

SOLOS<sup>T.M.</sup>

CUTTER<sup>T.M.</sup>

USER'S MANUAL



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## P R E F A C E

This manual describes the use and operation of either SOLOS<sup>(tm)</sup> or CUTER<sup>(tm)</sup>. SOLOS is a program designed to be a personality module in a Sol<sup>(tm)</sup>. CUTER is a program designed to provide much of the power of SOLOS for the non-Sol user. Because SOLOS and CUTER have been designed to be compatible operating systems, this manual will refer to SOLOS meaning the SOLOS/CUTER operating system. The few differences between SOLOS and CUTER will be stated explicitly.

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# SOLOS/CUTER User's Manual

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## I. INTRODUCTION

SOLOS is a 2048 byte program that configures the Sol-20 and one or two cassette tape recorders into a powerful, stand-alone computing system. SOLOS takes advantage of the Sol-20's built-in hardware peripherals and the 8080 instruction set to optimize the convenience and power of the inherent computer capabilities of the Sol.

Outstanding features of SOLOS include...

- **STANDARDIZED I/O SOFTWARE PROTOCOL** which makes all Sol-20 I/O (keyboard, display, serial, parallel and cassette) accessible to external programs from one entry point--a standard feature in all future Sol system software products that will require less memory than would normally be used for I/O routines.
- **SOFTWARE INTERFACE** permits user defined routines for custom applications.
- **"INDUSTRY STANDARD-SETTING" CASSETTE I/O CONTROL** includes methods for loading and saving programs and commands that execute programs after automatic loading.
- **EXCLUSIVE CASSETTE I/O ROUTINES** allow cassette files to be accessed on a byte-by-byte basis as though each file were a byte-by-byte device. Thus, data transfer to and from cassettes appears as normal I/O--and two cassettes can be used simultaneously to assemble and edit programs.
- **NEW DISPLAY CONTROL** features found only in expensive video terminals--including ESCAPE sequences for cursor positioning and character speed control.
- **19 COMMANDS** to access the basic requirements of the Sol-20 control cassette tape recorders and set up special conditions in SOLOS. (See the "Quick Command Reference List".)

### Definition of Terms

In this manual:

addr means word address hexadecimal characters, (0-FFFF) range

data means hexadecimal characters, (0-FF) range

file means a collection of data

name means any one to five character identification for a file

port means a SOLOS pseudoport from 0 to 3

unit means a number of 1 or 2 corresponding to the appropriate tape recorder

( ) means optional parameters

## I. INTRODUCTION (cont.)

Only the first two letters of the command expressions must be typed when entering a command expression. (The underscored letters in the following Quick Command Reference List.)

### Quick Command Reference List

COMMAND	FUNCTION
<u>Console</u>	
<u>EXEC</u> addr	Begin program execution at 'addr'
<u>ENTR</u> addr	Enter data into memory starting at 'addr'
<u>DUMP</u> addr1 (addr2)	Dump memory data, 'addr1' to 'addr2'
<u>TERM</u> (portin (portout))	Enter Terminal Mode
<u>CUST</u> name (addr)	Insert or remove a custom command
<u>Tape</u>	
<u>GET</u> (name(/unit) (addr))	Get a tape file into memory
<u>SAVE</u> name (/unit) addr1 addr2 (addr3)	Save a file from memory to tape
<u>XEQ</u> (name(/unit) (addr))	Get then execute a tape file
<u>CAT</u> (/unit)	Catalog tape files
<u>Set</u>	
<u>SET</u> <u>S</u> =data	Screen character rate
<u>SET</u> <u>I</u> =port	Input port to SOLOS
<u>SET</u> <u>O</u> =port	Output port to SOLOS
<u>SET</u> <u>N</u> =data	Number of NULLS following CRLF
<u>SET</u> <u>XEQ</u> addr	Auto-execute addr
<u>SET</u> <u>TAPE</u> 0 or 1	0=1200 baud, 1=3000 baud
<u>SET</u> <u>TYPE</u> data	Type 'byte' header
<u>SET</u> <u>COUT</u> addr	Custom output addr
<u>SET</u> <u>CIN</u> addr	Custom input addr
<u>SET</u> <u>CRC</u> data	Allows ignoring of tape CRC Read Errors

## I. INTRODUCTION (cont.)

With a Sol, or CUTER on a Processor Technology GPM board, a power-on performs a reset which causes a SOLOS system reset. The Sol user may initiate this system reset anytime by simultaneously pressing the upper case and repeat keys.

A SOLOS system reset enters SOLOS into COMMAND mode. When in COMMAND mode, SOLOS will do a Carriage Return-Line Feed (CRLF) followed by a prompt (>). SOLOS then awaits the entry of a COMMAND. A COMMAND is processed upon receipt of a Carriage Return (CR). Pressing the MODE (or Control-@) key while awaiting a COMMAND causes the current COMMAND input line to be ignored and return to COMMAND mode. CUTER also resets the current I/O pseudo port selections to the system default.

The MODE (or Control-@) key is also used to abort the execution of most commands. This use of the MODE (or Control-@) key turns off both tape machines (if on) and returns to COMMAND mode.

## II. CONSOLE COMMANDS

### Console Commands in Brief

SOLOS has five console commands. They are:

<u>Command</u>	<u>Function</u>
<u>EXEC</u> addr	Begin program execution at 'addr'.
<u>ENTR</u> addr	Enter data into memory starting at 'addr'.
<u>DUMP</u> addr1 (addr2)	Dump memory data, 'addr1' to 1addr2'.
<u>TERM</u> (portin (portout))	Enter Terminal Mode (available under SOLOS only).
<u>CUST</u> name (addr)	Insert or remove a custom command.

### Console Commands in Detail

Execute Command                    EXEC addr

This command begins program execution at memory location specified by (addr).

Example:     EXEC 200

Enter Command                    ENTR addr

Example:     ENTR 500  
                  : C3 00 01 1000: 05/

Result:     Beginning at memory location 500, the following data was entered: C3 00 01. The new memory location of 1000: was selected to enter the data 51. The slash (/) terminated the ENTR command and returned to command mode.

Dump Command                    DUMP addr1 (addr2)

This command displays sequential memory data on the screen starting at location (addr1) and ending with (addr2).

Example:     DUMP C02E C037

Result:     C02E E1 DB FA 2F E6 01 C8 DB FC C9

Dumped the SOLOS keyboard input routine.  
(See listing.) Starting at memory location C02E and ending at memory location C037.

## II. CONSOLE COMMANDS (cont.)

Terminal Command            TERM (port-I (port-O)) (Available under SOLOS only)

This command causes the Sol system to become a video terminal for connection to an external computer or modem. This command begins by automatically setting the I/O pseudo ports to the specified values. An omitted port parameter will be set to 1. Execution then proceeds by sending all Sol keyboard entries (except cursor control) to the specified Output pseudo port. Any input available from the Input pseudo port will be processed by the SOLOS display driver.

Example:    TERM

Result:    Keyboard data will be sent to the serial port and all data from the serial port will appear on the display screen.

Custom Command            CUST name (addr)    definition/removal

When a non-SOLOS command is entered, a separate table of custom commands (in RAM) will be searched. The CUST command is used to enter and remove up to six custom command names from the custom command table. (Only the first two letters of the name are significant.) When the name (2 to 5 letters) specified by the CUST command is not already in the custom command table, a new custom command will be entered into the table having an execute address as specified. When the addr is not specified, the beginning address of SOLOS will be used.

When the name specified on the CUST command already exists in the custom command table, this table entry will be replaced with an 'end-of-table' indicator. Therefore, not only will the specified name be removed, but any other custom command names following in the table will also be removed.

Example:    CUST BASIC 0  
              CUST ALS8 E060

Result:    Two new custom commands are now known.  
              ALS8 at location E060, and  
              BASIC at location 0.



### III. TAPE COMMANDS (cont.)

#### Tape Commands in Detail

Get a file from tape                      GET (name(/unit) (addr))

This command transfers the specified or next tape file into memory. If a (name/unit) is given, this command will search forward on the cassette until that file is found. The (addr) parameter, if given, specifies the memory location at which the file will be loaded. If the addr is omitted, the file will be loaded as specified in the header.

Example:    GET TARGET/2

Result:    Gets the program "TARGET" from tape unit #2 into memory as specified by the tape file header information. Returns to SOLOS command mode.

Get, then Execute                      XEQ (name(/unit) (addr))

This command is an extension of the GET command which gets a tape file and executes as specified by the header information. The (/unit) and (addr) are optional and operate the same as with the GET command.

Example:    XEQ FOCAL

Result:    Gets, then executes, a program named "FOCAL" from tape unit 1.

Save a file                      SAVE name (/unit) addr1 addr2 (addr3)

This command transfers program or data onto a tape cassette file name (name) starting at (addr1) and ending at (addr2). The name of the file becomes part of the tape's header information. SET TYPE and SET XEQ commands affect the header information on the tape file. The optional addr3 specifies the address (if different than addr1) to be entered in the tape header.

Example:    SAVE CHASE/2 0 1FF

Result:    Saves onto tape unit 2 a program named "CHASE" starting at location 0000 and ending at location 1FF.

Catalog of files                      CAT (/unit)

This command will start the tape unit specified and list each tape file header information.

Example:    CAT /2

Result:    SLOPE 0500 0200  
             HUM    0500 0B00

### III. TAPE COMMANDS (cont.)

Note: A very useful feature of the CAT command is to apply power to the tape units when needed to rewind tape. Depressing the MODE (or Control-@) key will remove power from tape unit and return to COMMAND mode.

#### IV. SET COMMANDS

SOLOS has 10 set commands. They are:

<u>SET S</u> =data	Screen character rate
<u>SET I</u> =port	Input port to SOLOS
<u>SET O</u> =port	Output port to SOLOS
<u>SET N</u> =data	Number of NULLS following CRLF
<u>SET XEQ</u> addr	Auto-execute addr
<u>SET TAPE</u> 0 or 1	0=1200 baud, 1=300 baud
<u>SET TYPE</u> data	Type 'byte' header
<u>SET COUT</u> addr	Custom output addr
<u>SET CIN</u> addr	Custom input addr
<u>SET CRC</u> data	Allows ignoring of tape CRC Read errors

#### Set Commands In Detail

##### Set Speed of Display

SET S=0-FF

This command determines character display rate to the screen:

data = 0 - Fastest

data = FF - Slowest

##### Input/Output Command Parameters

The next two SET commands affect SOLOS input and output command parameters.

##### Set Out Command

SET O=port

This command selects the output driver routine to which SOLOS routes data. Under SOLOS, COMMAND mode text is always sent to the display screen. Under CUTER, all output goes to the current Output pseudo port. In all cases, the output from each command is sent to the current output pseudo port.

#### IV. SET COMMANDS (cont.)

The Output Pseudo ports command parameter values are:

- Ø = Video Display
- 1 = Serial Output Port
- 2 = Parallel Output Port
- 3 = User Defined by SET COUT command

Example: SET O=1  
DUMP Ø 2F

Result: Select serial output port. 'Dump Ø 2F' would be displayed, but the data would go to the serial output port.

#### Set In Command

SET I=port

This command selects the input driver routine to SOLOS. All future input commands would come from the new selected input pseudo port.

The Input Pseudo port parameter values are:

- Ø = Keyboard
- 1 = Serial Input Port
- 2 = Parallel Input Port
- 3 = User defined by SET CIN command

Example: SET I=1

Result: SOLOS would expect the next command to come from the serial port input routine. The Sol keyboard would have no affect except to simultaneously hit repeat and upper case keys to reset the computer.

#### Cassette Tape Parameter Commands

The Following SET commands affect the cassette tape parameters:

#### Set Tape Command

SET TAPE Ø or 1

This command selects one of two standard speeds.

- Ø = 1200 baud high speed
- 1 = 300 baud low speed

Normally set to Ø.

#### IV. SET COMMANDS (cont.)

##### Set Type Command

##### SET TYPE data

This command sets (data) values into the 'type' byte in the tape header information when used in conjunction with the SAVE command. The 'type' byte data is entered as a hexadecimal value, but it will appear on the screen as an ASCII character when displayed by the GET or CAT command. Only displayable characters should be used for type values (data). The most significant bit of the type value determines if the tape file can be executed automatically by an XEQ command. (0 = Auto-execute, 1 = Not executable.) Typing of tape files can be very useful in grouping common files.

Example: SET TYPE 47

47 = 'G' character for GAME FILES  
Sign Bit = 0, auto-execute

SET TYPE 50

50 = 'P' character for PROGRAM FILES  
Sign Bit = 0, auto-execute

SET TYPE C4

C4 = 'D' character for DATA FILES  
Sign Bit = 1, non-execute

##### Set Execute Command

##### SET XEQ addr

This command sets the auto-execute address (addr) word into the tape header information when used in conjunction with the SAVE command. This address word is used by the XEQ command after loading a tape file to begin program execution at location specified by tape header information (addr). Note that the 'TYPE' byte determines if the file is of the auto-execute type.

Example: SET XEQ 200

Result: The auto-execute address of 200 Hex will be written onto the tape header when the next SAVE command is issued.

##### Custom Input/Output Commands

The next SET commands set address pointers to custom input and output driver routines when 'SET I=3' and/or 'SET O=3' are used. These custom I/O drivers must meet the SOLOS I/O drivers requirements. See the SOLOS software listing for model input routine.

##### Set Custom Output Command

##### SET COUT addr

This command informs SOLOS software where the user defined output routine specified by 'addr' is located.

#### IV. SET COMMANDS (cont.)

The Custom Output driver requirements are:

1. The 'addr' (address) word in the SET COUT command will equal the starting address of the output routine.
2. It is the user's responsibility to save registers prior to any modification of the register.
3. The "B" register will contain the data passed from SOLOS for output routine.
4. The output routine will end with a 'RET' instruction or equivalent.

Set Custom Input Command                      SET CIN addr

This command informs SOLOS software where the user defined input routine specified by 'addr' is located.

The Custom Input driver requirements are:

1. The 'addr' address word in the SET CIN command will equal the starting address of the input routine.
2. It is the user's responsibility to save registers prior to any modification of the register.
3. The input routine combines actually inputting the character along with STATUS. The routine returns either a zero flag indicating no character is available or the character in Register "A" with a non-zero flag. The calling program can then take appropriate action based on a zero or non-zero condition.

Set CRC Error Checking                      SET CRC data

This command is used to specify whether or not the standard CRC error checking routines are to be used. When a value of FF is specified, all further tape reads will ignore CRC errors. Any value other than FF indicates standard error checking is to be in effect. This command is very useful to allow a tape to be read in which would otherwise not be readable. When CRC errors are being ignored, it must be remembered that the data read in may not be valid.

Example:    SET CRC FF

Result:    CRC error checking will be set to ignore all CRC errors.

Set Number of NULLS                      SET N=data

This command sets the number of nulls (binary zeroes) to be output following a carriage return-linefeed (CRLF) sequence. The value is

#### IV. SET COMMANDS (cont.)

initialized to zero but may be set to any number up to FF (hex). This command is useful when using output devices requiring a delay following a carriage return.

Example: SET N=3

Result: Every CRLF issued by SOLOS will be followed by three nulls.

## V. SUBROUTINES

### A. Introduction to the SOLOS Machine Language Interface

The Machine Language Interface with SOLOS is based on:

1. A predefined set of 'pseudo' I/O ports allowing software compatibility as well as providing an easy means of supporting any I/O device.
2. A system defined register usage when interfacing with SOLOS.
3. A system jump table of entry points.

First are the pseudo ports. Built into SOLOS are four input and four output pseudo ports. I/O requests made to a pseudo port are converted internally to a request either to a specific device, a built-in routine, or a user written routine. All non-tape I/O requests made to SOLOS are made with reference to one of the following pseudo ports.

#### PSEUDO PORTS FOR SOLOS

<u>Pseudo Port</u>	<u>Input</u>	<u>Output</u>
0	Keyboard	VDM driver
1	Serial port	Serial port
2	Parallel Port	Parallel Port
3	User written routine	User written routine

#### PSEUDO PORTS FOR CUTER

<u>Pseudo Port</u>	<u>Input</u>	<u>Output</u>
0	Keyboard data from parallel port 3, not KDR status, on port 0, bit 0.	VDM driver
1	Serial port 1, RDA status on port 0, bit 6.	Serial port 1, TBE status on port 0, bit 7.
2	Parallel port 2 with not-PDR status on port 0, bit 2.	Parallel port 2 with not-PXDR status on port 0, bit 1.
3	User written routine.	User written routine.

## V. SUBROUTINES (cont.)

Second are the defined register usages when interfacing at the machine language level with SOLOS.

Whenever a machine program is executed by SOLOS (via the EXEC or XEQ command, or via a custom command), the stack pointer and HL registers are predefined by SOLOS. The stack pointer is set such that the user may perform stacking operations which will use the SOLOS stack. The SOLOS stack begins at the end of the SOLOS RAM area and works its way down from there. Excessive use of this stack can destroy data maintained by SOLOS within its RAM area. The stack is also prepared so that the user may issue a standard RET instruction to return control to SOLOS command mode processor.

The HL register pair is initialized to point to the very beginning of SOLOS. It is at this point that the SOLOS jump table begins. The user program may then use the address presented in the HL register pair as the beginning of the jump table.

This address is provided for two reasons:

1. CUTER may be located at any address in memory, providing the means for programs to function with CUTER located at any address, and
2. the first byte of the jump table for SOLOS is different from the first byte for CUTER, providing an easy means of distinguishing between SOLOS and CUTER.

Third is the SOLOS jump table (see next page). All requests to SOLOS should be made based on this jump table and not to the actual routine addresses as scattered throughout SOLOS. By using only this jump table the user can be assured of maintaining compatibility between SOLOS and CUTER.

V. SUBROUTINES (cont.)

JUMP TABLE

<u>Address</u>	<u>Label</u>	<u>Length</u>	<u>Function</u>
C000	START	1	This byte allows power-on reset of SOLOS. It is 00 for SOLOS and 7F for CUTER, providing an easy means of differentiating the exact operating system in use.
C001	INIT	3	This is a "JMP" to the power-on reset.
C004	RETRN	3	Enter at this point to return control to SOLOS command mode processor.
C007	FOPEN	3	Enter here to open a tape file.
C00A	FCLOS	3	Enter here to close a tape file.
C00D	RDBYT	3	Enter here to read a byte from an open tape file.
C010	WRBYT	3	Enter here to write a byte to an open tape file.
C013	RDBLK	3	Enter here to read one tape block into memory based on a header.
C016	WRBLK	3	Enter here to write one tape block from memory based on a header.
C019	SOUT	3	Enter here to output the character in register "B" to the current system output pseudo port. This is always an "LDA" pointing to the byte containing the current system output pseudo port value.
C01C	AOUT	3	Enter here to output the character in register "B" to the pseudo port specified in register "A".
C01F	SINP	3	Enter here to obtain status/character from the current system input pseudo port into register "A". This is always an "LDA" to the byte containing the current system input pseudo port value.
C022	AINP	3	Enter here to obtain status/character from the input pseudo port specified in the "A" register. On return, register "A" will contain the character with the flags set to indicate whether a character is present or not.

## V. SUBROUTINES (cont.)

### B. System Entry Points

There are actually only two system entry points within the SOLOS jump table. Entry at these points does not require that any register be initialized. The first (at either label "START" or "INIT") is used to perform a complete power-on system reset. As a part of the system reset, the system RAM area data used by SOLOS will be cleared. The only reason for entering via "START" or "INIT" is that the power-on circuitry requires a one byte instruction to allow various circuits to stabilize. The other use of the byte labeled "START" is to determine if a user program is being executed under SOLOS or is CUTER controlled. When under SOLOS, this byte will be zero. When under CUTER, this byte will be non-zero.

The other system entry point ("RETRN") is used to return to SOLOS command mode. This entry point does not perform a system reset.

### C. SOLOS Input Entry Points

SINP                    entry point address C01F

This entry point will set register "A" to the current system input pseudo port. The current system input pseudo port is changed by the "SET I=" command. After setting register "A", this command proceed by executing an "AINP". (See below.)

AINP                    entry point address C022

This entry point is used to input one character or status from any pseudo port. Register "A" on entry indicates the desired input pseudo port from 0 to 3. Because this entry point is a combination status/get-character routine, it is the user's responsibility to interpret return flags properly. When a character is not available, the zero flag will be reset and the character will be placed into register "A". What this means is that, if the user wants to wait for a character to be entered, simply follow the CALL AINP (or SINP) with a "JZ" jump-if-zero instruction back to the call. A combined status/get-character routine is very important when allowing user written input routines.

### D. SOLOS Output Entry Points

SOUT                    entry point address C019

This entry point will set register "A" to the current system output pseudo port. The current system output pseudo port is changed by using the "SET O=" command. After setting register "A", this command proceeds by executing an "AOUT". (See next definition.)

## V. SUBROUTINES (cont.)

AOUT                    entry point address C01C

This entry point is used to output one character to any pseudo port. Register "A" is assumed to be a binary value from 0 to 3 indicating the desired output pseudo port. Register "B" will contain the character to be output. On return, the PSW and Register "A" are undefined. All other registers are as they were on entry.

### E. SOLOS VDM Display Driver

Because the VDM is much more powerful than a standard hardcopy device, the built-in VDM driver supports many expanded functions. The following characters, when sent to the VDM driver (output pseudo port 0), cause special functions to be performed:

<u>Hex</u>	<u>Character</u>	<u>Function</u>
01	Control-A (SOH)	Move cursor left (wrap mode) one position.
0B	Control-K (VT)	Clear screen; position cursor at home.
0D	Control-M (CR)	Clear remainder of line; then move cursor to beginning of same line.
13	Control-S (DC3)	Move cursor right (wrap mode) one position.
17	Control-W (ETB)	Move cursor up (wrap mode) one line.
1A	Control-Z (SUB)	Move cursor down (wrap mode) one line.

The escape key (hex code 1B) is also a special character to the VDM driver. It initiates what is known as an escape sequence. The escape character is always followed by one or two hexadecimal values (bytes) which indicate what expanded function is to be performed. The following lists the escape sequences and corresponding results. Where a third byte must follow the escape, this will be represented by (##), indicating that this third byte actually contains a value being passed to the VDM driver.

<u>Escape sequence</u>	<u>Function</u>
1B 01 ##	Place the cursor onto position (##) of the current display line. (##) is in the range 00 - 3F.
1B 02 ##	Place the cursor onto line number (##) of the display screen. (##) is in the range 00 - 0F, with the topmost line being line 00.
1B 03	Pass back the current cursor line/character position in Registers BC. Register "B" is set to the character position (00-3F), and Register "C" is set to the line position (00-0F).
1B 04	Pass back the memory address of the current cursor location into Registers "BC".

more escape sequences . . .

## V. SUBROUTINES (cont.)

<u>Escape sequence</u>	<u>Function</u>
1B 05 ##	
1B 06 ##	
1B 07 ##	The third byte is output to the VDM at the current cursor position exactly as is, regardless of this byte's value. No check is made of this character (##). Being a control character, it is only placed into the VDM memory as-is, and the cursor is advanced one position.
1B 08 ##	The display speed is set to the value (##) specified. The speed ranges from 00 (fastest) to FF (slowest).
1B 09 ##	This functions the same as escape sequence 01. The cursor is positioned to character position ## of the current display line.

## F. Cassette Tape Entry Points to SOLOS

SOLOS contains subroutines to handle data transfer to and from two cassette units. Both block-by-block and byte-by-byte access are available. While performing any tape read, the user can return to the present calling software program by pressing the MODE (or Control-a) key.

In block transfers, each request results in tape movement and a transfer of an information block to or from a location in memory. SOLOS uses block-by-block access to provide the tape commands.

In byte transfers, on the other hand, SOLOS buffers the data into 256 byte blocks, doing cassette operations only once per 256 transfers. BASIC uses byte-by-byte access for data files. Other programs--such as editors, assemblers or special user-written programs--can also call the byte-by-byte routines if a few specific conventions and calling sequences are followed.

### File Header

The file header for SOLOS provides specific attributes to a file. These attributes consist of a five ASCII character name and a file type.

File name serves two functions:

1. It permits easy human identification of the file, and
2. It provides the identification for which SOLOS searches to find the correct file.

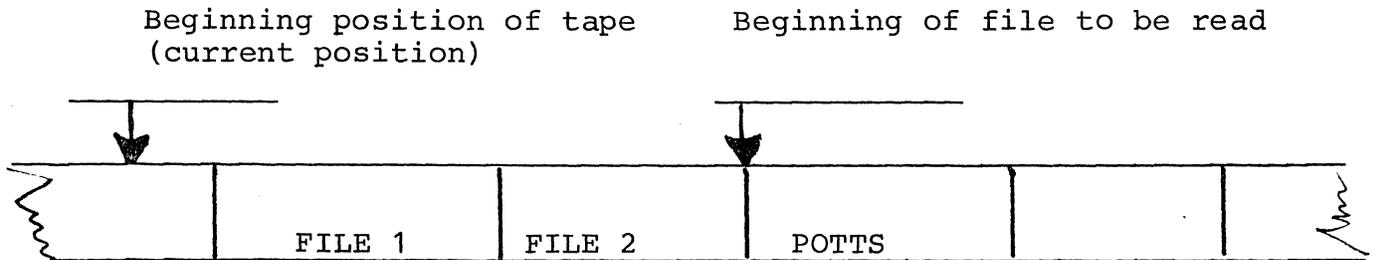
File type is used in SOLOS to prevent certain operations, such as automatic XEQ, if the file is not of the proper type.

V. SUBROUTINES (cont.)

When calling open the register, pair "HL" should point to a memory location that contains the header. Following is the layout of a SOLOS file header:

NAME	ASC	'12345'	A five character name with trailing binary zeroes.
	DB	0	Should always be zero.
TYPE	DB	'B'+80H	File type. If Bit 7=1, then this is a data file (not executable).
SIZE	DW	LENGTH	Length of file in number of bytes.
ADDR	DW	FROM	Address at which file is to be read to or from which it is to be written.
XEQ	DW	EXEC	Auto execute address (ignored for data files).
	DS	3	Space - not currently used by SOLOS.

As previously mentioned, SOLOS uses the name to find the correct data for the file operations. Assume you were about to read data from a file named POTTS, for example, and you had correctly opened the file with a header pointing to that name. SOLOS, when you first requested a data transfer, would read past File 1 and File 2 (as shown below) and then read data from the POTTS file.



Block Access

The Block Access method invokes no management by the system. Each 'call' to the 'Read' or 'Write' routines performs a complete cassette operation. Read and Write routines are used by SOLOS for GET and SAVE commands and serve as examples of the calling conventions for RDBLK and WRBLK routines.

Read Tape Block Routine                      RDBLK

The entry point for RDBLK is C013.

On entry:                      Register A contains Unit and Speed data with bit 5 (speed) 0 for 1200 baud (or 1 for 300 baud); bit 7=1 for Tape 1; bit 6=1 for Tape 2; and all other bits=0.

## V. SUBROUTINES (cont.)

Registers H & L contain the address of file header information.

Registers D & E contain the address of where the file is to be loaded into memory. (If set to  $\emptyset$ , this information is taken from file header information on tape.)

On exit: Normal return: Carry Flag is cleared, and data has been transferred into memory.

Error return: On errors, or user pressing MODE (or Control-a) from keyboard, the Carry Flag is set.

### Write Tape Block Routine      WRBLK

The entry point for WRBLK is C016.

On entry: Register A contains unit and speed with the same bit values as specified for RDBLK.

Registers H & L contain file header address. The file header information will be written onto the specified tape unit followed by the data.

On exit: Normal return: Carry Flag is cleared, and data has been transferred to tape.

There are no error returns.

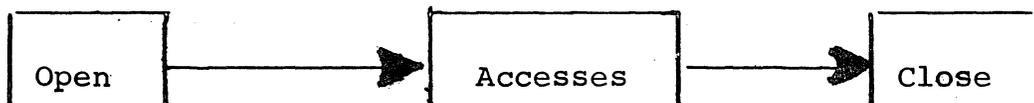
### Byte Access

Data stored on, or about to be stored on, a tape should be considered a file. In a SOLOS file, data is stored one byte at a time as a string of bytes along the tape with no assumed meaning or structure. It is simply a collection of bytes that can be accessed by someone with responsibility for the intelligence of the data.

When writing to tape, SOLOS records the data in a form that allows the data to be read from the tape later. When reading from tape, SOLOS provides the management to access each byte sequentially.

SOLOS also provides start and stop control of two units. File operations view Unit 1 as File 1 and Unit 2 as File 2. Thus, data in Unit 1 is associated with File 1, and data in Unit 2 is associated with File 2.

When using Byte Access, two important user management operations are necessary. As shown in Figure below, the first is to open a file to tell SOLOS you want to access the file. The second is to close a file to inform SOLOS you are finished with it.



## V. SUBROUTINES (cont.)

SOLOS provides entry points to Open, Read, Write and Close tape files. Each of these routines requires that certain conventions be followed to ensure accurate data transfers.

### File Open Routine      FOPEN

The Open routine sets up certain internal parameters to keep track of data requests. This operation should be called only once prior to the first access of the file. The File Header information is the same format as in the Block Access mode and is used in both reading and writing of files. If the Byte Accesses are of the Read type, SOLOS will search the tape file until the correct file 'name' is found as specified by the File Header information. On the next Read access, SOLOS will transfer the first data byte of the file. If the Byte Accesses are of the Write type, the File Header information will be transferred onto the file.

The entry point for FOPEN is C007.

On entry:      Register A contains File # (1 or 2) same as tape unit (1 or 2).

Registers H & L contain address of the File Header information.

On exit:      Normal return: All registers are altered and file is ready for accesses.

Error return: The Carry Flag is set. Reason for error: file already open.

### Write Byte Routine      WRBYT

The Write Byte routine writes a single byte of data into a buffer file. SOLOS stores this data until it contains 256 bytes. It then writes this block onto the tape, followed by a CRC character (error checking character). SOLOS then resets the buffer file for the next 256 bytes of data.

The entry point for WRBYT is C010.

On entry:      Register A contains File # (1 or 2).

Register B contains the byte of data to be transferred onto tape.

On exit:      Normal return: Carry Flag cleared.

Error return: Carry Flag set - errors caused by:

1. file NOT open, or
2. file previously used for reading.

V. SUBROUTINES (cont.)

Read Byte Routine      RDBYT

The Read Byte routine reads a single byte of data from a buffer file. SOLOS fills this buffer as needed per read request. Each time SOLOS fills the file buffer (reads a block), the CRC character is checked for data accuracy.

The entry point for RDBYT is CØØD.

On entry:      Register contains file # (1 or 2)

On exit:      Normal return: Register A contains data byte.  
Carry and Minus Flags set mean 'end of file'.

Error return: Carry Flag set. Errors are caused  
by:

1. file NOT open
2. file previously used for writing
3. CRC character error
4. pressing MODE (or Control-@) while actually reading from the tape.

Close File Routine      FCLOS

The Close file routine closes the current file and resets the internal parameters for the next open operation. It is very important to close the file after all data transfers are completed. Failure to do so could result in lost data and prevent further open operations.

The entry point for FCLOS is CØØA.

On entry:      Register A contains File # (1 or 2) to be closed.

On exit:      Normal return: Carry Flag cleared.

Error return: Carry Flag set. (Error is caused  
by file NOT open.)

VI. LOADING & EXECUTING CUTER (Applicable to CUTER only)

CUTER is available (1) on cassette tape with its own loader which can be loaded at any memory address from 0200 through F400, or (2) in ROM at the address C000. In order to load CUTER from cassette tape, perform the following steps. When CUTER is being used in ROM, the procedure is much simpler: make sure the sense switches are set according to H below prior to executing location C000.

- A. Verify that the hardware is connected and functioning properly.
- B. Enter the following bootstrap routine into memory beginning at location 0. The following is presented in a format similar to that produced by a "DUMP" command with an address shown every 10 (hex) bytes:

```
0000: 21 40 00 F9 45 4D 3E 80 D3 FA E7 05 C2 0A 00 E7
0010: 3D C2 0F 00 E7 02 03 FE DD C2 14 00 E9 00 00 00
0020: DB FA A5 CA 20 00 DB FB C9
```

- C. Verify that the above bootstrap is in memory exactly as presented.
- D. Set the sense switches to the address at which CUTER is to be loaded. The sense switches will be the hi-order byte of the memory address, with the lo-order byte zero. As an example: Sense switches set to 34 hex will cause CUTER to be loaded into memory beginning at location 3400 hex. For convenience, a memory address should be selected that also specifies the default I/O pseudo ports (see "H" below). The address specified must be between 0200 and F400. Remember, however, that CUTER occupies 2K of memory and uses 1K of RAM beyond that.
- E. Make sure that the CUTER tape is rewound and placed into the proper cassette machine. The CUTER bootstrap will activate the motor control for tape unit one. If your cassette machine motor control is attached as tape unit one, you may now place the machine into "PLAY" mode.
- F. Execute location zero (the bootstrap). This can be accomplished by allowing a "Reset" to specify an address of zero. At this time, be certain that the cassette machine is in "PLAY" mode and is activated.
- G. When completed, the CUTER loader program will "HALT". This is not an error condition. When completed, the motor control will also be turned off.

VI. LOADING & EXECUTING CUTER (cont.) (Applicable to CUTER only)

H. Via sense switches, select the default I/O pseudo ports as follows:

	X X X X	I I O O
Bit	7 6 5 4	3 2 1 0

Where: X X X X doesn't matter

I I which pseudo port from 0 - 3 (00-11 binary) is to be the default input pseudo port.

O O which pseudo port from 0 - 3 (00-11 binary) is to be the default Output pseudo port.

NOTE: Whenever CUTER does a full system reset (begins execution at its beginning memory address), the sense switches will be accessed to determine the default I/O pseudo ports.

I. If either Input or Output default is to be pseudo port 3 (user written routine), verify the following:

(i) The appropriate user written routine is in memory.

(ii) The address of the appropriate I/O routine is entered into the CUTER system RAM area. The system RAM area begins exactly 2K (800 hex) after the beginning of CUTER. The first word of this area is used to contain the address for the user Input routine. The second word will contain the address of the user Output routine. Addresses are entered in lo-hi order.

J. Execute location ZERO. The CUTER loader will have properly prepared this location to either transfer control to the CUTER just loaded or to indicate an error while loading CUTER. If there was no error, CUTER will now be in control.

Remember to turn off the cassette machine and remove the CUTER tape.

K. IF your computer halts again, this means one of the following errors has occurred. Display memory location ONE to determine the error code. The error code will be one of the following:

Error Code in Hex

Meaning

00	The specified load address was not within the range 0200-F400, or the tape file loaded was not CUTER.
01	A tape read error was detected.
02	There was no tape read error, but the CRC (error checking) character was invalid.
40	The file was loaded, but it was not CUTER.



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