair.

Stacks may be increasing or decreasing. An increasing stack is one which is filled in the direction of higher memory locations and from which data is removed in the direction of lower memory locations. In a decreasing stack, data is

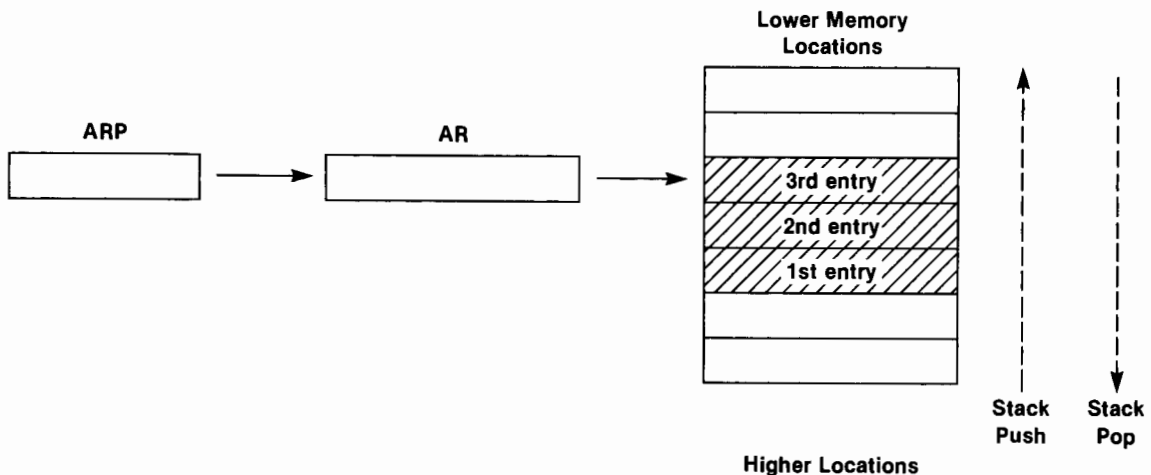
pushed in the direction of lower memory locations, and taken off in the direction of higher memory locations. To avoid confusion, it is best to address a particular stack using only instructions for an increasing stack or only instructions for a decreasing stack, but not both.

For stack addressing, the stack pointer is contained in the AR. Multiple stacks are handled by having multiple stack pointers within the CPU register space. A stack is activated by setting ARP equal to the location of that stack's pointer.

For an increasing stack, the AR must point to the next available location on the stack. For a decreasing stack, the AR points to the occupied location on top of that stack.



**INCREASING STACK**



**DECREASING STACK**



## Assembler Instructions

### STACK DIRECT

In this addressing mode, the stack is presumed to contain data. Stores to the stack (pushes) fill the stack. Loads from the stack (pops) empty the stack.

For a push onto an increasing stack, the AR points to the location where data is to be stored. Following the store, the AR is incremented by the number of bytes stored. For a pop operation from an increasing stack, the AR is first decremented by the number of bytes to be popped off. The AR then points to the location of the data to be removed from the stack.

For a pop from a decreasing stack, the AR points to the location of the data to be removed. Following the removal, the AR is incremented by the number of bytes moved. For a push operation onto a decreasing stack, the AR is first decremented by the number of bytes to be stored on the stack. Then the data is pushed onto the stack.

### STACK INDIRECT

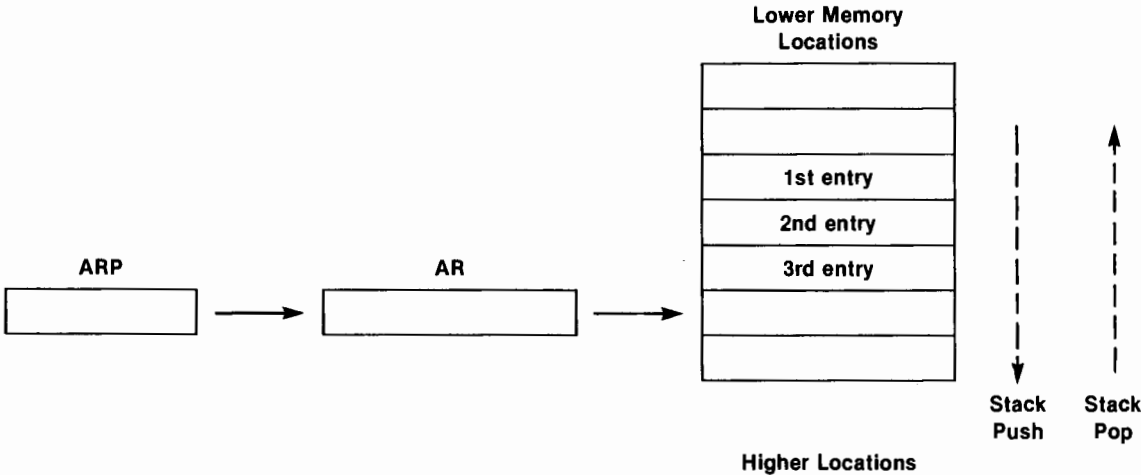
In this addressing mode, the stack is presumed to contain an ordered list of addresses. These addresses point to the location from which data is read by pops or to the location into which data is stored by pushes.

For a push onto an increasing stack, the AR points to the effective address. After storing data in  $M(EA)$ , the AR is incremented by two. For a pop instruction from an increasing stack, the AR is first decremented by two in order to point to the effective address.  $M(EA)$  is then loaded into the CPU register designated by the DRP.

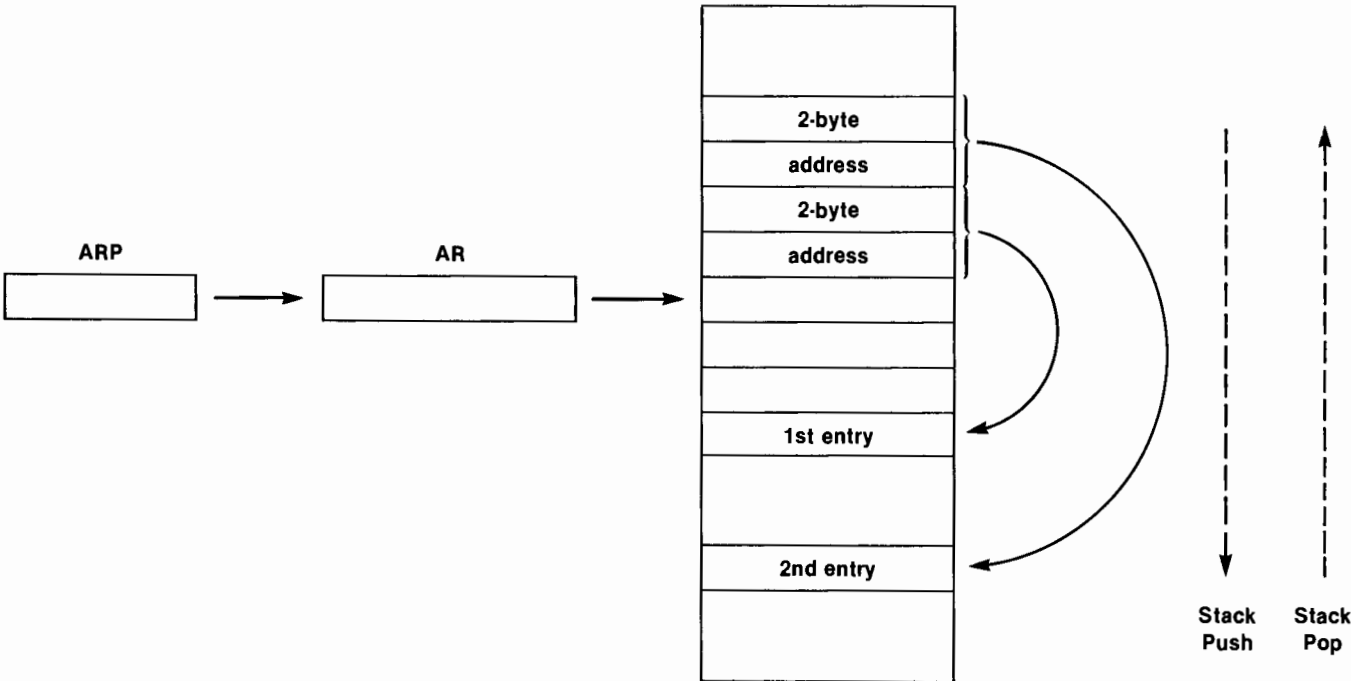
INSTRUCTIONS FOR AN INCREASING STACK

An increasing stack is one which is pushed in the direction of higher addresses (+) and popped in the direction of lower addresses (-).

D (Direct Mode)



I (Indirect Mode)



Each entry can be one or more bytes

INCREASING STACK

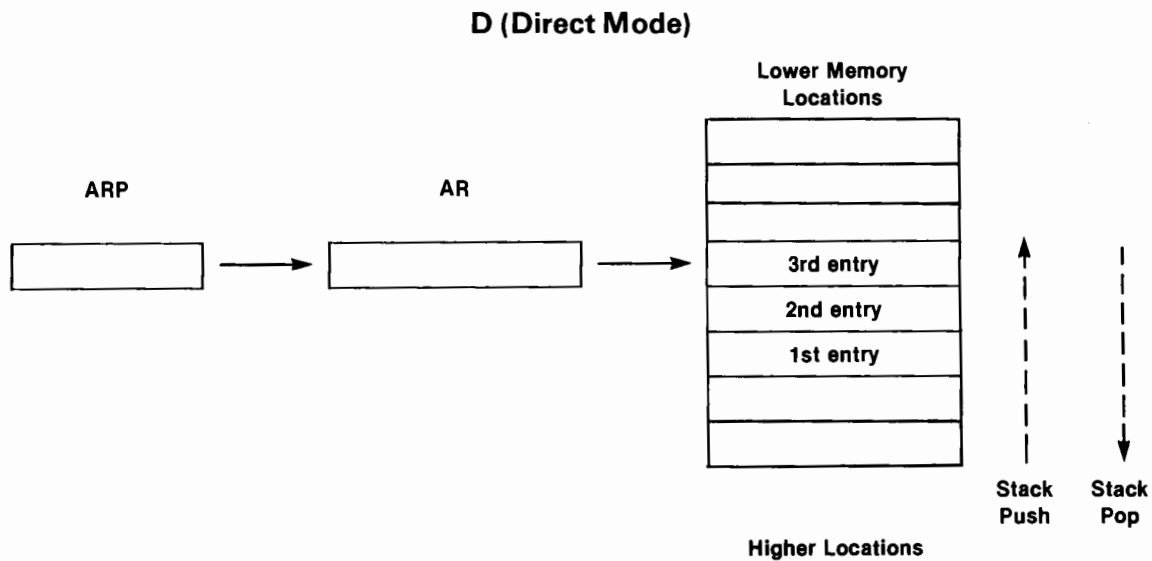
## Assembler Instructions

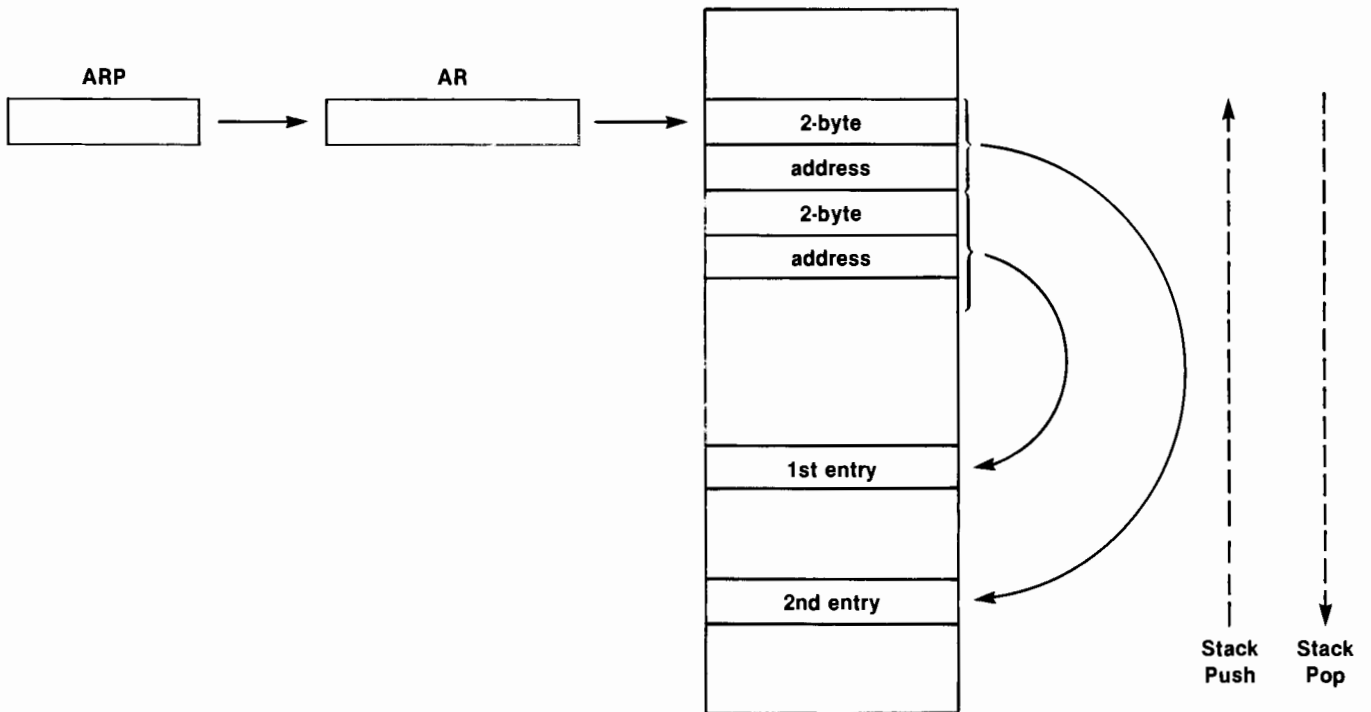
The instructions available for use with an increasing stack are:

PUBD <u>DR</u> , <u>+AR</u>	Push byte direct with increment
PUMD <u>DR</u> , <u>+AR</u>	Push multi-byte direct with increment
PUBI <u>DR</u> , <u>+AR</u>	Push byte indirect with increment
PUMI <u>DR</u> , <u>+AR</u>	Push multi-byte indirect with increment
POBD <u>DR</u> , <u>-AR</u>	Pop byte direct with decrement
POMD <u>DR</u> , <u>-AR</u>	Pop multi-byte direct with decrement
POBI <u>DR</u> , <u>-AR</u>	Pop byte indirect with decrement
POMI <u>DR</u> , <u>-AR</u>	Pop multi-byte indirect with decrement

## INSTRUCTIONS FOR A DECREASING STACK

A decreasing stack is one which is pushed in the direction of lower addresses (-) and popped in the direction of higher addresses (+).



**I (Indirect Mode)**

Each entry can be one or more bytes

**DECREASING STACK**

The instructions available for use with a decreasing stack are:

<b>PUBD</b> <u>DR</u> , <u>-AR</u>	Push byte direct with decrement
<b>PUMD</b> <u>DR</u> , <u>-AR</u>	Push multi-byte direct with decrement
<b>PUBI</b> <u>DR</u> , <u>-AR</u>	Push byte indirect with decrement
<b>PUMI</b> <u>DR</u> , <u>-AR</u>	Push multi-byte indirect with decrement
<b>POBD</b> <u>DR</u> , <u>+AR</u>	Pop byte direct with increment
<b>POMD</b> <u>DR</u> , <u>+AR</u>	Pop multi-byte direct with increment
<b>POBI</b> <u>DR</u> , <u>+AR</u>	Pop byte indirect with increment
<b>POMI</b> <u>DR</u> , <u>+AR</u>	Pop multi-byte indirect with increment

## ARITHMETIC AND LOGICAL INSTRUCTIONS

The arithmetic and logical instructions consist of add, subtract, compare, logical AND and logical OR instructions.

AD  
Add

CPU Instruction

Format:        ADB [D] DR, operand        Add byte  
              ADM [D] DR, operand        Add multi-byte

Operation:     DR  $\leftarrow$  DR + operand

Description:   Add single or multi-byte. The contents of the effective address determined by the addressing mode are added to the DR. If DCM=1, BCD addition is performed; otherwise, binary addition is performed. The result is stored in the data register.

Examples:      ADB R40, R50  
                  ADMD R30,=LABEL

ANM  
Logical AND

CPU Instruction

Format:        ANM [D] DR, operand

Operation:     DR  $\leftarrow$  DR  $\cdot$  operand

Description:   The DR is loaded with the logical AND of itself and the contents of the effective address determined by the addressing mode used. This instruction is multi-byte only.

Examples:      ANM R40, R50  
                  ANMD R32,=LABEL

## CM

Compare

CPU Instruction

Format:       CMB [D] DR, operand       Compare byte  
               CMM [D] DR, operand       Compare multi-byte

Operation:     DR + ten's complement of operand if BCD mode set  
               DR + two's complement of operand if binary mode set

Description:   Compares operand with data register(s). The contents of the effective address determined by the operand and the addressing mode are subtracted from DR. BCD subtraction is performed if DCM=1; otherwise a binary subtraction is performed. The result is used to affect CPU status indicators and is not stored; DR is not affected.

Examples:      CMB R24,=377  
               CMM R22, R32

## OR

Logical OR (Inclusive)

CPU Instruction

Format:       ORB DR, AR            Inclusive OR (single byte)  
               ORM DR, AR            Inclusive OR (multi-byte)

Operation:     DR ← DR v AR

Description:   Contents of DR are replaced with inclusive OR of DR and AR. CY and OVF are cleared.

Examples:      ORB R21, R41  
               ORM R40, R70

**SB**

CPU Instruction

Subtract

Format:       SBB [D] DR, operand       Subtract byte  
               SBM [D] DR, operand       Subtract multi-byte

Operation:     DR ← DR + ten's complement of operand if BCD mode  
               DR ← DR + two's complement of operand if binary mode

Description:   The contents of the effective address determined by the addressing mode and the operand are subtracted from the contents of the DR. BCD subtraction is performed if DCM=1; otherwise binary subtraction is performed. The result is stored in DR. CY is set if the result is positive, cleared if the result is negative.

Example:       SBM R26,=177, 0

**XR**

CPU Instruction

Logical OR (Exclusive)

Format:       XRB DR, AR       Exclusive OR (single byte)  
               XRM DR, AR       Exclusive OR (multi-byte)

Operation:     DR ← DR ⊕ AR

Description:   Contents of DR are replaced with the exclusive OR of DR and AR. CY and OVF are cleared.

Example:       XRM R40, R50

## SHIFT INSTRUCTIONS

All shift instructions can be BCD or binary. The shift instructions consist of logical left, logical right, extended left and extended right instructions; all are available in single byte or multi-byte modes.

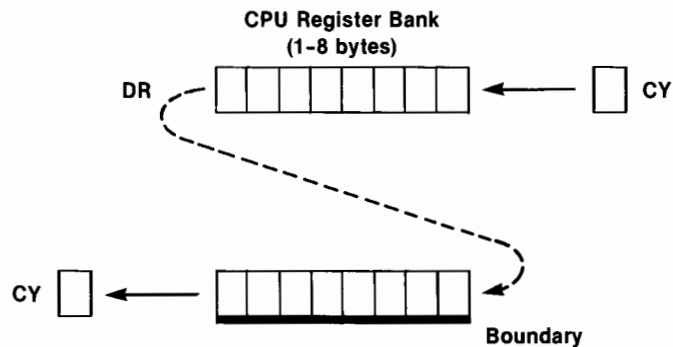
EL

CPU Instruction

Extended Left Shift

Format:       ELB DR       Extended left shift byte  
               ELM DR       Extended left shift multi-byte

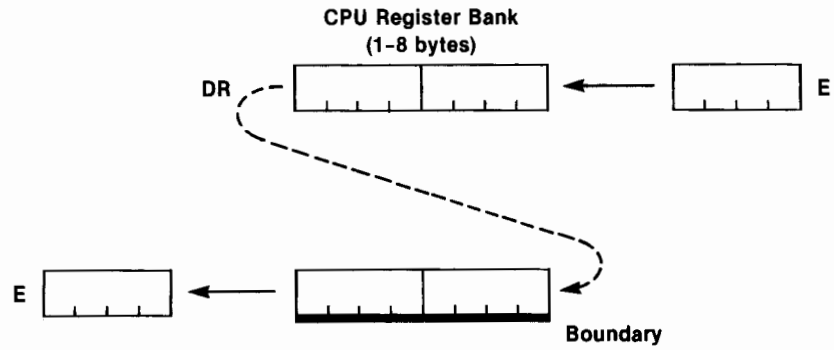
Description: Binary Mode. In binary mode, the contents of DR (one to eight bytes) are shifted left one bit position. Carry flag CY is loaded from MSB. LSB is loaded from CY. OVF is set if the shift causes a sign change.





## Assembler Instructions

BCD Mode. In BCD mode, the contents of DR (one to eight bytes) are shifted left one digit position (i.e., four bits) through the E register. CY is cleared.



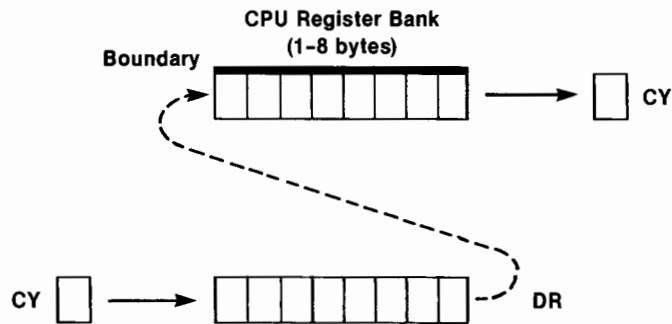
ER

CPU Instruction

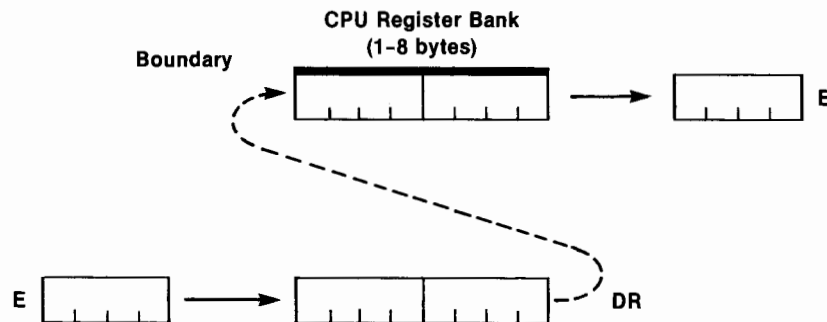
Extended Right Shift

Format:        ERB DR            Extended right shift byte  
               ERM DR            Extended right shift multi-byte

Description: Binary Mode. In binary mode, the contents of DR (one to eight bytes) are shifted right one bit position. For multi-byte shifts, the shift proceeds from DR to the next lower boundary. Carry flag CY is loaded from LSB. MSB is loaded from CY.



BCD Mode. In BCD mode, the contents of DR (one to eight bytes) are shifted right one digit position (i.e., four bits) through the four-bit E register. CY is cleared.



Notice that a multi-byte right shift instruction, unlike other multi-byte instructions, proceeds from the DR to the preceding (i.e., lower-numbered) boundary.

Example:        ERM R47    Shifts all eight bytes of R40 - R47 right.

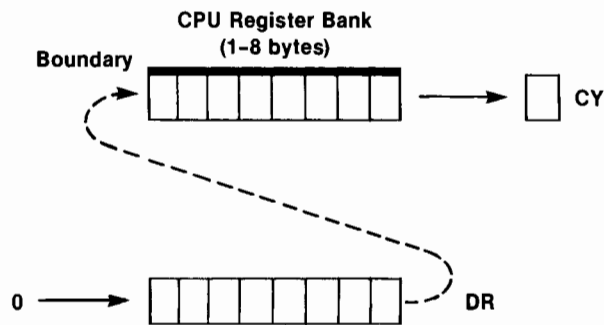
LR

CPU Instruction

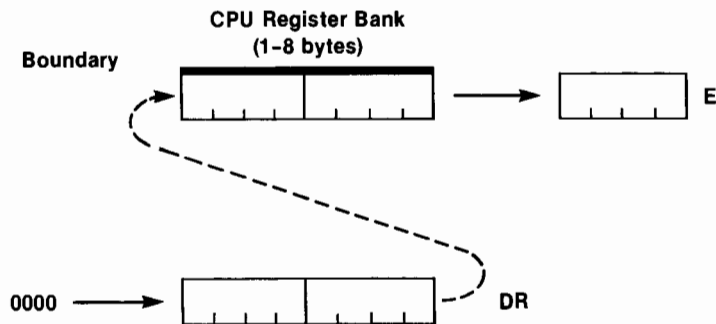
Logical Right Shift

Format:        LRB DR        Logical right shift byte  
               LRM DR        Logical right shift multi-byte

Description: Binary Mode. In binary mode, the contents of DR (one to eight bytes) are shifted right one bit position, and the MSB is cleared. For multi-byte shifts, the shift proceeds from DR to the next lower boundary. Carry flag CY is loaded from LSB.



BCD Mode. In BCD mode, the contents of DR (one to eight bytes) are shifted right one digit position (i.e., four bits), and the most significant digit is cleared. For multi-byte shifts, the shift proceeds from DR to the next lower boundary. The least significant digit is shifted into the four-bit E register.



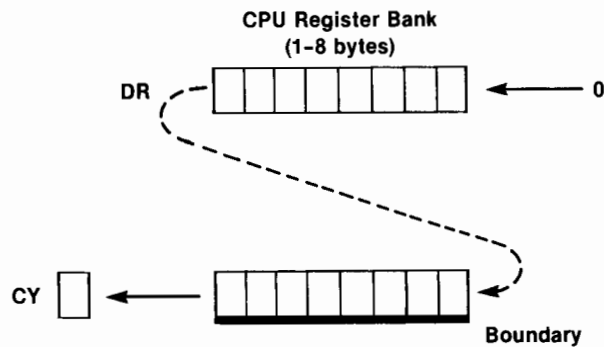
Notice that a multi-byte right shift instruction, unlike other multi-byte instructions, proceeds from the DR to the preceding (i.e., lower-numbered) boundary.

Example: LRM R54 Shifts contents of R54, R53, R52, R51, and R50 right.

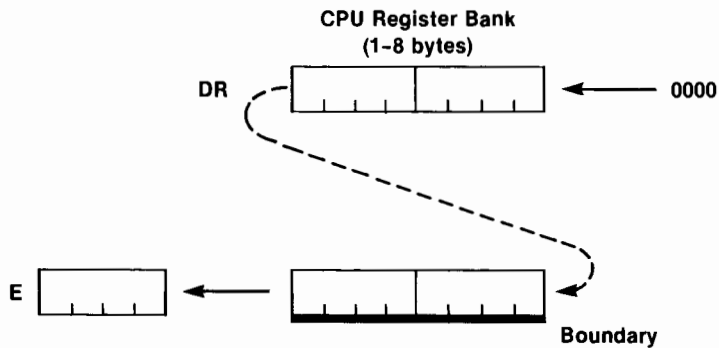
LL CPU Instruction  
 Logical Left Shift

Format: LLB DR Logical left shift byte  
 LLM DR Logical left shift multi-byte

Description: Binary Mode. In binary mode, the contents of DR are shifted left one bit position, and the LSB is cleared. The bit shifted out of MSB is saved in CY. OVF is set if the shift causes a sign change.



BCD Mode. In BCD mode, the contents of DR are shifted left one digit position (i.e., four bits), and the least significant digit is cleared. The digit shifted out of the most significant digit position is saved in the E register. CY is cleared.



## Assembler Instructions

Example:        LLM R45    Shifts contents of R45, R46, and R47 left one bit position through CY (in binary mode) or left one digit position through E (in BCD mode).

## REGISTER INCREMENT AND DECREMENT INSTRUCTIONS

The increment and decrement instructions for the CPU registers can be BCD or binary.

DC CPU Instruction  
Decrement

Format:      DCB DR          Decrement byte  
              DCM DR          Decrement multi-byte

Operation:    DR ← DR + two's complement of 1 (binary mode)  
              DR ← DR + ten's complement of 1 (BCD mode)

Description: Binary Mode. In binary mode, DR is decremented by 1 (binary).  
OVF is set if this operation causes a sign to change to a positive value. CY is set by decrementing a non-zero number.

BCD Mode. In BCD mode, DR is decremented by 1 (decimal). OVF is cleared. CY is set by decrementing a non-zero number.

Example:      DCB R12

## Assembler Instructions

IC  
Increment

CPU Instruction

Format:        ICB DR        Increment byte  
                 ICM DR        Increment multi-byte

Operation:     DR ← DR + 1

Description: Binary Mode. In binary mode, DR is incremented in binary by 1. OVF is set if this operation causes a sign change to a negative value.

BCD Mode. In BCD mode, DR is incremented in decimal by 1. OVF is cleared.

Example:        ICM R40

## COMPLEMENT INSTRUCTIONS

The complement instructions can be BCD or binary.

NC

CPU Instruction

Nine's (Or One's) Complement

Format:        NCB DR        Nine's (or one's) complement byte  
                  NCM DR        Nine's (or one's) complement multi-byte

Operation:     $DR \leftarrow \overline{DR}$

Description: Binary Mode. In binary mode, the one's complement of the contents of DR replace the contents of DR. CY and OVF are cleared.

BCD Mode. In BCD mode, the nine's complement of the contents of DR replace the contents of DR. CY and OVF are cleared.

Example:        NCB R30



## Assembler Instructions

TC

CPU Instruction

Ten's (Or Two's) Complement

Format:       TCB DR       Ten's (or two's) complement byte  
              TCM DR       Ten's (or two's) complement multi-byte

Operation:      $DR \leftarrow \overline{DR} + 1$

Description: Binary Mode. In binary mode, the two's complement of the contents of DR replaces the contents of DR. CY is set if the contents of DR were zero. OVF is set if contents of DR were 100...000.

BCD Mode. In BCD mode, the contents of DR are replaced with their ten's complement. CY is set if the contents of DR were zero. OVF is cleared.

Example:       TCM R50

## TEST INSTRUCTION

The test instruction can check the status of single-byte or multi-byte CPU registers.

TS CPU Instruction  
Test

Format:        TSB DR        Test byte  
              TSM DR        Test multi-byte

Description: The contents of DR are tested and condition flags are set accordingly. CY and OVF are cleared.

Example:        TSM R36

## REGISTER CLEAR INSTRUCTION

The clear instruction permits the clearing of any byte or of any multi-byte portion of the CPU register bank.

CL CPU Instruction  
Clear

Format:        CLB DR        Clear byte  
              CLM DR        Clear multi-byte

Operation:     DR ← 0

Description: DR is cleared. CY and OVF are cleared.

Example:        CLB R47

## SUBROUTINE JUMP INSTRUCTION

The subroutine jump instruction is available in the literal direct or the indexed addressing mode.

JSB

CPU Instruction

Jump to Subroutine

Format:        JSB = label                Jump subroutine literal direct  
              JSB XR, label            Jump subroutine indexed

Operation:    Literal Direct.     $M(SP) \leftarrow PC+3, SP \leftarrow SP+2, PC \leftarrow M(PC+1)$   
              Indexed.         $M(SP) \leftarrow PC+3, SP \leftarrow SP+2, PC \leftarrow AR + M(PC+1)$

Description:    The PC is saved in the memory location addressed by the R6 stack pointer. Program control is then transferred to the location defined by the label. In indexed addressing, control is transferred to the location defined by the two-byte contents of the address register plus the label.

After a subroutine jump, the next RTN instruction executed causes a return to the instruction after the JSB.

Examples:      JSB = LOC1  
                  JSB X32, LOC2

Note: Since an indexed subroutine jump (i.e., JSB XR, label) can cause a jump to an unlabeled destination, the programmer must ensure that the ARP and DRP are set to ensure proper operation at the destination. See Handling of ARP and DRP During Assembly later in this section.

## CONDITIONAL JUMP INSTRUCTION

The conditional jump instruction can alter execution based on 16 different conditions in the CPU.

J CPU Instruction  
Conditional Jump

Format:	JMP <u>label</u>	Unconditional jump	
	JNO <u>label</u>	Jump on no overflow	
	JOD <u>label</u>	Jump on odd	
	JEV <u>label</u>	Jump on even	
	JPS <u>label</u>	Jump on positive	} Takes overflow into consideration. (Exclu- sive OR of MSB and OVF.)
	JNG <u>label</u>	Jump on negative	
	JZR <u>label</u>	Jump on zero	
	JNZ <u>label</u>	Jump on non-zero	
	JEZ <u>label</u>	Jump on E zero	
	JEN <u>label</u>	Jump on E non-zero	
	JCY <u>label</u>	Jump on carry	
	JNC <u>label</u>	Jump on no carry	
	JLZ <u>label</u>	Jump on left digit zero	
	JLN <u>label</u>	Jump on left digit non-zero	
	JRZ <u>label</u>	Jump on right digit zero	
	JRN <u>label</u>	Jump on right digit non-zero	

Description: This group of instructions gives the capability of branching as a function of status conditions previously generated. The branching capability uses relative addressing. If the status condition interrogated is found to be true, then the relative branch to the address of the label will be taken. Otherwise, the next instructions after the jump will be executed.

Each jump instruction is assembled into two bytes: An opcode, and an offset in two's complement notation.

## Assembler Instructions

A jump can cover  $400_8$  destinations from  $200_8$  before the next instruction to  $177_8$  after the next instruction. The address to which the jump is made is the sum of the address of the jump instruction plus the offset plus two.

Example:     JMP INITIAL     When assembled, this instruction would appear as shown below.

```
200
.
.
.
375   n     ---                Offset = -3
376   n + 1 JMP                Offset = -2
377   n + 2 Offset              Offset = -1 (Current byte)
   0   n + 3 ---                Offset = 0 (Next byte)
   1   n + 4 ---                Offset = +1
   2   n + 5 ---                Offset = +2
.
.
.
177
```

## ARP AND DRP LOAD INSTRUCTIONS

Two instructions are available for loading the address register pointer or the data register pointer. These instructions are not normally needed because the assembler automatically generates necessary ARPs and DRPs where required.

ARP CPU Instruction  
Load ARP

Format:       ARP AR

Operation:    ARP

Description:   Sets address register pointer to point to address register.

Example:       ARP R25   Sets ARP to point to R25.

DRP CPU Instruction  
Load DRP

Format:       DRP DR

Operation:    DRP

Description:   Sets data register pointer to point to data register.

Example:       DRP R25   Sets DRP to R25.

NOTE

The instructions to load DRP indirectly with R0 and to load ARP indirectly with R0 are:

DRP 1

ARP 1

Thus, to avoid confusion, R1 is not allowed in either the DR or AR fields. This means that CPU register R1 is for all practical purposes inaccessible except by means of a multi-byte R0 operation or when R0 = 1 and the ARP or DRP is specified by R\*. See Using R\* later in this section.

## OTHER INSTRUCTIONS

In addition to the instructions above, there are a few other instructions which the programmer can use to manipulate quantities in the CPU and memory.

BCD CPU Instruction  
Set Decimal Mode

Format: DCM

Operation:  $DCM \leftarrow 1$

Description: Sets DCM to 1 so that arithmetic operations will be in binary-coded decimal.

BIN CPU Instruction  
Set Binary Mode

Format: BIN

Operation:  $DCM \leftarrow 0$

Description: Sets DCM to zero so arithmetic operations performed will be in binary.

CLE CPU Instruction  
Clear E

Format: CLE

Operation:  $E \leftarrow 0$

Description: All four bits of the E (extend) register are cleared to zero.



## Assembler Instructions

DCE CPU Instruction  
Decrement E

Format: DCE

Operation:  $E \leftarrow E - 1$

Description: E (extend) register decremented by 1. This instruction is always a binary operation, regardless of the setting of the DCM status flag.

ICE CPU Instruction  
Increment E

Format: ICE

Operation:  $E \leftarrow E + 1$

Description: E (extend) register incremented by 1. This instruction is always a binary operation, regardless of the setting of the DCM status flag.

PAD

CPU Instruction

Pop ARP, DRP and Status

Format: PAD

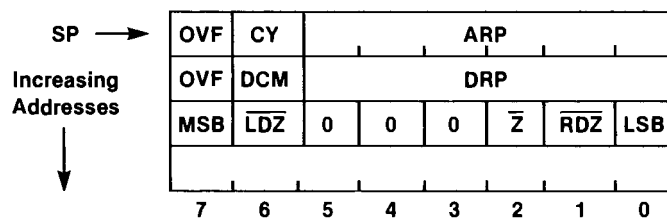
Operation:  $M(SP) \rightarrow ARP, DRP$  and all status flags except E.

Description: Restore ARP, DRP and status (usually after a PAD instruction) by popping them off the stack.

Stack pointer is decremented by 3, and all status flags except E are altered by the contents of the three stack locations that are read.

The first byte processed is read as LSB in bit 0,  $\overline{RDZ}$  in bit 1,  $\overline{Z}$  in bit 2,  $\overline{LDZ}$  in bit 6 and MSB in bit 7. The second byte is read as DRP in bits 0-5, DCM status in bit 6, and overflow flags in bit 7. The third byte is read as ARP in bits 0-5, carry flag in bit 6, and overflow flag in bit 7.

Following a PAD instruction, the stack has been read as shown here:



## Assembler Instructions

### RTN

CPU Instruction

Return From Subroutine

Format: RTN

Operation:  $SP \leftarrow SP - 2, PC \leftarrow M(SP)$

Description: Subroutine return stack pointer is decremented by two. Then the return address is read from the stack and written into the program counter.

### SAD

CPU Instruction

Save ARP, DRP and Status

Format: SAD

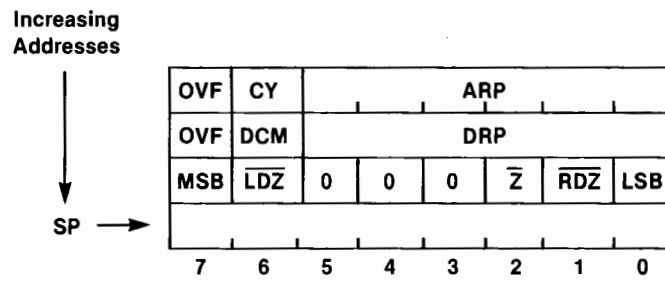
Operation:  $M(SP) \leftarrow ARP$ , and all status flags except E.

Description: Saves ARP, DRP and status (except E) in memory locations addressed by SP (stack pointer).

Three bytes are pushed onto the stack. The first byte contains ARP in bits 0-5, CY in bit 6, and the overflow flag in bit 7. The second byte contains DRP in bits 0-5, DCM status in bit 6, and the overflow flag in bit 7. The third byte contains LSB in bit 0, RDZ in bit 1,  $\bar{Z}$  in bit 2,  $\overline{LDZ}$  in bit 6, and MSB in bit 7.

SP is then incremented by three. Status is not affected by this operation.

Following a SAD instruction, the stack contents are as shown here:



## Assembler Instructions

### USE OF R\*

When entering source code, the programmer may substitute R\* for the AR or DR in any CPU instruction. R\* causes the ARP or DRP to be loaded with the least significant six bits of CPU register R $\emptyset$ . The effect is that the DR and AR are specified by the contents of R $\emptyset$ .

Example: LDB R $\emptyset$ , = 26	Loads R $\emptyset$ with 26.
LDB R*, R30	Loads CPU register specified by R $\emptyset$ (i.e., R26 now) with contents of R30.
STB R40, R*	Stores contents of R40 into register (R26 now) specified by R $\emptyset$ .

### ASSEMBLY OF CPU INSTRUCTIONS

When the address field of an instruction consists of a DR and an AR, each source statement is usually assembled into three bytes of machine code. These bytes are assembled in order as:

1. DRP: DRP set to point to DR.
2. ARP: ARP set to point to AR.
3. Opcode: Perform operation.

Thus, a stack push instruction such as PUBD would be assembled and appear as shown here:

Byte No.	Machine Code	Source Code
000227	110 006 342	PUBD R10, -R6

When the address field of an instruction consists of a DR and a label, as in the case of literal direct and literal indirect addressing (e.g., LDMI R32, = ADDR5), each source statement is usually assembled into four bytes of machine code:

1. DRP: DRP set to point to DR.
2. Opcode: Perform operation.
3. Low-order byte of literal quantity.
4. High-order byte of literal quantity.

When the address field of an instruction consists of DR, AR, and a label, as in the case of indexed direct and indexed indirect addressing (e.g., LDBI R36, X32, TABLE), five bytes of machine code may be generated for each source statement:

1. DRP: DRP set to point to DR.
2. ARP: ARP set to point to AR.
3. Opcode: Perform operation.
4. Low-order byte of address.
5. High-order byte of address.

#### HANDLING OF ARP AND DRP DURING ASSEMBLY

An optimizing feature of the Assembler ROM is the deletion of "unnecessary" ARP and DRP instructions during assembly.

If an instruction is not labeled (i.e., there is not an entry in the label field) and the ARP (and/or DRP) is already set to the correct value, the previously-set ARP (and/or DRP) is not generated during assembly.

For example:

Byte No.	Machine Code	Source Code
000227	110 006 342	LABEL POBD R10, -R6
000232	342	POBD R10, -R6

In this example, both the ARP and the DRP are specified beginning with byte 227. Since they are now correctly set for the next instruction, they are automatically deleted when the second POBD R10, -R6 instruction is assembled. This results in the machine code shown in byte 232.

Not all previously-set ARPs and DRPs are deleted during assembly. Instances where a previously-set ARP and/or DRP will not be deleted include:

--Labeled instructions. Since a jump from anyplace in code may cause execution to resume at the label, the first ARP and DRP are not deleted after an instruction that contains an entry in the label field.

## Assembler Instructions

--Returns. After executing a JSB, then returning, the first ARP and DRP encountered are not deleted.

--PAD. Following a PAD instruction, the first ARP and DRP are not deleted.

### USING R#

When entering CPU instructions, the user may substitute R# in almost any instruction requiring an AR or DR. R# causes the ARP or DRP to be deleted from the machine code, regardless of other conditions. For example:

Byte No.	Machine Code	Source Code
000265	240	LABEL LDB R#, R#

R# is normally used after labels, when the ARP and DRP are already set correctly. By using R#, it is not necessary to squander time or bytes resetting ARP and DRP.

### PSEUDO-INSTRUCTIONS

Pseudo-instructions are instructions to the assembler. Each may be entered by typing a pseudo-opcode in the same field as the opcode for an instruction, followed by any additional required operand.

Pseudo-instructions perform three main functions when encountered during assembly:

- Assembly control
- Data definition
- Conditional Assembly

## PSEUDO-INSTRUCTIONS FOR ASSEMBLY CONTROL

## ABS

Pseudo-Instruction

Absolute Program

Format:       ABS 16  
               ABS 32  
               ABS ROM base address

Description: Declares an absolute program (i.e., with addresses that cannot be relocated), for either a computer with 16K bytes of memory, a computer with 32K bytes, or for a ROM beginning with the specified base address. If ABS 16 or ABS 32 is declared, the instruction must precede a NAM instruction.

## FIN

Pseudo-Instruction

Finish Program



Format:       FIN

Description: Signifies the end of the source code. This pseudo-instruction is required for assembly.

## GLO

Pseudo-Instruction

Declare Global File

Format:       GLO  
               GLO file name

Description: If no file name, declares this source code to be a global file. Otherwise, declares the global file to be used in the assembling of the current source code. Comments are not allowed on the same line as the GLO instruction, and the instruction must precede ABS and NAM.



## Assembler Instructions

LNK

Pseudo-Instruction

Link Files At Assembly

Format:        LNK file name

Description: Will load another file containing more source code and continue assembling. Allows assembly of larger programs than would otherwise be possible.

Example:        LNK SOURC2    When this instruction is encountered during assembly, the assembler looks for the file SOURC2 on the current mass storage device, loads the file, and continues assembling using the source code from the file.

LST

Pseudo-Instruction

List

Format:        LST

Description: Causes the code to be listed on the current PRINTER IS device at assembly time. If the column width of the printer is sufficient (>46 characters) the listing will contain both the object and source code; otherwise, only the object code will be listed.

An address that is undefined when its label is encountered will be printed in object code as 326, 336, or 377, depending upon whether it is a DEF, a relative jump, or a GTO statement.

**NAM**

Pseudo-Instruction

Name Program

Format: NAM unquoted string

Description: Sets up the PCB (Program Control Block) for a binary program. Should be preceded only by GLO, ABS, LST, UNL, DAD, EQU, or comments. Illegal when ABS ROM has been declared.

Example: NAM KEYHIT Names a binary program KEYHIT and sets up the 32<sub>g</sub>-byte program control block for that program.

**ORG**

Pseudo-Instruction

Origin

Format: ORG address

Description: Specifies a base address which is added to all following defined addresses (DAD's). This pseudo-instruction is most useful in global files.

**UNL**

Pseudo-Instruction

Unlist

Format: UNL

Description: Turns off the list feature which was turned on by the LST pseudo-instruction. After an UNL, code is not listed during assembly.

PSEUDO-INSTRUCTIONS FOR DATA DEFINITION

ASC Pseudo-Instruction  
ASCII

Format:       ASC numeric value, unquoted string  
              ASC quoted string

Description:   Inserts into the object code the ASCII code for the number of characters specified of the unquoted string. Inserts the entire quoted string.

Example:       ASC 3, FTOC   Inserts the ASCII code for FTO.  
              ASC 4, FTOC   Inserts the ASCII code for FTOC.  
              ASC "LOCATION"   Inserts the ASCII code for LOCATION.

ASP Pseudo-Instruction  
ASCII With Parity

Format:       ASP numeric value, unquoted string  
              ASP quoted string

Description:   Same as ASC except that the parity bit (MSB) of the string's final character is set. (During operation, the HP-83/85 system determines the end of an ASCII string in some system tables by checking to see if the character's parity bit is set. When the bit is found set, the system assumes the next character begins a new string or entry in the table.)

## BSZ

Pseudo-Instruction

Bytes To Zero

Format: BSZ numeric value

Description: Inserts into the object code the octal number of bytes of zeros specified by the numeric value.

Example: BSZ 30 Fills 30<sub>8</sub> bytes with zeros.

## BYT

Pseudo-Instruction

Bytes To Values

Format: BYT numeric value [,numeric value...]

Description: Inserts literal values into the object code.

Examples: BYT 377 Inserts octal 377 (i.e., all ones) into object code.

BYT 20,55C Inserts octal 20 into this byte of object code and BCD 55 into next byte.

## DAD

Pseudo-Instruction

Direct Address

Format: Label DAD address

Description: Assigns either an absolute address or a constant to a label. DAD and EQU are similar; DAD is usually used for addresses, while EQU is used for values other than addresses. ORG affects only DAD's.

Example: INTORL DAD 56343 Assigns absolute address 56343 to the label INTORL.

## Assembler Instructions

DEF

Pseudo-Instruction

Define Label Address

Format:       DEF label

Description:   Inserts the two-byte address associated with the label.

Example:       DEF RUNTIM   Inserts two-byte address of the label RUNTIM.

EQU

Pseudo-Instruction

Equals

Format:       Label EQU numeric value

Description:   Assigns either an absolute address or a constant to a label. DAD and EQU are similar; DAD is usually used for addresses, while EQU is used for values other than addresses. ORG affects only DAD's.

GTO  
Go To

Pseudo-Instruction

Format: GTO label

Description: Generates four bytes of object code which load the program counter (CPU registers 4 and 5) with the address minus one (i.e., ADR-1) of the label. The label must be for an absolute address.

The CPU relative jump instructions (JRZ, JNO, etc.) can cause jumps of from  $177_8$  to  $-200_8$  memory locations. The GTO pseudo-instruction is useful for jumping beyond the range of relative jumps.

WARNING

The GTO pseudo-instruction is primarily for use in ROMs. It should not be used in a binary program unless that program has been declared an absolute program.

Example: GTO INTORL

VAL  
Value

Pseudo-Instruction

Format: VAL label

Description: Inserts the one-byte literal octal value associated with the label.

Example: PPR0M# EQU 360  
VAL PPR0M# Inserts the one-byte literal octal value (360) of the label PPR0M# into the object code.

## Assembler Instructions

### PSEUDO-INSTRUCTIONS FOR CONDITIONAL ASSEMBLY

This set of pseudo-instructions permits the user to control assembly by means of conditional assembly flags. A conditional assembly flag has the same constraints as a label--it can be no more than six characters in length, and the first character cannot be a digit.

A conditional assembly flag is treated the same as a label by the HP-83/85 system. (For example, an assembly flag can be located by a label search.) For this reason, a conditional assembly flag name should be unique, and should not duplicate a label.

#### AIF

Pseudo-Instruction

Assemble If Flag True

Format:       AIF assembly flag name

Description: Tests the specified conditional assembly flag and, if true, continues to assemble the following code. If the flag tests false, the source code after the flag is treated as if it were a series of comments until an EIF instruction is found.

Example:       AIF CYCLE   Tests assembly flag CYCLE.

#### CLR

Pseudo-Instruction

Clear Flag

Format:       CLR flag name

Description: Clears the specified conditional assembly flag to the false state.

Example:       CLR CYCLE   Clears assembly flag CYCLE.

## EIF

Pseudo-Instruction

End Of Conditional Assembly

Format: EIF

Description: Terminates any conditional assembly in process. Only one conditional assembly can be handled at a time. If a second one is encountered while the first is still active, the second will override the first.

## SET

Pseudo-Instruction

Set Flag

Format: SET flag name

Description: Sets the specified conditional assembly flag to the true state.

Example: SET CYCLE Sets conditional assembly flag CYCLE.



## NOTES

## SECTION 5

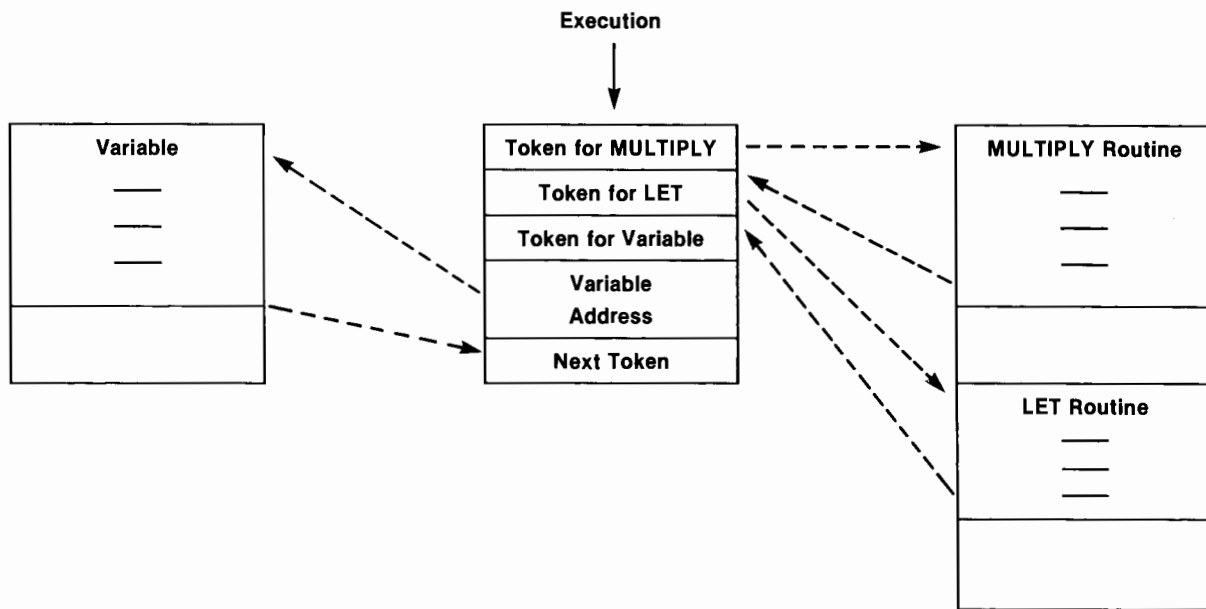
### HP-83/85 SYSTEM ARCHITECTURE AND OPERATION

This section explains how system memory is allocated in the HP-83 and HP-85 computers, how programs are stored in that memory, and how a statement is parsed and becomes part of a BASIC program. It also explains the sequence of operations that occurs when a BASIC program is run.

In the computer, BASIC programs are executed by an interpreter that is part of the firmware operating system. However, the code that is interpreted is vastly different from the BASIC statements as they were originally entered. As the statements are entered, they are parsed and compiled into a form of RPN (reverse Polish notation), which can be interpreted more efficiently than the BASIC statements. As part of the parsing and compiling process, all BASIC reserved words are converted to single-byte tokens. This makes the internal form of the code somewhat more compact than the original form, and also makes interpretation easier and faster.

Also as part of the process of parsing and compiling, variables are placed in a variable storage area, with only their addresses remaining in the area containing the tokens.

A BASIC program, then, is held in memory as a series of tokens and addresses of variables. To execute the program, the computer processes these token and variable addresses in order. As each token is processed, it causes the machine to go to a table of routine addresses and execute a specific routine whose address is within that table. If the token indicates a variable, the machine uses the next two bytes as the variable address.



**EXECUTION BY TOKENS**

A binary program in memory, or a plug-in ROM, merely provides additional tokens (and their corresponding routines) to the set of HP-83/85 tokens and routines. This should become clear later in this manual.

## SYSTEM MEMORY

The memory of the HP-83/85 is arranged as shown here:

Decimal Address	Octal Address																		
0	000000	System ROM																	
8K	017777 020000																		
16K	037777 040000																		
24K	057777 060000	<table border="1"> <tr> <td>ROM 0</td> <td>ROM 1</td> <td>ROM 2</td> <td>ROM 3</td> <td></td> <td>ROM 254</td> </tr> <tr> <td>System ROM</td> <td>Plug-In ROM</td> <td>Plug-In ROM</td> <td>Plug-In ROM</td> <td></td> <td>Plug-In ROM</td> </tr> </table>						ROM 0	ROM 1	ROM 2	ROM 3		ROM 254	System ROM	Plug-In ROM	Plug-In ROM	Plug-In ROM		Plug-In ROM
ROM 0	ROM 1							ROM 2	ROM 3		ROM 254								
System ROM	Plug-In ROM	Plug-In ROM	Plug-In ROM		Plug-In ROM														
32K	077777 100000																		
48K	137777 140000	System RAM																	
	177377																		
	177400																		
64K	177777	I/O Addressing																	

### SYSTEM MEMORY

As shown in the memory map, the main system contains three  $8192_{10}$ -byte ROMs, the system ROMs. The fourth ROM space is for bank-selectable ROMs and it is shared by another system ROM and all plug-in ROMs. The only differences between the last system ROM and plug-in ROMs are that the select code for the system ROM is 0, and that the system ROM contains routines necessary for the HP-83/85 system to operate. Each plug-in ROM has its own unique select code. For example, the select code for the Assembler ROM is  $40_{10}$ .

The last  $256_{10}$  locations in the RAM address space are reserved for memory-mapping I/O addresses.

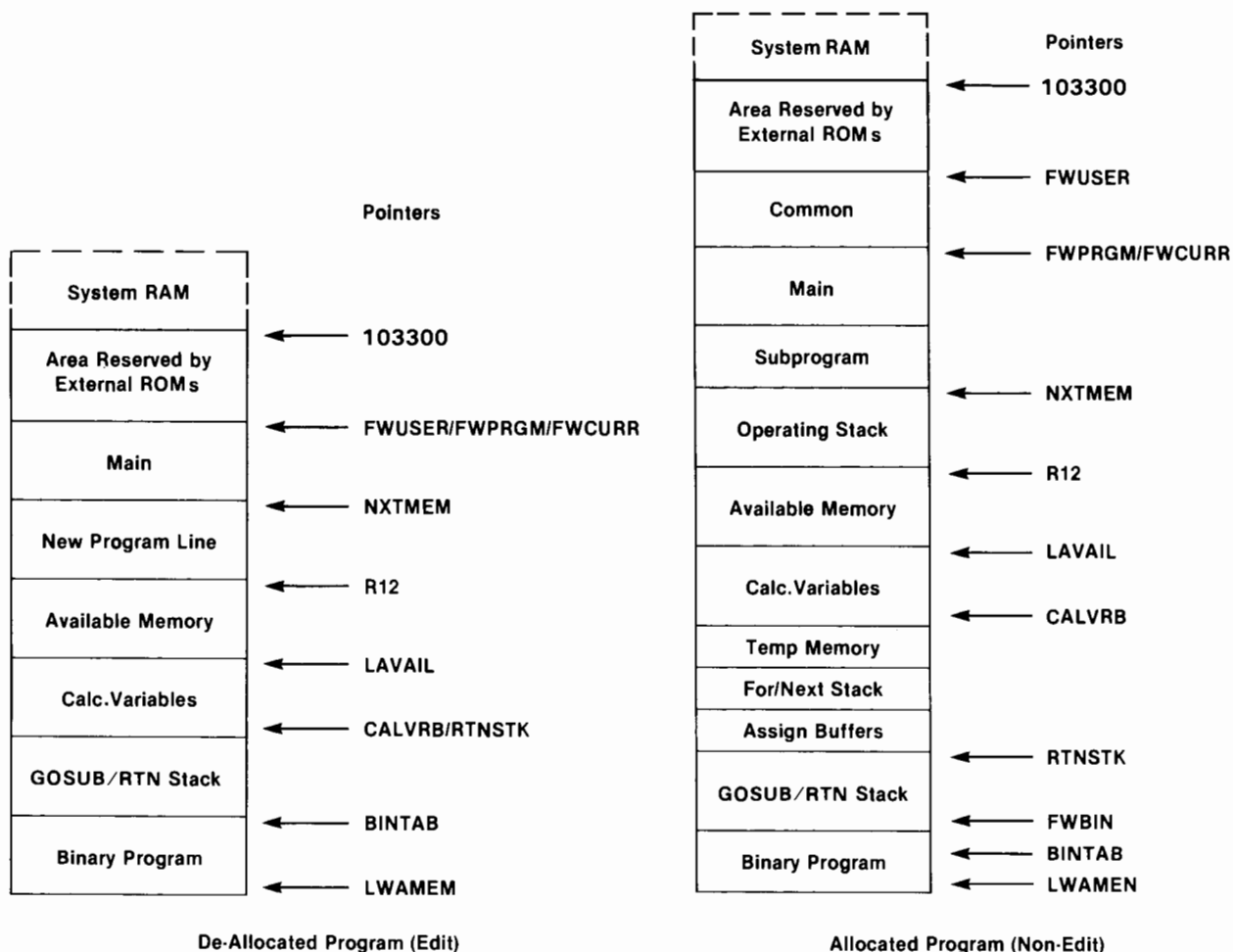
## PROGRAMS IN MEMORY

There are two kinds of programs that can be resident in memory: BASIC programs and binary programs. In the HP-83/85, memory can contain a single BASIC program, BASIC subprograms, and a single binary program at one time. In addition, the computer can access the binary programs located in plug-in ROMs; these ROMs are bank-selectable by means of their select codes. In form and application, a plug-in ROM is closely akin to system ROM 0 or a binary program. Unlike a binary program, however, ROMs are not relocatable, and always begin with memory location  $60000_8$ .

Within the HP-83/85, there are many pointers that are used to delineate and identify the different components of memory. Some of these pointers are in CPU registers, while others are at various locations in RAM.

## ALLOCATION

A BASIC program may be resident in either allocated or de-allocated form. As a program is first entered from the keyboard, it is de-allocated and can still be edited. When a BASIC program is run for the first time, however, it must be allocated before it is actually executed. Memory that contains a de-allocated BASIC program appears as shown on the left below. An allocated program results in memory as shown on the right.



**MEMORY AREAS**



**DE-ALLOCATED PROGRAM**

When a BASIC statement is typed and [END LINE] is pressed, the computer checks for de-allocation. If the program is not already de-allocated, the HP-83/85 then de-allocates it.

In a de-allocated program, program variables are held as names rather than addresses, and the program can still be edited.

As illustrated above, in a de-allocated program the entire memory space is made up of RAM. The pointers that define the areas within RAM are:

FWUSER: FWUSER points to the first byte of RAM that can be accessed for a BASIC program by the user. FWPRGM points to the first byte of the main program. FWCURR is the first byte of the current program. These three pointers are all the same in a de-allocated program using the basic HP-83/85. (An external ROM that gives subprogram capabilities might cause these to be different.)

NXTMEM: NXTMEM points to the first byte after the end of the program as the program currently exists.

R12: CPU register R12 points to the execution stack. It is always used as an increasing stack, so R12 defines the first word of available program memory.

LAVAIL: This pointer defines the last word of available memory. LAVAIL actually points to the first word of the area where calculator variables are stored.

CALVRB and RTNSTK: These define the end of the calculator variables and the beginning of the BASIC subroutine return stack. These returns are the BASIC program's returns (and in a de-allocated program no returns exist here). These returns are not the same as those in a binary program, which are stored on the R6 stack.

BINTAB: Address of the first byte of the binary program. Although other pointers may change during allocation, BINTAB does not.

## ALLOCATED PROGRAM

When a RUN, INIT, or STORE command is executed on the HP-83/85, the computer checks the allocation status of the resident BASIC program. If the program has not been allocated, the HP-83/85 allocates the program before executing further. Allocation creates variable space at the end of the BASIC program for all variables, and replaces all variable names with relative addresses. This allocation ultimately causes the program to be executed much more quickly.

The previous illustration of memory areas also shows an allocated program in memory. If common variables have been declared (that is, variables that are held in common by two BASIC programs), FWUSER points to the beginning of this

common area, while FWPRGM points to the first word of the main BASIC program. (FWCURR points to the current program; this is the same as the main program unless an external ROM has provided subprogram capability.)

Such internal routines as print operations and string concatenation require temporary scratch-pad memory; this is provided as needed in the area directly after that addressed by CALVRB, and is released by the system immediately after the operation is performed. The FOR/NEXT stack is another temporary area that is provided when needed.

The Mass Storage ROM and the internal tape routines require  $284_{10}$  bytes for each buffer (up to a maximum of 10 buffers), and these scratch-pad work areas are obtained in the buffer area directly above the GOSUB return stack.

#### SOFTWARE-DEDICATED CPU REGISTERS

Certain CPU registers are hardware-dedicated, and these registers always are used for the same tasks. Software-dedicated CPU registers are those registers which the system routines use for specific tasks. The registers and tasks vary, depending on whether the computer is parsing a statement, executing code at runtime, etc. However, here are the tasks of some of the most commonly-used CPU registers:

Execution Pointer: At runtime, registers R10 and R11 house the program counter (PCR), a pointer for executing a BASIC program. At parsetime, this pointer addresses the input stream.

Stack Pointer: Registers R12 and R13 contain the address of the operational stack pointer (SP).

Current Token: Register R14 contains the current token being processed in parse and decompile operations.

CSTAT: Register R16 contains CSTAT, which defines current status.



XCOM: CPU register R17 contains XCOM (external communication). The bits of this byte are used to discover why execution has halted, and to specify what to perform during the halt.

## HP-83/85 OPERATION

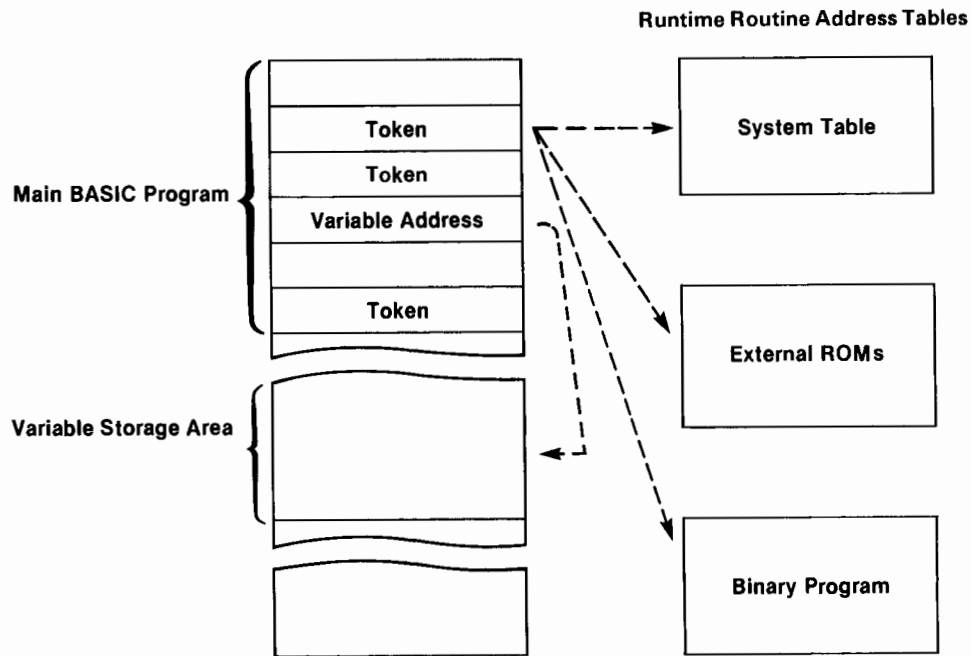
The basic HP-83 or HP-85 is controlled by system routines that are permanently resident at fixed addresses in memory. The addresses and names of many of these system routines may be found in the global file in section 7 of this manual.

In addition to the system routines, control can also pass to one of the plug-in bank-selectable ROMs, or to a binary program in the HP-83/85 memory. At certain times in the operation of the HP-83/85, the resident binary program and any ROMs are polled by the main system. In addition, there are a number of entry points, or "hooks," that allow HP-83/85 operation to be intercepted and modified by a binary program or ROM. These hooks normally do nothing in the system, but they can be used to take over the system at certain key times.

## TOKENS

The HP-83 and HP-85 use tokens to represent the keyword, such as LET, FOR, BEEP, etc., that make up each BASIC statement. Each token is a one-byte quantity that indicates to the machine the addresses of routines associated with that token. Each token must have an associated entry in a table of routines for execution at runtime, another entry in an ASCII keyword table, and a third entry in a table of parse routines. A list of all system tokens may be found in appendix F.

The computer itself is a token-driven machine--a program is held in memory as a series of tokens and variable addresses, and the machine processes these tokens and addresses in order.



**EXECUTION BY TOKENS (RUNTIME)**

At runtime, for example, as the system executes a program, it processes a token by fetching the address of an associated runtime routine from a table of addresses. The runtime table may exist in a binary program and/or an external ROM as well as in the main system. The system performs a JSB to the specified address to execute the routine, then fetches the next token and searches for its runtime routine in the tables, etc.

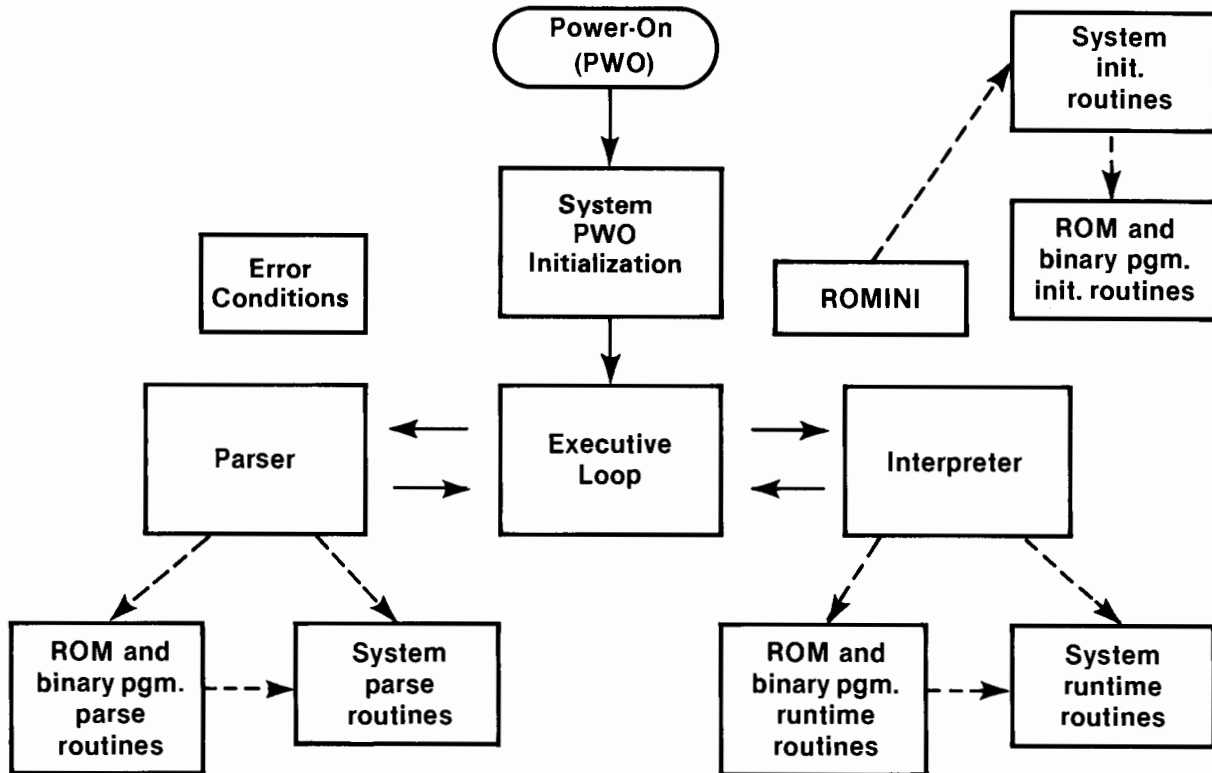
Some tokens indicate to the system that the two bytes following the token contain a variable address. In this case, the system processes the variable by locating it in one of the variable storage areas in memory.

Other tokens indicate that the bytes following the token are constants to be pushed onto the R12 stack.

Two tokens,  $370_8$  and  $371_8$ , are used to expand the token tables. Token 370 indicates to the system that the next byte is the number of a ROM, and that the byte after the ROM# is the token within that ROM's tables that is actually to be executed. Token 371 directs the system to a binary program in the same way. More on these tokens later.

OVERALL SYSTEM FLOW

System flow in the HP-83/85 is shown by the flowchart below.



OVERALL SYSTEM FLOW

In general, loading and running a program, or executing a calculator mode statement, will require execution within the following areas:

Executive Loop: After power-on initialization, the system enters the executive loop and waits for some kind of action. The executive loop makes calls to the appropriate areas for initialization, parsing, allocation, running, and errors.

Parser: After a program line or calculator mode statement has been entered to the CRT, parsing occurs when [END LINE] is pressed. Parsing is the changing of ASCII code into tokens.

In parsing, the parser first searches the ASCII tables in the resident binary program for a keyword match, then searches the ASCII tables in any external ROMs, and finally searches the system tables.

Interpreter: The interpreter actually runs a program or executes a calculator mode statement by fetching tokens in order and calling the runtime routines to execute them.

In addition to the areas above, there are two other areas which may be called:

Initialization: At many times, including power-on, RESET, SCRATCH, etc., the system calls routines for initialization. Initialization routines are called through the ROMINI routine; the system polls system initialization routines first, ROM routines second, and the routine in the resident binary program last.

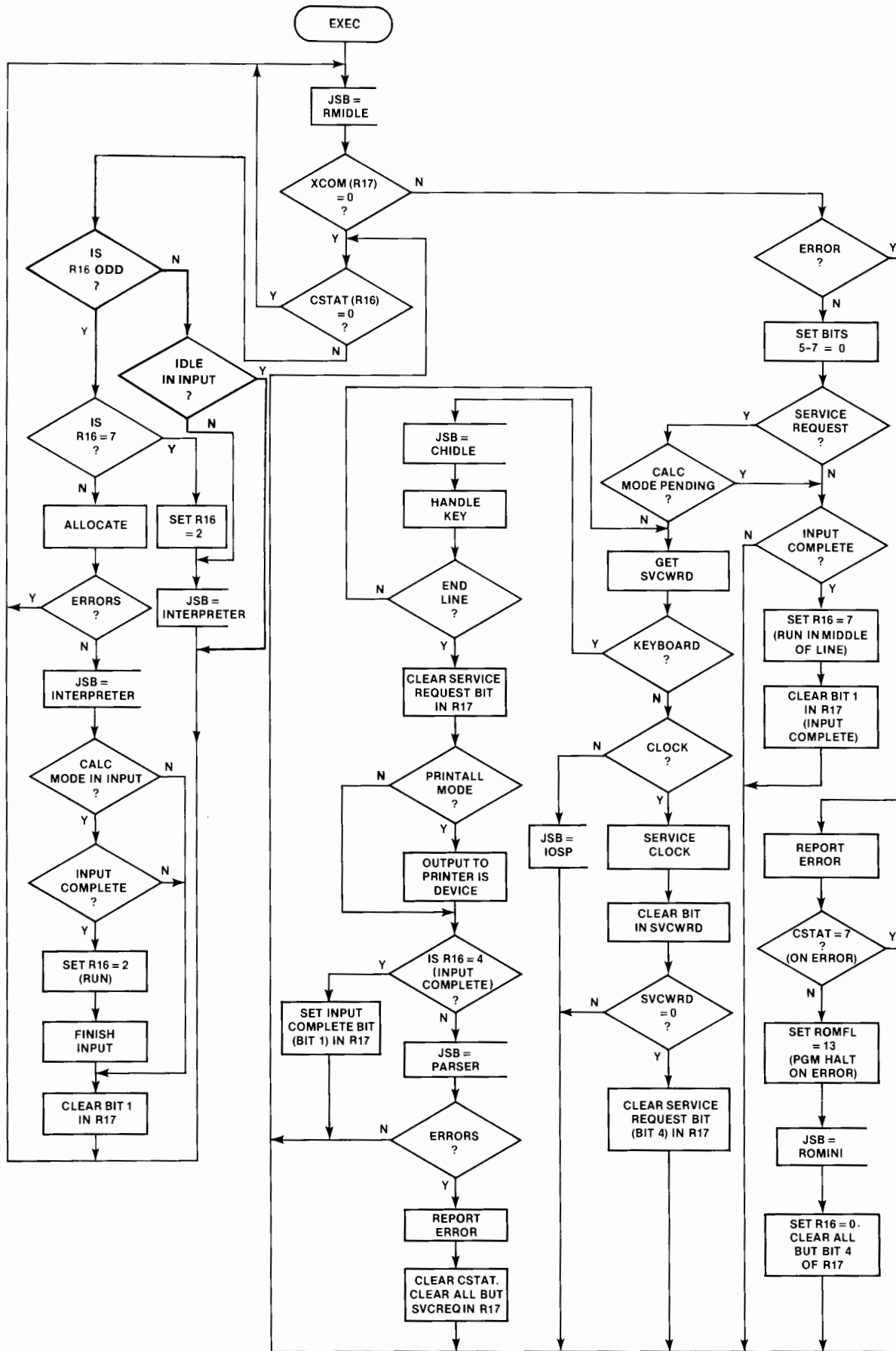
Errors: If errors are detected, the system generates the proper warning or error message.

## EXECUTIVE LOOP

After power-on initialization, control passes to the executive portion of the system. The flowchart on the following page details the operation of this executive loop.

The executive loop itself contains a smaller loop that examines CPU registers R16 and R17 for status information. R16 contains CSTAT (current status), while R17 contains XCOM (external communication).

As long as the value of R16 is zero and all bits of R17 are set to zero, the system remains in the small loop. An interrupt, such as pressing a key, causes the system to leave the small loop and process the interrupt as shown on the flowchart.



EXECUTIVE LOOP

CSTAT

CPU register R16 contains an eight-bit word that is interpreted as current status.

<u>CSTAT (R16) Value</u>	<u>Status</u>
0	Idle.
1	Calculator mode.
2	Run mode. (Program is running.)
3	Not used.
4	Idle during input statement.
5	Calculating during input statement. (Evaluating expression before entering it as variable.)
6	Not used.
7	RUN in the middle of a line. (GOSUB or GOTO occurs because of a timer interrupt or soft key interrupt.)
8 - 255	Not used.

CURRENT STATUS

CSTAT is examined as an entire byte by the system.

## XCOM

CPU register R17 contains XCOM, eight bits which are used for external communication of interpreter status.

<u>XCOM (R17) Bits</u>	<u>Interpreter Halt</u>
Bit 0 set	End of calculator mode.
Bit 1 set	Input complete.
Bit 2 set	Step mode.
Bit 3 set	Trace mode.
Bit 4 set	Service request. (Any interrupt sets this bit.)
Bit 5 set	Immediate set. (Can be set by user to halt interpreter.)
Bit 6 set	Error set.
Bit 7 set	Break. (OR of bits 5 and 6.)

### INTERPRETER HALTS

During its cycles, the interpreter examines bit 7 of XCOM to determine if the interpreter is to halt. After an end-of-line token has been executed, the interpreter executive loop examines all bits of XCOM to see if control should be returned to the executive loop for further action. Any routine that sets bit 5 or bit 6 in R17 must also set bit 7, since the interpreter examines only bit 7.

## HOOKS

Hooks into the executive loop are available through subroutine calls to RAM locations RMIDDLE, CHIDLE and IOSP. In the normal system, each of these locations in RAM merely contains a return (RTN); they are present to allow the taking over of the executive loop by a binary program or external ROM.

## ROMFL

ROMFL is a single-byte RAM location used to pass program conditions (such as RESET or RUN), to binary and ROM programs for initialization. Before the initialization routine in the binary program or external ROM is called, ROMFL is set to indicate the kind of condition that has occurred.

SVCWRD

SVCWRD is a RAM location that indicates the kind of interrupt.

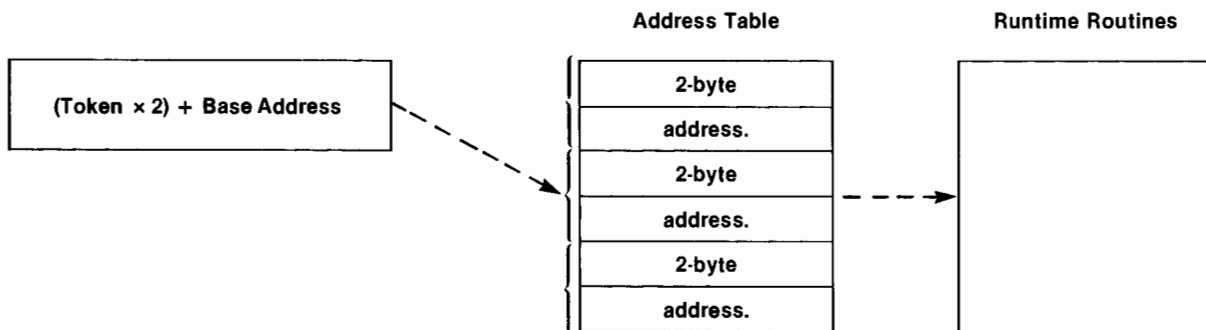
<u>SVCWRD Bit</u>	<u>Type of Interrupt</u>
Bit 0 set	Keyboard interrupt.
Bit 1 set	I/O interrupt.
Bit 2 set	Timer 1 interrupt.
Bit 3 set	Timer 2 interrupt.
Bit 4 set	Timer 3 interrupt.
Bit 5 set	Other interrupt.

INTERRUPTS

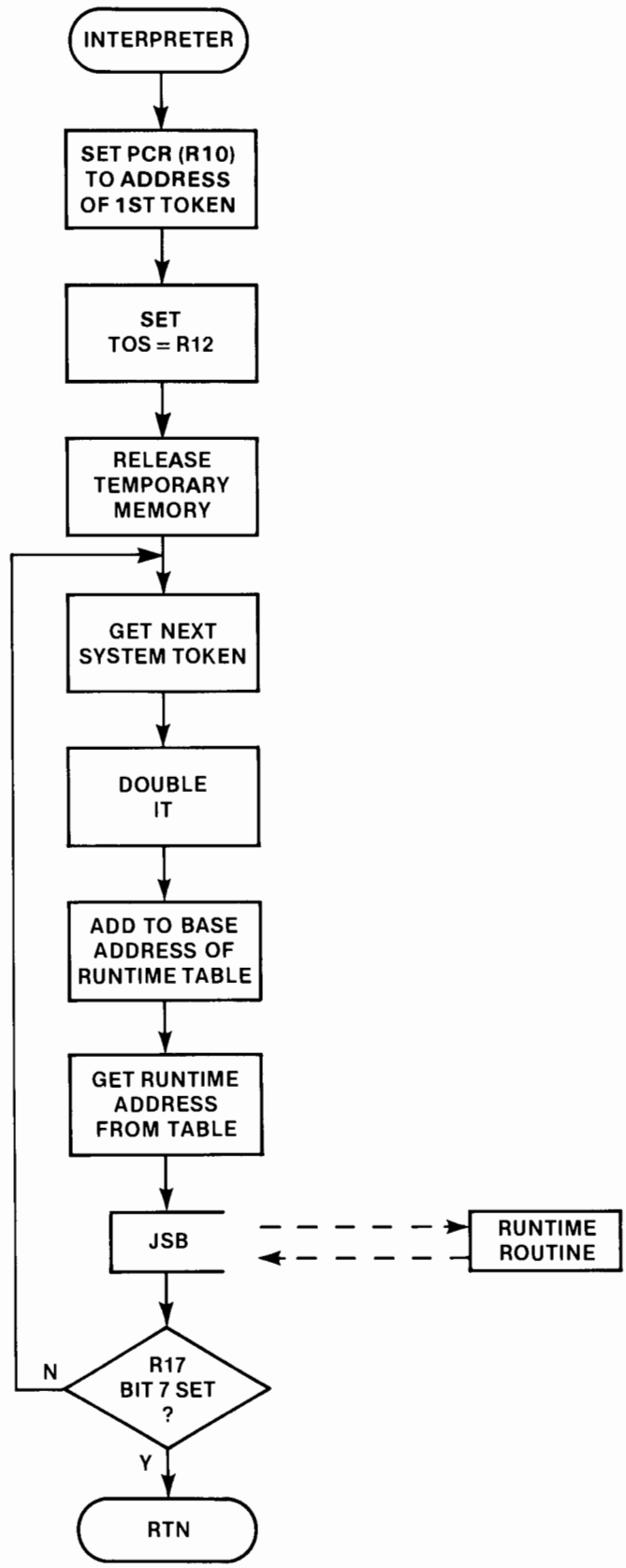
INTERPRETER LOOP

The interpreter loop fetches the next token, processes it, and passes control to its runtime code. When the runtime code has been executed, control returns and the interpreter continues with another token. The following page shows a flow-chart for the interpreter.

A token is an ordinal into a table of addresses. The address table is made up of two-byte addresses, so to find the actual address, the token is doubled, then added to the base address. This changes the ordinal into an offset pointing to the correct address.







INTERPRETER LOOP

After the runtime code is executed, the interpreter checks to see if the immediate break is set in R17, and processes the next token if it is not.

The procedure shown is for system tokens. Tokens 370 and 371 provide access to external tokens (that is, tokens whose tables reside in a binary program or ROM).

To find an external token, the interpreter first processes system token 370, doubles it, then adds it to the base address to find the system runtime routine for token 370. This runtime routine fetches the next two bytes via the R10 pointer; these bytes include the ROM number and the number of the token in the ROM or binary program. The runtime routine for the token 370 or 371 then handles this ROM or binary program token much the same way that the interpreter handles system tokens.

## PARSING

As a line of a program or calculator mode statement is entered to the CRT, it is in ASCII code. When [END LINE] is pressed, the line is parsed. Parsing is the process of translating the ASCII code into the internal form in which programs are stored and run in the HP-83/85.

As a line is parsed, it is checked for syntax errors, changed to RPN (Reverse Polish Notation) from its original algebraic form, and converted into tokens that are then stored.

Each token consists of a single byte, and can represent a single keyword, such as LET or PRINT. Tokens 370 (ROM token) and 371 (binary program token) are used to allow extensions of the system by means of external ROMs and binary programs.

A table of system tokens may be found in appendix F of this manual. ASCII codes, which are also used during parsing, may be found in appendix E.

Parsing begins with the line number or the first character of the statement and moves to the right, processing each character and space. Multiple non-quoted spaces are compressed (i.e., ignored) during parsing.

Example: In parsing the line 10 LET A = B \* SIN (45), the HP-83/85 system produces the following tokens in the order shown.

<u>Tokens</u>	
<u>(Octal Values)</u>	
20 } 0 }	Line number in BCD. (Two digits per byte.)
17	Length in bytes of statement.
142	LET token.
21	Store simple numeric variable token.
40 } 101 }	ASCII codes for the variable "blank A."
1	Fetch numeric variable token.
40 } 120 }	Blank B (in ASCII).
32	Integer token.
105 } 0 } 0 }	BCD 45 in integer format.
330	Sine token.
52	Multiply token.
10	Store numeric value token.
16	End of statement.

The stack addressed by CPU register R12 is used for parsing. A token is pushed onto the stack, the stack pointer is incremented, the next token pushed on, etc.

Parsing begins with the line number. This is loaded in BCD form; 20 is loaded first, since it is the least significant byte.

Next is the size or length of the statement. During parsing this is a blank placeholder byte; STSIZE is a pointer to the placeholder byte.

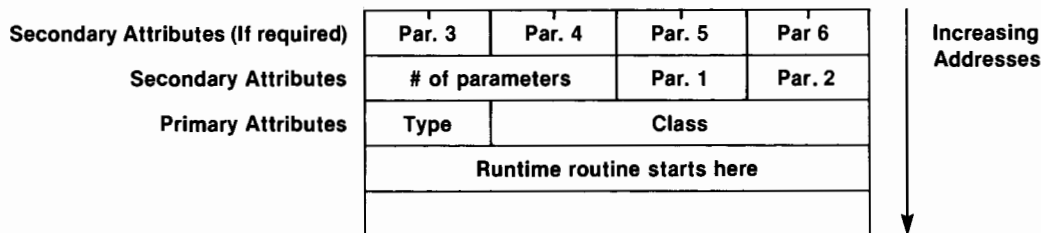
In order to find a match for the keyword LET, the system looks first in tables in the resident binary program, then in any external ROMs, and finally in the internal HP-83/85 system tables. (For this reason, a binary program or external ROM can take over any keyword.)

After parsing, if the statement was a program line, its tokens and addresses are inserted into the program space at the correct locations. If it was an expression or calculator mode statement, the parsed code remains on the R12 stack and is executed immediately.

For further details of parsing operations and register conventions at parse time, along with specific system parse routines, refer to Parsing in section 7.

## ATTRIBUTES

In the process of parsing a BASIC statement, code is generated which consists of tokens and other information. For each token there is a set of attributes which define the type of token. The attributes occur immediately before the runtime code for the token.



## ATTRIBUTES

Attributes are used to specify how parsing is to occur, how allocation and de-allocation are to be performed, and how decompiling is to occur. They indicate to the system how the token is to be handled at these times. Attributes are not used at runtime.

There are two types of attributes: Primary and secondary. All tokens have primary attributes, but only BASIC language system-defined functions and operators have secondary attributes. The primary attributes immediately precede the runtime code. Secondary attributes occur before the primaries, and may occupy one or more bytes.

## PRIMARY ATTRIBUTES

Within the primary attributes, the two most significant bits specify the token type. The next six bits specify the class.

## TYPE

Bits 7 and 6 define the type of token.

<u>Bits 7, 6</u>	<u>Type</u>
11	BASIC statement, illegal after THEN.
10	BASIC statement, legal after THEN.
01	System command. (Non-programmable.)
00	Other (Not BASIC statement; e.g., function or operator.)

Examples:

<u>Token</u>	<u>Primary Attribute</u>
DEF FN	3xx Illegal after THEN.
LET	2xx Legal after THEN.
DELETE	1xx Not programmable.
SIN	0xx Not a BASIC statement.

## CLASS

The class indicates the form of the token. In many cases, the class is specific to a few tokens. A complete list of tokens and primary attributes may be found in appendix F, but the classes of tokens most often used in assembly language programming are shown here.

Class	Token	Description
<b>(Bits 5-0)</b>		
40		Immediate execute.
41		Other reserve words (i.e., most BASIC statements.)
42	100	Misc output (e.g., @ for special character handling).
44	31	Misc ignore. (Invisible at decompile time.)
50		Numeric unary operator. (e.g., -.)
51		Numeric binary operator. (e.g., +, -, *, /, /.)
52		String unary operator.
53		String binary operator. (e.g., &.)
55		Numeric system function (e.g., SIN, COS).
56		String system function. (e.g., CHR\$, VAL\$.)

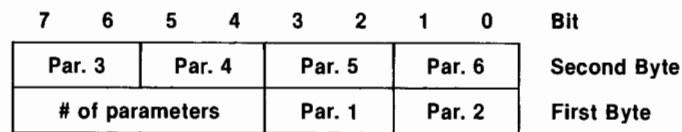
**USEFUL TOKEN CLASSES**

**SECONDARY ATTRIBUTES**

Secondary attributes are used to specify the parameters for system-defined functions, as well as the precedence of numeric and string operators.

**SECONDARY ATTRIBUTES FOR FUNCTIONS**

A single byte can specify the parameter type for a function. A second byte is required only if there are more than two parameters. The first two bytes of secondary attributes are shown here.



**PARAMETER LOCATION**

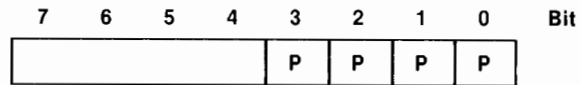
Parameter types must be included for all parameters used. The types are shown here.

Parameter Type	Description
0	Numeric
1	Numeric array
2	String
3	Not available

**PARAMETER TYPES**

## SECONDARY ATTRIBUTES FOR OPERATORS

Secondary attributes also specify the precedence of numeric and string operators. The least significant four bits specify the precedence, as shown.



**PRECEDENCE LOCATION**

The precedence is defined within the HP-83/85 system as:

2	OR, EXOR
4	AND
6	Relational operators
7	+, -, Monadic +, monadic -, NOT
12	*, /, \, DIV, MOD
14	^

(Some early versions of the HP-85 may have slightly different precedence.)

The only string operator is &, the concatenation operator, and it has a precedence of 7.

## RUNTIME

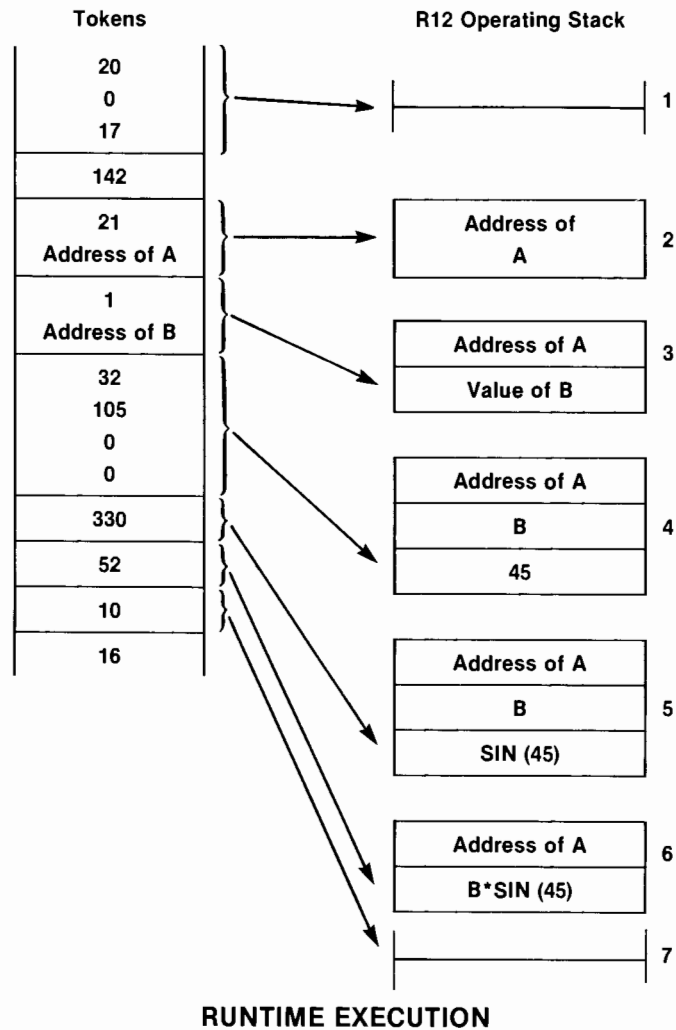
When a BASIC program is run, it is first allocated--all variable names are changed to relative addresses and all line references (such as GOTOs and GOSUBs) are changed to relative address references.

When the program is executed a token pointer (CPU register R10) is set to the first line of the main program, or to a specified line number, and control passes to the interpreter loop. The interpreter fetches a token, fetches the address of its runtime routine, and performs a JSB jump to the address to execute the routine there. The interpreter then fetches another token and execution continues to the end of the line.

Example: Recall the parsing for the line

10 LET A = B \* SIN(45)

After parsing and allocation, tokens for the line are stacked in the program portion of memory as shown on the left below.



R10 points to token 142. The interpreter passes over the line number (the first two bytes here) and the length (value 17, indicating that 17 bytes following belong in this line), then fetches token 142.

Token 142, the token for LET, is used as an index into the runtime table, a table of addresses which point to the runtime routines for the tokens. The interpreter fetches the address for the runtime routine for LET and causes a JSB to the routine. The LET routine does not affect the R12 stack.



After a return, the interpreter loop fetches the next token, and a JSB is done to that token's runtime routine. Since token 21 is the token for storing to a variable, the next two bytes (the variable address) are loaded from the token stream and pushed onto the R12 stack. These two bytes together give the address of variable A. The name block of variable A is also fetched from that address and pushed onto the R12 stack.

After a return to the interpreter loop, the runtime routine for the next token, 1, fetches a variable value. This fetch routine loads the next two bytes, which are the address of the variable from the token stream, and uses that address to fetch the value of variable B and push it onto the R12 stack.

After another return to the interpreter loop, token 32 causes the next three bytes to be loaded from the token stream and pushed onto R12 as an eight-byte tagged integer constant.

After a return, the next token, 330, causes a JSB to the sine routine. This routine expects a numeric value on the R12 stack; it calculates the sine of that value and pushes the computed result back onto R12.

The routine for the next token, 52, is the multiply routine. It expects two numbers on R12, and it pops these numbers off, multiplies them, and pushes the result back onto R12. The runtime routine for token 10 stores the value that is on the stack into the address of the variable that is on the stack.

Token 16, the end-of-line token, causes some internal clean-up (such as releasing any memory that might have been reserved by the line, etc.) and moves the runtime pointer past the line number of the next line to its first token.

For further details and specific system runtime routines, refer to Runtime in section 7.

## DECOMPILING

Decompiling is the process of listing a program or statement. Internally, it requires the reconstruction of input code as it was entered to the CRT screen. The tokens which have been parsed into RPN and distributed in the system must be

reassembled into algebraic notation. Decompiling is actually the reverse of the process of parsing and compiling.

Decompiling is a two-stack operation. An expression stack is used to reconstruct expressions from RPN to their original form, and an output stack is used to buffer the output. R12 is used for the expression stack.

In decompiling, the system processes each token and uses its class (a component of the token's primary attributes) to determine how the token is to be decompiled. Here are some common classes and how they are decompiled.

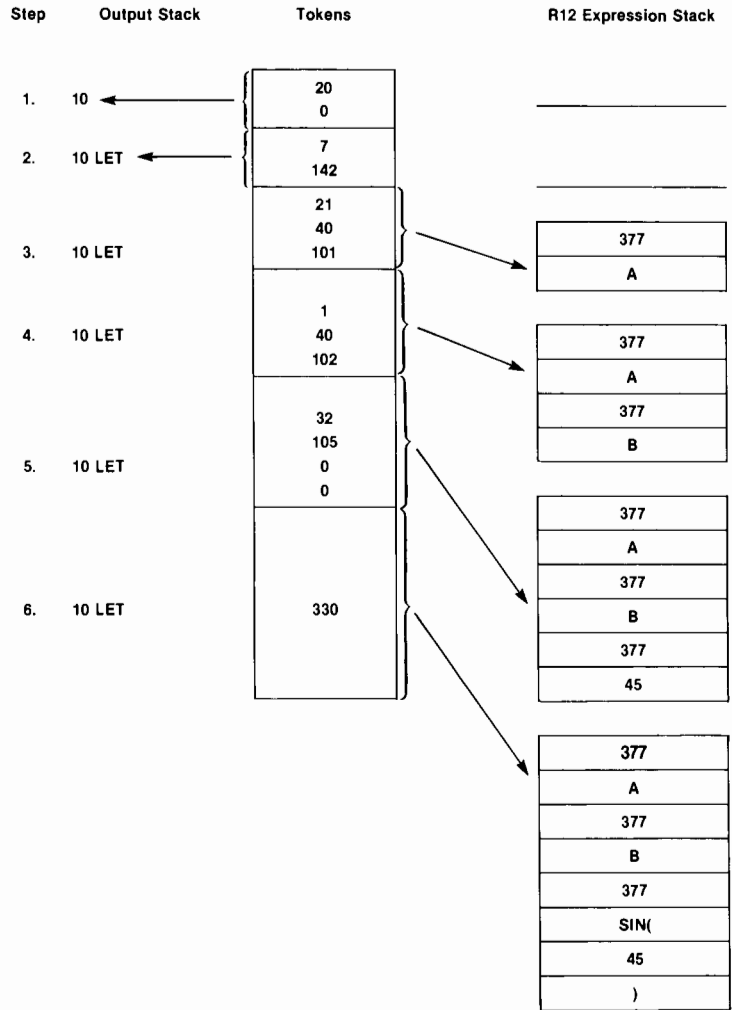
<u>Class</u>	<u>Type of Token</u>	<u>Action</u>
Ø	End-of-line	Unstack.
1	Fetch variable	To expression stack.
2	Integer	To expression stack.
3	Store variable	To expression stack.
4	Numeric constant	To expression stack.
5	String constant	To expression stack.
32	Subscript, e.g., A(3)	() to expression stack if token odd; otherwise (,) to expression stack.
34	Dimension subscript e.g., A\$[ ]	[] to expression stack if token odd; otherwise [,] to expression stack.
36	Prints	Unstack and push , to output.
41	Other reserved words	If : then unstack, output reserved word, then unstack.
42	Miscellaneous output	If @ then push to expression stack and unstack; otherwise output.
44	Miscellaneous ignore	Ignore.
50	Unary operator	Insert after most recent missing operator in expression stack.
51	Binary operator	Replace most recent missing operator in expression stack.
52	String unary operator	Same as class 50.
53	String binary operator	Same as class 51.
55	System function	For each parameter, replace the most recent missing operator with , . Then insert function name and ( at most recent missing operator and push ) onto expression stack.
56	String system function	Same as class 55.

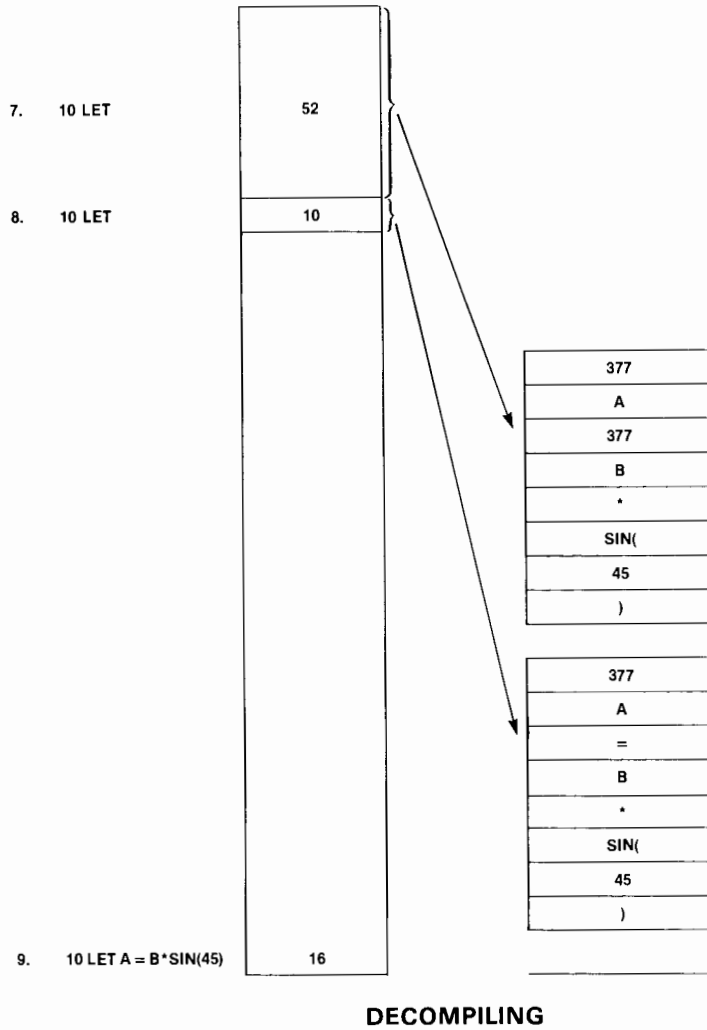
The following example should help illustrate how decompiling occurs:

Example: Recall again that the statement

10 LET A = B \* SIN(45)

was parsed into the tokens shown below. These tokens are decompiled into the output stack and the expression stack as illustrated.





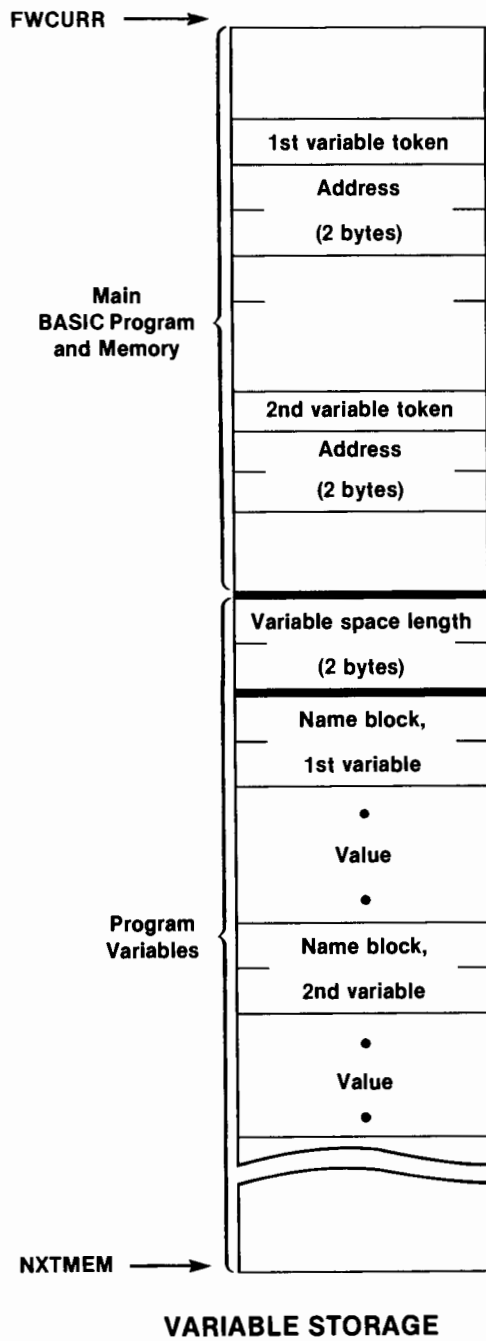
Since the tokens are arranged in RPN internally, as the system decompiles the tokens it pushes missing operator tokens (377) onto the expression stack. These missing operator tokens are merely "placeholders" until the arithmetic operators can be inserted at a later step.

Unlike parsing, decompiling is not an operation to which a binary program or ROM normally has access, since these programs are seldom required to perform any unique operations during decompiling. In some special cases the parse routines for a binary program or ROM may require modification if a statement is to be decompiled correctly. But for the most part, decompiling will not be a problem for the writer of binary or ROM programs.

For further details and specific system decompile routines, refer to section 7.

## VARIABLE STORAGE

In the HP-83/85, variables may be stored in the variable storage area at the end of the BASIC program, in the common storage area, and in the area allotted for calculator variables.



In the main BASIC program, each variable is referenced by means of a token followed by a two-byte address. The variable itself is held in another part of memory, within the storage area for program variables. Immediately after the end of the BASIC program and available memory area in RAM is a two-byte quantity that signifies the beginning of variable storage and contains the length of the total space allotted for storage of that program's variables.

Each variable consists of a name block followed by the value of the variable. The two-byte variable address in the program is a relative one--it is actually a measure of the distance from FWCURR to the variable's name block in the storage area. The name block for each variable contains information about the variable. The format of the variable is shown here:

Byte	Bits							
	7	6	5	4	3	2	1	0
0	T3	T2	T1	T0	N3	N2	N1	N0
1	R2	R1	R0	L4	L3	L2	L1	L0

LEGEND

<u>Bit</u>	<u>Meaning</u>
T3	0 = Numeric 1 = String
T2	0 = Simple 1 = Array
T1, T0	0 = Real 1 = Integer 2 = Short 3 = (Not used)
R2	0 = Local variable 1 = Remote variable
R1	0 = Not being TRACEed 1 = Being TRACEed
R0	0 = Variable 1 = Function value

N3 through N0 and L4 through L0 describe the variable name of the form A-Z or A0-Z9.

N3 through N0 = Number minus  $60_8$ ; or  $12_8$  if blank.

L4 through L0 = Alpha (ASCII) Code minus  $100_8$ .

x In the following diagrams, x indicates the setting of the bit does not matter.

SIMPLE VARIABLE STORAGE

LOCAL VARIABLES

Byte

0	0	0	T1	T0	N3	N2	N1	N0
1	0	R1	0	L4	L3	L2	L1	L0
2	Value							

8 bytes if real number.  
 4 bytes if short number.  
 3 bytes if integer number.

REMOTE VARIABLES

A remote variable is a common variable or a subprogram parameter passed by reference. Subprogram capabilities are available through some ROMs and these subprograms may have variables held in common.

Byte

0	0	0	T1	T0	N3	N2	N1	N0
1	1	R1	0	L4	L3	L2	L1	L0
2	Pointer (2 bytes) to value							
3								

ARRAY VARIABLE STORAGE

LOCAL VARIABLES

<b>Byte</b>									
0	0	1	T1	T0	N3	N2	N1	N0	
1	0	R1	0	L4	L3	L2	L1	L0	
2	<b>Total size as originally declared</b>								
3	(2 bytes)								
4	<b>Max row</b>								
5	(2 bytes)								
6	<b>Max column (377,377 if vector)</b>								
7	(2 bytes)								
10	Row 0, column 0								
10 + n	Row 0, column 1								n = Element size (3, 4, or 8)
10 + n*m	Row 0, column m								m = Number of columns.
10 + n*m + n etc.	Row 1, column 0								

REMOTE VARIABLES

Common area passed by reference.

<b>Byte</b>								
0	0	1	T1	T0	N3	N2	N1	N0
1	1	R1	0	L4	L3	L2	L1	L0
2	<b>Pointer to total size</b>							



STRING VARIABLE STORAGE

LOCAL VARIABLES

<b>Byte</b>								
0	1	0	x	x	N3	N2	N1	N0
1	0	R1	0	L4	L3	L2	L1	L0
2	<b>Total length</b>							
3	(2 bytes)							
4	<b>Max length</b>							
5	(2 bytes)							
6	<b>Actual length</b>							
7	(2 bytes)							
10+	<b>String (as many bytes as required)</b>							

Maximum length is the maximum number of characters that can be placed in the variable string. Actual length is number of characters currently in the variable string. Total length and maximum length are always the same unless:

- An I/O ROM is plugged in and this string is declared an I/O buffer.
- This string has been declared as a string array (using a ROM with advanced programming capabilities).

REMOTE VARIABLES

Common variable or subprogram parameter passed by reference.

<b>Byte</b>								
0	1	0	x	x	N3	N2	N1	N0
1	1	R1	0	L4	L3	L2	L1	L0
2	<b>Pointer to total length</b>							

FUNCTION STORAGE

The user-defined functions in a BASIC program (created with DEF FN) are stored in much the same manner as variables. Each is preceded in memory by a block that gives information about the function.

Because a function must restore status when it returns to a calling program, a stored function saves a return address (in R10), the BASIC program counter (PCR), the top-of-stack pointer (TOS), temporary memory, and calculator status (CSTAT).

In the illustrations below, the legend is the same as that for Variable Storage.

NUMERIC FUNCTIONS

<b>Byte</b>								
0	0	0	x	x	N3	N2	N1	N0
1	0	R2	1	L4	L3	L2	L1	L0
2	<b>Function address</b>							
3	(2 bytes)							
4	<b>Return address</b>							
5	(2 bytes)							
6	<b>PC</b>							
7	(2 bytes)							
10	<b>TOS</b>							
11	(2 bytes)							
12	<b>CSTAT</b>							
13	<b>Numeric function value (8 bytes)</b>							

STRING FUNCTIONS

<b>Byte</b>								
0	1	0	x	x	N3	N2	N1	N0
1	0	R2	1	L4	L3	L2	L1	L0
2	<b>Function address</b>							
3	(2 bytes)							
4	<b>Return address</b>							
5	(2 bytes)							
6	<b>PCR</b>							
7	(2 bytes)							
10	<b>TOS</b>							
11	(2 bytes)							
12	<b>CSTAT</b>							
13	<b>Total length</b>							
14	(2 bytes)							
15	<b>Max length</b>							
16	(2 bytes)							
17	<b>Actual length</b>							
20	(2 bytes)							
21	<b>String function value</b>							

**Number of bytes = total length.  
(Always 18 bytes.)**

FORMATS ON THE R12 STACK

The stack to which CPU register R12 points is used for many operations by internal HP-83/85 system routines. The formats of variables that are fetched and stored during runtime execution of certain specific tokens, as well as the formats of numeric quantities, are shown below.

VARIABLES ON THE R12 STACK

The following table illustrates the format of variables on the R12 stack after the execution of certain tokens.

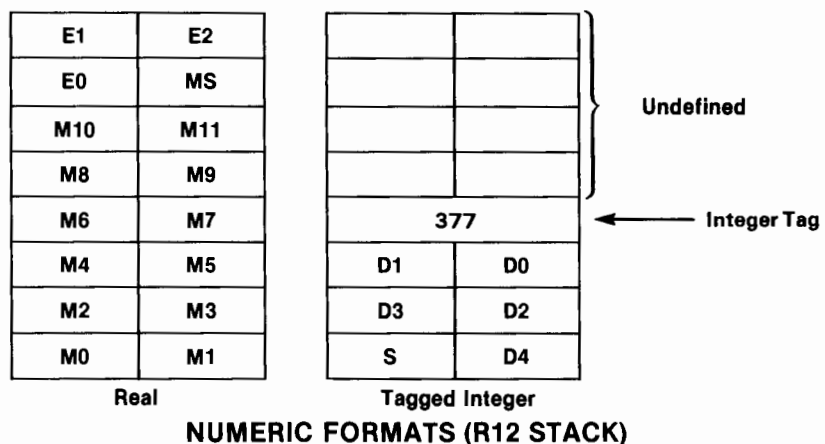
<u>Token Executed</u>	<u>Places On R12 Stack</u>	<u>Number of Bytes</u>
1	Value of simple variable.	8
2	Value of array element.	8
3	String length.	2
	String address.	2
21	Address of value storage area.	2
	Name block.	2
22	Absolute address of array variable area.	2
	Column. (Present only if TRACEing.)	2
	Row. (Present only if TRACEing, and array is two-dimensional.)	2
	Dimension Flag. (Present only if TRACEing.)	1
	Name block.	2
23	Base address of string. (Relative if program mode, absolute if calculator mode.)	2
	Length available to store string characters in.	2
	Absolute address of 1st location available for storing characters.	2

When fetching or storing substrings, the address points to the first character of the substring.

Relative addresses are relative to FWCURR.

#### NUMERIC FORMATS ON THE R12 STACK

In internal HP-83/85 routines, all numbers popped off the R12 stack are eight bytes long, so integer values are tagged with octal 377.



In the illustration on the right, the byte above the number contains the octal quantity 377. This 377 acts as a tag for the number, specifying the quantity as an integer value that is only three bytes in length. The next four bytes popped off the stack are then undefined and are ignored by the system.



## SECTION 6

### WRITING BINARY AND ROM PROGRAMS

This section describes how to write a binary or ROM program. It outlines the parts of the program, and it also explains how a binary program or a ROM program is processed when it is assembled and when it is run.

Binary programs and ROMs are usually written to create new BASIC keywords or to take over and modify the operation of existing BASIC keywords.

There are almost no procedural differences in writing binary programs and ROMs. A binary program or a program for a ROM is written in an almost identical manner, using the HP-83 or HP-85, the Assembler ROM, and, if desired, the System Monitor. At assembly time, the object code for each is stored on a tape cartridge or disc. The object code for a binary program is then loaded back into the HP-83/85 to be run, while the object code for the ROM program may be read from the tape or disc into a commercial PROM/EPROM burner.

There are a few internal differences between binary programs and ROM programs. A binary program is usually relocatable, so that it may be loaded into computers with different sizes of memory. ROM program addresses must be absolute, but a ROM often needs to reserve some system RAM for its operation. Nevertheless, both binary programs and ROMs use the same set of HP-83/85 instructions and pseudo-instructions to generate source code.

Binary program and ROM source code is created using the instructions that make up the set of assembly language elements found in section 4 of this manual. These include the CPU instructions as well as the pseudo-instructions. The assembly language elements include, of course, subroutine jumps. These jumps can be used to actually call up internal HP-83/85 system routines for use in a binary program or ROM. It is often much easier to call a system routine to perform a function, rather than to painstakingly write the code to perform it. A list of available system routines and their addresses may be found in section 7 of this manual.

## PROGRAM STRUCTURE

The structure, or "shell," of each binary program should be the same; this shell is shown below:

```
NAM
DEF  RUNTIM
DEF  ASCIIS
DEF  PARSE
DEF  ERMSG
DEF  INIT

PARSE  BYT 0, 0
      --Parse routine addresses go here.
RUNTIM BYT 0, 0
      --Runtime routine addresses go here.
      BYT 377, 377
ASCIIS BSZ 0
      --Keyword table goes here.
      BYT 377
ERMSG  BSZ 0
      --Error message table goes here.
      BYT 377
INIT   BSZ 0
      --Initialization code goes here.
      RTN
      --The rest of the binary program goes here.
      FIN
```

### BINARY PROGRAM SHELL

In order to examine the structure of a real binary program, look at the example program on the next page. The program creates a new BASIC statement, FT0C, for converting Fahrenheit temperature to Celsius. The function returns the Celsius equivalent of its Fahrenheit argument, according to the formula  $C = F - 32 * 5 / 9$ . This program is one of the example programs on the Assembler Global File tape cartridge and disc.

Both the source code as it appears on the CRT and the object code are shown.

```

000000          LST
000000          !*****
000000          !*      FTDC BINARY      *
000000          !* (c) Hewlett-Packard Co. *
000000          !*      1980      *
000000          !*****
000000          GLO GLOBAL
000000 106 124      NAM FTDC          !Creates program control block.
000002 117 103
000004 040 040
000006 002 000
000010 000 000
000012 000 000
000014 000 000
000016 000 000
000020 000 000
000022 000 000
000024 000 000
000026 000 000
000030 000 000
000032          !*****
000032          !System Table:
000032 326 326      DEF RUNTIM
000034 326 326      DEF ASCIIS
000036 326 326      DEF PARSE
000040 326 326      DEF ERMSG
000042 326 326      DEF INIT
000044          !*****
000044          !Parse Routine Table:
000044 000 000 PARSE  BYT 0,0
000046          !*****
000046          !Runtime Routine Table:
000046 000 000 RUNTIM BYT 0,0
000050 326 326      DEF FTDC.
000052 377 377      BYT 377,377
000054          !*****
000054          !ASCII Table:
000054          ASCIIS BSZ 0
000054 106 124      ASP "FTDC"
000056 117 303
000060 377          BYT 377
000061          !*****
000061          !Error Message Table:
000061          ERMSG  BSZ 0
000061 377          BYT 377
000062          !*****
000062          !Initialization Routine:
000062          INIT   BSZ 0
000062 236          RTN
000063          !*****
000063          !Runtime Routines:
000063 020 055      BYT 20,55          !Attributes for FTDC.
000065          FTDC. BSZ 0          !Begin runtime routine.
000065 230          BIN          !Sets BIN mode for ONER routine.
000066 316 326      JSB =ONER      !Load F into R40.
000070 326
000071 150 040      LDM R50,R40      !Move F into R50.
000073 241

```



## Writing Binary and ROM Programs

```
000074 140 251      LDM R40,=1,0,0,0,0,0,0,32C !Load 32 into R40.
000076 001 000
000100 000 000
000102 000 000
000104 000 062
000106 316 326      JSB =SUB10           !Perform subtraction.
000110 326
000111 170 012      POMD R70,-R12      !Throw away copy on stack.
000113 343
000114 150 251      LDM R50,=0,0,0,0,0,0,0,50C !Load 5 into R50.
000116 000 000
000120 000 000
000122 000 000
000124 000 120
000126 316 326      JSB =MPY10         !Perform multiplication.
000130 326
000131 170 012      POMD R70,-R12      !Throw away copy on stack.
000133 343
000134 150 040      LDM R50,R40        !Move intermediate result to R50.
000136 241
000137 140 251      LDM R40,=0,0,0,0,0,0,0,90C !Load 9 into R40.
000141 000 000
000143 000 000
000145 000 000
000147 000 220
000151 316 326      JSB =DIV10         !Perform division.
000153 326
000154 236          RTN           !Answer is on stack, so return.
000155          QNER    DAD 56215
000155          SUB10   DAD 52137
000155          MPY10   DAD 52562
000155          DIV10   DAD 51644
                   FIN
```

The explanations on the following pages refer to this example program.

#### PROGRAM CONTROL BLOCK

The first 30<sub>8</sub> bytes of each BASIC and binary program are called a program control block. In the example program, the program control block appears in source code as:

```

10          LST
20          GLO GLOBAL
30          NAM FTDC

```

In a BASIC program, subprogram, or binary program these bytes contain information about the program. In a binary program, the following two bytes contain the absolute address at which the binary was last loaded. In the example program, this 32-byte section of code is reserved by the NAM statement.

A ROM does not contain this program control block. Instead, a ROM program is begun with the ROM number in the first byte and the ROM number complement in the second byte. A ROM program in memory will always begin at absolute location 60000.

In the example program, the NAM statement is preceded by the pseudo-op LST, which causes the object code to be listed during assembly of the program.

#### SYSTEM TABLE

Next in the example program is the system table for the program. This table is a list of addresses that in turn locate the runtime, ASCII, parse, and error message tables and the initialization routine farther down in the binary program.

## Writing Binary and ROM Programs

```
60      DEF RUNTIM
70      DEF ASCIIS
80      DEF PARSE
90      DEF ERMSG
100     DEF INIT
```

The system table must always be present in a binary or ROM program, and it must always contain the addresses of subsequent tables in exactly the order shown here.

ROM Address	Contents	Binary Program Byte
60000	ROM# ROM# complement	Binary program base address ← 30
60002	Address of runtime table	← 32
60004	Address of ASCII table	← 34
60006	Address of parse table	← 36
60010	Address of error message	← 40
60012	Address of initialization table	← 42

### SYSTEM TABLE ADDRESSES

At certain times during operations such as initialization, parsing, running, keyboard entry, and error conditions, the HP-83/85 system expects an address of a table of addresses of routines for that operation to be in a specific location. If a binary program is resident during initialization, for example, the system expects in byte 42 of the binary program the address of an initialization routine. The system will use the contents of bytes 42 and 43 (whatever those contents are) for the address of the table.

### PARSE ROUTINE TABLE

Next in memory is a table of addresses of the parse routines used by a program.

```
130 PARSE  BYT 0,0
```

In the example program there are no parse routines required. This is because the only keyword (FTOC) is a function, and thus has a syntax which can be understood and parsed by the HP-83/85. FTOC is a numeric function (attributes 20, 55) of one numeric parameter, just like SIN or COS.

The HP-83/85 automatically knows how to parse numeric and string functions because of their attributes. However, if a binary program or ROM creates a new BASIC statement, a parse routine will be required.

The data declaration pseudo-op `BYT 0, 0` is merely a filler to occupy the required opcode field. It corresponds to token 0 within the binary program. (Token 0 is illegal in the system and cannot be used.)

#### RUNTIME ROUTINE TABLE

The table of addresses that will be used during runtime follows.

```

160 RUNTIM BYT 0,0
170          DEF FTOC.
180          BYT 377,377

```

`BYT 0, 0` is again used as a filler. When executing object code, the system locates the address for `RUNTIM`, skips two bytes, then uses the next two bytes as an address for the first runtime routine.

A common convention, although not one that is required, is to name runtime routines with the keyword (or an abbreviation) followed by a period.

The pseudo-instruction `BYT 377, 377` inserts two bytes with all bits set. This signifies the end of all addresses to be relocated during loading of the binary program.

The address tables for binary programs are relative when assembled. When the `LOADBIN` instruction is executed, the object code is first loaded, then some relocation is done. All pointers up to the first occurrence of an octal 377, 377 are adjusted. This is necessary because the `ASSEMBLE` command stores a program

## Writing Binary and ROM Programs

without readjusting the pointers and because the machine into which the program is later loaded may not have the same memory size as the one which stored the code.

Since a ROM program is not relocatable, the 377, 377 "marker" is not required in a ROM.

### ASCII TABLE

The next component of the program is the table that contains the ASCII keywords.

```
210 ASCIIIS BSZ 0
220          ASF "FTOC"
230          BYT 377
```

In an ASCII table, all of the keywords are arranged sequentially. When a BASIC statement is entered to the CRT, the system attempts to match the characters that are entered with a keyword in one of the ASCII tables. It looks first in the resident binary program, then in any plug-in ROMs, and finally in its own ASCII tables for a match.

The system attempts to find a match, processing a character at a time until it reaches a character with its most significant bit set. A character with its MSB set signifies the last character of a keyword. If no match has been found, the system assumes the next character in the tables begins a new keyword, and it moves to that character, increments a token counter, and begins trying once again to find a match.

In the example program, the ASP pseudo-instruction causes the most significant bit of the C in the keyword "FTOC" to be set. BYT 377 sets all the bits in one byte, signifying the end of the ASCII table.

### ERROR MESSAGE TABLE

Like the other tables, the address of the error messages is required in a binary program.

```

260 ERMSG  BSZ 0
270          BYT 377

```

In the example program, there are no error messages. Errors during parsing will be reported by the system, since system routines are performing all parsing; and runtime errors will be trapped by the math routines used. Again, BYT 377 signifies the end of the table.

#### INITIALIZATION TABLE

This section of the program contains the address of a routine that is executed during initialization. This section is entered during power-on, reset, allocation, deallocation, and at other times. The flag in memory location ROMFL indicates which of these entry possibilities has occurred.

```

300 INIT    BSZ 0
310          RTN

```

The example program does not require any specific action during initialization, so all that is required is a return. For an example of ROMFL usage, see the Special Function Keys as Typing Aids example program in section 8.

#### RUNTIME ROUTINES

This section contains most of the code used in the program, and normally includes many runtime routines. Routines here must be included in the tables above; otherwise, the system will not be able to access these routines. In the example program, there is only a single runtime routine mentioned in the tables above: "FTOC."

During parsing, when the system finds the routine address for a particular keyword (FTOC., in this case), it examines the primary attributes, located one byte before the runtime code. (It also examines secondary attributes, if required.) The attributes define for the system the type of keyword--statement, function, operator, etc.--so that the system can process the keyword properly.

## Writing Binary and ROM Programs

The attributes 20, 55 specify that the next keyword, FT0C., is a numeric function with one numeric parameter, so the system knows how to parse a statement that contains the keyword FT0C, and it knows how many parameters to accept at runtime.

Next is the runtime code for FT0C. The calculation to be performed is  $C = (F-32) * 5/9$ ; the FT0C routine takes an argument off the R12 stack, subtracts 32 from it, multiplies the result by 5 and divides that result by 9. Like all functions, FT0C leaves the final result on the stack.

```
340      BYT 20,55          !Attributes for FT0C.
350 FT0C. BSZ 0           !Begin runtime routine.
360      BIN              !Sets binary mode for entry to ONER routine.
370      JSB =ONER        !Load F into R40.
380      LDM R50,R40      !Move F into R50.
390      LDM R40,=1,0,0,0,0,0,0,32C !Load 32 into R40.
400      JSB =SUB10       !Perform subtraction.
410      POMD R70,-R12    !Throw away copy on stack.
420      LDM R50,=0,0,0,0,0,0,0,50C !Load 5 into R50.
430      JSB =MPY10       !Perform multiplication.
440      POMD R70,-R12    !Throw away copy on stack.
450      LDM R50,R40      !Move intermediate result to R50.
460      LDM R40,=0,0,0,0,0,0,0,90C !Load 9 into R40.
470      JSB =DIV10       !Perform division.
480      RTN              !Answer is on stack, so return.
```

Refer to section 4 for descriptions of the CPU instructions and pseudo-instructions used. Refer to section 7 for descriptions of the system routines (such as ONER and MPY10) used.

### EXTERNAL LABEL TABLE

After the runtime routine is a label table. The label table gives the addresses in RAM of the system routines used in the binary program. Unlike the binary program's own routines, there are no addresses available for system routines unless the addresses are specified in some manner. These addresses will be found in the system global file (listed in section 7 of this manual) and/or in the listings of individual system routines in the same section. In the example program, the table of system label addresses is placed at the end for easy reference, but it can be placed anywhere in the program after the BYT 377, 377 marker.

```
490 ONER    DAD 56215
500 SUB10   DAD 52137
510 MPY10   DAD 52562
520 DIV10   DAD 51644
```

If the addresses for all system routines used in a program are available on a global file on disc or tape (such as the Assembler Global File), a label table need not be written. Instead, the program can be directed to look in the system global file by means of the GLO pseudo-instruction. Merely place a GLO GLOBAL instruction before the NAM instruction and ensure that the source file named GLOBAL is available on the tape or disc when the program is assembled.

The user may also create a global file by assembling a list of DAD's and EQU's, with GLO as the first statement.

#### ENDING THE PROGRAM

FIN is used to terminate assembly; LNK is used to cause assembly to resume with another section of source code.

```
530          FIN
```

## SYSTEM HOOKS

The main reason for an external ROM or binary program is to extend the capabilities of the main system. In order to allow for this, a number of hooks are provided. A hook is a location where a binary program or ROM can gain control of the system. There are three main categories of hooks: Language hooks, general hooks, and initialization hooks.

#### LANGUAGE HOOKS

With language hooks the binary program or ROM can define new keywords, functions, and auxiliary tokens. Because the system first polls the resident binary program, then all external ROMs, and finally its own system tables when searching for these, a binary or ROM program can take over or supersede any of them.



## Writing Binary and ROM Programs

### GENERAL HOOKS

To provide for each general hook, the system at certain times executes a JSB subroutine jump to a specific RAM location. During normal operation each of these RAM locations contains a RTN (return) or is otherwise idle. By placing a JSB to a binary program or ROM at the hook location, the program or ROM gains access to the operating system. It is the responsibility of the writer of the external program to determine how to use the hook and how to avoid conflict with other usages of the hook. No support is supplied by the system.

Unless otherwise noted, each general hook is seven bytes in length. General hooks are supplied at the following points:

<u>RAM Name</u>	<u>Location</u>	<u>Function</u>
IOTRFC	102400	I/O Traffic intercept. Used by I/O and P/P ROMs.
IOSP	102407	I/O Service pointer. Used by I/O and Mass Storage ROMs.
CHIDLE	102416	Character editor intercept.
KYIDLE	102425	Keyboard intercept. Polled whenever a key is pressed.
RMIDLE	102434	Executive loop intercept.
IMERR	102452	Image statement errors. Located in image code. Used by I/O ROM.
PRSIDL	102461	Parser intercept.
IRQ20	102470	I/O Interrupt (9 bytes). Interrupt vector, like keyboard service and clock routines.
SPARO	102501	Spare interrupt (9 bytes). Hardware interrupt vector hook. Used by System Monitor.
SPARI	102512	Spare interrupt (9 bytes). Hardware interrupt vector hook.

### GENERAL HOOKS

At power-on, the first two general hooks above are initialized to JSB = ERROR+, BYT 25. The remaining eight are initialized to RTN.

The following section of code illustrates how to take over a hook (in this case, the CHIDLE hook):

LDM R36, = KEYCHK	Load address of routine to handle CHIDLE.
ADMD R36, = BINTAB	Add value of BINTAB for an absolute address.
STM R36, R45	Store desired address in R45 and R46.
LDB R47, = 236	Load the opcode for return (RTN).
LDB R44, = 316	Load the opcode for JSB.
STMD R44, = CHIDLE	Store it all (multi-byte store) to CHIDLE hook.

### INITIALIZATION HOOKS

A routine called ROMINI is called on several occasions to perform initialization in external programs. When this occurs, the initialization routines in binary program and ROMs are given control.

A parameter is passed to the ROMINI routine by way of ROMFL, a single-byte RAM cell. The occasions and corresponding ROMFL are:

<u>ROMFL Value</u>	<u>Function</u>
0	Power on
1	RESET key
2	SCRATCH
3	LOADBIN
4	RUN, INIT
5	LOAD
6	STOP, PAUSE
7	CHAIN
10	Allocate token with class > 56
11	Deallocate token with class > 56
12	Decompile token with class > 56
13	Program halt on error

These calls to the ROMs and binary program allow these programs to initialize, de-initialize, and otherwise keep track of operation. For instance, if a ROM needs to reserve or "steal" memory permanently, it would check for ROMFL = 0,

## Writing Binary and ROM Programs

and reserve memory only when that is true. Another example is that during RESET the I/O ROM might want to deallocate buffers.

During initialization, a binary program or ROM should never destroy any CPU registers below R20. Similarly, no initialization routine should use CPU registers other than R34-R37 until it is verified that the value of ROMFL is not 10, 11, or 12. Once the value of ROMFL is not 10, 11, or 12, all CPU registers numbered R20 or higher may be used.

### ERROR MESSAGES

ROMs and binary programs have the option of reporting system (predefined) errors or reporting their own error messages. System and ROM errors use positive error numbers, while error messages defined by a binary program are referred to by negative error numbers.

### USING SYSTEM ERROR MESSAGES

HP-83/85 system errors can be used in binary programs and ROMs in the same way they are used for system programs. This involves a subroutine jump to system routine ERROR or ERROR+, which expect the next byte to contain the desired error number.

Example:

JSB = ERROR	Set errors.
BYT 37	System error 37.
Anything	Continuation after error.

Example:

JSB = ERROR+	Set errors and return.
BYT 37	System error 37.

No return is necessary. ERROR+ throws away one return address before performing a RTN.

This last section of code is equivalent to:

```
JSB = ERROR
BYT 37
RTN
```

#### ROM-DEFINED ERROR MESSAGES

When setting up an error message table for a ROM, remember that the first eight error messages are warnings; they should have default conditions such as in the ROM error message table shown here:

ERMSG	BYT 200, 200, 200, 200	}	Eight dummy bytes with
	BYT 200, 200, 200, 200		MSB set.
	ASP "SYSTEM DOWN"		Error #11 <sub>8</sub> .
	ASP "BAD INPUTS"		Error #12 <sub>8</sub> .
	ASP "WALK AWAY"		Error #13 <sub>8</sub> .
	BYT 377		End of error message table.

Error messages defined in a specific ROM can be selected by first storing the ROM number in a location known as ERRROM, then calling system routine ERROR or ERROR+. Since it is possible for multiple errors to occur before they are reported, location ERRORS contains a flag that signals whether any errors have already occurred; once ERRORS is set, ERROR throws away all subsequent errors.

Here is a section of code that would be located within a ROM to check for any prior errors, then load ERRROM with the ROM number for error reporting:

ERRSET	LDBD R36, = ERRORS		Get error flag.
	JNZ DON'T		Jump if already an error.
	LDB R36, = 40D	}	Otherwise load ROM number
	STBD R36, = ERRROM		(40 <sub>10</sub> in this case) into ERRROM.
DON'T	RTN		

## Writing Binary and ROM Programs

To report errors within ROM #50, the reporting code would first call the above routine, then call ERROR or ERROR+, as shown in this example:

LDM R26, R36	
SBM R26, R24	
JZR GOAHED	
JSB = ERRSET	Select proper ROM number.
JSB = ERROR+ }	Report error 12. ("BAD INPUT"
BYT 12 }	in earlier error message table.)

Note that ERROR or ERROR+ will do nothing if ERRORS is already set, so no testing is required after calling ERRSET.

### BINARY PROGRAM ERROR MESSAGES

As in a ROM, the first eight errors within a binary program are warnings and should have default conditions. Unlike system or ROM errors, however, binary program errors are referenced by negative error numbers. Here is an example of a binary program error message table:

ERMSG BYT 200, 200, 200, 200 }	Eight dummy bytes (377-370)
BYT 200, 200, 200, 200 }	with MSB set.
ASP "BAD PARAMETER"	Error #367 <sub>8</sub> .
ASP "WILD CARD PROBLEM"	Error #366 <sub>8</sub> .
ASP "INPUTS LOST"	Error #365 <sub>8</sub> .
BYT 377	End of error message table.

When the correct error is found, the error number is reported in two's complement form. The following section of code illustrates how an error message from the binary program error message table might be called:

POMD 22, -12	Get a number.
JNZ OK	Jump if not zero.
JSB = ERROR+	Otherwise, report error
BYT 367	#367, "BAD PARAMETER."

## BINARY PROGRAM AND ROM ADDRESSING

Functionally there is no difference between a binary program and an external ROM; any task which can be performed by one can be done by the other. Each has special problems, however, related mostly to addressing.

### EXTERNAL ROM ADDRESSING

External ROMs are selectable by software, so a special problem occurs when selecting among ROMs.

Suppose it is desired that an external ROM call the TIME function. This function is located at address 65517 in the bank-selectable system ROM (i.e., ROM 0).

Because the external ROM occupies the same address space, it is impossible to directly select system ROM 0, execute a JSB to the TIME routine, and return to the calling ROM.

The solution is to call the system routine to be executed (TIME) through a system routine called ROMJSB. Two parameters are passed to ROMJSB:

1. Address of the routine to be called.
2. ROM number of the location where the routine resides.

Example: To call the TIME routine, the source code in the external ROM would be:

JSB = ROMJSB	Call to ROMJSB.
DEF TIME.	Address of routine to be called (TIME).
BYT 0	Number of ROM that contains TIME.

When the TIME routine has been executed, control returns to the ROMJSB routine. ROMJSB, in turn, reselects the calling ROM and returns execution to the next instruction after BYT 0.

Another problem is how to return to the system ROM. It is impossible to select ROM 0 and then return, because selecting ROM 0 deselects the ROM which is trying

## Writing Binary and ROM Programs

to execute a return. The solution is another system routine called ROMRTN, which performs the same function (select ROM 0 and return). In most cases the system automatically reselects ROM 0 after a normal return, but in some cases, such as after all parse routines, the external ROM must "clean up" by selecting ROM 0 before returning. Executing GTO ROMRTN reselects ROM 0 and then returns.

A third problem is the overhead required to intercept a system routine. Several general hooks have been provided; for example, in the executive loop a subroutine jump is made to a RAM location (a system hook) called RMIDLE. At power-on, the system stores a RTN at that location. To intercept the idle loop, a ROM must load the following sequence into that location (and the following six bytes).

RMIDLE JSB = ROMJSB	Call ROM switching routine.
DEF INTERC	Address of routine to be executed.
BYT 17	ROM number.
RTN	Return.

The load can be performed by the ROM's initialization routine when the ROM gains control during power-on initialization (ROMFL = 0).

For a binary program to take over the same hook, all that is needed is:

```
RMIDLE JSB = INTERC
RTN
```

One further general caution is that any routine which calls an external ROM, such as an interrupt service routine, must also use the ROMJSB utility. This is true even if the external ROM is called from a binary program.

## BINARY PROGRAM ADDRESSING

The addressing problem of binary programs is relocatability. The HP-83/85 processor accommodates relocatable code. All conditional jumps and the JMP command are relative, so they are inherently relocatable. Arithmetic, loads, stores, and subroutine jumps can all be performed in an indexed mode. If a two-byte register contains a base address stored in RAM, such as BINTAB, then relocatable code can be written using indexed addresses (indexed by the base address).

Examples of the various operations follow. The examples assume CPU registers R36 and R37 contain the base address of the binary program. The base address will be stored in BINTAB (101233) by the system LOADBIN command.

Examples:

LDMD R36, = BINTAB	Load up base address.
JSB X36, DEST.	JSB to destination DEST.
LDM R40, X36 CONST	Load a constant into R40.
LDMD R22, X36, ADDR	Load direct R22.
CONST BYT 12, 34, 56, 70	
12, 34, 56, 70	
DEST. RTN	Short subroutine.
ADDR BSZ 2	Address in main memory.
FIN	End of program.

All of the labels in this section of code are merely examples.

## RESERVING RAM

A binary program or ROM sometimes requires that system RAM be "stolen," or reserved, for its use. There are two distinct uses for this RAM.

1. Temporary scratch-pad area for the current routine.
2. Permanently-reserved RAM.

For temporary use of RAM, the binary program or ROM can call system routine RESMEM, which will reserve memory. (See the RESMEM system routine in section 7 for documentation.)

RAM can be permanently reserved by a ROM or by a binary program.

### RAM RESERVED BY A ROM

RAM that is permanently "stolen" by a ROM must be reserved at power-on. This can be performed during initialization by an INIT routine such as the one shown here:



## Writing Binary and ROM Programs

INIT. BIN	
LDBD 36, = ROMFL	Get ROMFL contents
JNZ NOTPWO	Jump if not power-on.
LDMD 36, = FWUSER	Get address of first user byte.
STMD 36, = UNBAS1	Store base address for later use.
ADM 36, = 100,0	Add number of bytes needed.
STMD R36, = FWUSER	Reset the first word pointer.
JSB = ROMJSB	Call the system scratch routine to clean up some pointers and the program header.
DEF SCRAT+	
BYT 0	
RTN	Return. (Or do more initialization.)

System addresses UNBAS1 and UNBAS2 are locations where the base address of reserved RAM is stored. Any time access to this "stolen" RAM is required, the address in UNBAS1 (or UNBAS2) can be loaded into a register and used as a base address with which to index the reserved RAM. For example:

LDMD 22, = UNBAS1	} Stores zeros into the 10th through the 17th (octal) bytes of stolen RAM.
CLM R40	
STMD R40, X22, VALUE	
VALUE EQU 10	

### RAM RESERVED BY A BINARY PROGRAM

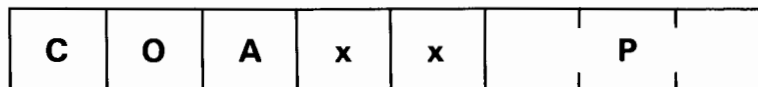
A binary program is not loaded at power-on, so it cannot reserve RAM at this time. Also, a binary program should not reserve memory at the time LOADBIN is performed because a BASIC program may be resident in that RAM space. However, a binary program can reserve RAM within its own program space. For example:

VALUE BSZ 10	Generates 8 bytes of storage area and inserts them into object code.
.	
.	
.	
ENTRY. LDMD R22, = BINTAB	Base address of binary program.
CLM R40	
STMD R40, X22, VALUE	Stores 8 zeros into location VALUE.

This routine reserves eight bytes of zeros for permanent use as either scratch-pad or permanent storage memory.

## ACCESSING THE PROGRAM CONTROL BLOCK

Although most of the program control block of a BASIC program is of little use to assembly-language programmers, there is one byte that contains program information that can prove valuable in writing binary programs or ROMs. The seventh byte of the PCB contains the status information shown below.



### LEGEND

C = Common Variables

∅ if no common variables are present

1 if common variables present in program

O = Option Base

∅ for option base 1

1 for option base ∅

A = Allocation Status

∅ if deallocated program

1 if allocated program

P = Program Type

∅ BASIC main program

1 BASIC subprogram

2 Assembly-language program (ROM or binary)

Access to this byte can be gained through the section of code shown here:

## Writing Binary and ROM Programs

```
LDMD R30, = FWCURR           Pointer to 1st byte of
                               PCB of current program.
ADM R30, = 6,0
LDBD R30, R30
```

## ASSEMBLING

To assemble a binary or ROM program:

1. Ensure that a tape cartridge is inserted in or a disc attached to the HP-83/85.
2. Store the source code on the mass storage device first. This step is not required, but is highly recommended. The HP-83/85 system is vulnerable to object code which takes over hooks or keywords, and source code may be irretrievably lost during assembly. (See below.) Source code is stored with the ASTORE command.
3. Type ASSEMBLE "file name" to assemble the object code on the mass storage device and load it back into memory. Or type ASSEMBLE "file name", number other than 0 to assemble the object code on the mass storage device without loading it into the computer's memory.

The file names used can be different from those specified by NAM. However, a good convention is to name the object code file with the name specified by NAM, followed by a "B" for binary. The source code file can be specified with the name followed by "S" for source.

Generally, the source code will be destroyed during assembly by any of the following conditions:

1. If a LNK has been specified, the linking code will destroy the previous code.
2. If an immediate load is specified and the initialization routine contains faulty code.

3. If a binary or ROM program that takes over CHIDLE is assembled, then listed with the [LIST] key.

## USING A BINARY OR ROM PROGRAM

### BINARY PROGRAM

Once assembled and loaded, a binary program makes all its keywords available for use by the HP-83/85 system. The keywords become part of the computer's BASIC instruction set, so a BASIC function such as FTOC, for example, could be used as a calculator mode statement:

```
FTOC(32)
```

Or as a BASIC language element:

```
10 LET A = FTOC(100)
```

### ROM PROGRAM

A ROM program is stored in a tape or disc file as a series of 125-character ASCII strings. To create an EPROM, the HP-83/85 can be connected through HP-IB (Hewlett-Packard Interface Bus) or another I/O interface card to a commercial PROM burner. The HP-83/85 can then be loaded with a simple BASIC program to read the strings from the tape or disc and send them byte-by-byte to the PROM burner.

#### NOTE

For further aid in writing binary and ROM programs, study the sample programs supplied on the tape cartridge and disc and listed in section 8 of this manual.

## NOTES

## SECTION 7



### HP-83/85 SYSTEM ROUTINES

This section of the manual gives a listing of the global file contained on the tape cartridge and disc provided with the HP-83/85 Assembler ROM; it also gives detailed information on operation of many specific areas in the computer and on the system routines within the global file.

#### THE GLOBAL FILE

The global file on the tape cartridge and disc is listed below. It gives the permanent addresses in memory of many of the system routines used by the HP-83/85. The global file also contains locations of system pointers, buffers, variables, and constants which may be referenced in a binary program.

On the tape cartridge and disc supplied with the Assembler ROM, there are actually two copies of this global file.

--GL01S and GL02S together make up the global source file. This is an extended file, type \*\*\*\*, and can be edited by the user, if a user-written change to the global file is desired. GL01S and GL02S can also be used to print out a listing of the global file.

--GLOBAL is the global file in object code. This is a data file containing normal ASCII strings that make up the assembled object code for the global file. When the pseudo-op GLO GLOBAL has been placed near the beginning of a binary program, during assembly the computer will look at this file for the addresses of any undefined labels in the program.

Although it is usually more convenient, it is not necessary to use the file GLOBAL as a label table. You may create your own label table on a mass storage device, or you may specify the addresses of the system routines called in a binary program by adding them to the label table within the program.

The global file on the following pages is the same as the one on the tape cartridge and disc supplied with the Assembler ROM.



<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
450	INPBUF DAD 100310	!PARSER INPUT BUFFER
460	LASTIN DAD 100447	!END OF INPUT BUFFER
470	ERRBUF DAD 100450	!ERROR BUFFER (44 BYTES)
480	ERBEND DAD 100524	!END BUFFER +1
490	FRTBUF DAD 100524	!PRINT BUFFER
500	DISBUF DAD 100564	!DISPLAY BUFFER
510	PCR DAD 100642	!BASIC PGM LINE PTR
520	PRFLAG DAD 100644	!PRINTED YET? FLAG AT PRINT EOL FOR PRINT
530	DSFLAG DAD 100645	!PRINTED YET? FLAG AT PRINT EOL FOR DISP
540	TIME DAD 100650	!TIME OF DAY
550	DATE DAD 100660	!JULIAN DAY YEAR
560	DISPLN DAD 100665	!1 BYTE DISPLAY LINE LEN
570	PRNTLN DAD 100666	!1 BYTE PRINTER LINE LEN
580	KEYHIT DAD 100671	!KEYBOARD ASCII CODE
590	INPTR DAD 100672	!INPUT LINE POINTER
600	LEGEND DAD 100710	!KEY LABEL LEGEND AREA
610	LEGEN2 DAD 100750	!SECOND LINE LEGEND AREA
620	CRTWRS DAD 101016	!CRT STATUS IN RAM
630	P.BUFF DAD 101075	!INDIRECT BUFFER PTR
640	P.PTR DAD 101077	!INDIRECT PTR TO BYTE COUNT FOR CURRENT BUFFER
650	P.FLAG DAD 101101	!INDIR. PTR TO PRFLAG OR DSFLAG OR P/P ROM FLAG
660	LINELN DAD 101103	!DEVICE LINE LENGTH
670	SCTEMP DAD 101110	!SELECT CODE TEMP STORE
680	STSIZE DAD 101130	!STATEMENT SIZE PLACE HOLDER PTR
690	TOS DAD 101132	!TOP OF R12 STACK
700	ROMFL DAD 101231	!ROM FLAG FOR INIT ROUTINES
710	BINTAB DAD 101233	!CONTAINS BASE ADDRESS OF BFGM
720	ROMTAB DAD 101235	!LIST OF PRESENT EXTERNAL ROMS
730	ROMLST DAD 101272	!LAST ENTRY IN ROM TABLE
740	STACK DAD 101300	!BEGINNING OF THE R6 STACK
750	!*****	
760	!* THE R6 STACK USES THE *	
770	!* AREA OF MEMORY FROM *	
780	!* 101300 THRU 101777. *	
790	!*****	
800	IOTRFC DAD 102400	!I/O TRAFFIC INTERCEPT
810	IOSP DAD 102407	!I-O INTERRUPT SERVICE PTR
820	CHIDLE DAD 102416	!CHAR. EDITOR INTERCEPT
830	KYIDLE DAD 102425	!KEYBOARD INTERRUPT INTERCEPT
840	RMIDLE DAD 102434	!EXEC LOOP INTERCEPT
850	IMERR DAD 102452	!IMAGE ERROR INTERCEPT
860	FRSIDL DAD 102461	!PARSER INTERCEPT
870	IRQ20 DAD 102470	!I-O INTERRUPT
880	SPAR0 DAD 102512	!SYSTEM MONITOR INTERRUPT HOOK
890	SPAR1 DAD 102523	!SPARE INTERRUPT HOOK #1
900	!*****	
910	!* THE FOLLOWING LOCATIONS*	
920	!* CONTAIN BASE ADDRESSES *	
930	!* OF STOLEN RAM FOR EACH *	
940	!* OF THE EXTERNAL ROMS. *	
950	!*****	
960	IOBASE DAD 102536	!I/O ROM
970	MSBASE DAD 102540	!MASS STORAGE ROM
980	AGLBAS DAD 102542	!PLOTTER/PRINTER ROM
990	APRBAS DAD 102544	!ADVANCED PROGRAMMING ROM
1000	BSRBAS DAD 102546	!BLUE SPRUCE
1010	MBASE DAD 102550	!MATRIX ROM
1020	ASMBAS DAD 102552	!ASSEMBLER ROM



HP-83/85 System Routines

<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
1030 UNBAS1	DAD 102554	!UNUSED: AVAILABLE
1040 UNBAS2	DAD 102556	!UNUSED: AVAILABLE
1050 FWR0M	EQU 103300	!FWA USER PROGRAM ROMRAM
1060	!*****	
1065	!* *	
1070	!* I/O ADDRESSES *	
1075	!* *	
1080	!*****	
1090 GINTEN	DAD 177400	!GLOBAL INTERRUPT ENABLE
1100 GINTDS	DAD 177401	!GLOBAL INTERRUPT DISABLE
1110 KEYSTS	DAD 177402	!KEYBOARD STATUS
1120 KEYCOD	DAD 177403	!KEYBOARD CODE AND EOJOB
1130 CRTSAD	DAD 177404	!CRT START ADDRESS
1140 CRTBAD	DAD 177405	!CRT BYTE ADDRESS
1150 CRTSTS	DAD 177406	!CRT STATUS
1160 CRTDAT	DAD 177407	!CRT DATA
1170 RSELEC	DAD 177430	!ROM SELECT ADDRESS
1180	!*****	
1190	!* THE FOLLOWING ARE ONLY*	
1200	!* CONVENIENT LABELS FOR *	
1210	!* SOME ASCII CODES AND *	
1220	!* SOME DIGITS *	
1230	!*****	
1240 ZRO	EQU 0	
1250 ONE	EQU 1	
1260 TWO	EQU 2	
1270 THREE	EQU 3	
1280 FOUR	EQU 4	
1290 FIVE	EQU 5	
1300 SIX	EQU 6	
1310 SEVEN	EQU 7	
1320 EIGHT	EQU 10	
1330 NINE	EQU 11	
1340 TEN	EQU 12	
1350 BLANK	EQU 40	
1360 BANG	EQU 41	
1370 "	EQU 42	
1380 #	EQU 43	
1390 \$	EQU 44	
1400 %	EQU 45	
1410 &	EQU 46	
1420 ^	EQU 47	
1430 (	EQU 50	
1440 )	EQU 51	
1450 *	EQU 52	
1460 +	EQU 53	
1470 ,	EQU 54	
1480 -	EQU 55	
1490 .	EQU 56	
1500 /	EQU 57	

1510	:	EQU 72
1520	;	EQU 73
1530	<	EQU 74
1540	=	EQU 75
1550	>	EQU 76
1560	?	EQU 77
1570	@	EQU 100
1580	A	EQU 101
1590	B	EQU 102
1600	C	EQU 103
1610	D	EQU 104
1620	E	EQU 105
1630	F	EQU 106
1640	G	EQU 107
1650	H	EQU 110
1660	I	EQU 111
1670	J	EQU 112
1680	K	EQU 113
1690	L	EQU 114
1700	M	EQU 115
1710	N	EQU 116
1720	O	EQU 117
1730	P	EQU 120
1740	Q	EQU 121
1750	R	EQU 122
1760	S	EQU 123
1770	T	EQU 124
1780	U	EQU 125
1790	V	EQU 126
1800	W	EQU 127
1810	X	EQU 130
1820	Y	EQU 131
1830	Z	EQU 132
1840	[	EQU 133
1850	\	EQU 134
1860	]	EQU 135
1870	^	EQU 136
1880	_	EQU 137
1890	`	EQU 140
1900	a	EQU 141
1910	b	EQU 142
1920	c	EQU 143
1930	d	EQU 144
1940	e	EQU 145
1950	f	EQU 146
1960	g	EQU 147
1970	h	EQU 150
1980	i	EQU 151
1990	j	EQU 152
2000	k	EQU 153

## HP-83/85 System Routines

2010	l	EQU	154
2020	m	EQU	155
2030	n	EQU	156
2040	o	EQU	157
2050	p	EQU	160
2060	q	EQU	161
2070	r	EQU	162
2080	s	EQU	163
2090	t	EQU	164
2100	u	EQU	165
2110	v	EQU	166
2120	w	EQU	167
2130	x	EQU	170
2140	y	EQU	171
2150	z	EQU	172
2160		LNK	GL025

<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
10	!*****	
20	!* HF-83/85 ASSEMBLER *	
30	!* GLOBAL FILE *	
40	!* SECTION 2 *	
50	!* (c) Hewlett-Packard Co. *	
60	!* 1980 *	
70	!*****	
80	!	
90	!	
2160	!*****	
2170	!* SYSTEM ROUTINE ENTRY *	
2180	!* POINT ADDRESSES *	
2190	!*****	
2200	ABS5 DAD 53731	!ABSOLUTE VALUE
2210	ADDR0I DAD 52150	!ADD TWO NUMBERS
2220	ALFA DAD 11775	!CHECK FOR ALPHA CHAR. & UPC IF SO
2230	ALPHA. DAD 36105	!FORCE CRT TO ALPHA MODE
2240	ASIGN. DAD 27056	!OPEN A BUFFER TO A DATA FILE
2250	ATN2. DAD 76455	!DOES ATN2(Y,X)
2260	BEEP. DAD 6737	!BEEP COMMAND
2270	BLKLIN DAD 36320	!BLANK A LINE ON CRT
2280	BPLOT. DAD 34365	!BPLOT
2290	BYTCRT DAD 35423	!SETS CRT BYTE ADDRESS TO R#
2300	BYTCR! DAD 35422	!SETS CRT BYTE ADDRESS TO R34
2310	CEIL10 DAD 53615	!CEIL FUNCTION
2320	CHKSTS DAD 36335	!DEMAND CRT NOT BUSY
2330	CHSRQI DAD 52075	!CHANGE SIGN OF A REAL OR INTEGER
2340	CLEAR. DAD 35021	!CLEAR A PAGE OF CRT ALPHA
2350	CLREOL DAD 35535	!CLEAR TO END OF LINE
2360	CNTRTR DAD 36002	!COUNT CRT RETRACES
2370	COMFLT DAD 32621	!COMPARE TWO NUMBERS
2380	COMMA\$ DAD 70634	!PRINT A STRING FOLLOWED BY COMMA
2390	COMMA. DAD 70756	!PRINT A NUMBER FOLLOWED BY A COMMA
2400	CONBIN DAD 3572	!CONVERT A 16-BIT # TO A REAL #
2410	CONCA. DAD 75005	!CONCATENATE TWO STRINGS
2420	CONINT DAD 44321	!CONVERT A REAL # TO A 16-BIT
2430	COPY. DAD 75360	!COPY CRT TO INTERNAL PRINTER
2440	COS10 DAD 53556	!COSINE FUNCTION
2450	COT10 DAD 53536	!COTANGENT FUNCTION
2460	CREAT. DAD 26561	!CREATE A DATA FILE
2470	CRTBL+ DAD 36255	!INITIALIZE PART OF CRT ALPHA
2480	CRTBLK DAD 36247	!INITIALIZE ALL OF CRT ALPHA
2490	CRTINT DAD 36177	!INITIALIZE ALL OF ALPHA & GRAPHICS
2500	CRTPOF DAD 35703	!POWER DOWN CRT
2510	CRTPUF DAD 35716	!POWER UP CRT
2520	CRTUNW DAD 36067	!UNWIPE CRT
2530	CRTWFO DAD 35661	!WIPE-OUT CRT TO HIDE UGLY FLASH
2540	CSEC10 DAD 53503	!COSECANT FUNCTION
2550	CURS DAD 35055	!SPIT OUT A CURSOR TO CRT
2560	CVNUM DAD 71135	!FORMAT A REAL # TO ASCII FOR OUTPUT
2570	DATE. DAD 37673	!DATE FUNCTION
2580	DECUR2 DAD 35547	!ERASE CURSOR FROM CRT
2590	DEG. DAD 61736	!SET HP-85 TO DEGREE MODE
2600	DEG10 DAD 54142	!RADIANS TO DEGREE CONVERSION
2610	DIGIT DAD 12027	!CHECK FOR A DIGIT
2620	DISP. DAD 70046	!SET PRINT PTRS TO 'CRT IS' DEVICE
2630	DIV2 DAD 51641	!DIVIDE TWO NUMBERS
2640	DMNDCR DAD 15060	!DEMAND EITHER A CARRIAGE RTN OR BANG (!)
2650	DNCUR. DAD 35306	!MOVE CURSOR DOWN ONE ROW ON CURRENT PAGE
2660	DNCURS DAD 35370	!MOVE CURSOR DOWN ON ALL 4 PAGES

HP-83/85 System Routines

<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
2670 DRAW.	DAD 33015	!DRAW A LINE ON THE CRT
2680 DRV12.	DAD 5462	!DUMP A BUFFER TO CRT,PRINTER,OR I/O
2690 EQJ2	DAD 34772	!RESET R17 AND SVCWRD AFTER KEY IS HANDLED
2700 EPS10	DAD 54126	!EPSILON FUNCTION
2710 EQ.	DAD 62173	!CHECK TWO #'S FOR EQUALITY
2720 EQ#.	DAD 3006	!CHECKS TWO STRINGS FOR EQUALITY
2730 ERROR	DAD 6615	!REPORTS AN ERROR
2740 ERROR+	DAD 6611	!REPORTS ERROR & THROWS AWAY ONE RETURN
2750 EXP5	DAD 52377	!EXPONENTIATE
2760 FETAV	DAD 44727	!FETCH ARRAY VARIABLE
2770 FETAVA	DAD 44734	!FETCH ARRAY VARIABLE ADDRESS
2780 FETST	DAD 45206	!FETCH STRING VARIABLE
2790 FETSV	DAD 44535	!FETCH SIMPLE NUMERIC VARIABLE
2800 FETSA	DAD 44556	!FETCH SIMPLE VARIABLE ADDRESS
2810 FLIP.	DAD 35011	!FLIP KEYBOARD UPPERCASE/LOWERCASE
2820 FORMN+	DAD 71146	!FORMAT NUMBER
2830 FP5	DAD 54071	!FRACTIONAL PART
2840 G#N	DAD 14323	!GET A STRING AND NUMBER
2850 G#N+NN	DAD 14421	!GET A STRING AND NUMBER AND OPTIONS
2860 G012N	DAD 14465	!GET 0,1,OR 2 NUMBERS
2870 G01N	DAD 14504	!GET 0 OR 1 NUMBERS
2880 G00R2N	DAD 14522	!GET 0 OR 2 NUMBERS
2890 G120R4	DAD 14550	!GET 1,2 OR 4 NUMBERS
2900 G10R2N	DAD 14537	!GET 1 OR 2 NUMBERS
2910 GCHAR	DAD 11755	!GET THE NEXT CHAR TO R20
2920 GCLR.	DAD 36013	!GCLEAR
2930 GEQ.	DAD 62304	!CHECK TWO #'S FOR >=
2940 GEQ#.	DAD 3111	!CHECK STRINGS FOR >=
2950 GET#N?	DAD 14560	!GET STRING AND NUMBER?
2960 GET)	DAD 13365	!GET CLOSE PAREN
2970 GET1\$	DAD 14455	!GET ONE STRING
2980 GET1N	DAD 14337	!GET 1 NUMBER
2990 GET2N	DAD 14407	!GET 2 NUMBERS
3000 GET4N	DAD 14414	!GET 4 NUMBERS
3010 GETCMA	DAD 13414	!DEMAND A COMMA
3020 GETCM?	DAD 13425	!CHECK FOR A COMMA
3030 GETFA?	DAD 14516	!GET PARAMETERS
3040 GETPAR	DAD 14342	!GET PARAMETERS
3050 GRAD.	DAD 61753	!SET COMPUTER TO GRAD TRIG MODE
3060 GR.	DAD 62255	!CHECK TWO NUMBERS FOR >
3070 GR#.	DAD 3036	!CHECK TWO STRINGS FOR >
3080 GRAPH.	DAD 36147	!FORCE CRT TO GRAPH MODE
3090 GRINIT	DAD 36220	!INITIALIZE THE GRAPHICS SCREEN
3100 HLFLIN	DAD 35121	!DUMP A BUFFER TO THE CRT WITH NO CR
3110 HMCURS	DAD 35527	!SEND CURSOR TO HOME
3120 ICOS	DAD 76552	!ARCCOSINE FUNCTION
3130 IDRAW.	DAD 32752	!INCREMENTAL DRAW
3140 IMOVE.	DAD 31675	!INCREMENTAL MOVE
3150 INCHR	DAD 35244	!READ IN A CHARACTER FROM CRT
3160 INCHR-	DAD 35220	!READ CRT IF WPO GUARANTEED
3170 INF10	DAD 53524	!INFINITY
3180 INT5	DAD 53776	!INTEGER PART
3190 INTDIV	DAD 54005	!INTEGER DIVIDE
3200 INTEGR	DAD 11447	!GET AN INTEGER NUMBER
3210 INTMUL	DAD 53076	!MULTIPLY TWO 16-BIT BINARY NUMBERS
3220 INTORL	DAD 56343	!CONVERT A TAGGED INTEGER TO A REAL #
3230 IP5	DAD 54174	!INTEGER PART
3235 ISIN	DAD 76542	!ARCSIN FUNCTION
3240 ITAN	DAD 76562	!ARCTANGENT
3250 LABEL.	DAD 34044	!LABEL ON CRT GRAPHICS
3260 LDIR.	DAD 34020	!SET LABEL DIRECTION

<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
3270 LEQ.	DAD 62232	!CHECK TWO #'S FOR <=
3280 LEQ#.	DAD 3100	!CHECK TWO STRINGS FOR <=
3290 LNS	DAD 51551	!NATURAL LOGARITHM
3300 LOGT5	DAD 51720	!LOG BASE TEN
3310 LT.	DAD 62213	!CHECK TWO #'S FOR <
3320 LT#.	DAD 3057	!CHECK TWO STRINGS FOR <
3330 LTCUR.	DAD 35332	!MOVE CURSOR LEFT ONE COLUMN ON CURRENT PAGE
3340 LTCURS	DAD 35366	!MOVE CURSOR LEFT ON ALL 4 PAGES
3350 MAX10	DAD 55364	!MAXIMUM FUNCTION
3360 MIN10	DAD 55345	!MINIMUM FUNCTION
3370 MOD10	DAD 51744	!MOD FUNCTION
3380 MOVCRS	DAD 35410	!MOVE CURSOR
3390 MOVDN	DAD 37324	!MOVE MEMORY AND DECREMENT
3400 MOVE.	DAD 31703	!MOVE ON CRT
3410 MOVUP	DAD 37365	!MOVE MEMORY AND INCREMENT
3420 MPYROI	DAD 52722	!MULTIPLY TWO NUMBERS
3430 NARRE+	DAD 13376	!SCAN & PARSE ARRAY REF WITHOUT PARENS
3440 NARREF	DAD 13402	!PARSE ARRAY REF WITHOUT PARENS
3450 NUMCON	DAD 13466	!GET A NUMERIC CONSTANT
3460 NUMVA+	DAD 12407	!SCAN AND GET A NUMERIC VALUE
3470 NUMVAL	DAD 12412	!GET A NUMERIC VALUE
3480 OFTIM.	DAD 66211	!TURN A TIMER OFF
3490 ONEB	DAD 56113	!GET 1 NUMBER OFF R12 AS 15-BIT SIGNED BINARY
3500 ONEI	DAD 56154	!GET ONE NUMBER OFF R12 AS TAGGED INTEGER
3510 ONER	DAD 56215	!GET 1 NUMBER OFF R12 AS FLOATING POINT
3520 ONEROI	DAD 56253	!GET 1 NUMBER OFF R12 AS REAL OR INTEGER
3530 ONTIM.	DAD 66041	!TURN ON A TIMER
3540 OUTCHR	DAD 35114	!OUTPUT ONE CHAR TO CRT
3550 OUTSTR	DAD 35052	!OUTPUT A STRING TO CRT
3560 P#ARRAY	DAD 57642	!PRINT AN ARRAY TO A DATA FILE
3570 PAPER.	DAD 76144	!ADVANCE INTERNAL PRINTER
3580 PEN.	DAD 66416	!PEN STATEMENT
3590 PENUP.	DAD 66440	!PENUP
3600 PI10	DAD 53577	!PI FUNCTION
3610 PLOT.	DAD 32642	!PLOT TO CRT
3620 POS.	DAD 3435	!POS FUNCTION
3630 PRDVR1	DAD 75767	!OUTPUT A STRING TO THE INTERNAL PRINTER
3640 PRINT.	DAD 70067	!SET UP PRINT PTRS TO 'PRINTER IS' DEVICE
3650 PRLINE	DAD 70402	!DUMP THE PRINT BUFFER
3660 PRNT##	DAD 30577	!PRINT A STRING TO A DATA FILE
3670 PRNT#.	DAD 30055	!MOVE THE PRINT PTRS IN THE BUFFER
3680 PRNT#N	DAD 31022	!PRINT A NUMBER TO A DATA FILE
3690 PURGE.	DAD 26013	!PURGE FILES
3700 PUSH1A	DAD 14244	!PUSH A TOKEN
3710 PUSH32	DAD 14277	!PUSH TOKEN IN R14 & REGS R44-6 & SCAN
3720 PUSH45	DAD 14266	!PUSH TOKEN IN R14 & REGS R44-5 & SCAN
3730 R#ARRAY	DAD 77602	!READ AN ARRAY FROM A DATA FILE
3740 RAD.	DAD 61746	!PUT COMPUTER IN RADIANS TRIG MODE
3750 RAD10	DAD 53675	!DEGREES TO RADIANS CONVERSION
3760 READ##	DAD 31335	!READ A STRING FROM A DATA FILE
3770 READ#.	DAD 30055	!MOVE THE READ PTR
3780 READ#N	DAD 31167	!READ A NUMBER FROM A DATA FILE
3790 REFNUM	DAD 17025	!GET A VARIABLE REFERENCE
3800 RELMEM	DAD 37534	!RELEASE RESERVED MEMORY
3810 REM10	DAD 51736	!REMAINDER
3820 RESMEM	DAD 37442	!RESERVE MEMORY FOR TEMPORARY SCRATCH
3830 RND10	DAD 53144	!RANDOM NUMBER FUNCTION
3840 RNDIZ.	DAD 55115	!RANDOMIZE STATEMENT
3850 ROMJSB	DAD 4776	!FOR CALLING BETWEEN BANK SELECTED ROMS
3860 ROMRTN	DAD 4762	!GTO ROMRTN = RETURN WITH ROM 0 SELECTED
3870 ROU10	DAD 55163	!ROUND

# HP-83/85 System Routines

<u>NAME</u>	<u>ADDRESS</u>	<u>DESCRIPTION</u>
3875 RSMEM-	DAD 37453	!RESERVE TEMPORARY SCRATCHPAD MEMORY
3880 RSUM#K	DAD 37726	!CHECKSUM # OF BYTES
3890 RSUMBK	DAD 37722	!CHECKSUM AN BK ROM
3900 RTCUR.	DAD 35351	!MOVE CURSOR RIGHT ON CURRENT PAGE
3910 RTCURS	DAD 35404	!MOVE CURSOR RIGHT ON ALL 4 PAGES
3920 RTQIN	DAD 44204	!CONVERT A REAL # TO A TAGGED INTEGER
3930 SCALE.	DAD 66247	!SCALE THE CRT GRAPHICS
3940 SCAN	DAD 11262	!SCAN FOR PARSER
3950 SCAN+	DAD 11257	!GCHAR AND SCAN
3960 SCRAT+	DAD 4344	!SUBSET OF SCRAT. (SCRATCHES BASIC PGM & BPGM)
3970 SCRAT.	DAD 4437	!SCRATCH (DOES SCRAT+ & RESETS SOME PTRS)
3980 SCRDN	DAD 35625	!SCROLL ALPHA DOWN
3990 SCRUP	DAD 35654	!SCROLL ALPHA CRT UP
4000 SEC10	DAD 53463	!SECANT
4010 SEMIC#	DAD 70643	!PRINT A STRING FOLLOWED BY SEMICOLON
4020 SEMIC.	DAD 70765	!PRINT A NUMBER FOLLOWED BY A SEMICOLON
4030 SEQND+	DAD 17454	!PUSH THE INCOMING TOKEN AND GET A LINE #
4040 SEQND	DAD 17457	!GET A LINE NUMBER
4050 SET240	DAD 11243	!SET IMMEDIATE BREAK BITS IN R17
4060 SGN5	DAD 53405	!SIGN FUNCTION
4070 SIN10	DAD 53546	!SINE
4080 SMLINT	DAD 13474	!PARSE AN INTEGER
4090 SQRS	DAD 52442	!SQUARE ROOT
4100 STBEEP	DAD 7017	!STANDARD BEEP (NO PARAMETERS)
4110 STOST	DAD 45603	!STORE STRING
4120 STOSV	DAD 45254	!STORE SIMPLE AND ARRAY VARIABLE
4130 STRCON	DAD 14036	!PARSE A QUOTED STRING
4140 STREX+	DAD 13623	!SCAN AND PARSE A STRING EXPRESSION
4150 STREXP	DAD 13626	!PARSE A STRING EXPRESSION
4160 STRREF	DAD 13753	!PARSE A STRING VARIABLE AS A STORE STRING
4170 SUBROI	DAD 52127	!SUBTRACT TWO NUMBERS
4180 TAN10	DAD 53566	!TANGENT
4190 TIME.	DAD 65517	!TIME FUNCTION
4200 TRYIN	DAD 14566	!GETS 0 OR 1 NUMERIC VALUES
4210 TWOB	DAD 56176	!GET TWO NUMBERS OFF R12 AS 15-BIT SIGNED #'S
4220 TWOR	DAD 56236	!GET TWO NUMBERS OFF R12 AS REAL #'S
4230 TWOROI	DAD 56266	!GET TWO NUMBERS OFF R12 AS REAL OR INTEGER
4240 UNEQ#.	DAD 3025	!CHECK TWO STRINGS FOR NOT EQUAL
4250 UNEQ.	DAD 62202	!COMPARE TWO #'S FOR INEQUALITY
4260 UNQUOT	DAD 14212	!PARSE AN UNQUOTED STRING
4270 UPC#.	DAD 3373	!UPPER CASE FUNCTION
4280 UPCUR.	DAD 35264	!MOVE CURSOR UP ON CURRENT PAGE
4290 UPCURS	DAD 35362	!MOVE CURSOR UP ON ALL FOR PAGES
4300 VAL#.	DAD 3207	!VAL# FUNCTION
4310 VAL.	DAD 3250	!VAL FUNCTION
4320 WAIT.	DAD 65701	!WAIT X MILLISECONDS
4330 XAXIS.	DAD 32303	!XAXIS STATEMENT
4340 YAXIS.	DAD 32347	!YAXIS STATEMENT
4350 YTX5	DAD 53242	!Y^X FUNCTION
4360 ZROMEM	DAD 44066	!ZERO OR BLANK A BLOCK OF MEMORY
4370	FIN	

## SYSTEM OPERATION AND ROUTINES

This section provides some specific details, register conventions, etc. for certain areas of HP-83/85 system operation. It also shows the input conditions required and the outputs produced by selected system routines. The names and addresses of most (but not all) of the system routines detailed here are also available on the Global File tape cartridge and disc.

The areas of focus are:

- Parsing and parse routines
- Runtime and runtime routines
- General-purpose utility routines
- CRT control and routines
- Tape control routines
- Decompiling

The system routines are arranged within their areas of primary use. Simply because a routine is listed under a certain application, however, does not limit its use to that area. For example, many utility routines may also be used during runtime operations.

## SYSTEM ROUTINE FORMAT

The format of the individual system routines is shown here:

- Name: Name of the routine (from the global file).
- Address: Permanent octal address of routine in computer memory.
- Type: Primary tasks for which routine will be used.
- Function: Outlines the function of the routine.
- Input Conditions: Shows the assumptions made by the routine (e.g., contents of specific registers and condition of stack pointed to by CPU register R12) when routine is called.
- Output Conditions: Shows results, outputs, etc., as they are found in specific registers and/or on the stack addressed by CPU register R12.



NOTE

In the descriptions of R12 stack contents, the contents of the stack are shown as they occur on the stack. The nomenclature R12→ indicates the location of the stack pointer.

- CPU Changes: Darkened area indicates the CPU registers whose contents are altered by execution of the routine.
- DCM: Setting of decimal mode flag after routine is executed: B indicates binary mode; D indicates decimal mode; – (dash) indicates unchanged by routine; and U indicates undefined.
- E: Contents of four-bit extend register after routine is executed. Contents may be: Value (2-digit octal quantity); – (dash) for unchanged by routine; or U for undefined.
- DRP: Shows setting of data register pointer after routine is executed. May be: CPU register number; – (dash) for unchanged by routine; or U for undefined.
- ARP: Shows setting of address register pointer after routine is executed. May be: CPU register number; – (dash) for unchanged by routine; or U for undefined.
- STATUS: Shows whether other CPU status flags are altered. May be: – (dash) for unchanged; or U for undefined.
- ROMJSB: Indicates whether or not this routine, if called from an external ROM, must be called through ROMJSB. May be: Y for yes, must be called through ROMJSB; or N for no, need not be called through ROMJSB.

## PARSING AND PARSE ROUTINES

## PARSE ROUTINE REGISTERS

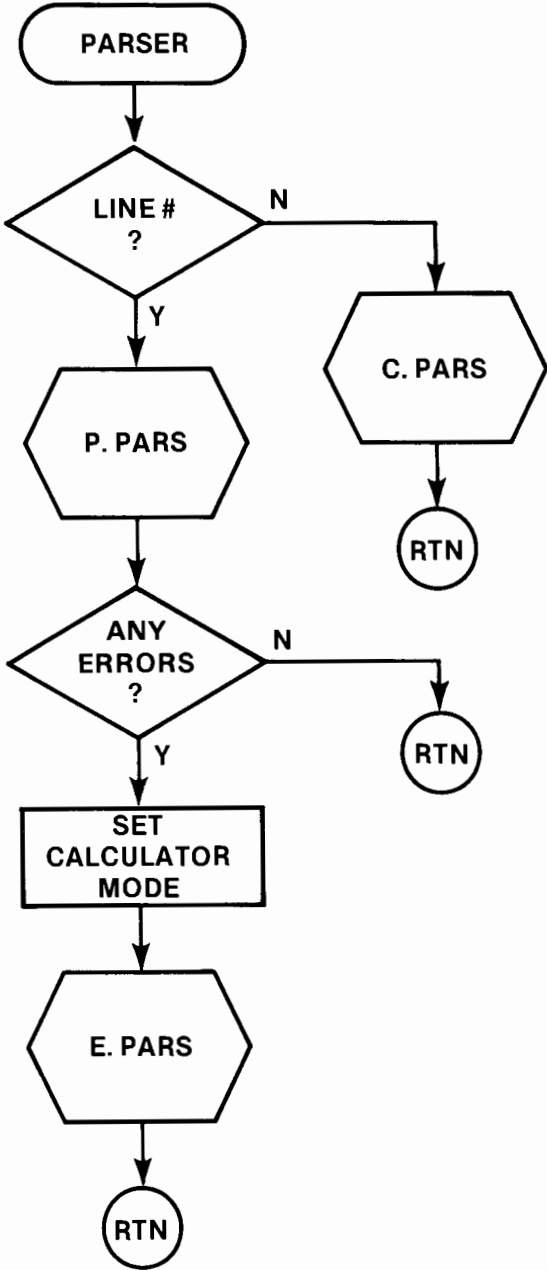
In parsing, the HP-83/85 system uses the CPU registers shown here.

R10		Input buffer pointer.
R12		Output stack pointer.
R14		Next token. (Set by SCAN routine.)
R20		Next non-blank character. (Set by GCHAR routine.)
R40-R47		Detailed scan output. (Set by SCAN.)
R40		First character scanned.
R41-R42		ROM #. (If R42 = $\emptyset$ .)
	or	Binary program address. (If R42 $\neq \emptyset$ .)
	or	System ROM. (If R41 = R42 = $\emptyset$ .)
R43		ROM token #. (If R14 = 370.)
	or	Binary program token #. (If R14 = 371.)
	or	Type. (If variable.)
R44-R46		Name. (If variable, R46 not used.)
	or	Integer.
	or	Secondary attributes for function.
R47		Primary attributes.

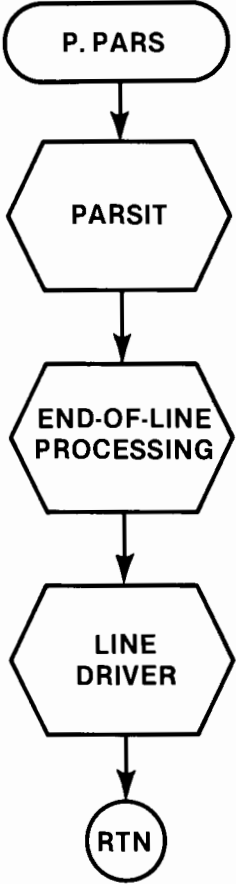
PARSE ROUTINE REGISTER USAGE

## PARSING FLOW

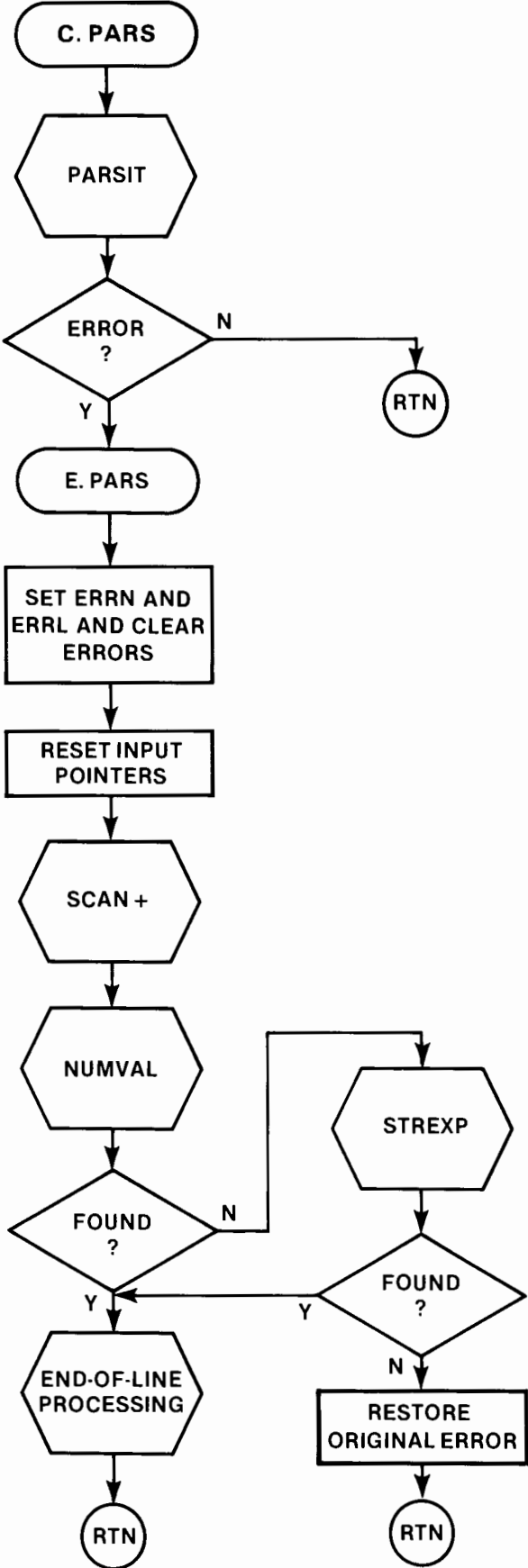
Program flow in parsing is shown in the flowcharts on the next few pages. A brief explanation follows the flowcharts.



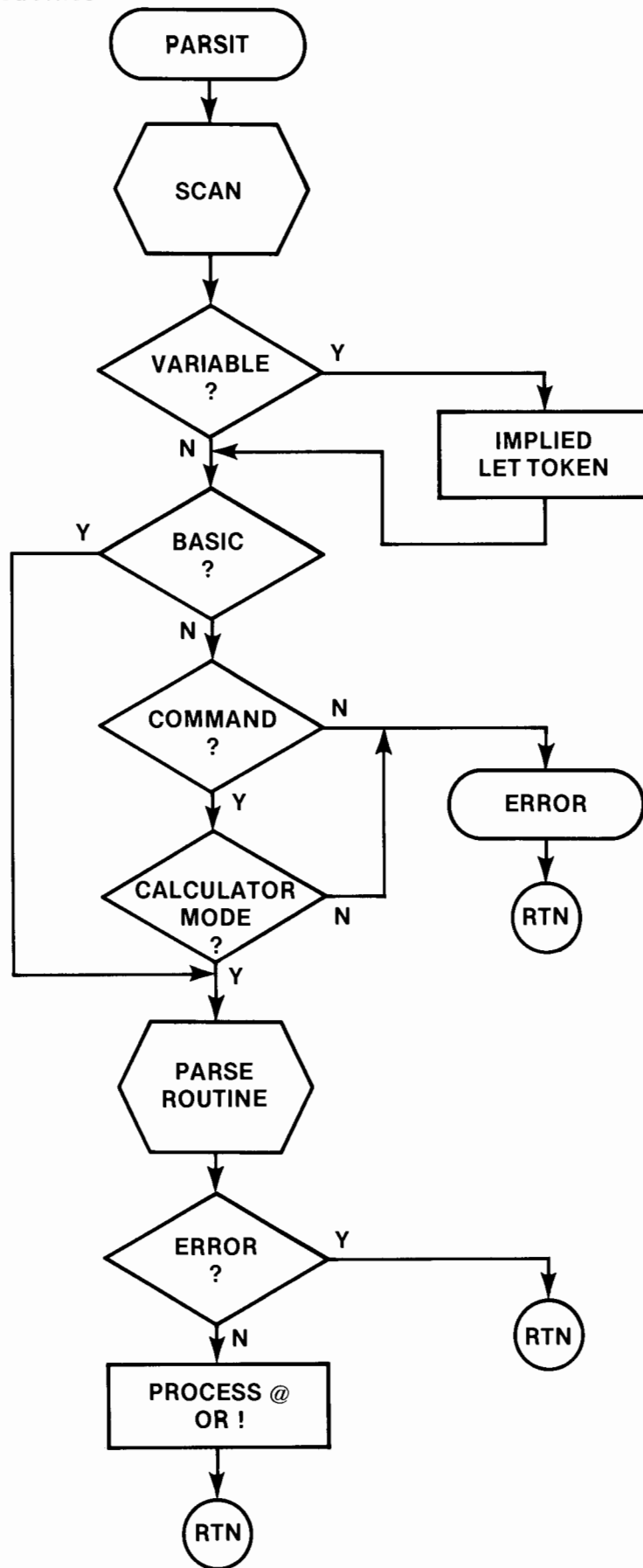
MAIN PARSE LOOP



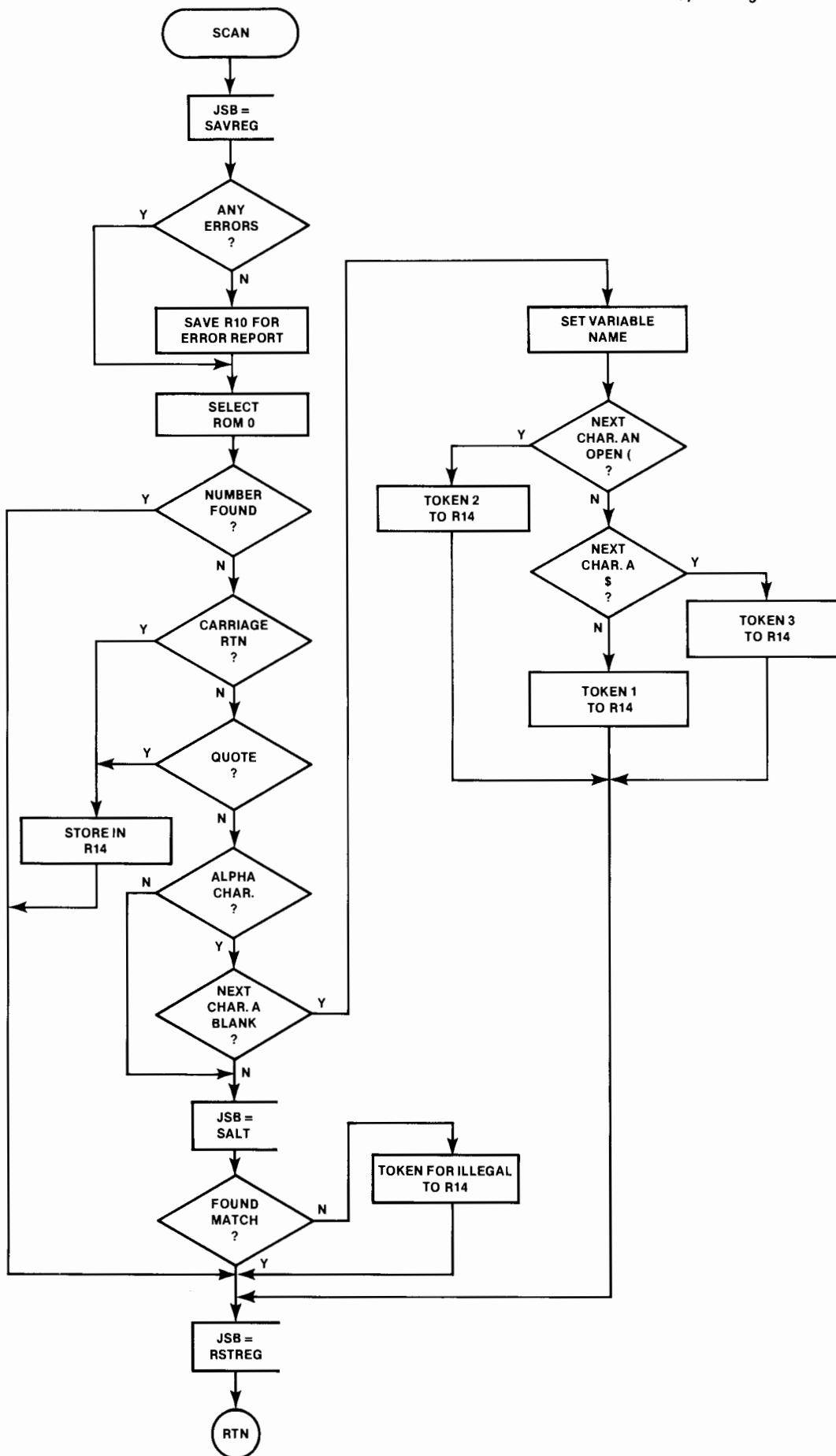
PARSING A PROGRAM LINE



PARSING A CALCULATOR MODE STATEMENT

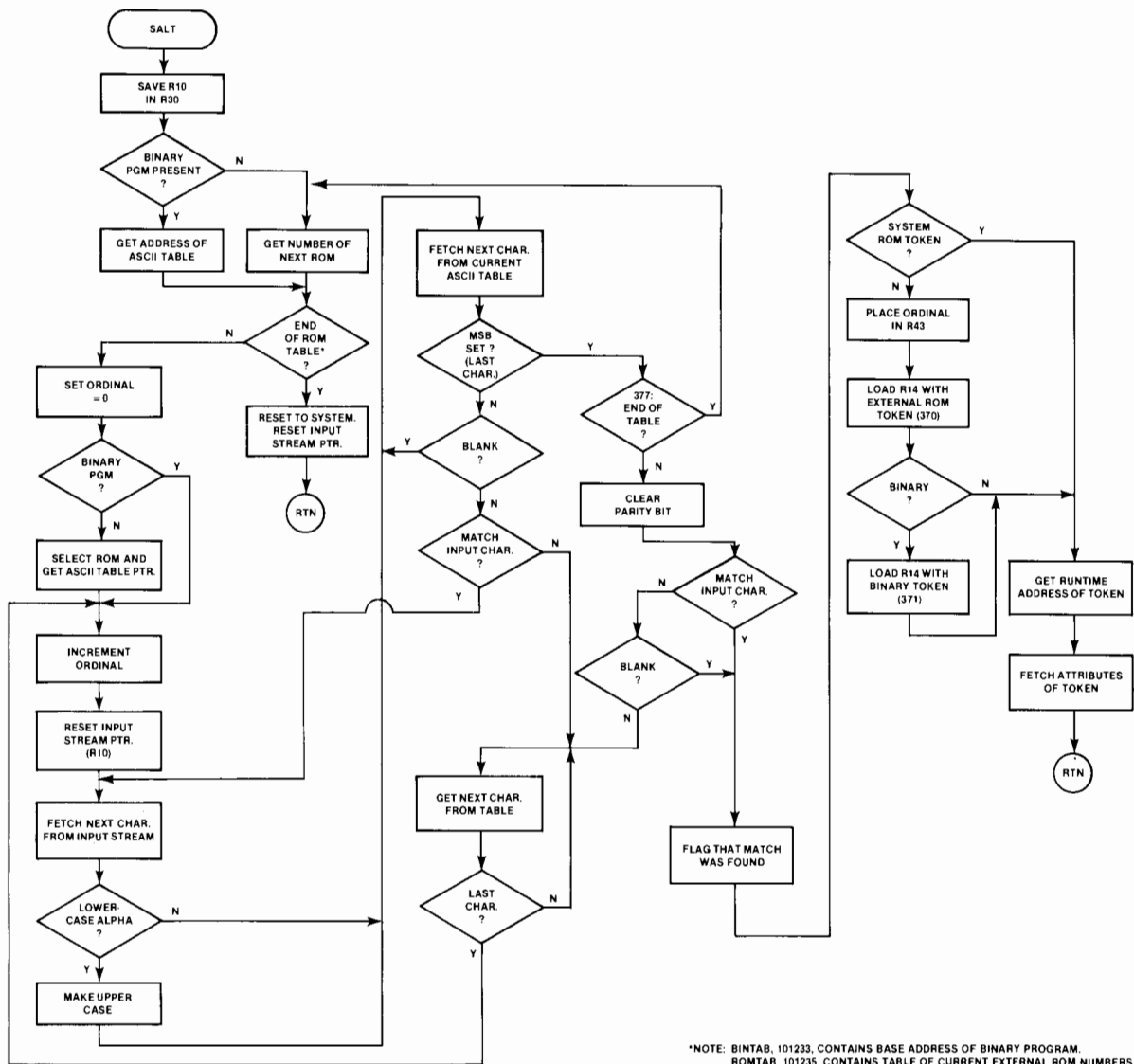


PARSIT ROUTINE



SCAN ROUTINE

# HP-83/85 System Routines



\*NOTE: BINTAB, 101233, CONTAINS BASE ADDRESS OF BINARY PROGRAM.  
 ROMTAB, 101235, CONTAINS TABLE OF CURRENT EXTERNAL ROM NUMBERS.

Main Parse Loop: In the main parse loop, if there is a line number, control passes to P.PARS, for parsing a program statement. If the statement has no line number, C.PARS parses a calculator mode statement.

Parsing a Program Line: P.PARS calls the PARSIT routine, then calls the EOL (end-of-line) and LINEDR (line editor) routines.

Parsing a Calculator Mode Statement: C.PARS calls the PARSIT routine, then checks for and processes any errors.

PARSIT Routine: The PARSIT routine calls another parse routine, SCAN.

SCAN Routine: The SCAN routine is always called in parsing. It is SCAN that places the next token in R14.

The SCAN routine finds the next token, or the next character if a token match cannot be found.

<u>If the input is:</u>	<u>SCAN:</u>
Digit	Places integer in R44 or floating-point on R12.
Period	Places floating-point quantity on R12.
Quotation mark symbol	Returns token 42 in R14 and does not execute GCHAR.
Anything in tables	Returns token.
Alpha not in tables	Returns variable type.
Other not in tables	Returns error token 17.
Blank	Skips the character.



SCAN FUNCTIONS

SCAN, in turn, calls the routine SALT.

SALT Routine: The SALT routine searches all ROM and binary program tables, one character at a time, looking for a keyword match.



## PARSING IN BINARY PROGRAMS AND ROMS

A binary program or ROM gains control at parsetime when the system matches a keyword within that binary program or ROM. Once control is passed to the binary program or ROM, there are certain responsibilities of the parse routine before control is passed back to the calling location.

One responsibility is that SCAN must be called at entry to get the next token. SCAN may be called in one of three ways:

- Calling SCAN.
- Calling NUMVA+ (which calls SCAN first).
- Calling STREX+ (which also calls SCAN first).

When parsing is completed, SCAN must also be performed before returning to the system. However, most system parse routines (NUMVAL, STREXP, GETCMA, etc.) call SCAN before returning, so it is usually done for the user.

Another responsibility is that if a binary program is intended to be resident in an external ROM, the parse routines must ensure that ROM 0 is enabled when control is passed back to the system. This can be accomplished by executing GTO ROMRTN.

## PARSE ROUTINE EXAMPLES

Here are some examples of parse routines for different functions:

Statement With No Parameters: e.g., BLOOPER

BLOPRS LDB 42, = 371	Load binary program token marker.
PUBD 42, +12	Push it.
PUBD 42, +12	Push a garbage byte.
PUBD 43, +12	Push binary program token.
JSB = SCAN	Do a scan.
RTN	Return.

Statement With One Parameter: e.g., SLOOPER numeric or string value

SLOPRS PUBD 43, +6	Save binary program token.
JSB = NUMVA+	Do a scan and try to get numeric.

JEN GOTNUM	JIF found a numeric.
JSB = STREXP	Try to get a string, then:
JEN GOTNUM	JIF found a string.
POBD 57, -6	Clean up RTN stack.
JSB = ERROR+	Report error.
BYT 81D	Bad expression.
GOTNUM POBD 57, -6	Recover binary program token.
LDB 55, = 371	Load binary program token marker.
PUMD 55, +12	Push them.
RTN	Done.

Statement With More Than One Parameter (written for an external ROM): e.g.,  
TROOPER numeric value, numeric value, string value

TROPRS PUBD 43, +6	Save ROM token.	
JSB ROMJSB	}	Do a scan and get a numeric.
DEF NUMVA+		
BYT Ø		
JEN NUMOK	JIF got one.	
ERR POBD 57, -6	Clean up R6 stack.	
JSB = ERROR	Report error.	
BYT 88D	Bad statement.	
RTN GTO ROMRTN	Ensure ROM Ø is reselected.	
NUMOK JSB = ROMJSB	}	Demand a comma.
DEF GETCMA		
BYT Ø		
JSB = ROMJSB	}	Try to get another numeric.
DEF NUMVAL		
BYT Ø		
JEZ ERR	JIF not there to error.	
JSB = ROMJSB	}	Demand another comma.
DEF = GETCMA		
BYT Ø		
JSB = ROMJSB	}	Get a string expression.
DEF STREXP		
BYT Ø		
JEZ ERR	JIF not there.	

## HP-83/85 System Routines

POBD 57, -6	Recover ROM token.
LDB 56, = MYROM#	Load ROM number.
LDB 55, = 370	Load ROM token marker.
PUMD 55, +12	Push them all.
JMP RTN	Re-select ROM 0.

MYROM# EQU 341

## PARSE ROUTINES

System routines useful in parsing follow.

<b>FUNCTION</b> Determines if next SCAN character is an alphabetic one (i.e., A-Z or a-z).	NAME ALFA ADDRESS 11775 TYPE Parse
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R20 = Current character being scanned	

OUTPUT CONDITIONS	E set to 1 if: A <= R20 <= Z (upper case) or a <= R20 <= z (lower case). Otherwise E cleared to 0. If lower-case input, R20 is changed to upper-case for output; otherwise R20 is left unchanged.	
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	B	U																																																																										
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<b>FUNCTION</b> Determines if next SCAN character is a digit (0-9; i.e., ASCII 60-71).	NAME DIGIT ADDRESS 12027 TYPE Parse
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R20 = Current character being scanned	

OUTPUT CONDITIONS	E set to 1 if 60 <sub>8</sub> <= R20 <= 71 <sub>8</sub> ; otherwise, E is cleared.	
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Checks R14 for either the carriage return character (15) or an exclamation point (233). Generates error if neither is found; returns if either is found.	<b>NAME</b> DMNDCR <b>ADDRESS</b> 15060 <b>TYPE</b> Parse
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Current token	

OUTPUT CONDITIONS	R14 = Same current token	
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Parses one string followed by one number (e.g., B\$1).	<b>NAME</b> G\$N <b>ADDRESS</b> 14323 <b>TYPE</b> Parse
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Input token	

OUTPUT CONDITIONS	R14 = Next SCAN token	String expression tokens Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Parses one string followed by 1 or 2 numeric parameters (e.g., CREATE A\$, n [,m]).	<b>NAME</b> G\$N+NN <b>ADDRESS</b> 14421 <b>TYPE</b> Parse
--	--

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS	R14 = Input token	
OUTPUT CONDITIONS	R14 = Next SCAN token	String expression tokens 1 or 2 numeric value tokens Token from R14 R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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40	41	42	43	44	45	46	47	-	-																																																																									
50	51	52	53	54	55	56	57	STATUS																																																																										
60	61	62	63	64	65	66	67																																																																											
70	71	72	73	74	75	76	77	-																																																																										

<b>FUNCTION</b> Gets Ø, 1 or 2 numeric parameters.	<b>NAME</b> GØ12N <b>ADDRESS</b> 14465 <b>TYPE</b> Parse
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS	Normal parse input, i.e.: R10 = Input buffer pointer R14 = Next token R20 = Next character in input buffer	Stack output pointer
OUTPUT CONDITIONS	Normal parse output, i.e.: R14 = Next token R40-47 = Current parse information	Results of successful parse R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	-	U																																																																									
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FUNCTION		NAME GØ1N
Same as GØ12N, except gets Ø or 1 numeric parameters.		ADDRESS 14504
		TYPE Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	Normal parse input (see SCAN)	

OUTPUT CONDITIONS		Results of successful parse R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	See GØ12N.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	14	12				
40	41	42	43	44	45	46	47						
50	51	52	53	54	55	56	57	STATUS					
60	61	62	63	64	65	66	67	U					
70	71	72	73	74	75	76	77						

FUNCTION		NAME GØ0R2N
Same as GØ12N, except gets Ø or 2 numeric parameters.		ADDRESS 14522
		TYPE Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	Normal parse input (See SCAN)	

OUTPUT CONDITIONS		Results of successful parse R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Error 91 if only one parameter. Calls NUMVA+ to get numeric value.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	U				
40	41	42	43	44	45	46	47						
50	51	52	53	54	55	56	57	STATUS					
60	61	62	63	64	65	66	67	U					
70	71	72	73	74	75	76	77						

FUNCTION		NAME G12OR4
Same as G012N except gets 1, 2 or 4 numeric parameters.		ADDRESS 14550
		TYPE Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = SCAN token	

OUTPUT CONDITIONS	R14 = Next SCAN token R20 = Next character (Set by SCAN) R34 = Number of parameters found (Error exit if ≠ 1, 2 or 4) R35 = ∅ R40 = Set by SCAN	Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Calls GETPA?. E≠∅ if parameters found.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57						
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77	-					

FUNCTION		NAME G1OR2N
Same as G012N, except gets 1 or 2 numeric parameters.		ADDRESS 14537
		TYPE Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Current token	

OUTPUT CONDITIONS	R14 = New current token	Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Calls GETPA?. Aborts through ERROR+ (91) if error in finding parameters. Aborts through another routine if too many parameters.			
10	11	12	13	14	15	16	17	-	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57						
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77	-					



FUNCTION										NAME GCHAR			
Fetches next character (usually from input buffer) addressed by R10 pointer. GCHAR skips blanks, and it increments R10 unless the character is a carriage return.										ADDRESS 11755			
										TYPE Parse			
INPUT CONDITIONS	REGISTER CONTENTS							R12 STACK CONTENTS					
	R10 = Pointer to character												
OUTPUT CONDITIONS	R10 = Pointer to following character (unless present character was a carriage return)												
	R20 = Character popped from R10												
CPU CHANGES							COMMENTS					ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Performs SAD at entry, PAD at exit.			
10	11	12	13	14	15	16	17	-	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	-	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	-					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						
FUNCTION										NAME GET\$N?			
Demands one string; also gets one numeric if present. Used to parse a statement with one string, and that may have one numeric parameter. Generates error if no string found.										ADDRESS 14560			
										TYPE Parse			
INPUT CONDITIONS	REGISTER CONTENTS							R12 STACK CONTENTS					
	Normal parse inputs (See SCAN)												
OUTPUT CONDITIONS								Parse results					
								R12 → -----					
CPU CHANGES							COMMENTS					ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Parses: <u>string expression</u> or <u>string expression</u> , followed by <u>1</u> or <u>2</u> <u>line numbers</u> . Possible errors: <u>90</u> if <u>line number</u> out of range. <u>91</u> if <u>,</u> not followed by another <u>line number</u> .			
10	11	12	13	14	15	16	17	-	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	14	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	-					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Looks for the symbol ) in R14 (usually following a call to SCAN). If ) is found, calls SCAN and clears E; otherwise, aborts through ERROR+ with error 80D.	NAME GET) ADDRESS 13365 TYPE Parse
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Current input buffer symbol	

OUTPUT CONDITIONS	R14 = New current symbol, if successful	
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	-	U																																																																										
20	21	22	23	24	25	26	27	DRP	ARP																																																																										
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<b>FUNCTION</b> Demands a string expression and processes it.	NAME GET1\$ ADDRESS 14455 TYPE Parse
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R10 = Pointer to input stream R14 = Current token	R12 → Output stack

OUTPUT CONDITIONS	R14 = Next token R40-47 = Set by SCAN	
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	-	-																																																																										
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FUNCTION	Gets one numeric parameter, and pushes onto R12 the corresponding numeric value token and the token in R14.	NAME	GET1N
		ADDRESS	14437
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = SCAN token	

OUTPUT CONDITIONS	R14 = Next SCAN token R20 = Next character (Set by SCAN) R34 = Number of parameters found (Error if ≠ 1) R35 = 1 (Set by GETPAR) R40 = Set by SCAN	Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	-	U																																																																										
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FUNCTION	Gets two numeric parameters, and pushes onto R12 the corresponding numeric value tokens and the token in R14.	NAME	GET2N
		ADDRESS	14407
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Current SCAN token	

OUTPUT CONDITIONS	R14 = Next SCAN token R20 = Next character (Set by SCAN) R34 = Number of parameters found (Generates error if ≠ 2) R35 = 2 R40 = Set by SCAN	Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	-	U																																																																										
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<b>FUNCTION</b> Gets four numeric parameters and pushes onto R12 the corresponding numeric value tokens and the token in R14.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>GET4N</td></tr> <tr><td>ADDRESS</td><td>14414</td></tr> <tr><td>TYPE</td><td>Parse</td></tr> </table>	NAME	GET4N	ADDRESS	14414	TYPE	Parse
NAME	GET4N						
ADDRESS	14414						
TYPE	Parse						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R14 = Current SCAN token	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS	R14 = Next SCAN token R20 = Next character (Set by SCAN) R34 = Number of parameters found (Generates error if ≠ 4) R35 = 4 R40 = Set by SCAN	Numeric value tokens Token from R14 R12 → -----
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<b>FUNCTION</b> Demands a comma as the next SCAN token. Sets E≠0 if found; otherwise, returns an error.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>GETCMA</td></tr> <tr><td>ADDRESS</td><td>13414</td></tr> <tr><td>TYPE</td><td>Parse</td></tr> </table>	NAME	GETCMA	ADDRESS	13414	TYPE	Parse
NAME	GETCMA						
ADDRESS	13414						
TYPE	Parse						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R14 = SCAN token R40 = Set by SCAN	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS	R14 = Next token R40 = Set by SCAN	
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FUNCTION		NAME	GETCM?
Checks for a comma. Sets E≠∅ if found.		ADDRESS	13425
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = SCAN token R40 = Set by SCAN	

OUTPUT CONDITIONS	R14 = Next token, if SCAN token was a comma R40 = Set by SCAN
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	E≠∅ if comma found.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	-	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	-					
60	61	62	63	64	65	66	67	-					
70	71	72	73	74	75	76	77	-					

FUNCTION		NAME	GETPA?
Gets an arbitrary number of numeric parameters. (Same as GETPAR except R35 is set to zero.)		ADDRESS	14516
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Input token R35 = ∅ (Then GETPAR is called)	

OUTPUT CONDITIONS	R14 = Next SCAN token R34 = Number of numeric parameters found	Numeric value tokens Token from R14 R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Same as GETPAR with R35 = 0. Calls NUMVA+.			
10	11	12	13	14	15	16	17	-	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	-					
60	61	62	63	64	65	66	67	-					
70	71	72	73	74	75	76	77	-					

FUNCTION		NAME	GETPAR
GETPAR gets as many numeric parameters as it can. If at entry R35 = $\emptyset$ , any number is acceptable. If R35 $\neq \emptyset$ , the number fetched must equal that in R35. GETPAR pushes the input token.		ADDRESS	14342
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Input token R35 = $\emptyset$ (Any number of parameters) or R35 $\neq \emptyset$ (R35 = Number of parameters)	
OUTPUT CONDITIONS	R34 = Number of parameters found. If R35 $\neq \emptyset$ , then R34 = R35; otherwise, an error is returned.	Numeric value tokens Token from R14 R12 $\rightarrow$ -----

CPU CHANGES												COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Calls NUMVA+.					
10	11	12	13	14	15	16	17	-	U						
20	21	22	23	24	25	26	27	DRP	ARP						
30	31	32	33	34	35	36	37	34	-						
40	41	42	43	44	45	46	47	STATUS							
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70	71	72	73	74	75	76	77								

FUNCTION		NAME	INTEGR
Tries to get an integer of up to 14 <sub>10</sub> digits from input buffer. Used in applications such as sequence numbers, where it is desired to ignore decimal points and exponents.		ADDRESS	11447
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R10 = Input buffer pointer (Next character) R20 = Current character from buffer	
OUTPUT CONDITIONS	R10 = Next character in buffer after number R20 = First non-digit character R36 = Exponent of integer in R40 R40 = Digits of number found	

CPU CHANGES												COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	No SCAN is necessary before INTEGR is called. E= $\emptyset$ if no number found, E=1 if found. On return, R40 contains right-justified number if R36 = 15C; otherwise R40 contains integer with exponent of R36-15C.					
10	11	12	13	14	15	16	17	D	U						
20	21	22	23	24	25	26	27	DRP	ARP						
30	31	32	33	34	35	36	37	22	U						
40	41	42	43	44	45	46	47	STATUS							
50	51	52	53	54	55	56	57								
60	61	62	63	64	65	66	67	U							
70	71	72	73	74	75	76	77								

<b>FUNCTION</b> Same as NARREF, except that it performs a SCAN first.		<b>NAME</b> NARRE+ <b>ADDRESS</b> 13376 <b>TYPE</b> Parse																																																																																																														
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS																																																																																																														
OUTPUT CONDITIONS	R14 = Next token R40-47 = As per SCAN outputs	2 (Fetch array token) R44 } Name R45 } R12 → -----																																																																																																														
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<b>FUNCTION</b> Parses a simple numeric variable reference as an array reference (i.e., MATA=Ø).		<b>NAME</b> NARREF <b>ADDRESS</b> 13402 <b>TYPE</b> Parse																																																																																																														
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS																																																																																																														
	R14 = Current token (Should be a 1)	R12 → -----																																																																																																														
OUTPUT CONDITIONS	R14 = Next token R40-47 = As per SCAN outputs	2 (Fetch array token) R44 } Name R45 } R12 → -----																																																																																																														
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<b>FUNCTION</b>	<b>NAME</b> NUMCON <b>ADDRESS</b> 13466 <b>TYPE</b> Parse
Pushes integer or floating point number onto the R12 stack and calls SCAN.	

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
	R14 = Token from SCAN (4 if floating point, 32 if integer) R40 = Set by SCAN	

OUTPUT CONDITIONS	R14 = Next token from SCAN R40 = Set by SCAN	Integer or floating point number R12 → -----
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<b>FUNCTION</b>	<b>NAME</b> NUMVA+ <b>ADDRESS</b> 12407 <b>TYPE</b> Parse
Same as SCAN routine followed by NUMVAL routine.	

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>

OUTPUT CONDITIONS		
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Pushes a numeric value onto the R12 stack and calls SCAN. Sets E≠∅ if numeric found; otherwise sets E=∅ and restores input buffer.	<table border="1"> <tr><td>NAME</td><td>NUMVAL</td></tr> <tr><td>ADDRESS</td><td>12412</td></tr> <tr><td>TYPE</td><td>Parse</td></tr> </table>	NAME	NUMVAL	ADDRESS	12412	TYPE	Parse
NAME	NUMVAL						
ADDRESS	12412						
TYPE	Parse						

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS	R14 = SCAN token R40 = Set by SCAN	
OUTPUT CONDITIONS	R14 = Next SCAN token R20 = Set by SCAN R40 = Next character (Set by SCAN)	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Pushes the token in R14 onto the R12 stack and calls SCAN.	<table border="1"> <tr><td>NAME</td><td>PUSH1A</td></tr> <tr><td>ADDRESS</td><td>14244</td></tr> <tr><td>TYPE</td><td>Parse</td></tr> </table>	NAME	PUSH1A	ADDRESS	14244	TYPE	Parse
NAME	PUSH1A						
ADDRESS	14244						
TYPE	Parse						

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS	R14 = Token	
OUTPUT CONDITIONS	R14 = Next token (Set by SCAN) R20 = Next character (Set by SCAN) R40 = Set by SCAN	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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FUNCTION	NAME PUSH32 ADDRESS 14277 TYPE Parse
Pushes an integer onto the R12 stack (at parse time).	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = 32 (Integer token) R44-46 = BCD integer	
OUTPUT CONDITIONS	R14 = Next token R40-47 = Set by SCAN	32 (Integer token) BCD integer value from R44-46 R12 → -----

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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FUNCTION	NAME PUSH45 ADDRESS 14266 TYPE Parse
Pushes the token in R14 onto the R12 stack; then pushes the variable name in R44-45 onto the stack and calls SCAN.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Token R44-45 = Variable name	
OUTPUT CONDITIONS	R14 = Next token (Set by SCAN) R20 = Next character (Set by SCAN) R40 = Set by SCAN	

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	-	1																																																																									
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FUNCTION		NAME	REFNUM
Parses a simple numeric variable or a numeric array reference.		ADDRESS	17025
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = 1 if simple numeric variable reference. = 2 if array reference. Otherwise, exit.	

OUTPUT CONDITIONS	R14 = Next SCAN token	21 Variable name OR 22 Array name Parsed subscript
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	E=∅ at entry. E≠∅ at exit (if found).			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	-	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	-					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	SCAN
Scans the input buffer and returns the next token.		ADDRESS	11262
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R10 = Input buffer pointer R20 = Next character in input buffer	R12 = Output stack pointer

OUTPUT CONDITIONS	R10 = Input buffer pointer R14 = Next token R20 = Next character R40 = First character searched R41-42 = ROM#, binary program address, or ∅ R43 = ROM token or variable type R44-46 = Name of var. or int., or sec. att. R47 = Class	R12 = Output stack pointer
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	E=∅ at exit.			
10	11	12	13	14	15	16	17	-	0				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	14	36				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57						
60	61	62	63	64	65	66	67	U					
70	71	72	73	74	75	76	77						

FUNCTION		NAME SCAN+								
Gets next character (through GCHAR) and executes SCAN.		ADDRESS 11257								
		TYPE Parse								
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS								
OUTPUT CONDITIONS										
CPU CHANGES		COMMENTS	ROMJSB Y							
0	1	2	3	4	5	6	7	DCM	E	See SCAN for conditions and changes.
10	11	12	13	14	15	16	17			
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37			
40	41	42	43	44	45	46	47			
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67			
70	71	72	73	74	75	76	77			
FUNCTION		NAME SEQNO+								
Pushes current token onto R12 stack and looks for valid sequence (line) number. Pushes line number if found.		ADDRESS 17454								
		TYPE Parse								
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS								
	R14 = Current token									
OUTPUT CONDITIONS	R14 = New current token	Current token Sequence number (2-byte integer. Present only if found.) R12 → -----								
CPU CHANGES		COMMENTS	ROMJSB Y							
0	1	2	3	4	5	6	7	DCM	E	Expects E cleared ( $\neq 1$ ) at entry. Calls SEQNO (which calls SCAN) to get an integer. Generates error if sequence number = $\emptyset$ , or if number $> 9999$ . Sets $E=E+1$ if sequence number found; sets $E=\emptyset$ if number not found.
10	11	12	13	14	15	16	17	-	U	
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37			
40	41	42	43	44	45	46	47	-	-	
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67			
70	71	72	73	74	75	76	77	-		

FUNCTION		NAME	SEQNO
Scans for sequence (line) number, and pushes the number onto the R12 stack.		ADDRESS	17457
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS	If no sequence number found: R14 = New current token	If sequence number found: R12 stack = Sequence number (2-byte integer)
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Expects E cleared ( $\neq 1$ ) at entry. Calls SEQNO (which calls SCAN) to get an integer. Generates an error if sequence number = $\emptyset$ , or if sequence number $> 9999$ . Sets $E=E+1$ if sequence number found; sets $E=\emptyset$ if no sequence number found.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	-	-				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57						
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77	-					

FUNCTION		NAME	SMLINT
Pushes an integer (R44-46) at parse time if R14 contains integer token (32).		ADDRESS	13474
		TYPE	Parse

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Current token	

OUTPUT CONDITIONS	If R14 = 32 at entry: R14 = Next token R40-47 = Set by SCAN Otherwise, registers unchanged	If R14 = 32 at entry: E=1 and stack contents are: 32 (Integer token) R44-46 Value R12 $\rightarrow$ ----- Otherwise, R12 unchanged and $E=\emptyset$
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	Calls SCAN at exit. If $R14 \neq 32$ at entry, then at exit $E=\emptyset$ , $DRP=14$ , and nothing else is changed.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57						
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77	U					

<b>FUNCTION</b> Pushes a quoted string onto the R12 stack, then calls SCAN.	NAME STRCON ADDRESS 14036 TYPE Parse
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Token (Must be quote) R40 = Set by SCAN	

OUTPUT CONDITIONS	R14 = Next SCAN token R40 = Set by SCAN	5 Number of bytes in string String R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Same as SCAN followed by STREXP.	NAME STREX+ ADDRESS 13623 TYPE Parse
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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FUNCTION	NAME STREXP ADDRESS 13626 TYPE Parse
Pushes a string expression onto the R12 stack. E≠∅ if found.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = SCAN token R40 = Set by SCAN	

OUTPUT CONDITIONS	R14 = Next SCAN token R40 = Set by SCAN
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CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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FUNCTION	NAME STRREF ADDRESS 13753 TYPE Parse
Pushes a string variable or a substring reference onto the R12 stack, then calls SCAN.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = SCAN token R40 = Set by SCAN	

OUTPUT CONDITIONS	R14 = Next SCAN token R40 = Set by SCAN
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CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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<b>FUNCTION</b> Gets 0 or 1 numeric parameter and pushes token from R14 onto R12 stack.	NAME TRY1N ADDRESS 14566 TYPE Parse
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R14 = Input token	

OUTPUT CONDITIONS	R14 = Next SCAN token R34 = 0 or 1 (2 or more produces error)	0 or 1 numeric value tokens Token from R14 R12 → -----
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Pushes an unquoted string onto the R12 stack, then calls SCAN. E≠0 if unquoted string found.	NAME UNQUOT ADDRESS 14212 TYPE Parse
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R20 = First character of string	

OUTPUT CONDITIONS	R14 = Next SCAN token R40 = Set by SCAN	
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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## RUNTIME AND RUNTIME ROUTINES

### RUNTIME CONVENTIONS

System routines used at runtime include primarily mathematics routines and system functions. In general, math routines always expect BCD mode at entry. System functions expect the argument(s) on the R12 stack when the routine is called, and leave the result on the R12 stack when completed.

CPU registers used during runtime include, but are by no means limited to, the ones shown here.

<u>Register</u>	<u>Runtime Use</u>
R12	Operating stack pointer.
R16	Contains CSTAT.
R17	Contains XCOM.

### RUNTIME ROUTINES

System routines useful at runtime follow.

<b>FUNCTION</b> Returns the absolute value of the argument.										<b>NAME</b> ABS5 <b>ADDRESS</b> 53731 <b>TYPE</b> Runtime																																																																																																																															
INPUT CONDITIONS	REGISTER CONTENTS										R12 STACK CONTENTS																																																																																																																														
											Argument (8 bytes) R12 → -----																																																																																																																														
OUTPUT CONDITIONS											Absolute value (8 bytes) R12 → -----																																																																																																																														
	<table border="1" style="width:100%; border-collapse: collapse; font-size: 8px;"> <tr> <th colspan="10">CPU CHANGES</th> <th colspan="2">COMMENTS</th> <th style="text-align: right;">ROMJSB</th> <th style="text-align: right;">N</th> </tr> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> <td>DCM</td><td>E</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td> <td>D</td><td>U</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> <td>DRP</td><td>ARP</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> <td>40</td><td>12</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td> <td colspan="2">STATUS</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td> <td colspan="2">U</td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td> <td colspan="2"></td> <td colspan="2"></td> <td></td><td></td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td> <td colspan="2"></td> <td colspan="2"></td> <td></td><td></td> </tr> </table>										CPU CHANGES										COMMENTS		ROMJSB	N	0	1	2	3	4	5	6	7	DCM	E					10	11	12	13	14	15	16	17	D	U					20	21	22	23	24	25	26	27	DRP	ARP					30	31	32	33	34	35	36	37	40	12					40	41	42	43	44	45	46	47	STATUS						50	51	52	53	54	55	56	57	U						60	61	62	63	64	65	66	67							70	71	72	73	74	75	76	77							
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<b>FUNCTION</b> Adds two numbers (X+Y).										<b>NAME</b> ADDROI <b>ADDRESS</b> 52150 <b>TYPE</b> Runtime																																																																																																																															
INPUT CONDITIONS	REGISTER CONTENTS										R12 STACK CONTENTS																																																																																																																														
											X-value (8 bytes) Y-value (8 bytes) R12 → -----																																																																																																																														
OUTPUT CONDITIONS	R40 = Copy of result										X+Y value (8 bytes) R12 → -----																																																																																																																														
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<b>FUNCTION</b> Returns arctangent of Y/X (i.e., ATN2) in proper quadrant.	<b>NAME</b> ATN2. <b>ADDRESS</b> 76455 <b>TYPE</b> Runtime
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		Y-value (8 bytes) X-value (8 bytes) R12 → -----
		ATN2 value (8 bytes) R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Executes the BEEP statement.	<b>NAME</b> BEEP. <b>ADDRESS</b> 6737 <b>TYPE</b> Runtime
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		Parameter #1 (8 bytes) (optional) Parameter #2 (8 bytes) (optional) R12 → -----
		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	U	U																																																																									
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FUNCTION										NAME CEIL10			
Returns the smallest integer $\geq x$ .										ADDRESS 53615			
										TYPE Runtime			
INPUT CONDITIONS	REGISTER CONTENTS										R12 STACK CONTENTS		
											X-value (8 bytes) R12 → -----		
OUTPUT CONDITIONS	R40 = Copy of CEIL result										CEIL result (8 bytes) R12 → -----		
CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						
FUNCTION										NAME CHSROI			
Changes the sign of a number.										ADDRESS 52075			
										TYPE Runtime			
INPUT CONDITIONS	REGISTER CONTENTS										R12 STACK CONTENTS		
											Number (8 bytes) R12 → -----		
OUTPUT CONDITIONS											-Number (8 bytes) R12 → -----		
CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						
										Requires BCD mode at entry.			

<b>FUNCTION</b> Prints a string to the print buffer or the display buffer. (Same as PRINT A\$, in BASIC.)	<b>NAME</b> COMMA\$ <b>ADDRESS</b> 70634 <b>TYPE</b> Runtime
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Length of string (2 bytes) Address of string (2 bytes) R12 → -----

OUTPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	U	U																																																																									
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<b>FUNCTION</b> Prints a number to the print buffer or the display buffer. (Same as PRINT 5, in BASIC.)	<b>NAME</b> COMMA. <b>ADDRESS</b> 70756 <b>TYPE</b> Runtime
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Number (8 bytes) R12 → -----

OUTPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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FUNCTION	NAME CONCA. ADDRESS 75005 TYPE Runtime
Concatenates two strings.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		A\$ length (2 bytes) A\$ address (2 bytes) B\$ length (2 bytes) B\$ address (2 bytes) R12 → -----
OUTPUT CONDITIONS		A\$ and B\$ length A\$ and B\$ address R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION	NAME COS10 ADDRESS 53556 TYPE Runtime
Returns cosine of argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (real or integer #) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of result	Answer (real #) R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION	NAME COT10 ADDRESS 53536 TYPE Runtime
Returns the cotangent of the argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of cotangent result	Cotangent (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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70	71	72	73	74	75	76	77																																																																												

FUNCTION	NAME CSEC10 ADDRESS 53503 TYPE Runtime
Returns cosecant of argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of cosecant result	Cosecant (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Returns current date.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>DATE.</td></tr> <tr><td>ADDRESS</td><td>37673</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	DATE.	ADDRESS	37673	TYPE	Runtime
NAME	DATE.						
ADDRESS	37673						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		Date (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Turns defaults on.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>DEFA+.</td></tr> <tr><td>ADDRESS</td><td>61505</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	DEFA+.	ADDRESS	61505	TYPE	Runtime
NAME	DEFA+.						
ADDRESS	61505						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB   Y																																																																																
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<b>FUNCTION</b>  Turns defaults off.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">NAME</td> <td style="padding: 2px;">DEFA-</td> </tr> <tr> <td style="padding: 2px;">ADDRESS</td> <td style="padding: 2px;">61513</td> </tr> <tr> <td style="padding: 2px;">TYPE</td> <td style="padding: 2px;">Runtime</td> </tr> </table>	NAME	DEFA-	ADDRESS	61513	TYPE	Runtime
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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<b>FUNCTION</b>  Sets computer to degrees mode for trogonometric operations.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">NAME</td> <td style="padding: 2px;">DEG.</td> </tr> <tr> <td style="padding: 2px;">ADDRESS</td> <td style="padding: 2px;">61736</td> </tr> <tr> <td style="padding: 2px;">TYPE</td> <td style="padding: 2px;">Runtime</td> </tr> </table>	NAME	DEG.	ADDRESS	61736	TYPE	Runtime
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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FUNCTION	NAME DEG10 ADDRESS 54142 TYPE Runtime
Converts angle in radians to degrees.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Angle in radians (8 bytes) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of result	Angle in degrees (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION	NAME DISP. ADDRESS 70046 TYPE Runtime
Sets SCTEMP and PRINT pointers to CRT IS device.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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<b>FUNCTION</b> Divides Y into X.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">NAME</td> <td style="padding: 2px;">DIV2</td> </tr> <tr> <td style="padding: 2px;">ADDRESS</td> <td style="padding: 2px;">51641</td> </tr> <tr> <td style="padding: 2px;">TYPE</td> <td style="padding: 2px;">Runtime</td> </tr> </table>	NAME	DIV2	ADDRESS	51641	TYPE	Runtime
NAME	DIV2						
ADDRESS	51641						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-value (8 bytes) Y-value (8 bytes) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of result	X/Y value (8 bytes) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Returns the smallest positive number (1E-499) the computer is capable of handling.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">NAME</td> <td style="padding: 2px;">EPS10</td> </tr> <tr> <td style="padding: 2px;">ADDRESS</td> <td style="padding: 2px;">54126</td> </tr> <tr> <td style="padding: 2px;">TYPE</td> <td style="padding: 2px;">Runtime</td> </tr> </table>	NAME	EPS10	ADDRESS	54126	TYPE	Runtime
NAME	EPS10						
ADDRESS	54126						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS	R40 = Copy of smallest number	Smallest number (8 bytes) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Divides two <u>real</u> numbers.	NAME    DIV10 ADDRESS  51644 TYPE     Runtime
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INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R50 = Real #A (Numerator) R40 = Real #B (Denominator)	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS	R40-47 = Real rounded result (Copy)	Real rounded result (A/B) R12 → -----

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CPU CHANGES																																																																																										
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<b>FUNCTION</b>	NAME ADDRESS TYPE
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INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

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CPU CHANGES																																																																																										
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FUNCTION		NAME EQ.
Compares two numbers for equality. (#1 = #2.)		ADDRESS 62173
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		#1 Value (8 bytes) #2 Value (8 bytes) R12 → -----

OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----
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CPU CHANGES		COMMENTS	ROMJSB Y							
0	1	2	3	4	5	6	7	DCM	E	
10	11	12	13	14	15	16	17	U	U	
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37			
40	41	42	43	44	45	46	47	40	12	
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67			
70	71	72	73	74	75	76	77	U		

FUNCTION		NAME EQ\$.
Compares two strings for equality.		ADDRESS 3006
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		String 1 length (2 bytes) String 1 address (2 bytes) String 2 length (2 bytes) String 2 address (2 bytes) R12 → -----

OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----
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CPU CHANGES		COMMENTS	ROMJSB N							
0	1	2	3	4	5	6	7	DCM	E	
10	11	12	13	14	15	16	17	D	U	
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37			
40	41	42	43	44	45	46	47	40	12	
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67			
70	71	72	73	74	75	76	77	U		

FUNCTION		NAME ERROR
Sets ERRORS, ERRN, ERRL and error flag in R17.		ADDRESS 6615
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	ERROR must be called with the following code: JSB=ERROR                      Call to ERROR. BYT ____                         Error number.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME ERROR+
Sets ERRORS, ERRN, ERRL and error bit in R17, then pops one return address off of R6 before returning.		ADDRESS 6611
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	ERROR+ must be called with the following code: JSB=ERROR+                      Call to ERROR+. BYT ____                         Error number.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION										NAME EXP5			
Returns $e^x$ .										ADDRESS 52377			
										TYPE Runtime			
INPUT CONDITIONS	REGISTER CONTENTS							R12 STACK CONTENTS					
								X-value (8 bytes) R12 → -----					
OUTPUT CONDITIONS								$e^x$ result (8 bytes) R12 → -----					
CPU CHANGES							COMMENTS					ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION										NAME FP5			
Returns the fractional portion of the argument.										ADDRESS 54071			
										TYPE Runtime			
INPUT CONDITIONS	REGISTER CONTENTS							R12 STACK CONTENTS					
								Argument (8 bytes) R12 → -----					
OUTPUT CONDITIONS	R40 = Copy of result							Result (8 bytes) R12 → -----					
CPU CHANGES							COMMENTS					ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Compares two numbers for the condition: #1 >= #2.		<b>NAME</b> GEQ. <b>ADDRESS</b> 62304 <b>TYPE</b> Runtime																																																																																																											
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS																																																																																																											
		#1 value (8 bytes) #2 value (8 bytes) R12 → -----																																																																																																											
OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----																																																																																																											
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<b>FUNCTION</b> Compares two strings for the condition: string 1 >= string 2.		<b>NAME</b> GEQ\$. <b>ADDRESS</b> 3111 <b>TYPE</b> Runtime																																																																																																											
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS																																																																																																											
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<b>FUNCTION</b> Sets computer to grads mode for trigonometric operations.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>GRAD.</td></tr> <tr><td>ADDRESS</td><td>61753</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	GRAD.	ADDRESS	61753	TYPE	Runtime
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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<b>FUNCTION</b> Compares two numbers for the condition: #1 > #2.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>GR.</td></tr> <tr><td>ADDRESS</td><td>62255</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	GR.	ADDRESS	62255	TYPE	Runtime
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TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		#1 value (8 bytes) #2 value (8 bytes) R12 → -----
OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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FUNCTION	NAME GR\$. ADDRESS 3036 TYPE Runtime
Compares two strings for the condition: string 1 > string 2.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		String 1 length (2 bytes) String 1 address (2 bytes) String 2 length (2 bytes) String 2 address (2 bytes) R12 → -----
OUTPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		True/false value (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION	NAME ICOS ADDRESS 76552 TYPE Runtime
Returns inverse consine (arccosine) of argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----
OUTPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Arc cosine (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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<b>FUNCTION</b>  Returns largest number (9.9999999999E499) that can be handled by the computer.	NAME    INF10 ADDRESS 53524 TYPE    Runtime
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R40 = Copy of largest number	R12 → -----  9.9999999999E499 (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b>  Returns the FLOOR of X. (Largest integer < = X.)	NAME    INT5 ADDRESS 53776 TYPE    Runtime
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R40 = Copy of result	R12 → -----  X-value (8 bytes)  R12 → -----  Result (8 bytes) R12 → -----

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FUNCTION	NAME INTDIV ADDRESS 54005 TYPE Runtime
Performs integer division: divides two numbers and returns an integer result.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		#A (8 bytes) #B (8 bytes) R12 → -----
OUTPUT CONDITIONS		A\B result (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION	NAME IP5 ADDRESS 54174 TYPE Runtime
Returns integer portion of the argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of result	Result (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION		NAME	ISIN
Returns inverse sine (arcsine) of argument.		ADDRESS	76542
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----

OUTPUT CONDITIONS		Arcsine (8 bytes) R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	ITAN
Returns inverse tangent (arctangent) of argument.		ADDRESS	76562
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----

OUTPUT CONDITIONS		Arctangent result (8 bytes) R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Compares two numbers for the condition: #1 <= #2.	NAME LEQ. ADDRESS 62232 TYPE Runtime
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		#1 Value (8 bytes) #2 Value (8 bytes) R12 → -----

OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Compares one string to a second string for the case: string 1 <= string 2.	NAME LEQ\$. ADDRESS 3100 TYPE Runtime
--	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		String 1 length (2 bytes) String 1 address (2 bytes) String 2 length (2 bytes) String 2 address (2 bytes) R12 → -----

OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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FUNCTION		NAME LN5
Returns LN(X).		ADDRESS 51551
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-value (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of result	LN(X) result (8 bytes) R12 → -----

CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	D	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37														
40	41	42	43	44	45	46	47	40	12												
50	51	52	53	54	55	56	57	STATUS													
60	61	62	63	64	65	66	67	U													
70	71	72	73	74	75	76	77														

FUNCTION		NAME LOGT5
Returns LOG <sub>10</sub> (X)		ADDRESS 51720
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-value (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of result	LOG <sub>10</sub> (X) result (8 bytes) R12 → -----

CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	BCD	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37														
40	41	42	43	44	45	46	47	40	12												
50	51	52	53	54	55	56	57	STATUS													
60	61	62	63	64	65	66	67	U													
70	71	72	73	74	75	76	77														

<b>FUNCTION</b> Compares two numbers for the case: #1 < #2.	NAME LT. ADDRESS 62213 TYPE Runtime
--	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		#1 Value (8 bytes) #2 Value (8 bytes) R12 → -----
		True/false value (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Compares two strings for the condition: string 1 < string 2.	NAME LT\$. ADDRESS 3057 TYPE Runtime
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		String 1 length (2 bytes) String 1 address (2 bytes) String 2 length (2 bytes) String 2 address (2 bytes) R12 → -----
		True/false value (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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FUNCTION		NAME	MAX10
Returns the larger of two values.		ADDRESS	55364
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Value #1 (8 bytes) Value #2 (8 bytes) R12 → -----
OUTPUT CONDITIONS		Larger value (8 bytes) R12 → -----

CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	D	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	12												
40	41	42	43	44	45	46	47	STATUS													
50	51	52	53	54	55	56	57														
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77	U													

FUNCTION		NAME	MOD10
Returns the remainder (modulo) of division.		ADDRESS	51744
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		A-value (8 bytes) B-value (8 bytes) R12 → -----
OUTPUT CONDITIONS		A MOD B result (8 bytes) R12 → -----

CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	D	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	U												
40	41	42	43	44	45	46	47	STATUS													
50	51	52	53	54	55	56	57														
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77	U													

<b>FUNCTION</b>  Returns the smaller of two values.	NAME    MINIØ ADDRESS 55345 TYPE     Runtime
---	--

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Value #1 (8 bytes) Value #2 (8 bytes) R12 → -----
OUTPUT CONDITIONS		Smaller value (8 bytes) R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b>   N																																																																																
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<b>FUNCTION</b>	NAME ADDRESS TYPE
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		
OUTPUT CONDITIONS		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b>																																																																																
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<b>FUNCTION</b> Multiplies two <u>real</u> numbers.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>MPY10</td></tr> <tr><td>ADDRESS</td><td>52562</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	MPY10	ADDRESS	52562	TYPE	Runtime
NAME	MPY10						
ADDRESS	52562						
TYPE	Runtime						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R40 = #A (Real) R50 = #B (Real)	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS	R40 = Copy of result	Real result (A*B) R12 → -----
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CPU CHANGES																																																																																														
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NAME							
ADDRESS							
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INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS		
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ROMJSB																																																																																														

FUNCTION		NAME MPYROI							
Multiplies two numbers.		ADDRESS 52722							
		TYPE Runtime							
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS							
		X-value (8 bytes) Y-value (8 bytes) R12 → -----							
OUTPUT CONDITIONS	R40 = Copy of result	X * Y result (8 bytes) R12 → -----							
CPU CHANGES		COMMENTS	ROMJSB N						
0	1	2	3	4	5	6	7	DCM	E
10	11	12	13	14	15	16	17	D	U
20	21	22	23	24	25	26	27	DRP	ARP
30	31	32	33	34	35	36	37	40	12
40	41	42	43	44	45	46	47	STATUS	
50	51	52	53	54	55	56	57	U	
60	61	62	63	64	65	66	67		
70	71	72	73	74	75	76	77		
FUNCTION		NAME OFTIM.							
Turns off one of the system timers.		ADDRESS 66211							
		TYPE Runtime							
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS							
		Timer number (8 bytes) R12 → -----							
OUTPUT CONDITIONS		R12 → -----							
CPU CHANGES		COMMENTS	ROMJSB Y						
0	1	2	3	4	5	6	7	DCM	E
10	11	12	13	14	15	16	17	B	U
20	21	22	23	24	25	26	27	DRP	ARP
30	31	32	33	34	35	36	37	55	46
40	41	42	43	44	45	46	47	STATUS	
50	51	52	53	54	55	56	57	U	
60	61	62	63	64	65	66	67		
70	71	72	73	74	75	76	77		

<b>FUNCTION</b> Pushes value of pi onto R12 stack as a real number.	NAME PI10 ADDRESS 53577 TYPE Runtime
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		R12 → -----

OUTPUT CONDITIONS	R40 = Copy of pi (as real number)	Pi (as real number) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Finds the character position in string A of the first occurrence of string B.	NAME POS. ADDRESS 3435 TYPE Runtime
--	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Length of string A (2 bytes) Address of string A (2 bytes) Length of string B (2 bytes) Address of string B (2 bytes) R12 → -----

OUTPUT CONDITIONS		Position (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Sets SCTEMP and PRINT pointers to PRINTER IS device.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">PRINT.</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">70067</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Runtime</td></tr> </table>	NAME	PRINT.	ADDRESS	70067	TYPE	Runtime
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TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Dumps either the print buffer or the display buffer.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">PRLINE</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">70402</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Runtime</td></tr> </table>	NAME	PRLINE	ADDRESS	70402	TYPE	Runtime
NAME	PRLINE						
ADDRESS	70402						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Prints a string to a tape buffer.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>PRNT#\$</td></tr> <tr><td>ADDRESS</td><td>30577</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	PRNT#\$	ADDRESS	30577	TYPE	Runtime
NAME	PRNT#\$						
ADDRESS	30577						
TYPE	Runtime						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R44-45 = Length of string R46-47 = Address of string	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS		
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<table border="1" style="width:100%; border-collapse: collapse;"> <tr><th colspan="10">CPU CHANGES</th></tr> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>BIN</td><td>U</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>U</td><td>U</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>U</td><td>U</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2">STATUS</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2">U</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2">U</td></tr> </table>	CPU CHANGES										0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	BIN	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	U	U	40	41	42	43	44	45	46	47	U	U	50	51	52	53	54	55	56	57	STATUS		60	61	62	63	64	65	66	67	U		70	71	72	73	74	75	76	77	U		<b>COMMENTS</b> Before calling PRNT#\$ a buffer must have been assigned and PRINT#. called.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>ROMJSB</td><td>Y</td></tr> </table>	ROMJSB	Y
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ROMJSB	Y																																																																																													

<b>FUNCTION</b> Prints a number to a tape buffer.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>PRNT#N</td></tr> <tr><td>ADDRESS</td><td>31022</td></tr> <tr><td>TYPE</td><td>Runtime</td></tr> </table>	NAME	PRNT#N	ADDRESS	31022	TYPE	Runtime
NAME	PRNT#N						
ADDRESS	31022						
TYPE	Runtime						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R40 = Number to be printed	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS		
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<b>FUNCTION</b> Sets the computer to radians mode for trigonometric operations.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">RAD.</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">61746</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Runtime</td></tr> </table>	NAME	RAD.	ADDRESS	61746	TYPE	Runtime
NAME	RAD.						
ADDRESS	61746						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Converts angle in degrees to radians.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">RAD10</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">53675</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Runtime</td></tr> </table>	NAME	RAD10	ADDRESS	53675	TYPE	Runtime
NAME	RAD10						
ADDRESS	53675						
TYPE	Runtime						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		Angle in degrees (8 bytes) R12 → -----
OUTPUT CONDITIONS		Angle in radians (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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FUNCTION		NAME	READ#\$
Reads a string from the tape buffer and stores it in a variable area.		ADDRESS	31335
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Pointer to string variable area (2 bytes) Maximum storage length (2 bytes) Pointer to 1st character of storage (2 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E	A buffer must have been assigned and READ#. called before READ#\$ is called.			
10	11	12	13	14	15	16	17	U	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	READ#N
Reads a number from the tape buffer and stores it in a variable area.		ADDRESS	31167
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		See stack requirements for STOSV
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	U	U				
20	21	22	23	24	25	26	27	DRP	ARP				
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70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Returns the remainder (A,B) = A-B (IP(A/B)).	NAME    REM10 ADDRESS 51736 TYPE    Runtime
---	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		A-value (8 bytes) B-value (8 bytes) R12 → -----
		Remainder (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Returns a pseudo-random number between 0 and 1.	NAME    RND10 ADDRESS 53144 TYPE    Runtime
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R40 = Copy of number	Random number (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Executes the RANDOMIZE statement.	<b>NAME</b> RNDIZ. <b>ADDRESS</b> 55115 <b>TYPE</b> Runtime
--	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		RANDOMIZE value (8 bytes) R12 → -----

OUTPUT CONDITIONS		
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Executes a SCRATCH.	<b>NAME</b> SCRAT. <b>ADDRESS</b> 4437 <b>TYPE</b> Runtime
--	--


INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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<b>CPU CHANGES</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>U</td><td>U</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>46</td><td>36</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td colspan="2" style="text-align: center;">STATUS</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2" style="text-align: center;">U</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2"></td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2"></td></tr> </table>	0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	U	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	46	36	40	41	42	43	44	45	46	47	STATUS		50	51	52	53	54	55	56	57	U		60	61	62	63	64	65	66	67			70	71	72	73	74	75	76	77			<b>COMMENTS</b> SCRAT. sets the immediate break bits (5 and 7) in R17.	<b>ROMJSB</b> Y
0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	U	U																																																																									
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FUNCTION	NAME SEC10 ADDRESS 53463 TYPE Runtime
Returns secant of argument.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of secant result	Secant result (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>D</td><td>U</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>40</td><td>12</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td></td><td></td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>STATUS</td><td></td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>U</td><td></td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td></td><td></td></tr> </table>	0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	D	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	40	12	40	41	42	43	44	45	46	47			50	51	52	53	54	55	56	57	STATUS		60	61	62	63	64	65	66	67	U		70	71	72	73	74	75	76	77				
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FUNCTION	NAME SEMIC. ADDRESS 70765 TYPE Runtime
Prints a number to the display buffer or print buffer. (Same as PRINT 5, in BASIC.)	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Number (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Prints a string to the print buffer or the display buffer. (Same as PRINT A\$; in BASIC.)	<b>NAME</b> SEMIC\$ <b>ADDRESS</b> 70643 <b>TYPE</b> Runtime
---	--

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Length of string (8 bytes) Address of string (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b>   Y																																																																																
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<b>FUNCTION</b> SGN function: returns -1 if x<0, 0 if x=0, and +1 if x>0.	<b>NAME</b> SGN5 <b>ADDRESS</b> 53405 <b>TYPE</b> Runtime
--	---

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		X-value (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of SGN value	SGN value (8 bytes) R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b>   N																																																																																
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70	71	72	73	74	75	76	77	U																																																																										

<b>FUNCTION</b> Returns the sine of the argument.	NAME SIN10 ADDRESS 53546 TYPE Runtime
--	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (real or integer #) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of sine result	Sine result (real #) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Returns the square root of the argument.	NAME SQR5 ADDRESS 52442 TYPE Runtime
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (8 bytes) R12 → -----

OUTPUT CONDITIONS	R40 = Copy of sine result	Square root (8 bytes) R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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FUNCTION		NAME STBEEP
Executes standard BEEP. (BEEP with no parameters.)		ADDRESS 7017
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	37	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME SUBROI
Subtracts Y from X.		ADDRESS 52127
		TYPE Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-value (8 bytes) Y-value (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Copy of result	X-Y result (8 bytes) R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	D	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	40	12				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION	NAME SUB10 ADDRESS 52137 TYPE Runtime
Subtracts two <u>real</u> numbers.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R50 = Real #A R40 = Real #B	
OUTPUT CONDITIONS	R40 = Real result (Copy)	Real result (A-B) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	D	U																																																																										
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FUNCTION	NAME ADDRESS TYPE

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB																																																																																	
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FUNCTION		NAME	TAN10
Returns the tangent of the argument.		ADDRESS	53566
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Argument (real or integer #) R12 → -----

OUTPUT CONDITIONS	R40 - Copy of result	Tangent result (real #) R12 → -----
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CPU CHANGES														COMMENTS				ROMJSB	N						
0	1	2	3	4	5	6	7	DCM	E																
10	11	12	13	14	15	16	17	D	U																
20	21	22	23	24	25	26	27	DRP	ARP																
30	31	32	33	34	35	36	37	40	12																
40	41	42	43	44	45	46	47	STATUS																	
50	51	52	53	54	55	56	57	U		60	61	62	63	64	65	66	67	70	71	72	73	74	75	76	77

FUNCTION		NAME	TIME.
Returns the current system time.		ADDRESS	65517
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS	R40 = Copy of time	Time (8 bytes) R12 → -----
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CPU CHANGES														COMMENTS				ROMJSB	Y														
0	1	2	3	4	5	6	7	DCM	E																								
10	11	12	13	14	15	16	17	D	U																								
20	21	22	23	24	25	26	27	DRP	ARP																								
30	31	32	33	34	35	36	37	40	12																								
40	41	42	43	44	45	46	47	STATUS								50	51	52	53	54	55	56	57	60	61	62	63	64	65	66	67	70	71

FUNCTION		NAME UNEQ\$.									
Compares two strings for equality.		ADDRESS 3025									
		TYPE Runtime									
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS									
		String 1 length (2 bytes) String 1 address (2 bytes) String 2 length (2 bytes) String 2 address (2 bytes) R12 → -----									
OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----									
CPU CHANGES			COMMENTS								
0	1	2	3	4	5	6	7	DCM	E	ROMJSB	N
10	11	12	13	14	15	16	17	D	U		
20	21	22	23	24	25	26	27	DRP	ARP		
30	31	32	33	34	35	36	37	40	12		
40	41	42	43	44	45	46	47	STATUS			
50	51	52	53	54	55	56	57	U			
60	61	62	63	64	65	66	67				
70	71	72	73	74	75	76	77				
FUNCTION		NAME UNEQ.									
Compares two numbers for inequality.		ADDRESS 62202									
		TYPE Runtime									
INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS									
		#1 Value (8 bytes) #2 Value (8 bytes) R12 → -----									
OUTPUT CONDITIONS		True/false value (8 bytes) R12 → -----									
CPU CHANGES			COMMENTS								
0	1	2	3	4	5	6	7	DCM	E	ROMJSB	Y
10	11	12	13	14	15	16	17	U	U		
20	21	22	23	24	25	26	27	DRP	ARP		
30	31	32	33	34	35	36	37	40	12		
40	41	42	43	44	45	46	47	STATUS			
50	51	52	53	54	55	56	57	U			
60	61	62	63	64	65	66	67				
70	71	72	73	74	75	76	77				

FUNCTION		NAME	UPC\$.
Converts all lower-case characters in a string to upper case.		ADDRESS	3373
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Length of string (8 bytes) Address of string (8 bytes) R12 → -----

OUTPUT CONDITIONS		Length of string (8 bytes) Address of string (8 bytes) R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	30	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	VAL\$.
Converts a number into its corresponding ASCII characters.		ADDRESS	3207
		TYPE	Runtime

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Number (8 bytes) R12 → -----

OUTPUT CONDITIONS	R26 = Address of string R30 = Length of string	Length of string (2 bytes) Address of string (2 bytes) R12 → -----
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	U				
20	21	22	23	24	25	26	27	DRP	ARP				
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50	51	52	53	54	55	56	57	U					
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70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Converts an ASCII string of numeric characters to the corresponding numeric value.	<table border="1"> <tr> <td>NAME</td> <td>VAL.</td> </tr> <tr> <td>ADDRESS</td> <td>3250</td> </tr> <tr> <td>TYPE</td> <td>Runtime</td> </tr> </table>	NAME	VAL.	ADDRESS	3250	TYPE	Runtime
NAME	VAL.						
ADDRESS	3250						
TYPE	Runtime						

	REGISTER CONTENTS	R12 STACK CONTENTS
INPUT CONDITIONS		Length of string (2 bytes) Address of string (2 bytes) R12 → -----
OUTPUT CONDITIONS		Numeric value (8 bytes) R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Executes the WAIT statement.	<table border="1"> <tr> <td>NAME</td> <td>WAIT.</td> </tr> <tr> <td>ADDRESS</td> <td>65701</td> </tr> <tr> <td>TYPE</td> <td>Runtime</td> </tr> </table>	NAME	WAIT.	ADDRESS	65701	TYPE	Runtime
NAME	WAIT.						
ADDRESS	65701						
TYPE	Runtime						

	REGISTER CONTENTS	R12 STACK CONTENTS
INPUT CONDITIONS		WAIT count (8 bytes)
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	U	U																																																																										
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<b>FUNCTION</b>  Executes Y^X.	NAME YTX5 ADDRESS 53242 TYPE
--------------------------------------	------------------------------------

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Y-value (8 bytes) X-value (8 bytes) R12 → -----
OUTPUT CONDITIONS		Y <sup>X</sup> result (8 bytes) R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b>  Sets a specified number of bytes equal to zeros or blanks (40 <sub>8</sub> ), starting at a specified address.	NAME ZROMEM ADDRESS 44066 TYPE Runtime
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R23 = 3 for blanks, #3 for zeros R36 = Pointer to first byte R56-57 = Number of bytes	
OUTPUT CONDITIONS		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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## GENERAL-PURPOSE UTILITY ROUTINES

The general-purpose routines on the following pages may find uses during runtime, parsing, initialization, or at other times.

<b>FUNCTION</b> Compares two real numbers.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">COMFLT</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">32621</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	COMFLT	ADDRESS	32621	TYPE	Utility
NAME	COMFLT						
ADDRESS	32621						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R40 = #A R50 = #B	
OUTPUT CONDITIONS	R50 = B-A	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Converts a two-byte binary number into an eight-byte floating-point number.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">CONBIN</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">3572</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	CONBIN	ADDRESS	3572	TYPE	Utility
NAME	CONBIN						
ADDRESS	3572						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R36 = Binary #	
OUTPUT CONDITIONS	R40 = Floating-point #	

CPU CHANGES	COMMENTS	ROMJSB   Y																																																																																
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<b>FUNCTION</b> Converts real number in R60-67 to binary number in R76-77.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">CONINT</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">44321</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	CONINT	ADDRESS	44321	TYPE	Utility
NAME	CONINT						
ADDRESS	44321						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R76 = Binary #	

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Formats a floating-point number into ASCII characters for printing.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">CVNUM</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">71135</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	CVNUM	ADDRESS	71135	TYPE	Utility
NAME	CVNUM						
ADDRESS	71135						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R30 = Pointer to output buffer. R40 = Floating-point # to be formatted.	
OUTPUT CONDITIONS	R30 = Pointer to next available byte in output buffer.	

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Vectors output to appropriate device, obeying CRT IS and PRINT IS commands.	<b>NAME</b> DRV12. <b>ADDRESS</b> 5462 <b>TYPE</b> Utility
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R26-27 = Pointer to beginning of buffer to be output. R36-37 = Number of bytes to be output.	

OUTPUT CONDITIONS	If I/O is hooked up, assume all CPU register contents are altered; otherwise register changes shown below are correct.	
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Fetches array variable value.	<b>NAME</b> FETAV <b>ADDRESS</b> 44727 <b>TYPE</b> Utility
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		See FETAVA routine.

OUTPUT CONDITIONS	R34 = Address of array variable element R60 = Value of array variable element	
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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FUNCTION		NAME FETAVA
Fetches array variable address.		ADDRESS 44734
		TYPE Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Pointer to variable area (2 bytes) Row dimension (2 bytes) Column dimension (2 bytes) (optional) Dimension flag (1 byte) R12 → -----

OUTPUT CONDITIONS	R34 = Address of array variable element	R12 → -----
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CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	U	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	U												
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50	51	52	53	54	55	56	57	U													
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77														

FUNCTION		NAME FETST
Fetches the length and absolute address of the first character of a string.		ADDRESS 45206
		TYPE Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Address of name block (2 bytes) (Relative if program mode, absolute if calculator mode.) R12 → -----

OUTPUT CONDITIONS		Length of string (2 bytes) Address of string (2 bytes) R12 → -----
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CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	B	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	U												
40	41	42	43	44	45	46	47	STATUS													
50	51	52	53	54	55	56	57	U													
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77														

FUNCTION		NAME FETSV ADDRESS 44535 TYPE Utility
Fetches the value of a simple numeric variable. Converts integer values into tagged integers and converts short numbers to real numbers.		

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R66 = Address of variable Relative if program mode. Absolute if calculator mode.	

OUTPUT CONDITIONS	R34 = Absolute address of variable R46 = Name block R60 = Variable value	
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CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	U	U												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	U												
40	41	42	43	44	45	46	47	STATUS													
50	51	52	53	54	55	56	57	U													
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77														

FUNCTION		NAME FETSVA ADDRESS 44556 TYPE Utility
Returns the name block of a variable and ensures the address is absolute.		

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R66 = Relative address if in program RUN mode; absolute address if in calculator mode.	

OUTPUT CONDITIONS	R46-7 = Name block of variable R34 = Absolute address of variable	
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CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E												
10	11	12	13	14	15	16	17	B	-												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	U	U												
40	41	42	43	44	45	46	47	STATUS													
50	51	52	53	54	55	56	57	U													
60	61	62	63	64	65	66	67														
70	71	72	73	74	75	76	77														

FUNCTION	NAME INTMUL ADDRESS 53076 TYPE Utility
Performs binary integer multiplication.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R66 = Multiplier R76 = Multiplicand	

OUTPUT CONDITIONS	R54 = Result (4 bytes. Answer is full 32-bit number; the sign bit may be set.) R66 = Multiplier R76 = Multiplicand
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	-	-																																																																									
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FUNCTION	NAME INTORL ADDRESS 56343 TYPE Utility
Converts a tagged BCD integer number in R60 to a real number in R60.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R60 = Integer #	

OUTPUT CONDITIONS	R60 = Converted real #
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION		NAME	MOVDN
Moves a block of memory, starting with the highest address and working down to the lowest address.		ADDRESS	37324
		TYPE	Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R22 = Byte count. R24 = First byte to be moved. (Highest address.) R26 = First byte of destination. (Highest address.)	

OUTPUT CONDITIONS	
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	Expects binary mode at entry.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	MOVUP
Moves a block of memory, starting at the lowest address and working up to the highest address.		ADDRESS	37365
		TYPE	Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R22 = Byte count. R24 = First byte to be moved. (Lowest address.) R26 = First byte of destination. (Lowest address.)	

OUTPUT CONDITIONS	
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	Expects binary mode at entry.			
10	11	12	13	14	15	16	17	-	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Fetches one number from R12 stack and converts to it binary.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">ONEB</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">56113</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	ONEB	ADDRESS	56113	TYPE	Utility
NAME	ONEB						
ADDRESS	56113						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R46-R47 = Binary # from stack R76-R77 = Binary # from stack (Copy)	Real or integer # to pop R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Gets one number (off R12) as an integer.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">ONEI</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">56154</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Utility</td></tr> </table>	NAME	ONEI	ADDRESS	56154	TYPE	Utility
NAME	ONEI						
ADDRESS	56154						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R44-R47 = Tagged BCD integer	Real or integer # R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
10	11	12	13	14	15	16	17	U	U																																																																										
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<b>FUNCTION</b> Fetches one real number from R12 stack.	<b>NAME</b> ONER <b>ADDRESS</b> 56215 <b>TYPE</b> Utility
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Real or integer # (8 bytes) R12 → -----
OUTPUT CONDITIONS	R40 = Real #. R60 = Real #. (Copy.)	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Gets one number (real or integer) from R12 stack and sets E flag according to type of number. Number comes off unchanged.	<b>NAME</b> ONEROI <b>ADDRESS</b> 56253 <b>TYPE</b> Utility
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Real or integer # R12 → -----
OUTPUT CONDITIONS	If real: R40-47 = # E = ∅ If integer: R44 = 377 R45-47 = # E = 1	R12 → -----

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FUNCTION	Causes internal printer to advance one line.	NAME PAPER. ADDRESS 76144 TYPE Utility
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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FUNCTION	Dumps a buffer to the internal printer.	NAME PRDVR1 ADDRESS 75767 TYPE Utility
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INPUT CONDITIONS	R26 = Address of buffer. R36 = Number of bytes in buffer.	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Releases temporary scratch-pad memory.	<b>NAME</b> RELMEM <b>ADDRESS</b> 37534 <b>TYPE</b> Utility
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Reserves a block of memory for scratch-pad use. <u>Temporary</u> only.	<b>NAME</b> RESMEM <b>ADDRESS</b> 37442 <b>TYPE</b> Utility
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R54-55 = Number of bytes to be reserved.  R26-27 = Address of 1st byte of reserved memory.	

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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FUNCTION	ROM switching subroutine. Selects the desired ROM and executes a JSB to the desired routine in that ROM. When control is returned, reselects the calling ROM and returns.	NAME ROMJSB ADDRESS 4776 TYPE Utility
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INPUT CONDITIONS	ROMJSB calling sequence: JSB=ROMJSB Routine address (2 bytes) ROM# (1 byte) ARP, DRP, and status are not preserved during the call.	During the call, ROMJSB saves R0-1 on the R6 stack along with the ROM# of the calling ROM. (This is a total of 3 bytes plus the RTN addresses.)
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OUTPUT CONDITIONS	Preserves the ARP, DRP, and status set by the called routine, and restores the original R0.	
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CPU CHANGES	COMMENTS	ROMJSB -																																																																																
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FUNCTION	Reselects system bank-selectable ROM (ROM 0) and returns.	NAME ROMRTN ADDRESS 4762 TYPE Utility
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Reserves a block of memory for scratch-pad use. <u>Temporary</u> memory only.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">NAME</td> <td style="padding: 2px;">RSMEM-</td> </tr> <tr> <td style="padding: 2px;">ADDRESS</td> <td style="padding: 2px;">37453</td> </tr> <tr> <td style="padding: 2px;">TYPE</td> <td style="padding: 2px;">Utility</td> </tr> </table>	NAME	RSMEM-	ADDRESS	37453	TYPE	Utility
NAME	RSMEM-						
ADDRESS	37453						
TYPE	Utility						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R56 = Number of bytes to be reserved.	
OUTPUT CONDITIONS	R26-7 = Address of 1st byte of reserved memory.	

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

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FUNCTION		NAME RSUM#K
Calculates a checksum for memory. (Especially useful for ROMs.)		ADDRESS 37726
		TYPE Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R32 = Start address R34 = (# bytes/2) - 1	

OUTPUT CONDITIONS		
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CPU CHANGES		COMMENTS	ROMJSB N							
0	1	2	3	4	5	6	7	DCM	E	Returns Z (zero flag) true if checksum is OK; otherwise Z is not true. Expects last 4 bytes of memory checked to be checksum that is compared. Expects binary mode at entry.
10	11	12	13	14	15	16	17	-	-	
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37	46	32	
40	41	42	43	44	45	46	47			
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67	U		
70	71	72	73	74	75	76	77			

FUNCTION		NAME RSUM8K
Used by external ROMs to perform a checksum at power-on. (Checksum is for an entire 8K ROM.)		ADDRESS 37722
		TYPE Utility

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R32 = Start address	

OUTPUT CONDITIONS		
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CPU CHANGES		COMMENTS	ROMJSB N							
0	1	2	3	4	5	6	7	DCM	E	Expects last 4 bytes of memory checked to be checksum that is compared. Expects binary mode at entry.
10	11	12	13	14	15	16	17	-	-	
20	21	22	23	24	25	26	27	DRP	ARP	
30	31	32	33	34	35	36	37	46	32	
40	41	42	43	44	45	46	47			
50	51	52	53	54	55	56	57	STATUS		
60	61	62	63	64	65	66	67	U		
70	71	72	73	74	75	76	77			

<b>FUNCTION</b> Converts a real number to a BCD tagged integer.	<b>NAME</b> RT0IN <b>ADDRESS</b> 44204 <b>TYPE</b> Utility
--	--

INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R60 = Real # to be converted	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS	R65 = BCD integer	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Scratches binary program and BASIC program. Does not reset all pointers, however. Should be used only by external ROMs that are stealing RAM at power-on.	<b>NAME</b> SCRAT+ <b>ADDRESS</b> 4344 <b>TYPE</b> Utility
--	--

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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FUNCTION	NAME SET240 ADDRESS 11243 TYPE Utility
Sets bits 7 and 5 (immediate break) in R17.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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FUNCTION	NAME STOST ADDRESS 45603 TYPE Utility
Stores a string into a string variable area; handles variable tracing if TRACE mode is active.	

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Pointer to variable area (2 bytes) Maximum storage length (2 bytes) Pointer to 1st char. of storage (2 bytes) String length (to store) (2 bytes) String address (to store) (2 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

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70	71	72	73	74	75	76	77																																																																											

<b>FUNCTION</b> Stores a value into a simple numeric or an array variable in the proper format; handles tracing if TRACE mode is active.	<b>NAME</b> STOSV <b>ADDRESS</b> 45254 <b>TYPE</b> Utility
---	--

INPUT CONDITIONS	<b>R12 STACK CONTENTS IF SIMPLE NUMERIC:</b> Address of variable (2 bytes) Name block (2 bytes) Value (8 bytes) R12 → -----	<b>IF ARRAY:</b> Address of variable (2 bytes) Column (If tracing) (2 bytes) Row (If tracing) (2 bytes) Dimension flag (If tracing) (1 byte) Name block (2 bytes) Value (8 bytes)
------------------	---	---

OUTPUT CONDITIONS		R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
<table border="1" style="font-size: small;"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>-</td><td>U</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>-</td><td>-</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td colspan="2">STATUS</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2">-</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2"></td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2"></td></tr> </table>	0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	-	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	-	-	40	41	42	43	44	45	46	47	STATUS		50	51	52	53	54	55	56	57	-		60	61	62	63	64	65	66	67			70	71	72	73	74	75	76	77			Performs SAD at entry and PAD at exit.  Tokens 21 and 22 push all of the address and name block information onto the R12 stack, so an external routine needs to push only the value before calling STOSV.	
0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Fetches two numbers from R12 stack and converts them to binary integers.	<b>NAME</b> TWOB <b>ADDRESS</b> 56176 <b>TYPE</b> Utility
---	---

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
		#A (8 bytes) #B (8 bytes) R12 → -----

OUTPUT CONDITIONS	R26-27 = #B in binary R46-47 = #B in binary R56-57 = #A in binary	R12 → -----
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Fetches two real numbers from R12 stack. If a number on stack is an integer, it is converted to a real.	NAME TWOR ADDRESS 56236 TYPE Utility
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R40-47 = Real #B } R50-57 = Real #A }	#A (8 bytes) #B (8 bytes) R12 → -----   R12 → -----

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Fetches two real or integer numbers off R12 stack. Converts either or both as necessary to make them both integer or both real. Status of E-register at exit indicates whether the two numbers are integer or real.	NAME TWOROI ADDRESS 56266 TYPE Utility
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R40-47 = #B } R50-57 = #A } Both real or both integer.	#A (Real or integer.) #B (Real or integer.) R12 → -----   R12 → -----

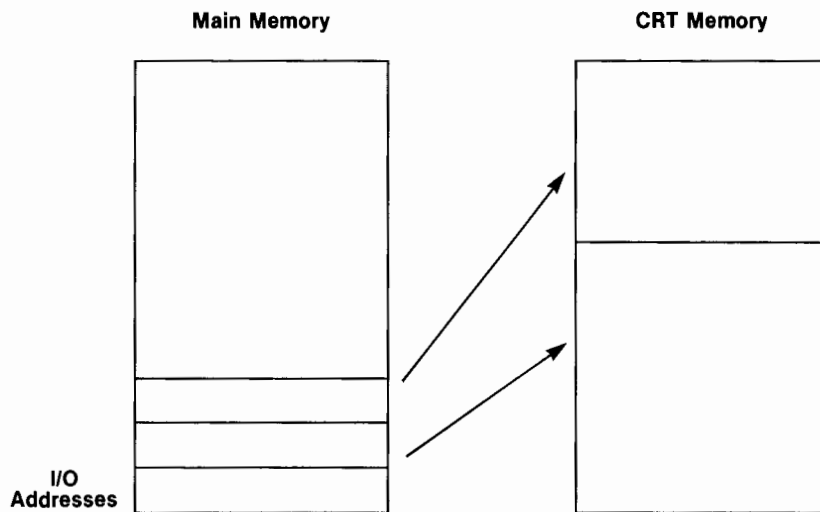
CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
10	11	12	13	14	15	16	17	U	U																																																																									
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CRT CONTROL AND ROUTINES

CRT CONTROL

The memory that controls the CRT display is completely separate from the computer's main memory. This CRT memory is addressed through I/O addresses in the main memory.



There are four I/O addresses in RAM that are used to address the CRT. Each address requires a two-byte quantity to specify a CRT memory address. The I/O addresses are:

<u>Address</u>	<u>Name</u>	<u>Function</u>
177404	CRTSAD	Write only. Two bytes set current display start address (i.e., home address).
177405	CRTBAD	Write only. Two bytes set current byte address (i.e., cursor location). The contents of this address do not cause a cursor to appear on the CRT at that location; they merely specify the CRT location to which the next character will be output or from which the next character will be read.

177406 CRTSTS This byte defines CRT status, as shown here:

WRITE: Bit	0	1
0	No read request	Read request
1	Un-wipe	Wipeout
2	Power-up	Power-down
3	Not used	—
4	Not used	—
5	Not used	—
6	Not used	—
7	Alpha	Graphics
READ: Bit		
0	Data not ready	Data ready to read
1	Retrace time	Display time
2	Not used	—
3	Not used	—
4	Not used	—
5	Not used	—
6	Not used	—
7	Busy	Not busy

177407 CRTDAT This byte contains the data output to or read from the CRT, as shown below:

WRITE: Bit	
0	} ASCII code for one byte of data
1	
2	
3	
4	
5	
6	
7	= 1 causes underline (cursor)
READ: Bit	
0	} ASCII code for one byte of data
1	
2	
3	
4	
5	
6	
7	= 1 is underlined or cursor

## HP-83/85 System Routines

To underline a character, the MSB of the character is set when it is output to the CRT; the character then appears on the CRT screen as if the cursor were set beneath it. A blank cursor is created by outputting a blank character with its MSB set.

Each time CRTDAT is read from or written to, the controller in CRT memory automatically increments by two the CRTBAD address. However CRTBYT (in system RAM) is not automatically updated by the CRT controller.

Because the user cannot read from I/O addresses CRTSAD or CRTBAD, and because reading from CRTSTS does not yield exactly what was written, the system normally keeps copies of the contents of these three I/O addresses elsewhere in system RAM (where they may be read). The copies are maintained in the locations shown here:

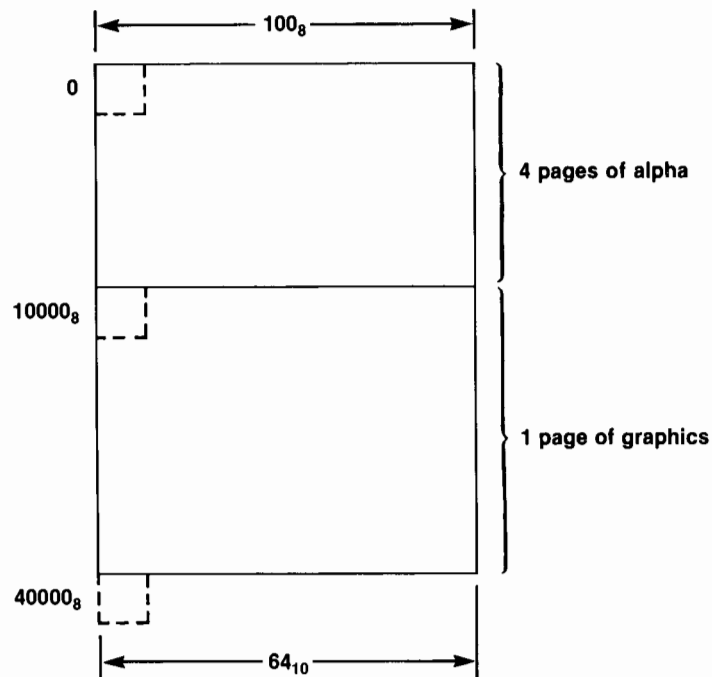
<u>I/O Name</u>	<u>RAM Location Name</u>	<u>RAM Address</u>
CRTSAD	CRTRAM	100200
CRTBAD	CRTBYT	100176
CRTSTS	CRTWRS	101016

### CRT ADDRESSING

The CRT memory employs "nibble addressing"--each address in the CRT memory contains only four bits. Such an addressing scheme provides greater resolution and control over the CRT display.

When sending information to CRT memory, the system must output the contents of a complete eight-bit byte. Thus, each byte shipped is stored at two consecutive addresses in CRT memory. The most significant four bits are stored at the lower-numbered CRT memory address, and the least significant four bits are stored at the higher-numbered address in CRT memory.

CRT memory is partitioned into alpha and graphics areas.



Alpha Display: Alpha addresses in CRT memory are from 0 to 7777<sub>8</sub>. In alpha mode the display shows 16<sub>10</sub> lines of 32<sub>10</sub> characters per line. The scrolling keys permit the user to view an additional 48<sub>10</sub> lines of alphanumeric data. Thus, only 1/4 of the information in the alpha area of CRT memory fits on the CRT screen at any one time.

Each ASCII character occupies eight bits. Because of its nibble addressing, two address locations in CRT memory are required to store one ASCII character.

In alpha mode, one character occupies a space on the CRT of 8<sub>10</sub> dots by 12<sub>10</sub> dots. In alpha mode, the screen can contain 16<sub>10</sub> rows, with 32 (i.e., 40<sub>8</sub>) characters per row.

## HP-83/85 System Routines

For example, the following section of code will output a character to the 2nd row down, 4th character in the row, of the CRT screen:

```
LDM 34, = 106, 0           Loads desired CRT memory address.
JSB = BYTCRT               Sets CRTBYT and CRTBAD to specified address.
LDB R32, = 101            Loads character (A) to ship out.
JSB = CHKSTS               }
STBD 32, = CRTDAT         } When CRT controller not busy, byte is output.
```

An alternate method of executing the last two instructions (JSB = CHKSTS and STBD 32, = CRTDAT) would be JSB = OUTCHR. This method may be preferable, since OUTCHR automatically updates CRTBYT and CRTBAD to the next consecutive location.

Graphics Display: Graphics addresses in CRT memory are from 10000 to 37777<sub>8</sub>. The graphics display mode, which is entered when the user presses the [GRAPH] key or executes a graphics statement, shows all information in the graphics area of CRT memory at one time. In graphics mode, the screen has a resolution of 256<sub>10</sub> dots wide by 192<sub>10</sub> dots high. Any consecutive pair of four-bit nibble addresses in CRT memory can be specified. The address of the first nibble is specified by CRTBAD. Thus, each byte of information output from the CPU to CRT memory controls eight dots (i.e., two four-bit nibbles) on the CRT.

For example, the following section of code outputs one byte to addresses 10224 and 10225 of CRT graphics memory.

```
LDM R34, = 224, 20 }
JSB = BYTCRT       } Set CRTBAD and CRTBYT to 10224.
LDB R32, = 27      }
JSB = CHKSTS
STBD R32, = CRTDAT
```

In the CRT, the byte shipped out affects address 10224. This is the third row from the top of the graphics CRT, the 80th through the 87th dots from the left.

CRT ROUTINES

System routines useful in CRT control follow.

<div style="float: left; border: 1px solid black; padding: 2px;">FUNCTION</div>															<div style="float: right; border: 1px solid black; padding: 2px;"> NAME ALPHA.  ADDRESS 36105  TYPE CRT </div>						
Forces CRT to alpha mode, if alpha mode is not already active.																					
INPUT CONDITIONS	REGISTER CONTENTS										R12 STACK CONTENTS										
OUTPUT CONDITIONS																					
CPU CHANGES										COMMENTS										ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	CRT is in alpha mode at exit.											
10	11	12	13	14	15	16	17	B	-												
20	21	22	23	24	25	26	27	DRP	ARP												
30	31	32	33	34	35	36	37	31	U												
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<b>FUNCTION</b> Extends blanks (carriage returns) to remainder of line on CRT. Does not update CRTBYT, but cursor is at start of next line insofar as CRT controller is concerned.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>BLKLIN</td></tr> <tr><td>ADDRESS</td><td>36320</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	BLKLIN	ADDRESS	36320	TYPE	CRT
NAME	BLKLIN						
ADDRESS	36320						
TYPE	CRT						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R34 = Current cursor location (CRTBYT)	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

<table border="1" style="width:100%; border-collapse: collapse;"> <tr><th colspan="10">CPU CHANGES</th></tr> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>B</td><td>-</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>U</td><td>U</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>U</td><td>U</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2">STATUS</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2">U</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2">U</td></tr> </table>	CPU CHANGES										0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	B	-	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	U	U	40	41	42	43	44	45	46	47	U	U	50	51	52	53	54	55	56	57	STATUS		60	61	62	63	64	65	66	67	U		70	71	72	73	74	75	76	77	U		<b>COMMENTS</b>  Use CLREOL if updating of CRTBYT is desired. Z is true at exit.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>ROMJSB</td><td>N</td></tr> </table>	ROMJSB	N
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<b>FUNCTION</b> Executes the BPLOTT statement.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>BPLOTT.</td></tr> <tr><td>ADDRESS</td><td>34365</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	BPLOTT.	ADDRESS	34365	TYPE	CRT
NAME	BPLOTT.						
ADDRESS	34365						
TYPE	CRT						

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>  Length of string (2 bytes) Address of string (2 bytes) # Bytes/line (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

<table border="1" style="width:100%; border-collapse: collapse;"> <tr><th colspan="10">CPU CHANGES</th></tr> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>B</td><td>U</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td></tr> <tr><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>U</td><td>U</td></tr> <tr><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>U</td><td>U</td></tr> <tr><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2">STATUS</td></tr> <tr><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2">U</td></tr> <tr><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2">U</td></tr> </table>	CPU CHANGES										0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	B	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37	U	U	40	41	42	43	44	45	46	47	U	U	50	51	52	53	54	55	56	57	STATUS		60	61	62	63	64	65	66	67	U		70	71	72	73	74	75	76	77	U		<b>COMMENTS</b>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>ROMJSB</td><td>N</td></tr> </table>	ROMJSB	N
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<b>FUNCTION</b> Same as BPL0T statement, but with parameters in registers rather than on stack.	NAME BPL0T+ ADDRESS 34405 TYPE CRT
--	--

INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R22-3 = Length of string R34-5 = Address of string R44-5 = # Bytes/line R46-7 = # Bytes/line (copy)	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="10">CPU CHANGES</th> </tr> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>DCM</td><td>E</td> </tr> <tr> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>B</td><td>U</td> </tr> <tr> <td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>DRP</td><td>ARP</td> </tr> <tr> <td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td></td><td></td> </tr> <tr> <td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>U</td><td>U</td> </tr> <tr> <td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td colspan="2">STATUS</td> </tr> <tr> <td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td colspan="2"></td> </tr> <tr> <td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td colspan="2">U</td> </tr> </table>	CPU CHANGES										0	1	2	3	4	5	6	7	DCM	E	10	11	12	13	14	15	16	17	B	U	20	21	22	23	24	25	26	27	DRP	ARP	30	31	32	33	34	35	36	37			40	41	42	43	44	45	46	47	U	U	50	51	52	53	54	55	56	57	STATUS		60	61	62	63	64	65	66	67			70	71	72	73	74	75	76	77	U		<b>COMMENTS</b> Not in global file. Does <u>not</u> switch to graphics mode if not already there.	ROMJSB N
CPU CHANGES																																																																																												
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<b>FUNCTION</b>	NAME ADDRESS TYPE
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INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

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<b>FUNCTION</b>  Moves cursor to position specified by the register pair specified by the DRP setting at entry.	NAME BYTCRT ADDRESS 35423 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	DRP register pair = Address to which to move cursor	

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b>  Moves cursor to the specified position, but does not generate cursor on CRT screen.	NAME BYTCR! ADDRESS 35422 TYPE CRT
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R34-35 = Address to which cursor is to be moved	

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Loops until CRT is not busy.	NAME    CHKSTS ADDRESS 36335 TYPE     CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R30 = CRTSTS	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Forces CRT screen to alpha mode, clears screen to blanks (carriage returns), and homes the cursor.	NAME    CLEAR. ADDRESS 35021 TYPE     CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Extends blanks (carriage returns) to end of line, but leaves cursor at its current position at entry.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>CLREOL</td></tr> <tr><td>ADDRESS</td><td>35535</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	CLREOL	ADDRESS	35535	TYPE	CRT
NAME	CLREOL						
ADDRESS	35535						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS	R32 = 15 R66-67 = CRTBYT	
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Counts CRT retraces (the number in R31 at entry) and returns.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>CNTRTR</td></tr> <tr><td>ADDRESS</td><td>36002</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	CNTRTR	ADDRESS	36002	TYPE	CRT
NAME	CNTRTR						
ADDRESS	36002						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R31 = Number of retraces to count	

OUTPUT CONDITIONS	R31 = 0	
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Executes COPY command.	<b>NAME</b> COPY. <b>ADDRESS</b> 75360 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Initializes portion of CRT alpha to blanks (carriage returns).	<b>NAME</b> CRTBL+ <b>ADDRESS</b> 36255 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R34-35 = Starting address (1st byte to blank) R36-37 = Number of bytes to blank	

OUTPUT CONDITIONS		
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<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b>  Blanks all four pages of alpha screen with carriage returns, and homes cursor.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>CRTBLK</td></tr> <tr><td>ADDRESS</td><td>36247</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	CRTBLK	ADDRESS	36247	TYPE	CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b>  Initializes CRT: clears all of alpha and graphics, and homes cursor in alpha mode.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>CRTINT</td></tr> <tr><td>ADDRESS</td><td>36177</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	CRTINT	ADDRESS	36177	TYPE	CRT
NAME	CRTINT						
ADDRESS	36177						
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Powers down the CRT. (Must be performed before driving the printer or tape.)	NAME CRTPOF ADDRESS 35703 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB																																																																																
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<b>FUNCTION</b> Powers up CRT. (Also powers down tape transport and waits for printer to be not busy.)	NAME CRTPUP ADDRESS 35716 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB																																																																																
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<b>FUNCTION</b> Un-wipes CRT. (See CRTWPO.)	NAME CRTUNW ADDRESS 36067 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Wipes out CRT display. Does not cause power-down, and no data is lost from screen. (Often used to eliminate screen flashes and to speed up transfer of data.)	NAME CRTWPO ADDRESS 35661 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Generates a cursor at current CRTBYT address.	NAME      CURS ADDRESS  35055 TYPE      CRT
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INPUT CONDITIONS		R12 STACK CONTENTS
	CRTBYT (RAM location) = Current cursor location	

OUTPUT CONDITIONS	Cursor generated on CRT at CRTBYT address	
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Removes two cursors from the CRT.	NAME      DECUR2 ADDRESS  35547 TYPE      CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Moves cursor down one line. If cursor would move off bottom, it wraps around to the top line of the current screen.	NAME DNCUR. ADDRESS 35306 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Moves cursor down one position. Does not wrap around on current page, but does wrap from bottom of alpha to top of alpha.	NAME DNCURS ADDRESS 35370 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b>  Draws a line from the current pen position to the specified point. (For CRT only.)	NAME    DRAW. ADDRESS 33015 TYPE    CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		X-coordinate (8 bytes) Y-coordinate (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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60	61	62	63	64	65	66	67	U																																																																										
70	71	72	73	74	75	76	77	U																																																																										

<b>FUNCTION</b>  Clears keyboard interrupt bit in SVCWRD, and clears break bit in R17 if no other interrupts are pending. Also sets key repeat counter.	NAME    EOJ2 ADDRESS 34772 TYPE    CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R32 = KRPET1 R33 = SVCWRD	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Performs a keyboard FLIP.	<b>NAME</b> FLIP. <b>ADDRESS</b> 35011 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R36 = 200	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Forces graphics mode and clears graphics screen. Can have one optional parameter on R12 stack.	<b>NAME</b> GCLR. <b>ADDRESS</b> 36013 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	WARNING	ROMJSB   N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																										
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<b>FUNCTION</b> Forces CRT to graphics display mode.	<b>NAME</b> GRAPH. <b>ADDRESS</b> 36147 <b>TYPE</b> CRT
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
<b>INPUT CONDITIONS</b>		
<b>OUTPUT CONDITIONS</b>	R34 = 0 R35 = 20	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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<b>FUNCTION</b> Clears graphics screen to appropriate pen condition. (Will cause flash if CRT is not wiped out.)	<b>NAME</b> GRINIT <b>ADDRESS</b> 36220 <b>TYPE</b> CRT
---	---

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
<b>INPUT CONDITIONS</b>		
<b>OUTPUT CONDITIONS</b>		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> N																																																																																
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0	1	2	3	4	5	6	7	DCM	E																																																																									
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<b>FUNCTION</b> Outputs a string to the CRT without performing a carriage return. (Does not fill with blanks to the end of the line.)	<b>NAME</b> HFLIN <b>ADDRESS</b> 35121 <b>TYPE</b> CRT
--	--

INPUT CONDITIONS	<b>REGISTER CONTENTS</b> R26-27 = Pointer to 1st character of buffer R36-37 = Number of bytes in buffer	<b>R12 STACK CONTENTS</b>
------------------	---	---------------------------

OUTPUT CONDITIONS	R24 = 2 R25 = ∅ R30 = CRTSTS R32 = Last byte output R34-35 = CRTBYT (New cursor location) R36 = ∅ R37 = ∅	
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
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50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Moves cursor to home position on current CRT page, but does not generate cursor on CRT.	<b>NAME</b> HMCURS <b>ADDRESS</b> 35527 <b>TYPE</b> CRT
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INPUT CONDITIONS	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
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OUTPUT CONDITIONS		
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CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	B	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	-				
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50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Performs an incremental draw from the current pen position. (CRT only.)	NAME IDRAW. ADDRESS 32752 TYPE CRT
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-increment (8 bytes) Y-increment (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Executes the IMOVE statement.	NAME IMOVE. ADDRESS 31675 TYPE CRT
--	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-coordinate (8 bytes) Y-coordinate (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB N																																																																																
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<b>FUNCTION</b> Inputs one character from current byte address of CRT.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">INCHR</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">35244</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">CRT</td></tr> </table>	NAME	INCHR	ADDRESS	35244	TYPE	CRT
NAME	INCHR						
ADDRESS	35244						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS	R32 = Character from CRT	
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CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Same function as INCHR if CRT is wiped out. (INCHR- saves time, but should not be used unless it is guaranteed that the CRT is wiped out.)	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">INCHR-</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">35220</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">CRT</td></tr> </table>	NAME	INCHR-	ADDRESS	35220	TYPE	CRT
NAME	INCHR-						
ADDRESS	35220						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
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CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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FUNCTION	NAME LABEL.
Executes a LABEL statement to the CRT.	ADDRESS 34044
	TYPE CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		Length of string (2 bytes) Address of string (2 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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FUNCTION	NAME LDIR.
Sets label direction for CRT graphics.	ADDRESS 34020
	TYPE CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		LDIR angle (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	N																																																																																
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<b>FUNCTION</b> Moves cursor left one position on current display. If cursor moves off left end of top line, it wraps around to right of bottom line.	NAME LTCUR. ADDRESS 35332 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Moves cursor left one position. Cursor does <u>not</u> wrap around on current page.	NAME LTCURS ADDRESS 35366 TYPE CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Moves cursor an incremental number of positions from its current position. Cursor does not wrap around on current page, but does remain on alpha screen.	<b>NAME</b> MOVCRS <b>ADDRESS</b> 35410 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
	R24-25 = Twice (2*) the number of positions to move. (Two's complement for a negative value.)	
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Executes the MOVE statement.	<b>NAME</b> MOVE. <b>ADDRESS</b> 31703 <b>TYPE</b> CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-coordinate (8 bytes) Y-coordinate (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b>  Outputs a single character to the CRT at the current alpha cursor position, then advances the cursor position.	NAME    OUTCHR ADDRESS 35114 TYPE     CRT
---	---

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R32 = Byte to be output	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS	R24-25 = 2 R30 = CRTSTS R32 = Byte that was output R34-35 = CRTBYT (New cursor location)	

<b>CPU CHANGES</b>	<b>COMMENTS</b>	ROMJSB   N																																																																																
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<b>FUNCTION</b>  Outputs a buffer to the CRT and executes a carriage return. Also blank fills to the end of the output line.	NAME    OUTSTR ADDRESS 35052 TYPE     CRT
--	---

INPUT CONDITIONS	<b>REGISTER CONTENTS</b>  R26-27 = Pointer to 1st character R36-37 = Number (in binary) of characters to be output.	<b>R12 STACK CONTENTS</b>
OUTPUT CONDITIONS		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	ROMJSB   N																																																																																
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<b>FUNCTION</b> Selects graphics pen. (CRT only.)	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>PEN.</td></tr> <tr><td>ADDRESS</td><td>66416</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	PEN.	ADDRESS	66416	TYPE	CRT
NAME	PEN.						
ADDRESS	66416						
TYPE	CRT						

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Pen # (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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<b>FUNCTION</b> Executes the PENUP statement. (For CRT only.)	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>PENUP.</td></tr> <tr><td>ADDRESS</td><td>66440</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	PENUP.	ADDRESS	66440	TYPE	CRT
NAME	PENUP.						
ADDRESS	66440						
TYPE	CRT						

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		
OUTPUT CONDITIONS		

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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FUNCTION		NAME	PLOT.
Executes the PLOT statement.		ADDRESS	32642
		TYPE	CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-coordinate (8 bytes) Y-coordinate (8 bytes) R12 → -----

OUTPUT CONDITIONS		R12 → -----
-------------------	--	-------------

CPU CHANGES										COMMENTS		ROMJSB	N				
0	1	2	3	4	5	6	7	DCM	E								
10	11	12	13	14	15	16	17	U	U								
20	21	22	23	24	25	26	27	DRP	ARP								
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40	41	42	43	44	45	46	47	U	U								
50	51	52	53	54	55	56	57	STATUS									
60	61	62	63	64	65	66	67	U		70	71	72	73	74	75	76	77

FUNCTION		NAME	RTCUR.
Moves cursor right one position on current CRT page. From extreme bottom right, cursor wraps around to top left.		ADDRESS	35351
		TYPE	CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS

OUTPUT CONDITIONS		
-------------------	--	--

CPU CHANGES										COMMENTS		ROMJSB	N				
0	1	2	3	4	5	6	7	DCM	E	Does not generate cursor on CRT screen.							
10	11	12	13	14	15	16	17	B	-								
20	21	22	23	24	25	26	27	DRP	ARP								
30	31	32	33	34	35	36	37	34	24								
40	41	42	43	44	45	46	47	STATUS									
50	51	52	53	54	55	56	57	U									
60	61	62	63	64	65	66	67			70	71	72	73	74	75	76	77

FUNCTION		NAME	RTCURS
Moves cursor right one position. Cursor does not wrap around on current CRT page.		ADDRESS	35404
		TYPE	CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES										COMMENTS		ROMJSB	N
0	1	2	3	4	5	6	7	DCM	E	Does not generate cursor on CRT screen.			
10	11	12	13	14	15	16	17	B	-				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	34	24				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
60	61	62	63	64	65	66	67						
70	71	72	73	74	75	76	77						

FUNCTION		NAME	SCALE.
Executes the SCALE statement. (For CRT only.)		ADDRESS	66247
		TYPE	CRT

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
		X-minimum (8 bytes) X-maximum (8 bytes) Y-minimum (8 bytes) Y-maximum (8 bytes) R12 → -----
OUTPUT CONDITIONS		
		R12 → -----

CPU CHANGES										COMMENTS		ROMJSB	Y
0	1	2	3	4	5	6	7	DCM	E				
10	11	12	13	14	15	16	17	U	U				
20	21	22	23	24	25	26	27	DRP	ARP				
30	31	32	33	34	35	36	37	U	U				
40	41	42	43	44	45	46	47	STATUS					
50	51	52	53	54	55	56	57	U					
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70	71	72	73	74	75	76	77						

<b>FUNCTION</b> Scrolls CRT down one line, leaving cursor in same relative position on CRT.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">SCRDN</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">35625</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">CRT</td></tr> </table>	NAME	SCRDN	ADDRESS	35625	TYPE	CRT
NAME	SCRDN						
ADDRESS	35625						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R34-35 = CRTRAM	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Scrolls CRT up one line, leaving cursor in same relative position on CRT.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">SCRUP</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">35654</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">CRT</td></tr> </table>	NAME	SCRUP	ADDRESS	35654	TYPE	CRT
NAME	SCRUP						
ADDRESS	35654						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS	R34-35 = CRTRAM	

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Moves cursor up one line on current page. From top line of page, cursor wraps around to bottom line.	NAME    UPCUR. ADDRESS 35264 TYPE     CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Moves cursor up one position. Cursor does not wrap around on current page, but does wrap around from top of alpha to bottom of alpha.	NAME    UPCURS ADDRESS 35362 TYPE     CRT
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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<b>FUNCTION</b> Executes the XAXIS statement. (For CRT only.)	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>XAXIS.</td></tr> <tr><td>ADDRESS</td><td>32303</td></tr> <tr><td>TYPE</td><td>CRT</td></tr> </table>	NAME	XAXIS.	ADDRESS	32303	TYPE	CRT
NAME	XAXIS.						
ADDRESS	32303						
TYPE	CRT						

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		Y-intercept (8 bytes) Tic spacing (8 bytes) X-minimum (8 bytes) X-maximum (8 bytes) R12 → -----
OUTPUT CONDITIONS		R12 → -----

CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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NAME	YAXIS.						
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INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		X-intercept (8 bytes) Tic spacing (8 bytes) Y-minimum (8 bytes) Y-maximum (8 bytes) R12 → -----
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CPU CHANGES	COMMENTS	ROMJSB   N																																																																																
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## TAPE CONTROL ROUTINES

Routines which provide the major entry points for control of a tape cartridge follow. In general, each of these routines expects an argument to be on the R12 stack when the routine is called.

<b>FUNCTION</b> Assigns a buffer to a data file.		<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">ASIGN.</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">27056</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Tape</td></tr> </table>	NAME	ASIGN.	ADDRESS	27056	TYPE	Tape																																																																																																					
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<b>FUNCTION</b> Creates a data file.		<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">NAME</td><td style="padding: 2px;">CREAT.</td></tr> <tr><td style="padding: 2px;">ADDRESS</td><td style="padding: 2px;">26561</td></tr> <tr><td style="padding: 2px;">TYPE</td><td style="padding: 2px;">Tape</td></tr> </table>	NAME	CREAT.	ADDRESS	26561	TYPE	Tape																																																																																																					
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<b>FUNCTION</b> Purge a file.	NAME PURGE. ADDRESS 26013 TYPE Tape
----------------------------------	---

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		File name length (2 bytes) File name address (2 bytes) ALL flag (8 bytes) R12 → ----- (ALL flag is optional. See PURGE command in computer owner's handbook.)

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b> Reads an entire array from a tape data file.	NAME R#ARRAY ADDRESS 77602 TYPE Tape
---	--

INPUT CONDITIONS	REGISTER CONTENTS	R12 STACK CONTENTS
OUTPUT CONDITIONS		Address of array (2 bytes) Name block (2 bytes) R12 → -----   R12 → -----

CPU CHANGES	COMMENTS	ROMJSB	Y																																																																																
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<b>FUNCTION</b>  Executes the READ#1, or READ#1,1, portion of a serial or random READ from a data file on a tape cartridge.	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>NAME</td><td>READ#.</td></tr> <tr><td>ADDRESS</td><td>30055</td></tr> <tr><td>TYPE</td><td>Tape</td></tr> </table>	NAME	READ#.	ADDRESS	30055	TYPE	Tape
NAME	READ#.						
ADDRESS	30055						
TYPE	Tape						

	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		Assign buffer # (8 bytes) Record # (8 bytes) (optional) R12 → -----
OUTPUT CONDITIONS		R12 → -----

<b>CPU CHANGES</b>	<b>COMMENTS</b>	<b>ROMJSB</b> Y																																																																																
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NAME							
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	<b>REGISTER CONTENTS</b>	<b>R12 STACK CONTENTS</b>
INPUT CONDITIONS		
OUTPUT CONDITIONS		

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## HP-83/85 System Routines

### DECOMPILING

Decompiling is a two-stack operation. The increasing stack pointed to by CPU register R12 is used as the expression stack, while the increasing stack addressed by R30 is used as the output buffer.

Decompiling uses system routines, especially utility routines such as for fetching variable addresses, that will be found in other areas of this section.

## SECTION 8



### SAMPLE BINARY PROGRAMS

This section is made up of six prewritten binary programs. In addition to being listed here, these programs are available on the tape cartridge and disc that accompany the Assembler ROM. On the cartridge and disc, source code file names end in "S," while those of object code files end in "B."

Each of these programs is designed to illustrate a facet of assembly-language programming on the HP-83/85, and each provides a function or keyword that is itself useful to the HP-83/85 operating system.

Each program listing contains at the end a table of addresses of HP-83/85 system routines that are used by the program. Inserting the Assembler Global File tape cartridge or disc and placing a GLO GLOBAL pseudo-op near the beginning of the program obviates the need for this list of addresses in some of the example programs. (Certain example programs, however, call system routines whose addresses are not available on the Assembler Global File tape cartridge or disc.)

#### FAHRENHEIT TO CELSIUS

FTOC BINARY

Source File: FTACS

Object File: FTACB

This program provides a single system function, FTOC, that converts values of temperatures in degrees Fahrenheit to degrees Celsius. Its source code and object code may be found listed in section 6 of this manual.



## SOFT KEYS AS TYPING AIDS

SOFTKEY BINARY

Source File: SOFTKS

Object File: SOFTKB

This program permits each special function, or "soft," key ([K1], [K2], etc.) to contain a string of up to 95 characters; the characters are all output when the key is pressed.

The program implements a single BASIC statement:

Format:       SOFTKEY key #, endline code, "text"

Description: Key # is a one-digit code (1-8) that selects the special function key. Endline code can be either 0, to indicate text is followed by an [END LINE]; or 1, to indicate text is not followed by an [END LINE]. Text can be a string of up to 95 characters.

If text is followed by an [END LINE] (i.e., an endline code of 0 is specified) the text must be an expression, BASIC statement, program line, etc., that can be understood and parsed by the HP-83/85. The expression, statement, etc. will be executed immediately when the specified special function key is pressed.

The program takes over the character idle hook CHIDLE, and it also contains its own error messages.

```

1 !*****
2 !*   SOFTKEY BINARY   *
3 !* (c) Hewlett-Packard Co. *
4 !*   1980   *
5 !*****
10 ! FORMAT OF COMMAND IS:
20 ! SOFTKEY <NUMEXP>,<NUMEXP>,
30 !           <STREXP>
40 ! THE FIRST NUMEXP SELECTS
50 ! THE KEY, AND THE SECOND
60 ! SELECTS WHETHER THE TEXT IS
70 ! FOLLOWED BY AN ENDLINE (0)
80 ! OR NOT (NOT=0).  THE STRING
90 ! IS THE TEXT ON THE KEY.
100      NAM SOFTKY
110      DEF RUNTIM
120      DEF ASCIIS
130      DEF PARSE
140      DEF ERMSG
150      DEF INIT
160 PARSE  BYT 0,0
170      DEF SOFTK,
180 RUNTIM BYT 0,0
190      DEF SOFTK.
200      BYT 377,377
210 SOFTK, PUBD R43,+R6
220      JSB =NUMVA+
230      JSB =GETCMA
240      JSB =NUMVAL
250      JSB =GETCMA
260      JSB =STREXP
270      POBD R47,-R6
280      LDB R45,=371
290      PUMD R45,+R12
300      RTN
310 ASCIIS ASP "SOFTKEY"
320      BYT 377
330 ERMSG  BYT 200,200,200,200,200,200,200,200,200
340      ASP "SOFTKEY NUMBER OUT OF RANGE "
350      ASP "SOFTKEY STRING TOO LONG "
360      BYT 377
370 INIT  LDBD R0,=ROMFL
380      CMB R0,=1
390      JZR INITAL
400      CMB R0,=5
410      JZR RTNRTN
420      CMB R0,=2
430      JZR RTNRTN
440      CMB R0,=3
450      JZR INITAL
460      RTN
470 INITAL LDM R34,=KEYHAT
480      ADMD R34,=BINTAB
490      LDB R74,=316
500      STM R34,R75
510      LDB R77,=236
520      STMD R74,=CHIDLE
530      RTN
540 RTNRTN LDB R34,=236
550      STBD R34,=CHIDLE

```

## Sample Binary Programs

```

560          RTN
570 ! GET BINARY KEY# OFF STACK
580 !CHECK FOR CORRECT RANGE, RETURN ABSOLUTE ADDRESS OF KEY STORAGE IN R46,R
47
590 KEY#     JSB =ONEB
600          CMM R46,=1,0           !IS KEY#<1?
610          JNC ERROR1           !JIF YES
620          CMM R46,=11,0        !IS KEY#>=9?
630          JCY ERROR1           !JIF YES
640          LLM R46              !DOUBLE FOR TABLE
650          ADMD R46,=BINTAB      !MAKE KEY# ABSOLUTE
660          LDMD R46,X46,KEYTBL  !LOAD ADDRESS OF KEY STORAGE
670          ADMD R46,=BINTAB      !MAKE IT ABSOLUTE
680          RTN
690 ERROR1   JSB =ERROR+          !KEY NUMBER OUT OF RANGE
700          BYT 366
710 ERROR2   JSB =ERROR+          !STRING TOO LONG
720          BYT 365
730          BYT 241              !BASIC COMMAND ATTRIBUTE
740 SOFTK.   BIN
750          POMD R32,-R12         !GET STRING ADDRESS
760          POMD R30,-R12         !GET STRING LENGTH
770          CMM R30,=1,0         !IS IT A NULL OR 0-LENGTH STRING?
780          JCY CHNGKY           !JIF NO
790          POMD R40,-R12         !TRASH IMMEDIATE EXECUTION PARAMETER
800          LDM R36,=KEY#         !GET ADDRESS OF SUBROUTINE
810          ADMD R36,=BINTAB      !MAKE IT ABSOLUTE
820          JSB X36,ZERO          !JUMP TO IT
830          CLB R45              !CLEAR LENGTH OF KEY STRING=>NOTHING THERE
840          STBD R45,R46
850          RTN                  !DONE
860 CHNGKY   CMM R30,=140,0       !IS LENGTH>=96?
870          JCY ERROR2           !JIF YES
880          JSB =ONEB            !GET IMMEDIATE KEY-EXECUTION VALUE FROM STACK
890          LDM R26,R46           !SAVE IN R26
900          LDM R36,=KEY#         !GET ADDRESS OF SUBROUTINE
910          ADMD R36,=BINTAB      !MAKE IT ABSOLUTE
920          JSB X36,ZERO          !JUMP TO IT
930          CMM R26,=0,0         !SHOULD IT BE IMMED. EXEC.?
940          JNZ AROUND           !JIF NO
950          LDB R31,=200         !SET PARITY BIT
960          ORB R30,R31          !SET PARITY BIT=>IMMED. EXEC.
970 AROUND   PUBD R30,+R46        !SAVE LENGTH AND POINT TO START OF STRING STORAG
E
980          ANM R30,=177,0       !CLEAR OFF IMMED. EXEC. BIT, IF ANY
990 LOOP     POBD R26,+R32        !GET BYTE OF STRING
1000         PUBD R26,+R46        !SAVE IT
1010         DCB R30              !DONE YET?
1020         JNZ LOOP            !JIF NO
1030 KEYRTN  RTN                  !DONE
1040 KEYHAT  BIN
1050         CLM R26
1060         LD&D R26,=KEYHIT      !LOAD KEY CODE
1070         CMB R26,=200         !IS IT < 200?
1080         JNC KEYRTN          !JIF YES
1090         CMB R26,=210         !IS IT >=210?
1100         JCY KEYRTN          !JIF YES
1110         SBM R26,=177,0       !GET TO KEY#
1120         LLM R26              !DOUBLE # FOR TABLE
1130         ADMD R26,=BINTAB      !MAKE IT ABSOLUTE
1140         LDMD R26,X26,KEYTBL  !GET ADDRESS OF KEY STORAGE
1150         ADMD R26,=BINTAB      !MAKE IT ABSOLUTE
1160         POBD R36,+R26        !GET LENGTH

```

```

1170      CMB R36,=0          !IS IT EMPTY?
1180      JNZ NEXT          !JIF NO
1190      RTN                !LET SYSTEM HANDLE IT
1200 NEXT  STB R36,R77      !SAVE FOR LATER
1210      ANM R36,=177,0    !MASK OFF IMMED. EXEC. BIT
1220      JSB =HLFLIN       !OUTPUT KEY STRING
1230      JSB =CURS        !SPIT OUT CURSOR
1240      TSB R77           !IS IMMED. EXEC BIT SET?
1250      JNG OUTCR        !JIF YES
1260      CLE                !DONE WITH KEY
1270      JSB =EOJ2         !CLEAN UP
1280      POMD R74,-R6      !TRASH 2 RETURNS
1290      RTN
1300 OUTCR  LDB R26,=232    !LOAD ENDLINE
1310      STBD R26,=KEYHIT  !PUT ENDLINE IN KEYHIT
1320      RTN                !LET SYSTEM HANDLE IT
1330 KEYTBL  BYT 0,0
1340      DEF K1
1350      DEF K2
1360      DEF K3
1370      DEF K4
1380      DEF K5
1390      DEF K6
1400      DEF K7
1410      DEF K8
1420 K1     BYT 2
1430      ASC "K1"
1440      BSZ 140
1450 K2     BYT 2
1460      ASC "K2"
1470      BSZ 140
1480 K3     BYT 2
1490      ASC "K3"
1500      BSZ 140
1510 K4     BYT 2
1520      ASC "K4"
1530      BSZ 140
1540 K5     BYT 2
1550      ASC "K5"
1560      BSZ 140
1570 K6     BYT 2
1580      ASC "K6"
1590      BSZ 140
1600 K7     BYT 2
1610      ASC "K7"
1620      BSZ 140
1630 K8     BYT 2
1640      ASC "K8"
1650      BSZ 140
1660 CURS   DAD 35055
1670 CHIDLE DAD 102416
1680 KEYHIT DAD 100671
1690 BINTAB DAD 101233
1700 HLFLIN DAD 35121
1710 EOJ2   DAD 34772
1720 ROMFL  DAD 101231
1730 OUTCHR DAD 35114
1740 NUMVA+ DAD 12407
1750 GETCMA DAD 13414
1760 NUMVAL DAD 12412
1770 STREXP DAD 13626

```

## Sample Binary Programs

```
1780 ONEB   DAD 56113
1790 ERROR+ DAD 6611
1800 ZERO   EQU 0
1810       FIN
```

STRING UNDERLINE

STRING UNDERLINE BINARY PROGRAM

Source File: UDL\$\$

Object File: UDL\$\$B

When passed one string parameter, this program returns the same string with all characters underlined. It implements a BASIC string function with one string parameter.

Format: UDL\$ ("string expression")

Description: Returns the same string expression with all characters underlined.

## Sample Binary Programs

```

10 !*****
20 !*   STRING UNDERLINE   *
30 !* (c) Hewlett-Packard Co. *
40 !*   1980               *
50 !*****
60     NAM UDLBIN          !SET UP PROGRAM CONTROL BLOCK
70     DEF RUNTIM         !PTR TO RUNTIME ADDRESS TABLE
80     DEF ASCIIS         !PTR TO KEYWORD TABLE
90     DEF PARSE          !PTR TO PARSE ADDRESS TABLE
100    DEF ERMSG          !PTR TO ERROR MESSAGE TABLE
110    DEF INIT           !PTR TO INIT ROUTINE FOR SYSTEM
120 !*****
*
130 PARSE  BYT 0,0        !DUMMY TOK #0 PARSE PTR
140 RUNTIM BYT 0,0        !DUMMY TOK #0 RINTIME
150     DEF UDL$.         !TOK #1 RUNTIME
160     BYT 377,377      !TERMINATE RELOCATABLES
170 !*****

180 ASCIIS ASP "UDL$"     !KEYWORD #1
190     BYT 377          !TERMINATE ASCIIS TABLE
200 !*****

210 ERMSG  BSZ 0
220     BYT 377          !NO ERROR MESSAGES
230 !*****

240 INIT   BSZ 0          !NO INITIALIZATION TO BE DONE
250     RTN              !DONE
260 !*****

270     BYT 30,56        ! ATTRIBUTES (STRING FUNCTION, 1 STRING PARAMETE
R)
280 UDL$.  POMD R36,-R12  !POP STRING ADDRESS OFF OF R12 STACK
290     POMD R30,-R12    !POP STRING LENGTH OFF OF R12 STACK
300     STM R30,R56      !LENGTH NEEDS TO BE IN 56 FOR 'RSMEM-'
310     JSB =RSMEM-      !GO GET SOME TEMPORARY MEMORY
320     PUMD R30,+R12    !PUSH ADDRESS RETURNED BY 'RSMEM-' ON R12 STACK
330     PUMD R26,+R12    !PUSH LENGTH BACK ONTO THE R12 STACK
340     BIN              !SET MATH MODE FOR LOOP COUNTER
350     LDB R34,=200     !SET UP MASK
360 MORE  DCM R30        !DECREMENT LOOP COUNTER
370     JNC DONE        !JIF NO CHARACTERS LEFT
380     POBD R20,+R36    !GET NEXT CHARACTER
390     ORB R20,R34      !SET MSB OF CURRENT CHARACTER
400     PUBD R20,+R26    !PUSH UNDERLINED CHARACTER BACK
410     JMP MORE        !GO GET SOME MORE
420 DONE  RTN           !DONE
430 RSMEM- DAD 37453
440     FIN

```

## GRAPHICS CURSOR

GCURS BINARY

Source File: GCURS

Object File: GCURB

This binary program implements a graphics cursor and allows the four cursor keys on the computer to control the cursor. There are five new keywords implemented by the program:

Format: GCURSOR x-location, y-location [, slow-step distance, fast-step distance]

Description: A BASIC statement; x,y is location where cursor is placed on the CRT graphics screen initially. Slow-step distance (optional) is the distance the graphics cursor moves with each press of a cursor control key. Fast-step distance (optional) is the distance the cursor moves with each press of a shifted cursor control key. Default step distances are 1 and 4, respectively.

The cursor keys control the graphics cursor only when a program is running.

Format: GCURSOR OFF

Description: A BASIC statement; turns cursor control keys off and removes the graphics cursor from the CRT screen.

Format: GCURSOR X

Description: A numeric function with no parameters; returns the current x-location of the graphics cursor.

Format: GCURSOR Y

Description: A numeric function with no parameters; returns the current y-location of the graphics cursor.

Format: REV DATE

Description: A string function with no parameters; returns the revision date of the program.



## Sample Binary Programs

```

1 !*****
2 !*      GCURS BINARY      *
3 !* (c) Hewlett-Packard Co. *
4 !*      1980              *
5 !*****
10      NAM GCURS
20      DEF RUNTIM          !PTR TO RUNTIME ROUTINES TABLE
30      DEF TOKS            !PTR TO ASCII TABLE
40      DEF PARSES         !PTR TO PARSE ROUTINES TABLE
50      DEF ERMSG          !PTR TO ERMSG TABLE
60      DEF INIT           !PTR TO INIT ROUTINE
70 RUNTIM BSZ 2             !TOK 0 RUNTIME PTR (DUMMY)
80      DEF GCOFF.         !TOK 1 RUNTIME PTR
90      DEF GCURX.         !TOK 2 RUNTIME PTR
100     DEF GCURY.         !TOK 3 RUNTIME PTR
110     DEF GCURS.         !TOK 4 RUNTIME PTR
120     DEF REV.           !TOK 5 RUNTIME PTR
130 PARSES BSZ 2           !TOK 0 PARSE ROUTINE (DUMMY)
140     DEF GCOFFP        ! TOK 1 PARSE ROUTINE PTR
150     BSZ 2              !TOK 2 PARSE ROUTINE (DUMMY)
160     BSZ 2              !TOK 3 PARSE ROUTINE (DUMMY)
170     DEF GCPAR         !TOK 4 PARSE ROUTINE PTR
180 ERMSG BYT 377,377      !END OF RELOCATABLE ADDRESSES & ERMSG'S
190 TOKS  ASP "GCURSOR OFF" !ASCII FOR KEYWORD 1
200     ASP "GCURSOR X"    !ASCII FOR KEYWORD 2
210     ASP "GCURSOR Y"    !ASCII FOR KEYWORD 3
220     ASP "GCURSOR"      !ASCII FOR KEYWORD 4
230     ASP "REV DATE"     !ASCII FOR KEYWORD 5
240     BYT 377            !END OF KEYWORD TABLE
250 !*****
260 INIT  BIN              !FOR BINARY COMPARE
280     LDBD R34,=ROMFL    !GET ROMFL (REASON FOR INIT)
290     CMB R34,=2         !SCRATCH?
300     JNZ LOAD?         !JIF NO
310 SCRAT! LDM R44,=236,236,236,236 !LOAD RTNS
320     STMD R44,=CHIDLE   !STORE TO CHIDLE (RETURN HOOK TO SYSTEM)
330     RTN
340 LOAD? CMB R#,=5        !LOAD?
350     JZR SCRAT!        !JIF YES, WE'RE GETTING SCRATCHED
360 RTN  RTN              !DONE, ONLY CASES WE CARE ABOUT
370 !*****
380 LEFT  LDMD R40,X14,STEP !LOAD SLOW STEP OFFSET
390     JMP COMLEF        !GO MOVE CURSOR LEFT
400 RIGHT LDMD R40,X14,STEP !LOAD SLOW STEP OFFSET
410     JMP COMRIT        !GO MOVE CURSOR RIGHT
420 KEY   LDMD R14,=BINTAB !BASE ADDRESS OF BIN PRGM
430     BIN              !FOR COMPARE
440     CMB R16,=2        !IN RUN MODE?
450     JNZ RTN          !JIF NO, DON'T DO
460     LDMD R22,=KEYHIT  !GET KEYCODE OF PRESSED KEY
470     CMB R22,=211     !SHIFTED RIGHT CURSOR KEY?
480     JZR FRIGHT       !JIF YES
490     CMB R22,=223     !SHIFTED LEFT CURSOR KEY?
500     JZR FLEFT        !JIF YES
510     CMB R22,=245     !SHIFTED UP CURSOR KEY?
520     JZR FUP          !JIF YES
530     CMB R22,=242     !DOWN CURSOR KEY?
540     JZR DOWN         !JIF YES
550     CMB R22,=234     !LEFT CURSOR KEY?
560     JZR LEFT         !JIF YES

```

```

570      CMB R22,=235      !RIGHT CURSOR KEY?
580      JZR RIGHT        !JIF YES
590      CMB R22,=241      !UP CURSOR KEY?
600      JZR UP           !JIF YES
610      CMB R22,=254      !SHIFTED DOWN CURSOR KEY?
620      JZR FDOWN        !JIF YES
630      RTN              !ELSE LET SYSTEM HANDLE THE KEY
640 DOWN  LDMD R40,X14,STEP !LOAD SLOW STEP CONSTANT
650      JMP COMDOW        !GO MOVE DOWN
660 UP    LDMD R40,X14,STEP !LOAD SLOW STEP CONSTANT
670      JMP COMUP         !GO MOVE UP
680 FRIGHT LDMD R40,X14,FSTEP !LOAD FAST STEP CONSTANT
690 COMRIT PUMD R#,+R12      !PUSH STEP VALUE ON R12
700      LDMD R50,X14,CURS-X !GET CURRENT X FOR ADD
710      PUMD R50,+R12      !PUSH TO R12
720      JSB =ADDROI       !ADD STEP TO CURRENT X
730 COM-X  LDMD R40,X14,CURS-Y !GET CURRENT Y
740      PUMD R40,+R12      !PUSH TO R12 STACK
750      JMP COMKEY        !GO MOVE CURSOR
760 FLEFT  LDMD R40,X14,FSTEP !LOAD FAST STEP CONSTANT
770 COMLEF LDMD R50,X14,CURS-X !GET CURRENT X
780      PUMD R50,+R12      !PUSH FOR SUBTRACT
790      PUMD R40,+R12      !PUSH STEP VALUE FOR SUBTRACT
800      JSB =SUBROI       !SUBTRACT STEP FROM CURRENT X
810      JMP COM-X         !GO PUSH Y AND FINISH
820 FUP    LDMD R40,X14,FSTEP !LOAD FAST STEP CONSTANT
830 COMUP  LDMD R50,X14,CURS-X !GET CURRENT X LOCATION
840      PUMD R50,+R12      !PUSH TO R12 STACK
850      PUMD R40,+R12      !PUSH Y-STEP TO R12 STACK
860      LDMD R40,X14,CURS-Y !GET CURRENT Y LOCATION
870      PUMD R40,+R12      !PUSH TO R12
880      JSB =ADDROI       !ADD STEP TO CURRENT LOCATION
890      JMP COMKEY        !MOVE CURSOR ON SCREEN
900 FDOWN  LDMD R40,X14,FSTEP !LOAD FAST STEP CONSTANT
910 COMDOW LDMD R50,X14,CURS-X !GET CURRENT X LOCATION
920      PUMD R50,+R12      !PUSH TO R12 STACK
930      LDMD R50,X14,CURS-Y !GET CURRENT Y LOCATION
940      PUMD R50,+R12      !PUSH TO R12 STACK
950      PUMD R40,+R12      !PUSH STEP VALUE TO R12
960      JSB =SUBROI       !SUBTRACT STEP VALUE
970 COMKEY JSB X14,PLOT      !ERASE OLD CURSOR
980      CLM R50           !FOR COMPARE
990      POMD R40,-R12      !GET NEW Y
1000     PUMD R40,+R12      !SAVE IT
1010     JSB =COMFLT       !IS Y>=ZERO ?
1020     POMD R40,-R12      !RECOVER Y
1030     JEN TEST-X        !JIF NO
1040     PUMD R40,+R12      !SAVE Y
1050     LDM R50,=2,0,0,0,0,0,20C,19C !REAL 192
1060     JSB =COMFLT       !IS Y<192
1070     POMD R40,-R12      !RECOVER Y
1080     JEZ TEST-X        !JIF YES
1090     STMD R40,X14,CURS-Y !STORE IT AWAY
1100 TEST-X CLM R50         !FOR COMPARE
1110     POMD R40,-R12      !GET NEW X
1120     PUMD R40,+R12      !SAVE X
1130     JSB =COMFLT       !X>=0
1140     POMD R40,-R12      !RECOVER X
1150     JEN MOVCUR        !JIF NO
1160     PUMD R40,+R12      !SAVE X
1170     LDM R50,=2,0,0,0,0,0,60C,25C !REAL 256

```



## Sample Binary Programs

```

1180      JSB =COMFLT          !X<256 ?
1190      BIN                  !COMFLT RETURNS IN BCD MODE
1200      POMD R40,-R12       !RECOVER X
1210      JEZ MOVCUR
1220      STMD R40,X14,CURS-X !STORE IT AWAY
1230 MOVCUR JSB X14,PLOT      !SPIT OUT NEW CURSOR
1240      CLE                  !FLAG KEY HANDLED
1250      JSB =EOJ2           !RESET R17 & SVCWRD
1260      LDBD R31,X14,KEYCON !LOAD KEY REPEAT SPEED
1270 LOOPKE LDBD R30,=KEYSTS  !GET KEYBOARD STATUS
1280      LRB R30              !KEY STILL DOWN?
1290      JEV EOJ             !JIF NO
1300      LDBD R30,=CRTSTS    !GET CRT STATUS
1310      LRB R30              !AT RETRACE?
1320      JEV LOOPKE         !JIF YES
1330 LOOPK2 LDBD R30,=KEYSTS  !GET KEYBOARD STATUS
1340      LRB R30              !KEY DEPRESSED?
1350      JEV EOJ             !JIF NO
1360      LDBD R30,=SVCWRD    !ANOTHER KEY?
1370      JOD EOJ             !JIF YES
1380      LDBD R30,=CRTSTS    !GET CRT STATUS
1390      LRB R30              !RETRACE?
1400      JOD LOOPK2         !JIF NO
1410      DCB R31             !DECREMENT WAIT COUNT
1420      JNZ LOOPKE         !JIF NOT DONE WAITING
1430      LDB R31,=KYRPT2     !GET FAST REPEAT COUNT
1440      STBD R31,X14,KEYCON !SET IN KEYCON FOR FAST REPEAT
1450      LDM R20,=KEY         !GET ADDRESS OF KEY ROUTINE
1460      ADM R20,R14         !MAKE ABSOLUTE (ADD BINTAB)
1470      DCM R20             !DECREMENT FOR LOAD INTO PC
1480      LDM R4,R20          !LOAD PC WITH ADDRESS (DOES A GTO)
1490 EOJ   LDB R31,=KYRPT1    !RESET KEY REPEAT TO SLOW WAIT
1500      STBD R31,X14,KEYCON !STORE IT
1510      POMD R44,-R6        !THROW AWAY TWO RETURNS
1520      CLE                  !FLAG KEY HANDLED
1530      RTN                  !DONE
1540 !*****
1550 GCPAR PUBD R43,+R6       !SAVE INCOMING TOKEN
1560      JSB =NUMVA+         !GET A NUMERIC EXPRESSION
1570      JEN OK              !JIF GOT ONE
1580 ERR   JSB =ERROR+        !ELSE ERROR
1590      BYT 81D             !BAD EXPRESSION
1600 OK    JSB =GETCMA        !DEMAND A COMMA
1610      JSB =NUMVAL         !GET ANOTHER NUMERIC VALUE
1620      JEZ ERR             !JIF NOT THERE
1630      CMB R14,=54         !ANOTHER COMMA?
1640      JNZ DONE           !JIF NO, THAT'S ALL
1650      JSB =NUMVA+        !ELSE GET ANOTHER NUMBER
1660      JEZ ERR             !JIF NOT THERE
1670      JSB =GETCMA        !DEMAND ANOTHER COMMA
1680      JSB =NUMVAL         !GET YET ANOTHER VALUE
1690      JEZ ERR             !JIF NOT THERE
1700 DONE  POBD R47,-R6       !RECOVER INCOMING TOKEN
1710      LDB R45,=371        !LOAD BIN PRGM TOKEN FLAG
1720      PUMD R45,+R12       !PUSH THEM OUT
1730      RTN                  !DONE
1740 GCOFFP PUBD R43,+R6     !SAVE INCOMING TOKEN
1750      JSB =SCAN           !NEED TO DO A SCAN FOR SYSTEM
1760      JMP DONE            !GO FINISH, NO PARAMETERS
1770 !*****
1780      BYT 241             !ATTRIBUTE(BASIC STAT.,LEGAL AFTER THEN)

```

```

1790 GCOFF. LDMD R14,=BINTAB      !LOAD BASE ADDRESS
1800      JSB X14,SCRAT!        !RELEASE CHIDLE HOOK
1810      JSB X14,PLOT          !ERASE CURSOR
1820      RTN                    !DONE
1830 !*****
1840      BYT 0,55
1850 GCURX. LDMD R14,=BINTAB      !GET BASE ADDRESS OF BPGM
1860      LDMD R50,X14,CURS-X    !GET CURRENT X LOCATION
1870 GPUSH  PUMD R50,+R12        !PUSH TO R12 STACK
1880      RTN                    !DONE
1890 !*****
1900      BYT 0,55
1910 GCURY. LDMD R14,=BINTAB      !GET BASE ADDRESS
1920      LDMD R50,X14,CURS-Y    !GET CURRENT Y LOCATION
1930      JMP GPUSH              !PUSH TO R12
1940 !*****
1950      BYT 241                !ATTRIBUTE(BASIC STAT.,LEGAL AFTER THEN)
1960 GCURS. BIN                    !FOR BINARY MATH
1970      LDMD R14,=BINTAB      !GET BASE ADDRESS
1980      LDM R40,=0,0,0,0,0,0,0,10C !DEFAULT STEP VALUE (1)
1990      STMD R40,X14,STEP
2000      LDB R47,=40C           !DEFAULT FAST STEP VALUE (4)
2010      STMD R40,X14,FSTEP    !STORE IT AWAY
2020      LDM R20,R12            !GET END OF R12 STACK ADDRESS
2030      SBM R20,=40,0         !TRY 4 NUMBERS ON STACK
2040      CMMD R20,=TOS         !YES?
2050      JNZ NOSTEP           !JIF NO STEP VALUES
2060      JSB =ONER             !ELSE GET FAST STEP VALUE
2070      BIN                    !ONER REQUIRES BIN MODE AT ENTRY
2080      STMD R#,X14,FSTEP    !STORE IT AWAY
2090      JSB =ONER             !GET SLOW STEP VALUE
2100      BIN                    !ONER REQUIRES BIN MODE AT ENTRY
2110      STMD R#,X14,STEP    !STORE IT AWAY
2120 NOSTEP JSB =ONER          !GET Y VALUE
2130      BIN                    !ONER REQUIRES BIN MODE AT ENTRY
2140      STMD R#,X14,CURS-Y  !SET CURRENT Y
2150      JSB =ONER             !GET X
2160      BIN                    !ONER RETURNS IN BCD MODE
2170      STMD R#,X14,CURS-X  !SET CURRENT X
2180      JSB X14,PLOT          !OUTPUT CURSOR
2190      LDM R46,=KEY          !GET ADDRESS OF KEY HANDLER ROUTINE
2200      ADM R46,R14           !ADD BASE ADDRESS FOR ABSOLUTE ADDRESS
2210      STM R46,R45           !SET FOR STORE
2220      LDB R47,=236         !LOAD A RTN AFTER IT
2230      LDB R44,=316         !LOAD A JSB IN FRONT
2240      STMD R44,=CHIDLE    !STORE TO CHARACTER IDLE
2250      RTN                    !DONE
2260 !*****
2270 PLOT  JSB X14,GCURX.       !PUSH CURRENT X
2280      JSB X14,GCURY.       !PUSH CURRENT Y
2290      LDM R20,=ROMTAB      !GET BASE ADDRESS OF ROM TABLE
2300 NXTROM POMD R24,+R20      !GET NEXT ROM # FROM TABLE
2310      CMB R24,=377         !END OF TABLE?
2320      JZR SYSTEM           !JIF YES, DO SYSTEM MOVE
2330      CMB R24,=PPROM#      !PLOTTER/PRINTER ROM #?
2340      JNZ NXTROM           !JIF NO, TRY NEXT ENTRY
2350      JSB =ROMJSB         !SELECT PLOTTER/PRINTER ROM #
2360      DEF FMOVE.           !JSB TO ITS MOVE ROUTINE
2370      VAL PPR0M#          !PLOTTER/PRINTER ROM #
2380      LDMD R14,=BINTAB      !RE-LOAD BPGM BASE ADDRESS
2390      JMP PLOT++           !DO COMMON OUT-CURSOR STUFF

```

## Sample Binary Programs

```

2400 SYSTEM JSB =MOVE.          !DO A SYSTEM MOVE
2410 PLOT++ LDM R20,=CURSES     !LOAD REL. BASE ADDRESS OF CURSES
2420      ADM R20,R14           !ADD BPGM BASE FOR ABSOLUTE ADDRESS
2430      LDBD R22,=XMAP       !GET LOWER BYTE OF CRT BIT MAP
2440      ANM R22,=3,0        !KEEP ONLY LOWER TWO BITS
2450      LDM R34,R22         !COPY
2460      LLM R34              !TIMES 2
2470      LLM R34              !TIMES 4
2480      ADM R34,R22         !TIMES 5(EACH CURSOR IS 5 BYTES)
2490      ADM R34,R20         !BASE ADDRESS + OFFSET=CURSOR ADDRESS
2500      LDM R22,=5,0        !LOAD LENGTH OF "STRING"
2510      LDM R44,=1,0,1,0    !LOAD # OF BYTES/LINE AND A COPY
2520      JSB =BPLOT+         !JUMP INTO BPLOT
2530      RTN                  !DONE
2540 !*****
2550 CURSES BYT 360,300,240,220,10 !FOUR DIFFERENT CURSORS BECAUSE
2560      BYT 170,140,120,110,4 !BPLOT CAN ONLY WORK TO A FOUR-BIT
2570      BYT 74,60,50,44,2    !RESOLUTION. TO GET 1 BIT RESOLUTION
2580      BYT 36,30,24,22,1    !WE NEED TO USE FOUR DIFFERENT CURSORS
2590 KEYCON BSZ 1              !TEMPORARY KEY REPEAT SPEED
2600 CURS-X BSZ 10             !CURRENT X LOCATION
2610 CURS-Y BSZ 10             !CURRENT Y LOCATION
2620 FSTEP BSZ 10              !FAST STEP INCREMENT VALUE
2630 STEP BSZ 10               !SLOW STEP INCREMENT VALUE
2640 !*****
2650      BYT 0,56              !ATTRIBUTES(NO PARAM.,$ SYSTEM FUNCTION)
2660 REV. BIN                   !FOR ADD
2670      LDM R44,=11D,0        !LOAD LEN OF STRING
2680      DEF DATE              ! AND THE RELATIVE ADDRESS
2690      ADMD R46,=BINTAB     !ADD BASE FOR ABSOLUTE ADDRESS
2700      FUMD R44,+R12        !PUSH TO OPERATING STACK
2710      RTN                  !DONE
2720 DATE ASC "AUG 14,1980"    !DATE STRING
2730 BPLOT+ DAD 34405          !NOTE:
2740 MOVE. DAD 31703           !MOST OF THESE DEFINITIONS COULD
2750 FMOVE. DAD 64400          !BE REPLACED BY A CALL TO
2760 ROMJSB DAD 4776           !THE GLOBAL FILE
2770 PFROM# EQU 360
2780 ROMTAB DAD 101235
2790 KYRPT2 EQU 1
2800 KYRPT1 EQU 30
2810 CRTSTS DAD 177406
2820 KEYSTS DAD 177402
2830 CHIDLE DAD 102416
2840 ROMFL DAD 101231
2850 KEYHIT DAD 100671
2860 EQJ2 DAD 34772
2870 ADDR0I DAD 52150
2880 SUBROI DAD 52127
2890 BINTAB DAD 101233
2900 NUMVAL DAD 12412
2910 NUMVA+ DAD 12407
2920 SCAN DAD 11262
2930 GETCMA DAD 13414
2940 SVCWRD DAD 100151
2950 TOS DAD 101132
2960 ERROR+ DAD 6611
2970 ONER DAD 56215
2980 XMAP DAD 100262
2990 COMFLT DAD 32621
3000      FIN                  !END OF SOURCE PROGRAM

```

## RECTANGULAR/POLAR CONVERSIONS

RECT/POLAR CONVERSIONS BINARY PROGRAM

Source File: RECPLS

Object File: RECPLB

This program can be used to convert between polar and rectangular coordinates. It implements four BASIC statements:

Format:       RECTANGULAR x-variable, y-variable, radius, angle

Description: Sets x- and y-variables equal to the rectangular coordinates that correspond to the specified polar coordinates (radius and angle).

Format:       POLAR radius variable, angle variable, x-coordinate, y-coordinate

Description: Sets radius and angle variables equal to the polar coordinates that correspond to the specified x- and y-coordinates.

Format:       REV DATE

Description: A string function with no parameters; returns the revision date of the program.

Format:       SCRATCHBIN

Description: Scratches the current binary program from computer memory, without affecting anything else.

## Sample Binary Programs

```

1 !*****
2 !* RECT/POLAR CONVERSIONS *
3 !* (c) Hewlett-Packard Co. *
4 !*      1980 *
5 !*****
10      NAM R&P          !SET UP PROGRAM CONTROL BLOCK
20      DEF RUNTIM      !PTR TO RUNTIME ADDRESS TABLE
30      DEF ASCIIS      !PTR TO KEYWORD TABLE
40      DEF PARSE       !PTR TO PARSE ADDRESS TABLE
50      DEF ERMSG       !PTR TO ERROR MESSAGE TABLE
60      DEF INIT        !PTR TO INIT ROUTINE FOR SYSTEM
70 !*****
80 PARSE  BYT 0,0       !DUMMY TOK #0 PARSE PTR
90      DEF RTPF        !TOK #1 PARSE PTR
100     DEF RTPF        !TOK #2 PARSE PTR
110     DEF UNLODP      !TOK #3 PARSE PTR
120 RUNTIM BYT 0,0     !DUMMY TOK #0 RUNTIME
130     DEF RTP.        !TOK #1 RUNTIME
140     DEF PTR.        !TOK #2 RUNTIME
150     DEF SCR.B.      !TOK #3 RUNTIME
160     DEF REV.        !TOK #4 RUNTIME
170     BYT 377,377     !TERMINATE RELOCATABLES
180 !*****
190 ASCIIS ASP "POLAR"  !KEYWORD #1
200     ASP "RECTANGULAR" !KEYWORD #2
210     ASP "SCRATCHBIN"  !KEYWORD #3
220     ASP "REV DATE"    !KEYWORD #4
230     BYT 377          !TERMINATE ASCIIS TABLE
240 !*****
250 UNLODP LDB R47,R43 !COPY BPGM TOKEN
260     LDB R45,=371     !LOAD SYSTEM BPGM TOKEN
270     PUMD R45,+R12    !PUSH THE CODE TO THE STACK
280     JSB =SCAN        !SCAN BEFORE RETURNING
290     RTN              !DONE
300 !*****
310 RTPF  PUBD R43,+R6 !SAVE INCOMING TOKEN
320     JSB =SCAN        !SCAN FOR REFNUM
330     JSB =REFNUM      !GET THE 1st VARIABLE REFERENCE
340     JEZ ERR          !JIF NOT THERE
350     JSB =GETCMA      !DEMAND A COMMA
360     JSB =REFNUM      !GET THE 2nd VARIABLE REFERENCE
370     JEZ ERR          !JIF NOT THERE
380     JSB =GETCMA      !DEMAND A COMMA
390     JSB =NUMVAL      !GET THE X VALUE
400     JEZ ERR          !JIF NOT THERE
410     JSB =GETCMA      !DEMAND A COMMA
420     JSB =NUMVAL      !GET THE Y VALUE
430     JEZ ERR          !JIF NOT THERE
440     FOBD R47,-R6     !RECOVER THE INCOMING TOKEN
450     LDB R45,=371     !LOAD THE SYSTEM BPGM TOKEN
460     PUMD R45,+R12    !PUSH THE PARSED CODE
470     RTN              !DONE
480 !*****
490 ERR   PUBD R47,-R6 !CLEAN UP R6 (REMOVE TOKEN)
500     JSB =ERROR+      !REPORT ERROR
510     BYT 81D          !BAD EXPRESSION
520 !*****
530 ERMSG  BSZ 0
540     BYT 377          !NO ERROR MESSAGES
550 !*****

```

```

560 INIT    BSZ 0                !NO INITIALIZATION TO BE DONE
570        RTN                  !DONE
580 !*****
590 XVAL    BSZ 0
600 RVAL    BSZ 10              !TEMPORARY STORAGE
610 YVAL    BSZ 0
620 AVAL    BSZ 10              !TEMPORARY STORAGE
630 !*****
640        BYT 241              !ATTRIBUTE FOR RECTANGULAR
650 RTP.    JSB =ONER           !GET Y VALUE TO R40
660        LDMD R22,=BINTAB     !LOAD BASE ADDRESS
670        STMD R40,X22,YVAL    !SAVE Y VALUE
680        JSB =ONER           !GET X-VALUE TO R40
690        STMD R40,X22,XVAL    !SAVE X VALUE
700        PUMD R40,+R12        !PUSH FOR MULTIPLY
710        PUMD R40,+R12        !PUSH FOR MULTIPLY
720        JSB =MPYROI          !GET X^2 (LEAVE ON R12)
730        LDMD R40,X22,YVAL    !GET Y VALUE
740        PUMD R40,+R12        !PUSH FOR MULTIPLY
750        PUMD R40,+R12        !PUSH FOR MULTIPLY
760        JSB =MPYROI          !GET Y^2 (LEAVE ON R12)
770        JSB =ADDROI          !GET X^2+Y^2 (LEAVE ON R12)
780        JSB =SQRS            !GET SQR(X^2+Y^2) RADIUS
790        POMD R40,-R12        !RECOVER ANSWER
800        PUMD R40,+R6         !SAVE RESULT FOR LATER
810        LDMD R40,X22,YVAL    !GET Y VALUE
820        PUMD R40,+R12        !PUSH FOR ATN
830        LDMD R40,X22,XVAL    !GET X VALUE
840        PUMD R40,+R12        !PUSH FOR ATN2
850        JSB =ATN2.           !FIND ATN2(Y,X) AND LEAVE ON R12
860        JSB =STOSV           !STORE RESULT TO ANGLE VARIABLE
870        POMD R40,-R6         !RECOVER RADIUS RESULT
880        PUMD R40,+R12        !PUSH FOR STORE
890        JSB =STOSV           !STORE TO THE RADIUS VARIABLE
900        RTN                  !DONE
910 !*****
920        BYT 241              !ATTRIBUTES FOR POLAR
930 PTR.    JSB =ONER           !GET ANGLE VALUE
940        LDMD R22,=BINTAB     !LOAD BASE ADDRESS
950        STMD R40,X22,AVAL    !STORE FOR LATER
960        JSB =ONER           !GET RADIUS VALUE
970        STMD R40,X22,RVAL    !STORE FOR LATER
980        LDMD R40,X22,AVAL    !GET ANGLE VALUE
990        PUMD R40,+R12        !PUSH FOR COS FUNCTION
1000       JSB =COS10           !TAKE COS(ANGLE)
1010       LDMD R22,=BINTAB     !LOAD BASE ADDRESS
1020       LDMD R40,X22,RVAL    !GET RADIUS VALUE
1030       PUMD R40,+R12        !PUSH FOR MULTIPLY
1040       JSB =MPYROI          !GET R*COS(ANGLE) X VALUE
1050       POMD R40,-R12        !GET ANSWER
1060       PUMD R40,+R6         !SAVE FOR LATER
1070       LDMD R40,X22,AVAL    !GET ANGLE VALUE
1080       PUMD R40,+R12        !PUSH FOR SIN FUNCTION
1090       JSB =SIN10           !TAKE SIN(ANGLE)
1100       LDMD R22,=BINTAB     !LOAD BASE ADDRESS
1110       LDMD R50,X22,RVAL    !GET RADIUS
1120       PUMD R50,+R12        !PUSH FOR MULTIPLY
1130       JSB =MPYROI          !GET R*SIN(ANGLE) Y VALUE
1140       JSB =STOSV           !STORE TO Y VARIABLE
1150       POMD R40,-R6         !RECOVER X VALUE
1160       PUMD R40,+R12        !PUSH FOR STORE

```



## Sample Binary Programs

```

1170      JSB =STOSV      !STORE TO X VARIABLE
1180      RTN            !DONE
1190 !*****
1200      BYT 241        !ATTRIBUTES FOR SCRATCHBIN
1210 SCR.  STBD R#,,=GINTDS !DISABLE INTERRUPTS
1220      LDMD R24,,=BINTAB !LOAD BASE ADDRESS
1230      DCM R24        !MOVE TO LAST BYTE TO KEEP
1240      LDMD R26,,=LWAMEM !GET END OF MEMORY (AND BFGM)
1250      STM R26,R22    !COPY
1260      SBM R22,R24    !GET DISTANCE TO MOVE
1270      LDB R20,,=4    !LOAD COUNTER FOR PTR ADJUST
1280      LDM R32,,=LAVAIL !GET ADDRESS OF 1st PTR TO MOVE
1290 UNLD1 LDMD R36,R32  !GET NEXT PTR
1300      ADM R36,R22    !ADD DISTANCE TO MOVE
1310      PUMD R36,+R32  !RESTORE POINTER
1320      DCB R20        !DECREMENT COUNT
1330      JNZ UNLD1     !JIF NOT DONE
1340      LDMD R36,R32  !GET FWBIN
1350      CMMD R36,,=LWAMEM !SAME AS LWAMEM?
1360      JZR UNLD2     !JIF YES
1370      ADM R36,R22    !ELSE ADJUST
1380      STMD R36,R32  ! AND REPLACE
1390 UNLD2 CLM R#
1400      STMD R#,,=BINTAB !ZERO OUT BINTAB (NO BFGM)
1410      LDM R#,,R12    !COPY R12 PTR
1420      LDM R41,,=316  !LOAD INTO R41-R47 THIS CODE:
1430      DEF MOVDN      ! JSB=MOVDN
1440      STBD R#,,=GINTEN ! STBD R#,,=GINTEN
1450      RTN            ! RTN
1460      STMD R41,R36  !STORE AT END OF R12 STACK
1470      DCM R36        !DCM ADDR. BECAUSE LDM WILL ICM R4 AFTER LOAD
1480      LDM R4,R36    !MOVE PROGRAM EXECUTION TO MOVDN CODE
1490 !*****
1500      BYT 0,56       !ATTRIBUTES FOR REV DATE
1510 REV.  LDM R44,,=8D,0 !LOAD LENGTH OF STRING
1520      DEF DATE        ! AND RELATIVE ADDRESS OF STRING
1530      ADMD R46,,=BINTAB !MAKE ADDRESS ABSOLUTE
1540      PUMD R44,+R12  !PUSH TO STACK
1550      RTN            !DONE
1560 DATE  ASC "05/05/80"
1570 !*****
1580 COS10 DAD 53556
1590 MPYROI DAD 52722
1600 ADDROI DAD 52150
1610 SIN10 DAD 53546
1620 SQR5 DAD 52442
1630 ATN2. DAD 76455
1640 ONER DAD 56215
1650 ERROR+ DAD 06611
1660 NUMVAL DAD 12412
1670 GETCMA DAD 13414 !DEFINE ADDRESSES
1680 REFNUM DAD 17025
1690 SCAN DAD 11262
1700 STOSV DAD 45254
1710 BINTAB DAD 101233
1720 GINTDS DAD 177401
1730 LWAMEM DAD 100022
1740 LAVAIL DAD 100010
1750 MOVDN DAD 37324
1760 GINTEN DAD 177400
1770      FIN

```

RECTANGULAR/POLAR CONVERSIONS (ROM)

RECT/POLAR CONVERSIONS  
ROM VERSION

Source File: ROMPRS

Object File: ROMPRB

This program is the same as the RECT/POLAR CONVERSIONS binary program, except that it is written for a ROM.

## Sample Binary Programs

```

10 !*****
20 !* RECT/POLAR CONVERSIONS *
30 !*   ROM VERSION   *
40 !* (c) Hewlett-Packard Co. *
50 !*   1980   *
60 !*****
70   ABS ROM 60000
80   BYT 100           !ROM # MUST BE FIRST BYTE
90   BYT 277          !ROM COMPLEMENT # MUST BE SECOND BYTE
100  DEF RUNTIM       !PTR TO RUNTIME ADDRESS TABLE
110  DEF ASCIIS       !PTR TO KEYWORD TABLE
120  DEF PARSE        !PTR TO PARSE ADDRESS TABLE
130  DEF ERMSG        !PTR TO ERROR MESSAGE TABLE
140  DEF INIT         !PTR TO INIT ROUTINE FOR SYSTEM
150 !*****
160 PARSE BYT 0,0      !DUMMY TOK #0 PARSE PTR
170   DEF RTPP        !TOK #1 PARSE PTR
180   DEF RTPP        !TOK #2 PARSE PTR
190   DEF UNLODF      !TOK #3 PARSE PTR
200 RUNTIM BYT 0,0    !DUMMY TOK #0 RUNTIME
210   DEF RTP.        !TOK #1 RUNTIME
220   DEF PTR.        !TOK #2 RUNTIME
230   DEF SCR.B.     !TOK #3 RUNTIME
240   DEF REV.        !TOK #4 RUNTIME
250 !*****
260 ASCIIS ASP "POLAR" !KEYWORD #1
270   ASP "RECTANGULAR" !KEYWORD #2
280   ASP "SCRATCHBIN" !KEYWORD #3
290   ASP "REV DATE"   !KEYWORD #4
300   BYT 377         !TERMINATE ASCIIS TABLE
310 !*****
320 UNLODF LDM R46,=370,100 !SYSTEM EXTERNAL ROM TOKEN & ROM #
330   PUMD R46,+R12    !PUSH THEM TO THE STACK
340   PUMD R43,+R12    !PUSH INCOMING TOKEN TO THE STACK
350   JSB =ROMJSB     !MUST CALL THROUGH ROMJSB
360   DEF SCAN        !CALL SCAN FOR SYSTEM
370   BYT 0           !IT'S IN ROM 0
380   RTN            !DONE
390 !*****
400 RTPP PUBD R43,+R6    !SAVE INCOMING TOKEN
410   JSB =ROMJSB     !SCAN SELECTS OTHER ROMS
420   DEF SCAN        !DO A SCAN FOR REFNUM
430   BYT 0           !SELECT ROM 0
440   JSB =ROMJSB     !
450   DEF REFNUM      !GET THE 1st VARIABLE REFERENCE
460   BYT 0           !ROM #0
470   JEZ ERR        !JIF NOT THERE
480   JSB =ROMJSB     !
490   DEF GETCMA      !DEMAND A COMMA
500   BYT 0           !ROM #0
510   JSB =ROMJSB     !
520   DEF REFNUM      !GET THE 2nd VARIABLE REFERENCE
530   BYT 0           !
540   JEZ ERR        !JIF NOT THERE
550   JSB =ROMJSB     !
560   DEF GETCMA      !DEMAND A COMMA
570   BYT 0           !
580   JSB =ROMJSB     !
590   DEF NUMVAL      !GET THE X VALUE
600   BYT 0           !

```

```

610      JEZ ERR          !JIF NOT THERE
620      JSB =ROMJSB
630      DEF GETCMA      !DEMAND A COMMA
640      BYT 0
650      JSB =ROMJSB
660      DEF NUMVAL     !GET THE Y VALUE
670      BYT 0
680      JEZ ERR          !JIF NOT THERE
690      POBD R47,-R6    !RECOVER THE INCOMING TOKEN
700      LDB R46,=100    !LOAD THE ROM #
710      LDB R45,=371    !LOAD THE SYSTEM BPGM TOKEN
720      PUMD R45,+R12   !PUSH THE PARSED CODE
730      JMP GTOROM      !DONE
740 !*****
750 ERR   POBD R47,-R6    !CLEAN UP R6 (REMOVE TOKEN)
760      JSB =ERROR      !REPORT ERROR
770      BYT 81D         !BAD EXPRESSION
780 GTOROM GTD ROMRTN    !HAVE TO RESELECT ROM 0 WHEN RETURNING FROM PARS
E
790 !*****
800 ERMSG BSZ 0
810      BYT 377         !NO ERROR MESSAGES
820 !*****
830 INIT  BSZ 0
840      BIN
850      LDBD R34,=ROMFL !GET REASON FOR INIT
860      JNZ INIRTN      !JIF NOT POWER ON
870      LDMD R34,=FWUSER !GET FIRST AVAILABLE WORD
880      STMD R34,=UNBAS1 !SAVE BASE ADDRESS
890      ADM R34,=20,0    !PLUS # OF BYTES NEEDED
900      STMD R34,=FWUSER !RESET FIRST WORD AVAILABLE PTR
910      JSB =ROMJSB
920      DEF SCRAT+      !RE-SET UP THE BASIC PROGRAM STRUCTURE AND PTRS
930      BYT 0
940 INIRTN RTN
950 !*****
960 XVAL  EQU 0
970 RVAL  EQU 0          !INDEX INTO STOLEN RAM
980 YVAL  EQU 10
990 AVAL  EQU 10        !INDEX INTO STOLEN RAM
1000 !*****
1010     BYT 241         !ATTRIBUTE FOR RECTANGULAR
1020 RTP. JSB =ONER      !GET Y VALUE TO R40
1030     LDMD R22,=UNBAS1 !LOAD BASE ADDRESS
1040     STMD R40,X22,YVAL !SAVE Y VALUE
1050     JSB =ONER        !GET X-VALUE TO R40
1060     STMD R40,X22,XVAL !SAVE X VALUE
1070     PUMD R40,+R12     !PUSH FOR MULTIPLY
1080     PUMD R40,+R12     !PUSH FOR MULTIPLY
1090     JSB =MPYROI      !GET X^2 (LEAVE ON R12)
1100     LDMD R40,X22,YVAL !GET Y VALUE
1110     PUMD R40,+R12     !PUSH FOR MULTIPLY
1120     PUMD R40,+R12     !PUSH FOR MULTIPLY
1130     JSB =MPYROI      !GET Y^2 (LEAVE ON R12)
1140     JSB =ADDROI      !GET X^2+Y^2 (LEAVE ON R12)
1150     JSB =SQR5        !GET SQR(X^2+Y^2) RADIUS
1160     POMD R40,-R12    !RECOVER ANSWER
1170     PUMD R40,+R6     !SAVE RESULT FOR LATER
1180     LDMD R40,X22,YVAL !GET Y VALUE
1190     PUMD R40,+R12     !PUSH FOR ATN
1200     LDMD R40,X22,XVAL !GET X VALUE
1210     PUMD R40,+R12     !PUSH FOR ATN2

```

## Sample Binary Programs

```

1220      JSB =ATN2.           !FIND ATN2(Y,X) AND LEAVE ON R12
1230      JSB =STOSV         !STORE RESULT TO ANGLE VARIABLE
1240      P0MD R40,-R6       !RECOVER RADIUS RESULT
1250      PUMD R40,+R12      !PUSH FOR STORE
1260      JSB =STOSV         !STORE TO THE RADIUS VARIABLE
1270      RTN                !DONE
1280 !*****
1290      BYT 241            !ATTRIBUTES FOR POLAR
1300 PTR.  JSB =ONER        !GET ANGLE VALUE
1310      LDMD R22,=UNBAS1   !LOAD BASE ADDRESS
1320      STMD R40,X22,AVAL  !STORE FOR LATER
1330      JSB =ONER        !GET RADIUS VALUE
1340      STMD R40,X22,RVAL  !STORE FOR LATER
1350      LDMD R40,X22,AVAL  !GET ANGLE VALUE
1360      PUMD R40,+R12      !PUSH FOR COS FUNCTION
1370      JSB =COS10        !TAKE COS(ANGLE)
1380      LDMD R22,=UNBAS1   !LOAD BASE ADDRESS
1390      LDMD R40,X22,RVAL  !GET RADIUS VALUE
1400      PUMD R40,+R12      !PUSH FOR MULTIPLY
1410      JSB =MPYROI        !GET R*COS(ANGLE) X VALUE
1420      P0MD R40,-R12     !GET ANSWER
1430      PUMD R40,+R6       !SAVE FOR LATER
1440      LDMD R40,X22,AVAL  !GET ANGLE VALUE
1450      PUMD R40,+R12      !PUSH FOR SIN FUNCTION
1460      JSB =SIN10        !TAKE SIN(ANGLE)
1470      LDMD R22,=UNBAS1   !LOAD BASE ADDRESS
1480      LDMD R50,X22,RVAL  !GET RADIUS
1490      PUMD R50,+R12      !PUSH FOR MULTIPLY
1500      JSB =MPYROI        !GET R*SIN(ANGLE) Y VALUE
1510      JSB =STOSV         !STORE TO Y VARIABLE
1520      P0MD R40,-R6       !RECOVER X VALUE
1530      PUMD R40,+R12      !PUSH FOR STORE
1540      JSB =STOSV         !STORE TO X VARIABLE
1550      RTN                !DONE
1560 !*****
1570      BYT 241            !ATTRIBUTES FOR SCRATCHBIN
1580 SCR.  STBD R#,=GINTDS   !DISABLE INTERRUPTS
1590      LDMD R24,=UNBAS1   !LOAD BASE ADDRESS
1600      DCM R24            !MOVE TO LAST BYTE TO KEEP
1610      LDMD R26,=LWAMEM   !GET END OF MEMORY (AND BPGM)
1620      STM R26,R22        !COPY
1630      SBM R22,R24        !GET DISTANCE TO MOVE
1640      LDB R20,=4         !LOAD COUNTER FOR PTR ADJUST
1650      LDM R32,=LAVAIL    !GET ADDRESS OF 1rst PTR TO MOVE
1660 UNLD1 LDMD R36,R32      !GET NEXT PTR
1670      ADM R36,R22        !ADD DISTANCE TO MOVE
1680      PUMD R36,+R32      !RESTORE POINTER
1690      DCB R20            !DECREMENT COUNT
1700      JNZ UNLD1         !JIF NOT DONE
1710      LDMD R36,R32      !GET FWBIN
1720      CMMD R36,=LWAMEM  !SAME AS LWAMEM?
1730      JZR UNLD2         !JIF YES
1740      ADM R36,R22        !ELSE ADJUST
1750      STMD R36,R32      ! AND REPLACE
1760 UNLD2 CLM R#           !
1770      STMD R#,=BINTAB    !ZERO OUT BINTAB (NO BPGM)
1780      JSB =MOVDN        !MOVE MEMORY TO HIGHER ADDRESS
1790      STBD R#,=GINTEN   !RE-ENABLE INTERRUPTS
1800      RTN                !DONE
1810 !*****
1820      BYT 0,56          !ATTRIBUTES FOR REV DATE

```

```

1830 REV.    LDM R44,=8D,0      !LOAD LENGTH OF STRING
1840        DEF DATE          !    AND ADDRESS OF STRING
1850        PUMD R44,+R12     !PUSH TO STACK
1860        RTN              !DONE
1870 DATE    ASC "05/05/80"
1880 !*****
1890 COS10   DAD 53556
1900 MPYROI  DAD 52722
1910 ADDROI  DAD 52150
1920 SIN10   DAD 53546
1930 SQR5    DAD 52442
1940 ATN2.   DAD 76455
1950 ONER    DAD 56215
1960 ERROR   DAD 06615
1970 NUMVAL  DAD 12412
1980 GETCMA  DAD 13414      !DEFINE ADDRESSES
1990 REFNUM  DAD 17025
2000 SCAN    DAD 11262
2010 STOSV   DAD 45254
2020 BINTAB  DAD 101233
2030 GINTDS  DAD 177401
2040 LWAMEM  DAD 100022
2050 LAVAIL  DAD 100010
2060 MOVDN   DAD 37324
2070 GINTEN  DAD 177400
2080 ROMJSB  DAD 4776
2090 FWUSER  DAD 100000
2100 UNBAS1  DAD 102554
2110 ROMRTN  DAD 4762
2120 SCRAT+  DAD 4344
2130 ROMFL   DAD 101231
2140        FIN

```

## NOTES

## SECTION 9

### THE HP-82928A SYSTEM MONITOR

The HP-82928A System Monitor is an optional plug-in module for use with the HP-83/85 Assembler ROM. The System Monitor:

- Permits the user to set two breakpoints in any portion of memory. Any time either of these two addresses is referenced in any manner, an interrupt is caused. The user can use this interrupt to examine CPU registers, status bits, and memory locations, and to make changes, if desired.
- Permits the user to single-step and trace through the operation of code at any point in memory.

The System Monitor may be used only in conjunction with the HP-83/85 Assembler ROM.

#### SETTING AND CLEARING BREAKPOINTS

Two System Monitor commands, BKP and CLR, permit the user to set and clear breakpoints.





BKP  
Set Breakpoint

System Monitor Command

Format: BKP octal address [, select code for output]

Description: Sets breakpoint (BP) #1 or #2 at the specified address in HP-83/85 memory. If no breakpoints are set, the command sets BP1. If BP1 is already set, the command sets BP2. If BP1 and BP2 are both set, the command resets BP2 to the new octal address; BP1 remains set at its original address. Breakpoints can be set at any address in HP-83/85 system RAM or ROM. Breakpoints can be cleared only by the CLR command.

When execution is halted at a breakpoint, the B key is a typing aid for BKP.

When the address at which a breakpoint is set is encountered during execution of a program or a calculator mode statement, execution halts and a block of status information is output to the device specified by the select code. If no select code is specified, the default is 1 (CRT IS device) at power-on, or the last select code specified by a breakpoint.

The information output comprises the following:

Memory Contents: The contents of a specified number of RAM or ROM locations are output. The output is based on the specifications in the last MEM statement or command, if one was previously executed. Output begins with the octal address specified in the last-executed MEM and continues for the number of bytes specified by that last MEM.

If no MEM was executed, the default address is 0; default number of bytes is 100<sub>8</sub>.

Output can be generated from a ROM, as specified by the ROM# in the MEM last executed. Default ROM# is 0.

Like MEM, the output first shows the octal values of the quantities in the block of memory, eight bytes to a line of output, then shows the ASCII representation of the quantities.

CPU Status Indicators: This output includes the following:

PC: The setting of the program counter (i.e., the contents of CPU registers R4 and R5). When execution is resumed, it will begin at the address specified by PC.

AR: Contents of the address register pointer (i.e., the current AR).

DR: Contents of the data register pointer (i.e., the current DR).

BKPS: Addresses of breakpoints BP1 and BP2. An address of 000000 can mean no breakpoint is set or a breakpoint is set at address 000000.

OV: Status of overflow flag.

CY: Status of carry flag.

NG: Status of MSB (most significant bit), used to indicate a negative quantity.

LZ: Status of LDZ (left digit zero) flag.

ZR: Status of Z (zero) flag.

RZ: Status of RDZ (right digit zero) flag.

OD: Status of LSB (least significant bit), used to indicate an odd quantity.

DC: Setting of DCM (decimal) flag.

## The HP-82928A System Monitor

E: Contents of E (extend) register. This will be a quantity between 0 and  $17_8$ .

CPU Registers: Octal contents of all CPU registers, eight bytes to a line of output.

Once a breakpoint has been encountered and execution is halted, the following keys on the keyboard are active for the uses shown:

<u>Key</u>	<u>Use</u>
B	Typing aid for BKP command.
C	Typing aid for CLR command.
M	Typing aid for MEM command.
P	Typing aid for PC= command.
R	Typing aid for REG command.
T	Typing aid for TRACE command.
[STEP]	Single-step execution.
[ROLL ▲]	Roll up display.
[ROLL ▼]	Roll down display.
[RUN]	Resume normal program execution.
[BACK SPACE]	
[COPY]	
[PAPER ADVANCE]	

Most other keys on the keyboard are inactive at a breakpoint, although once the entry of a system monitor command has been begun, all alphanumeric keys are once again active to allow the full command to be entered.

Example: Here is a sample of a breakpoint output.

```

MEM 0
026 000 112 205 155 071 112 205
345 074 106 075 065 075 044 075      Memory Contents (octal)
070 205 123 205 123 205 106 251
300 202 230 136 262 001 377 251
340 037 262 030 377 321 000 140
366 012 262 231 202 261 014 140
036 306 000 000 316 322 007 316
055 072 230 316 034 205 117 220

  J m9J e<F=5=$=
8 S S F)@ ^2 )      Memory Contents (ASCII)
^ 2 @ ^v 2 1 ^
F NR N--: N 0
MEM 0

PC      DR AR BKPS      PC and Breakpoint Status
003160 74 20 003157 000000
OV CY NG LZ ZR RZ OD DC E
0 0 0 1 0 0 1 1 00

REG
000 000 227 141 160 006 304 202      CPU Register Contents
320 211 325 211 015 001 001 001
157 006 231 251 321 211 316 211
321 212 040 000 107 211 001 000
015 000 000 000 000 231 251 002
116 000 040 000 200 003 000 000
040 040 040 040 040 040 176 003
001 004 000 000 000 000 000 000

```

The contents of memory and CPU registers are shown with eight succeeding registers per row; thus, the top row of the CPU register output shows registers R0-R7, the second row R10-R17, etc.

#### NOTE

A breakpoint cannot be set in an instruction which employs immediate addressing.

## CLR

System Monitor Command

Clear Breakpoint

Format:	CLR 1	Clears BP1
	CLR 2	Clears BP2
	CLR <u>[any number except 1 or 2]</u>	Clears BP1 and BP2

Description: Clears breakpoint #1, breakpoint #2, or both breakpoints.

After a breakpoint has halted execution, C is a typing aid for CLR.

After CLR is displayed, the user can type 1 [END LINE] to clear BP1 or 2 [END LINE] to clear BP2. After CLR is displayed, simply pressing [END LINE] or entering any number except 1 or 2, then pressing [END LINE], clears both BP1 and BP2.

CLR may be used any time execution has been halted, whether or not it has been halted by a breakpoint.

## OPERATIONS AT A BREAKPOINT

After execution has halted after a breakpoint, the user can:

- Generate an output of the contents of a specified number of bytes of memory.
- Change the program counter.
- Change contents of any CPU register.
- Perform single-step and TRACE execution.
- Use [ROLL] or [SHIFT] [ROLL] to examine the CRT screen.
- Use [RUN] to resume normal execution, beginning with the memory byte currently addressed by the program counter (PC).

MEM

System Monitor Command

Memory Dump to CRT

Format: MEM address [: ROM#] [, # of bytes] [= #, #, ...]

Description: Acts like Assembler-provided BASIC statement MEM, except that at a breakpoint M acts as a typing aid for MEM.

PC=

System Monitor Command

Program Counter Is

Format: PC= address between 0 and 177377

Description: Changes contents of program counter (CPU registers R4 and R5) to the specified address, and dumps CPU status and memory contents exactly as when a breakpoint (BKP) is executed.

After a breakpoint has been executed, P acts as a typing aid for PC=.

When execution is resumed, it will begin at the address now specified by the contents of the program counter.

This command is active only after execution has been halted by a breakpoint.

Example: PC = 3477 Sets the PC to resume execution with byte 003477.

REG  
CPU Register Is

System Monitor Command

Format: REG number of CPU register = value between 0 and octal 377

Description: Changes contents of specified CPU register to specified value, and dumps CPU status and memory contents exactly as when a breakpoint (BKP) is executed. Value may be specified as octal, decimal, or BCD quantity. This command is active only after execution has been halted by a breakpoint. R acts as a typing aid for REG.

Example: REG 35 = 31 Changes contents of register R34 to  $31_8$ .  
REG 36 = 19C Changes contents of register R36 to BCD 19.  
REG 37 = 25D Changes contents of register R37 to  $25_{10}$ .

STEP  
Single-Step Execution

System Monitor Command

Format: This command is executed with the [STEP] key.

Description: Executes the next complete machine code instruction (not merely the next byte), beginning with the location currently addressed by the PC, then halts and dumps CPU status and memory contents exactly as when a breakpoint (BKP) is executed. Active only after execution has been halted by a breakpoint.

## TRACE

System Monitor Command

### Trace Execution

Format: TRACE octal, decimal or BCD value

Description: Resumes execution with the next machine code instruction, and continues for the number of instructions (not bytes) specified by the octal, decimal or BCD value.

After each instruction is executed, CPU breakpoint and partial CPU status is output to the current CRT IS device. When execution halts, the CPU status and memory contents are output as at a breakpoint.

The information output after each instruction comprises the following:

PC: The current setting of the program counter (i.e., the contents of CPU registers R4 and R5).

DR: Current data register.

AR: Current address register.

BKPS: Addresses of breakpoints BP1 and BP2. (Because of the internal coding of the System Monitor, the address of BP1 appears to increase as each instruction is traced and status is output. However, when trace execution halts, both breakpoints are reset to their original addresses when the TRACE command was executed.)

The information output when execution halts after tracing is exactly the same as that output at a breakpoint: that is, the contents of the memory block specified by the last MEM statement or command, complete CPU status, and the contents of all CPU registers. See System Monitor command BKP for details.



The HP-82928A System Monitor

Example: TRACE 10 Generates an output similar to the following:

```

003161 74 12 003160 000000
003162 74 12 003161 000000
003163 36 12 003162 000000
003164 36 12 003163 000000
003165 36 76 003164 000000
003166 36 76 003165 000000
003167 76 76 003166 000000

MEM 0
026 000 112 205 155 071 112 205
345 074 106 075 065 075 044 075
070 205 123 205 123 205 106 251
300 202 230 136 262 001 377 251
340 037 262 030 377 321 000 140
366 012 262 231 202 261 014 140
036 306 000 000 316 322 007 316
055 072 230 316 034 205 117 220

  J m9J e<F=5=$=
  8 S S F)@ ^2 )
  ' 2 Q 'v 2 1 '
  F NR N-: N 0
MEM 0

PC      DR AR BKPS
003170 76 76 003157 000000
OV CY NG LZ ZR RZ OD DC E
0 0 0 1 1 1 0 1 00

REG
000 000 077 211 170 006 304 202
320 211 321 211 015 001 001 001
157 006 231 251 321 211 316 211
321 212 040 000 107 211 160 000
015 000 000 000 000 231 251 002
116 000 040 000 200 003 000 000
040 040 040 040 040 040 176 003
001 004 000 000 001 000 000 000

```

Tracing PC, DR, AR, BP1, BP2

Memory Contents (octal)

Memory Contents (ASCII)

CPU and Breakpoint Status

CPU Register Contents (octal)

# APPENDIX A

## GLOSSARY OF TERMS



Allocated program. Form of program where variable space has been allocated, variable names are addresses, and line references have become addresses. An allocated program is ready to run, and cannot be edited.

BASIC reserved word. Entry in an ASCII table. From the user's point of view, a BASIC reserved word is an entry that has meaning for the system: it can be entered as a command, statement, or function. From the system point of view, a BASIC reserved word is the decompiled form of a token.

Binary program. Assembly-language program which can be loaded into the HP-83 or HP-85 and run. A binary program should be relocatable.

Calculator mode statement. Contains BASIC statements as well as numeric or string operations. Compare to expression.

Command. Non-programmable language element. Commands are executed immediately; they cannot be used in a program. With the Assembler ROM installed there are two types of commands:

--System command. Available in normal BASIC mode; these commands may or may not be available in Assembler mode (e.g., COPY, SCRATCH).

--Assembler command. Available only in Assembler mode (e.g., BASIC, ALOAD).

Deallocated program. Form of input text rendered into tokens. Deallocated program contains actual variable names and immediate data, and can be edited.

Effective address. Location of the ultimate, fully-computed address or destination of an instruction.

Expression. Contains purely numeric or string operations. Compare to calculator mode statement.

## Glossary of Terms

Function. Programmable BASIC language element that can be used as part of a statement. A function, such as PI, SIN, ABS, etc., always returns a value.

HP-83/85. Applies to either HP-83 or HP-85 Personal Computer.

Instruction. Programmable assembly language element. These are of two types:

--CPU instruction. Instructions for the machine central processing unit.

--Pseudo-instruction. Instructions to the Assembler ROM at assembly time.

Label. Identifier that corresponds to an address or value.

Object code. The assembled machine code for a binary or ROM program. Object code is ready to be run.

PC. Program counter in computer CPU hardware.

PCR. System program counter, controlled by software.

ROM program. Assembly-language program which can be burned into a ROM package for later connection to and running on the HP-83/85. A ROM program is not relocatable.

Source code. Instructions and pseudo-instructions before assembly, as they are entered from the keyboard.

Statement. Programmable BASIC language element. A statement does not return a value and cannot be used in an expression.

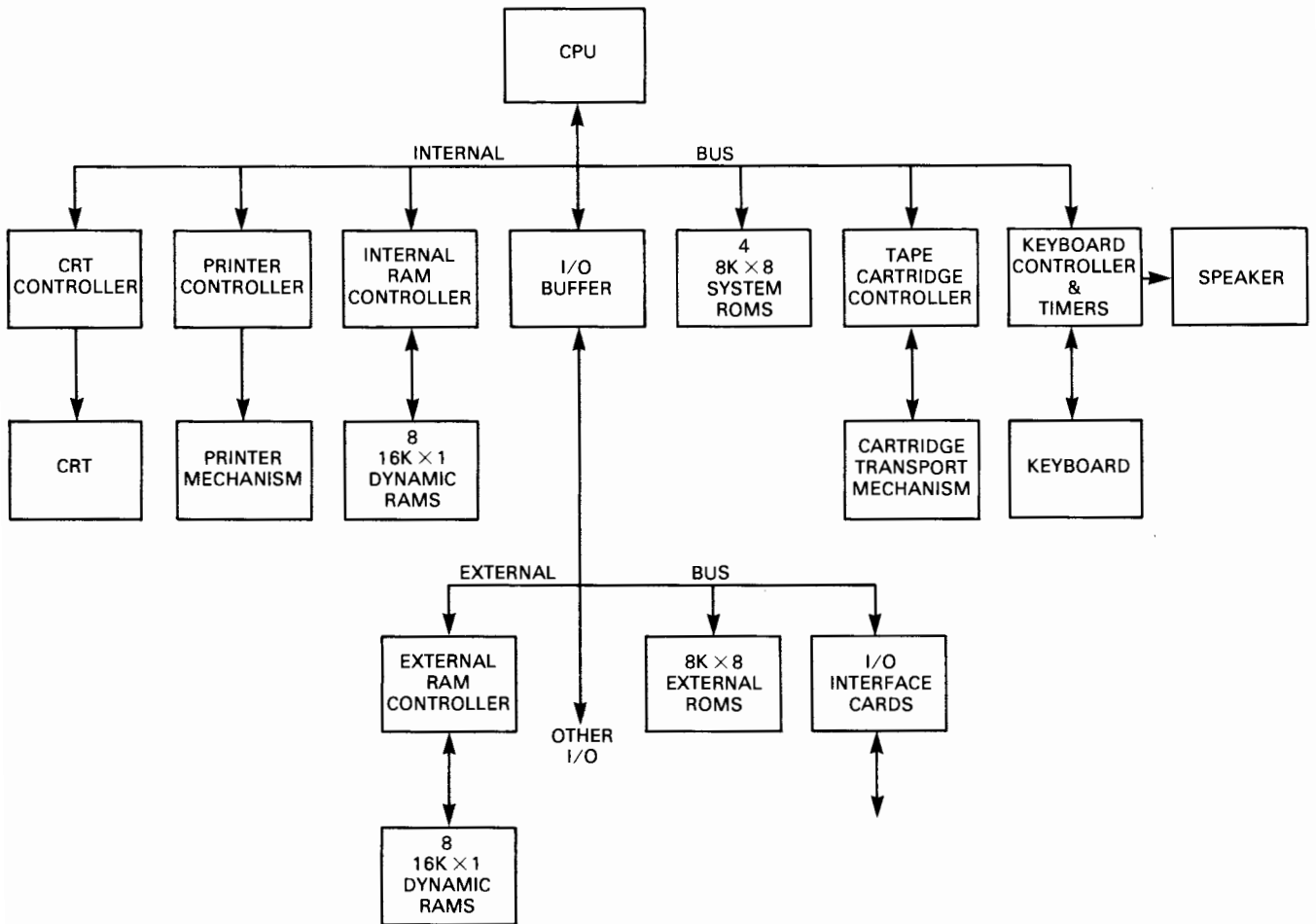
Token: A one-byte numeric quantity representing a keyword. A token indicates to the machine the addresses of the ASCII entry, runtime routine, and parse routine (possibly implied) associated with the keyword. Each token also has associated methods of allocation, deallocation, parsing, and decompiling.

Variable. A numeric value which may be assigned to a label. Variables can be simple numeric, array, or string; if numeric, they can be real, short, or integer.

## NOTES

# APPENDIX B

## SYSTEM HARDWARE DIAGRAM



## NOTES

## APPENDIX C

### ASSEMBLER INSTRUCTION SET

On the following pages is a list of all CPU instructions available on the Assembler ROM.

#### LEGEND

DR	Data register. Can be register number (e.g., R32), R* or R#.
AR	Address register. Can be register number (e.g., R32), R* or R#.
<u>Literal</u>	Literal value, up to 10 <sub>8</sub> bytes in length. Can be BCD constant (e.g., 99C), octal constant (e.g., 12), or decimal constant (e.g., 20D). Can also be specified by a label, where the literal quantity is a one- or two-byte value or address assigned to the label.
<u>Label</u>	Address of literal quantity. Label name must begin with an alphabetic character, can use any combination of alphanumeric characters, and can be 1-6 characters in length.
Clock Cycle	1.6 $\mu$ sec.
B	Number of bytes.
T	Add one clock cycle if true (i.e., the jump occurs).
R(x)	CPU register addressed by (x).
M(x)	Memory location addressed by (x). (x) must be a 16-bit address.
PC	Program Counter. CPU registers R4 and R5. Used to address the instruction being executed.



## Assembler Instruction Set

SP	Subroutine Stack Pointer. CPU registers R6 and R7. Used to point to the next available location on the subroutine return address stack.
EA	Effective Address. The location from which data is read for load-type instructions or the location where data is placed for store-type instructions.
ADR	Address. The two-byte quantity directly following an instruction that uses the literal direct, literal indirect, index direct or index indirect addressing mode. This quantity is always an address.
n	Literal value.
←	Is transferred to.
( )	Contents of.
—	Complement (e.g., $\bar{x}$ is complement of x). This is one's complement if DCM=0 and nine's complement if DCM=1.
•	Logical AND.
v	Inclusive OR.
⊕	Exclusive OR.
JIF	Jump if.
1	Status bit is set.
∅	Status bit is cleared.
X	Status bit is affected.

- Status bit is not affected.

Y This option is available to this instruction.

The complete list of CPU instructions begins on the next page.

# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status											Binary/BCD Option	
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1			
												E	CY	OVF	E	CY		OVF
ADB <u>DR</u> , <u>AR</u>	Add byte	Reg. imm.	302	5	DR+DR+AR	X	X	X	X	-	-	X	X	-	X	0	Y	
ADB <u>DR</u> , = literal	Add byte	Lit. imm.	312	5	DR+DR+M(PC+1)	X	X	X	X	-	-	X	X	-	X	0	Y	
ABDB <u>DR</u> , <u>AR</u>	Add byte	Reg. dir.	332	6	DR+DR+M(AR)	X	X	X	X	-	-	X	X	-	X	0	Y	
ABDB <u>DR</u> , = <u>label</u>	Add byte	Lit. dir.	322	5	DR+DR+M(ADR)	X	X	X	X	-	-	X	X	-	X	0	Y	
ADM <u>DR</u> , <u>AR</u>	Add multi-byte	Reg. imm.	303	4+B	DR+DR+AR	X	X	X	X	-	-	X	X	-	X	0	Y	
ADM <u>DR</u> , = literal	Add multi-byte	Lit. imm.	313	4+B	DR+DR+M(PC+1)	X	X	X	X	-	-	X	X	-	X	0	Y	
ADMD <u>DR</u> , <u>AR</u>	Add multi-byte	Reg. dir.	333	5+B	DR+DR+M(AR)	X	X	X	X	-	-	X	X	-	X	0	Y	
ADMD <u>DR</u> , = <u>label</u>	Add multi-byte	Lit. dir.	323	4+B	DR+DR+M(ADR)	X	X	X	X	-	-	X	X	-	X	0	Y	
ANM <u>DR</u> , <u>AR</u>	Logical AND (multi-byte)	Reg. imm.	307	4+B	DR·DR·AR	X	X	X	X	-	-	0	0	-	0	0		
ANM <u>DR</u> , = literal	Logical AND (multi-byte)	Lit. imm.	317	4+B	DR·DR·M(PC+1)	X	X	X	X	-	-	0	0	-	0	0		
ANMD <u>DR</u> , <u>AR</u>	Logical AND (multi-byte)	Reg. Dir.	337	5+B	DR·DR·M(AR)	X	X	X	X	-	-	0	0	-	0	0		
ANMD <u>DR</u> , = <u>literal</u>	Logical AND (multi-byte)	Lit. dir.	327	5+B	DR·DR·M(ADR)	X	X	X	X	-	-	0	0	-	0	0		
ARP <u>AR</u>	Load ARP		000-077 (≠001)	2	ARP+n	-	-	-	-	-	-	-	-	-	-	-		
ARP 1	Load ARP with contents of R0		001	3	ARP+R0	-	-	-	-	-	-	-	-	-	-	-		
BCD	Set BCD mode		231	4	DCM+1	-	-	-	-	1	-	-	-	-	-	-		
BIN	Set binary mode		230	4	DCM+0	-	-	-	-	0	-	-	-	-	-	-		
CLB <u>DR</u>	Clear byte	Reg. imm.	222	5	DR+0	X	X	X	X	-	-	0	0	-	0	0		
CLM <u>DR</u>	Clear multi-byte	Reg. imm.	223	4+B	DR+0	X	X	X	X	-	-	0	0	-	0	0		
CLE	Clear E		235	2	E+0	-	-	-	-	-	0	-	-	0	-	-		
CMB <u>DR</u> , <u>AR</u>	Compare byte	Reg. imm.	300	5	DR+AR+1	X	X	X	X	-	-	X	X	-	X	0	Y	

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status											Binary/BCD Option	
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1			
												E	CY	OVF	E	CY		OVF
CMB <u>DR</u> , = <u>literal</u>	Compare byte	Lit. imm.	310	5	$DR + \overline{M(PC+1)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMBD <u>DR</u> , <u>AR</u>	Compare byte	Reg. dir.	330	6	$DR + \overline{M(AR)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMBD <u>DR</u> , = <u>label</u>	Compare byte	Lit. dir.	320	6	$DR + \overline{M(ADR)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMM <u>DR</u> , <u>AR</u>	Compare multi-byte	Reg. imm.	301	4+B	$DR + \overline{AR} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMM <u>DR</u> , = <u>literal</u>	Compare multi-byte	Lit. imm.	311	4+B	$DR + \overline{M(PC+1)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMMD <u>DR</u> , <u>AR</u>	Compare multi-byte	Reg. dir.	331	5+B	$DR + \overline{M(AR)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
CMMD <u>DR</u> , = <u>label</u>	Compare multi-byte	Lit. dir.	321	5+B	$DR + \overline{M(ADR)} + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
DCB <u>DR</u>	Decrement byte	Reg. imm.	212	5	$DR - DR - 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
DCM <u>DR</u>	Decrement multi-byte	Reg. imm.	213	4+B	$DR - DR - 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
DCE	Decrement E		223	2	$E + E - 1$	-	-	-	-	-	-	X	-	-	X	-		
DRP <u>DR</u>	Load DRP		100-177 (#101)	2	$DRP + n$	-	-	-	-	-	-	-	-	-	-	-		
DRP 1	Load DRP with contents of R0		101	3	$DRP + R0$	-	-	-	-	-	-	-	-	-	-	-		
ELB <u>DR</u>	Extended left byte	Reg. imm.	200	5	Circulate DR left once	X	X	X	X	-	-	X	X	X	0	0	Y	
ELM <u>DR</u>	Extended left multi-byte	Reg. imm.	201	4+B	Circulate DR left once	X	X	X	X	-	-	X	X	X	0	0	Y	
ERB <u>DR</u>	Extended right byte	Reg. imm.	202	5	Circulate DR right once	X	X	X	X	-	-	X	0	X	0	0	Y	
ERM <u>DR</u>	Extended right multi-byte	Reg. imm.	203	4+B	Circulate DR right once	X	X	X	X	-	-	X	0	X	0	0	Y	
ICB <u>DR</u>	Increment byte	Reg. imm.	210	5	$DR + DR + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	
ICM <u>DR</u>	Increment multi-byte	Reg. imm.	211	4+B	$DR + DR + 1$	X	X	X	X	-	-	X	X	-	X	0	Y	



# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status										Binary/BCD Option					
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1						
						E	CY	OVF	E	CY	OVF										
ICE	Increment E		234	2	E+E+1	-	-	-	-	-	X	-	-	X	-	-					
JCY <u>label</u>	Jump on carry		373	4+T	JIF CY=1	-	-	-	-	-	-	-	-	-	-	-					
JEN <u>label</u>	Jump on E non-zero		370	4+T	JIF E≠0000	-	-	-	-	-	-	-	-	-	-	-					
JEV <u>label</u>	Jump on even		363	4+T	JIF LSB=0	-	-	-	-	-	-	-	-	-	-	-					
JEZ <u>label</u>	Jump on E zero		371	4+T	JIF E=0000	-	-	-	-	-	-	-	-	-	-	-					
JLN <u>label</u>	Jump on left digit non-zero		375	4+T	JIF LDZ≠1	-	-	-	-	-	-	-	-	-	-	-					
JLZ <u>label</u>	Jump on left digit zero		374	4+T	JIF LDZ=1	-	-	-	-	-	-	-	-	-	-	-					
JMP <u>label</u>	Unconditional jump		360	4+T	Jump always	-	-	-	-	-	-	-	-	-	-	-					
JNC <u>label</u>	Jump on no carry		372	4+T	JIF CY=0	-	-	-	-	-	-	-	-	-	-	-					
JNG <u>label</u>	Jump on negative		364	4+T	JIF MSB≠OVF	-	-	-	-	-	-	-	-	-	-	-					
JNO <u>label</u>	Jump on no overflow		361	4+T	JIF OVF=0	-	-	-	-	-	-	-	-	-	-	-					
JNZ <u>label</u>	Jump on non-zero		366	4+T	JIF Z≠1	-	-	-	-	-	-	-	-	-	-	-					
JOD <u>label</u>	Jump on odd		362	4+T	JIF LSB=1	-	-	-	-	-	-	-	-	-	-	-					
JPS <u>label</u>	Jump on positive		365	4+T	JIF MSB=OVF	-	-	-	-	-	-	-	-	-	-	-					
JRN <u>label</u>	Jump on right digit non-zero		377	4+T	JIF RDZ≠1	-	-	-	-	-	-	-	-	-	-	-					
JRZ <u>label</u>	Jump on right digit zero		376	4+T	JIF RDZ=1	-	-	-	-	-	-	-	-	-	-	-					
JSB= <u>label</u>	Jump subroutine	Literal direct	316	9	Jump subroutine	-	-	-	-	-	-	-	-	-	-	-					
JSB <u>XR</u> , <u>label</u>	Jump subroutine	Indexed	306	11	Jump subroutine indexed	-	-	-	-	-	-	-	-	-	-	-					

# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status												Binary/BCD Option					
						LSB	MSB	RDZ		Z	DCM	DCM=0			DCM=1								
								LDZ				E	CY	OVF	E	CY	OVF						
JZR <u>label</u>	Jump on zero		367	4+T	JIF Z=1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
LDB <u>DR, AR</u>	Load byte	Reg. imm.	240	5	DR+AR	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDB <u>DR, = literal</u>	Load byte	Lit. imm.	250	5	DR+(PC+1)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBD <u>DR, AR</u>	Load byte	Reg. dir.	244	6	DR+M(AR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBD <u>DR, = label</u>	Load byte	Lit. dir.	260	6	DR+M(ADR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBD <u>DR, XAR, label</u>	Load byte	Index dir.	264	8	DR+M(ADR+AR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBI <u>DR, AR</u>	Load byte	Reg-indir.	254	8	DR+M(M(AR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBI <u>DR, = label</u>	Load byte	Lit. indir.	270	8	DR+M(M(ADR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDBI <u>DR, XAR, label</u>	Load byte	Index indir.	274	10	DR+M(M(ADR+AR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDM <u>DR, AR</u>	Load multi-byte	Reg. imm.	241	4+B	DR+AR	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDM <u>DR, = literal</u>	Load multi-byte	Lit. imm.	251	4+B	DR+M(PC+1)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMD <u>DR, AR</u>	Load multi-byte	Reg. dir.	245	5+B	DR+M(AR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMD <u>DR, = label</u>	Load multi-byte	Lit. dir.	261	5+B	DR+M(ADR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMD <u>DR, XAR, label</u>	Load multi-byte	Index dir.	265	7+B	DR+M(ADR+AR)	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMI <u>DR, AR</u>	Load multi-byte	Reg. indir.	255	7+B	DR+M(M(AR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMI <u>DR, = label</u>	Load multi-byte	Lit. indir.	271	7+B	DR+M(M(ADR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	
LDMI <u>DR, XAR, label</u>	Load multi-byte	Index indir.	275	9+B	DR+M(M(ADR+AR))	X	X	X	X	-	-	0	0	-	0	0	-	0	0	-	0	0	

# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status										Binary/BCD Option	
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1		
						E	CY	OVF	E	CY	OVF						
LLB DR	Logical left byte	Reg. imm.	204	5	Logical left shift DR	X	X	X	X	-	-	X	X	X	0	0	Y
LLM DR	Logical left multi-byte	Reg. imm.	205	4+B	Logical left shift DR	X	X	X	X	-	-	X	X	X	0	0	Y
LRB DR	Logical right byte	Reg. imm.	206	5	Logical right shift DR	X	X	X	X	-	-	X	0	X	0	0	Y
LRM DR	Logical right multi-byte	Re. imm.	207	4+B	Logical right shift DR	X	X	X	X	-	-	X	0	X	0	0	Y
NCB DR	Nine's (or one's) complement byte	Reg. imm.	216	5	DR←DR	X	X	X	X	-	-	X	X	-	X	0	Y
NCM DR	Nine's (or one's) complement multi-byte	Reg. imm.	217	4+B	DR←DR	X	X	X	X	-	-	X	X	-	X	0	Y
ORB DR, AR	Or byte inclusive	Reg. imm.	224	5	DR←DR-AR	X	X	X	X	-	-	0	0	-	0	0	
ORM DR, AR	Or multi-byte inclusive	Reg. imm.	225	4+B	DR←DR-AR	X	X	X	X	-	-	0	0	-	0	0	
PAD	Pop ARP, DRP and status from stack		237	8	Status←M(SP)	X	X	X	X	X	-	X	X	-	X	X	
POBD DR,+AR	Pop byte with post-increment	Stk. dir.	342	6	DR←M(AR), AR←AR+1	X	X	X	X	-	-	0	0	-	0	0	
POBD DR,-AR	Pop byte with pre-decrement	Stk. dir.	340	6	DR←M(AR), AR←AR-1	X	X	X	X	-	-	0	0	-	0	0	
POBI DR,+AR	Pop byte with post-increment	Stk. indir.	352	8	DR←M(M(AR)), AR←AR+2	X	X	X	X	-	-	0	0	-	0	0	
POBI DR,-AR	Pop byte with pre-decrement	Stk. indir.	350	8	DR←M(M(AR)), AR←AR-2	X	X	X	X	-	-	0	0	-	0	0	
POMD DR,+AR	Pop multi-byte with post-increment	Stk. dir.	343	5+B	DR←M(AR), AR←AR+M	X	X	X	X	-	-	0	0	-	0	0	

# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status											Binary/BCD Option
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1		
						E	CY	OYF	E	CY	OYF						
POMD <u>DR,-AR</u>	Pop multi-byte with pre-decrement	Stk. dir.	341	5+B	DR+M(AR), AR+AR-M	X	X	X	X	-	-	0	0	-	0	0	
POMI <u>DR,+AR</u>	Pop multi-byte with post-increment	Stk. indir.	353	7+B	DR+M(M(AR)), AR+AR+2	X	X	X	X	-	-	0	0	-	0	0	
POMI <u>DR,-AR</u>	Pop multi-byte with pre-decrement	Stk. indir.	351	7+B	DR+M(M(AR)), AR+AR-2	X	X	X	X	-	-	0	0	-	0	0	
PUBD <u>DR,+AR</u>	Push byte with post-increment	Stk. dir.	344	6	M(AR)+DR, AR+AR+1	X	X	X	X	-	-	0	0	-	0	0	
PUBD <u>DR,-AR</u>	Push byte with pre-decrement	Stk. dir.	346	6	AR+AR-1, M(AR)+DR	X	X	X	X	-	-	0	0	-	0	0	
PUBI <u>DR,+AR</u>	Push byte with post-increment	Stk. indir.	354	8	M(M(AR))+DR, AR+AR+2	X	X	X	X	-	-	0	0	-	0	0	
PUBI <u>DR,-AR</u>	Push byte with pre-decrement	Stk. indir.	356	8	AR+AR-2, M(M(AR))+DR	X	X	X	X	-	-	0	0	-	0	0	
PUMD <u>DR,+AR</u>	Push multi-byte with post-increment	Stk. dir.	345	5+B	M(AR)+DR, AR+AR+M	X	X	X	X	-	-	0	0	-	0	0	
PUMD <u>DR,-AR</u>	Push multi-byte with pre-decrement	Stk. dir.	347	5+B	AR+AR-M, M(AR)+DR	X	X	X	X	-	-	0	0	-	0	0	
PUMI <u>DR,+AR</u>	Push multi-byte with post-increment	Stk. indir.	355	7+B	M(M(AR))+DR, AR+AR+2	X	X	X	X	-	-	0	0	-	0	0	
PUMI <u>DR,-AR</u>	Push multi-byte with pre-decrement	Stk. indir.	357	7+B	AR+AR-2, M(M(AR))+DR	X	X	X	X	-	-	0	0	-	0	0	
RTN	Subroutine return		236	5	SP+SP-2, PC+M(SP)	-	-	-	-	-	-	-	-	-	-	-	
SAD	Save ARP, DRP and status on stack		232	8	M(SP)+Status	-	-	-	-	-	-	-	-	-	-	-	



# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status										Binary/BCD Option		
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1			
												E	CY	OVF	E		CY	OVF
SBB <u>DR</u> , <u>AR</u>	Subtract byte	Reg. imm.	304	5	DR+DR+ $\overline{AR}$ +1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBB <u>DR</u> , = <u>literal</u>	Subtract byte	Lit. imm.	314	5	DR+DR+M(PC+1)+1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBBD <u>DR</u> , <u>AR</u>	Subtract byte	Reg. dir.	334	6	DR+DR+M(AR)+1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBBD <u>DR</u> , = <u>label</u>	Subtract byte	Lit. dir.	324	6	DR+DR+M(ADR)+1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBM <u>DR</u> , <u>AR</u>	Subtract multi-byte	Reg. imm.	305	4+B	DR+DR+ $\overline{AR}$ +1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBM <u>DR</u> , = <u>literal</u>	Subtract multi-byte	Lit. imm.	315	4+B	DR+DR+M(PC+1)+1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBMD <u>DR</u> , <u>AR</u>	Subtract multi-byte	Reg. dir.	335	5+B	DR+DR+M(AR)+1	X	X	X	X	-	-	X	X	-	X	0	Y	
SBMD <u>DR</u> , = <u>literal</u>	Subtract multi-byte	Lit. dir.	325	5+B	DR+DR+M(ADR)+1	X	X	X	X	-	-	X	X	-	X	D	Y	
STB <u>DR</u> , <u>AR</u>	Store byte	Reg. imm.	242	5	DR+AR	X	X	X	X	-	-	0	0	-	0	0		
STB <u>DR</u> , = <u>literal</u>	Store byte	Lit. imm.	252	5	DR+M(PC+1)	X	X	X	X	-	-	0	0	-	0	0		
STBD <u>DR</u> , <u>AR</u>	Store byte	Reg. dir.	246	6	DR+M(AR)	X	X	X	X	-	-	0	0	-	0	0		
STBD <u>DR</u> , = <u>label</u>	Store byte	Lit. dir.	262	6	DR+M(ADR)	X	X	X	X	-	-	0	0	-	0	0		
STBD <u>DR</u> , <u>XAR</u> , <u>label</u>	Store byte	Index dir.	266	8	DR+M(ADR+AR)	X	X	X	X	-	-	0	0	-	0	0		
STBI <u>DR</u> , <u>AR</u>	Store byte	Reg. indir.	256	8	DR+M(M(AR))	X	X	X	X	-	-	0	0	-	0	0		
STBI <u>DR</u> , = <u>label</u>	Store byte	Lit. indir.	272	8	DR+M(M(ADR))	X	X	X	X	-	-	0	0	-	0	0		
STBI <u>DR</u> , <u>XAR</u> , <u>label</u>	Store byte	Index indir	276	10	DR+M(M(ADR+AR))	X	X	X	X	-	-	0	0	-	0	0		
STM <u>DR</u> , <u>AR</u>	Store multi-byte	Reg. imm.	243	4+B	DR+AR	X	X	X	X	-	-	0	0	-	0	0		
STM <u>DR</u> , = <u>literal</u>	Store multi-byte	Lit. imm.	253	4+B	DR+M(PC+1)	X	X	X	X	-	-	0	0	-	0	0		
STMD <u>DR</u> , <u>AR</u>	Store multi-byte	Reg. dir.	247	5+B	DR+M(AR)	X	X	X	X	-	-	0	0	-	0	0		

# Assembler Instruction Set

Instruction Format	Description	Addressing Mode	OpCode	Clock Cycles	Operation	Status											Binary/BCD Option
						LSB	MSB	RDZ	LDZ	Z	DCM	DCM=0			DCM=1		
											E	CY	OVF	E	CY	OVF	
STMD <u>DR</u> , = <u>label</u>	Store multi-byte	Lit. dir.	263	5+B	DR←M(ADR)	X	X	X	X	-	-	0	0	-	0	0	
STMD <u>DR</u> , <u>XAR</u> , <u>label</u>	Store multi-byte	Index dir.	267	7+B	DR←M(ADR+AR)	X	X	X	X	-	-	0	0	-	0	0	
STMI <u>DR</u> , <u>AR</u>	Store multi-byte	Reg. indir.	257	7+B	DR←M(M(AR))	X	X	X	X	-	-	0	0	-	0	0	
STMI <u>DR</u> , = <u>label</u>	Store multi-byte	Lit. indir.	273	7+B	DR←M(M(ADR))	X	X	X	X	-	-	0	0	-	0	0	
STMI <u>DR</u> , <u>XAR</u> , <u>label</u>	Store multi-byte	Index indir.	277	9+B	DR←M(M(ADR+AR))	X	X	X	X	-	-	0	0	-	0	0	
TCB <u>DR</u>	Ten's (or two's) complement byte	Reg. imm.	214	5	DR← $\overline{DR}+1$	X	X	X	X	-	-	0	0	-	0	0	Y
TCM <u>DR</u>	Ten's (or two's) complement multi-byte	Reg. imm.	215	4+B	DR← $\overline{DR}+1$	X	X	X	X	-	-	0	0	-	0	0	Y
TSB <u>DR</u>	Test byte	Reg. imm.	220	5	Test DR	X	X	X	X	-	-	X	X	-	X	0	Y
TSM <u>DR</u>	Test multi-byte	Reg. imm.	221	4+B	Test DR	X	X	X	X	-	-	X	X	-	X	0	Y
XRB <u>DR</u> , <u>AR</u>	Or byte exclusive	Reg. imm.	226	5	DR←DR ⊕ AR	X	X	X	X	-	-	0	0	-	0	0	
XRM <u>DR</u> , <u>AR</u>	Or multi-byte exclusive	Reg. imm.	227	4+B	DR←DR ⊕ AR	X	X	X	X	-	-	0	0	-	0	0	



## NOTES

## APPENDIX D

### ASSEMBLER INSTRUCTION CODING

The chart below shows how the CPU instructions appear when assembled into machine language object code by the computer.

7	6	5	4	3	2	1	0	
0	DRP/ ARP	≠000001 =000001	Load with literal Load with R0					
1	0	0	0	0	Logical/ Extended	Right/Left	M/B	
1	0	0	0	1	0	Decrement/ Increment	M/B	
1	0	0	0	1	1	Nine's Complement/ Ten's Complement	M/B	
1	0	0	1	0	0	Clear/Test	M/B	
1	0	0	1	0	1	XOR/OR	M/B	
1	0	0	1	1	000 001 010 011 100 101 110 111	BIN BCD SAD DCE ICE CLE RTN PAD		
1	0	1	000 001 010 011 100 101 110 111	REG REG LIT REG LIT INX LIT INX	IMM DIR IMM IND DIR DIR IND IND	Store/Load	M/B	
1	1	0	00 01 10 11	REG LIT LIT REG	IMM IMM DIR DIR	00 01 10 11	CMP ADD SUB AND	M/B   1
1	1	0	00 01	INX LIT		11	JSB	0
1	1	1	0	IND/ DIR	PUSH/ POP	-ADR/ +ADR	M/B	
1	1	1	1		000 001 010 011 100 101 110 111	JNO/JMP JEV/JOD JPS/JNG JZR/JNZ JEZ/JEN JCY/JNC JLN/JLZ JRN/JRZ		

X/Y = 1/0

## NOTES

## APPENDIX E

### ASCII TABLE

The following is a table of all the ASCII keycodes on the HP-83/85.

#### NOTE

The keycodes used in the HP-83/85 are very close to, but in some cases not exactly the same as, ASCII codes.

KEYCODE		ASCII	KEY	KEYCODE		ASCII	KEY
DEC	OCT	CHR		DEC	OCT	CHR	
0	0	␣	ctrl @	47	57	/	/
1	1	␣	ctrl A	48	60	0	0
2	2	␣	ctrl B	49	61	1	1
3	3	␣	ctrl C	50	62	2	2
4	4	␣	ctrl D	51	63	3	3
5	5	␣	ctrl E	52	64	4	4
6	6	␣	ctrl F	53	65	5	5
7	7	␣	ctrl G	54	66	6	6
8	10	␣	ctrl H	55	67	7	7
9	11	␣	ctrl I	56	70	8	8
10	12	␣	ctrl J	57	71	9	9
11	13	␣	ctrl K	58	72	:	:
12	14	␣	ctrl L	59	73	;	;
13	15	␣	ctrl M	60	74	<	<
14	16	␣	ctrl N	61	75	=	=
15	17	␣	ctrl O	62	76	>	>
16	20	␣	ctrl P	63	77	?	?
17	21	␣	ctrl Q	64	100	@	@
18	22	␣	ctrl R	65	101	A	A
19	23	␣	ctrl S	66	102	B	B
20	24	␣	ctrl T	67	103	C	C
21	25	␣	ctrl U	68	104	D	D
22	26	␣	ctrl V	69	105	E	E
23	27	␣	ctrl W	70	106	F	F
24	30	␣	ctrl X	71	107	G	G
25	31	␣	ctrl Y	72	110	H	H
26	32	␣	ctrl Z	73	111	I	I
27	33	␣	ctrl [	74	112	J	J
28	34	␣	ctrl \	75	113	K	K
29	35	␣	ctrl ]	76	114	L	L
30	36	␣	ctrl ^	77	115	M	M
31	37	␣	ctrl _	78	116	N	N
32	40	␣	SPACE	79	117	O	O
33	41	!	!	80	120	P	P
34	42	"	"	81	121	Q	Q
35	43	#	#	82	122	R	R
36	44	\$	\$	83	123	S	S
37	45	%	%	84	124	T	T
38	46	&	&	85	125	U	U
39	47	'	'	86	126	V	V
40	50	(	(	87	127	W	W
41	51	)	)	88	130	X	X
42	52	*	*	89	131	Y	Y
43	53	+	+	90	132	Z	Z
44	54	,	,	91	133	[	[
45	55	-	-	92	134	\	\
46	56	.	.	93	135	]	]

# ASCII Table

KEYCODE DEC	KEYCODE OCT	ASCII CHR	KEY	KEYCODE DEC	KEYCODE OCT	ASCII CHR	KEY
94	136	^	^	161	241		UP CURSOR
95	137	-	-	162	242		DOWN CURS
96	140	\	s KEY LABEL	163	243	#	INS/RPL
97	141	a	a	164	244	#	DEL CHR
98	142	b	b	165	245	#	HOME CURS
99	143	c	c	166	246	#	RESULT
100	144	d	d	167	247		
101	145	e	e	168	250		DELETE
102	146	f	f	169	251		STORE
103	147	a	a	170	252		LOAD
104	150	h	h	171	253		
105	151	i	i	172	254		AUTO
106	152	j	j	173	255		SCRATCH
107	153	k	k	174	256		
108	154	l	l	175	257		
109	155	m	m	176	260		
110	156	n	n	177	261		
111	157	o	o	178	262		
112	160	p	p	179	263		
113	161	a	a	180	264		
114	162	r	r	181	265		
115	163	s	s	182	266		
116	164	t	t	183	267		
117	165	u	u	184	270		
118	166	v	v	185	271		
119	167	w	w	186	272		
120	170	x	x	187	273		
121	171	y	y	188	274		
122	172	z	z	189	275		
123	173	a	s /	190	276		
124	174	!	!	191	277		
125	175	+	s -	192	300		
126	176	2	s *	193	301		
127	177	T	s +	194	302		
128	200	4	K1	195	303		
129	201	2	K2	196	304		
130	202	2	K3	197	305		
131	203	2	K4	198	306		
132	204	2	K5	199	307		
133	205	2	K6	200	310		
134	206	2	K7	201	311		
135	207	2	K8	202	312		
136	210	2	REW	203	313		
137	211	2	COPY	204	314		
138	212	2	PAPER ADV	205	315		
139	213	2	RESET	206	316		
140	214	2	INIT	207	317		
141	215	2	RUN	208	320		
142	216	2	PAUSE	209	321		
143	217	2	CONT	210	322		
144	220	2	STEP	211	323		
145	221	2	TEST	212	324		
146	222	2	CLR SCREEN	213	325		
147	223	2	GRAPH	214	326		
148	224	2	LIST	215	327		
149	225	2	PLIST	216	330		
150	226	2	KEY LABEL	217	331		
151	227	2		218	332		
152	230	2		219	333		
153	231	2	BACKSPACE	220	334		
154	232	2	END LINE	221	335		
155	233	2	FAST BCKSP	222	336		
156	234	2	LEFT CURS	223	337		
157	235	2	RIGHT CURS	224	340		
158	236	2	ROLL UP	225	341		
159	237	2	ROLL DOWN	226	342		
160	240	2	CLR LINE	227	343		

## ASCII Table

KEYCODE		ASCII	KEY	KEYCODE		ASCII	KEY
DEC	OCT	CHR		DEC	OCT	CHR	
228	344	d	242	362	l		
229	345	e	243	363	m		
230	346	f	244	364	n		
231	347	g	245	365	o		
232	350	h	246	366	p		
233	351	i	247	367	q		
234	352	j	248	370	r		
235	353	k	249	371	s		
236	354	l	250	372	t		
237	355	m	251	373	u		
238	356	n	252	374	v		
239	357	o	253	375	w		
240	360	p	254	376	x		
241	361	q	255	377	y		



## NOTES

## APPENDIX F

### TABLE OF TOKENS AND ATTRIBUTES

The following is a table of the system tokens and attributes used in the HP-83 and HP-85.

TAB,R	ROUTINE	NAME	TOKEN	ATTRIB
	DEF ERRORX	ERROR	0	0,44
	DEF FTSVL	SNV	1	0,1
	DEF SVADR	SAV	2	0,1
	DEF FTSTL	STRVAR	3	0,1
	DEF ICONST	REAL CONST	4	0,4
	DEF SCONST	"QUOTED STR	5	0,5
	DEF SCONST	UNQUOT STR	6	0,5
	DEF STOST	STO STRING	7	0,31
	DEF STOSV	STORE SV	10	0,31
	DEF AVADR1	1-DIM ADR	11	0,32
	DEF AVADR2	2-DIM ADR	12	0,32
	DEF AVVAL1	1-DIM VALUE	13	0,32
	DEF AVVAL2	2-DIM VALUE	14	0,32
	DEF ERRORX	CARRIAGE RTN	15	0,44
	DEF GORTN	ENDSTMT	16	0,0
	DEF ERRORX	DUMMY	17	0,44
	DEF ERRORX	DUMMY	20	0,44
	DEF FTADR	SNV ADR	21	0,3
	DEF SVADR+	SAV ADR	22	0,3
	DEF FTSTLS	SAVE STR	23	0,3
	DEF STOSVM	MULTI STO	24	0,43
	DEF STOSTM	MULTI STO#	25	0,43
	DEF FNCAL.	FUNCTION CL	26	0,6
	DEF FNCAL#	STR FUNC CL	27	0,6
	DEF JTRUE#	JMP TRUE	30	0,7
	DEF ERRORE	ILLEGAL END	31	0,44
	DEF INTOON	INT CONST	32	0,2
	DEF JFALSR	JMP FALSE	33	0,11
	DEF JMPREL	JMP REL	34	0,26
	DEF SUBST1	1 DIM SUBST	35	0,34
	DEF SUBST2	2 DIM SUBST	36	0,34
	DEF EJMP#	ELSE J#	37	0,25
	DEF ERRORX	DUMMY	40	0,44
	DEF ERRORX	DUMMY	41	0,44
	DEF P#ARRAY	Array PRINT#	42	0,36
	DEF ERRORX	DUMMY	43	0,44
	DEF R#ARRAY	Array READ#	44	0,44
	DEF ERRORX	.	45	0,44
	DEF CONCA.	& CONCAT	46	7,53
	DEF NOP47.	)	47	0,42
	DEF ERRORX	(	50	0,44
	DEF ERRORX	)	51	0,44
	DEF MPYROI	*	52	12,51
	DEF ADDROI	+	53	7,51
	DEF ERRORX	,	54	0,44
	DEF SUBROI	- DIADIC	55	7,51
	DEF ERRORX	,	56	0,44

## Table of Tokens and Attributes

DEF DIV2	/	57	12,51
DEF YTK5	^	60	14,51
DEF UNEQ\$,	#	61	6,53
DEF LEQ\$,	<=	62	6,53
DEF GEQ\$,	>=	63	6,53
DEF UNEQ\$,	<>	64	6,53
DEF EQ\$,	=	65	6,53
DEF GR\$,	>	66	6,53
DEF LT\$,	<	67	6,53
DEF CHSROI	- MONADIC	70	7,50
DEF UNEQ.	#	71	6,51
DEF LEQ.	<=	72	6,51
DEF GEQ.	>=	73	6,51
DEF UNEQ.	<>	74	6,51
DEF EQ.	=	75	6,51
DEF GR.	>	76	6,51
DEF LT.	<	77	6,51
DEF ATSIGN	@	100	0,42
DEF ONERR.	ON ERROR	101	0,241
DEF OFFER.	OFF ERROR	102	0,241
DEF ONKEY.	ON KEY#	103	0,241
DEF OFFKEY.	OFF KEY#	104	0,241
DEF AUTO.	AUTO	105	0,141
DEF BEEP.	BEEP	106	0,241
DEF CLEAR.	CLEAR	107	0,241
DEF CONTI.	CONT	110	0,141
DEF ONTIM.	ON TIMER#	111	0,241
DEF INIT.	INIT	112	0,141
DEF LIST.	LIST	113	0,241
DEF BPLOT.	BPLOT	114	0,241
DEF STIME.	SETTIME	115	0,241
DEF ERRORX	ERROR	116	0,44
DEF ERRORX	ERROR	117	0,44
DEF READ#.	READ#	120	0,241
DEF RENAM.	RENAME	121	0,241
DEF ALPHA.	ALPHA	122	0,241
DEF CRT.	CRT IS	123	0,241
DEF RUN.	RUN	124	0,141
DEF DEG.	DEG	125	0,241
DEF DISP.	DISP	126	0,241
DEF GCLR.	GCLEAR	127	0,241
DEF SCRAT.	SCRATCH	130	0,141
DEF DEFA+.	DEFAULT ON	131	0,241
DEF JMPLN#	GOTO	132	0,210
DEF JMPSUB	GOSUB	133	0,210
DEF PRNT#.	PRINT #	134	0,241
DEF GRAD.	GRAD	135	0,241
DEF GRAPH.	GRAPH	136	0,241
DEF INPUT.	INPUT	137	0,241
DEF IDRAW.	IDRAW	140	0,241
DEF FNLET.	LET FN	141	0,217
DEF NOP.	LET	142	0,241
DEF PRALL.	PRINT ALL	143	0,241
DEF CAT.	CAT	144	0,241

Table of Tokens and Attributes

DEF DRAW.	DRAW	145	0,241
DEF ON.	ON	146	0,230
DEF LABEL.	LABEL	147	0,241
DEF WAIT.	WAIT	150	0,241
DEF PLOT.	PLOT	151	0,241
DEF PRINS.	PRINTER IS	152	0,241
DEF PRINT.	PRINT	153	0,241
DEF RAD.	RAD	154	0,241
DEF RNDIZ.	RANDOMIZE	155	0,241
DEF READ.	READ	156	0,241
DEF STORB.	STORE BIN	157	0,241
DEF RESTO.	RESTORE	160	0,241
DEF RETRN.	RETURN	161	0,241
DEF OFTIM.	OFF TIMER#	162	0,241
DEF MOVE.	MOVE	163	0,241
DEF FLIP.	FLIP	164	0,241
DEF STOP.	STOP	165	0,241
DEF ERRORX	ERROR	166	0,44
DEF PENUP.	PENUP	167	0,241
DEF TRCVB.	TRACE VRBL	170	0,241
DEF TRCAL.	TRACE ALL	171	0,241
DEF XAXIS.	XAXIS	172	0,241
DEF YAXIS.	YAXIS	173	0,241
DEF COPY.	COPY	174	0,241
DEF NORMA.	NORMAL	175	0,241
DEF ERAST.	ERASE TAPE	176	0,241
DEF SKIPI	INTEGER	177	0,323
DEF SKIPS	SHORT	200	0,322
DEF DELET.	DELETE	201	0,141
DEF SCALE.	SCALE	202	0,241
DEF SKIP!	REMARK	203	0,241
DEF OPTIO.	OPTION BASE	204	0,315
DEF SKIPC	COM	205	0,324
DEF SKIPEM	DATA	206	0,320
DEF SKPDEF	DEF FN	207	0,312
DEF SKIPD	DIM	210	0,321
DEF KEYLA.	KEY LABEL	211	0,241
DEF STOP.	END	212	0,241
DEF FNRTN.	FN END	213	0,313
DEF FOR.	FOR	214	0,341
DEF ERRORT	IF	215	0,344
DEF SKIPIT	IMAGE	216	0,341
DEF NEXT.	NEXT	217	0,341
DEF ERRORX	ERROR	220	0,44
DEF ERRORT	LET (IMPLY)	221	0,244
DEF ASIGN.	ASSIGN	222	0,241
DEF CREAT.	CREATE	223	0,241
DEF PURGE.	PURGE	224	0,241
DEF REMIN.	REWIND	225	0,241
DEF LOADB.	LOADBIN	226	0,241
DEF PAUSE.	PAUSE	227	0,241
DEF ERRORX	ERROR	230	0,44
DEF SKIPR	REAL	231	0,321
DEF RENUM.	REN	232	0,141

## Table of Tokens and Attributes

	DEF SKIP!	!	233	0,241
	DEF DEFA-	DEFAULT OFF	234	0,241
	DEF PEN.	PEN	235	0,241
	DEF PLIST.	PLIST	236	0,241
	DEF LDIR.	LDIR	237	0,241
	DEF IMOVE.	IMOVE	240	0,241
	DEF FNLET.	FN ILET	241	0,217
	DEF CTAPE.	CTAPE	242	0,241
	DEF TRACE.	TRACE	243	0,241
	DEF TO.	TO	244	0,41
	DEF OR.	OR	245	2,51
	DEF MAX10	MAX	246	40,55
	DEF TIME.	TIME	247	0,55
	DEF DATE.	DATE	250	0,55
	DEF FP5	FP	251	20,55
	DEF IP5	IP	252	20,55
	DEF EPS10	EPSILON	253	0,55
	DEF REM10	RND	254	40,55
	DEF CEIL10	CEIL	255	20,55
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## NOTES

## APPENDIX G

### ERROR MESSAGES

Below is a list of the error messages provided by the HP-83/85 Assembler ROM and the System Monitor. For other errors refer to the HP-83 or HP-85 Owner's Manual or to the manuals for other peripheral devices that may be attached to the computer.

#### ASSEMBLER SYSTEM ERRORS

<u>Error Message</u>	<u>Error Condition</u>
ERROR 109: ILL MODE	A command has been executed in the wrong operating mode (e.g., ASSEMBLER has been typed when computer is already in assembler mode).
ERROR 110: LBL	An invalid label has been seen; may have been either longer than six characters or beginning with a digit.
ERROR 111: OPCO	The opcode is not recognized; may have been because of misspelling, because there was no space between a label and the opcode, or because the opcode was entered in the first or second column after the line number.
ERROR 112: ARP-DRP	Invalid ARP or DRP; ARPs and DRPs must be between 0 and 77 inclusive, and cannot be 1.
ERROR 113: OPER	Bad operand; e.g., LDM R34, = 3, remark. Because a number follows the equal sign in this example, the assembler expects another number after the comma. Also, each literal value must be specified with two digits if a BCD quantity.
ERROR 114: FIN-LNK	Missing FIN or LNK statement. If the file name or file type is wrong in the LNK statement, then a "FILE NAME" or "FILE TYPE" error will be generated.



## Error Messages

### Error Message

### Error Condition

ERROR 115: ASSM ROM      At power-on, this means the ROM had a checksum error.  
At a breakpoint, all errors generate this message.

## ASSEMBLY-TIME ERRORS

### Error Message

### Error Condition

ILL NAM      A NAM statement has already been executed, or an ABS  
ROM has been executed.

AIF UND      The specified conditional assembly flag has not yet  
been defined as set or cleared.

ILL ABS      An ABS or NAM statement has already been encountered.

JMP FROM      The jump from that line is out of range.

JMP TO      The jump to that line is out of range.

UND LAB      After assembly was completed, this label had not been  
defined either in the program or in the optional  
global file.

ILL GLO      The GLO statement occurs after a NAM statement, ABS  
statement, or another GLO statement.

## APPENDIX H

### PROGRAMMING HINTS AND ADDENDA

1. If execution of certain Advanced Programming ROM statements is attempted in assembler mode, unpredictable results can occur. These AP ROM statements are:

X REF L  
X REF V  
FIND  
REPLACE VAR.



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