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CP/M SYSTEM ALTERATION GUIDE

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CP/M System Alteration Guide

1. INTRODUCTION

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

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

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

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

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

2. FIRST LEVEL SYSTEM REGENERATION

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

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

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

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

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

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

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

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

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

simple console input/output functions in this phase.

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

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

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

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

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

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

```
SAVE 1 X.COM
```

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

```
A>
```

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

(12) Test the directory command by typing

```
DIR
```

CP/M should respond with

```
A: X      COM
```

(13) Test the erase command by typing

ERA X.COM

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

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

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

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

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

DIR

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

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

(18) Load and test the debugger by typing

DDT

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

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

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

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on each copy which is made with your COPY program.

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

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

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

3. SECOND LEVEL SYSTEM GENERATION

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

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

```
MOVCPM xx *
```

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

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

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

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

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

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

DDT should respond with

```
NEXT PC  
2100 0100
```

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

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

$$2900H + n = 980H, \text{ or } n = 980H - 2900H$$

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

$$2900H + 0E080H = 10980H = 0980H \text{ (ignoring high-order overflow).}$$

Note that for larger systems, n satisfies

$$\begin{aligned} (2900H+b) + n &= 980H, \text{ or} \\ n &= 980H - (2900H + b), \text{ or} \\ n &= 0E080H - b. \end{aligned}$$

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

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

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

Hx,n

Hexadecimal sum and difference

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

H2900,E080

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

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

L1E80

Terminate DDT by typing a control-C or "G0" in order to prepare the patch program. Your CBIOS and BOOT can be modified using the editor and assembled using ASM, producing files called CBIOS.HEX and BOOT.HEX which contain the machine code for CBIOS and BOOT in Intel hex format. In order to integrate your new modules, return to DDT by typing

DDT CPMxx.COM Start DDT and load the CPMxx image

It is now necessary to patch in your CBOOT and CBIOS routines. The BOOT resides at location 0900H in the memory image. If the actual load address is 'x', then to calculate the bias (m) use the command:

H900,x Subtract load address from
target address.

The second number typed in response to the command is the desired bias (m). For example, if your BOOT executes at 0080H, the command:

H900,80

will reply

0980 0880 Sum and difference in hex.

Therefore, the bias "m" would be 0880H. To read the BOOT in, give the command:

ICBOOT.HEX Input file CBOOT.HEX

Then:

Rm Read CBOOT with a bias of
m (=900H-x)

You may now examine your CBOOT with:

L900

We are now ready to replace the CBIOS. Examine the area at 1E30H where the previous version of the CBIOS resides. Then type

ICBIOS.HEX Ready the hex file for loading

Assume that your CBIOS is being integrated into a 16K CP/M system, and thus is based at location 3E00H. In order to properly locate the CBIOS in the memory image under DDT, we must apply the negative bias n for a 16K system when loading the hex file. This is accomplished by typing

RE080 Read the file with bias 0E080H

Upon completion of the read, re-examine the area where the CBIOS has been loaded (use an "LlE80" command), to ensure that it was loaded properly. When you are satisfied that the patch has been made, return from DDT using a control-C or "G0" command.

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

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

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

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

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4. SAMPLE GETSYS AND PUTSYS PROGRAMS

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

```

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

```

```

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

END   START

```

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

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

5. DISKETTE ORGANIZATION

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

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

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

LBOOT - the cold start boot loader (Appendix B)

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

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

Figure 1. Diskette Allocation

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

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

6. THE BIOS ENTRY POINTS

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

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

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

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

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

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

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

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

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

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

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

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

CONSOLE field (bits 0,1)

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

READER field (bits 2,3)

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

PUNCH field (bits 4,5)

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

LIST field (bits 6,7)

- 0 - LIST is the Teletype device (TTY:)
- 1 - LIST is the CRT device (CRT:)
- 2 - LIST is the line printer device (LPT:)
- 3 - user-defined list device (UL1:)

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

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

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

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

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

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

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

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

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

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

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

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

- LIST Send the character from register C to the currently assigned listing device. The character is in ASCII with zero parity.
- PUNCH Send the character from register C to the currently assigned punch device. The character is in ASCII with zero parity.
- READER Read the next character from the currently assigned reader device into register A with zero parity (high-order bit must be zero), an end-of-file condition is reported by returning an ASCII control-z (LAH).
- HOME Return the disk head of the currently selected disk (initially disk A) to the track 00 position. If your controller allows access to the track 0 flag from the drive, step the head until the track 0 flag is detected. If your controller does not support this feature, you can translate the HOME call into a call on SETTRK with a parameter of 0.
- SELDSK Select the disk drive given by register C for further operations, where register C contains 0 for drive A, 1 for drive B, 2 for drive C, and 3 for drive D. (The standard CP/M distribution version supports a maximum of four drives). If your system has less than 4 drives, you may wish to give an error message at the console, and terminate execution. It is advisable to postpone the actual disk select operation until an I/O function (seek, read or write) is actually performed, since disk selects often occur without ultimately performing any disk I/O, and many controllers will unload the head of the current disk before selecting the new drive. This would cause an excessive amount of noise and disk wear.
- SETTRK Register C contains the track number for subsequent disk accesses on the currently selected drive. You can choose to seek the selected track at this time, or delay the seek until the next read or write actually occurs. Register C can take on values in the range 0-76 corresponding to valid track numbers.
- SETSEC Register C contains the sector number (1 through 26) for subsequent disk accesses on the currently selected drive. You can choose to send this information to the controller at this point, or instead delay sector selection until a read or write operation occurs.

SETDMA

Registers B and C (high-order 8 bits in B, low-order 8 bits in C) contain the DMA (Direct Memory Access) address for subsequent read or write operations. For example, if B = 00H and C = 80H when SETDMA is called, then all subsequent read operations read their data into 80H through 0FFH, and all subsequent write operations get their data from 80H through 0FFH, until the next call to SETDMA occurs. The initial DMA address is assumed to be 80H. Note that the controller need not actually support direct memory access. If, for example, all data is received and sent through I/O ports, the CBIOS which you construct will use the 128-byte area starting at the selected DMA address for the memory buffer during the following read or write operations.

READ

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

0	no errors occurred
1	non-recoverable error condition occurred

Currently, CP/M responds only to a zero or non-zero value as the return code. That is, if the value in register A is 0 then CP/M assumes that the disk operation completed properly. If an error occurs, however, the CBIOS should attempt at least 10 re-tries to see if the error is recoverable. When an error is reported the BDOS will print the message "BDOS ERR ON x: BAD SECTOR." The operator then has the option of typing <cr> to ignore the error, or control-C to abort.

WRITE

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

7. A SAMPLE BIOS

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

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

8. A SAMPLE COLD START LOADER

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

9. RESERVED LOCATIONS IN PAGE ZERO

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

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

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

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

10. NOTES FOR USERS OF CP/M VERSION 1.3

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

APPENDIX A: THE MDS LOADER MOVE PROGRAM

```

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

```

APPENDIX B: THE MDS COLD START LOADER

```

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

```

```

;
; READ FIRST/NEXT TRACK INTO BDOSB
008A 7D      MOV     A,L
008B D379    OUT     ILOW
008D 7C      MOV     A,H
008E D37A    OUT     IHIGH
0090 DE78    WAIT0: IN     DSTAT
0092 E604    ANI     4
0094 CA9000  JZ      WAIT0
;
; CHECK DISK STATUS
0097 DB79    IN     RTYPE
0099 E603    ANI     11B
009B FE02    CPI     2
;
IF     TESTING
CNC    RMON80 ;GO TO MONITOR IF 11 OR 10
ENDIF
IF     NOT TESTING
009D D28000  JNC    RSTART ;RETRY THE LOAD
ENDIF
;
00A0 DB7B    IN     RBYTE ;I/O COMPLETE, CHECK STATUS
;
IF NOT READY, THEN GO TO MON80
00A2 17      RAL
00A3 DC0FFF  CC     RMON80 ;NOT READY BIT SET
00A6 1F      RAR    ;RESTORE
00A7 E61E    ANI     11110B ;OVERRUN/ADDR ERR/SEEK/CRC/XXXX
;
IF     TESTING
CNC    RMON80 ;GO TO MONITOR
ENDIF
IF     NOT TESTING
00A9 C28000  JNZ    RSTART ;RETRY THE LOAD
ENDIF
;
;
00AC 110700  LXI   D,IOPBL ;LENGTH OF IOPB
00AF 19      DAD   D ;ADDRESSING NEXT IOPB
00B0 05      DCR   B ;COUNT DOWN TRACKS
00B1 C28A00  JNZ   START
;
;
; JMP TO BOOT TO PRINT INITIAL MESSAGE, AND SET UP JMPS
0054 C30016  JMP   BOOT
;
;
; PARAMETER BLOCKS
IOPB0: DB     80H ;IOCW, NO UPDATE
DB     READF ;READ FUNCTION
DB     BDOS0 ;# SECTORS TO READ ON TRACK 0

```

```

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

```

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

```

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

```



```

;
;   (THE FOLLOWING CALLS SET-UP THE IO PARAMETER BLOCK FOR THE
;   MDS, WHICH IS USED TO PERFORM SUBSEQUENT READS AND WRITES)
;   SELDSK  SELECT DISK GIVEN BY REG-C (0,1,2...)
;   SETTRK  SET TRACK ADDRESS (0,...76) FOR SUBSEQUENT READ/WRITE
;   SETSEC  SET SECTOR ADDRESS (1,...,26) FOR SUBSEQUENT READ/WRITE
;   SETDMA  SET SUBSEQUENT DMA ADDRESS (INITIALLY 80H)
;
;   (READ AND WRITE ASSUME PREVIOUS CALLS TO SET UP THE IO PARAMETERS)
;   READ    READ TRACK/SECTOR TO PRESET DMA ADDRESS
;   WRITE   WRITE TRACK/SECTOR FROM PRESET DMA ADDRESS
;
;   JUMP VECTOR FOR INDIVIDUAL ROUTINES
3E00 C3443E      JMP      BOOT
3E03 C3543E      WBOOTE: JMP      WBOOT
3E06 C3F23E      JMP      CONST
3E09 C3F53E      JMP      CONIN
3E0C C3FB3E      JMP      CONOUT
3E0F C3FE3E      JMP      LIST
3E12 C3013F      JMP      PUNCH
3E15 C3043F      JMP      READER
3E18 C3073F      JMP      HOME
3E1B C30C3F      JMP      SELDSK
3E1E C32A3F      JMP      SETTRK
3E21 C32F3F      JMP      SETSEC
3E24 C3343F      JMP      SETDMA
3E27 C33A3F      JMP      READ
3E2A C3433F      JMP      WRITE
;
;
;   END OF CONTROLLER - INDEPENDENT CODE, THE REMAINING SUBROUTINES
;   ARE TAILORED TO THE PARTICULAR OPERATING ENVIRONMENT, AND MUST
;   BE ALTERED FOR ANY SYSTEM WHICH DIFFERS FROM THE INTEL MDS.
;
;   THE FOLLOWING CODE ASSUMES THE MDS MONITOR EXISTS AT 0F800H
;   AND USES THE I/O SUBROUTINES WITHIN THE MONITOR
;
;   WE ALSO ASSUME THE MDS SYSTEM HAS FOUR DISK DRIVES
0004 =          NDISKS EQU      4          ;NUMBER OF DRIVES AVAILABLE
00FD =          REVRT EQU      0FDH       ;INTERRUPT REVERT PORT
00FC =          INTC  EQU      0FCH       ;INTERRUPT MASK PORT
00F3 =          ICON  EQU      0F3H       ;INTERRUPT CONTROL PORT
007E =          INTE  EQU      0111$1110B ;ENABLE RST 0(WARM BOOT), RST 7 (MONITOR)
;
;   MDS MONITOR EQUATES
F800 =          MON80 EQU      0F800H    ;MDS MONITOR
FF0F =          RMON80 EQU      0FF0FH    ;RESTART MON80 (BOOT ERROR)
F803 =          CI    EQU      0F803H    ;CONSOLE CHARACTER TO REG-A
F806 =          RI    EQU      0F806H    ;READER IN TO REG-A
F809 =          CO    EQU      0F809H    ;CONSOLE CHAR FROM C TO CONSOLE OUT

```

```

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

```

```

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

```

```

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

```

```

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

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```

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

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3F63 21E43F      LXI      H,IOS      ;ADDRESS THE SECTOR SELECT BYTE
3F66 B6          ORA      M          ;SELECT PROPER DISK BANK
3F67 77          MOV      M,A        ;SET DISK SELECT BIT ON/OFF
3F68 C9          RET

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

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```

;      READ OR WRITE IS OK, ACCUMULATOR CONTAINS ZERO
3FAA C9      RET
;
WREADY: ;NOT READY, TREAT AS ERROR FOR NOW
3FAB CDC53F  CALL    INBYTE      ;CLEAR RESULT BYTE
3FAE C3B13F  JMP     TRYCOUNT
;
WERROR: ;RETURN HARDWARE MALFUNCTION (CRC, TRACK, SEEK, ETC.)
;      THE MDS CONTROLLER HAS RETURNED A BIT IN EACH POSITION
;      OF THE ACCUMULATOR, CORRESPONDING TO THE CONDITIONS:
;      0      - DELETED DATA (ACCEPTED AS OK ABOVE)
;      1      - CRC ERROR
;      2      - SEEK ERROR
;      3      - ADDRESS ERROR (HARDWARE MALFUNCTION)
;      4      - DATA OVER/UNDER FLOW (HARDWARE MALFUNCTION)
;      5      - WRITE PROTECT (TREATED AS NOT READY)
;      6      - WRITE ERROR (HARDWARE MALFUNCTION)
;      7      - NOT READY
;      (ACCUMULATOR BITS ARE NUMBERED 7 6 5 4 3 2 1 0)
;
;      IT MAY BE USEFUL TO FILTER OUT THE VARIOUS CONDITIONS,
;      BUT WE WILL GET A PERMANENT ERROR MESSAGE IF IT IS NOT
;      RECOVERABLE.  IN ANY CASE, THE NOT READY CONDITION IS
;      TREATED AS A SEPARATE CONDITION FOR LATER IMPROVEMENT
TRYCOUNT:
;      REGISTER C CONTAINS RETRY COUNT, DECREMENT 'TIL ZERO
3FB1 0D      DCR     C
3FE2 C26B3F  JNZ    REWAIT ;FOR ANOTHER TRY
;
;      CANNOT RECOVER FROM ERROR
3FB5 3E01    MVI    A,1    ;ERROR CODE
3FB7 C9      RET
;
;      INTYPE, INBYTE, INSTAT READ DRIVE BANK 00 OR 10
3FB8 3ADF3F  INTYPE: LDA    DBANK
3FBB B7      ORA    A
3FEC C2C23F  JNZ    INTYP1 ;SKIP TO BANK 10
3FBF DB79    IN     RTYPE
3FC1 C9      RET
3FC2 DB89    INTYP1: IN     RTYPE+10H      ;78 FOR 0,1 88 FOR 2,3
3FC4 C9      RET
;
;      INBYTE: LDA    DBANK
3FC5 3ADF3F  INBYTE: LDA    DBANK
3FC8 B7      ORA    A
3FC9 C2CF3F  JNZ    INBYT1
3FCC DE7B    IN     RBYTE
3FCE C9      RET
3FCF DE8E    INBYT1: IN     RBYTE+10H
3FD1 C9      RET
;

```



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

```

APPENDIX D: A SKELETAL CBIOS

```

; SKELETAL CBIOS FOR FIRST LEVEL OF CP/M ALTERATION
;
; NOTE : MSIZE DETERMINES WHERE THIS CBIOS IS LOCATED
0010 = MSIZE EQU 16 ;CP/M VERSION MEMORY SIZE IN KILOBYTES
3E00 = PATCH EQU MSIZE*1024-2*256 ;START OF THE CBIOS PATCH
;
; WE WILL USE THE AREA RESERVED STARTING AT LOCATION
; 40H IN PAGE 0 FOR HOLDING THE VALUES OF:
; TRACK = LAST SELECTED TRACK
; SECTOR = LAST SELECTED SECTOR
; DMAAD = LAST SELECTED DMA ADDRESS
; DISKNO = LAST SELECTED DISK NUMBER
; (NOTE THAT ALL ARE BYTE VALUES EXCEPT FOR DMAAD)
;
0040 = SCRAT EQU 40H ;BASE OF SCRATCH AREA (FROM 40H TO 4FH)
0040 = TRACK EQU SCRAT ;CURRENTLY SELECTED TRACK
0041 = SECTOR EQU SCRAT+1 ;CURRENTLY SELECTED SECTOR
0042 = DMAAD EQU SCRAT+2 ;CURRENT DMA ADDRESS
0044 = DISKNO EQU SCRAT+4 ;CURRENT DISK NUMBER
;
;
3E00 ORG PATCH ;ORIGIN OF THIS PROGRAM
0000 = CBASE EQU (MSIZE-16)*1024 ;BIAS FOR SYSTEMS LARGER THAN 16K
2900 = CPMB EQU CBASE+2900H ;BASE OF CP/M (= BASE OF CCP)
3106 = BDOS EQU CBASE+3106H ;BASE OF RESIDENT PORTION OF CP/M
1500 = CPML EQU $-CPMB ;LENGTH OF THE CP/M SYSTEM IN BYTES
002A = NSECTS EQU CPML/128 ;NUMBER OF SECTORS TO LOAD ON WARM START
;
; JUMP VECTOR FOR INDIVIDUAL SUBROUTINES
3E00 C32D3E JMP BOOT ;COLD START
WBOOT:
3E03 C3303E JMP WBOOT ;WARM START
3E06 C3993E JMP CONST ;CONSOLE STATUS
3E09 C3AC3E JMP CONIN ;CONSOLE CHARACTER IN
3E0C C3BF3E JMP CONOUT ;CONSOLE CHARACTER OUT
3E0F C3D13E JMP LIST ;LIST CHARACTER OUT
3E12 C3D33E JMP PUNCH ;PUNCH CHARACTER OUT
3E15 C3D53E JMP READER ;READER CHARACTER OUT
3E18 C3DA3E JMP HOME ;MOVE HEAD TO HOME POSITION
3E1B C3E03E JMP SELDSK ;SELECT DISK
3E1E C3F53E JMP SETTRK ;SET TRACK NUMBER
3E21 C30A3F JMP SETSEC ;SET SECTOR NUMBER
3E24 C31F3F JMP SETDMA ;SET DMA ADDRESS
3E27 C3353F JMP READ ;READ DISK
3E2A C3463F JMP WRITE ;WRITE DISK
;
;

```

```

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

```

```

; SAVE REGISTER STATE, AND CHANGE TRACKS
3E6D C5      PUSH    B
3E6E D5      PUSH    D
3E6F E5      PUSH    H
3E70 CDF53E  CALL    SETTRK ;TRACK ADDRESS SET FROM REGISTER C
3E73 E1      POP     H
3E74 D1      POP     D
3E75 C1      POP     B
3E76 C3443E  JMP     LOAD1  ;FOR ANOTHER SECTOR

;
; END OF LOAD OPERATION, SET PARAMETERS AND GO TO CP/M
GOCPM:
3E79 3EC3    MVI    A,0C3H ;C3 IS A JMP INSTRUCTION
3E7B 320000   STA    0      ;FOR JMP TO WBOOT
3E7E 21033E   LXI    H,WBOOTE ;WBOOT ENTRY POINT
3E81 220100   SHLD  1      ;SET ADDRESS FIELD FOR JMP AT 0

;
3E84 320500   STA    5      ;FOR JMP TO BDOS
3E87 210631   LXI    H,BDOS ;BDOS ENTRY POINT
3E8A 220600   SHLD  6      ;ADDRESS FIELD OF JUMP AT 5 TO BDOS

;
3E8D 018000   LXI    B,80H ;DEFAULT DMA ADDRESS IS 80H
3E90 CD1F3F   CALL   SETDMA

;
3E93 FB      EI          ;ENABLE THE INTERRUPT SYSTEM
;          ;FUTURE VERSIONS OF CCP WILL SELECT THE DISK GIVEN BY REGISTER
;          ;C UPON ENTRY, HENCE ZERO IT IN THIS VERSION OF THE BIOS FOR
;          ;FUTURE COMPATIBILITY.
3E94 0E00     MVI    C,0    ;SELECT DISK ZERO AFTER INITIALIZATION
3E96 C30029   JMP    CPMB   ;GO TO CP/M FOR FURTHER PROCESSING

;
;
; SIMPLE I/O HANDLERS (MUST BE FILLED IN BY USER)
; IN EACH CASE, THE ENTRY POINT IS PROVIDED, WITH SPACE RESERVED
; TO INSERT YOUR OWN CODE
;
CONST: ;CONSOLE STATUS, RETURN 0FFH IF CHARACTER READY, 00H IF NOT
3E99      DS    10H ;SPACE FOR STATUS SUBROUTINE
3EA9 3E00     MVI    A,00H
3EAB C9      RET

;
CONIN: ;CONSOLE CHARACTER INTO REGISTER A
3EAC      DS    10H ;SPACE FOR INPUT ROUTINE
3EBC E67F     ANI    7FH ;STRIP PARITY BIT
3EBE C9      RET

;
CONOUT: ;CONSOLE CHARACTER OUTPUT FROM REGISTER C
3EBF 79      MOV    A,C ;GET TO ACCUMULATOR
3EC0      DS    10H ;SPACE FOR OUTPUT ROUTINE
3ED0 C9      RET

```

```

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

```

```

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

```

APPENDIX E: A SKELETAL GETSYS/PUTSYS PROGRAM

```

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

```

```

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

```



```

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

```

APPENDIX F: A SKELETAL COLD START LOADER

```

; THIS IS A SAMPLE COLD START LOADER WHICH, WHEN MODIFIED, RESIDES
; ON TRACK 00, SECTOR 01 (THE FIRST SECTOR ON THE DISKETTE). WE
; ASSUME THAT THE CONTROLLER HAS LOADED THIS SECTOR INTO MEMORY
; UPON SYSTEM STARTUP (THIS PROGRAM CAN BE KEYED-IN, OR EXIST IN
; A PAGE OF READ-ONLY MEMORY BEYOND THE ADDRESS SPACE OF THE CP/M
; VERSION YOU ARE RUNNING). THE COLD START LOADER BRINGS THE CP/M
; SYSTEM INTO MEMORY AT 'LOADP' (NOMINALLY 2900H) + 'BIAS' WHERE
; THE BIAS VALUE ACCOUNTS FOR MEMORY SYSTEMS LARGER THAN 16K, AND
; CP/M VERSIONS WHICH HANDLE THE LARGER MEMORY SPACE. IN A 16K
; SYSTEM, THE VALUE OF BIAS IS 0000H. AFTER LOADING THE CP/M SYS-
; TEM, THE COLD START LOADER BRANCHES TO THE 'BOOT' ENTRY POINT OF
; THE BIOS, WHICH BEGINS AT 'BIOS' + 'BIAS'. THE COLD START LOADER
; IS NOT USED AGAIN UNTIL THE SYSTEM IS POWERED UP AGAIN, AS LONG
; AS THE BIOS IS NOT OVERWRITTEN.

```

```

; THE ORIGIN IS 0, ASSUMING THE CONTROLLER LOADS THE COLD START
; PROGRAM AT THE BASE OF MEMORY. THIS ORIGIN MUST BE IN HIGH
; MEMORY (BEYOND THE END OF THE BIOS) IF THE COLD START LOADER
; IS IMPLEMENTED IN READ-ONLY-MEMORY.

```

```

0000      ORG      0000H      ;BASE OF MEMORY
0010 =    MSIZE  EQU      16      ;MEMORY SIZE IN KILOBYTES
0020 =    BIAS   EQU      (MSIZE-16)*1024 ;BIAS TO ADD TO LOAD ADDRESSES
2900 =    LOADP  EQU      2900H    ;LOAD POINT FOR CP/M SYSTEM
3E00 =    BIOS   EQU      3E00H    ;BASIC I/O SYSTEM (2 PAGES = 512 BYTES)
3F00 =    BOOT   EQU      BIOS     ;COLD START ENTRY POINT IN BIOS
1700 =    SIZE   EQU      BIOS+512-LOADP ;SIZE OF THE CP/M SYSTEM TO LOAD
002E =    SECTS  EQU      SIZE/128  ;NUMBER OF SECTORS TO LOAD

```

```

; BEGIN THE LOAD OPERATION

```

```

0000 010200 COLD: LXI    B,2          ;CLEAR B TO 0, SET C TO SECTOR 2
0003 162E   MVI    D,SECTS ;NUMBER OF SECTORS TO LOAD IS IN D
0005 210C29 LXI    H,LOADP+BIAS    ;LOAD POINT IN H,L

```

```

; LSECT: ;LOAD NEXT SECTOR

```

```

; INSERT INLINE CODE AT THIS POINT TO READ ONE 128 BYTE SECTOR
; FROM TRACK GIVEN BY REGISTER B,
; SECTOR GIVEN BY REGISTER C,
; INTO ADDRESS GIVEN BY REGISTER PAIR H,L
; BRANCH TO LOCATION 'COLD' IF A READ ERROR OCCURS

```

```

; *****

```

```

; USER SUPPLIED READ OPERATION GOES HERE

```

```

; *****

```

```

; (SPACE IS RESERVED FOR YOUR PATCH)

```

```

0008 C36B00 JMP    PASTPATCH    ;REMOVE THIS JUMP WHEN PATCHED
000B      DS      60H

```

```

;
PASTPATCH:
;      GO TO NEXT SECTOR IF LOAD IS INCOMPLETE
006B 15      DCR      D          ;SECTS=SECTS-1
006C CA003E  JZ       BOOT+BIAS          ;GO TO BOOT LOADER AT 3E00H+BIAS
;
;      MORE SECTORS TO LOAD
;      USE SP FOR SCRATCH REGISTER TO HOLD LOAD ADDRESS INCREMENT
005F 318000  LXI     SP,128
0072 39      DAD     SP          ;HL=HL+128 TO NEXT LOAD ADDRESS
;
;      INR      C          ;SECTOR=SECTOR+1
0073 0C      MOV     A,C          ;MOVE SECTOR COUNT TO A FOR COMPARE
0074 79      CPI     27          ;END OF CURRENT TRACK?
0075 FE1B    JC      LSECT       ;CARRY GENERATED IF SECTOR < 27
0077 DA0800
;
;      END OF TRACK, MOVE TO NEXT TRACK
007A 0E01    MVI     C,1          ;SECTOR=1
007C 04      INR     B          ;TRACK=TRACK+1
007D C30800  JMP     LSECT       ;FOR ANOTHER SECTOR
;
0080      END

```


