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KIM-1 USER MANUAL

KIM-1

MICROCOMPUTER MODULE

USER MANUAL

AUGUST 1976

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CHAPTER 1

YOUR KIM-1 MICROCOMPUTER MODULE

Congratulations and welcome to the exciting new world of microcomputers! As the owner of a KIM-1 Microcomputer Module, you now have at your disposal a completely operational, fully tested, and very capable digital computer which incorporates the latest in microprocessor technology offered by MOS Technology, Inc. By selecting the KIM-1 module, you have eliminated all of the problems of constructing and debugging a microcomputer system. Your time is now available for learning the operation of the system and beginning immediately to apply it to your specific areas of interest. In fact, if you will follow a few simple procedures outlined in this manual, you should be able to achieve initial operation of your KIM-1 module within a few minutes after unpacking the shipping container.

Your KIM-1 module has been designed to provide you with a choice of operating features. You may choose to operate the system using only the keyboard and display included as part of the module. Next, you may add a low cost audio cassette tape recorder to allow storage and retrieval of your programs. Also, you may add a serial interfaced teleprinter to the system to provide keyboard commands, hard-copy printing, and paper tape read or punch capability.

At the heart of your KIM-1 system is an MCS 6502 Microprocessor Array operating in conjunction with two MCS 6530 arrays. Each MCS 6530 provides a total of 1024 bytes of Read-only Memory (ROM), 64 bytes of Random Access Memory (RAM), 15 Input/Output pins, and an Interval Timer. Stored permanently in the ROM's of the MCS 6530 arrays are the monitor and executive programs devised by MOS Technology, Inc. to control the various operating modes of the KIM-1 system.

The KIM-1 system is intended to provide you with a capable micro-computer for use in your "real-world" application. Accordingly, the system includes a full 1024 bytes of RAM to provide data and program storage for your application program. In addition, you are provided with 15 bidirectional input/output pins to allow interface control of your specific application. Finally, one of the interval timers included in the system is available for generation of time base signals required by your application.

Your KIM-1 system comes to you complete with all components mounted and tested as a system. You need not worry about timing signals (we've included a 1MHz crystal oscillator on the module), interface logic or levels between system components, or interface circuitry to peripheral devices. In fact, you need only apply the indicated power supply voltages to the designated pins to achieve full operation of your KIM-1 system.

We recommend that you read all of this manual before applying power to or attempting to operate your KIM-1 module. In the order presented, you will find:

- Chapter 2 - "hints and kinks" to help you achieve initial system operation
- Chapter 3 - a more detailed description of the KIM-1 system hardware and software
- Chapter 4 - operating procedures for all system modes
- Chapter 5 - an example of a typical application program using all of the features of the KIM-1 system.

At some future time, you may find it desirable to expand the KIM-1 system to incorporate more memory, different types of memory, or additional input/output capability. Again, we have tried to make system expansion as simple as possible with all required interface signals brought out to a special connector on the module. Watch for:

Chapter 6 - a guide to system expansion for increasing both memory and input/output capability

Despite our best efforts to provide you with a fully operable and reliable system, you might encounter some difficulties with your KIM-1 module. If so, refer to:

Chapter 7 - some guidance on warranty and service procedures for your KIM-1 module

Following the basic text of this manual, you will find a series of Appendices intended to provide you with detailed information on certain specialized subjects of interest to you in understanding the operation of the KIM-1 system.

Lastly, since this manual cannot presume to provide all of the technical information on the hardware or programming aspects of the MCS 6502 microprocessor array, we are including with your KIM-1 system two additional manuals for your reference. The Hardware Manual defines the various elements of the system, their electrical and interface characteristics, and the basic system architecture and timing. The Programming Manual provides the detailed information required to write effective programs using the MCS 6502 instruction program set.

So much for introductory comments! Now lets get started and see if we can get your KIM-1 Microcomputer Module doing some real work for you.

CHAPTER 2

GETTING STARTED

This chapter is intended to guide you through the first important steps in achieving initial operation of your KIM-1 Microcomputer Module. We will ask you to perform certain operations without explanation at this time as to why they are being done. In later sections of this manual, full explanations will be offered for every operating procedure.

2.1 PARTS COMPLEMENT

After unpacking the shipping container for your KIM-1, you should have located the following items:

- 3 Books - KIM-1 Users Manual
Hardware Manual
Programming Manual
- 1 Programming Card
- 1 System Schematic
- 1 KIM-1 Module
- 1 Connector (Already mounted on the Module)
- 1 Hardware Packet
- 1 Warranty Card

You may wish to save the shipping container and packing material should you need to return your KIM-1 module to us at some future date.

2.2 A FEW WORDS OF CAUTION

WARNING

Your KIM-1 module includes a number of MOS integrated circuits. All such circuits include protective devices to prevent damage resulting from inadvertant application of high voltage potentials to the pins of the device. However, normal precautions should be taken to prevent the application of high voltage static discharges to the pins of an MOS device.

Immediately before removal of the packing material from your KIM-1 module, you should develop the following precautionary habits:

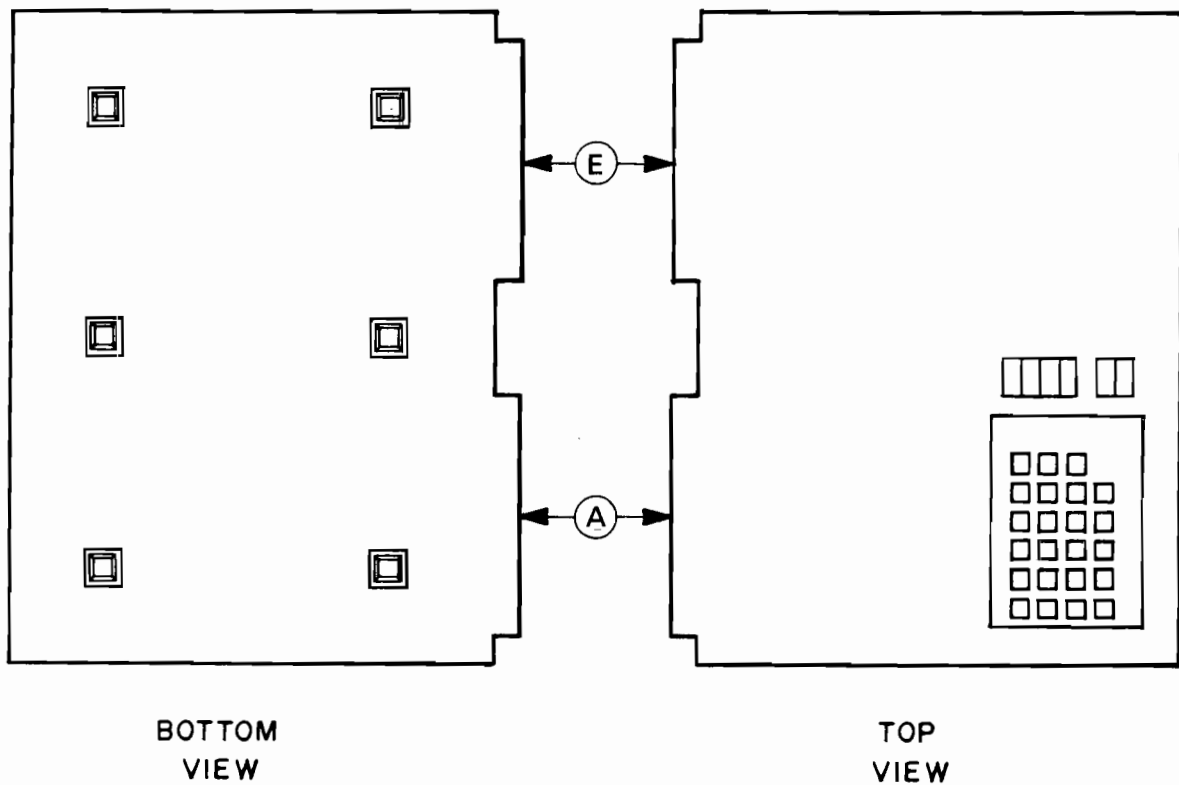
1. Discharge any static charge build up on your body by touching a ground connection before touching any part of your KIM-1 module. (This precaution is especially important if you are working in a carpeted area)
2. Be certain that soldering irons or test equipment used on the KIM-1 module are properly grounded and not the source of dangerously high voltage levels.

On a different subject, after unpacking your KIM-1 module, you will note the presence of a potentiometer. This adjustment has been set at the factory to insure correct operation of the audio cassette interface circuits. It should never be necessary for you to change the position of this potentiometer.

2.3 FIRST STEPS

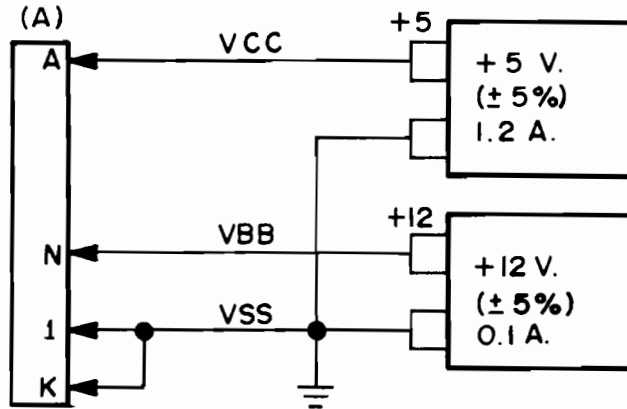
After unpacking the KIM-1 module, locate the small hardware packet and install the rubber pads provided. The rubber pads are located at the bottom of the module (see attached sketch) and act both to lift the card off your work surface and to provide mechanical support for the module while you depress keys.

Place the module such that the keyboard is to your lower right and observe that two connector locations extend from the module to your left. The connector area on the lower left is referred to as the Application connector (A). You will note that a 44 pin board edge connector is already installed at this location. The connector area to the upper left is for use by you for future system expansion and is referred to as the Expansion connector (E).



KIM-1 Module
FIGURE 2.1

Remove the (A) connector from the module and connect the pins as shown in the sketch.



Power Supply Connections
FIGURE 2.2

Reinstall the (A) connector making certain that the orientation is correct.

- Note 1: The +12 volt power supply is required only if you will be using an audio cassette recorder in your system.
- Note 2: The jumper from pin A-K to Vss (Pin A-1) is essential for system operation. If you expand your system later, this jumper will be removed and we'll tell you what to do to pin A-K.
- Note 3: If you don't have the proper power supplies already available, you may wish to construct the low cost version shown with schematic and parts list in Appendix D. In any event, your power supply must be regulated to insure correct system operation and must be capable of supplying the required current levels indicated in the sketch.

Now, recheck your connections, turn on your power supplies, and depress **RS** (reset). You should see the LED display digits light as your first check that the system is operational. If not, recheck your hookup or refer to Appendix C (In Case of Trouble).

2.4 LETS TRY A SIMPLE PROGRAM

Assuming that you have completed successfully all of the steps thus far, a simple program now can be tried to demonstrate the operation of the system and increase your confidence that everything works properly. We'll be using only the keyboard and display on the module for this example. (In the next two sections we'll worry about the teleprinter and the audio cassette).

For our first example, we will add two 8 bit binary numbers together and display the result. We presume that you are familiar with the hexadecimal representation of numbers and the general rules for binary arithmetic.

First check and be sure that the slide switch in the upper right corner of the keyboard is pushed to the left (SST Mode is OFF). Now proceed with the following key sequence:

<u>Press Keys</u>	<u>See On Display</u>	<u>Step #</u>
AD	xxxx xx	1
0 0 0 2	0002 xx	2
DA	0002 xx	3
1 8	0002 18	4
+ A 5	0003 A5	5
+ 0 0	0004 00	6
+ 6 5	0005 65	7
+ 0 1	0006 01	8
+ 8 5	0007 85	9
+ F A	0008 FA	10
+ A 9	0009 A9	11
+ 0 0	000A 00	12
+ 8 5	000B 85	13
+ F B	000C FB	14
+ 4 C	000D 4C	15
+ 4 F	000E 4F	16
+ 1 C	000F 1C	17

What you have just done is entered a program and stored it in the RAM at locations 0002 through 000F. You should have noticed the purpose of several special keys on your keyboard:

- AD - selects the address entry mode
- DA - selects the data entry mode
- + - increments the address without changing the entry mode
- 0 TO F - 16 entry keys defining the hex code for address or data entry

You've noticed as well that your display contains 6 digits. The four on the left are used to display the hex code for an address. The two on the right show the hex code for the data stored at the address shown. Therefore, when you pressed AD (step 1) and 0 0 0 2 (step 2), you defined the address entry mode, selected the address 0002, and displayed the address 0002 in the four left-most display digits. Incidentally, when we show an "x" in the display chart, we mean that we don't know what will be displayed and we "don't care."

Next you pressed DA (step 3) followed by 1 8 (step 4). Here, you have defined the data entry mode and entered the value 18 to be stored at your selected address 0002. Of course, the 18 then was displayed in the two right-most digits of your display.

You remained in the data entry mode but began to press + followed by a two digit number (steps 5 to 17). Note that each depression of the + key caused the address displayed to increase by one. The hex keys following the + key continued to enter the data field of the display. This procedure is merely a convenience when a number of successive address locations are to be filled.

If you made any mistakes in pressing the keys, you should have noticed that correcting an error is simply a matter of reentering the data until the correct numbers show on the display.

The program you have entered is a simple loop to add two 8 bit binary numbers together and present the result on the display. For a programmer, the listing of the program entered might appear as follows:

```

POINTL          = $FA
POINTH          = $FB
START           = $1C4F
0000            VAL1
0001            VAL2
0002    18      PROG    CLC
0003    A5 00      LDA VAL1
0005    65 01      ADC VAL2
0007    85 FA      STA POINTL
0009    A9 00      LDA #00
000B    85 FB      STA POINTH
000D    4C 4F 1C   JMP START

```

Stated in simple terms, the program will clear the carry flag (CLC), load VAL1 into the accumulator (LDA VAL1), add with carry VAL2 to the accumulator (ADC VAL2), and store the result in a location POINTL (STA POINTL). A zero value is stored in a location POINTH (LDA #00 and STA POINTH) and the program jumps to a point labelled START (JMP START). This pre-stored program will cause the display to be activated and will cause the address field of your display to show the numbers stored in locations POINTH and POINTL. Note that the result of the addition has already been stored in location POINTL.

The hex codes appearing next to the address field of the listing are exactly the numbers you entered to store the program. We refer to these as machine language codes. For example, 4C is the hex code for the JMP instruction of the microprocessor. The next two bytes of the program define 1C4F (START) as the jump address.

As yet, you are not able to run the program because you have not yet entered the two variables (VAL1 and VAL2). Lets try an actual example:

<u>Press Keys</u>	<u>See On Display</u>	<u>Step #</u>
AD	000F 1C	17A
O O F 1	00F1 xx	17B
DA O O	00F1 00	18
AD	00F1 00	19
O O O O	0000 xx	20
DA O 2	0000 02	21
+ O 3	0001 03	22
+ GO	0002 18	23

Steps 17A, 17B, and 18 insure that the binary arithmetic mode is selected.

Steps 19 to 21 store the hex value 02 in location 0000 (VAL1). Step 22 stores the hex value 03 in location 0001 (VAL2). Now we are ready to run the program. In step 23, the GO key causes the program to execute and the result, 05, appears in the right two digits of the address display. Although the problem appears trivial, it illustrates the basic principles of entering and executing any program as well as providing a fairly high assurance level that your KIM-1 module is operating properly.

You should try one more example using your stored program. Repeat steps 17A to 23 but substitute the value FF for VAL1 and VAL2 at locations 0000 and 0001. Now when you press the GO key, your display should read:

00FE xx

The answer is correct because:

$$\begin{array}{r} \text{FF} = 1111\ 1111 \\ + \text{FF} = \underline{1111\ 1111} \\ \text{FE} \quad 1111\ 1110 \end{array}$$

Try some more examples if you wish and then let's move on to the rest of the system.

2.5 *ADDING A TAPE RECORDER*

In the previous section, you entered and executed a program. If you turn off the power supplies to the system, your program is lost since the memory into which you stored your program is volatile. If you require the same program again, you would have to repower the system and reenter the program as in the previous example.

The KIM-1 system is designed to work with an audio cassette tape recorder/player to provide you with a medium for permanent storage of your programs or data. The cassette with recorded data may be reread by the system as often as you wish. In this section, you will connect the audio cassette unit to the system and verify its operation.

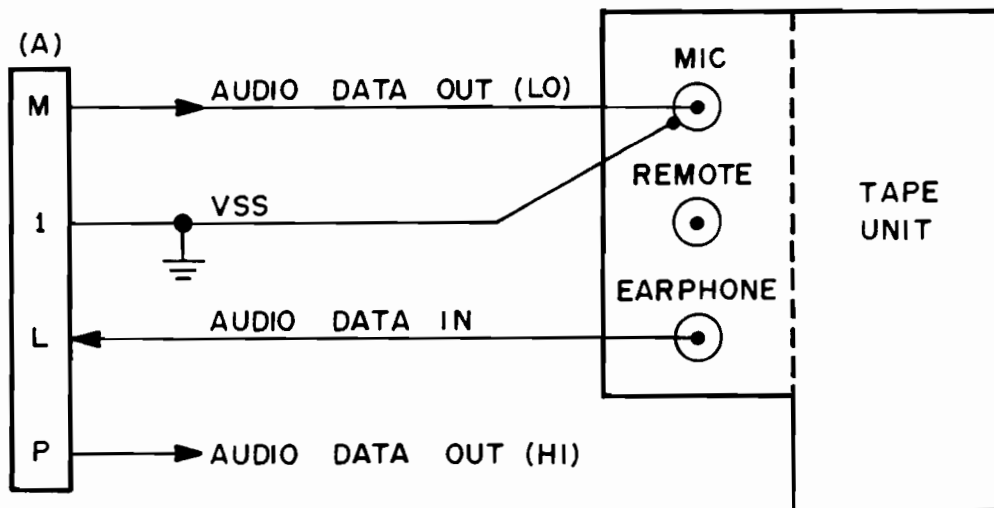
The recording technique used by the KIM-1 system and the interface circuits provided have been selected to insure trouble-free operation with virtually any type and any quality level audio cassette unit. (We have demonstrated correct operation with a tape unit purchased for less than \$20.00 from a local discount outlet). In addition, tapes recorded on one unit may be played back to the system on a different unit if desired. We recommend, of course, that you make use of the best equipment and best quality tapes you have available.

In selecting a tape unit for use with your KIM-1 system, you should verify that it comes equipped with the following features:

1. An earphone jack to provide a source of recorded tape data to the KIM-1 system.
2. A microphone jack to allow recording of data from the KIM-1 system on the tape.
3. Standard controls for Play, Record, Rewind, and Stop.

Note: You should avoid certain miniaturized tape equipment intended for dictating applications where the microphone and speaker are enclosed within the unit and no connections are provided to external jacks. If such equipment is used, you will have to make internal modifications to reach the desired connection points.

To connect your tape unit to the KIM-1 module, turn off the power supplies and remove the connector (A) from the module. Add the wires shown in the sketch:



Audio Tape Unit Connections
 FIGURE 2.3

Keep the leads as short as possible and avoid running the leads near sources of electrical interference. The connections shown are for typical, portable type units. The Audio Data Out (LO) signal has a level of approximately 15 mv. (peak) at pin M. Should you desire to use more expensive and elaborate audio tape equipment, you may prefer to connect the high level (1 volt peak) audio signal available at pin P to the "LINE" input of your equipment.

Return the connector (A) to its correct position on the KIM-1 module and turn on the power supplies. To verify the operation of your audio cassette equipment, try the following procedures:

1. Reenter the sample program following the procedures outlined in the previous section (2.4). Try the sample problem again to be sure the system is working correctly.
2. Install a cassette in your tape equipment and REWIND to the limit position.
3. Define the starting and ending address of the program to be stored and assign an identification number (ID) to the program.

<u>Press Keys</u>	<u>See On Display</u>	<u>Step #</u>
AD	xxxx xx	1
O O F 1	00F1 xx	2
DA O O	00F1 00	3
AD	00F1 00	4
1 7 F 5	17F5 xx	5
DA O O	17F5 00	6
+ O O	17F6 00	7
+ 1 O	17F7 10	8
+ O O	17F8 00	9
+ O 1	17F9 01	10
AD	17F9 01	11
1 8 O O	1800 xx	12

You will recall that the program we wish to store on tape was loaded into locations 0000 to 000F of the memory. Therefore, we define a starting address for recording as 0000 and store this in locations 17F5 and 17F6 (Steps 4 to 7). We define an ending address for recording as one more than the last step of our program and stored the value 0010 (= 000F + 1) in locations 17F7 and 17F8 (Steps 8,9). Finally we pick an arbitrary ID as 01 and store this value at location 17F9 (Step 10).

Note that before we use the audio cassette unit for recording or playing back, we must put 00 in location 00F1 (Steps 1,2 and 3).

The starting address of the tape recording program is 1800. In Steps 11 and 12 we set this address value into the system. If we were to press , the system would proceed to load data on to the magnetic tape. But first, we'd better start the tape!

4. Select the Record/Play mode of the tape recorder. Wait a few seconds for the tape to start moving and now:

Press

5. The display will go dark for a short time and then will relight showing:

0000 xx

6. As soon as the display relights, the recording is finished and you should STOP the tape recorder.

Now, you should verify that the recording has taken place correctly. This can be proven by reading the tape you have just recorded. Proceed as follows:

1. Rewind the tape cassette to its starting position.
2. Turn off the system power supplies and then later, turn them back on.

This has the effect of destroying your previously stored program which you already have recorded on tape.

3. Prepare the system for reading the tape as follows:

<u>Press Keys</u>	<u>See On Display</u>	<u>Step #</u>
<input type="button" value="RS"/>		
<input type="button" value="AD"/>	xxxx xx	1
<input type="button" value="O"/> <input type="button" value="Q"/> <input type="button" value="F"/> <input type="button" value="1"/>	00F1 xx	2
<input type="button" value="DA"/> <input type="button" value="O"/> <input type="button" value="O"/>	00F1 00	3
<input type="button" value="AD"/>	00F1 00	4
<input type="button" value="1"/> <input type="button" value="7"/> <input type="button" value="F"/> <input type="button" value="9"/>	17F9 xx	5
<input type="button" value="DA"/>	17F9 xx	6
<input type="button" value="O"/> <input type="button" value="1"/>	17F9 01	7
<input type="button" value="AD"/>	17F9 01	8
<input type="button" value="1"/> <input type="button" value="8"/> <input type="button" value="7"/> <input type="button" value="3"/>	1873 xx	9
<input type="button" value="GO"/>	(Dark)	10

The KIM-1 system is now looking for tape input data with the ID label 01. Recall that this is the same ID label we assigned when we recorded the program.

4. If your tape unit has a volume control, set the control at approximately the half way point.
5. If your tape unit has a tone control, set the control for maximum treble.
6. Now, turn on the tape using the PLAY mode. The tape will move forward and the system will accept the recorded data. As soon as the data record (ID=01) has been read, the display should relight showing:

0000 xx

You may now stop the tape unit. If the display relights and shows;

FFFF xx

this means that the selected record has been located and read but that an error has occurred during the reading of the data. In this case, press the RS key and repeat the read tape procedures from the beginning. If the FFFF still shows on the display, repeat the entire recording and playback procedures checking each step carefully. If the problem persists, refer to Appendix C, (In Case of Trouble).

If the tape continues to run and the display does not relight, this means that the system has been unsuccessful in reading any data back from the tape. In this case, repeat the entire recording and playback procedures checking each step carefully. If the problem persists, refer to Appendix C, (In Case of Trouble).

7. Assuming that you have read the tape successfully, you now may verify that the program has been restored to memory by trying a sample problem. (02 + 03 = 05)

NOTE: The KIM-1 interface circuits for the audio tape system are designed so that you do not require special test equipment to set up correct operating levels. If you have followed the procedures indicated, the tape system should work without the need of any adjustments by you.

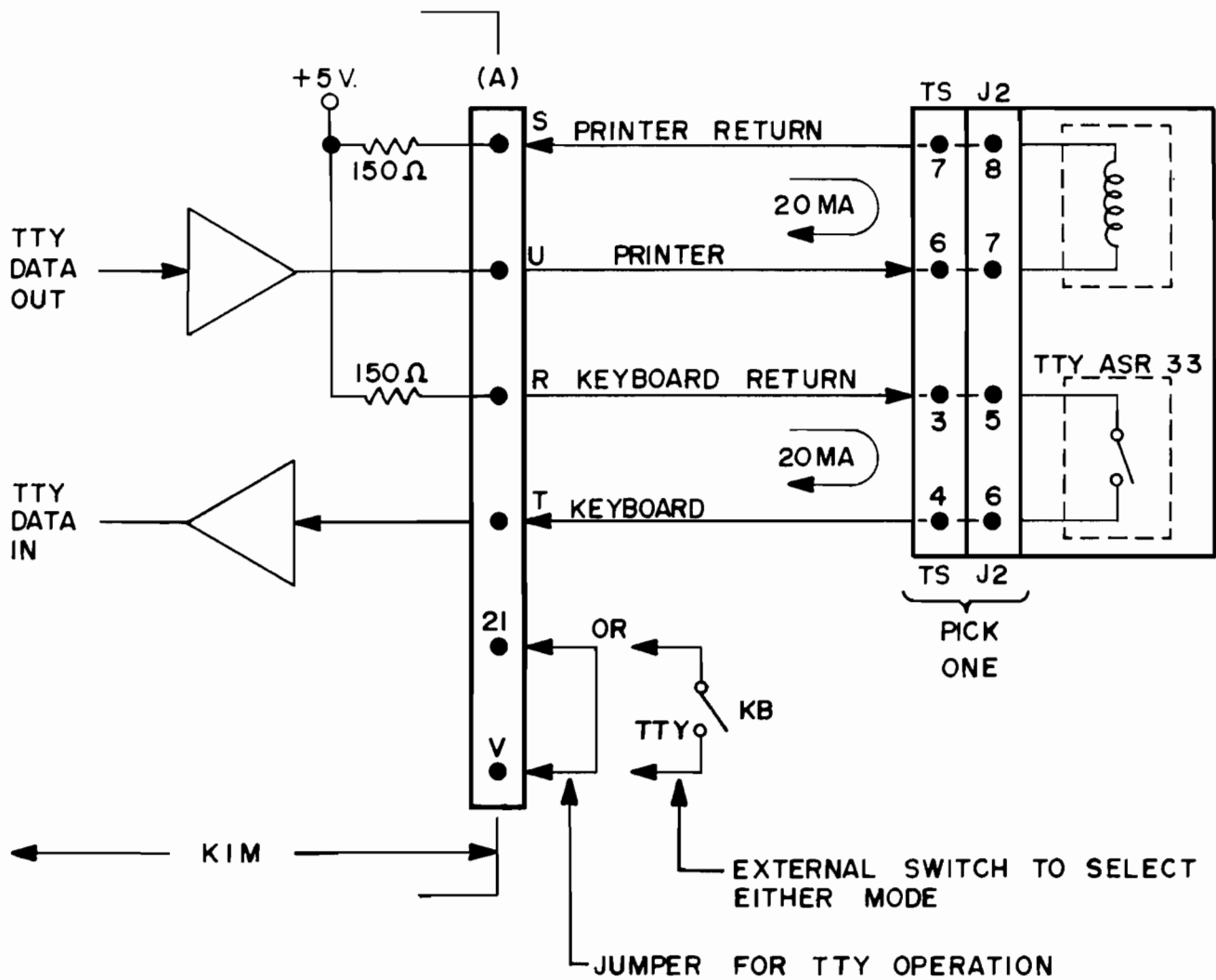
2.6 ADDING A TELEPRINTER

If you have access to a serial teleprinter, you may add such a unit to the KIM-1 system with very little effort. One of the more commonly available units of this type is the Teletype Model 33ASR which we will use for the purposes of illustration in this section. However, if you have available different equipment, you may use the information presented here as a guide to connecting your specific unit. In any case, we recommend you follow the directions offered by the equipment manufacturer in his instruction manual to effect the desired wiring and connection options.

The KIM-1 provides for a 4 wire interface to the TTY. Specifically, the "20 MA loop" configuration should be used and you should check that your TTY has been wired for this configuration. If not, you may easily change from "60 MA loop" to "20 MA loop" configurations following the manufacturers directions. The KIM-1 has been designed to work properly only with a teleprinter operating in full duplex mode. Check the literature supplied with your teleprinter if you are unsure if your unit is properly configured. You are not restricted to units with specific bit rates (10 CPS for TTY) since the KIM-1 system automatically adjusts for a wide variety of data rates (10CPS, 15CPS, 30CPS, etc.).

To connect the TTY to the system, proceed as follows:

1. Turn off system power and remove connector (A) from the module.
2. Add the wires shown in the sketch to connector (A) and to the appropriate connector on the TTY unit.



TTY Connections
FIGURE 2.4

3. The jumper wire from A-21 to A-V is used to define for the KIM-1 system that a teleprinter will be used as the only input/display device for the system. If you expect to use both TTY and the KIM-1 keyboard/display, you should install the switch shown instead of the jumper. Now, the switch, when open, will allow use of the keyboard and display on the KIM-1 module and, when closed, will select the teleprinter as the input/display device. (Of course, you may use a clip-lead instead of the switch if you desire).
4. Be sure pins A-21 and A-V are connected. Reinstall connector (A) and return power to the system. Turn-on the TTY.
5. Press the RS key on the KIM-1 module then press the RUB
OUT key on the TTY. This step is most important since the KIM-1 system adjusts automatically to the bit rate of the serial teleprinter and requires this first key depression to establish this rate.

If everything is working properly you should immediately observe a message being typed as follows:

KIM

This is a prompting message telling you that the TTY is on-line and the KIM-1 system is ready to accept commands from the TTY keyboard.

Should the prompting message not be typed press the RS key on the KIM-1 keyboard and then the RUB
OUT key on the TTY. If the "KIM" message still is not typed, recheck all connections and the TTY itself and try again. If the problem persists, refer to Appendix C, (In Case of Trouble).

6. Assuming that the TTY is operable, you may now try a simple group of operations to verify correct system operation:

<u>Press Keys</u>	<u>See Printed</u>	<u>Step #</u>
	KIM	
0 0 0 2	xxxx xx	1
SPACE	0002	2
1 8 ●	0002 xx	3
	18.	4
A 5 ●	0003 xx	5
	A5.	6
LF	0004 xx	7
RUB OUT	0003 A5	8
	KIM	
	xxxx xx	9

Step 1 shows the "KIM" prompting message. In Step 2, an address (0002) is selected followed by a space key in Step 3. The address cell 0002 together with the data stored at that location (xx) is printed. Step 4 shows the "modify cell" operation using the ● key and the hex data keys preceding. Step 5 shows the incrementing to the next address cell (0003) after the ● key. Note that the modification of cell 0002 also occurs. Steps 6 and 7 show the modification of data in cell 0003 and the incrementing to cell 0004. Step 8 shows the action of the LF key in backing up one cell to 0003 where we can see from the printout that the correct data (A5) has been stored at that location. Step 9 shows the reaction to the RUB
OUT key in resetting the system and producing a new "KIM" prompting message. Note, by the way, that in this example you have repeated a portion of the program entry exactly as you did in Section 2.4 but this time using the TTY.

So much for now! If all of the operations have occurred properly, you may be certain that your TTY and KIM-1 module are working together correctly. We will describe in detail all of the other operations possible with the TTY in a later section of the manual.

If you have reached this point without problems, you now have completed all of the required system tests and may be confident that the KIM-1 module and your peripheral units are all working correctly. Our next task is to learn more about the KIM-1 system and its operating programs.

CHAPTER 3

THE KIM-1 SYSTEM

Up to this point you have been engaged in bringing up your KIM-1 system and verifying its correct operation. Now it's time to learn more about the various parts of the KIM-1, how the parts work together as a system, and how the operating programs control the various activities of the system. The diagrams included in this section together with your full sized system schematic will be helpful in understanding the elements of your KIM-1 module.

3.1 KIM-1 SYSTEM DESCRIPTION

Figure 3-1 shows a complete block diagram of the KIM-1 system. You should note first the presence of the MCS 6502 Microprocessor Array which acts as the central control element for the system. This unit is an 8 bit microprocessor which communicates with other system elements on three separate buses. First, a 16 bit address bus permits the 6502 to address directly up to 65,536 memory locations in the system. Next, an 8 bit, bidirectional data bus carries data from the 6502 array to any memory location or from any memory location back to the 6502 array. Lastly, a control bus carries various timing and control signals between the 6502 array and other system elements.

Associated with the 6502 array is a 1 MHz crystal which operates with an oscillator circuit contained on the 6502 array. This crystal controlled oscillator is the basic timing source from which all other system timing signals are derived. In particular, the ϕ_2 signal generated by the 6502 array and used either alone, or gated with other control signals, is used as the system time base by all other system elements.

The 6502 microprocessor is structured to work in conjunction with various types of memory. In the KIM-1 system, all memory may be considered to be of the Read-only (ROM) or Read/Write (RAM) variety. The ROM portion of the memory provides permanent storage for the operating programs essential to the control of the KIM-1 system. You will note the inclusion of two devices, labelled 6530-002 and 6530-003. Each of these devices include a 1024 byte (8 bits per byte) ROM with different portions of the operating program stored permanently in each ROM.

RAM type memory is available at three locations in the system. Again, each of the 6530 arrays include 64 bytes of RAM primarily used for temporary data storage in support of the operating program. In addition, a separate 1024 byte RAM is included in the KIM-1 system and provides memory storage for user defined application programs and data.

Input/output controls for the system also are included within the 6530 arrays. Each 6530 array provides 15 I/O pins with the microprocessor and operating program defining whether each pin is an input pin or output pin, what data is to appear on the output pins, and reading the data appearing on input pins. The I/O pins provided on the 6530-002 are dedicated to interfacing with specific elements of the KIM-1 system including the keyboard, display, TTY interface circuit, and audio tape interface circuit. The 15 I/O pins on the 6530-003 are brought to a connector and are available for the user to control a specific application.

Finally, each 6530 array includes an interval timer capable of counting a specific number of system clocks to generate precise timing gates. The exact time interval is preset under program control. The interval timer on the 6530-003 array is available for a user defined application program and is not required by the operating programs.

Figure 3-1 shows a major block labelled Control Logic. Included under this category are an address decoder used for generation of chip select signals for the 6530 arrays and the static RAM. Also included is the logic required to debounce the keys for system reset (RS key) and program stop (ST key). Lastly, special logic is included to allow operation of the system in a "single instruction" mode to facilitate program debugging.

Figure 3-1 shows the keyboard/display logic interfacing with the I/O pins of the 6530-002. Also shown are the interface circuits for transmission of data to and reception of data from the TTY and audio tape units.

Figure 3-2 shows the detailed interconnections between the MCS 6502 and the two MCS 6530 arrays.

Figure 3-3 shows detailed logic and schematics for the control logic.

Figure 3-4 shows a detailed schematic of the static RAM.

Figure 3-5 and 3-6 show the detailed schematic of the keyboard and display logic and circuits.

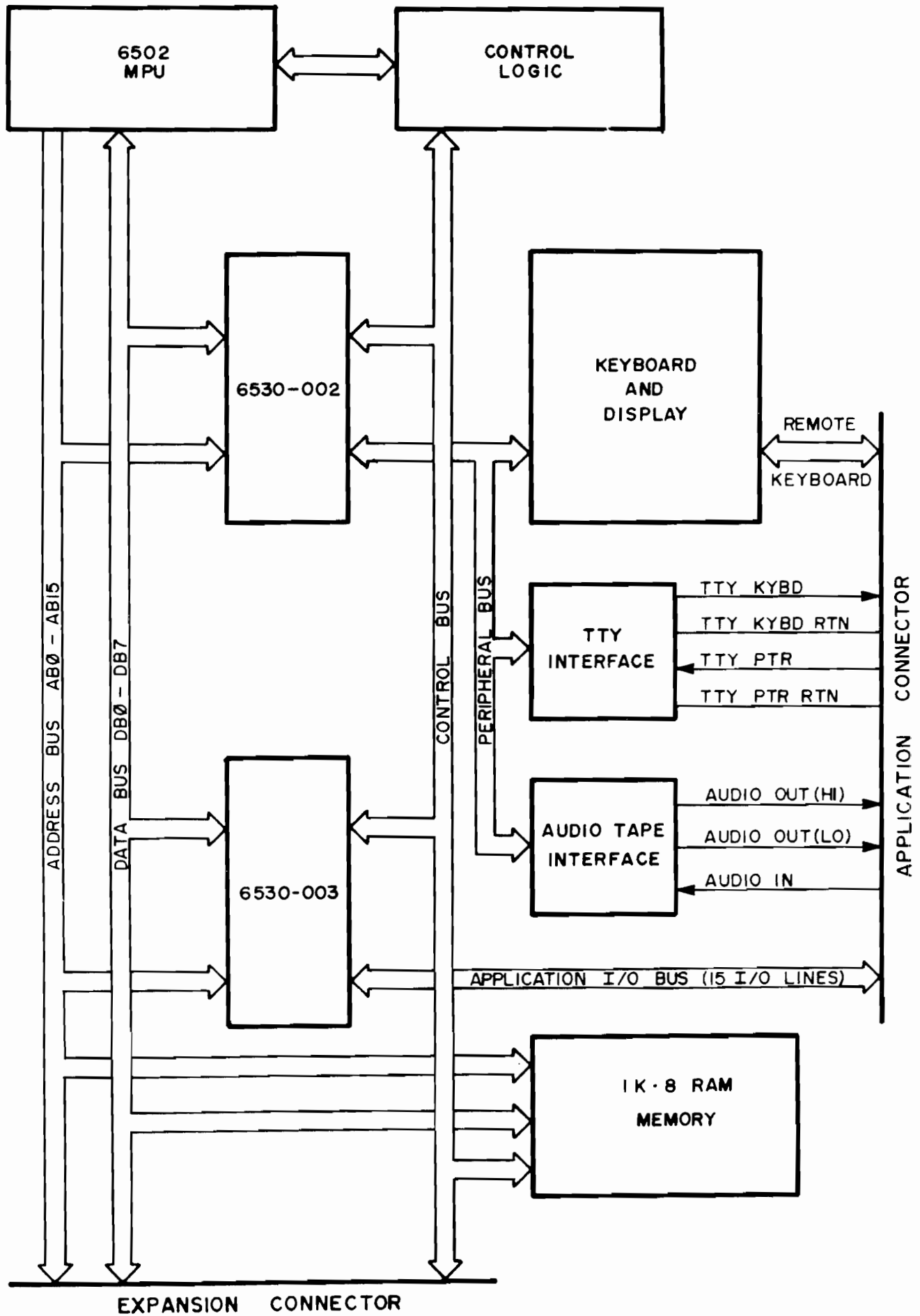
Figure 3-7 details the schematic of the TTY interface circuits.

Figure 3-8 details the schematic of the audio tape cassette interface circuits.

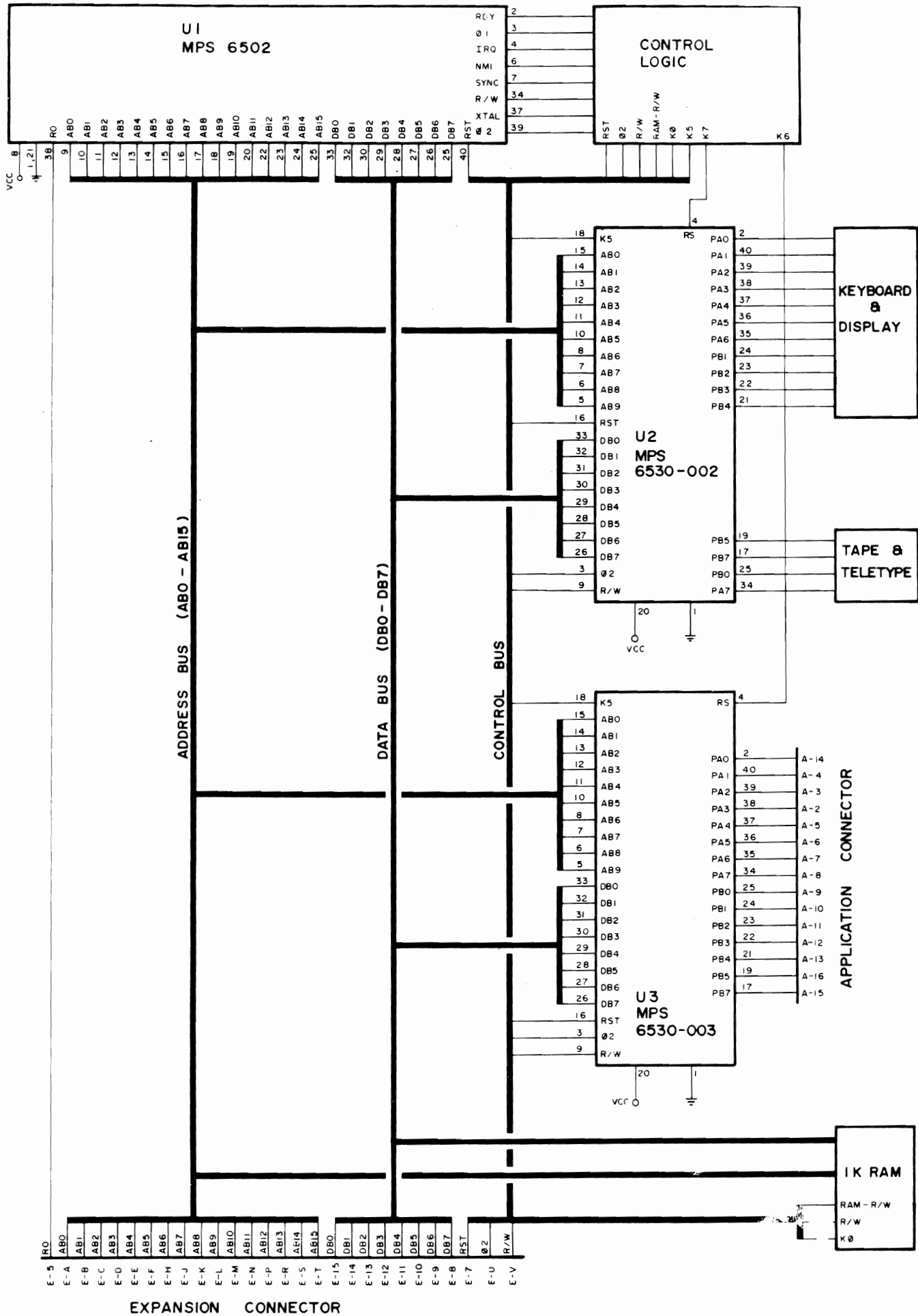
Figures 3-9 and 3-10 provide a summary of all signals available on either the Application connector or the Expansion Connector.

The fold-out system schematic shows all of the elements of the system connected together and all signals appearing on the module connectors.

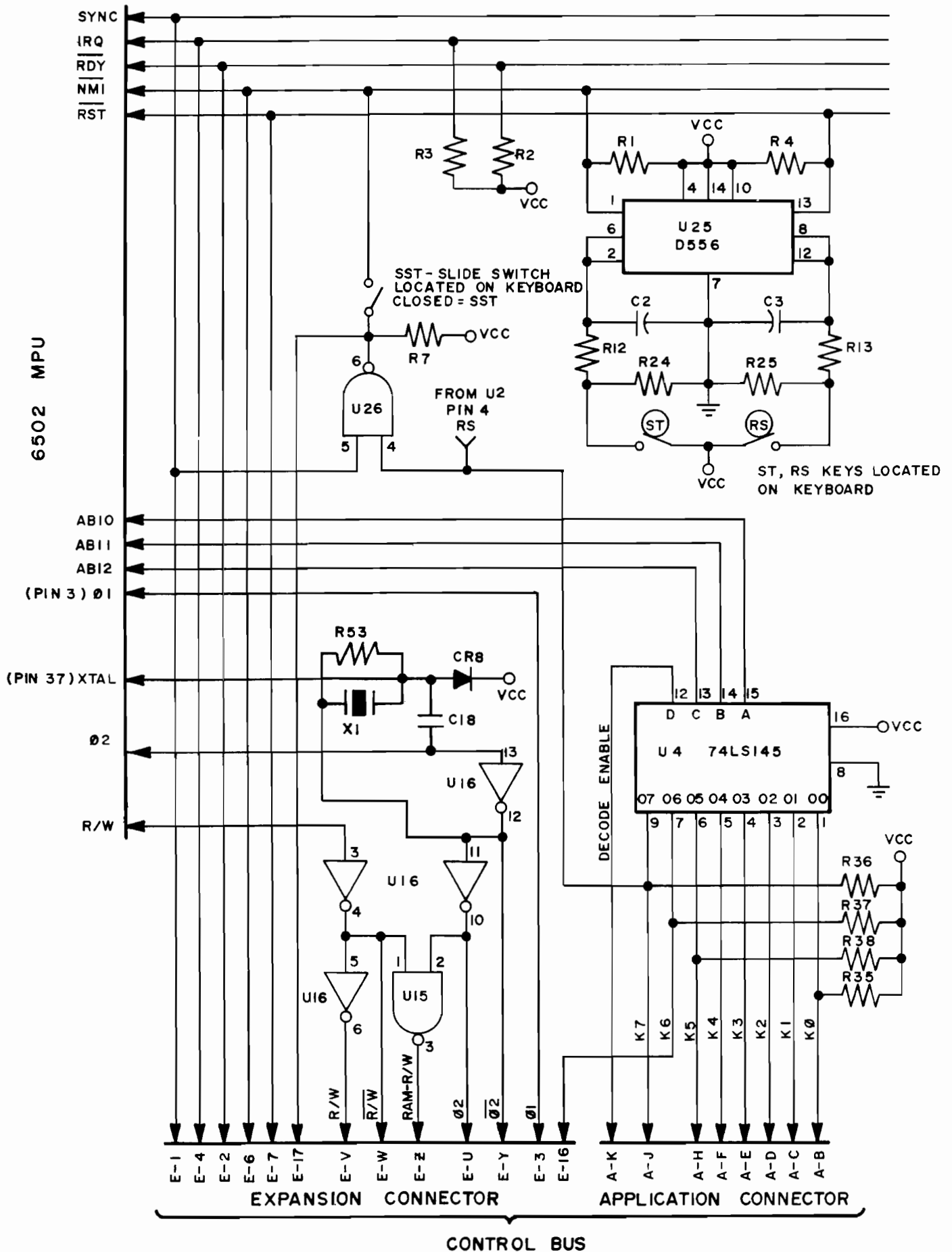
You may refer to the Hardware Manual included with your KIM-1 module for additional details on the operating characteristics of the 6502 and 6530 arrays as well as detailed information on system timing.



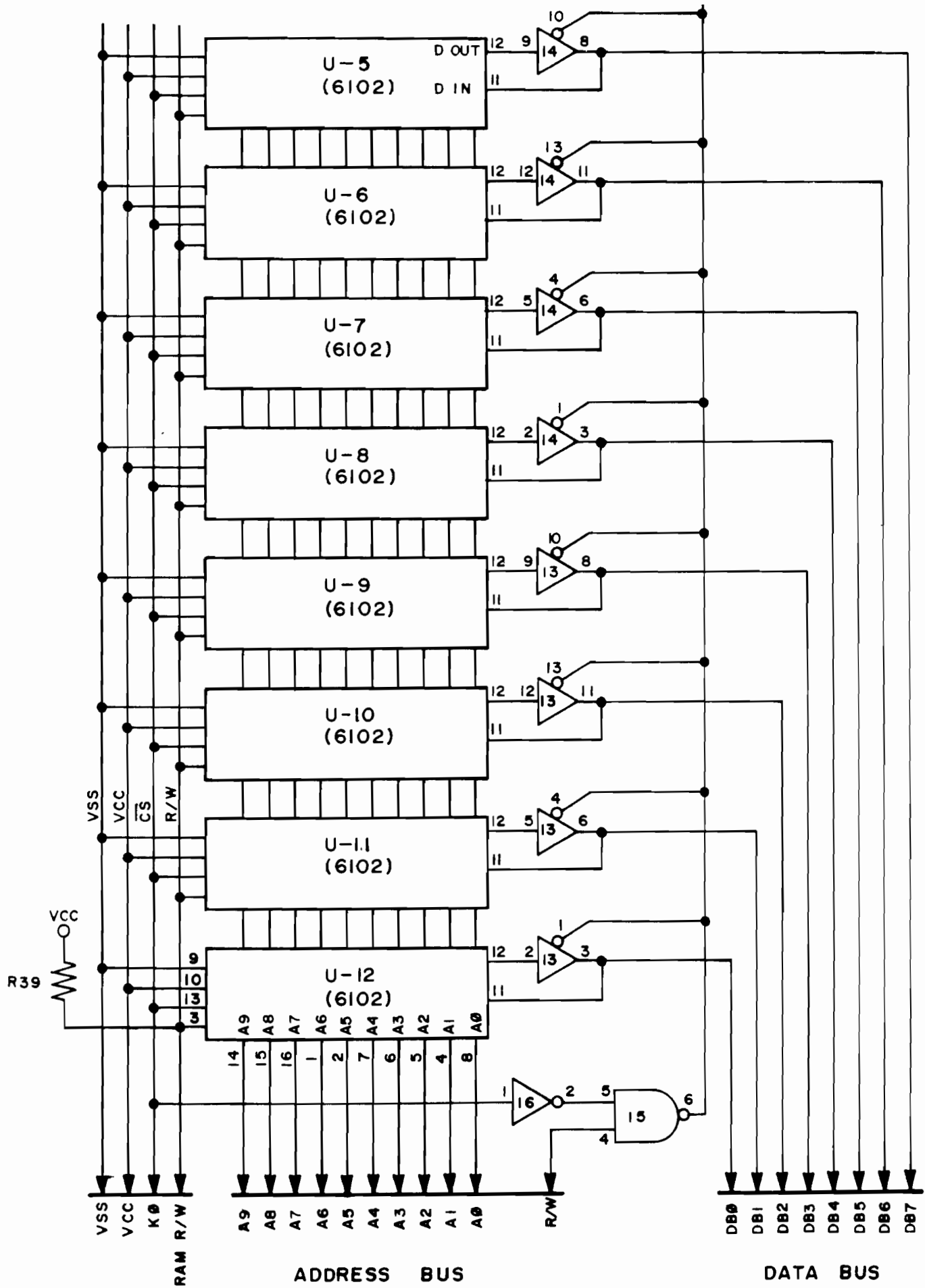
KIM-1 Block Diagram
FIGURE 3.1



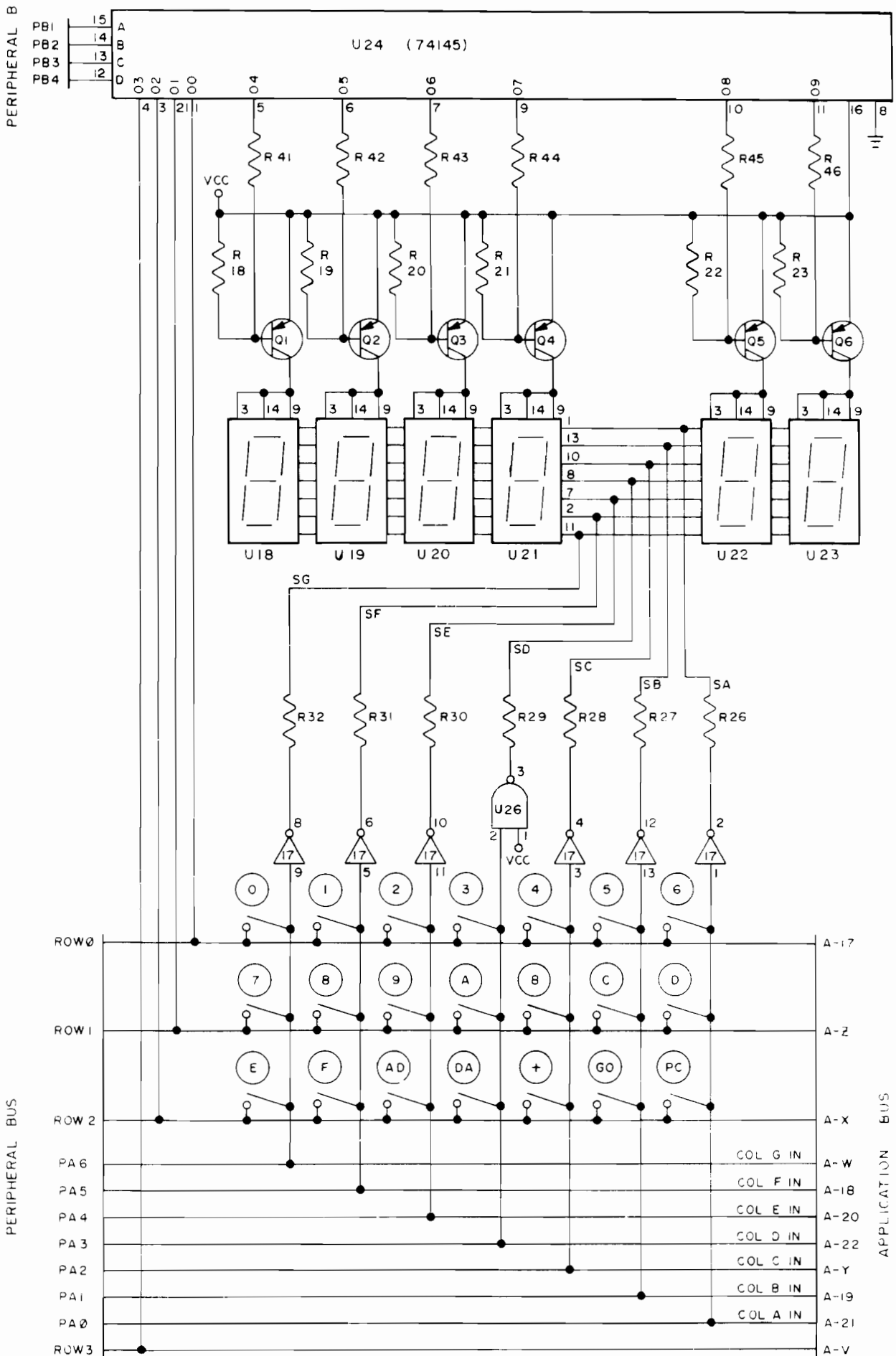
Detailed Block Diagram
FIGURE 3.2



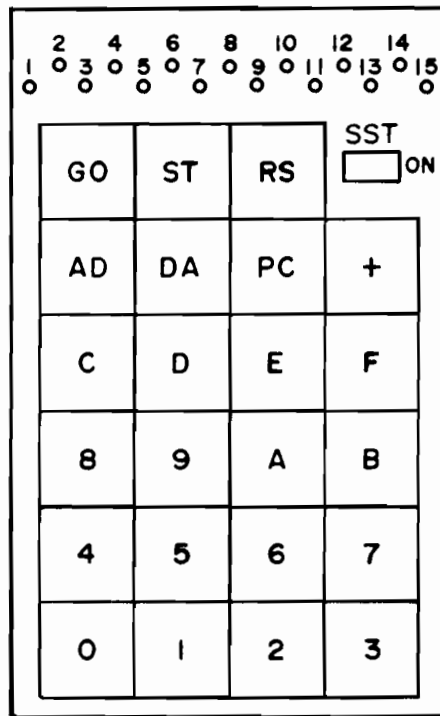
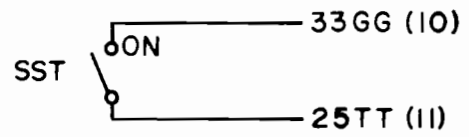
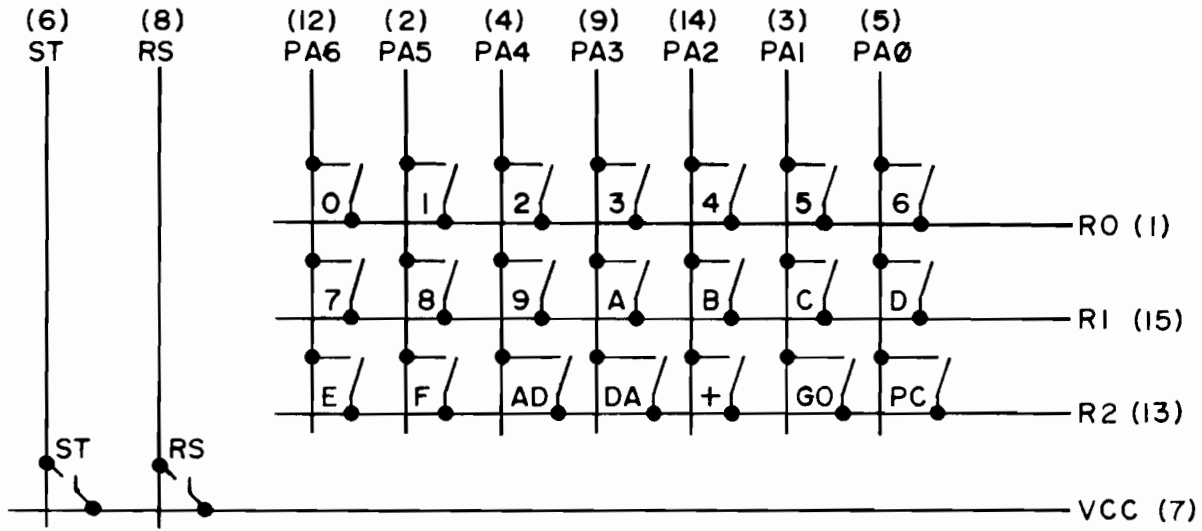
Control and Timing
FIGURE 3.3



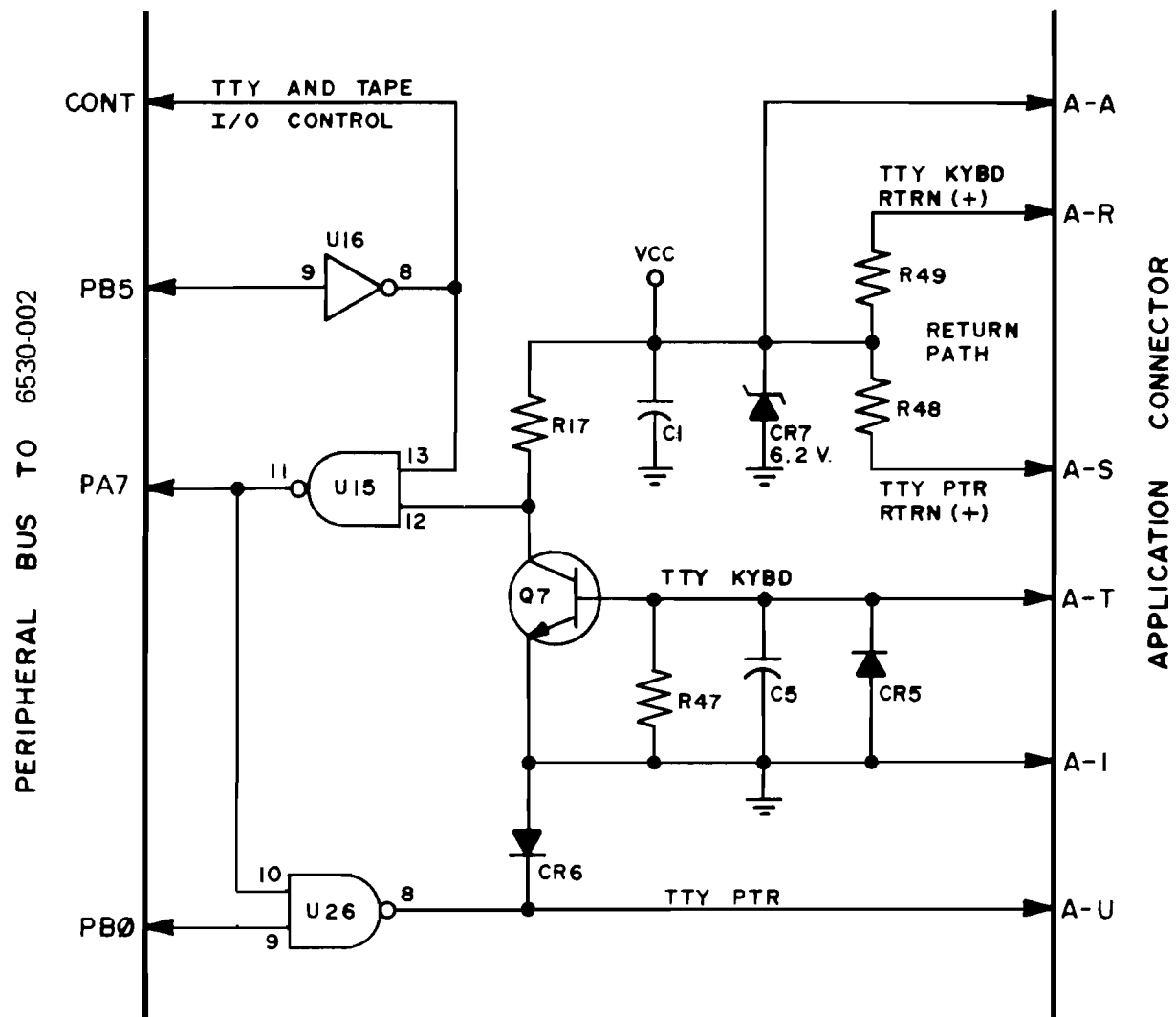
1Kx8 RAM Memory
FIGURE 3.4



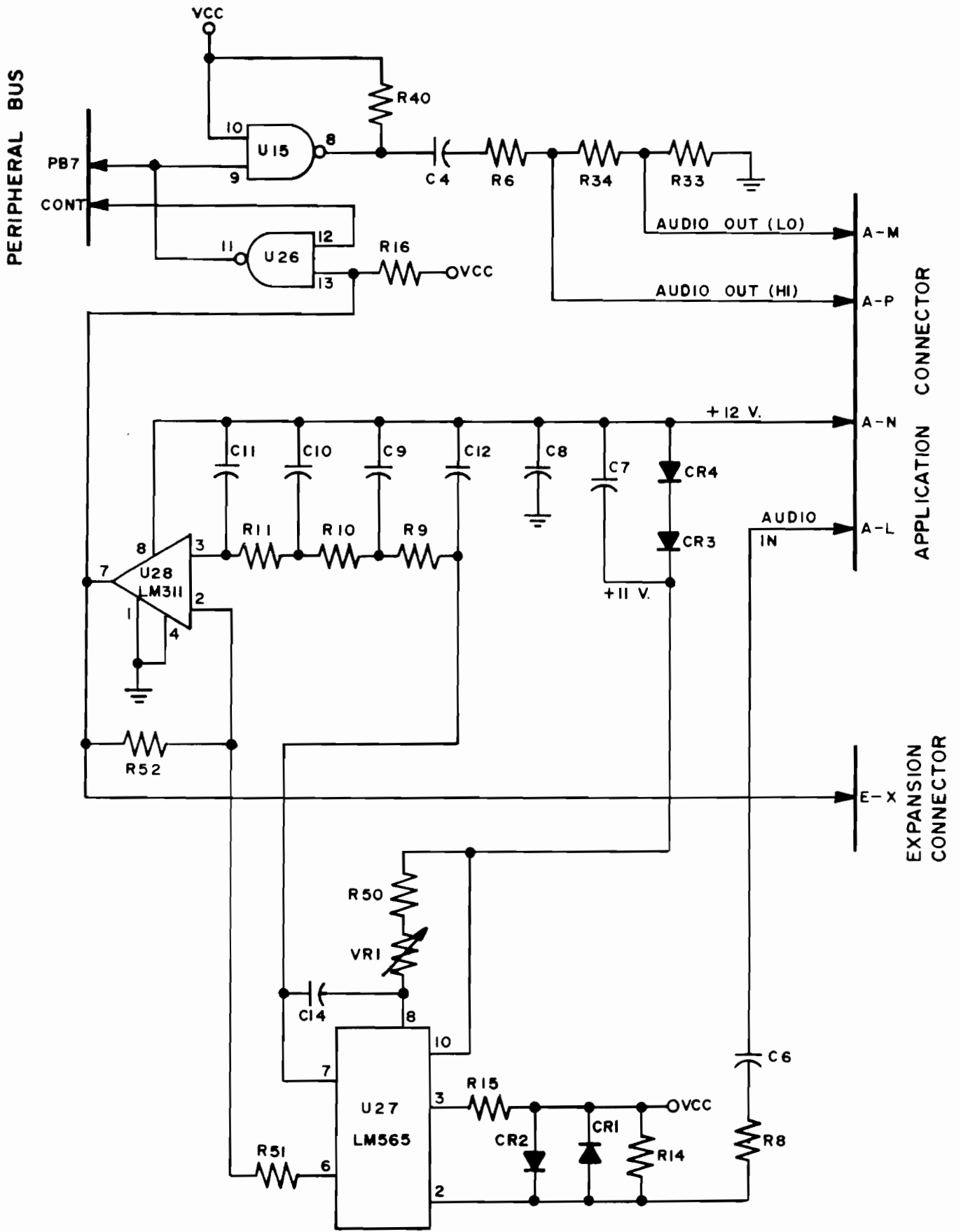
Keyboard and Display
FIGURE 3.5



Keyboard Detail
FIGURE 3.6



TTY Interface
FIGURE 3.7



Audio Tape Interface
FIGURE 3.8

22	KB Col D
21	KB Col A
20	KB Col E
19	KB Col B
18	KB Col F
17	KB Row 0
16	PB5
15	PB7
14	PA0
13	PB4
12	PB3
11	PB2
10	PB1
9	PB0
8	PA7
7	PA6
6	PA5
5	PA4
4	PA1
3	PA2
2	PA3
1	VSS GND

Z	KB Row 1
Y	KB Col C
X	KB Row 2
W	KB Col G
V	KB Row 3
U	TTY PTR
T	TTY KYBD
S	TTY PTR RTRN(+)
R	TTY KYBD RTRN(+)
P	AUDIO OUT HI
N	+12v
M	AUDIO OUT LO
L	AUDIO IN
K	DECODE ENAB
J	K7
H	K5
F	K4
E	K3
D	K2
C	K1
B	K0
A	VCC +5v

Application Connector
FIGURE 3.9

22	VSS GND
21	VCC +5
20	
19	
18	
17	SST OUT
16	K6
15	DB \emptyset
14	DB1
13	DB2
12	DB3
11	DB4
10	DB5
9	DB6
8	DB7
7	RST
6	NMI
5	RO
4	IRQ
3	\emptyset 1
2	RDY
1	SYNC

Z	RAM/R/W
Y	$\overline{\emptyset}$ 2
X	PLL TEST
W	$\overline{R/W}$
V	R/W
U	\emptyset 2
T	AB15
S	AB14
R	AB13
P	AB12
N	AB11
M	AB10
L	AB9
K	AB8
J	AB7
H	AB6
F	AB5
E	AB4
D	AB3
C	AB2
B	AB1
A	AB \emptyset

Expansion Connector
FIGURE 3.10

3.2 KIM-1 MEMORY ALLOCATION

It has been stated that the 6502 microprocessor array included in the KIM-1 system is capable of addressing any of 65,536 memory locations. Obviously, we have not included that much memory in your KIM-1 system and this section is intended to detail for you exactly what memory locations are included in the system and where they are located (their exact addresses).

Each byte of memory in the system is understood to include 8 bits. Also, you should note that any addressable location in the system may be performing any one of four functions:

1. A ROM byte - read-only memory in which we have stored the operating program.
2. A RAM byte - read/write memory for storage of variable data.
3. An I/O location - these locations include both direction registers which define the I/O pins to be either input pins or output pins, and the actual data buffer locations containing the data to be transmitted on output pins or the data read from input pins. Any I/O location may be viewed as a read/write memory location with a specific address.
4. An Interval Timer location - a series of addresses are reserved for each interval timer in the system. Again, you may write to the timer to define its counting period or read from the timer to determine its exact state.

Figure 3-11 shows a block diagram detailing all memory blocks in the KIM-1 system. Figure 3-12 provides a memory map showing all addressable locations included in the system and their relationship to each other. Note also the areas in the memory map indicated as available for expansion. (Section 6 of the manual provides more detail on the subject of memory expansion). Finally, Figure 3-13 provides a complete listing of all important memory locations and will be referenced frequently by you when writing your application programs.

Referring to Figure 3-12, note that the memory map shows a block of 8192 address locations all existing in the lowest address space within the possible 65,536 address locations. This address space is further divided into eight blocks of 1024 locations each. Each 1024 block is further divided into four pages of 256 locations each. The "K" reference defines a specific block of 1024 locations and refers to the "K" number of the address decoder included within the system control logic. The "page" reference defines a specific group of 256 addresses. A total of 32 pages (0 to 31) are included in the 8192 address locations. The hex codes for certain addresses are shown at strategic locations in the memory map.

Beginning from the highest address location of the 8192, note that the first 1024 block (K7) is assigned to the ROM of the 6530-002 and the second 1024 block (K6) is assigned to the ROM of the 6530-003. The entire operating program of the KIM-1 system is included in these two blocks.

Next in order, a portion of the K5 block is dedicated to the RAM, I/O, and Timer locations of the two 6530 arrays. An expanded view of this address space is shown in Figure 3-12. Note that the RAM addresses for the 6530-002 (Hex 17EC to 17FF) are reserved for use by the operating program and should not appear in a user generated application program. The same is true for the I/O and Timer locations of the 6530-002 which also are reserved for use by the operating programs.

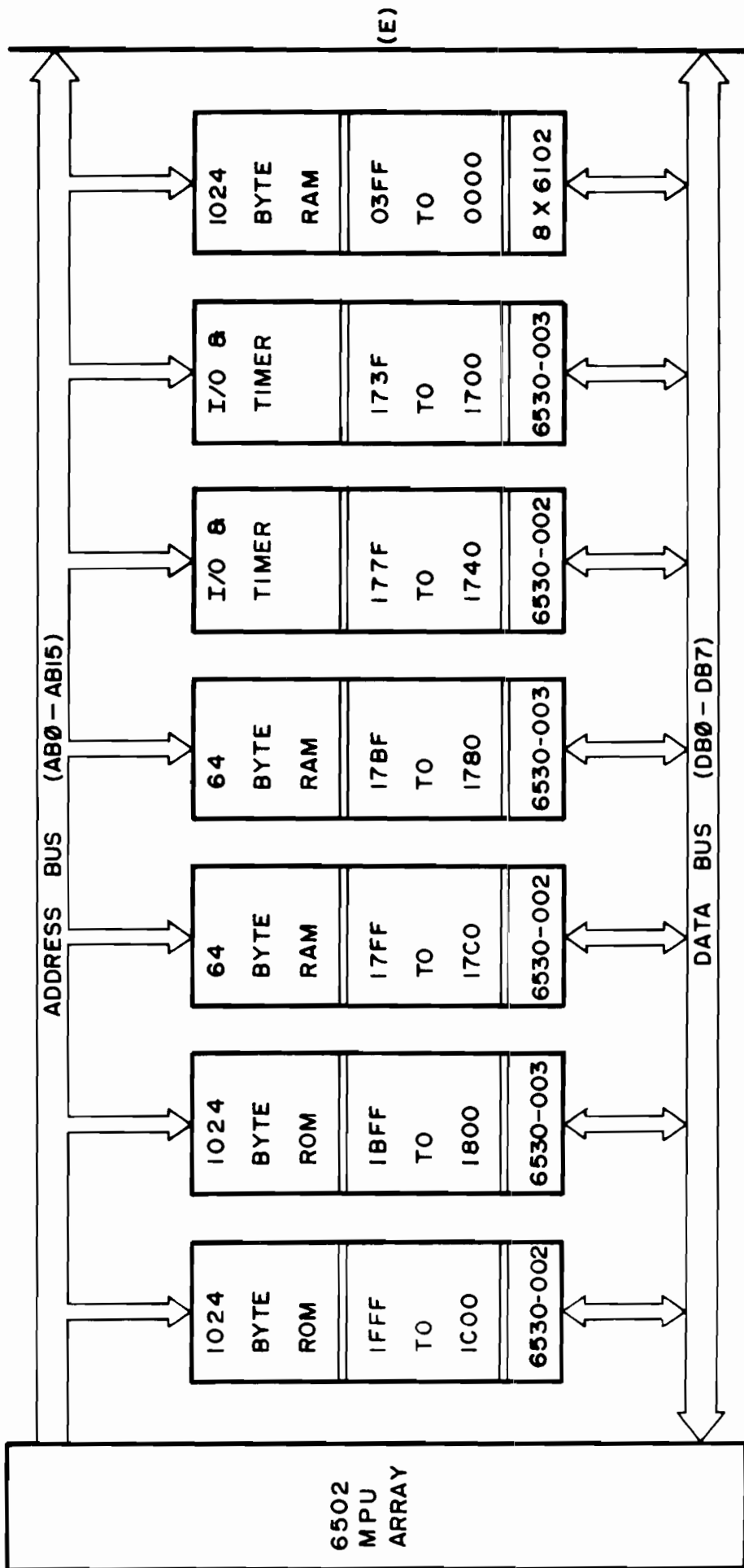
The next four blocks in order (K4, K3, K2, K1) are reserved for additional memory in an expanded system. In Section 6, the methods for adding memory will be discussed.

Finally, the lowest 1024 address locations (K0) are assigned to the static RAM included within the KIM-1 system. You should note that within this block, Page 0 and Page 1 have special significance. Page 1 is used as the system stack onto which return addresses and machine status words are pushed as the system responds to interrupts and subroutine commands. Page 0 has significance for certain of the special addressing modes available when programming for the 6502 microprocessor array.

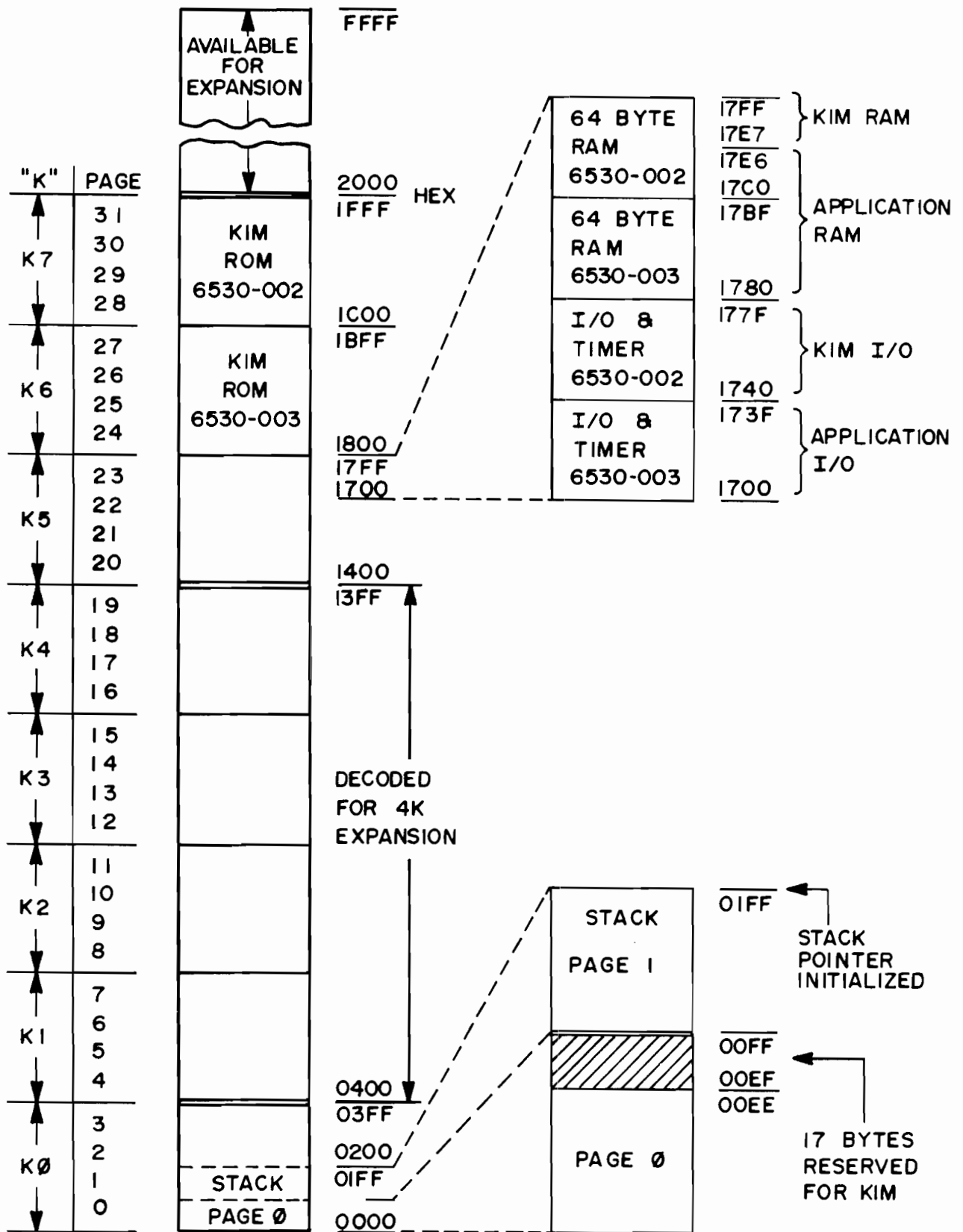
Figure 3-12 shows an expanded view of Page 0 and Page 1. Note that 17 addresses (00EF to 00FF) are reserved for use by the operating program and must never appear in the user generated application program. Also, note the comment that a maximum of eight locations may be required on the stack (Page 1) to service operating program interrupts.

In summary, the user generated application program may make use of the following areas of memory:

1. All of Page 0 except 00EF to 00FF
2. All of Page 1 (remember that the stack will extend an extra 8 bytes deep to accommodate the operating program).
3. All of Page 2 and Page 3.
4. In Page 23:
 - All I/O locations from 1700 to 173F
 - All 64 bytes of RAM from 1780 to 17BF
 - An additional 44 bytes of RAM from 17C0 to 17EB



Memory Block Diagram
FIGURE 3.11



Memory Map
FIGURE 3.12

ADDRESS	AREA	LABEL	FUNCTION
00EF	↑ Machine Register Storage Buffer ↓	PCL	Program Counter - Low Order Byte
00F0		PCH	Program Counter - High Order Byte
00F1		P	Status Register
00F2		SP	Stack Pointer
00F3		A	Accumulator
00F4		Y	Y-Index Register
00F5		X	X-Index Register
1700	↑ Application I/O ↓	PAD	6530-003 A Data Register
1701		PADD	6530-003 A Data Direction Register
1702		PBD	6530-003 B Data Register
1703		PBDD	6530-003 B Data Direction Register
1704	↑ Interval Timer ↓		6530-003 Interval Timer (See Section 1.6 of Hardware Manual)
170F			
17F5	↑ Audio Tape Load & Dump ↓	SAL	Starting Address - Low Order Byte
17F6		SAH	Starting Address - High Order Byte
17F7		EAL	Ending Address - Low Order Byte
17F8		EAH	Ending Address - High Order Byte
17F9		ID	File Identification Number
17FA	↑ Interrupt Vectors ↓	NMIL	NMI Vector - Low Order Byte
17FB		NMIH	NMI Vector - High Order Byte
17FC		RSTL	RST Vector - Low Order Byte
17FD		RSTH	RST Vector - High Order Byte
17FE		IRQL	IRQ Vector - Low Order Byte
17FF		IRQH	IRQ Vector - High Order Byte
1800	↑ Audio Tape ↓	DUMPT	Start Address - Audio Tape Dump
1873		LOADT	Start Address - Audio Tape Load
1C00	STOP Key + SST ↓		Start Address for NMI using KIM "Save Machine" Routine (Load in 17FA & 17FB)
17F7	↑ Paper Tape Dump (Q) ↓	EAL	Ending Address - Low Order Byte
17F8		EAH	Ending Address - High Order Byte

Special Memory Addresses
FIGURE 3.13

3.3 KIM-1 OPERATING PROGRAMS

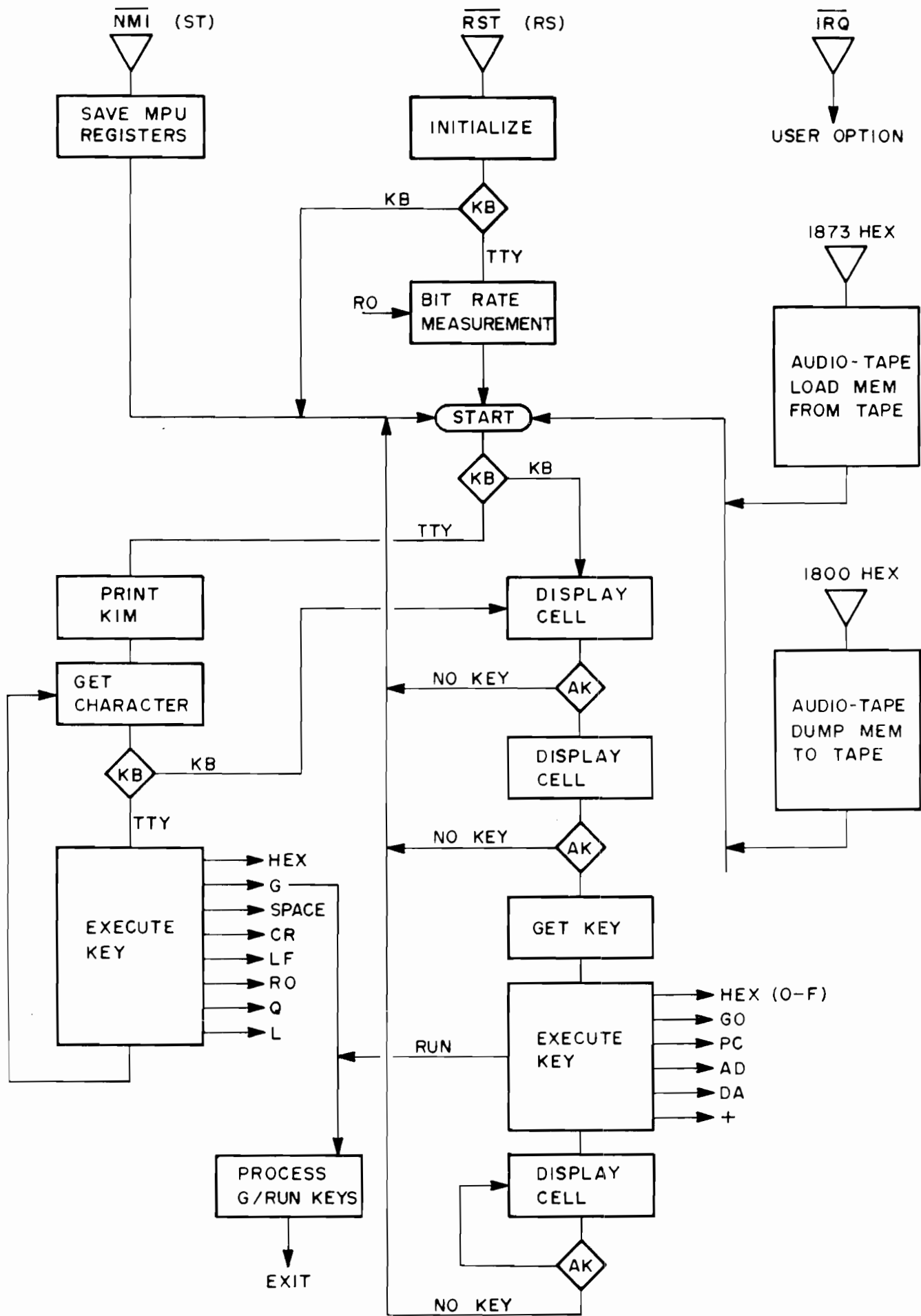
Figure 3-14 shows a simplified flow chart of the KIM-1 operating programs. This section provides a brief explanation of these programs to assist you in understanding the various operating modes of the system.

First, you should note that when power is first applied to your KIM-1 module and the RS (reset) key is depressed, control of the system automatically is assumed by the operating program. This is true, as well, for any succeeding depression of the reset key.

For each depression of the reset key, the system is initialized. At this time, stack pointer values are set, the I/O configuration is established, and essential status flags are conditioned. Next the program determines whether the system is to respond to TTY inputs or is to operate with the keyboard and display on the KIM-1 module.

If the TTY mode has been selected, the program halts and awaits a first key depression from the TTY (the RubOut Key). Upon receipt of this key depression, the program automatically performs a bit rate measurement and stores the correct value for use in receiving and decoding succeeding data transfers from the TTY. Note that this bit rate measurement is performed after each depression of the reset key.

The program will proceed immediately to a routine causing the prompting message ("KIM") to be typed on the TTY. Now, the program halts at the loop called "Get Character". As each key is depressed on the TTY, the coded data is accepted and analyzed in the routine called "Execute Key". The various keys depressed will cause the program to branch to the appropriate subroutines required to perform the desired operation. Upon completion of the individual key executions, the program returns to the "Get Key" loop and awaits the next key depression.



Flow Chart
FIGURE 3.14

Exit from the TTY processing loop will occur in response to:

1. A depression of the reset key,
2. A depression of the G key which initiates execution of the application program, or
3. A change in the mode from TTY to Keyboard/Display.

If, after system reset and initialization, the Keyboard/Display mode (KB) is determined to be in effect, the program will proceed directly to display, and keyboard scan routines. The program will cause the display scan to occur continuously ("Display Cell") until one of the keys on the keyboard is depressed (AK?). Key validation is performed during an additional scan cycle. If the key is truly depressed (not noise), the program proceeds to the routine called "Get Key" in which the exact key depressed is defined. Next, the program moves to the "Execute Key" routine where branches to appropriate execution routines will be performed. Finally, after key execution, the program returns to the "Display Cell" routine and waits for the key to be released. When no key is depressed, the program returns to the normal "Display Cell" routine and awaits the next key depression.

In either the TTY or KB modes, the audio tape load or dump routines may be executed using appropriate commands from the selected keyboards. In either case, completion of the tape load or dump routine allows the program to return to the "Start" position which will, as usual, activate the KIM-1 display or cause the "KIM" prompting message on the TTY.

You should note the use of the Stop key to activate the non-maskable interrupt input ($\overline{\text{NMI}}$) of the 6502 microprocessor array. Depression of this key causes an unconditional termination of program execution, a saving of machine status registers on the stack, and a return to the control of the operating program.

A second interrupt input is available and referred to as $\overline{\text{IRQ}}$. This interrupt may be defined by the user and will cause the program to jump to any location defined by the user in his program.

CHAPTER 4

OPERATING THE KIM-1 SYSTEM

Now that you have a better idea of what is included in your KIM-1 system and how it operates, its time to provide you with detailed procedures for all of the operations you can perform with the system. We will separate our operating procedures into three areas giving specific direction for the use of the KIM-1 keyboard and display, the audio tape recorder, and the serial teleprinter (TTY).

4.1 USING THE KIM-1 KEYBOARD AND DISPLAY

A brief study of your keyboard shows a total of 23 keys and one slide switch. First, let's list the purpose of each key:

- 0 TO F - Sixteen keys used to define the hex code of address or data
- AD - selects the address entry mode
- DA - selects the data entry mode
- + - increments the address by +1 but does not change the entry mode
- PC - recalls the address stored in the Program Counter locations (PCH, PCL) to the display
- RS - causes a total system reset and a return to the control of the operating program
- GO - causes program execution to begin starting at the address shown on the display
- ST - terminates the execution of a program and causes a return to the control of the operating program

You have seen in an earlier chapter that the six digit display includes a four digit display of an address (left four digits) and a two digit display of data (right two digits).

Using only the KIM-1 keyboard and display, you may perform any of the following operations:

1. Select an Address

Press followed by any four of the hex entry keys. The address selected will appear on the display. If an entry error is made, just continue to enter the correct hex keys until the desired address shows on the display. Regardless of what address is selected, the data field of the display will show the data stored at that address.

2. Modify Data

After selecting the proper address, press followed by two hex entry keys which correctly define the data to be stored at the selected address. The data entered will appear in the data field of the display to indicate that the desired code has already been entered.

Note that it is possible for you to select an address of a ROM memory cell or even the address of a memory cell that does not exist in your system. In these cases, you will not be able to change the data display since it is clearly not possible for the system to write data to a ROM cell or a non-existent memory location.

3. Increment the Address

By pressing the key the address displayed is automatically increased by +1. Of course, the data stored at the new address will appear on the display. This operation is useful when a number of successive address locations must be read or modified. Note that the use of the key will not change the entry mode. If you had previously pressed the key, you remain in the address entry mode and a previous depression of the means you remain in the data entry mode.

4. Recall Program Counter

Whenever the $\overline{\text{NMI}}$ interrupt pin of the 6502 microprocessor array is activated, the program execution in progress will halt and the internal registers of the 6502 are saved in special memory locations before the control of the system is returned to the operating program. In the KIM-1 system, the $\overline{\text{NMI}}$ interrupt may occur in response to a depression of the **ST** key (stop) or, when operating in the Single Step mode, after each program instruction is executed following the depression of the **GO** key.

The **PC** key allows you automatically to recall the value of the Program Counter at the time an interrupt occurred. You may have performed a variety of operations since the interrupt such as inspecting the contents of various machine registers stored at specific memory locations. However, when you press the **PC** key, the contents of the Program Counter at the time of the interrupt are recalled to the address field of the display. You now may continue program execution from that point by pressing the **GO** key.

5. Execute a Program

Select the starting address of the desired program. Now, press the **GO** key and program execution will commence starting with the address appearing on the display.

6. Terminate a Program

The **ST** key is provided to allow termination of program execution. As mentioned earlier, the **ST** key activates the $\overline{\text{NMI}}$ interrupt input of the 6502 microprocessor array.

Note: The **ST** key will operate correctly only if you store the correct interrupt vector at locations 17FA and 17FB. For most of your work with the KIM-1 system, you should store the address 1C00 in these locations as follows:

Now, when the $\overline{\text{NMI}}$ interrupt occurs, the program will return to location 1C00 and will proceed to save all machine registers before returning control to the operating program.

You should remember to define the $\overline{\text{NMI}}$ vector each time the power to the system has been interrupted. A failure of the system to react to the ST key means you have forgotten to define the $\overline{\text{NMI}}$ vector.

7. Single Step Program Execution

In the process of debugging a new program, you will find the single step execution mode helpful. To operate in this mode, move the SST slide switch to the ON position (to your right). Now, depress the GO key for each desired execution of a program step. The display will show the address and data for the next instruction to be executed. Note that in the course of stepping through a program, certain addresses will appear to be skipped. A program instruction will occupy one, two, or three bytes of memory depending upon the type of instruction. In single instruction mode, all of the bytes involved in the execution of the instruction are accessed and the program will halt only on the first byte of each successive instruction.

Note: SST mode also makes use of the $\overline{\text{NMI}}$ interrupt of the 6502 microprocessor array. Again, the $\overline{\text{NMI}}$ vector must be defined as described in (6) above if the SST mode is to work correctly.

This covers all of the standard operations you may perform from the KIM-1 keyboard. Using combinations of the operations described, you may wish to perform certain specialized tasks as follows:

1. Define the $\overline{\text{IRQ}}$ Vector

You will recall that a separate interrupt input labelled $\overline{\text{IRQ}}$ is available as an input to the 6502 microprocessor array. If you wish to use this feature, you should enter the address to which the program will jump. The $\overline{\text{IRQ}}$ vector is stored in locations 17FE and 17FF.

2. Interrogate Machine Status

We have mentioned that after an $\overline{\text{NMI}}$ interrupt in response to the ST key or during the SST mode, the contents of various machine registers are stored in specific memory locations. If you wish to inspect these locations, their addresses are:

00EF = PCL
 00F0 = PCH
 00F1 = Status Register (P)
 00F2 = Stack Pointer (SP)
 00F3 = Accumulator (A)
 00F4 = Y Index Register
 00F5 = X Index Register

4.2 USING THE AUDIO TAPE RECORDER

There are two basic operations possible when working with your audio tape system. You may transfer data from the KIM-1 memory and record it on tape. Or, you may read back a previously recorded tape, transferring the data on tape into the KIM-1 memory.

Recording on Audio Tape

The procedure for recording on audio tape requires that you perform the following steps:

1. Clear decimal mode by entering 00 in location 00F1. Define an identification number (ID) for the data block you are about to record. This two digit number is loaded into address 17F9. Don't use ID = 00 or ID = FF.
2. Define the starting address of the data block to be transferred. This address is to be loaded into locations:
 - 17F5 = Starting Address Low (SAL)
 - 17F6 = Starting Address High (SAH)
3. Define the ending address as one greater than the last address in the data block to be recorded. The ending address is to be loaded into locations:
 - 17F7 = End Address Low (EAL)
 - 17F8 = End Address High (EAH)

As an example, assume you wish to record a data block from address 0200 up to and including address 03FF. (All of Pages 2 and 3). You wish to assign an ID number of 06 to this block. Using the KIM-1 keyboard, you should load the data shown into the addresses indicated so that:

00F1 = 00 (Clear Decimal Mode)
 17F5 = 00 (SAL)
 17F6 = 02 (SAH)
 17F7 = 00 (EAL) } = 03FF + 1
 17F8 = 04 (EAH)
 17F9 = 06 (ID)

Note that the ending address must be greater than the starting address for proper operation.

4. Assuming that you are using a new cassette on which no data has been stored previously, insert the cassette in the unit and rewind the tape to its start position.
5. Select the starting address of the tape record program. This address is 1800.
6. Select the Play/Record mode of the audio unit and allow several seconds for the tape to begin to move.
7. Press the GO key and the recording process will begin. The display will be blanked for a period and then will relight showing 0000 xx. This means that the data block selected has been recorded.
8. You may now stop the tape or allow some additional seconds of blank tape and then stop the unit.

Loading Data From Audio Tape

The procedure for loading data from an audio tape into the KIM-1 memory requires that you perform the following steps:

1. Clear decimal mode by entering 00 in location 00F1. Define the ID number of the data block to be loaded from tape. The ID number is loaded into address 17F9.
2. Select the starting address of the Tape Load program. This address is 1873_{HEX}.
3. Press the GO key. The KIM-1 system is now waiting for the appearance of data from the tape unit.
4. Load the cassette and, presuming you do not know where on the tape the data block is recorded, rewind the tape to its starting position. Check the volume control setting.
5. Start the audio tape unit in its Play mode and observe that the tape begins to move.
6. Wait for the KIM-1 display to relight showing 0000 xx. This means the data block has been loaded successfully from the tape into the KIM-1 memory. If the display relights with FFFF xx, the correct data block has been found but there has been an error detected during the read operation. If the tape continues to run and the display never relights, the system has not been successful in finding the data block with the specific ID number you requested.

7. If in step (1), you had selected an ID = 00, the ID number recorded on the tape will be ignored and the system will read the first valid data block encountered on the tape. The data read from the tape will be loaded into memory address as specified on the tape.
8. If, in step (1), you had selected an ID = FF, the ID number recorded on the tape will be ignored and the system will read the first valid data block encountered on the tape. In addition, the data block will be loaded into successive memory locations beginning at the address specified in locations 17F5 and 17F6 (SAL, SAH) instead of the locations specified on the tape.

Special Operations with Audio Tape

The KIM-1 system causes data to be recorded on audio tape with a specific format as detailed in Appendix E. Each recorded data block is preceded by a group of synchronizing characters together with an identification code to define the specific block. Data blocks may be of arbitrary length.

With a little care, there is no reason for you not to include a number of recorded data blocks on the same tape. If you are recording blocks in sequence and have not rewind the tape between blocks, you need only specify the parameters of each new block (ID, SAL, SAH, EAH, EAL) and proceed with recording the new block.

If the tape has been rewind, you will need to know the ID number of the last recorded data block. Rewind the tape to its starting point and set up the parameters required to read the last recorded data block. After reading this block, stop the tape and you may now proceed to add a new block or blocks to the tape.

If you wish, you may add voice messages between the recorded data blocks on the tape. The KIM-1 system will ignore these audio messages when the tape is read back. Of course, you will need to install an earphone or speaker in parallel with the KIM-1 audio tape data input pin in order to hear the voice messages.

We do not recommend that you attempt to record data blocks in areas of the tape which have been used previously for recorded data. Variations in tape speed and block lengths can result in overlapping of recorded data which may be read incorrectly by the KIM-1 system.

4.3 USING A SERIAL TELEPRINTER

The addition of a serial teleprinter (such as the Teletype Model 33ASR) to work with the KIM-1 system permits a variety of special operations to be performed. In all cases, you define desired operations by depressing the proper keys while simultaneously producing a hard-copy printed record of each operation. If your teleprinter is equipped with a paper tape reader/punch, you may generate or read paper tapes using the KIM-1 system. Using the serial teleprinter, you may perform the following operations:

Select an Address

Type four hex keys (0 to F) to define the desired address. Next, press the bar.

The printer will respond showing the address code selected followed by a two digit hex code for data stored at the selected address location:

```
Type:                1234 
Printer Responds:    1234 AF
```

showing that the data AF is stored at location 1234.

Modify Data

Select an address as in the previous section. Now type two hex characters to define the data to be stored at that address. Next type the key to authorize the modification of data at the selected address:

```
Type:                1234 
Printer Responds:    1234 AF
Type:                6D 
Printer Responds:    1235 B7
```

Note that the selected address (1234) has been modified and the system increments automatically to the next address (1235).

Note: Leading zero's need not be entered for either address or data fields: For example:

```
EF  selects address 00EF
E   selects address 000E
A   enters data 0A
    enters data 00 (etc.)
```

Step to Next Address

Type **CR** to step to the next address without modifying the current address:

```
See Printed:      1234  AF
Type:                                     CR
Printer Responds: 1235  B7
Type:                                     CR
Printer Responds: 1236  C8                (etc.)
```

Step to Preceding Address

Type **LF** to step back to the preceding address:

```
See Printed:      1234  AF
Type:                                     LF
Printer Responds: 1233  9D
Type:                                     LF
Printer Responds: 1232  8E                (etc.)
```

Abort Current Operation

Type **RUB OUT** to terminate the current operation. The prompting message will be printed ("KIM") indicating that a new operation may proceed:

```
Type:              1264
Printer Responds:  KIM
                  xxxx xx
Type:              1234
Printer Responds:  1234  AF
```

In the example, the **RUB OUT** key is used to correct an erroneous address selection.

Note: The **RUB OUT** key must be depressed after each depression of the KIM-1 reset key in order to allow the operating program to define the serial bit rate for the teleprinter.

Load Paper Tape

Paper Tapes suitable for use with the KIM-1 system are generated using the format shown in Appendix F. To read such a tape into the KIM-1 system, proceed as follows:

1. Load the punched paper tape on to the tape mechanism
2. Type Ⓛ
3. Activate the paper tape reader

The paper tape will advance and data will be loaded into addresses as specified on the tape. A printed copy of the data read will be generated simultaneously with the reading of the paper tape.

Check-sums are generated during the reading of the paper tape and are compared to check-sums already contained on the tape. A check-sum error will cause an error message to appear in the printed copy.

Punch Paper Tape

The KIM-1 system can be used to punch paper tapes having the format described in Appendix F. The procedures for generating these tapes is as follows:

1. Define the starting address and ending address of the data block to be punched on the paper tape.
2. Load blank paper tape on the punch unit and activate the punch.

Type:		Ⓛ	Ⓡ	F	Ⓡ	SPACE
See Printed:	17F7	xx				
Type:		F	F	●		
See Printed:	17F8	xx				
Type:		0	3	●		
See Printed:	17F9	xx				
Type:		2	0	0	SPACE	
See Printed:	0200	xx				

You have now loaded the ending address (03FF) into address locations 17F7 (EAL) and 17F8 (EAH). The starting address (0200) is selected as shown.

3. Now type **ⓐ**

The paper tape will advance and punching of the data will proceed. Simultaneously, a printed record of the data will be typed.

List Program

A printed record of the contents of the KIM-1 memory may be typed. The procedure is the same as for punching paper tape except that the punch mechanism is not activated.

Execute Program

To initiate execution of a program using the TTY keyboard, the following procedures should be followed:

1. Enter the starting address of the program

2. Type **ⓐ**

For example, to begin program execution from address location 0200:

Type: **ⓐⓐⓐ** **SPACE**

See Printed: 0200 xx

Type: **ⓐ**

Program execution begins from location 0200 and will continue until the **ST** or **RS** keys of the KIM-1 module are depressed. The single step feature may be employed while in the TTY mode.

CHAPTER 5

LET'S TRY A REAL APPLICATION

It is not practical in this manual to describe every possible application or programming technique. However, now that you have become familiar with the basic elements and operating procedures of the KIM-1 system, this section will show you how to apply what you have learned in a simple but realistic application example.

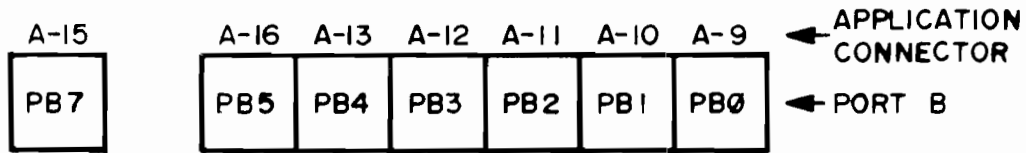
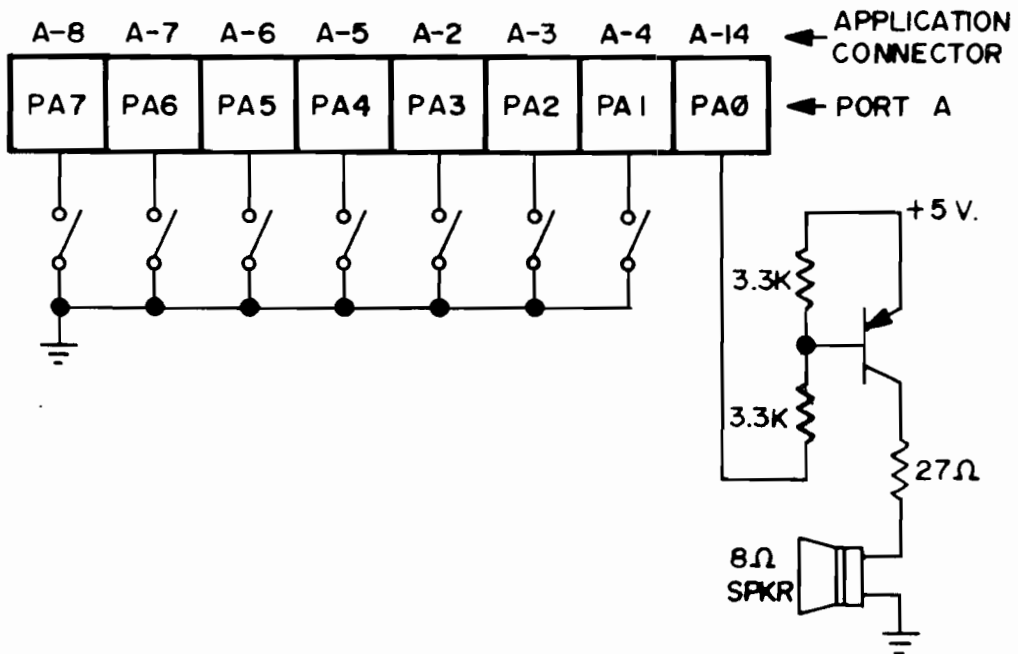
Our example will involve the generation of a variable frequency square wave which will be connected to a speaker to produce an audible tone. The frequency of the tone will be selected using a set of seven toggle switches. We will proceed through the example by defining the interface, writing and entering the program, and executing the program. Finally, we will study a series of program debugging techniques which will be useful to you for any new program you may write.

5.1 DEFINING THE INTERFACE

You will recall that a group of 15 I/O pins are brought to the Application connector from the 6530-003 array. The logic and circuit details concerning these I/O pins are described in Appendix H and in Section 1.6 of the Hardware Manual ("Peripheral Interface/Memory Device - - MCS 6530").

For our application example we will use eight of these I/O pins. One pin (PA0) will be used as an output line to supply a square wave to a driver circuit and speaker. The other seven I/O pins (PA1 to PA7) are defined as input points with a SPST toggle switch connected to each. Figure 5-1 shows the circuit configuration for this example. Note that the remaining seven I/O pins (the PB port) are not used for this problem.

For the switches connected to the input pins, we would like the sense of the switch to be defined as a logic "0" when open and a logic "1" when closed. By connecting the switches to ground, we are producing exactly the opposite sense and must remember to complement the switch states with software when we write our program. Also, we must define now that the switch at PA1 is to be the LSB (least significant bit) and the switch at PA7 is to be the MSB (most significant bit) of the seven bit binary word formed by all seven switches. In this way, the state of the switches can define a binary number from zero (all switches open) to 127_{DEC} (all switches closed).



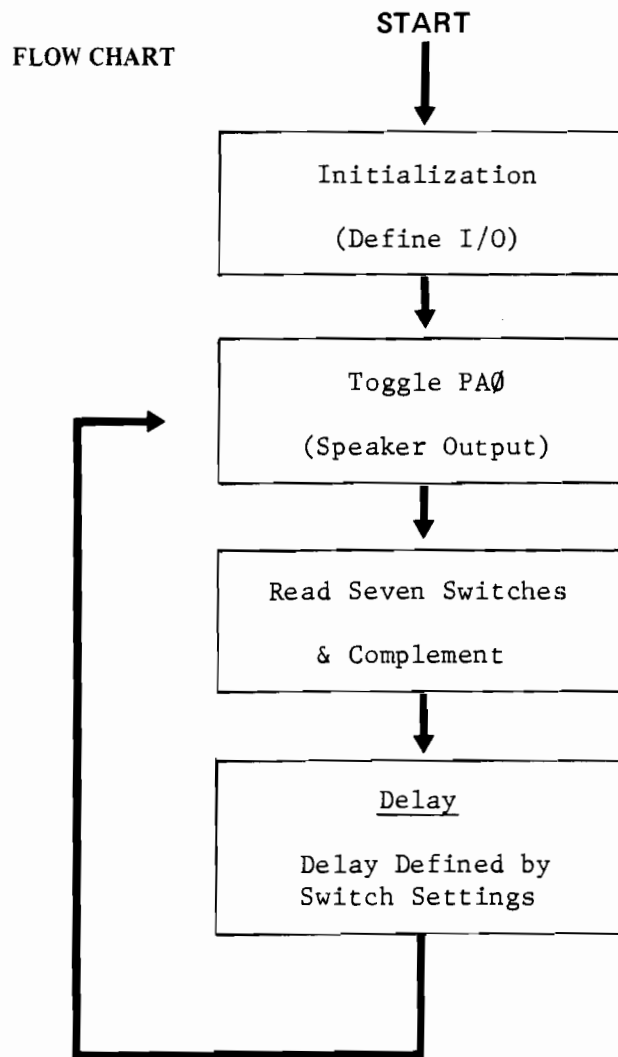
(THE B PORT IS NOT USED IN THIS EXAMPLE APPLICATION)

Speaker Application
 FIGURE 5.1

5.2 WRITING THE PROGRAM

Having defined the interface for our application, we may proceed now to write our program. The effort proceeds in four stages:

1. Generate a flow chart
2. Generate assembly language code
3. Analyze the program
4. Generate machine language code



Briefly, our flow chart shows a first step of system initialization. During this step, we must define the I/O configuration of the system in that pin PA0 becomes the output to the speaker and that pins PA1 to PA7 become inputs from the seven switches.

After initialization, a loop is set up which begins by inverting the state of PA0 (Toggle PA0). Next, the state of the switches is read and the data is complemented to produce the correct "sense" from the switches. The value so read is used to define a delay before returning to the start of the loop and again toggling the state of PA0. A little thought will show that this loop will produce a square wave with a frequency determined by the setting of the seven switches.

Assembly Language Program

Our next task is to convert the simple flow chart into a program. The program is first written in "Assembly Language". You should refer to your Programming Manual to become familiar with all of the possible 6502 instructions (especially see Appendix B; Instruction Summary). Figure 5-2 shows the application example programmed in assembly language.

LABEL	OP CODE	OPERAND	MACHINE CYCLES	COMMENTS
INIT	LDA	#\$01	2	Define I/O 0=Input 1=Output
	STA	PADD	4	PADD = PORT A DATA DIRECTION REG.
START	INC	PAD	6	Toggle PA0, PA1-PA7 Inputs not affected
READ	LDA	PAD	4	READ switches into accumulator
	EOR	#\$FF	2	Complement switch value
	LSR	A	2	Shift Accumulator 1 bit to right
	TAX		2	Transfer final count into X-Index
DELAY	DEX		2	Delay by an amount specified
	BPL	DELAY	3,2	By the count in the X-Index
	BMI	START	3	Go To START
PADD	=\$1701			Define absolute address of Data Direction Reg. A
PAD	=\$1700			Define absolute address of Data Reg. A

*Assembly Language Listing
FIGURE 5.2*

You will note that each line of the program is broken into several fields:

- A label field permitting you to assign a "name" to a specific location in the program.
- An Operation Code field (Op Code) in which the exact instruction to be executed is defined.
- An Operand Field where the exact data required by the instruction is defined together with certain symbols defining addressing modes or data formats. Symbols encountered generally in MOS Technology, Inc. manuals are:

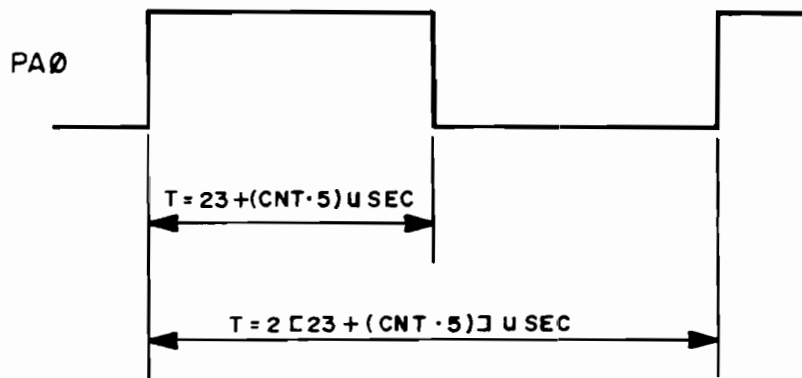
- # Immediate Addressing
- \$ Hex Code
- @ Octal Code
- % Binary Code
- ' ASCII literal
- = Equates a label to a value

- A Machine Cycle field defining the total number of machine cycles required to execute an instruction. (This information is derived from Appendix B of the Programming Manual).
- A Comment Field where the programmer may define the intent of specific program steps.

Program Analysis

The inclusion of the "machine cycle" information of the program chart (Figure 5-2) allows us to analyze the exact timing relationships involved in our program example. Note that the KIM-1 system operates from a fixed frequency (1 MHz) oscillator with each machine cycle being 1 μ s. Therefore, an instruction like "INC PAD" which requires 6 machine cycles will be executed in a 6 μ s period.

By counting the total machine cycles occurring between each toggle of PA0, an equation for the square wave frequency can be developed. The actual frequency is determined by the position of the seven switches, the number of machine cycles between each toggle of PA0, and the basic clock rate (1 MHz) of the KIM-1 system. Figure 5-3 shows the waveform of the PA0 square wave and the derived equations for computing the exact frequency.



$$\text{FREQ} = \frac{1}{T} = \frac{10^6}{46 + 10 \cdot \text{CNT}} \text{ CPS}$$

NOTE: CNT EQUALS THE VALUE IN X-INDEX WHICH WAS CALCULATED FROM THE SEVEN SWITCHES $0 \leq \text{CNT} \leq 127$

Square Wave Output
 FIGURE 5.3

Machine Language Coding

Our next problem is to convert our assembly language program into a program written in "machine language". The quickest and most foolproof method for accomplishing this conversion is by using the MOS Technology, Inc. Assembler (available for use on the time share services of United Computing Systems, Inc.). If you choose not to use this method, you will need to convert your source program to machine code using "paper-and-pencil" techniques.

You should proceed by constructing a table similar to that shown in Figure 5-4.

ADDRESS	INSTRUCTION			SOURCE CODE		
	BYTE 1	BYTE 2	BYTE 3	LABEL	OP CODE	OPERAND
0200	A9	01		INIT	LDA	#\$01
0202	8D	01	17		STA	PADD
0205	EE	00	17	START	INC	PAD
0208	AD	00	17	READ	LDA	PAD
020B	49	FF			EOR	#\$FF
020D	4A				LSR	A
020E	AA				TAX	
020F	CA			DELAY	DEX	
0210	10	FD			BPL	DELAY
0212	30	F1			BMI	START
0214						

Machine Language Code Table
FIGURE 5.4

The source code contained in your assembly language program (Figure 5-2) is entered into the table first. A column is provided to allow you to define the specific address at which an instruction is located. The Instruction column provides space for defining one, two, or three byte instructions. (Please refer to Appendix B of the Programming Manual or to your Programming Card for specific Op Codes).

As an example, the first source instruction is LDA #01 which, when translated, means load the accumulator with the byte stored in the next program location (hex 01). This is the "immediate" addressing mode defined by the "#" symbol. The Op Code for LDA# is A9. This value is entered in the first column under the heading, Instruction. The next column contains the hex 01 value defined by the source statement. The initial address for the program is inserted in the "Address" column as 0200 (an arbitrary selection). The total instruction LDA #01 now occupies address locations 0200 and 0201.

The next available address is 0202 which is inserted in the "Address" column for the next source instruction. In this manner, you will proceed through all of the source statements decoding each and entering one, two, or three bytes of machine code as required in the "Instruction" column. The "Address" column will contain the address of the first byte of machine code (the Op Code) for each source statement.

In cases where the operand of the source statement is a symbol, the address to which the symbol has been equated should be filled in as the proper machine code. For example, the source statement "INC PAD" requires the incrementing of data stored at a location "PAD" defined in our assembly programs to have the address: PAD = 1700. Therefore, the address 1700 is entered as the second and third bytes of the source statement "INC PAD". (See Figure 5-4). Note also that when entering an address, such as 1700, the low order byte (00) is entered first and immediately after the Op Code and the high order byte (17) is entered next as the third byte of the instruction.

When dealing with branch instructions (BPL, BMI, etc.), you will need to calculate the exact value of the offset which may be either positive (branch forward) or negative (branch backward). You should refer to Section 4.1.1 of the Programming Manual to explore "Basic Concept of Relative Branching." As an example, the source statement "BMI START" (See Figures 5-2 and 5-4) requires a branch backward by (-15) locations to the address labelled "START" (from address 0213 backward to 0205 inclusive).

(The 2's complement of the -15 displacement is F1_{HEX} which you should insert at location 0212). Had the branch been to a forward location the positive value of the offset would be inserted rather than the 2's complement value.

5.3 ENTERING THE PROGRAM

With the program now reduced to machine language code, you may enter the program address and data codes listed in Figure 5-4 following the procedures detailed in Section 2.4. The procedure for entering the program is as follows:

<u>Press Keys</u>	<u>See On Display</u>
AD 0 2 0 0	0200 xx
DA A 9	0200 A9
+ 0 1	0201 01
+ 8 D	0202 8D
+ 0 1	0203 01
+ 1 7	0204 17
+ E E	0205 EE
+ 0 0	0206 00
+ 1 7	0207 17
+ A D	0208 AD
+ 0 0	0209 00
+ 1 7	020A 17
+ 4 9	020B 49
+ F F	020C FF
+ 4 A	020D 4A
+ A A	020E AA
+ C A	020F CA
+ 1 0	0210 10
+ F D	0211 FD
+ 3 0	0212 30
+ F 1	0213 F1

Key Sequences: Enter Program
FIGURE 5.5

5.4 EXECUTING THE PROGRAM

With the program entered, you may proceed to program execution. First, if the $\overline{\text{NMI}}$ vector has not been defined previously, enter the vector as follows:

<u>Press Keys</u>	<u>See Displayed</u>
<input type="button" value="AD"/> <input type="button" value="1"/> <input type="button" value="7"/> <input type="button" value="F"/> <input type="button" value="A"/>	17FA xx
<input type="button" value="DA"/> <input type="button" value="0"/> <input type="button" value="0"/>	17FA 00
<input type="button" value="+"/> <input type="button" value="1"/> <input type="button" value="C"/>	17FB 1C

This procedure insures that the key will be effective in terminating the program. Now, select the starting address of your program (0200) and begin execution as follows:

<u>Press Keys</u>	<u>See Displayed</u>
<input type="button" value="AD"/> <input type="button" value="0"/> <input type="button" value="2"/> <input type="button" value="0"/> <input type="button" value="0"/>	0200 A9
<input type="button" value="GO"/>	(Dark)

The program will now execute. If your seven selector switches all are open, you will probably hear no sound from the speaker because the square wave frequency is too high. If all selector switches are closed, you will hear in the speaker the lowest frequency that can be generated with the program as currently written. You may experiment with other combinations of switch settings to hear a variety of tones from the speaker.

Depression of the key will cause the program execution to stop (the tone will terminate) and the KIM-1 display will relight. The display will show the address and data for the next instruction to be executed (probably 020F or 0210 since this is the delay loop where the program spends most of its running time).

5.5 PROGRAM DEBUGGING AND MODIFICATION

If your program did not execute correctly, you would follow a debugging procedure involving the following steps:

Step 1: List the Program

First make sure you have entered the program steps correctly. Select the starting address () and observe that the correct data (A9) is displayed. Now, using the key, step through the remaining program locations checking for the correct data stored in each location.

Step 2: Single Step the Program

Follow the procedures listed in Section 5-4 for program execution but before depressing the key, place the SST slide switch in the ON position. Now, press the key and the first instruction will be executed. The display will relight indicating that the operating program is again in control of the system. The address displayed will be the address of the first byte of the next instruction to be executed. You may press the key again to execute the next instruction or you may choose to investigate changes in the contents of machine registers stored in selected memory locations (See Figure 3-13). The procedure detailed in Figure 5-6 gives a good indication of the various operations you may wish to perform in the SST mode.

Step 3: Check the I/O Operations


If program entry has been verified and program execution in the SST mode appears to be normal, you may wish to verify the correct operation of your specific I/O configuration.

You should recall that writing to or reading from any I/O port is the same as reading from or writing to any other memory location in the system. Therefore, if you select the address of an I/O port, the KIM-1 display will show you the hex code for the data being read from that address and thus, directly indicate the state of each I/O pin in the port. For example, the

address of the I/O port used for your sample program is 1700. Press and the display will show the hex code corresponding to the settings of your selector switches. If you change the positions of your selector switches, you will see the hex code change in the data field of the display.

Now, leave the same address (1700) selected and press the key. If you press any of the hex keys to , you will write the data to the I/O port (1700). Since seven of the pins of this I/O port are defined as inputs, only one (PA0) will act as an output and will respond to the data entered by you from the keyboard. Try alternating rapidly between the and keys and you should hear clicking in the speaker indicating that you are successfully toggling the PA0 pin.

This concept of using the KIM-1 keyboard and display to exercise and verify the operation of I/O ports is a generally useful technique for debugging the hardware portions of most specific applications.

<u>Press Keys</u>	<u>See Displayed</u>	<u>Comments</u>
AD 0 2 0 0	0200 A9	Select first instruction address
SST  ON	0200 A9	Set SST to ON; All selector switches open
GO	0202 8D	Accumulator now loaded with \$01
GO	0205 EE	PADD now loaded
GO	0208 AD	PA \emptyset now toggled
GO	020B 49	Switch values (PA1-PA7) now loaded
GO	020D 4A	Accumulator now complemented
GO	020E AA	Accumulator now right shifted 1 Bit
AD 0 0 F 3	00F3 xx	Display Accumulator
+	00F4 xx	Display Y - INDEX
+	00F5 00	Display X - INDEX
PC	020E AA	Restore PC (TAX will execute next)
GO	020F CA	Accumulator now loaded in X-INDEX
AD 0 0 F 3	00F3 00	Display Accumulator
+	00F4 xx	Display Y-INDEX
+	00F5 00	Display X-INDEX (A=0→X)
PC	020F CA	Restore PC
GO	0210 10	DEX now completed
AD 0 0 F 5	00F5 FF	Display X-INDEX (X<0)
PC	0210 10	Restore PC
GO	0212 30	No branch (Result of DEX <u>not</u> positive)
GO	0205 EE	Branch (Result of DEX <u>is</u> negative).

SST Mode: Sample Operation
FIGURE 5.6

CHAPTER 6

EXPANDING YOUR SYSTEM

In earlier sections you have learned that the MCS 6502 Microprocessor Array is capable of directly addressing up to 65,536 locations (bytes) of memory. (Usually abbreviated to 65K where "K" for the remainder of this section is to mean 1024 memory locations). In this section, we will discuss first the techniques for adding memory or I/O locations to the system and next, the proper handling of interrupt vectors in an expanded system.

6.1 MEMORY AND I/O EXPANSION

In the KIM-1 system, the management of input/output data is handled exactly the same as transfers to or from any other memory location in the system. There are no instructions dealing specifically with input/output transfers. Instead, transfer of data is accomplished by reading from or writing to registers connected to the data bus and to I/O pins in specific I/O interface devices (such as the 6530 array). These registers have a specific address in the system just as does any other memory location. Therefore, when we speak of expanding the memory of the KIM-1 system, we are defining the methods for expanding both the real memory (RAM, ROM, PROM, etc.) as well as the I/O ports since they are both treated exactly alike as far as address assignments are concerned.

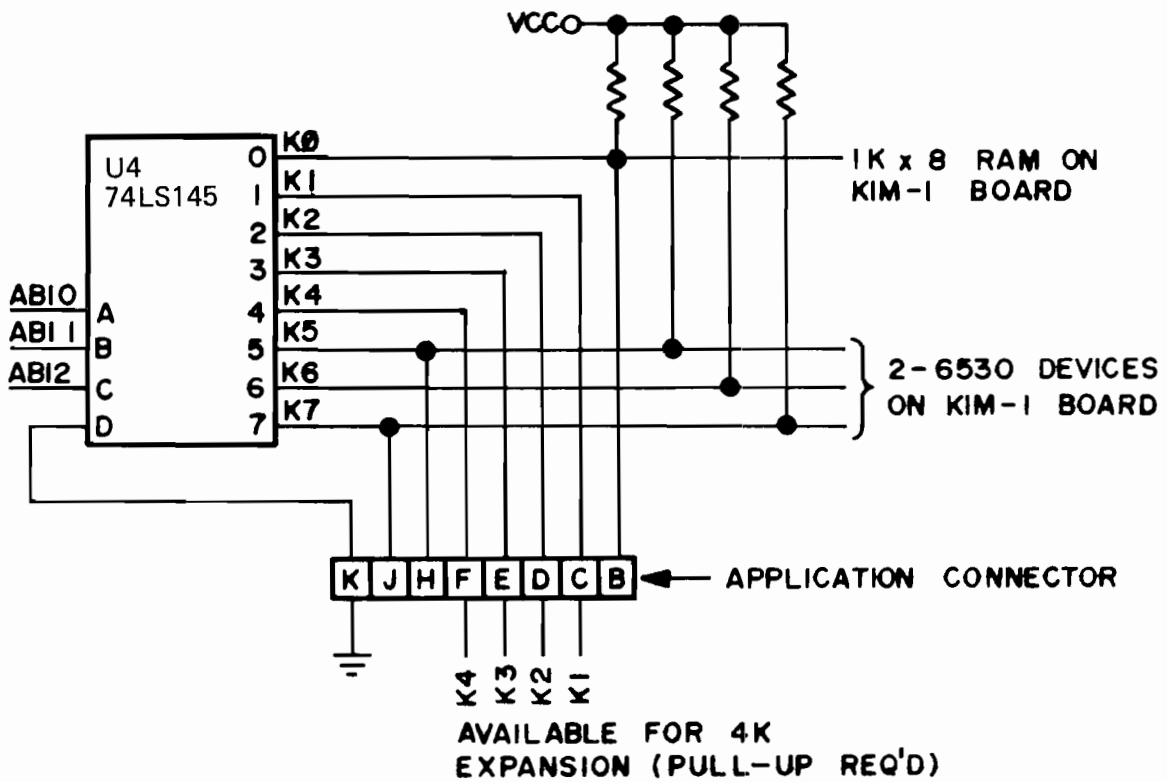
The first and most easily implemented memory expansion is the addition of up to 4K of memory space. You will recall that the lowest 8K memory locations are defined by an address decoder included on the KIM-1 module, (Device U4 on the schematic). The eight outputs of this decoder (K0 to K7) each define a 1K block of addresses in the lowest 8K of the memory map. Three of the outputs (K5, K6, K7) are used to select ROM, RAM, I/O and Timer locations on the two 6530 arrays while a fourth (K0) is used to select the 1024 locations of the static RAM memory. The remaining four outputs (K1, K2, K3, K4) are not used on the KIM-1 module but instead, are brought out to the Expansion connector for use as chip selects for memory or I/O additions.

Figure 6-1 shows the proper method for deriving the four chip select signals for the additional 4K of memory. Note that one of input pins of the decoder (D) was brought out to the Application Connector. It was this pin which we asked you to connect to ground in Chapter 2 of this manual. As long as this point remains connected to ground, the decoder will always select the lowest 8K addresses of the memory field regardless of the state of AB13, AB14, and AB15.

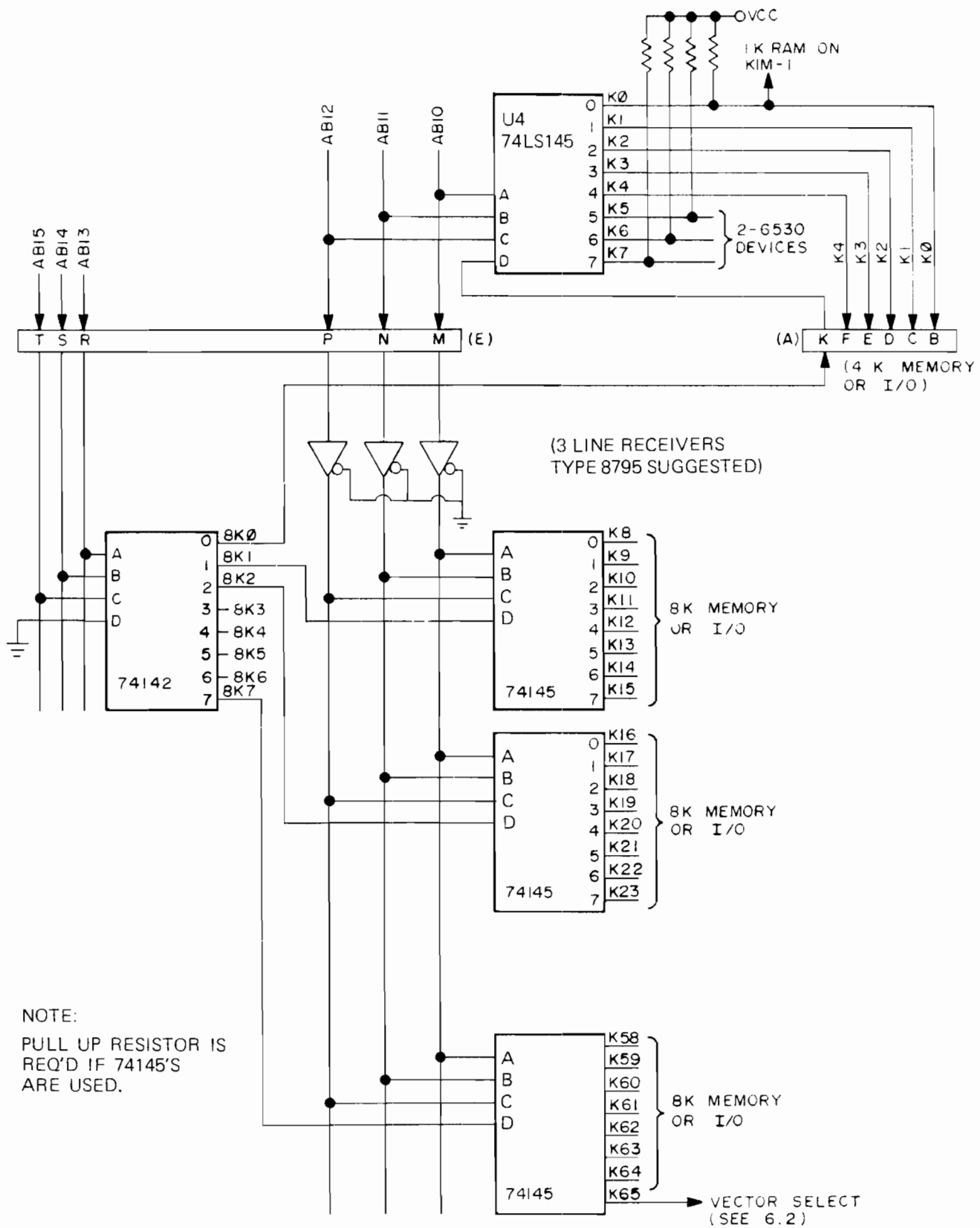
If you wish to expand the memory and I/O address space beyond the lower 8K addresses, you must arrange to de-select the lower 8K memory block while selecting some other 8K block. One suggested method for expanding beyond the lower 8K space is shown in Figure 6-2.

Note that the three high order address bits (AB13, AB14, AB15) are connected to a decoder. The eight outputs of the decoder act to divide the total 65K memory space into eight blocks of 8K each (8K0, 8K1, etc.). Now, the 8K0 output may be returned as the fourth input (D) to the decoder (U4) on the KIM-1 module causing the proper selection and de-selection of this block within the total address space. The remaining seven outputs (8K1 to 8K7) may be used to select and de-select the additional decoders shown in Figure 6-2. You need add only as many decoders (one for each 8K block of memory) as you need for your desired memory expansion.

A word of caution is in order when you decide to add memory to your system. You have noticed the inclusion of the line receivers for the AB10, AB11, and AB12 signals, (See Figure 6-2). These devices are included because of loading limitations placed on the address bus lines of the 6502 array (Each such line is capable of driving one standard TTL load and 130pf of capacity. See Appendix G).



4K Expansion
FIGURE 6.1



65K Expansion
FIGURE 6.2

Before deciding how to expand your system, we recommend a careful study of all of the loading limitations of the KIM-1 signals since almost certainly you will require additional buffering circuits if correct operation is to be achieved.

6.2 INTERRUPT VECTOR MANAGEMENT

We have referred several times in earlier sections to the interrupt features of the 6502 Microprocessor Array. We suggest now a careful reading of Section 9 of the Programming Manual for the subject "Reset and Interrupt Considerations".

In summary, there are three possible types of interrupt: Reset, NMI, and IRQ. Each will occur in response to an activation of one of the three pins of the 6502 array ($\overline{\text{RST}}$, $\overline{\text{NMI}}$, $\overline{\text{IRQ}}$). In response to these inputs, the 6502 array will fetch the data stored at a specific pair of addresses and load the data fetched into the program counter. The addresses are hardware determined and not under the control of the programmer. The specific addresses for each type of interrupt are:

FFFA, FFFB - $\overline{\text{NMI}}$ Vector
FFFC, FFFD - $\overline{\text{RST}}$ Vector
FFFE, FFFF - $\overline{\text{IRQ}}$ Vector

You will note that these addresses define the highest six locations in the 65K memory map.

In the KIM-1 system, three address bits (AB13, AB14, AB15) are not decoded at all. Therefore, when the 6502 array generates a fetch from FFFC and FFFD in response to a $\overline{\text{RST}}$ input, these addresses will be read as 1FFC and 1FFD and the reset vector will be fetched from these locations. You now see that all interrupt vectors will be fetched from the top 6 locations of the lowest 8K block of memory which is the only memory block decoded for the unexpanded KIM-1 system.

It is typical in any system to store the interrupt vectors in ROM so that they are immediately available after power-on. However, it is desirable that for the $\overline{\text{NMI}}$ and $\overline{\text{IRQ}}$ interrupts, the programmer be allowed to define as a variable the exact vector to which these interrupts will direct the system. Accordingly, the $\overline{\text{NMI}}$ and $\overline{\text{IRQ}}$ vector locations contain an indirect jump instruction referencing a RAM location into which the programmer will store the specific vector for the two types of interrupt. In the KIM-1 system, locations 17FA and 17FB contain the actual $\overline{\text{NMI}}$ vector and 17FE with 17FF contain the actual $\overline{\text{IRQ}}$ vector. The $\overline{\text{RST}}$ vector is not handled in this manner and always directs the system to the first step of the power-on initialization routine.

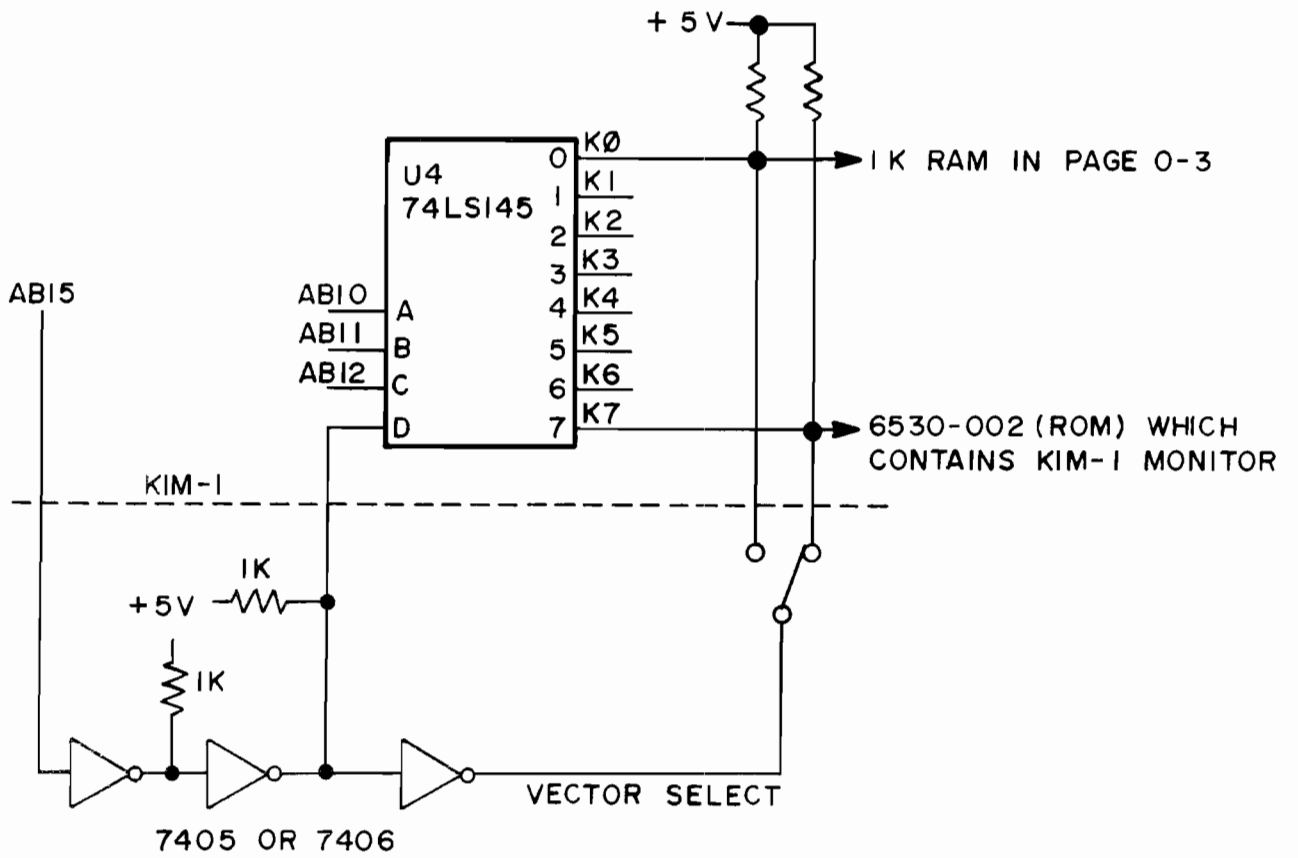
But what happens if we expand our memory above the lowest 8K block included in the KIM-1 system? Recall that we now must use AB13, AB14, and AB15 to decode the additional address locations of the memory. By so doing, the interrupt vector locations are no longer located in the K7 memory block since the decoder (U4) is de-selected in response to the addresses generated by the 6502 array in fetching the interrupt vectors (FFFA for example). We would have the same problem even in an unexpanded system if we wished to use a $\overline{\text{RST}}$ vector and initialization routine different than what the KIM-1 system provides and if the $\overline{\text{RST}}$ vector was to be located in a 1K block lower than K7 (K0 for instance).

The solution to this dilemma is to generate logically a special signal for interrupt select. Referring to Figure 6-2, a special signal called "Vector Select" is created to define the highest 1K memory block (K65). The fetch of any interrupt vector will cause this signal to go low "Select". Assuming that the K65 state is not used to select RAM, this signal may be "wire-or'd" with any one of the other "K" signals (K0 to K64) to define exactly which 1K block is to contain the interrupt vectors.

As an example, assume that you have connected the K65 "Vector Select" line to the K0 line. When a $\overline{\text{RST}}$ occurs, the 6502 array generates a fetch from locations FFFC and FFFD. These addresses cause K65 to be selected which, in turn, accesses the K0 field of the memory and causes the actual fetch of the $\overline{\text{RST}}$ vector from locations 03FC and 03FD. (Had you chosen to connect K65 to K7, the fetch of the reset vectors would occur from locations 1FFC and 1FFD).

In this way, the highest six addresses of any 1K block of memory may be used to supply the interrupt vectors for the system. If desired, a switch could be installed to allow you to select different areas of memory as the source locations for the interrupt vectors. (By the way, we selected the 75145 type decoders in Figure 6-2 specifically to allow the "wire-or" of K65 with any other K. This is possible because the 75145 decoder is provided with open-collector outputs which allows "wire-or" of several states using an external load resistor.)

An even simpler arrangement using the "Vector Select" approach is shown in Figure 6-3. Here, the KIM-1 system is assumed to have only the lower 8K of memory in place. The address decoder (U4) is de-selected using the AB15 signal which becomes "true" whenever an interrupt vector fetch is initiated by the system. The same signal (AB15) is inverted and "wire-or'd" through a switch to the K0 or the K7 chip select lines. Now, depending upon the position of the switch, interrupt vectors will be fetched from the top 6 addresses of either block K0 or K7. K0 in the KIM-1 system is the RAM and K7 is the ROM in the 6530-002 array (the operating program). In this way, you may have two different sets of interrupt vectors in your system and may select which set is to be used with a simple switch.



Vector Selection
FIGURE 6.3

CHAPTER 7

WARRANTY AND SERVICE

Should you experience difficulty with your KIM-1 module and be unable to diagnose or correct the problem, you may return the unit to MOS Technology, Inc. for repair.

7.1 IN-WARRANTY SERVICE

All KIM series Microcomputer Modules are warranted by MOS Technology, Inc. against defects in workmanship and materials for a period of ninety (90) days from date of delivery. During the warranty period, MOS Technology, Inc. will repair or, at its option, replace at no charge components that prove to be defective provided that the module is returned, shipping prepaid, to:

KIM Customer Service Department
MOS Technology, Inc.
950 Rittenhouse Road
Norristown, Pennsylvania 19401

This warranty does not apply if the module has been damaged by accident or misuse, or as a result of repairs or modifications made by other than authorized personnel at the above captioned service facility.

No other warranty is expressed or implied. MOS Technology, Inc. is not liable for consequential damages.

7.2 OUT-OF-WARRANTY SERVICE

Beyond the ninety (90) day warranty period, KIM modules will be repaired for a reasonable service fee. All service work performed by MOS Technology, Inc. beyond the warranty period is warranted for an additional ninety (90) day period after shipment of the repaired module.

7.3 POLICY ON CHANGES

All KIM series modules are sold on the basis of descriptive specifications in effect at the time of sale. MOS Technology, Inc. shall have no obligation to modify or update products once sold. MOS Technology, Inc. reserves the right to make periodic changes or improvements to any KIM series module.

7.4 SHIPPING INSTRUCTIONS

It is the customer's responsibility to return the KIM series module with shipping charges prepaid to the above captioned service facility.

For in-warranty service, the KIM module will be returned to the customer, shipping prepaid, by the fastest economical carrier.

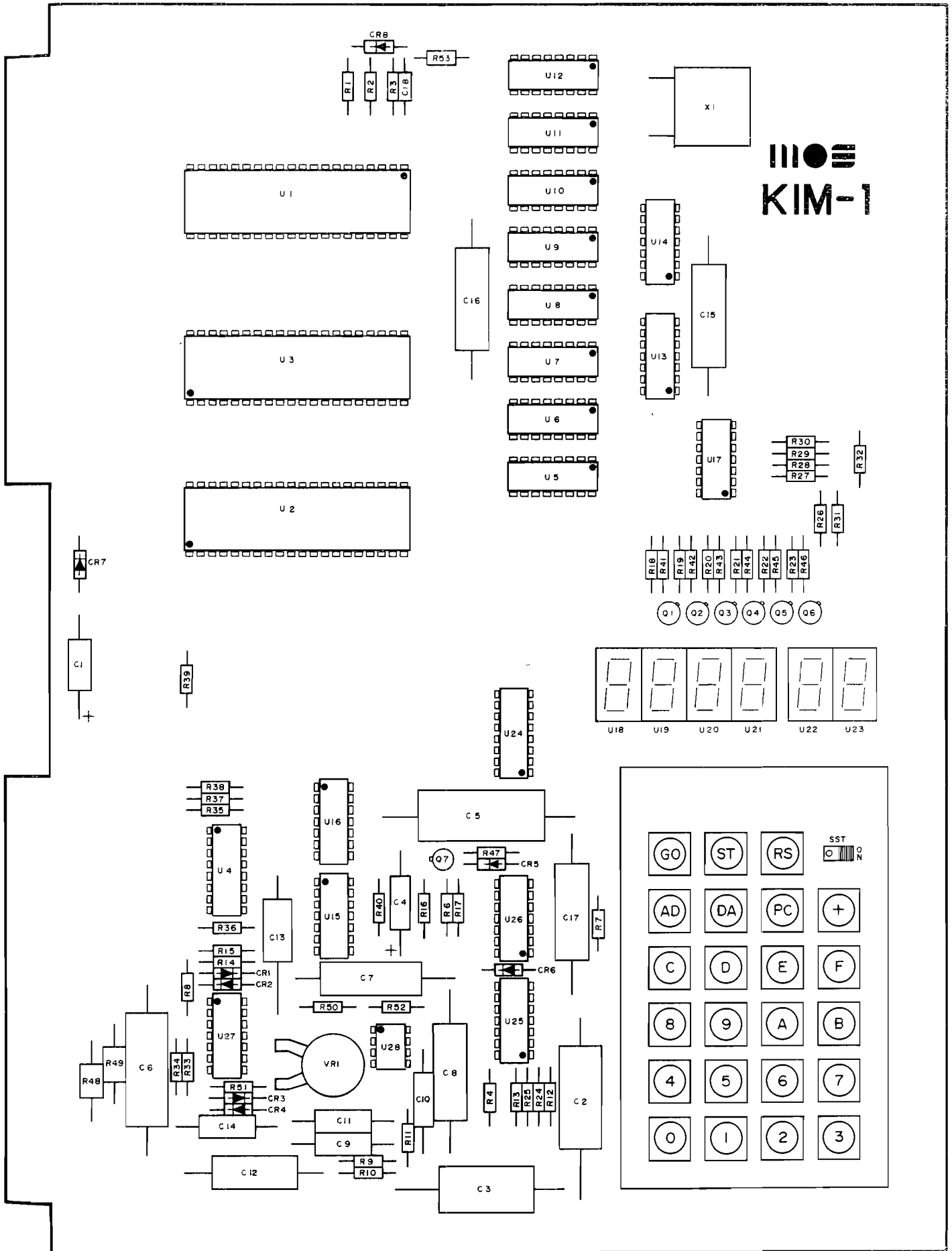
For out-of-warranty service, the customer will pay for shipping charges both ways. The repaired KIM module will be returned to the customer C.O.D. unless the repairs and shipping charges are prepaid by the customer.

Please be certain that your KIM module is safely packaged when returning it to the above captioned service facility.

APPENDIX A

ITEM	PART	QTY.	DESCRIPTION
1.	U1	1	6502 Microprocessor
2.	U2	1	6530 ROM RAM I/O Chip-02
3.	U3	1	6530 ROM RAM I/O Chip-03
4.	U5 through U12	8	6102 RAM 500ns Acc, 0ns
5.	U18 through U23	6	7 SEG .3" Red Display
6.	U25	1	556 Timer IC
7.	U27	1	565 Phase Lock Loop
8.	U28	1	311 Comparator
9.	U24	1	74145 BCD Decoder IC
10.	U13 & U14	2	74125 TRI STATE Buffer
11.	U15	1	7400 Quad Nand IC
12.	U16	1	7404 Hex Inverter IC
13.	U17	1	7406 Hex Inv. O/C IC
14.	U26	1	7438 Quad Nand O/C IC
15.	CR1,2,3,4,&8	5	20 MA. 50v Diode - IN914
16.	CR5, CR6	2	1A 50v Diode - IN4001
17.	CR7	1	6.2v $\frac{1}{2}$ w Z. Diode - IN4735
18.	Q7	1	NPN Transistor B>20, VCE>12 - 2N5371
19.	Q1 through Q6	6	PNP Transistor B>20, VCE>6 - 2N5375
20.	R24 & R25	2	47K Ω \pm 10% $\frac{1}{4}$ w Resistor
21.	R1,2,3,4, & 6	5	3.3K Ω \pm 10% $\frac{1}{4}$ w Resistor
22.	R34 & R50	2	2.2K Ω \pm 10% $\frac{1}{4}$ w Resistor
23.	R12-R17, R41-R46	12	1.0K Ω \pm 10% $\frac{1}{4}$ w Resistor
24.	R35 through R40	6	560 Ω \pm 10% $\frac{1}{4}$ w Resistor
25.	R18-R23, R47	7	220 Ω \pm 10% $\frac{1}{4}$ w Resistor
26.	R33	1	47 Ω \pm 10% $\frac{1}{4}$ w Resistor
27.	R52	1	5 Meg. \pm 10% $\frac{1}{4}$ w Resistor
28.	R51	1	30K Ω \pm 5% $\frac{1}{4}$ w Resistor
29.	R7,R8,R9,R10&R11	5	10K Ω \pm 5% $\frac{1}{4}$ w Resistor
30.	R48, R49	2	150 Ω \pm 5% $\frac{1}{2}$ w
31.	R26 through R32	7	82 Ω \pm 5% $\frac{1}{4}$ w
32.	VR1	1	5K Ω Potentiometer
33.	C2, C3, C6	3	.22 \pm 10% uf.>12 wv. cap
34.	C1, C4	2	1uf+80-10%>12WV Cap
35.	C5	1	.33 uf \pm 10%>12WV Cap
36.	C7,C8,C15,C16,C17	5	.1uf+80-10%>12WV Cap
37.	C9, C10, C11	3	.0068uf \pm 10%>12WV
38.	C12	1	.047uf \pm 10%>12WV
39.	C13	1	.022uf \pm 10%>12WV
40.	C14	1	.001uf \pm 10%>12WV
41.		1	44 Pin Edge Conn. (Vector #R644)
42.	X1	1	1 MHz XTAL
43.		1	PCB.
44.		1	24 Key KBD
45.		6	Rubber Pads
46.		1	Shipping Bag (Static Free)
47.		1	Shipping Box
48.		1	Hardware Manual
49.		1	Software Manual
50.		1	KIM Manual
51.		1	Warranty Card
52.		1	Wall Chart
53.		2	#2 x $\frac{1}{4}$ SS Screws (Keyboard)
54.		1	Program Card
55.	C18	1	10pf CAP
56.	R53	1	330K $\frac{1}{4}$ w Resistor
57.	U4	1	74LS145 BCD Decoder IC

APPENDIX B KIM-1 PARTS LIST



APPENDIX C

IN CASE OF TROUBLE

SYMPTOM: Display Not Lit

1. Test +5 volt power supply. Using a VOM check for +5 volts between Pin E-21 and E-22. Also check for +5 volts between Pin A-A and Pin A-1. KIM-1 power supply should be set at $+5v \pm 5\%$.
2. Test KB/TTY option wiring (Figure 2-4). Pin A-21 should not be connected to Pin A-V.
3. Make sure decoder is enabled. See Figure 2-2 and insure that Pin A-K is connected to ground.
4. Depress the reset key and check all other keys to insure that no key is stuck.
5. Place a VOM between Pin E-21 (+5v) and Pin E-7 (Reset). Alternately depress and release the reset key checking to see if the voltage swings from ($>4v$) to ($<1v$).
6. Test Pin E-V (\emptyset_2) with an oscilloscope and insure 1 MHz operation.

SYMPTOM: Cannot Dump to Audio Tape
Cannot Load From Audio Tape

1. Test +12 volt power supply. Using a VOM check for +12 volts between Pin A-N (+12v) and Pin A-1 (GND). Set power supply to $+12v \pm 5\%$. (See Figure 2-2).
2. Check volume control on the tape recorder (Set at half way point).

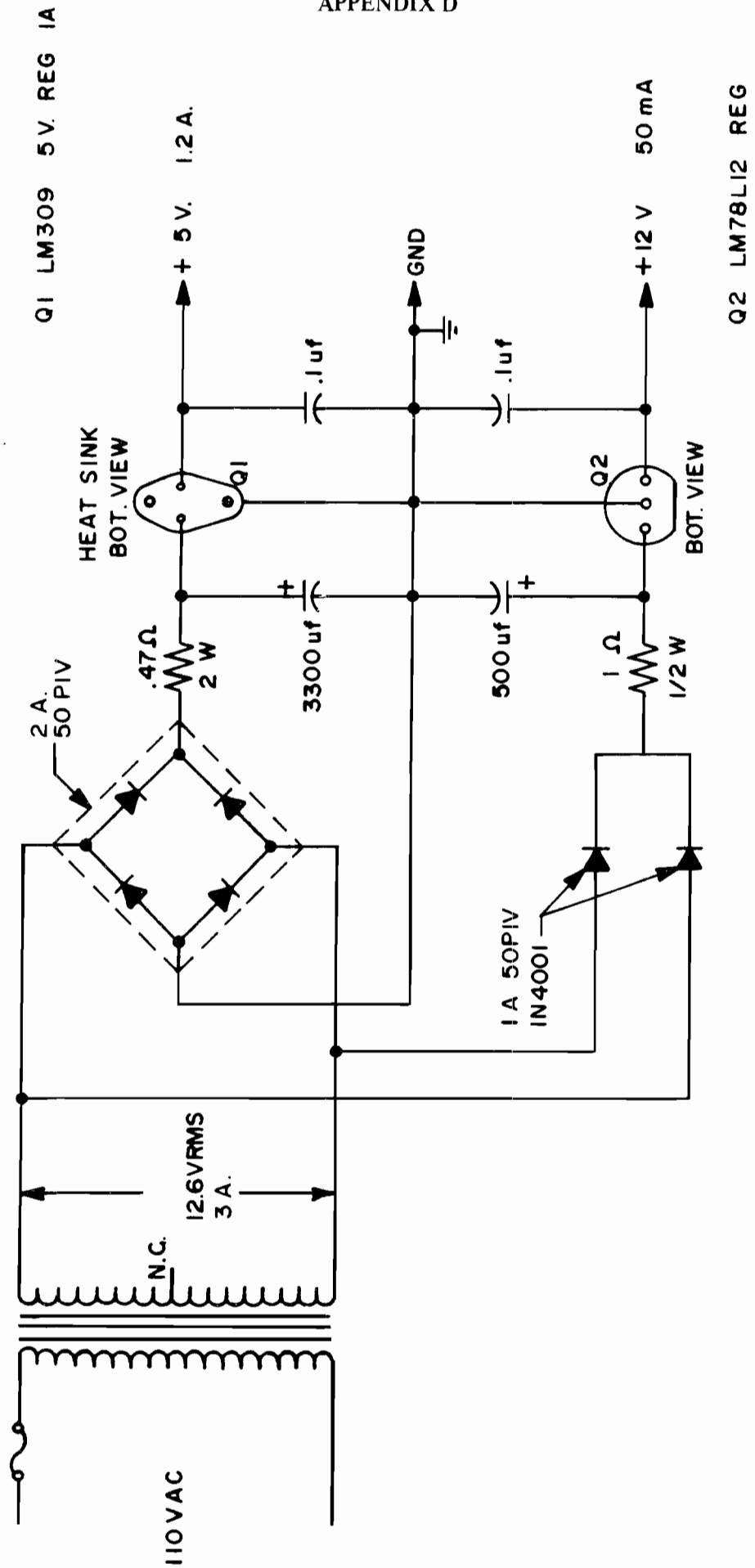
3. Make sure that you are using the proper tape output pin. See Figure 2-3.
4. Check the tape interface circuit by disconnecting the tape recorder and shorting Pin A-P (Audio Out High) to Pin A-L (Audio In). Set up KIM-1 monitor to dump a section of memory. Using an oscilloscope observe data at Pin E-X (PLL TEST). See Appendix E for correct data format and calibration procedure.
5. Record voice on a section of tape and play it back to insure that the tape recorder is working. Connect another tape recorder to the system or try another cassette.
6. Make sure Status Register (Location 00F1) has been loaded with data value "00".
7. Make sure Tone Control is set to High.

SYMPTOM:

TTY Interface Problems

1. Make sure that Pin A-21 is connected to Pin A-V (Figure 2-4) to allow TTY operation.
2. Compare the connections on Figure 2-4 with interface schematics in your TTY manual (or any other serial teleprinter).
3. Depress the reset key on the KIM-1 keyboard followed by a rub out character from the TTY.

APPENDIX D



Suggested Power Supply

APPENDIX E

AUDIO TAPE FORMAT

Data is stored out onto your audio cassette recorder in a specific format designed to insure an error free recovery. In the unlikely event that a playback error does occur, several "ERROR DETECTION" methods are incorporated to warn you of this condition.

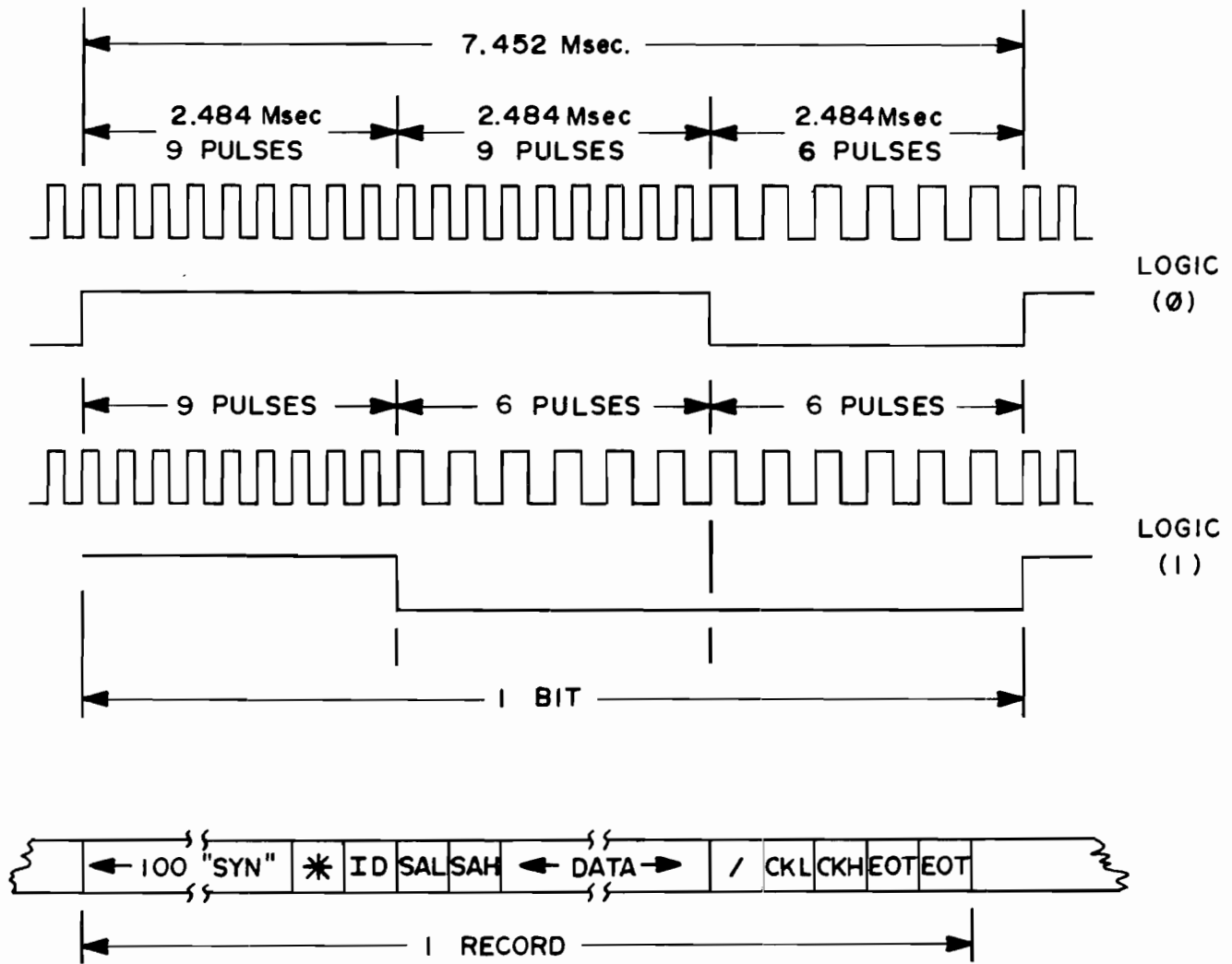
Data is transmitted to the tape recorder in the form of serial "ASCII" encoded characters (seven data bits plus Parity bit). Data retrieved from the memory is converted into this form by separating each byte into two half bytes. The half bytes are then converted into their ASCII equivalents.

Each record transmitted begins with a leader of one hundred "SYN" characters (ASCII 16) followed by a * character (ASCII 2A). During playback, this pattern allows your micro-computer to detect the start of a valid data record and synchronize to the serial data stream. Following the *, the record identification number (ID), and starting address low (SAL) and the starting address high (SAH) are transmitted. The data specified by the starting (SAL, SAH) and ending limits (EAL, EAH) is transmitted next followed by a "/" character (ASCII 2F) to indicate the end of the data portion of the record. Following the "/" two "CHECK-SUM" bytes are transmitted for comparison with a calculated check-sum number during playback to further insure that a proper data retrieval has taken place. Two "EOT" characters (ASCII 04) mark the end of record transmission.

Each transmitted bit begins with a 3700 hertz tone and ends with a 2400 hertz tone. "Ones" have the high to low frequency transition at one-third of the bit period. "Zeros" have the transition at two-thirds of the period. During playback the 565 phase locked loop locks to, and tracks these two frequencies producing (through the 311 comparator) a logic "1" pulse of one-third the bit period for a "One". A pulse two thirds the bit period is likewise produced for a "Zero". Your microcomputer uses a software controlled algorithm for converting this signal into eight bit data words.

The frequency shift keyed phase lock loop method of data recovery is relatively insensitive to amplitude and phase variations. The "FREE RUNNING" frequency of the phase lock loop has been adjusted at the factory to a frequency half way between the two data frequencies (called the Center Frequency). This adjustment is accomplished by strapping Pin A-P (Audio Out High) to Pin A-L (Audio In). A program starting at address 1A6B_{HEX} provides the center frequency reference that allows the loop to be adjusted by potentiometer VR1. Pin E-X (PLL TEST) is monitored with a voltmeter while the pot is rotated until the voltmeter reading is at the transition point between a logical "1" (+5v) and "0" (GND).

THIS ADJUSTMENT HAS BEEN FACTORY PRESET AND SHOULD ONLY REQUIRE ADJUSTMENT DUE TO COMPONENT REPLACEMENT!



Audio Tape Format
FIGURE E-1

APPENDIX F

PAPER TAPE FORMAT

The paper tape LOAD and DUMP routines store and retrieve data in a specific format designed to insure error free recovery. Each byte of data to be stored is converted to two half bytes. The half bytes (whose possible values are 0 to F_{HEX}) are translated into their ASCII equivalents and written out onto paper tape in this form.

Each record outputted begins with a ";" character (ASCII 3B) to mark the start of a valid record. The next byte transmitted (18_{HEX}) or (24₁₀) is the number of data bytes contained in the record. The record's starting address High (1 byte, 2 characters), starting address Lo (1 byte, 2 characters), and data (24 bytes, 48 characters) follow. Each record is terminated by the record's check-sum (2 bytes, 4 characters), a carriage return (ASCII 0D), line feed (ASCII 0A), and six "NULL" characters (ASCII 00).

The last record transmitted has zero data bytes (indicated by ;00). The starting address field is replaced by a four digit Hex number representing the total number of data records contained in the transmission, followed by the records usual check-sum digits. A "XOFF" character ends the transmission.

```
;180000FFEEDDCCBAA0099887766554433221122334455667788990AFC  
;0000010001
```

During a "LOAD" all incoming data is ignored until a ";" character is received. The receipt of non ASCII data or a mismatch between a records calculated check-sum and the check-sum read from tape will cause an error condition to be recognized by KIM. The check-sum is calculated by adding all data in the record except the ";" character.

The paper tape format described is compatible with all other MOS Technology, Inc. software support programs.

APPENDIX G

6502 CHARACTERISTICS

Clocks (\emptyset_1 , \emptyset_2)

The MCS 6502 is supplied with an internal clock generator. The frequency of this clock is crystal controlled.

Address Bus (A_0 - A_{15})

These outputs are TTL compatible, capable of driving one standard TTL load and 130pf.

Data Bus (D_0 - D_7)

Eight pins are used for the data bus. This is a bi-directional bus, transferring data to and from the device and peripherals. The outputs are tri-state buffers capable of driving one standard TTL load and 130pf.

Ready (RDY)

This input signal allows the user to single cycle the microprocessor on all cycles except write cycles. A negative transition to the low state during or coincident with phase one (\emptyset_1) will halt the microprocessor with the output address lines reflecting the current address being fetched. This condition will remain through a subsequent phase two (\emptyset_2) in which the Ready signal is high. This feature allows microprocessor interfacing with low speed PROMS as well as fast (max. 2 cycle) Direct Memory Access (DMA). If Ready is low during a write cycle, it is ignored until the following read operation.

Interrupt Request ($\overline{\text{IRQ}}$)

This TTL level input requests that an interrupt sequence begin within the microprocessor. The microprocessor will complete the current instruction being executed before recognizing the request. At that time, the interrupt mask bit in the Status Code Register will be examined. If the interrupt mask flag is not set, the microprocessor will begin an interrupt sequence. The Program Counter and Processor Status Register are stored in the stack. The microprocessor will then set the interrupt mask flag high so that no further interrupts may occur. At the end of this cycle, the program counter low will be loaded from address FFFE, and program counter high from location FFFF, therefore transferring program control to the memory vector located at these addresses. The RDY signal must be in the high state (for control to the memory vector) located at these addresses. The RDY signal must be in the high state for any interrupt to be recognized. A $3K\Omega$ external resistor should be used for proper wire-OR operation.

Non-Maskable Interrupt ($\overline{\text{NMI}}$)

A negative going edge on this input requests that a non-maskable interrupt sequence be generated within the microprocessor.

$\overline{\text{NMI}}$ is an unconditional interrupt. Following completion of the current instruction, the sequence of operations defined for $\overline{\text{IRQ}}$ will be performed, regardless of the state of the interrupt mask flag. The vector address loaded into the program counter, low and high, are locations FFFA and FFFB respectively. The instructions loaded at these locations causes the microprocessor to branch to a non-maskable interrupt routine in memory.

$\overline{\text{NMI}}$ also requires an external $3K\Omega$ resistor to Vcc for proper wire-OR operations.

Inputs $\overline{\text{IRQ}}$ and $\overline{\text{NMI}}$ are hardware interrupts lines that are sampled during ϕ_2 (phase 2) and will begin the appropriate interrupt routine on the ϕ_1 (phase 1) following the completion of the current instruction.

Set Overflow Flag (S.O.)

This TTL level input signal allows external control of the overflow bit in the Status Code Register.

SYNC

This output line is provided to identify those cycles in which the microprocessor is doing an Op Code fetch. The SYNC line goes high during ϕ_1 of an Op Code fetch and stays high for the remainder of that cycle. If the RDY line is pulled low during the ϕ_1 clock pulse in which SYNC went high, the processor will stop in its current state and will remain in the state until the RDY line goes high. In this manner, the SYNC signal can be used to control RDY to cause single instruction execution.

RESET

This input is used to reset or start the microprocessor from a power down condition. During the time that this line is held low, writing to or from the microprocessor is inhibited. When a positive edge is detected on the input, the microprocessor will immediately begin the reset sequence.

After a system initialization time of six clock cycles, the mask interrupt flag will be set and the microprocessor will load the program counter from the memory vector locations FFFC and FFFD. This is the start location for program control.

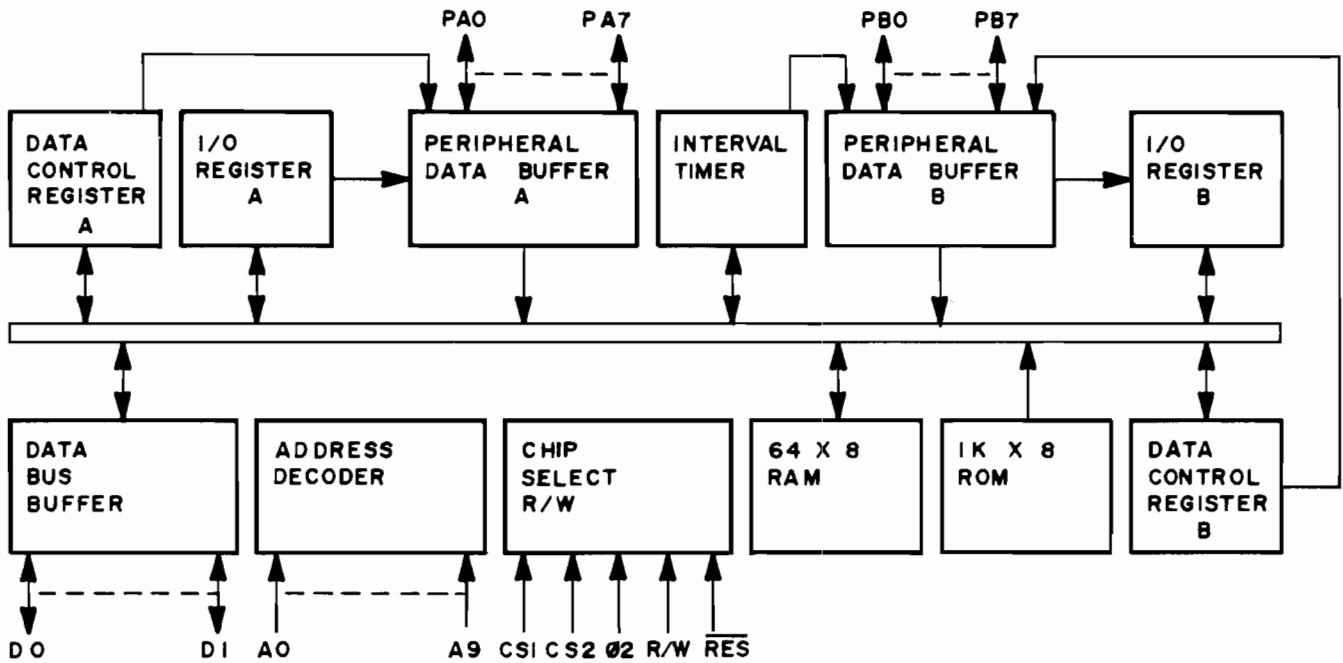
After Vcc reaches 4.75 volts in a power up routine, reset must be held low for at least two clock cycles.

When the reset signal goes high following these two clock cycles, the microprocessor will proceed with the normal reset procedure detailed above.

APPENDIX H

6530 CHARACTERISTICS

The MCS 6530 is designed to operate in conjunction with the MCS 650X Microprocessor Family. It is comprised of a mask programmable 1024 x 8 ROM, a 64 x 8 static RAM, two software controlled 8 bit bi-directional data ports allowing direct interfacing between the microprocessor unit and peripheral devices, and a software programmable interval timer with interrupt, capable of timing in various intervals from 1 to 262,144 clock periods.



*MCS 6530 Block Diagram
FIGURE H.1*

Reset ($\overline{\text{RES}}$)

During system initialization a Logic "0" on the $\overline{\text{RES}}$ input will cause a zeroing of all four I/O registers. This in turn will cause all I/O buses to act as inputs thus protecting external components from possible damage and erroneous data while the system is being configured under software control. The Data Bus Buffers are put into an OFF-STATE during Reset. Interrupt capability is disabled with the $\overline{\text{RES}}$ signal. The $\overline{\text{RES}}$ signal must be held low for at least one clock period when reset is required.

Input Clock

The input clock is a system Phase Two clock which can be either a low level clock ($V_{\text{IL}} < 0.4$, $V_{\text{IH}} > 2.4$) or high level clock ($V_{\text{IL}} < 0.2$, $V_{\text{IH}} = V_{\text{CC}} \begin{matrix} +.3 \\ -.2 \end{matrix}$).

Read/Write (R/W)

The R/W signal is supplied by the microprocessor array and is used to control the transfer of data to and from the microprocessor array and the MCS 6530. A high on the R/W pin allows the processor to read (with proper addressing) the data supplied by the MCS 6530. A low on the R/W pin allows a write (with proper addressing) to the MCS 6530.

Interrupt Request ($\overline{\text{IRQ}}$)

The $\overline{\text{IRQ}}$ pin is an interrupt pin from the interval timer. This same pin, if not used as an interrupt, can be used as a peripheral I/O pin (PB7). When used as an interrupt, the pin should be set up as an input by the data direction register. The pin will be normally high with a low indicating an interrupt from the MCS 6530.

Data Bus (D0-D7)

The MCS 6530 has eight bi-directional data pins (D0-D7). These pins connect to the system's data lines to allow transfer of data to and from the microprocessor array. The output buffers remain in the off state except when a Read operation occurs.

Peripheral Data Ports

The MCS 6530-002, MCS 6530-003 both have 15 pins available for peripheral I/O operations. Each pin is individually software programmable to act as either an input or an output. The 15 pins are divided into 2 8-bit ports, PA0-PA7 and PB0-PB7. PB6 was used as a chip select and is not available to the user. The pins are set up as an input by writing a "0" into the corresponding bit of the data direction register. A "1" into the data direction register will cause its corresponding bit to be an output. When in the input mode, the peripheral output buffers are in the "1" state and a pull-up device acts as less than one TTL load to the peripheral data lines. On a Read operation, the microprocessor unit reads the peripheral pin. When the peripheral device gets information from the MCS 6530 it receives data stored in the data register. The microprocessor will read correct information if the peripheral lines are greater than 2.0 volts for a "1" and less than 0.8 volts for a "0" as the peripheral pins are all TTL compatible. Pins PA0 and PB0 are also capable of sourcing 3 ma at 1.5v, thus making them capable of Darlington drive. Pin PB7 has no internal pull-up (to allow collector-orcing with other devices).

Address Lines (A0-A9)

There are 10 address pins. In addition to these 10, there is the ROM SELECT pin. The above pins, A0-A9 and ROM SELECT, are always used as addressing pins. There are 2 additional pins which are mask programmable and can be used either individually or together as CHIP SELECTS. They are pins PB5 and PB6. When used as peripheral data pins they cannot be used as chip selects. PB5 was used as a data pin while PB6 was used as a chip select and is not available to the user.

A block diagram of the internal architecture is shown in Figure H-1. The MCS 6530 is divided into four basic sections, RAM, ROM, I/O and TIMER. The RAM and ROM interface directly with the microprocessor through the system data bus and address lines. The I/O section consists of 2 8-bit halves. Each half contains a Data Direction Register (DDR) and an I/O Register.

ROM 1K Byte (8K Bits)

The 8K ROM is in a 1024 x 8 configuration. Address lines A0-A9, as well as RS0 are needed to address the entire ROM. With the addition of CS1 and CS2, seven MCS 6530's may be addressed, giving 7168 x 8 bits of contiguous ROM.

RAM 64 Bytes (512 Bits)

A 64 x 8 static RAM is contained on the MCS 6530. It is addressed by A0-A5 (Byte Select), RS0, A6, A7, A8, A9 and CS1.

Internal Peripheral Registers

There are four internal registers, two data direction registers and two peripheral I/O data registers. The two data direction registers (A side and B side) control the direction of the data into and out of the peripheral pins. A "1" written into the Data Direction Register sets up the corresponding peripheral buffer pin as an output. Therefore, anything then written into the I/O Register will appear on that corresponding peripheral pin. A "0" written into the DDR inhibits the output buffer from transmitting data to or from the I/O Register. For example, a "1" loaded into data direction register A, position 3, sets up peripheral pin PA3 as an output. If a "0" had been loaded, PA3 would be configured as an input and remain in the high state. The two data I/O registers are used to latch data from the Data Bus during a Write operation until the peripheral device can read the data supplied by the microprocessor array.

During a read operation the microprocessor is not reading the I/O Registers but in fact is reading the peripheral data pins. For the peripheral data pins which are programmed as outputs the microprocessor will read the corresponding data bits of the I/O Register. The only way the I/O Register data can be changed is by a microprocessor Write operation. The I/O Register is not affected by a Read of the data on the peripheral pins.

Interval Timer

1. Capabilities

The KIM-1 Interval Timer allows the user to specify a preset count of up to 256_{10} and a clock divide rate of 1, 8, 64 or 1024 by writing to a memory location. As soon as the write occurs, counting at the specified rate begins. The timer counts down at the clock frequency divided by the divide rate. The current timer count may be read at any time. At the user's option, the timer may be programmed to generate an interrupt when the counter counts down past zero. When a count of zero is passed, the divide rate is automatically set to 1 and the counter continues to count down at the clock rate starting at a count of FF (-1 in two's complement arithmetic). This allows the user to determine how many clock cycles have passed since the timer reached a count of zero. Since the counter never stops, continued counting down will reach 00 again, then FF, and the count will continue.

2. Operation

a. Loading the timer

The divide rate and interrupt option enable/disable are programmed by decoding the least significant address bits. The starting count for the timer is determined by the value written to that address.

<u>Writing to Address</u>	<u>Sets Divide Ratio To</u>	<u>Interrupt Capability Is</u>
1704	1	Disabled
1705	8	Disabled
1706	64	Disabled
1707	1024	Disabled
170C	1	Enabled
170D	8	Enabled
170E	64	Enabled
170F	1024	Enabled

b. Determining the timer status

After timing has begun, reading address location 1707 will provide the timer status. If the counter has passed the count of zero, bit 7 will be set to 1, otherwise, bit 7 (and all other bits in location 1707) will be zero. This allows a program to "watch" location 1707 and determine when the timer has timed out.

c. Reading the count in the timer

If the timer has not counted past zero, reading location 1706 will provide the current timer count and disable the interrupt option; reading location 170E will provide the current timer count and enable the interrupt option. Thus the interrupt option can be changed while the timer is counting down.

If the timer has counted past zero, reading either memory location 1706 or 170E will restore the divide ratio to its previously programmed value, disable the interrupt option and leave the timer with its current count (not the count originally written to the timer). Because the timer never stops counting, the timer will continue to decrement, pass zero, set the divide rate to 1, and continue to count down at the clock frequency, unless new information is written to the timer.

d. Using the interrupt option

In order to use the interrupt option described above, line PB7 (application connector, pin 15) should be connected to either the $\overline{\text{IRQ}}$ (Expansion Connector, pin 4) or $\overline{\text{NMI}}$ (Expansion Connector, pin 6) pin depending on the desired interrupt function. PB7 should be programmed as in input line (it's normal state after a RESET).

NOTE: If the programmer desires to use PB7 as a normal I/O line, the programmer is responsible for disabling the timer interrupt option (by writing or reading address 1706) so that it does not interfere with normal operation of PB7. Also, PB7 was designed to be wire-ORed with other possible interrupt sources; if this is not desired, a 5.1K resistor should be used as a pull-up from PB7 to +5v. (The pull-up should NOT be used if PB7 is connected to $\overline{\text{NMI}}$ or $\overline{\text{IRQ}}$.)

APPENDIX I

KIM-1 PROGRAM LISTINGS

CARD #	LOC	CODE	CARD					
3				666666	555555	333333	000000	
4				6	5	3	0	0
5				6	5	3	0	0
6				666666	555555	333333	0	0
7				6	6	5	3	0
8				6	6	5	3	0
9				666666	555555	333333	000000	
10								
11								
12								
13					000000	000000	333333	
14					0	0	0	3
15				-----	0	0	0	3
16				-----	0	0	0	333333
17				-----	0	0	0	3
18					0	0	0	3
19					000000	000000	333333	
20								
21								
22								
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6530-003 IS AN AUDIO CASSETT TAPE
 RECORDER EXTENSION OF THE BASIC
 KIM MONITOR

IT FEATURES TWO BASIC ROUTINES
 LOADT-LOAD MEM FROM AUDIO TAPE
 DUMPT-STOR MEM ONTO AUDIO TAPE

LOADT
 ID=00 IGNORE ID
 ID=FF IGN. ID USE SA FOR START ADDR
 ID=01-FE IGN.ID USE ADDR ON TAPE

DUMPT
 ID=00 SHOULD NOT BE USED
 ID=FF SHOULD NOT BE USED
 ID=01-FE NORMAL ID RANGE
 SAL LSB STARTING ADDRESS
 SAH MSB
 EAL LSB ENDING ADDRESS
 EAH MSB

CARD #	LOC	CODE	CARD
54			;
55			;
56			EQUATES
57			;
58			SET UP FOR 6530-002 I/O
59			;
58			SAD =\$1740 6530 A DATA
59			PADD =\$1741 6530 A DATA DIRECTION
60			SBD =\$1742 6530 B DATA
61			PBDD =\$1743 6530 B DATA DIRECTION
62			CLK1T =\$1744 DIV BY 1 TIME
63			CLK8T =\$1745 DIV BY 8 TIME
64			CLK64T =\$1746 DIV BY 64 TIME
65			CLKKT =\$1747 DIV BY 1024 TIME
66			CLKRDI =\$1747 READ TIME OUT BIT
67			CLKRDT =\$1746 READ TIME
68			;
69	0000		◆=\$00EF
70			;
71			MPU REG. SAVX AREA IN PAGE 0
72			;
72	00EF		PCL ◆=◆+1 PROGRAM CNT LOW
73	00F0		PCH ◆=◆+1 PROGRAM CNT HI
74	00F1		PREG ◆=◆+1 CURRENT STATUS REG.
75	00F2		SPUSER ◆=◆+1 CURRENT STACK POINT
76	00F3		ACC ◆=◆+1 ACCUMULATOR
77	00F4		YREG ◆=◆+1 Y INDEX
78	00F5		XREG ◆=◆+1 X INDEX
79			;
80			;
81			KIM FIXED AREA IN PAGE 0
82			;
82	00F6		CHKHI ◆=◆+1
83	00F7		CHKSUM ◆=◆+1
84	00F8		INL ◆=◆+1 INPUT BUFFER
85	00F9		INH ◆=◆+1 INPUT BUFFER
86	00FA		POINTL ◆=◆+1 LSB OF OPEN CELL
87	00FB		POINTH ◆=◆+1 MSB OF OPEN CELL
88	00FC		TEMP ◆=◆+1
89	00FD		TMPX ◆=◆+1
90	00FE		CHAR ◆=◆+1
91	00FF		MODE ◆=◆+1
92			;
93			;
94			KIM FIXED AREA IN PAGE 23
95			;
95	0100		◆=\$17E7
96	17E7		CHKL ◆=◆+1
97	17E8		CHKH ◆=◆+1 CHKSUM
98	17E9		SAVX ◆=◆+3
99	17EC		VEB ◆=◆+6 VOLATILE EXECUTION BLOCK
100	17F2		CNTL30 ◆=◆+1 TTY DELAY
101	17F3		CNTH30 ◆=◆+1 TTY DELAY
102	17F4		TIMH ◆=◆+1
103	17F5		SAL ◆=◆+1 LOW STARTING ADDRESS
104	17F6		SAH ◆=◆+1 HI STARTING ADDRESS
105	17F7		EAL ◆=◆+1 LOW ENDING ADDRESS

CARD #	LOC	CODE	CARD	
106	17F8		EAH	◆=◆+1 HI ENDING ADDRESS
107	17F9		ID	◆=◆+1
108			;	
109			;	INTERRUPT VECTORS
110			;	
111	17FA		NMIV	◆=◆+2 STOP VECTOR (STOP=1000)
112	17FC		RSTV	◆=◆+2 RST VECTOR
113	17FE		IRQV	◆=◆+2 IRQ VECTOR (BRK= 1000)
114			;	

CARD #	LOC	CODE	CARD		
116	1800			◆=\$1800	
117				;	
118				;	INIT VOLATILE EXECUTION BLOCK
119				;	DUMP MEM TO TAPE
120				;	
121	1800	A9 AD	DUMPT	LDA #A0	LOAD ABSOLUTE INST
122	1802	8D EC 17		STA VEB	
123	1805	20 32 19		JSR INTVEB	
124				;	
125	1808	A9 27		LDA #A27	TURN OFF DATAIN P85
126	180A	8D 42 17		STA SBD	
127	180D	A9 BF		LDA #BF	CONVERT P87 TO OUTPUT
128	180F	8D 43 17		STA PBDD	
129				;	
130	1812	A2 64		LDX #A64	100 CHARS
131	1814	A9 16	DUMPT1	LDA #A16	SYN CHAR'S
132	1816	20 7A 19		JSR OUTCHT	
133	1819	CA		DEX	
134	181A	D0 F8		BNE DUMPT1	
135				;	
136				;	
137	181C	A9 2A		LDA #A2A	START CHAR
138	181E	20 7A 19		JSR OUTCHT	
139				;	
140	1821	AD F9 17		LDA ID	OUTPUT ID
141	1824	20 61 19		JSR OUTBT	
142				;	
143	1827	AD F5 17		LDA SAL	OUTPUT STARTING
144	182A	20 5E 19		JSR OUTBTC	ADDRESS
145	182D	AD F6 17		LDA SAH	
146	1830	20 5E 19		JSR OUTBTC	
147				;	
148	1833	AD ED 17	DUMPT2	LDA VEB+1	CHECK FOR LAST
149	1836	CD F7 17		CMP EAL	DATA BYTE
150	1839	AD EE 17		LDA VEB+2	
151	183C	ED F8 17		SBC EAH	
152	183F	90 24		BCC DUMPT4	
153				;	
154	1841	A9 2F		LDA #A2F	OUTPUT END OF DATA CHR
155	1843	20 7A 19		JSR OUTCHT	
156	1846	AD E7 17		LDA CHKL	LAST BYTE HAS BEEN
157	1849	20 61 19		JSR OUTBT	OUT PUT NOW OUTPUT
158	184C	AD E8 17		LDA CHKH	CHKSUM
159	184F	20 61 19		JSR OUTBT	
160				;	
161				;	
162	1852	A2 02		LDX #A02	2 CHAR'S
163	1854	A9 04	DUMPT3	LDA #A04	EOT CHAR
164	1856	20 7A 19		JSR OUTCHT	
165	1859	CA		DEX	
166	185A	D0 F8		BNE DUMPT3	
167				;	

CARD #	LOC	CODE	CARD		
168	185C	A9 00	LDA	#\$00	DISPLAY 0000
169	185E	85 FA	STA	POINTL	FOR NORMAL EXIT
170	1860	85 FB	STA	POINTH	
171	1862	4C 4F 1C	JMP	START	
172			;		
173	1865	20 EC 17	DUMPT4 JSR	VEB	DATA BYTE OUTPUT
174	1868	20 5E 19	JSR	OUTBTC	
175			;		
176	186B	20 EA 19	JSR	INCVEB	
177	186E	4C 33 18	JMP	DUMPT2	
178			;		
179			;	LOAD MEMORY FROM TAPE	
180			;		
181			;		
182	1871	0F 19	TAB	.WORD LOAD12	
183	1873	A9 8D	LOADT LDA	#\$8D	INIT VOLATILE EXECUTION
184	1875	8D EC 17	STA	VEB	BLOCK WITH STA ABS.
185	1878	20 32 19	JSR	INTVEB	
186			;		
187	187B	A9 4C	LDA	#\$4C	JUMP TYPE RTRN
188	187D	8D EF 17	STA	VEB+3	
189	1880	AD 71 18	LDA	TAB	
190	1883	8D F0 17	STA	VEB+4	
191	1886	AD 72 18	LDA	TAB+1	
192	1889	8D F1 17	STA	VEB+5	
193			;		
194	188C	A9 07	LDA	#\$07	RESET PB5=0 (DATA IN)
195	188E	8D 42 17	STA	SBD	
196			;		
197	1891	A9 FF	SYNC LDA	#\$FF	CLEAR SAVX FOR SYNC AREA
198	1893	8D E9 17	STA	SAVX	
199			;		
200	1896	20 41 1A	SYNC1 JSR	RDBIT	GET A BIT
201	1899	4E E9 17	LSR	SAVX	SHIFT BIT INTO CHAR
202	189C	0D E9 17	ORA	SAVX	
203	189F	8D E9 17	STA	SAVX	
204	18A2	AD E9 17	LDA	SAVX	GET NEW CHAR
205	18A5	09 16	CMP	#\$16	SYN CHAR
206	18A7	D0 ED	BNE	SYNC1	
207			;		
208	18A9	A2 0A	LDX	#\$0A	TEST FOR 10 SYN CHARS
209	18AB	20 24 1A	SYNC2 JSR	RDCHT	
210	18AE	09 16	CMP	#\$16	
211	18B0	D0 DF	BNE	SYNC	IF NOT 10 CHAR RE-SYNC
212	18B2	0A	DEX		
213	18B3	D0 F6	BNE	SYNC2	
214			;		
215			;		
216	18B5	20 24 1A	LOADT4 JSR	RDCHT	LOOK FOR START OF
217	18B8	09 2A	CMP	#\$16	DATA CHAR
218	18BA	F0 06	BEO	LOAD11	
219	18BC	09 16	CMP	#\$16	IF NOT 16 SHOULD BE SYN

CARD #	LOC	CODE	CARD		PAGE	7
220	18BE	D0 D1	BNE	SYNC		
221	18C0	F0 F3	BEQ	LOADT4		
222			;			
223	18C2	20 F3 19	LOAD11 JSR	RDBYT	READ ID FROM TAPE	
224	18C5	0D F9 17	CMP	ID	COMPARE WITH REQUESTED ID	
225	18C8	F0 0D	BEQ	LOADT5		
226	18CA	AD F9 17	LDA	ID	DEFAULT 00 READ RECORD	
227	18CD	C9 00	CMP	#\$00	ANYWAY	
228	18CF	F0 06	BEQ	LOADT5		
229	18D1	C9 FF	CMP	#\$FF	DEFAULT FF IGNOR SA ON	
230	18D3	F0 17	BEQ	LOADT6	TAPE	
231	18D5	D0 9C	BNE	LOADT		
232			;			
233	18D7	20 F3 19	LOADT5 JSR	RDBYT	GET SA FROM TAPE	
234	18DA	20 4C 19	JSR	CHKT		
235	18DD	8D ED 17	STA	VEB+1	SAVX IN VEB+1,2	
236	18E0	20 F3 19	JSR	RDBYT		
237	18E3	20 4C 19	JSR	CHKT		
238	18E6	8D EE 17	STA	VEB+2		
239	18E9	4C F8 18	JMP	LOADT7		
240			;			
241	18EC	20 F3 19	LOADT6 JSR	RDBYT	GET SA BUT IGNORE	
242	18EF	20 4C 19	JSR	CHKT		
243	18F2	20 F3 19	JSR	RDBYT		
244	18F5	20 4C 19	JSR	CHKT		
245			;			
246			;			
247	18F8	A2 02	LOADT7 LDX	#\$02	GET 2 CHARS	
248	18FA	20 24 1A	LOAD13 JSR	RDCHT	GET CHAR(X)	
249	18FD	C9 2F	CMP	#/	LOOK FOR LAST CHAR	
250	18FF	F0 14	BEQ	LOADT8		
251	1901	20 00 1A	JSR	PACKT	CONVERT TO HEX	
252	1904	D0 23	BNE	LOADT9	Y=1 NON-HEX CHAR	
253	1906	CA	DEX			
254	1907	D0 F1	BNE	LOAD13		
255			;			
256	1909	20 4C 19	JSR	CHKT	COMPUTE CHECKSUM	
257	190C	4C EC 17	JMP	VEB	SAVX DATA IN MEMORY	
258	190F	20 EA 19	LOAD12 JSR	INCVEB	INCREMENT DATA POINTER	
259	1912	4C F8 18	JMP	LOADT7		
260			;			
261	1915	20 F3 19	LOADT8 JSR	RDBYT	END OF DATA COMPARE CHKSUM	
262	1918	0D E7 17	CMP	CHKL		
263	191B	D0 0C	BNE	LOADT9		
264	191D	20 F3 19	JSR	RDBYT		
265	1920	0D E8 17	CMP	CHKH		
266	1923	D0 04	BNE	LOADT9		
267	1925	A9 00	LDA	#\$00	NORMAL EXIT	
268	1927	F0 02	BEQ	LOAD10		
269			;			
270	1929	A9 FF	LOADT9 LDA	#\$FF	ERROR EXIT	
271	192B	85 FA	LOAD10 STA	POINTL		

CARD #	LOC	CODE	CARD		PAGE	8
272	192D	85 FB	STA	POINTH		
273	192F	4C 4F 1C	JMP	START		
274			;			

CARD #	LOC	CODE	CARD
276			;
277			;
278			;
279			;
280			;
281	1932	AD F5 17	INTVEB LDA SAL
282	1935	8D ED 17	STA VEB+1
283	1938	AD F6 17	LDA SAH
284	1938	8D EE 17	STA VEB+2
285	193E	A9 60	LDA #\$60 RTS INST
286	1940	8D EF 17	STA VEB+3
287	1943	A9 00	LDA #\$00 CLEAR CHKSUM AREA
288	1945	8D E7 17	STA CHKL
289	1948	8D E8 17	STA CHKH
290	1948	60	RTS
291			;
292			;
293			;
294			;
295	1940	A8	CHKT TAY
296	1940	18	CLC
297	194E	6D E7 17	ADC CHKL
298	1951	8D E7 17	STA CHKL
299	1954	AD E8 17	LDA CHKH
300	1957	69 00	ADC #\$00
301	1959	8D E8 17	STA CHKH
302	195C	98	TYA
303	195D	60	RTS
304			;
305			;
306			;
307			;
308	195E	20 4C 19	OUTBTC JSR CHKT COMP CHKSUM
309	1961	A8	OUTBT TAY SAVX DATA BYTE
310	1962	4A	LSR A SHIFT OFF LSD
311	1963	4A	LSR A
312	1964	4A	LSR A
313	1965	4A	LSR A
314	1966	20 6F 19	JSR HEXOUT OUT PUT MSD
315	1969	98	TYA
316	196A	20 6F 19	JSR HEXOUT OUT PUT LSD
317	196D	98	TYA
318	196E	60	RTS
319			;
320			;
321			;
322			;
323	196F	29 0F	HEXOUT AND #\$0F
324	1971	09 0A	CMP #\$0A
325	1973	18	CLC
326	1974	30 02	BMI HEX1
327	1976	69 07	ADC #\$07

```

CARD # LOC      CODE      CARD
328 1978 69 30      HEX1  ADC    #B30
329                      ;
330                      ;      OUTPUT TO TAPE ONE ASCII
331                      ;      CHAR  USE SUB'3 ONE + ZRO
332                      ;
333 197A 8E E9 17  OUTOHT STX    SAVX
334 197D 8C EA 17          STY    SAVX+1
335 1980 A0 08          LDY    #B08      START BIT
336 1982 20 9E 19  CHT1  JSR    ONE
337 1985 4A          LSR    A      GET DATA BIT
338 1986 B0 06          BCS    CHT2
339 1988 20 9E 19  JSR    ONE      DATA BIT=1
340 198B 4C 91 19          JMP    CHT3
341 198E 20 04 19  CHT2  JSR    ZRO      DATA BIT=0
342 1991 20 04 19  CHT3  JSR    ZRO
343 1994 88          DEY
344 1995 D0 EB          BNE    CHT1
345 1997 AE E9 17  LDX    SAVX
346 199A AC EA 17  LDY    SAVX+1
347 199D 60          RTS
348                      ;
349                      ;
350                      ;      OUTPUT 1 TO TAPE
351                      ;      9 PULSES 138 MICROSEC EACH
352                      ;
353 199E A2 09      ONE  LDX    #B09
354 19A0 48          PHA          SAVX A
355 19A1 2C 47 17  ONE1  BIT    CLKRDI  WAIT FOR TIME OUT
356 19A4 10 FB          BPL    ONE1
357 19A6 A9 7E          LDA    #126
358 19A8 8D 44 17          STA    CLK1T
359 19AB A9 A7          LDA    #BA7
360 19AD 8D 42 17          STA    SBD      SET  PB7=1
361 19B0 2C 47 17  ONE2  BIT    CLKRDI
362 19B3 10 FB          BPL    ONE2
363 19B5 A9 7E          LDA    #126
364 19B7 8D 44 17          STA    CLK1T
365 19BA A9 27          LDA    #B27
366 19BC 8D 42 17          STA    SBD      RESET PB7=0
367 19BF 0A          DEX
368 19C0 D0 DF          BNE    ONE1
369 19C2 68          PLA
370 19C3 60          RTS
371                      ;
372                      ;
373                      ;      OUTPUT 0 TO TAPE
374                      ;      6 PULSES 207 MICROSEC EACH
375                      ;
376 19C4 A2 06      ZRO  LDX    #B06
377 19C6 48          PHA          SAVX A
378 19C7 2C 47 17  ZRO1  BIT    CLKRDI
379 19CA 10 FB          BPL    ZRO1

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CARD #	LOC	CODE	CARD		
380	1900	A9 03	LDA	#195	
381	190E	8D 44 17	STA	CLK1T	
382	19D1	A9 A7	LDA	#1A7	
383	19D3	8D 42 17	STA	SBD	SET PB7=1
384	19D6	2C 47 17	ZR02	BIT	CLKRDI
385	19D9	10 FB	BPL	ZR02	
386	19DB	A9 03	LDA	#195	
387	19DD	8D 44 17	STA	CLK1T	
388	19E0	A9 27	LDA	#127	
389	19E2	8D 42 17	STA	SBD	RESET PB7=0
390	19E5	0A	DEX		
391	19E6	D0 DF	BNE	ZR01	
392	19E8	68	PLA		RESTORE A
393	19E9	60	RTS		
394			:		
395			:	SUB TO INC VEB+1,2	
396			:		
397	19EA	EE ED 17	INCVEB	INC	VEB+1
398	19ED	D0 03	BNE	INCVE1	
399	19EF	EE EE 17	INC	VEB+2	
400	19F2	60	INCVE1	RTS	
401			:		
402			:	SUB TO READ BYTE FROM TAPE	
403			:		
404	19F3	20 24 1A	RDBYT	JSR	RDCHT
405	19F6	20 00 1A	JSR	PACKT	
406	19F9	20 24 1A	RDBYT2	JSR	RDCHT
407	19FC	20 00 1A	JSR	PACKT	
408	19FF	60	RTS		
409			:		
410			:	PACK A=ASCII INTO SAVX	
411			:	AS HEX DATA	
412			:		
413	1A00	09 30	PACKT	CMP	#130
414	1A02	30 1E	BMI	PACKT3	
415	1A04	09 47	CMP	#147	
416	1A06	10 1A	BPL	PACKT3	
417	1A08	09 40	CMP	#140	
418	1A0A	30 03	BMI	PACKT1	
419	1A0C	18	CLC		
420	1A0D	69 09	ADC	#109	
421	1A0F	2A	PACKT1	ROL	A
422	1A10	2A	ROL	A	
423	1A11	2A	ROL	A	
424	1A12	2A	ROL	A	
425	1A13	A0 04	LDY	#104	
426	1A15	2A	PACKT2	ROL	A
427	1A16	2E E9 17	ROL	SAVX	
428	1A19	88	DEY		
429	1A1A	D0 F9	BNE	PACKT2	
430	1A1C	AD E9 17	LDA	SAVX	
431	1A1F	A0 00	LDY	#100	Y=0 VALID HEX CHAR

CARD #	LOC	CODE	CARD		
432	1A21	60		RTS	Y=0 VALID HEX
433	1A22	08	PACKT3	INY	Y=1 NOT HEX
434	1A23	60		RTS	
435				;	
436				;	GET 1 CHAR FROM TAPE AND RETURN
437				;	WITH CHAR IN A USE SAVX+1 TO ASM CHAR
438				;	
439	1A24	9E EB 17	RDCHT	STX SAVX+2	
440	1A27	A2 08		LDX #B08	READ 8 BITS
441	1A29	20 41 19	RDCHT1	JSR RDBIT	GET NEXT DATA BIT
442	1A2C	4E EA 17		LSR SAVX+1	RIGHT SHIFT CHAR
443	1A2F	0D EA 17		ORA SAVX+1	OR IN SIGN BIT
444	1A32	8D EA 17		STA SAVX+1	REPLACE CHAR
445	1A35	0A		DEX	
446	1A36	D0 F1		BNE RDCHT1	
447				;	
448	1A38	AD EA 17		LDA SAVX+1	MOVE CHAR INTO A
449	1A3B	2A		ROL A	SHIFT OFF PARITY
450	1A3C	4A		LSR A	
451	1A3D	AE EB 17		LDX SAVX+2	
452	1A40	60		RTS	
453				;	
454				;	THIS SUB GETS ONE BIT FROM
455				;	TAPE AND RETURNS IT IN SIGN OF A
456				;	
457	1A41	2C 42 17	RDBIT	BIT SBD	WAIT FOR END OF START BIT
458	1A44	10 FB		BPL RDBIT	
459	1A46	AD 46 17		LDA CLKRDT	GET START BIT TIME
460	1A49	A0 FF		LDY #BFF	A=256-T1
461	1A4B	8C 46 17		STY CLK64T	SET UP TIMER
462				;	
463	1A4E	A0 14		LDY #B14	
464	1A50	98	RDBIT3	DEY	DELAY 100 MICROSEC
465	1A51	D0 FD		BNE RDBIT3	
466				;	
467	1A53	2C 42 17	RDBIT2	BIT SBD	
468	1A56	30 FB		BMI RDBIT2	WAIT FOR NEXT START BIT
469				;	
470	1A58	38		SEC	
471	1A59	ED 46 17		SBC CLKRDT	(256-T1)-(256-T2)=T2-T1
472	1A5C	A0 FF		LDY #BFF	
473	1A5E	8C 46 17		STY CLK64T	SET UP TIMER FOR NEXT BIT
474				;	
475	1A61	A0 07		LDY #B07	
476	1A63	88	RDBIT4	DEY	DELAY 50 MICROSEC
477	1A64	D0 FD		BNE RDBIT4	
478				;	
479	1A66	49 FF		EOR #BFF	COMPLEMENT SIGN OF A
480	1A68	29 80		AND #B80	MASK ALL EXCEPT SIGN
481	1A6A	60		RTS	

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CARD # LOC      CODE      CARD
483      ;
484      ;      DIAGNOSTICS
485      ;      MEMORY
486      ;      PLLCAL
487      ;
488      ;
489      ;
490      ;      PLLCAL OUTPUT 166 MICROSEC
491      ;      PULSE STRING
492      ;
493 1A6B  A9 27  PLLCAL LDA  #B27
494 1A6D  8D 42 17      STA  SBD          TURN OFF DATIN PB5=1
495 1A70  A9 BF          LDA  #BF          CONVERT PB7 TO OUTPUT
496 1A72  8D 43 17      STA  PBDD
497      ;
498 1A75  2C 47 17  PLL1  BIT  CLKRDI
499 1A78  10 FB          BPL  PLL1
500 1A7A  A9 9A          LDA  #154        WAIT 166 MICRO SEC
501 1A7C  8D 44 17      STA  CLK1T
502 1A7F  A9 A7          LDA  #A7        OUTPUT PB7=1
503 1A81  8D 42 17      STA  SBD
504      ;
505 1A84  2C 47 17  PLL2  BIT  CLKRDI
506 1A87  10 FB          BPL  PLL2
507 1A89  A9 9A          LDA  #154
508 1A8B  8D 44 17      STA  CLK1T
509 1A8E  A9 27          LDA  #B27        PB7=0
510 1A90  8D 42 17      STA  SBD
511 1A93  4C 75 1A      JMP  PLL1
512      ;
513      ;
514      ;      INTERRUPTS PAGE 27
515      ;
516 1A96      ♦♦♦$0164  RESERVED FOR TEST
517 1BFA  6B 1A      NMIP27 .WORD PLLCAL
518 1BFC  6B 1A      RSTP27 .WORD PLLCAL
519 1BFE  6B 1A      IRQP27 .WORD PLLCAL
520      ;

```

CARD #	LOC	CODE	CARD				
522							
523							
524							
525							
526			666666	555555	333333	000000	
527			6	5	3	0 0	
528			6	5	3	0 0	
529			666666	555555	333333	0 0	
530			6 6	5	3	0 0	
531			6 6	5	3	0 0	
532			666666	555555	333333	000000	
533							
534							
535							
536				000000	000000	222222	
537				0 0	0 0	2	
538			-----	0 0	0 0	2	
539			-----	0 0	0 0	222222	
540			-----	0 0	0 0	2	
541				0 0	0 0	2	
542				000000	000000	222222	
543							

CARD #	LOC	CODE	CARD
545			:
546			:
547			:
548			:
549			:
550			:
551			:
552			:
553			:
554			:
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556			:
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561			:
562			:
563			:
564			:
565			:
566			:
567			:
568			:
569			:
570			:
571			:
572			:
573			:
574			:
575			:
576			:
577			:
578			:
579			:
580			:
581			:
582			:

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DATE OCT 13 1975 REV E

KIM :TTY INTERFACE
:KEYBOARD INTERFACE
:7 SEG 6 DIGIT DISPLAY

TTY CMDS:

G GOEXEC
OR OPEN NEXT CELL
LF OPEN PREV. CELL
. MODIFY OPEN CELL
SP OPEN NEW CELL
L LOAD (OBJECT FORMAT)
Q DUMP FROM OPEN CELL ADDR TO HI LIMIT
RD RUB OUT - RETURN TO START (KIM)
(CALL ILLEGAL CHAR ARE IGNORED)

KEYBOARD CMDS:

ADDR SETS MODE TO MODIFY CELL ADDRESS
DATA SETS MODE TO MODIFY DATA IN OPEN CELL
STEP INCREMENTS TO NEXT CELL
RST SYSTEM RESET
RUN GOEXEC
STOP \$1000 CAN BE LOADED INTO NMIW TO
USE STOP FEATURE
PC DISPLAY PC

CLOCK IS NOT DISABLED IN SIGMA 1

CARD #	LOC	CODE	CARD				
584	1000			◆=\$1000			
585				;			
586				;			
587	1000	85 F3	SAVE	STA	ACC	KIM ENTRY VIA STOP (NMI)	
588	1002	68		PLA		OR BRK (IRQ)	
589	1003	85 F1		STA	PREG		
590	1005	68	SAVE1	PLA		KIM ENTRY VIA JSR (A LOST)	
591	1006	85 EF		STA	PCL		
592	1008	85 FA		STA	POINTL		
593	100A	68		PLA			
594	100B	85 F0		STA	PCH		
595	100D	85 FB		STA	POINTH		
596	100F	84 F4	SAVE2	STY	YREG		
597	1011	86 F5		STX	XREG		
598	1013	8A		TSX			
599	1014	86 F2		STX	SPUSER		
600	1016	20 88 1E		JSR	INITS		
601	1019	40 4F 10		JMP	START		
602				;			
603	1010	60 FA 17	NMIT	JMP	(NMIV)	NON-MASKABLE INTERRUPT TRAP	
604	101F	60 FE 17	IRQT	JMP	(IRQV)	INTERRUPT TRAP	
605				;			
606	1022	A2 FF	RST	LDX	#\$FF	KIM ENTRY VIA RST	
607	1024	9A		TXS			
608	1025	86 F2		STX	SPUSER		
609	1027	20 88 1E		JSR	INITS		
610				;			
611				;			
612	102A	A9 FF	DETCPS	LDA	#\$FF	COUNT START BIT	
613	102C	8D F3 17		STA	CNTH30	ZERO CNTH30	
614	102F	A9 01		LDA	#\$01	MASK HI ORDER BITS	
615	1031	20 40 17	DET1	BIT	SAD	TEST	
616	1034	D0 19		BNE	START	KEYBD SSM TEST	
617	1036	30 F9		BMI	DET1	START BIT TEST	
618	1038	A9 FC		LDA	#\$FC		
619	103A	18	DET3	CLC		THIS LOOP COUNTS	
620	103B	69 01		ADC	#\$01	THE START BIT TIME	
621	103D	90 03		BCC	DET2		
622	103F	EE F3 17		INC	CNTH30		
623	1042	AC 40 17	DET2	LDY	SAD	CHECK FOR END OF START BIT	
624	1045	10 F3		BPL	DET3		
625	1047	8D F2 17		STA	CNTH30		
626	104A	A2 03		LDX	#\$08		
627	104C	20 6A 1E		JSR	GET5	GET REST OF THE CHAR	
628				;		TEST CHAR HERE	
629				;			
630				;			
631				;			
632				;			
633				;			
634				;		MAKE TTY/KB SELECTION	
635				;			

CARD #	LOC		CARD		
636	104F		START JSR	INIT1	
637	10F		LDA	#\$01	
638			BIT	SAD	
639			BNE	TTYKB	
640	1051	2F 1E	JSR	CRLF	PRT CR LF
641	105C	A2 0A	LDX	#\$0A	TYPE OUT KIM
642	105E	20 31 1E	JSR	PRTST	
643	1061	4C AF 1D	JMP	SHOW1	
644			;		
645	1064	A9 00	CLEAR LDA	#\$00	
646	1066	85 F8	STA	INL	CLEAR INPUT BUFFER
647	1068	85 F9	STA	INH	
648	106A	20 5A 1E	READ JSR	GETCH	GET CHAR
649	106D	C9 01	CMP	#\$01	
650	106F	F0 06	BEQ	TTYKB	
651	1071	20 AC 1F	JSR	PACK	
652	1074	4C DB 1D	JMP	SCAN	
653			;		
654			;	MAIN ROUTINE FOR KEY BOARD	
655			;	AND DISPLAY	
656			;		
657	1077	20 19 1F	TTYKB JSR	SCAND	IF A=0 NO KEY
658	107A	D0 D3	BNE	START	
659	107C	A9 01	TTYKB1 LDA	#\$01	
660	107E	2C 40 17	BIT	SAD	
661	1081	F0 0C	BEQ	START	
662	1083	20 19 1F	JSR	SCAND	
663	1086	F0 F4	BEQ	TTYKB1	
664	1088	20 19 1F	JSR	SCAND	
665	108B	F0 EF	BEQ	TTYKB1	
666			;		
667	108D	20 6A 1F	GETK JSR	GETKEY	
668	1090	C9 15	CMP	#\$15	
669	1092	10 BB	BPL	START	
670	1094	C9 14	CMP	#\$14	
671	1096	F0 44	BEQ	PCCMD	DISPLAY PC
672	1098	C9 10	CMP	#\$10	ADDR MODE=1
673	109A	F0 2C	BEQ	ADDRM	
674	109C	C9 11	CMP	#\$11	DATA MODE=1
675	109E	F0 2C	BEQ	DATAM	
676	10A0	C9 12	CMP	#\$12	STEP
677	10A2	F0 2F	BEQ	STEP	
678	10A4	C9 13	CMP	#\$13	RUN
679	10A6	F0 31	BEQ	GOV	
680	10A8	0A	DATA ASL	A	SHIFT CHAR INTO HIGH
681	10A9	0A	ASL	A	ORDER NIBBLE
682	10AA	0A	ASL	A	
683	10AB	0A	ASL	A	
684	10AC	85 FC	STA	TEMP	STORE IN TEMP
685	10AE	A2 04	LDX	#\$04	
686	10B0	A4 FF	DATA1 LDY	MODE	TEST MODE 1=ADDR
687	10B2	D0 0A	BNE	ADDR	MODE=0 DATA

```

CARD # LOC      CODE      CARD
1099 1F60  A4 FC          LDY  TEMP      RESTORE Y
1100 1F62  60          RTS
1101          ;
1102          ;          SUB TO INCREMENT POINT
1103          ;
1104 1F63  E6 FA  INCPT  INC  POINTL
1105 1F65  D0 02          BNE  INCPT2
1106 1F67  E6 FB          INC  POINTH
1107 1F69  60  INCPT2 RTS
1108          ;
1109          ;          GET KEY FROM KEY BOARD
1110          ;          RETURN WITH A=KEY VALUE
1111          ;          A GT. 15 THEN ILLEGAL OR NO KEY
1112          ;
1113          ;
1114 1F6A  A2 21  GETKEY LDX  #$21      START AT DIGIT 0
1115 1F6C  A0 01  GETKEY LDY  #$01      GET 1 ROW
1116 1F6E  20 02 1F      JSR  ONEKEY
1117 1F71  D0 07          BNE  KEYIN      A=0 NO KEY
1118 1F73  E0 27          CPX  #$27      TEST FOR DIGT 2
1119 1F75  D0 F5          BNE  GETKEY
1120 1F77  A9 15          LDA  #$15      15=NO KEY
1121 1F79  60          RTS
1122 1F7A  A0 FF  KEYIN  LDY  #$FF
1123 1F7C  0A          KEYIN1 ASL  A          SHIFT LEFT
1124 1F7D  B0 03          BCS  KEYIN2     UNTIL Y=KEY NUM
1125 1F7F  C8          INY
1126 1F80  10 FA          BPL  KEYIN1
1127 1F82  9A          KEYIN2 TXA
1128 1F83  29 0F          AND  #$0F      MASK MSD
1129 1F85  4A          LSR  A          DIV BY 2
1130 1F86  AA          TAX
1131 1F87  98          TYA
1132 1F88  10 03          BPL  KEYIN4
1133 1F8A  18          KEYIN3 CLC
1134 1F8B  69 07          ADC  #$07      MULT (X-1) TIMES A
1135 1F8D  CA          KEYIN4 DEX
1136 1F8E  D0 FA          BNE  KEYIN3
1137 1F90  60          RTS
1138          ;
1139          ;          SUB TO COMPUTE CHECK SUM
1140          ;
1141 1F91  18          CHK  CLC
1142 1F92  65 F7          ADC  CHKSUM
1143 1F94  85 F7          STA  CHKSUM
1144 1F96  A5 F6          LDA  CHKHI
1145 1F98  69 00          ADC  #$00
1146 1F9A  85 F6          STA  CHKHI
1147 1F9C  60          RTS
1148          ;
1149          ;          GET 2 HEX CHAR'S AND PACK
1150          ;          INTO INL AND INH

```



```

CARD # LOC      CODE      CARD
1151      ;
1152      ;      Y PRESERVED  Y RETURNED = 0
1153      ;      NON HEX CHAR WILL BE LOADED AS NEAREST HEX EQU
1154 1FA0 20 5A 1E  GETBYT JSR  GETCH
1155 1FA0 20 AC 1F      JSR  PACK
1156 1FA3 20 5A 1E      JSR  GETCH
1157 1FA6 20 AC 1F      JSR  PACK
1158 1FA9 A5 F8      LDA  INL
1159 1FAB 60      RTS
1160      ;
1161      ;      SHIFT CHAR IN A INTO
1162      ;      INL AND INH
1163      ;
1164 1FAC 09 30  PACK  CMP  #$30      CHECK FOR HEX
1165 1FAE 30 18      BMI  UPDAT2
1166 1FB0 09 47      CMP  #$47      NOT HEX EXIT
1167 1FB2 10 17      BPL  UPDAT2
1168 1FB4 09 40  HEXNUM CMP  #$40      CONVERT TO HEX
1169 1FB6 30 03      BMI  UPDATE
1170 1FB8 18      HEXALP CLC
1171 1FB9 69 09      ADC  #$09
1172 1FBB 2A      UPDATE ROL  A
1173 1FBC 2A      ROL  A
1174 1FBD 2A      ROL  A
1175 1FBE 2A      ROL  A
1176 1FBF A0 04      LDY  #$04      SHIFT INTO I/O BUFFER
1177 1FC1 2A  UPDAT1 ROL  A
1178 1FC2 26 F8      ROL  INL
1179 1FC4 26 F9      ROL  INH
1180 1FC6 88      DEY
1181 1FC7 D0 F8      BNE  UPDAT1
1182 1FC9 A9 00      LDA  #$00      A=0 IF HEX NUM
1183 1FCB 60  UPDAT2 RTS
1184      ;
1185 1FCC A5 F8  OPEN  LDA  INL      MOVE I/O BUFFER TO POINT
1186 1FCE 85 FA      STA  POINTL
1187 1FD0 A5 F9      LDA  INH      TRANSFER INH- POINTH
1188 1FD2 85 FB      STA  POINTH
1189 1FD4 60      RTS
1190      ;
1191      ;
1192      ;      END OF SUBROUTINES

```

```

CARD # LOC      CODE      CARD
1194          ;
1195          ; TABLES
1196          ;
1197 1FD5 00      TOP      .BYTE $00,$00,$00,$00,$00,$00,$0A,$0D,'MIK'
1197 1FD6 00
1197 1FD7 00
1197 1FD8 00
1197 1FD9 00
1197 1FDA 00
1197 1FDB 0A
1197 1FDC 0D
1197 1FDD 4D 49 4B
1198 1FE0 20      .BYTE ' ', $13, 'RRE', ' ', $13
1198 1FE1 13
1198 1FE2 52 52 45
1198 1FE5 20
1198 1FE6 13
1199          ;
1200          ; TABLE HEX TO 7 SEGMENT
1201          ; 0 1 2 3 4 5 6 7
1202 1FE7 BF      TABLE .BYTE $BF,$86,$DB,$CF,$E6,$ED,$FD,$87
1202 1FE8 86
1202 1FE9 DB
1202 1FEA CF
1202 1FEB E6
1202 1FEC ED
1202 1FED FD
1202 1FEE 87
1203          ;
1204 1FEF FF      .BYTE $FF,$EF,$F7,$FC,$B9,$DE,$F9,$F1
1204 1FF0 EF
1204 1FF1 F7
1204 1FF2 FC
1204 1FF3 B9
1204 1FF4 DE
1204 1FF5 F9
1204 1FF6 F1

```

```

CARD # LOC      CODE      CARD
1206          ;
1207          ;
1208          ;
1209          ;
1210          ; INTERRUPT VECTORS
1211          ;
1212 1FF7          ♦=$1FFA
1213 1FFA 10 10      NMIENT .WORD NMIT
1214 1FFC 22 10      RSTENT .WORD RST
1215 1FFE 1F 10      IRQENT .WORD IRQT
1216          .END

```

SYMBOL TABLE

SYMBOL	VALUE	LINE	DEFINED	CROSS-REFERENCES						
ACC	00F3	76	587	851						
ADDR	10BE	694	687							
ADDRM	10C8	701	673							
AK	1EFE	1037	1080							
AK1	1F04	1041	1046							
CHAR	00FE	90	950	951	952	959	984	994		
CHK	1F91	1141	734	738	741	748	808	814	899	902
CHKH	17E8	97	158	265	289	299	301			
CHKHI	00F6	82	730	755	782	799	819	1144	1146	
CHKL	17E7	96	156	262	288	297	298			
CHKSUM	00F7	83	729	758	783	801	821	1142	1143	
CHKT	194C	295	234	237	242	244	256	308		
CHT1	1982	336	344							
CHT2	198E	341	338							
CHT3	1991	342	340							
CLEAR	1064	645	803	836						
CLKKT	1747	65	◆◆◆◆							
CLKRDI	1747	66	355	361	378	384	498	505		
CLKRDT	1746	67	459	471						
CLK1T	1744	62	358	364	381	387	501	508		
CLK64T	1746	64	461	473						
CLK8T	1745	63	◆◆◆◆							
CNTH30	17F3	101	613	622	1010	1022				
CNTL30	17F2	100	625	1012	1024					
CONVD	1F48	1085	1071	1074						
CONVD1	1F5B	1094	1095							
CRLF	1E2F	908	640	785	829					
DATA	10A8	680	◆◆◆◆							
DATAM	10C0	704	675							
DATAM1	10CE	705	702							
DATAM2	10D0	706	699							
DATA1	10B0	686	698							
DATA2	10C3	697	692							
DEHALF	1EEB	1022	947	956						
DELAY	1ED4	1010	946	953	986	990	997	1003		
DETOPS	102A	612	◆◆◆◆							
DET1	1031	615	617							
DET2	1042	623	621							
DET3	103A	619	624							
DE2	1EDD	1013	1018	1027						
DE3	1EE5	1017	1015							
DE4	1EDE	1014	1029							
DUMP	1D42	778	873							
DUMPT	1800	121	◆◆◆◆							
DUMPT1	1814	131	134							
DUMPT2	1833	148	177							
DUMPT3	1854	163	166							
DUMPT4	1865	173	152							
DUMPV	1E01	873	867							
DUMPO	1D48	781	826							
DUMP1	1D4E	785	◆◆◆◆							

SYMBOL	VALUE	LINE	DEFINED	CROSS-REFERENCES							
DUMP2	1D86	811	817								
DUMP3	1DA6	826	824								
DUMP4	1D7A	805	792								
EAH	17F8	106	151	791							
EAL	17F7	105	149	789							
FEED	1E07	876	861								
FEED1	1E12	882	880								
GETBYT	1F9D	1154	732	736	739	746	754	757	770		
GETCH	1E5A	940	648	725	1154	1156					
GETK	1C8D	667	◆◆◆◆								
GETKEY	1F6A	1114	667								
GETKES	1F6C	1115	1119								
GET1	1E60	943	945								
GET2	1E6D	948	955								
GET5	1E6A	947	627								
GET6	1E87	962	944								
GOEXEC	1DC8	841	711	865							
GOV	1CD9	711	679								
HEXALP	1FB8	1170	◆◆◆◆								
HEXNUM	1FB4	1168	◆◆◆◆								
HEXOUT	196F	323	314	316							
HEXTR	1E4C	938	922	924							
HEXTR1	1E55	933	931								
HEX1	1978	328	326								
ID	17F9	107	140	224	226						
INCPT	1F63	1104	708	749	815	938					
INCPT2	1F69	1107	1105								
INCVEB	19EA	397	176	258							
INCVE1	19F2	400	398								
INH	00F9	85	647	760	825	1059	1179	1187			
INITS	1E88	966	600	609							
INIT1	1E8C	969	636								
INL	00F8	84	646	779	823	885	1066	1072	1158	1178	1185
INTVEB	1932	281	123	185							
IRQENT	1FFE	1215	◆◆◆◆								
IRQP27	1BFE	519	◆◆◆◆								
IRQT	1C1F	604	1215								
IRQV	17FE	113	604								
KEYIN	1F7A	1122	1117								
KEYIN1	1F7C	1123	1126								
KEYIN2	1F82	1127	1124								
KEYIN3	1F8A	1133	1136								
KEYIN4	1F8D	1135	1132								
LOAD	1CE7	725	727	762	874						
LOADER	1D3E	771	759								
LOADE1	1D3B	770	756								
LOADS	1CEE	728	◆◆◆◆								
LOADT	1873	183	231								
LOADT4	18B5	216	221								
LOADT5	18D7	233	225	228							
LOADT6	18EC	241	230								
LOADT7	18F8	247	239	259							
LOADT8	1915	261	250								
LOADT9	1929	270	252	263	266						

INSTRUCTION COUNT

ADC	13
AND	9
ASL	7
BCC	4
BCS	5
BEQ	26
BIT	12
BMI	9
BNE	44
BPL	15
BRK	0
BVC	0
BVS	0
CLC	8
CLD	1
CLI	0
CLV	0
CMF	38
CPX	1
CPY	0
DEC	2
DEX	14
DEY	8
EOR	2
INC	7
INX	5
INY	2
JMP	31
JSR	115
LDA	108
LDX	29
LDY	25
LSR	22
NOF	0
ORA	6
PHA	5
PHP	0
PLA	5
PLP	0
ROL	18
RTI	1
RTS	28
SBC	5
SEC	3
SED	0
SEI	1
STA	81
STX	14
STY	7
TAX	3
TAY	3
TSX	1
TXA	3
TXS	2
TYA	4

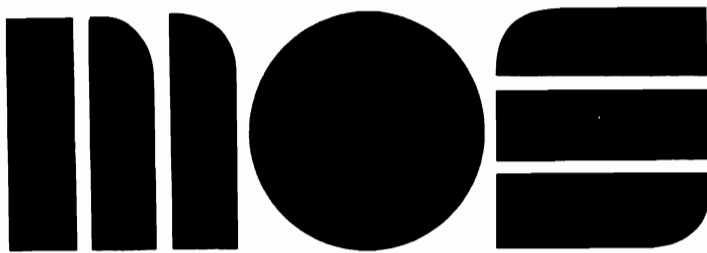
* SYMBOLS = 204 (LIMIT = 400)

* BYTES = 1690 (LIMIT = 4096)

* LINES = 1242 (LIMIT = 1500)

* XREFS = 646 (LIMIT = 900)

STOP 0



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