

FLOPPY DISC PROGRAMMING MANUAL


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FLOPPY DISC PROGRAMMING MANUAL

1. INTRODUCTION

This document provides programming information for the INTERDATA Floppy Disc System. It is assumed that the reader is familiar with the I/O programming structure of INTERDATA Processors.

For information about programming INTERDATA 32-bit Processors, refer to the following:

INTERDATA 32-Bit Series Reference Manual, Publication Number 29-365
Model 7/32 Processor User's Manual, Publication Number 29-405
Model 8/32 Processor User's Manual, Publication Manual 29-428
Extended Selector Channel (ESELCH) Programming Manual Publication
Number 29-529

For information about programming INTERDATA 16 bit Processors, refer to the following:

16-Bit Processor User's Manual, Publication Number 29-509
16-Bit Selector Channel (SELCH) Programming Manual, Publication
Number 29-567

The INTERDATA Floppy Disc System provides a compact random access, removable media, rotating memory storage facility for the INTERDATA family of computers. The system contains one microprocessor based controller capable of handling up to four Diskette Drives. Table 1 lists Product Numbers associated with the Floppy Disc System.

TABLE 1. INTERDATA FLOPPY DISC SYSTEM

Floppy Disc Marketing Numbers

| | | |
|---------|-------|--------------------------------------|
| M46-630 | FMD-1 | System, Single Drive, Mus Bus 60Hz |
| M46-631 | FMD-1 | System, Dual Drive, Mux Bus 60Hz |
| M46-632 | FMD-1 | System, Single Drive, Micro Bus 60Hz |
| M46-633 | FMD-1 | System, Dual Drive, Micro Bus 60Hz |
| M46-634 | FMD-1 | Expansion, 2nd or 4th Drive 60Hz |
| M46-635 | FMD-1 | Expansion, 3rd Drive 60Hz |
| M46-636 | FMD-1 | System, Single Drive, Mux Bus 50Hz |
| M46-637 | FMD-1 | System, Dual Drive, Mus Bus 50Hz |
| M46-638 | FMD-1 | System, Single Drive, Micro Bus 50Hz |
| M46-639 | FMD-1 | System, Dual Drive, Micro Bus 50Hz |
| M46-640 | FMD-1 | Expansion, 2nd or 4th Drive, 50Hz |
| M46-641 | FMD-1 | Expansion, 3rd Drive, 50Hz |
| M46-642 | FMD-1 | Flexible Media (Package of 10) |

INTERFACE is through either a MICRO I/O BUS or a MICRO I/O BUS Adapter to the Multiplexor Channel, Selector Channel, ESELCH or BSELCH. Data is recorded in a fixed-sector format, with each sector containing 128 data bytes. The Floppy Controller permits data transfers across sector and track boundaries. A single transfer can range from 1 byte to an entire diskette (except on a SELCH, ESELCH or BSELCH, where a maximum single data transfer is 128 bytes long).

Table 2 summarizes specifications pertinent to programming the Floppy Disc System.

TABLE 2. FLOPPY DISC SYSTEM SPECIFICATIONS

SYSTEM

Up to 4 Drives. One Diskette per Drive
 Ready light for each drive
 Write Protect Light for each drive

DRIVE

| | |
|--------------------------------------|----------|
| Number of Recording Surfaces | 1 |
| Rotational Speed | 360 RPM |
| Average Latency Time | 83 msec |
| Maximum Latency Time | 167 msec |
| Head Positioning Time Max. | 462 msec |
| Head Positioning Time Track to Track | 6 msec |

DISKETTE

| | |
|---|----------------|
| Capacity | 256 K Bytes |
| Number of Tracks/Diskette | 77, (X'4C') |
| Number of Sectors/Track | 26, (X'1A') |
| Number of Sectors/Diskette | 2002, (X'7D2') |
| Bytes per Sector | 128 |
| Bytes per Track | 3328 |
| Number of 80 bytes records (cards per diskette) | 3200 approx. |
| Maximum Number of Defective Tracks | 2 |

SYSTEM SOFTWARE REQUIREMENTS

Track 0 sector 1 and 2 reserved for Volume Descriptors
 Track 0 sector 5 reserved for the Auto Load (if used)
 All other Tracks and Sectors are available to the user.

OTHER RESTRICTIONS

Track 0 can not be defective (reserved for System Software)
 Track 76 can not be defective due to controller restrictions.
 To achieve maximum data transfer rates, buffers should be
 read/written in no more than 1.1 milliseconds.

2. CONFIGURATION

The Floppy Disc System operates through a Micro I/O Bus Adapter on a Multiplexor Bus or directly through a Micro I/O Bus or through a SELCH, ESELCH, BSELCH on a Micro I/O Bus Adapter.

3. OPERATING PROCEDURES

3.1 Switches and Indicators

The Floppy Disc System provides the following switches and indicators (refer to Figure 1):

OPERATOR CONTROL PANEL

POWER ON Pushbutton Switch

When this button is depressed and lights, the drive is turned on. When this button is depressed and the light is out, the drive is turned off.

Write Protect Switch

This switch is located inside the drive. When the diskette is slid under this switch, the drive is unprotected. When slid over the switch, the drive is write protected.

Write Protect Indicator (Red)

When this indicator is lit, the drive is write protected.

Ready Indicator (Green)

When this indicator is lit, the diskette is inserted properly and the drive door is closed.

3.2 Diskette Removal and Installation

To remove the diskette:

1. Open front door on drive.
2. Slide diskette out.

To install the diskette:

1. Depress Power Switch on.
2. Open door on desired drive.
3. Slide the diskette into drive as follows:

- a. For Write Protect, slide diskette over Write Protect switch located on the inside of the drive. (See Figure 1.) The Write Protect lamp turns on when the drive is Write Protected.
- b. For not Write Protect, slide the diskette under the Write Protect switch located on the inside of the drive (see Figure 1).

NOTE

This SWITCH is spring operated and is normally in the Write Protect position.

4. Close the door.
5. Wait for the Ready light on the drive to turn on. If the Ready light does not turn on in 3 seconds the diskette was inserted incorrectly. (Remove and insert correctly.)

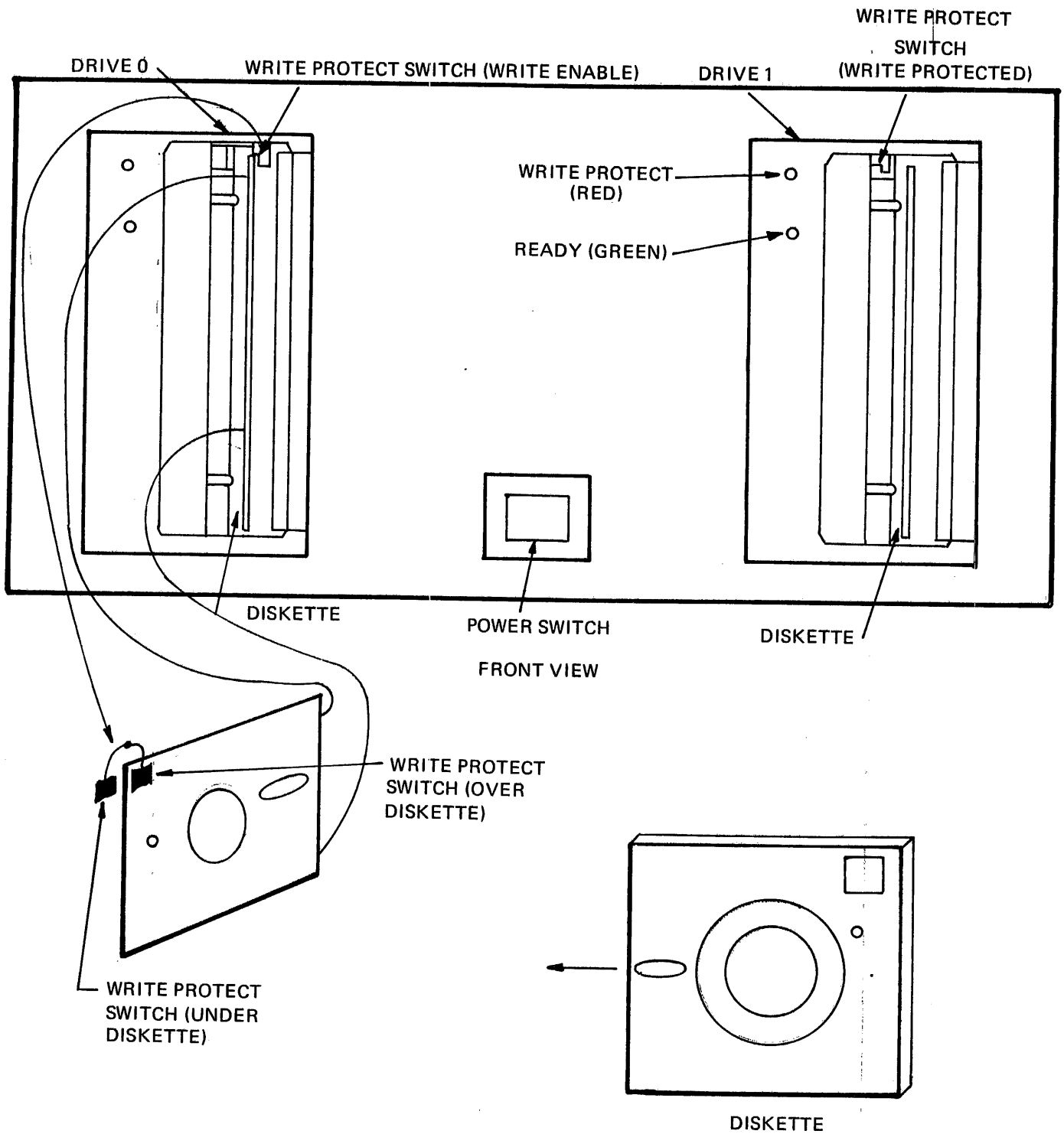


Figure 1. Disc Drive Switches and Indicators

4. DATA FORMAT

The diskette is a flexible software sectored recording media. During the format operation the diskette is divided into 77 tracks with 26 sectors on each track. Tracks are numbered 0 through 76 and defective tracks are flagged (See Figure 2). Each valid track is divided into 26 sectors (physical records). Each sector contains an Address Mark, ID Field, and Data Field. (See Figure 2.)

A Physical Record Number refers to an actual Track/Sector combination (See Appendix 4). The user does not work with Physical Record Numbers except for the Read ID function. A Logical Record refers to the pseudo-sequential Track/Sector combination. The conversion from Logical Record Number to Physical Record Number is accomplished internal to the controller and is transparent to the user. All operations, except Read ID, use Logical Record numbers.

Defective Tracks are flagged during the format operation by writing binary ones in all the sector ID fields of that track. When the controller encounters an ID field which is flagged defective, it automatically increments to the next track. This is done transparent to the user. If there are no defective tracks on the diskette, then there is no difference between Physical Record Numbers and Logical Record Numbers. If there are any defective tracks on the diskette then there is a difference between Physical Record Numbers and Logical Record Numbers.

i.e., Physical Record Numbers are sequential despite the presence of a defective Track, e.g., TRACK 1,2,3,4,
Defective Track, 6....

Logical Record Numbers are pseudo-sequential

TRACK 1,2,3,4, Defective Track, 5,6... .

Deleted records, used for file maintenance, are recognized by the controller during data transfers. During the Delete operation the address mark of the sector is changed from X'FB' to X'F8'. When reading a deleted sector, the data is read but the status reflects that of a deleted record. Writing to a deleted record overwrites the deleted status of that record.

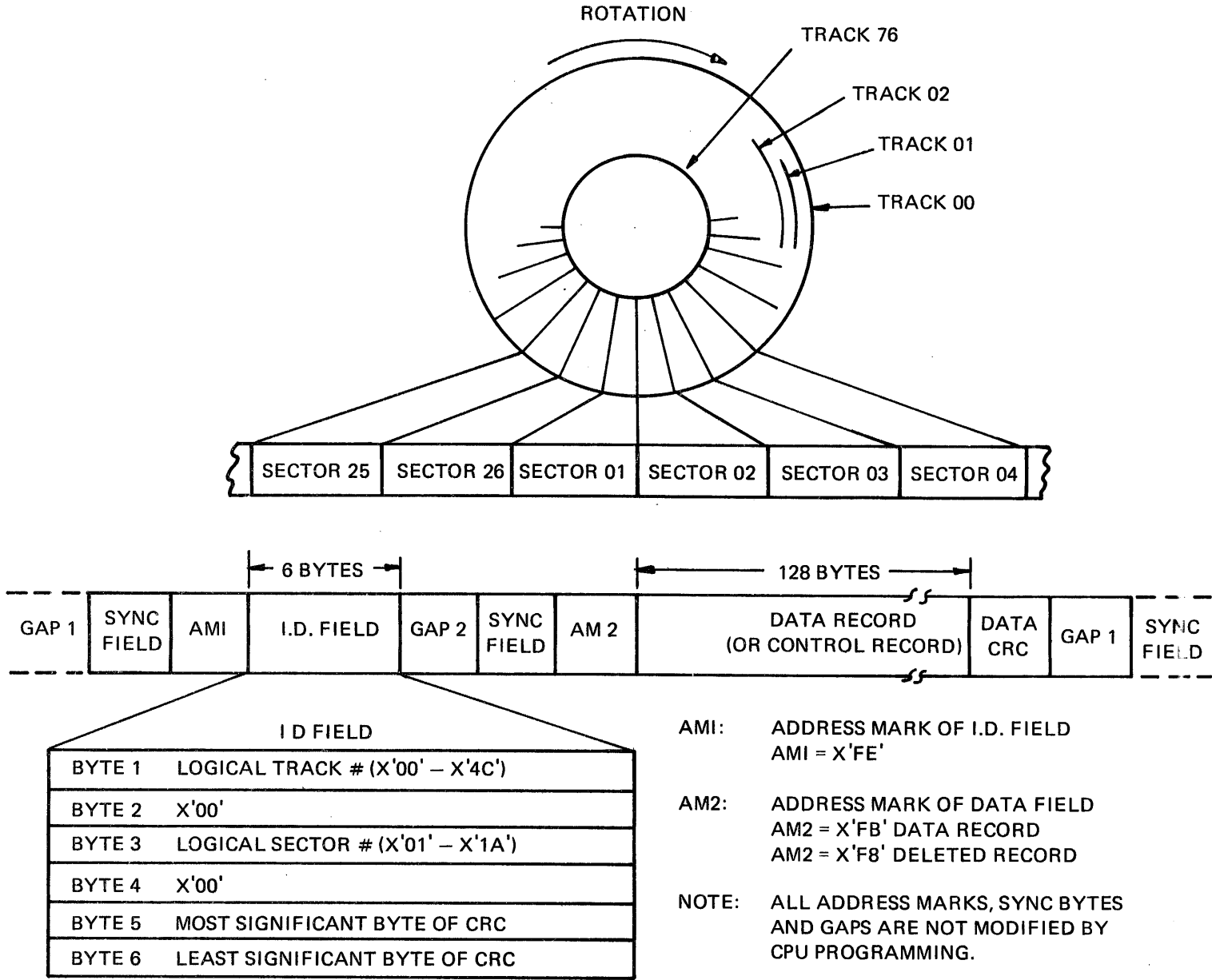


Figure 2. Data Format

5. DATA TRANSFER

The bytes per second transfer rate between the processor and the controller through:

| | |
|-----------|---|
| Micro Bus | = Maximum 250 K Byte (see Note) No minimum |
| I/O Bus | = Max 250 K Byte (see Note) No Minimum |
| SELCH | = 250 K Byte |
| E-SELCH | = 250 K Byte |
| B-SELCH | = 250 K Byte |

NOTE

The transfer rate between the Processor and the Controller depends upon the programming mode, RB/WB, RD/WD, RH/WH. To achieve multi-sector data transfer without losing a rotation of latency, 128 bytes of data must be transferred between the Controller and the Processor in 1.1 milliseconds.

All data transfers use a 128 byte internal buffer on the Floppy Controller. When the controller recognizes a read command, it remains busy while the data is loaded into the sector buffer. When the Processor issues a command to read data, the data is read from the sector buffer. Therefore, when a Read command is issued, the controller buffers one 128 sector. After the 128 bytes are read the next sector is automatically loaded into the internal buffer.

6. PROGRAMMING INSTRUCTIONS

Processor instructions provide communication between the Floppy Disc Controller and the processor.

6.1 Processor Instructions

Sense Status (SS or SSR)

The Sense Status instruction is used to interrogate the status of the controller.

Output Command (OC or OCR)

The Output Command instruction is used to set the controller to a desired state.

Write DATA (WD, WDR, WH or WHR)

The Write Data instruction is used to transfer Logical Record Numbers (LRN) to the controller or to write data to the disc.

Read DATA (RD, RDR, RH or RHR)

The Read Data instruction is used to retrieve data from the Floppy Disc.

Acknowledge Interrupt (ACK or ACKR) (16-bit Processor only)

The Acknowledge Interrupt instruction is used to service interrupts in 16-bit processors. Execution of this instruction returns the address and status of the interrupting device.

TABLE 3. STATUS AND COMMAND BYTE DATA

| BIT | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----------------------|----------------|-----------|----------------|-------|----------|---------|------|-------|
| STATUS | WRITE PROTECT | DEF TRACK | DELETED RECORD | ERROR | BUSY | EXAMINE | IDLE | FAULT |
| COMMAND | INTERRUPT MODE | | DRIVE SELECT | | FUNCTION | | | |
| No Change | 0 | 0 | X | | X | | | |
| Enable | 0 | 1 | | | | | | |
| Disable | 1 | 0 | | | | | | |
| Disarm | 1 | 1 | | | | | | |
| Select Drive 0, (A) | | | 0 | 0 | X | | | |
| Select Drive 1, (B) | | | 0 | 1 | | | | |
| Select Drive 2, (C) | | | 1 | 0 | | | | |
| Select Drive 3, (D) | | | 1 | 1 | | | | |
| Illegal Function | | | | | 0 | 0 | 0 | 0 |
| READ | | | | | 0 | 0 | 0 | 1 |
| WRITE | | | | | 0 | 0 | 1 | 0 |
| READ ID | | | | | 0 | 0 | 1 | 1 |
| READ AUXILIARY STATUS | | | | | 0 | 1 | 0 | 0 |
| DELETE RECORD | | | | | 0 | 1 | 0 | 1 |
| BOOT LOAD | | | | | 0 | 1 | 1 | 0 |
| STOP | | | | | 0 | 1 | 1 | 1 |
| RESET | | | | | 1 | 0 | 0 | 0 |
| FORMAT | | | | | 1 | 0 | 0 | 1 |
| Illegal Function | | | | | 1 | 0 | 1 | 0 |
| Illegal Function | | | | | 1 | 0 | 1 | 1 |
| Illegal Function | | | | | 1 | 1 | 0 | 0 |
| Illegal Function | | | | | 1 | 1 | 0 | 1 |
| Illegal Function | | | | | 1 | 1 | 1 | 0 |
| Illegal Function | | | | | 1 | 1 | 1 | 1 |

6.2 Status and Command Bytes

The Status and Command Bytes for the Floppy Disc Controller are shown in Table 3.

6.2.1 Status

| | |
|-----------------|--|
| Write Protect | This bit is set when the diskette is write protected. |
| Defective Track | This bit is set when a Read/Write command is issued to a record number whose Track is defective. When this occurs the controller internally increments the record number and the operation is performed on the next Track. This bit is cleared by any Output Command except Read Auxiliary Status or the Stop Command. |
| Delete Record | This bit is set if a deleted record Address Mark is detected. A Write operation may be performed to a deleted record, which changes the Address Mark to a non-deleted state. |
| Error | This bit is set if any of the following errors are present, ID CRC Error, Data CRC Error, Logical Record Error or Error in the Error Status byte of the Auxiliary Status, No Address Mark, Command Error, or Seek Error in the Drive Status Byte of the Auxiliary Status. |

Busy This bit is set during the internal data transfer between the diskette and the controller or while other controller functions are being completed. This bit is reset when the controller is free for data transfer between the processor and the controller.

Examine This bit is set when the Error or Write Protect (after a Write command is issued) bit is set.

Idle This bit is set when the controller is ready to accept a command.

Fault This bit is set when the selected drive is unsafe (internally determined), or not Ready. This is set if the Drive power is on but no diskette is in the Drive. This bit is reset when the drive power is off or the Drive is safe. (see Note)

NOTE

6.2.2 Command When the drive power is off the status returned in X'00'.

DIS When this bit is set and EN is reset, the Floppy is prevented from interrupting the Processor, but the interrupt is queued when generated.

EN When this bit is set and DIS is reset, the controller can interrupt the processor as the interrupt occurs if enabled by the PSW.

DISARM

When the DIS and EN bits are both set the controller is prevented from interrupting the processor. Pending interrupts, if any, are cleared. Further interrupts are not queued.

DRIVE SELECT

Selects one of the four possible drives.

| bit | 2 | 3 | |
|-----|---|---|--------------------|
| | 0 | 0 | - Drive 0 selected |
| | 0 | 1 | - Drive 1 selected |
| | 1 | 0 | - Drive 2 selected |
| | 1 | 1 | - Drive 3 selected |

READ

Enables the Controller to read the DATA field of the specified diskette sectors. After the controller receives the READ command, all 128 bytes on the diskette sector are loaded into an internal buffer in the controller, sequentially from byte 0 to byte 127. Once the data is in this buffer, busy goes low and the data is accessible to the processor.

WRITE

Enables the controller to write data onto the DATA field of the specified diskette sectors. After the controller receives the WRITE command, write data instructions are accepted for 128 bytes or until a STOP command is issued. The internal buffer is now full and upon receipt of the STOP command the data is then written to the Floppy Disc. If a STOP command is issued before 128 bytes are written, the last data byte is repeated for the rest of the buffer.

READ ID

Enables the Controller to read the ID field and the two following CRC bytes. After the READ ID command is issued and busy drops, all 6 bytes of the ID Field are valid for retrieving. (Refer to Figure 2.) This command refers to a Physical Record Number.

DELETE RECORD

Enables the controller to Delete the specified sectors. This command is accomplished internally by the controller by changing the Address Mark of the DATA field (AM2) from X'FB' to X'F8'.

BOOT LOAD

Enables the controller to transfer data via the AUTO LOAD instruction. The Boot Load Program must reside on Logical Record Number 5 (TRACK 0 SECTOR 5). When the Boot Load command is issued the controller loads the contents of the diskette from track 0 sector 5 into memory location X'80'

and continues to read until it fills up memory to the location specified by the second operand of the Auto Load instruction. The software must then issue a STOP command and use the program data loaded by the bootload. (For further details on how to Boot Load the diskette see Section 7.9)

STOP

Terminates data transfer after a diskette sector has been written, read or deleted. The STOP command must be given to terminate all operations that require any data transfer to or from the processor.

RESET

This command updates the Drive status. If RESET is issued when the controller is not IDLE, the read/write head does not restore to TRACK 0. If RESET is issued when the controller is IDLE, the read/write head does restore to TRACK 0.

FORMAT

Enables the controller to analyze the recording surface of the selected diskette and to write the correct ID information into the ID field of each sector. All defective tracks are marked. Formatting is done internally (approximately two minutes). Three bytes of data must be written to the controller after the FORMAT command is given:

BYTE 1 - AB = most significant portion of data
(suggested setting = X'E5')

BYTE 2 - CD = least significant portion of data
(suggested setting = X'E6')

BYTE 3 - XY = format parameter where X = number
of errors allowed, Y = number of
reads. (Suggested setting = X'0F')

A STOP command must then be issued.

After the controller acknowledges a Format command and the 3 bytes of Format data are written out, the entire diskette is software sectored. The Address Marks, ID fields and Sync fields are written and defective tracks are flagged. After this operation is complete the busy bit drops and the controller is waiting to acknowledge a STOP command.

The Format operation does not reject a diskette with Track 0 or 76 or more than 2 defective tracks. However this should be verified by the use of the Read Auxiliary Status operation immediately after Formatting.

A diskette must be formatted at least once before used in any seek operation. If not, the controller gets lost internally.

Interdata diskettes are Formatted before shipping. If other vendor diskettes are used, they must be formatted to be compatible with the IBM 128 byte sector format or be formatted using this command. (For further detail on how to format the diskette see Section 7.10.)

READ AUXILIARY
STATUS

Enables the controller to interrogate the status of the disc drive and diskette. After the READ AUXILIARY STATUS command is issued and busy drops, the auxiliary status is valid for retrieving. The format of the six bytes is shown in Table 4. After any or all of the six bytes are read, a STOP command must be issued.

TABLE 4. AUXILIARY STATUS

| Byte | Bit | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|------|---|------------------------|------------------------|----------------|-------------------|---------------|----------------|---------------|-------|
| 1 | | I.D.** CRC ERROR | DATA** CRC ERROR | LRN * ERROR | WRITE* PROTECT | ERROR | DEF TRACK | DEL REC | FAULT |
| 2 | | TRACK 0 | <u>RDY</u> * | NO * AM | CMD * ERROR | SEEK ERROR | FILE UNSAFE | DRIVE ADDRESS | |
| 3 | Logical address of last Sector Read/Write | | | | | | (See Note 2) | | |
| 4 | Logical address of last Track Read/Write | | | | | | (See Note 2) | | |
| 5 | 1st physical defective track | | | | | | (See Note 1) | | |
| 6 | 2nd physical defective track | | | | | | (See Note 1) | | |

| Byte 5 | 6 |
|--------|----|
| FF | FF |
| 00 | FF |
| NN | FF |
| NN | XX |
| 00 | 00 |

NOTE 1

| | |
|-------------------------------|-------------------------------------|
| No defective tracks |] valid only after R/W |
| TRACK 0 defective R/W | |
| TRACK NN defective |] Valid only after format operation |
| TRACK NN and XX are defective | |
| More than 2 defective tracks | |

NOTE 2

If any of the bits marked with * are set, then Byte 3 and 4 are invalid. On any multiple sector transfer if any of the bits marked with ** are set, then Byte 3 and 4 are valid only after the last sector is successfully transferred.

- ID CRC ERROR - This bit is set when there is a CRC error in the ID field.
- DATA CRC ERROR - This bit is set when there is a CRC error on a data transfer.
- LRN ERROR - This bit is set when an illegal Logical Record Number is passed to the controller.
- WRITE PROTECT - This bit is set when the diskette is write protected.
- ERROR - This bit is set when the I.D. CRC error, Data CRC error, LRN, No Address Mark, CMD error, or Seek error bit is set.
(See Appendix 3)
- DEF TRACK - This bit is set when a defective track is encountered.
- DEL REC - This bit is set when a deleted record is encountered.
- FAULT - This bit is set when $\overline{\text{RDY}}$ or FILE UNSAFE bits are set.
- TRACK 0 - This bit is set when the read/write head is at TRACK 0.
- $\overline{\text{RDY}}$ - This bit is set when the drive is not ready for any operation. i.e., the ready light is not turned on.
- NO AM - This bit is set when the controller can not find the Address Mark.
- CMD ERROR - This bit is set when an illegal command is issued.

SEEK ERROR

- This bit is set when the controller cannot find the desired track.

FILE UNSAFE

- This bit is set when the drive is in an unsafe condition. i.e., the internal write protection detects an error.

DRIVE ADDRESS

- Contains the current drive address.

7. PROGRAMMING SEQUENCES

7.1 Read One Sector

Use the following sequence to read one sector.

1. Wait for IDLE = 1.
2. Write the Logical Record Number (1-WH/WHR or 2-WD/WDR); write most significant half of Logical Record Number to the Controller first.
3. Issue a READ Command.
4. Wait for Busy = 0.
5. Read up to 128 bytes from Diskette.
6. Issue a STOP Command.
7. Wait for IDLE = 1.

7.2 Read Multiple Sectors

Use the following sequence to read multiple sectors.

1. Wait for IDLE = 1.
2. Write Logical Record Number to the Controller.
3. Issue a READ Command.
4. Wait for Busy = 0.
5. Read 128 bytes. Read first sector.
6. Repeat steps 4 and 5. Read following sectors.
7. Wait for Busy = 0.
8. Read up to 128 bytes. Read last sector.
9. Issue a STOP Command.
10. Wait for IDLE = 1.

7.3 Write One Sector

Use the following sequence to write one sector.

1. Wait for IDLE = 1.
2. Write the Logical Record Number to the Controller.

3. Issue a WRITE Command.
4. Wait for Busy = 0.
5. Write up to 128 bytes of data.
6. Issue a STOP command.
7. Wait for IDLE = 1.

7.4 Write Multiple Sectors

Use the following sequence to write multiple sectors.

1. Wait for IDLE = 1.
2. Write the Logical Record Number to the Controller.
3. Issue a WRITE Command.
4. Wait for Busy = 8.
5. Write the 128 bytes of data. write first sector
6. Repeat steps 4 and 5. write following sector
7. Wait for Busy = 0.
8. Write up to 128 bytes of data write last sector
9. Issue a STOP Command.
10. Wait for IDLE = 1.

7.5 Delete One Record

Use the following sequence to delete one record.

1. Wait for IDLE = 1.
2. Write Logical Record Number to the Controller.
3. Issue a DELETE Command.
4. Wait for Busy = 0.
5. Write on identifying character. (If required by system software see IBM Diskette General Information Manual GA 21-9182-1 for compatibility requirements)
6. Issue a STOP Command.
7. Wait for IDLE = 1.

7.6 Delete Multiple Sectors

Use the following sequence to delete multiple sectors.

1. Wait for IDLE = 1.
2. Write Logical Record Number to the Controller.
3. Issue a DELETE Command.
4. Write on identifying character.
5. Write 127 characters to fill buffer (these characters can be the same as the identifying character) to delete the first sector.
6. Repeat Steps 4 and 5 to delete subsequent sectors.
7. Write one identifying character.
8. Issue STOP Command.
9. Wait for IDLE = 1.

7.7 Read ID

Use the following sequence to read the ID.

1. Wait for IDLE = 1.
2. Write Physical Record Number to the Controller.
3. Issue a READ ID command.
4. Wait for BUSY = 0.
5. Read any number of I.D. bytes.
6. Issue STOP command.
7. Wait for IDLE = 1.

7.8 Read Aux Status

Use the following sequence to read the Auxiliary Status.

1. Wait for IDLE = 1.
2. Issue READ AUX STATUS Command.
3. Wait for Busy = 0.
4. Read any number of Auxiliary Status bytes.
5. Issue a STOP command.
6. Wait for IDLE = 1.

7.9 Boot Load

Use the following sequence to perform a Boot Load.

1. Insert Diskette containing Loader Program on LRN 5 (Track 0 Sector 5).
2. Set up memory location X'78' for Floppy device address and BOOT LOAD command. (normally X'78' = X'C186')
3. Start standard X'50' sequence or issue AL instruction with second operand containing the number of bytes in the bootloader +X'80'.
4. Issue a STOP command when the main program is loaded from the diskette.
5. Wait for IDLE = 1.

7.10 Format

Use the following sequence to format the diskette.

1. Wait for IDLE = 1.
2. Output a FORMAT command.
3. Wait for Busy = 0.
4. Write 2 data bytes as Format Data. (Suggested data = X'E5E6)
5. Write 1 data byte XY as Format Parameter where,
X = # of errors allowed
Y = # of retry reads
Suggested data = X'0F')
6. Issue a STOP command.
7. Wait for IDLE = 1 (approximately 2 minutes later).
8. Check data (if desired).

8. INTERRUPT

Interrupts are generated on the following conditions:

1. BUSY bit goes to 0.
2. EXAMINE bit goes to 1.
3. FAULT bit goes to 1.
4. IDLE bit goes to 1.
5. Writing a byte to Sector Buffer after issuing WRITE Command X'02'.
6. Reading a byte from Sector Buffer after issuing READ Command X'01'.
7. Reading/Writing a halfword generates one interrupt.

9. INITIALIZATION

When the processor is initialized, the controller disarms all interrupts and selects drive 0.

10. DEVICE NUMBER

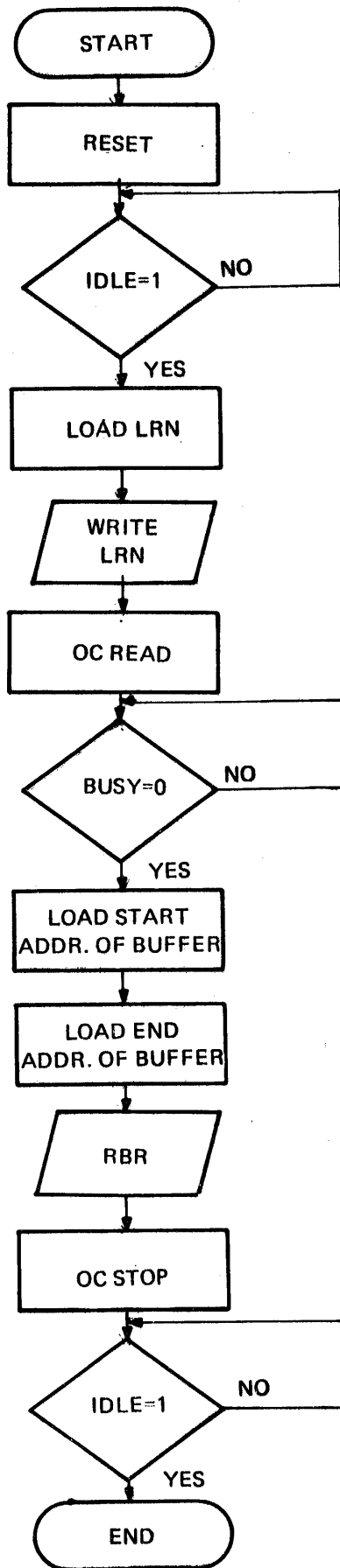
INTERDATA's preferred address for the Floppy Disc System is X'C1'.

11. PROGRAMMING EXAMPLES

Appendix 1 contains 3 programming examples for 16-bit processors. The first program reads one sector under Sense Status Loops. The second program reads one sector under Interrupt control. The third program reads the Auxiliary Status.

Appendix 2 contains three programming examples for 32-bit processor. The first writes one sector under Sense Status. The second writes one sector under Interrupt control. The third Formats the diskette.

APPENDIX I
16 BIT PROGRAMMING EXAMPLES



READ 1 SECTOR UNDER SENSE STATUS CONTROL

APPENDIX 1 CONTINUED

APPENDIX 1 16-BIT FLOPPY DISC PROGRAMMING EXAMPLES PAGE 1 10:57:18 01/18/77
 PROG= *NONE* ASSEMBLED BY CAL 03-066R04-01 (32-BIT)

```

1 1 SCRAP
2 2 CROSS
3 3 TARGET 16
4 4 WIDTH 120
5 *
6 * * SAMPLE PROGRAM FOR A FLOPPY DISC SYSTEM ON A 16-BIT PROCESSOR
7 *
8 * * THIS PROGRAM UTILIZES SENSE STATUS LOOPS TO TRANSFER A BUFFER OF
9 * * DATA ON THE DISC INTO CORE
10 *
11 * * REGISTER ASSIGNMENTS
12 12 IDLE EQU 2          IOLF =2
13 13 BUSY EQU 8        BUSY =8
14 14 LRN EQU 9         LOGICAL RECORD NUMBER REGISTER
15 15 WORK1 EQU 12      WORK REGISTER 1
16 16 WORK2 EQU 13      WORK REGISTER 2
17 17 STATUS EQU 14     STATUS REGISTER
18 18 DEVADR EQU 15     DEVICE ADDRESS
19 19 OR6 EQU X'1000'   ORIGIN ADDRESS
20 *
21 * * RESET CONTROLLER
22 *
23 * * START1
24 24 LK DEVADR,FLPAUR  LOAD FLOPPY DISC ADDRESS
25 25 SSR DEVADR,RESET  RESET CONTROLLER
26 26 BFC IDLE,SENSE1   SENSE CONTROLLER STATUS
27 *
28 * * WAIT LOGICAL RECORD NUMBER
29 *
30 30 LRI LKN,X'700'    LOAD LOGICAL RECORD NUMBER OF 700
31 31 WFR DEVADR,LRN   WRITE THE LOGICAL RECORD NUMBER
32 *
33 * * READ ONE SECTOR FROM THE FLOPPY
34 *
35 35 OC DEVADR,READ   GIVE READ COMMAND TO FLOPPY
36 36 SSR DEVADR,STATUS SENSE CONTROLLER STATUS
37 37 BFC BUSY,SENSE2   WAIT FOR BUSY TO SET
38 38 LRI WORK1,BUFFER  LOAD START ADDRESS OF BUFFER
39 39 LRI WORK2,127(WORK1) LOAD END ADDRESS OF BUFFER 128
40 40 RAR DEVADR,WORK1  READ 128 BYTES OF DATA
41 41 BTC 7,ERRHALT    STOP CONTROLLER
42 42 OC DEVADR,STOP   SENSE CONTROLLER STATUS
43 43 SSR DEVADR,STATUS SENSE CONTROLLER STATUS
44 44 BFC IDLE,SENSE3   WAIT FOR IDLE
45 45 END1 LPSW        PSW1
46 46 ERRHALT LPSW     PSW2
47 47 ALIGN 8
48 48 OC X'8000',A(ERRHALT)
49 *
50 50 DC X'8000',A(END1)
51 *
52 * * FLOPPY ADDRESS
53 53 DCX C1          FLOPPY ADDRESS
54 54 DB X'C8'        RESET /DISARM /DRIVE 0
55 55 DB X'C1'        READ /DISARM / DRIVE 0

```

APPENDIX 1 CONTINUED

PAGE 2 10:57:25 01/18/77

APPENDIX 1 16-BIT FLOPPY DISC PROGRAMMING EXAMPLES

```

104C C7          53 STOP DB X*C7*
                54 *
                55 * BUFFER
                56 *
                57 ALIGN 8
1050            58 BUFFER DS 128
1060            59 END
    
```

APPENDIX 1 CONTINUED

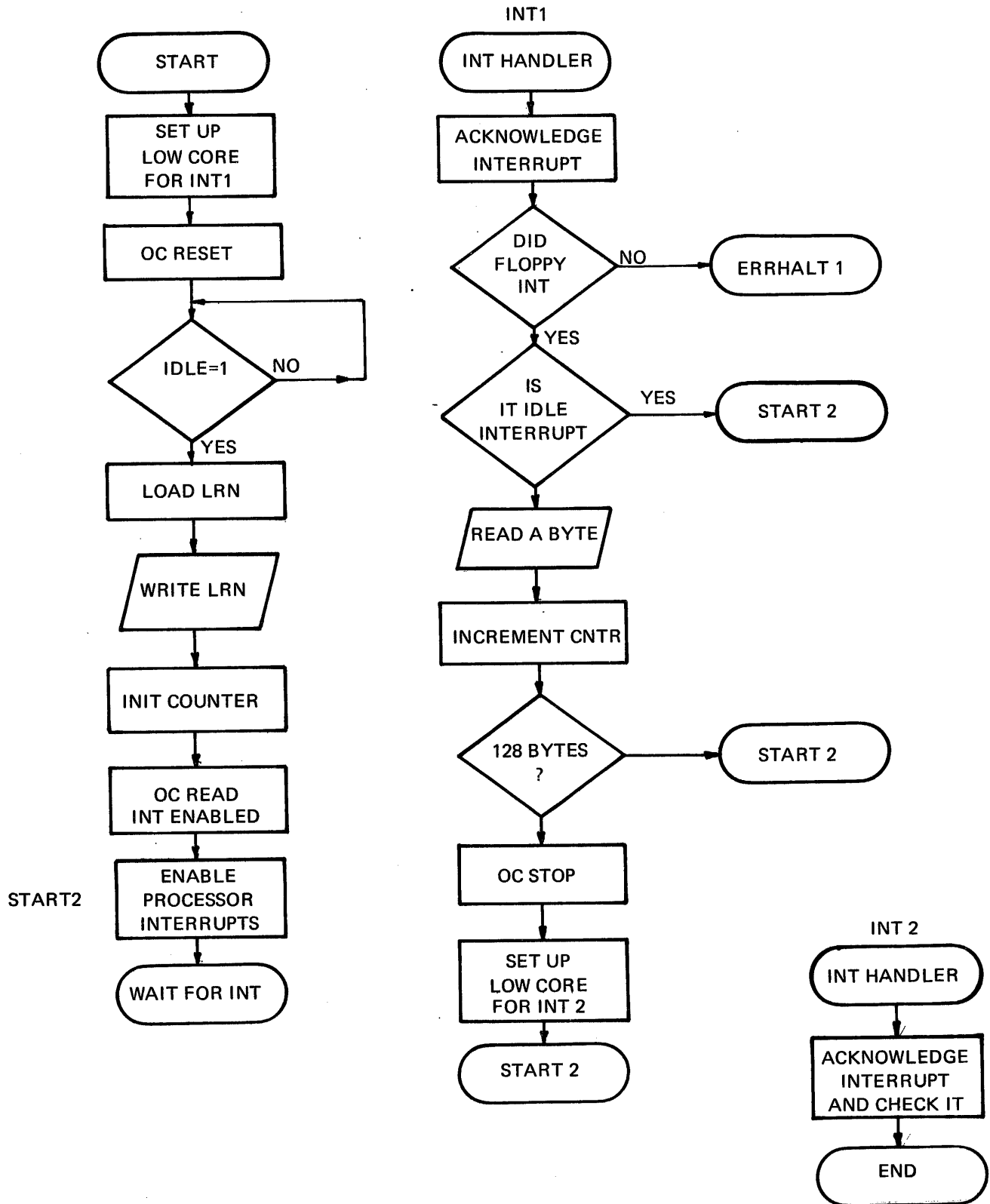
APPENDIX 1 16-BIT FLOPPY DISC PROGRAMMING EXAMPLES PAGE 6 10:57:26 01/18/77

NO ERRORS 0 SQUEZ PASSES

CAL 04-01

| | | | | | | | | | |
|----------|-------|----|----|----|----|----|----|----|----|
| ABSTOP | 1000 | | | | | | | | |
| ADC | 0002 | | | | | | | | |
| BUFFER | 1050 | 38 | | | | | | | |
| BUSY | 0008 | 37 | | | | | | | |
| DEVADR | 000F | 23 | 24 | 25 | 31 | 35 | 36 | 40 | 42 |
| EVD1 | 1036 | 49 | | | | | | | 43 |
| ERR-HALT | 103A | 41 | 48 | | | | | | |
| FLPADR | 1048 | 23 | | | | | | | |
| IDLE | 0002 | 26 | 44 | | | | | | |
| IMPTOP | 0000R | | | | | | | | |
| LADC | 0001 | | | | | | | | |
| LRM | 0009 | 30 | 31 | | | | | | |
| PSW1 | 1044 | 45 | | | | | | | |
| PSW2 | 1040 | 46 | | | | | | | |
| PURETOP | 0000R | | | | | | | | |
| READ | 104B | 35 | | | | | | | |
| RESET | 104A | 24 | | | | | | | |
| SENSE1 | 1008 | 26 | | | | | | | |
| SENSE2 | 1018 | 37 | | | | | | | |
| SENSE3 | 1050 | 44 | | | | | | | |
| START1 | 1000 | | | | | | | | |
| STATUS | 000E | 25 | 36 | 43 | | | | | |
| STOP | 104C | 42 | | | | | | | |
| WORK1 | 000C | 38 | 39 | 40 | | | | | |
| WORK2 | 000D | 39 | | | | | | | |

APPENDIX 1 (Continued)
16 BIT PROGRAMMING EXAMPLES



Read 1 Sector Under Interrupts

APPENDIX 1 CONTINUED

APPENDIX 1 16-BIT FLOPPY DISC PROGRAMMING EXAMPLE PAGE 1 10:58:06 01/18/77

PROG= *NONE* ASSEMBLED BY CAL 03-066R04-01 (32-BIT)

```

1 1 SCRAP
2 2 CROSS
3 3 TARGT 16
4 4 WIDTH 120
5 *
6 * SAMPLE PROGRAM FOR THE FLOPPY DISC SYSTEM ON A 16-BIT PROCESSOR
7 *
8 * THIS PROGRAM TRANSFERS A BUFFER OF DATA FROM THE FLOPPY UNDER
9 * INTERRUPTS
10 *
11 * REGISTER ASSIGNMENTS
12 IDLE EQU 2
13 WORK1 EQU 9
14 COUNT EQU 10
15 INTDEV EQU 11
16 INTSTAT EQU 12
17 LRN EQU 13
18 STATUS EQU 14
19 DEVADR EQU 15
20 ORG X*2000:
21 *
22 * SET UP LOW CORE
23 *
24 START1 LRN DEVADR,FLPADR
25 LIS WORK1,0
26 STH WORK1,X*40,
27 STH WORK1,X*42,
28 STH WORK1,X*44,
29 LHI WORK1,FLPINI
30 STH WORK1,X*46,
31 *
32 * SET UP FLOPPY
33 *
34 GC DEVADR,RESLI
35 SSR DEVADR,STATUS
36 BEC IDLE,SENSE1
37 *
38 * WRITE LRN
39 *
40 LHI LRN,X*700,
41 LHR DEVADR,LRN
42 LIS COUNT,0
43 *
44 * START INTERRUPT TRANSFER
45 *
46 GC DEVADR,ENA,READ
47 START2 LPSW PSWI
48 B ERRHALT3
49 *
50 * INTERRUPT HANDLER
51 *
52 FLRINT ACKR INTOEV,INISTAT
53 CLR DEVADR,INTDEV
54 PNE ERRHALT1

```

APPENDIX 1 CONTINUED

| | | | | |
|------|-----------|----|-------------------------|--------------------------------|
| 2040 | C3C0 0002 | 55 | THI INTSTAT,2 | IS IT IDLE INTERRUPT |
| 2044 | 4250 2050 | 56 | BWZ START2 | WAIT FOR ANOTHER INTERRUPT |
| 2048 | 0BFA 20A8 | 57 | RJ DEVAUR,BUFFER(COUNT) | READ A BYTE |
| 204C | 26A1 | 58 | * * ADJUST COUNTER | |
| 204E | C5A0 0080 | 59 | AIS COUNT,1 | INCREMENT COUNTER |
| 2052 | 4250 2050 | 60 | CLHI CCOUNT,128 | LIMIT YET? |
| 2055 | DEF0 20A0 | 61 | HNE START2 | NO GO AGAIN |
| 205A | C890 2066 | 62 | CC DEVAUR,STOP | STOP CONTROLLER |
| 205E | 4090 0046 | 63 | LHI WOKK1,END | LOAD NEW INTERRUPT ROUTINE |
| 2062 | 4300 2050 | 64 | STH WORK1,X'46' | STORE IN INTERRUPT HANDLER |
| 2066 | 9FBC | 65 | B START2 | WAIT FOR ANOTHER INTERRUPT |
| 2068 | 05BF | 66 | | |
| 206A | 4250 207A | 67 | * * FINISH | |
| 206E | C3C0 0002 | 68 | | |
| 2072 | 4350 2050 | 69 | | |
| 2076 | C200 208C | 70 | ACKR INTDEV,INTSTAT | ACKNOWLEDGE INTERRUPT |
| 207A | C200 2090 | 71 | CLHR INTDEV,DEVAUR | IS IT A FLOPPY |
| 207E | C200 2094 | 72 | BNE ERRHALT1 | NO GO TO ERROR |
| 2082 | C200 2098 | 73 | THI INTSTAT,2 | IDLE INTERRUPT |
| 2088 | C000 | 74 | BZ START2 | FINISH |
| 208A | 2050 | 75 | LPSW PSW2 | ERROR HALT DEVICE |
| 208C | 8000 | 76 | ERRHALT1 LPSW PSW3 | ERROR HALT STATUS |
| 208E | 8076 | 77 | ERRHALT2 LPSW PSW4 | ERROR HALT NO INTERRUPT |
| 2090 | 8000 | 78 | ERRHALT3 LPSW PSW5 | |
| 2092 | 207A | 79 | ALISM 8 | |
| 2094 | 8000 | 80 | DC X'C000',A(START2) | |
| 2096 | 207E | 81 | PSW1 DC | |
| 2098 | 8000 | 82 | PSW2 DC | |
| 209A | 2082 | 83 | PSW3 DC | |
| 209C | 00C1 | 84 | PSW4 DC | |
| 209E | C8 | 85 | PSW5 DC | |
| 209F | 41 | 86 | FLPADR DCX C1 | RESET/DRIVE 0 /DISARM |
| 20A0 | 47 | 87 | RESET DR X'C8' | RFAD/DRIVE 0/ENABLE INTERRUPTS |
| 20A8 | | 88 | EMA,READ DR X'41' | STOP/DRIVE 0/ENABLE INTERRUPTS |
| 20AB | | 89 | STOP DR X'47' | |
| 20B8 | | 90 | ALISM 8 | |
| 2128 | | 91 | BUFFER DS 128 | BUFFER OF 128 BYTES |
| | | 92 | END | |

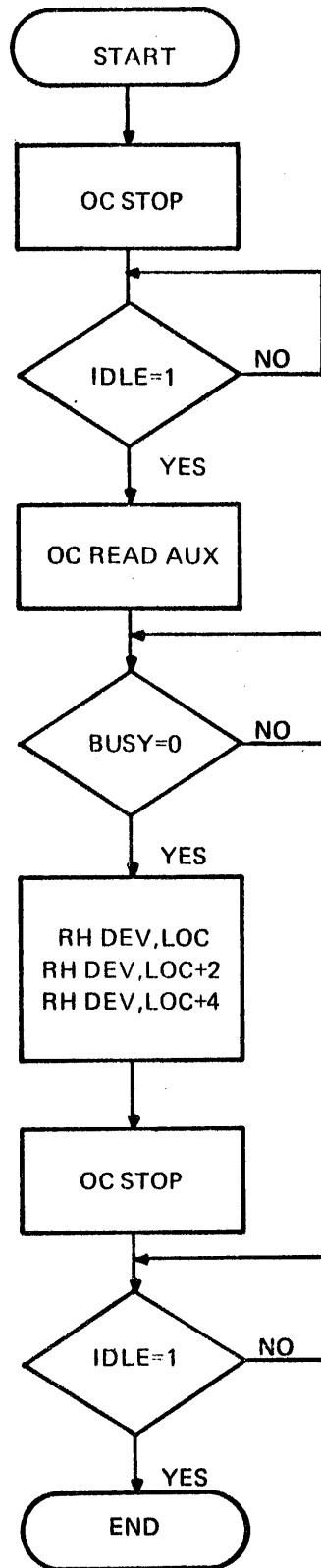
APPENDIX 1 CONTINUED

NO ERRORS 0 SQUEZ PASSES

CAL 04-01

| Symbol | Address | Symbol | Address | Symbol | Address | Symbol | Address |
|---------|---------|----------|---------|----------|---------|--------|---------|
| ABSTOP | 2128 | EVA.READ | 209F | EVA.READ | 209E | RESET | 209E |
| ADC | 0002 | EVD | 2066 | EVD | 2066 | SENSE1 | 201E |
| BJFFER | 20A8 | EVD1 | 2076 | ERRHALT1 | 207A | START1 | 2000 |
| COUNT | 000A | ERRHALT2 | 207E | ERRHALT2 | 207E | START2 | 2050 |
| DEVADR | 000F | ERRHALT3 | 2082 | ERRHALT3 | 2082 | STATUS | 000E |
| FLPADR | 209C | FLPADR | 209C | FLPADR | 209C | STOP | 20A0 |
| FLPINT | 2058 | FLPINT | 2058 | FLPINT | 2058 | WORX1 | 0009 |
| IDLE | 0002 | IDLE | 0002 | IDLE | 0002 | | |
| IMPTOP | 0000R | IMPTOP | 0000R | IMPTOP | 0000R | | |
| INTDEV | 000B | INTDEV | 000B | INTDEV | 000B | | |
| INTSTAT | 000C | INTSTAT | 000C | INTSTAT | 000C | | |
| LADC | 0001 | LADC | 0001 | LADC | 0001 | | |
| LAN | 000D | LAN | 000D | LAN | 000D | | |
| PSW1 | 2088 | PSW1 | 2088 | PSW1 | 2088 | | |
| PSW2 | 208C | PSW2 | 208C | PSW2 | 208C | | |
| PSW3 | 2090 | PSW3 | 2090 | PSW3 | 2090 | | |
| PSW4 | 2094 | PSW4 | 2094 | PSW4 | 2094 | | |
| PSW5 | 2098 | PSW5 | 2098 | PSW5 | 2098 | | |
| PJRETOP | 0000R | PJRETOP | 0000R | PJRETOP | 0000R | | |
| 57 | 57 | 61 | 61 | 62 | 62 | | |
| 42 | 42 | 35 | 35 | 41 | 41 | | |
| 24 | 24 | 53 | 53 | 57 | 57 | | |
| 46 | 46 | 64 | 64 | 72 | 72 | | |
| 65 | 65 | | | | | | |
| 82 | 82 | | | | | | |
| 54 | 54 | 83 | 83 | | | | |
| 84 | 84 | | | | | | |
| 48 | 48 | | | | | | |
| 24 | 24 | | | | | | |
| 29 | 29 | | | | | | |
| 36 | 36 | | | | | | |
| 52 | 52 | 71 | 71 | 72 | 72 | | |
| 52 | 52 | 71 | 71 | 74 | 74 | | |
| 40 | 40 | | | | | | |
| 47 | 47 | | | | | | |
| 76 | 76 | | | | | | |
| 77 | 77 | | | | | | |
| 78 | 78 | | | | | | |
| 79 | 79 | | | | | | |
| 34 | 34 | | | | | | |
| 36 | 36 | | | | | | |
| 56 | 56 | 63 | 63 | 67 | 67 | 75 | 75 |
| 35 | 35 | | | | | 81 | 81 |
| 64 | 64 | | | | | | |
| 25 | 25 | 26 | 26 | 27 | 27 | 28 | 28 |
| | | 29 | 29 | 30 | 30 | 35 | 35 |
| | | 50 | 50 | 65 | 65 | 66 | 66 |

APPENDIX 1 (Continued)



READ AUXILIARY STATUS

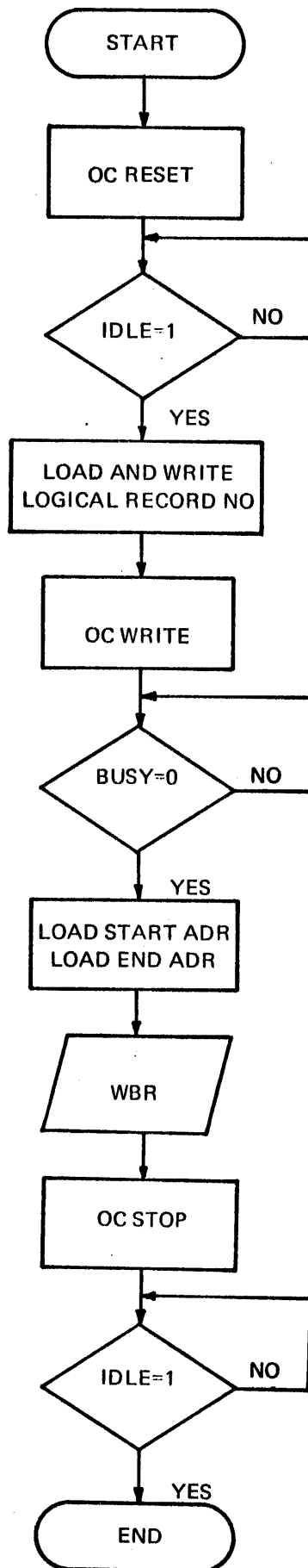
APPENDIX 1 CONTINUED

APPENDIX 1 16-BIT FLOPPY DISC PROGRAMMING EXAMPLE PAGE 1 10:58:43 01/16/77
 PROG= *NONE* ASSEMBLED BY CAL 03-066R04-01 (32-BIT)

```

1 1 SCRTAT
2 2 CROSS
3 3 TARGT 16
4 4 WIDTH 120
5 *
6 * SAMPLE PROGRAM FOR THE FLOPPY DISC SYSTEM ON A 16-BIT PROCESSOR
7 *
8 * THIS PROGRAM READS THE AUXILIARY STATUS FROM THE FLOPPY
9 *
10 * REGISTER ASSIGNMENTS
11 11 IDLE EQU 2 IDLE=2
12 12 BUSY EQU 8 BUSY=8
13 13 WORK1 EQU 13 WORK1 REGISTER
14 14 STATUS EQU 14 STATUS REGISTER
15 15 DEVADR EQU 15 FLOPPY ADDRESS
16 16 ORG X'3000' ORIGIN ADDRESS
17 *
18 * STOP CONTROLL AND WAIT FOR IDLE
19 *
20 20 L1 DEVADR,FLPADR LOAD FLOPPY ADDRESS
21 21 OC DEVADR,STOP STOP
22 22 SENSE1 SSR DEVADR,STATUS SENSE CONTROLLER STATUS
23 23 BFC IDLE,SENSE1 WAIT FOR IDLE
24 *
25 * READ AUXILIARY STATUS
26 *
27 27 OC DEVADR,RAUXST READ AUX STATUS COMMAND
28 28 SSR DEVADR,STATUS SENSE CONTROLLER STATUS
29 29 BFC BUSY,SENSE2 WAIT FOR BUSY TO DROP
30 30 R4 DEVADR,RAUXBUF READ 1ST AND 2ND BYTES OF AUX STATUS
31 31 R4 DEVADR,RAUXBUF+2 READ 3RD AND 4TH BYTES OF AUX STATUS
32 32 R4 DEVADR,RAUXBUF+4 READ 5TH AND 6TH BYTES OF AUX STATUS
33 33 OC DEVADR,STOP STOP CONTROLLER
34 34 SSR DEVADR,STATUS SENSE CONTROLLER STATUS
35 35 BFC IDLE,SENSE3 WAIT FOR IDLE
36 *
37 * FINISHED
38 *
39 39 END1 LPSW PSW DONE
40 40 ALIGN 8
41 41 PSW DC X'8000',A(ENL1)
42 42 FLPADR CCX C1 FLOPPY ADDRESS
43 43 STOP DB X'C7' STOP/DRIVE 0/DISARM
44 44 RDAUXST DB X'C4' READ AUX STATUS/DRIVE 0 /DISARM
45 45 RAUXBUF DS 6
46 46 DS 6
47 47 END
  
```


APPENDIX 2
32-BIT PROGRAMMING EXAMPLE



APPENDIX 2 CONTINUED

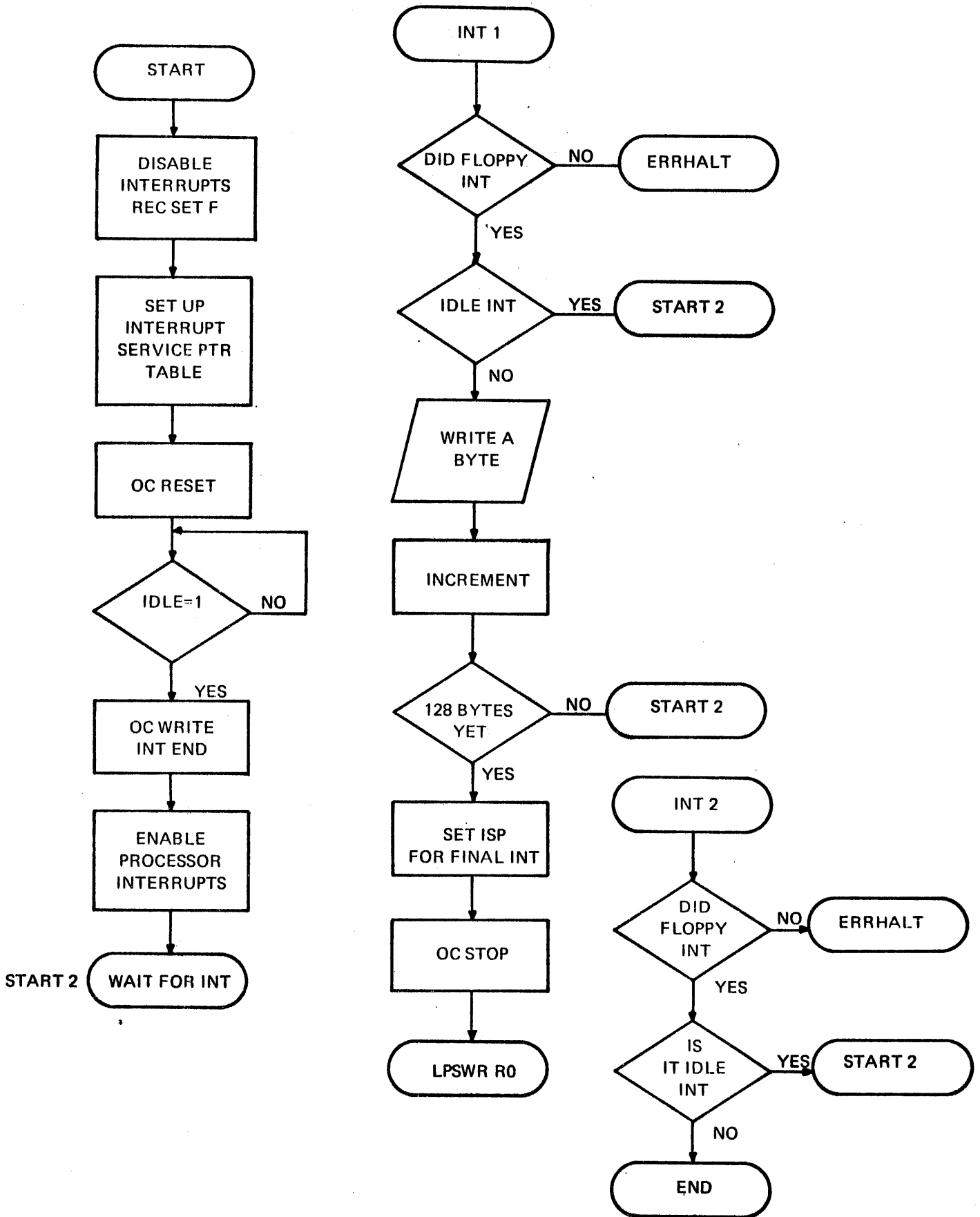
```

001052 C8          RESET DRIVE 0 / INTERRUPTS DISARMED
001053 C2          WRITE/DKIVE 0 / INTERRUPTS DISARMED
001054 C7          STOP/DRIVE 0 / INTERRUPTS DISARMED

53  RESET  DR      X'C8'
54  WRITE  DR      X'C2'
55  STOP   CR      X'C7'
56  *      *      BUFFER
57  *      *      BUFFER
58  *      *      BUFFER
59  ALIGN  8
60  BUFFER CS     128
61  END
001058
001058
001008

```


APPENDIX 2 (Continued)



WRITE 128 BYTES UNDER INTERRUPT CONTROL

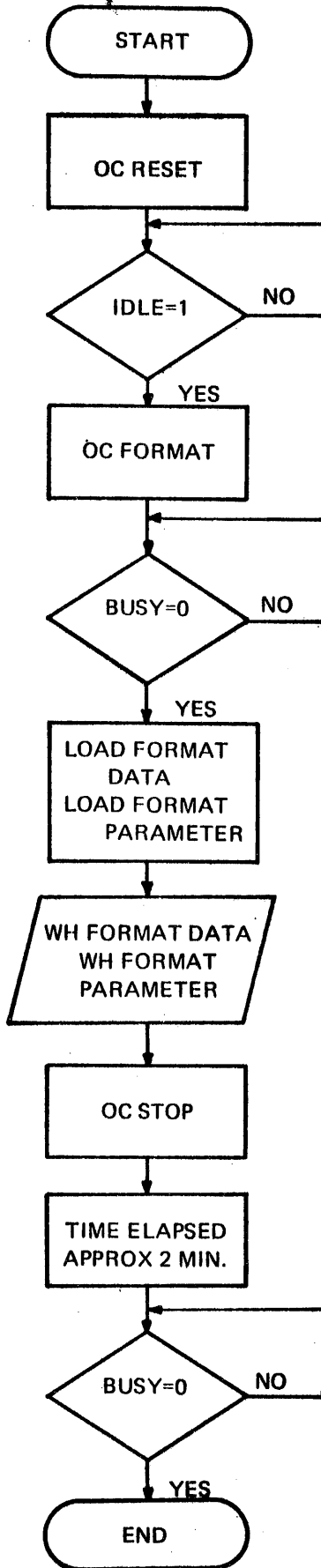
```

1  SCRT
2  ACRX3
3  CROSS
4  TARS 32
5  WIDTH 120
6  *
7  * SAMPLE PROGRAM FOR THE FLOPPY DISC SYSTEM ON A 32-BIT PROCESSOR
8  *
9  * THIS PROGRAM TRANSFERS 128 BYTES OF DATA TO THE FLOPPY UNDER
10 * INTERRUPT CONTROL
11 *
12 * REGISTER ASSIGNMENTS
13 RESTART ECU 0
14 IDLE ECU 2
15 INTDEV ECU 2
16 INTSTAT ECU 3
17 DEVADR ECU 6
18 COUNT ECU 11
19 WORK2 ECU 12
20 WORK1 ECU 13
21 STATUS ECU 14
22 GPG X*2000*
23 *
24 * SET UP PROCESSOR IN FULL WORK MODE IN REGISTER SET 15
25 *
26 START1 LHI WORK1,X*00+0*
27 EPSR WORK2,WORK1
28 LHL DEVADR,FLPAUR
29 *
30 * SET UP INTERRUPT SERVICE POINTER TABLE
31 *
32 COUNT,C
33 WORK2,ERRHALT1
34 LDAGAIN STH WORK2,X*00*(COUNT)
35 AIS COUNT,2
36 CLHI COUNT,X*200*
37 BL LDAGAIN
38 LR WORK1,DEVADR
39 SLLS WORK1,1
40 LHI WORK2,FLPINT
41 STH WORK2,X*00*(WORK1)
42 *
43 * SET UP FLOPPY
44 *
45 OC DEVADR,RESET
46 SENSE1 SSR DEVADR,STATUS
47 RFC IDLE,SENSE1
48 LIS COUNT,0
49 STH COUNT,COUNTER
50 *
51 * ENABLE EXTERNAL INTERRUPTS AND FLOPPY INTERRUPTS
52 *
53 OC DEVADR,ENA.WRIT
54 START2 LI WORK1,Y*COF0*
    
```

APPENDIX 2 CONTINUED

| Address | Hex | Label | Code | Comments |
|---------|-----------|-------------------|----------------------|--------------------------------------|
| 002044 | 95C0 | | | |
| 002045 | 4300 2096 | | | |
| 55 | | EPSR | WORK2*WORK1 | |
| 56 | | E | ERRHALT2 | 60 ERROR PATH |
| 57 | * | | | |
| 58 | * | INTERRUPT HANDLER | | |
| 59 | * | | | |
| 60 | | FLPINT | INTDEV,DEVADR | IS IT THE FLOPPY |
| 61 | 0526 | CLR | ERRHALT3 | NO GO TO ERROR |
| 62 | 4230 209A | BNE | INTSTAT*2 | IS IT IDLE INTERRUPT |
| 63 | C330 0002 | THI | START2 | WAIT FOR ANOTHER INTERRUPT |
| 64 | 4230 203E | BZ | DEVADR*BUFFER(COUNT) | LOAD CURRENT COUNT VALUE |
| 65 | DA6B 2008 | LD | COUNT,COUNTER | |
| 66 | 4880 20D2 | LH | COUNT*1 | |
| 67 | 26B1 | AIS | COUNT,COUNTER | UPDATE COUNTER |
| 68 | 4080 20D2 | STH | CCOUNT*128 | LIMIT YET? |
| 69 | C5B0 0080 | CLHI | START2 | |
| 70 | 4230 203E | BNE | DEVADR*STOP | STOP CONTROLLER |
| 71 | DE60 20D6 | CC | WORK1,DEVADR | LOAD FLOPPY ADDRESS |
| 72 | 08D6 | LR | WORK1*1 | X 2 |
| 73 | 11D1 | SLLS | WORK2*END | LOAD UP INTERRUPT ROUTINE |
| 74 | C8C0 2090 | LHI | WORK2,X*00*(WORK1) | STORE IN INTERRUPT SERVICE PTR TABLE |
| 75 | 40CD 0000 | STH | RESTART | |
| 76 | 1800 | LPSWR | INTDEV,DEVADR | IS IT THE FLOPPY |
| 77 | 0526 | CLR | ERRHALT3 | NO GO TO ERROR HALT |
| 78 | 4230 209A | BNE | INTSTAT*2 | IS IT IDLE |
| 79 | C330 0002 | THI | START2 | WAIT FOR ANOTHER INTERRUPT |
| 80 | 4330 203E | BZ | PSW1 | FINISH |
| 81 | C200 20A8 | LPSW | PSW2 | WRONG DEVICE INTERRUPTED |
| 82 | C200 20B8 | LPSW | PSW3 | NO INTERRUPT |
| 83 | C200 20C0 | LPSW | PSW4 | DEVICE ON INTERRUPT |
| 84 | C200 20C8 | LPSW | PSW5 | STATUS BAD ON INTERRUPT |
| 85 | 0000 8000 | ALIGN | 8 | |
| 86 | 0000 208E | DC | Y*6000*,A(ENDD1) | |
| 87 | 0000 8000 | CC | Y*6000*,A(ENDD1) | |
| 88 | 0000 2092 | CC | Y*8000*,A(ENDD2) | |
| 89 | 0000 8000 | CC | Y*8000*,A(ENDD3) | |
| 90 | 0000 209A | CC | Y*8000*,A(ENDD4) | |
| 91 | 0001 | FLPADR | DCX | C1 |
| 92 | 0000 | COUNTER | DCX | 0 |
| 93 | 0000 | RESET | DR | X*08* |
| 94 | 42 | ENA.WRIT | CR | X*42* |
| 95 | 47 | STOP | CE | X*47* |
| 96 | | | ALIGN | 8 |
| 97 | | BUFFER | DS | 128 |
| 98 | | END | | |

APPENDIX 2 (Continued)



APPENDIX 2 CONTINUED

PROG= *NONE* ASSEMBLED BY CAL 03-066R04-01 (32-BIT)

```

1 1 SCRAT
2 2 TARGT 32
3 3 WIDTH 120
4 4 *
5 5 ** SAMPLE PROGRAM FOR THE FLOPPY DISC SYSTEM ON A 32-BIT PROCESSOR
6 6 *
7 7 * THIS PROGRAM IS AN EXAMPLE OF HOW TO FORMAT THE DISKETTE
8 8 *
9 9 * REGISTER ASSIGNMENTS
10 10 IDLE EQU 2
11 11 BUSY EQU 8
12 12 FORPARTR EQU 12
13 13 DATA EQU 13
14 14 STATUS EQU 14
15 15 DEVADR EQU 15
16 16 ORG X*3000
17 17 *
18 18 ** RESET CONTROLLER
19 19
20 20 LPL DEVADR,FLPADR
21 21 CC DEVADR,RESET
22 22 SENSE1 SSR DEVADR,STATUS
23 23 BFC IDLE,SENSE1
24 24 *
25 25 ** OUTPUT FORMAT COMMAND
26 26 *
27 27 CC DEVADR,FORMAT
28 28 SENSE2 SSR DEVADR,STATUS
29 29 BTC BUSY,SENSE2
30 30 *
31 31 ** SET UP DATA AND FORMAT PARAMETER
32 32 *
33 33 LHI DATA,X*1234,
34 34 LHI FORPARTR,X*13,
35 35 *
36 36 ** WRITE THE DATA AND FORMAT PARAMETER
37 37 *
38 38 WBR DEVADR,DATA
39 39 WCR DEVADR,FORPARTR
40 40 OC DEVADR,STOP
41 41 SENSE3 SSR DEVADR,STATUS
42 42 BFC IDLE,SENSE3
43 43 ENDI LPSW
44 44 ALISN PSW1
45 45 DC Y'CU008000',A(ENDI)
46 46 FLPADR OCX C1
47 47 RESET CR X*C8,
48 48 STOP DR X*C7,
49 49 FORMAT DR X*C9,
50 50 ENDI

```

NO ERRORS 0 SQUEZ PASSES

CAL 04-01

| | | | | | | | | | |
|----------|------------|----|----|----|----|----|----|----|----|
| A\$STOP | 0000 304E | | | | | | | | |
| ADC | 0000 0004 | | | | | | | | |
| BUSY | 0000 0008 | 29 | | | | | | | |
| DATA | 0000 000D | 33 | | | | | | | |
| DEVADR | 0000 000F | 20 | 21 | 22 | 27 | 28 | 38 | 39 | 40 |
| ENV1 | 0000 3036 | 45 | | | | | | | 41 |
| FLPADR | 0000 3048 | 20 | | | | | | | |
| FORPAT | 0000 304C | 27 | | | | | | | |
| FORPARTR | 0000 000C | 34 | 35 | | | | | | |
| IDLE | 0000 0002 | 23 | 42 | | | | | | |
| IMPTOP | 0000 0000I | | | | | | | | |
| LADC | 0000 0002 | | | | | | | | |
| PSW1 | 0000 3040 | 43 | | | | | | | |
| PURETOP | 0000 0000P | | | | | | | | |
| R\$SET | 0000 304A | 21 | | | | | | | |
| SENSE1 | 0000 300C | 23 | | | | | | | |
| SENSE2 | 0000 3018 | 29 | | | | | | | |
| SENSE3 | 0000 3030 | 42 | | | | | | | |
| STATUS | 0000 000E | 22 | 20 | | | | | | 41 |
| STOP | 0000 304B | 40 | | | | | | | |

APPENDIX 3

FLOPPY REFERENCE GUIDE

| | | | | | | | | |
|---------|---------------|-----------------|----------------|-------|---------|---------|------|-------|
| BIT | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| STATUS | WRITE PROTECT | DEFECTIVE TRACK | DELETED RECORD | ERROR | BUSY | EXAMINE | IDLE | FAULT |
| COMMAND | INTERRUPT | | DRIVE SELECT | | COMMAND | | | |

INTERRUPT

- 01 – DISABLE
- 10 – ENABLE
- 11 – DISARM

DRIVE SELECT

- 00 – DRIVE 0
- 01 – DRIVE 1
- 10 – DRIVE 2
- 11 – DRIVE 3

COMMAND

- X'1' – READ
- X'2' – WRITE
- X'3' – READ I.D.
- X'4' – READ AUX STATUS
- X'5' – DELETE
- X'6' – BOOT LOAD
- X'7' – STOP
- X'8' – RESET
- X'9' – FORMAT
- X'0' . X'A' : X'F' – INVALID COMMAND

| | | | | | | | | | |
|--------|--------------------------------|----------|-----------|------------|------------|-------------|---------------|-----------------|---------------|
| BYTE 1 | ID CRR ERROR | DATA CRC | LRN ERROR | WPI | ERR | DEF TRACK | DEL REC | RDY FILE UNSAFE | ERROR FLAGS |
| BYTE 2 | TRACK | READY | NO AM | CMD ERROR | SEEK ERROR | FILE UNSAFE | DRIVE ADDRESS | | DEVICE STATUS |
| BYTE 3 | LAST SECTOR | | | READ/WRITE | | | | | |
| BYTE 4 | LAST TRACK | | | READ/WRITE | | | | | |
| BYTE 5 | 1ST DEFECTIVE TRACK (SEE NOTE) | | | | | | | | |
| BYTE 6 | 2ND DEFECTIVE TRACK (SEE NOTE) | | | | | | | | |

NOTE

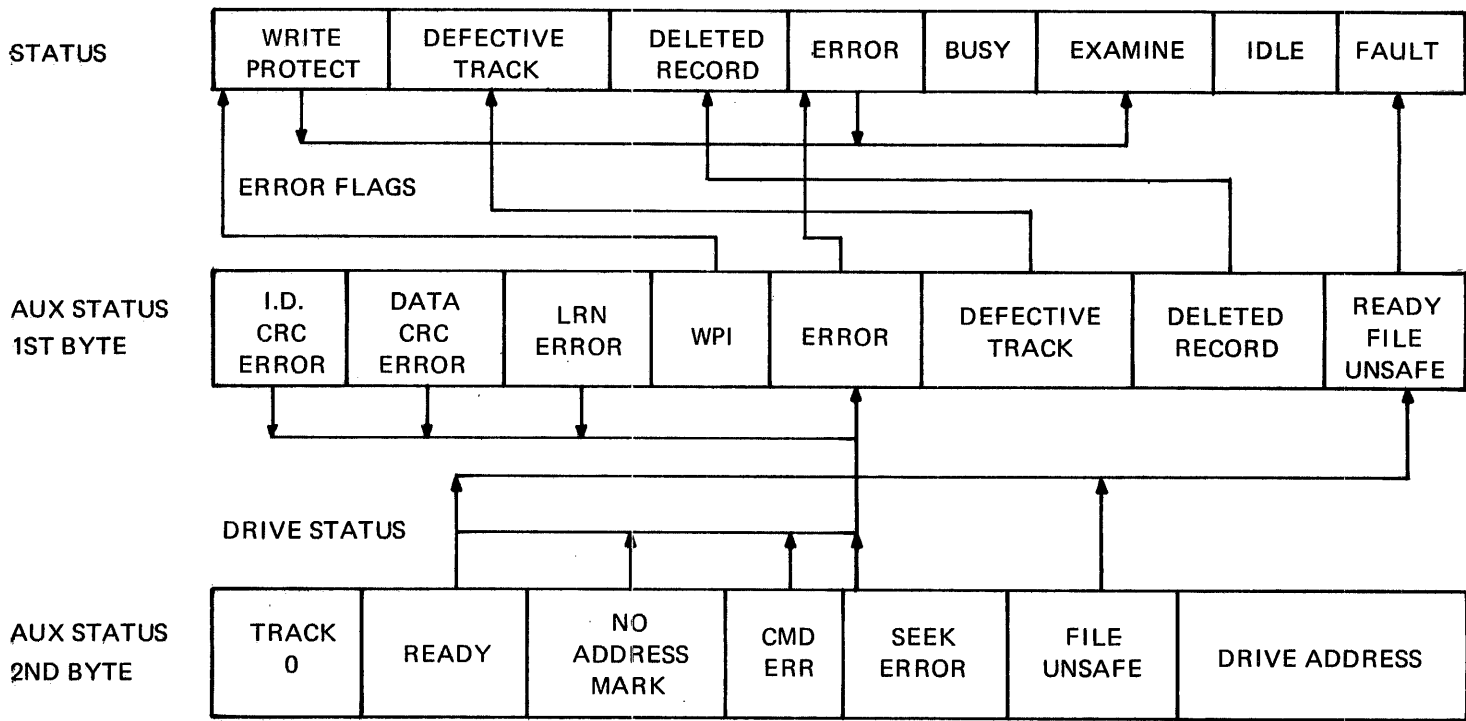
- BYTE
- | | | |
|----|----|------------------------------|
| 5 | 6 | |
| FF | FF | NO DEFECTIVE TRACK |
| 00 | FF | TRACK 0 DEFECTIVE |
| 2A | FF | TRACK 2A DEFECTIVE |
| 21 | 23 | TRACK 21 AND 23 DEFECTIVE |
| 00 | 00 | MORE THAN 2 DEFECTIVE TRACKS |

APPENDIX 3 (CONTINUED)

I.D.

| | |
|--------|--------------------------------|
| BYTE 1 | LOGICAL TRACK # X'00' - X'4C' |
| BYTE 2 | X'00' |
| BYTE 3 | LOGICAL SECTOR # X'01' - X'1A' |
| BYTE 4 | X'00' |
| BYTE 5 | MOST SIGNIFICANT BYTE OF CRC |
| BYTE 6 | LEAST SIGNIFICANT BYTE OF CRC |

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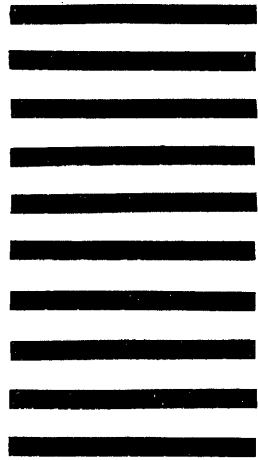
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