User's Manual

DISK JOCKEY™ I CONTROLLER

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MORROW DESIGNS

User's Manual

DISK JOCKEY™ I

INTRODUCTION

The Morrow's Micro-Stuff DISK JOCKEY I (DJ) board features two distinct subsections:

1. A universal floppy disk controller capable of interfacing to a wide variety of floppy disk drives,

2. A serial interface that allows communication with a terminal device at TTY 20ma current loop or RS-232 levels.

The floppy disk controller section will interface with any floppy disk drive plug compatible with the Shugart 800 drive. Siemens, Remex, Memorex and MFE are some of the manufacturers of full-sized floppy disks which are plug compatible with the Shugart 800/801.

The DJ plugs into an S-100 bus slot in a system with an 8080 type CPU and has a cable connector for a flat cable to the first floppy disk drive. The controller can control a chain of up to four drives daisy chained on this cable. A second connector on the DJ is provided for the attachment of a terminal device.

The DJ uses memory mapped I/O. Device registers used to input from and output to the floppy disk and the serial port are accessed from the CPU board of the S-100 system by references to memory addresses. Some registers differ in function depending on whether they are being read from or written to.

Most users will not wish to use the hardware level registers directly. Instead, they can call standard disk and serial I/O subroutines contained in 512 bytes of PROM memory on the DJ board. This PROM occupies a 512 byte block of S-100 bus memory addresses. A 256 byte RAM is also provided which is used by the PROM firmware as a data buffer and for temporary computation.

The actual addresses where the I/O registers, PROM, and RAM appear is controlled by another PROM, referred to as the address selection PROM. This PROM is supplied with standard addresses burned into it for these registers. If the standard addresses would conflict with some other device on the system, a PROM burned with non-standard addresses can be substituted.

The Disk Jockey uses 1024 bytes of memory starting at 340:000Q or E000H (standard version). The first 512 bytes are occupied by ROM, the next 256 bytes contain a RAM buffer. The last 256 bytes constitute the memory mapped I/O.

PROGRAMMING SPECIFICATION

Most users will wish to take advantage of the standard I/O subroutines supplied in PROM on the DJ.

The user should branch to the appropriate address in a jump table in the first few words of the system ROM. Since the subroutines end with a RET instruction, a CALL instruction should be used to branch to the subroutine.

The jump table contains jump instructions to the true address of the utility routines within the ROM. Having a jump table allows the individual routines to be updated and moved around within the ROM without having to change software that calls the routines. Let A represent the address of word Ø of the onboard ROM. In boards with standard address decoding PROMS, A = 340:000. The addresses to call for the utility routines are then:

Address	Standard Value	Symbolic Value	Function
A	340:000	DBOOT	DOS bootstrap routine
A+3	340:003	TERMIN	Serial input
A+6	340:006	TRMOUT	Serial output
A+9	340:011	TKZERO	Recalibrate (Seek to TRKØØ)
A+12	340:014	TRKSET	Seek
A+15	340:017	SECTOR	Select sector
A+18	340:022	DMA	Set DMA address
A+21	340:025	READ	Read a sector of disk data
A+24	340:030	WRITE	Write a sector of disk data

The specific function of each subroutine is described below.

A subroutine upon completion will execute a RET instruction. A disk subroutine that completes normally will return with a zero in the accumulator. A disk subroutine that detects an error condition will return a nonzero value in the accumulator. A program should execute an ANA A instruction after return from a disk utility subroutine to set the flags according to the contents of the accumulator and then branch if non-zero to an appropriate error handling routine.

Serial I/O

At the hardware level, a means is provided for the CPU program to determine whether the present level of the serial input is a MARK (1) or a SPACE (Ø). The user has a choice of connecting to the TTY or RS-232 serial input pin depending on the electrical requirements of the input device.

When a program in the CPU looks at bit 1 of the Read Status Register (see Hardware Registers below), this bit will be a Ø if the input line is at the SPACE level and a 1 if the input line is at the MARK level.

The hardware only provides the facility for the software to determine whether the device attached to the serial in line is sending a Ø or 1 signal. Decoding a pattern in time of zeroes and ones into meaningful information is the province of software.

Built-in Disk Jockey firmware provides the facility to receive or send a byte of data from the input device according to industry wide conventions for serial data transmission. These conventions are explained below.

Normally, the interface line will be at a 1 level. When an input device wishes to send a byte of data, it puts the input line to a Ø level for a length of time referred to as one bit time. This is called the start bit. At the conclusion of the start bit, the input device sends in order starting with the least significant bit and ending with the most significant bit, the eight data bits of the byte. To do this, the input device puts the interface line at a Ø or a 1 level for one bit time, depending on the value of the data bit to be sent. At the conclusion of the bit time, the next data bit is sent. After the final bit is sent, the line returns to the 1 level for at least one bit time (the stop bit).

After the final stop bit is sent, the input device is free to send the next character. If the next character is not yet available, for example, the next key on the input keyboard has not been pressed, the input device can wait any amount of time before lowering the line to a Ø to signal the beginning of the next character.

The format described above is the most common format used by terminal devices. There is some variation, however. Some devices use two stop bits, some transmit a parity bit, etc. Check the documentation for the specific terminal in use for details.

Different input devices can send their information at different baud rates. The relationship between baud rate and bit times is given below. Many terminal devices have switch selectable baud rates. The user will typically wish to select the highest baud rate that will not exceed the capacity of the transmission path between the terminal and the Disk Jockey.

Baud Rate	Bit Times
110	9.091 ms
300	3.333 ms
1200	.833 ms
1800	.555 ms
2400	.417 ms
4800	.208 ms

A program assembling an incoming character will typically wait one-half bit time from the leading edge of the start bit and then check to see if the start bit is still present. It will then wait for one bit time and sample the first data bit, etc. This technique samples each bit in the middle of its bit time, greatly improving the noise immunity of the system.

The firmware supplied with the Disk Jockey will assemble a byte received from the interface using this technique. A timing loop generates the delay of one-half bit time or one bit time as required. The timing constant used by this loop must be set by the user according to the baud rate required. The value of the constant also depends on the instruction execution time of the processor.

To set the timing constant, a program must deposit the correct value appropriate to the baud rate and processor speed at a fixed location in the Disk Jockey's onboard RAM. The address of this location has the symbolic name SCON in the firmware listing. Its value in units with a standard decoding ROM is 342:160. The value of the timing constant that should be stored for commonly used baud rates is given in the following table for a 2 Mhz clock system:

Baud Rate	SCON decimal	SCON octal	SCON hex
110	375	1:166	176
300	135	207	87
1200	33	41	21
1800	21	25	15
2400	16	20	10
4800	7	7	7

This timing constant must be set before the serial input or serial output subroutine is called.

The subroutine TERMIN can be called to wait for and assemble a character arriving over the serial input line. The character, once it is assembled, will be returned in CPU register A. The subroutine will not return until a character arrives.

The subroutine TRMOUT will transmit out the serial output port the character in register A. It will return once the character has been transmitted.

It is important to be aware of some of the disadvantages of serial communications as they affect programming technique. Since the CPU must sample the input line at the correct time and be listening to detect the start bit, the serial input subroutine must be called before the

start bit is received and must stay in its timing loops until a character is assembled. Once a character is received, all computation done by the program that called for the character must be done and control returned to the serial input subroutine before the start of the next character. This is normally not a problem due to the CPU instruction times being so short with respect to the bit times for commonly used baud rates, but attention must sometimes be paid to this requirement. Another disadvantage of this technique is the requirement to tie up the CPU to listen to see if a character is arriving. This prohibits a program that runs continuously until a key is pressed unless the program can guarantee that it can check for a start bit sufficiently frequently while doing the other computation that is necessary.

The performance of the serial input system can be improved when it becomes desirable to do so either by adding a more complex serial interface including a UART chip that will assemble an entire character without requiring intervention from the CPU or by using a parallel interface with a flag bit.

In spite of the disadvantages listed, serial communications offers the most economical way to attach a terminal to a computer. Virtually every terminal device manufactured offers a serial data path for connection to its CPU.

Disk I/O

To understand the significance of the disk utility subroutines, it is necessary to say a few words about how data is organized on the disk.

Information on the disk is organized into a number of concentric tracks:

Full-sized floppy	77 tracks
Mini-floppy	35 tracks

The disk read/write head can be moved to any track by a series of step in or step out commands. A step in command moves the read/write head one track towards the center of the disk. A step out command moves the head one track away from the center of the disk. It is the responsibility of software to keep track of what track number the disk is currently at and to calculate how many step in or step out commands are necessary to move the head to a desired new position.

Once the read/write head has been moved to the desired track, the rotation of the disk will move a circle of magnetic material beneath the head. Within this circle of material, data is recorded in distinct regions called sectors. The sector is the smallest amount of information that can be separately read or written from the disk. There are twenty-six sectors/track on a standard and sixteen sectors/track on a mini-floppy. Each sector contains 128 data bytes.

In the header field of each sector, the track and sector number is recorded. During read or write commands, this header is read before data transfer takes place. If the DJ firmware detects a discrepancy between the track number it thinks it is at and the number recorded on the disk, it reports an error. To recover from this error, a program must do a recalibrate operation. The disk drive has a sensor that reports when the disk is physically positioned at track ØØ. A series of step out commands must be issued until this status line comes on. This operation will always position the disk to the same physical track. The recalibrate sequence is a standard utility subroutine supplied with the disk firmware.

Transferring a sector of disk data between memory and the disk therefore involves the following steps, each corresponding to a subroutine call to Disk Jockey firmware:

Position the read/write head to the desired track.

Specify the sector number to be involved in the data transfer.

Specify the memory address that disk data is to be written from or read to.

Actually perform the read or write operation.

Check for error conditions.

Subroutines

TRKSET - Given a one byte track address between 0 and 76 in register C of the CPU, this subroutine verifies that it is a valid track address. It then performs a seek operation to position the read/write head to the desired track. It does not read the header fields of the track to verify that the seek took place correctly -- this is doen when an attempt is made to read or write a sector.

SECTOR - Given a one byte sector number between 1 and 26 in register C, this subroutine checks that it is a valid sector number. It then records it for use in a later read or write.

DMA - Given a memory address in the B-C register pair, this subroutine checks that it is not an address within the Disk Jockey's address space. It then records the address in its RAM. Any subsequent read or write operations will transfer data to or from this memory address (and the 127 successively higher numbered memory cells). No disk operations actually take place.

READ - 128 bytes of data are read off the current track from the sector specified by the last SECTOR subroutine call to the address in memory specified by the last DMA call.

WRITE - 128 bytes of data are written on the current track into the sector specified by the last sector subroutine call from the address in memory specified by the last DMA call.

TKZERO - Calling this subroutine will position the read/write head to track ØØ using the track ØØ sensor as a reference. As discussed above, a call to this subroutine is the appropriate response to a seek error -- that is, the software detecting that the track number recorded in the header field of a sector does not agree with the count of track number being maintained in software.

DBOOT - Branching to this routine will result in a bootstrap load operation from the floppy disk. The serial constant is initialized to 1200 baud. Sector 1 of track ØØ of disk 1 will be read into memory location 200Q (80H). A branch will then be performed to this location. Branching to this subroutine from the front panel is the typical way to initialize a disk system.

DISKETTE INITIALIZATION - Before a new diskette can be successfully used, it must be initialized. Most diskettes are sold pre-initialized. However, it is sometimes necessary to reinitialize a diskette. The initialization process involves writing the header field of every sector onto the disk. None of the subroutines described above can be used to write these header fields. This is a safety measure to ensure that an erroneous branch to the firmware PROM cannot reinitialize a disk, destroying all the data recorded on it. The initialization function for diskettes is typically provided by a command included in the Disk Operating System. CP/M diskettes furnished by Thinker Toys contains a command INTLIZE.COM. The source code for this command, INTLIZE.ASM is also included. The Disk/ATE diskette has a command file called DSKINT which initializes diskettes and places a bootstrap loader on track zero sector one.

SOFTWARE SPECIFICATIONS

The Bootstrap

At location 340:000Q (E000H), there is a bootstrap routine which is intended to make the disk come up automatically. This routine selects drive number 1, does a home to track ØØ and reads sector 1 of track ØØ into locations 200Q through 377Q. After reading this sector into memory, the routine branches to location 200Q. The first sector of track ØØ should have a loader which will bring in the rest of the user's system. Customers who purchase CP/M with The Disk Jockey receive a diskette which has this loader. By setting the program counter of the CPU to 340:000Q (E000H) and pressing RUN, CP/M automatically loads itself into memory and starts.

Full-Sized Floppy/Mini-Floppy Hardware Configuration

The Disk Jockey controller has two slide switches which configure the board hardware to control either an 8" drive or a 5" drive.

8" Full-Sized Floppy Drives: BOTH slide switches must be in the LEFT-most position;

5" Mini-Floppy Drives: BOTH slide switches must be in the RIGHT-most position.

Selecting Drives

If decoders are installed in the disk drives themselves, up to eight drives can be connected in a daisy chain fashion to the Disk Jockey. Without decoders, four drives can be controlled by the Disk Jockey. It is important to note that none of the firmware with the exception of the boot loader ever changes the selection of drives. Before sending commands via the firmware, it is the programmer's responsibility to select the proper drive by storing the drive selection code in two places in memory.

Drive selection codes for drives 1, 2, 3 and 4 are as follows:

Drive	Drive Selection Code	
1	210Q	88H
2	011Q	09H
3	050Q	28H
4	012Q	0AH

The appropriate drive selection code must be stored at memory locations 342:163Q (E273H) and 343:002 (E302H).

Utilizing the Disk Jockey Firmware

In order to transfer information to and from a disk drive under the control of the Disk Jockey, the firmware functions must be used in the proper sequence. A seek function should always precede a set sector function. A read or write function should be preceded by a DMA function, a set sector function and a seek function.

Data Transfer Examples

READ:

Suppose sectors 5, 6, 7 and 8 of track 12, drive 1, need to be read into memory starting at location 7:200Q (780H). The following program will do this:

Octal

```
100   076 210          READ   MVI    A,210Q    INITIALIZE
102   062 163 342             STA    DRIVE       DRIVE
105   062 002 343             STA    FUNCTN      #1
110   061 150 342             LXI    SP,STACK  INITIALIZE STACK POINTER
113   315 011 340             CALL   TKZERO    RECALIBRATE HEAD
116   016 014                 MVI    C,12      SEEK HEAD TO
120   315 014 340             CALL   TSEEK       TRACK 12
123   001 005 004             LXI    B,4:005Q  SECTOR COUNT & NUMBER
126   041 200 007             LXI    H,7:200Q  DMA ADDRESS
131   305              LOOP   PUSH   B         SAVE SECTOR & COUNT
132   345                     PUSH   H         SAVE DMA ADDRESS
133   315 017 340             CALL   SECTOR    SET THE SECTOR
136   301                     POP    B         GET DMA ADDRESS
137   305                     PUSH   B         SAVE IT AGAIN
140   315 022 340             CALL   DMA       SET DMA ADDRESS
143   315 025 340             CALL   DISKR     READ DISK SECTOR
146   247                     ANA    A         TEST FOR ERRORS
147   302 100 000             JNZ    READ      START OVER IF ERROR
152   341                     POP    H         RECOVER DMA ADDRESS
153   301                     POP    B         RECOVER SECTOR & COUNT
154   005                     DCR    B         DECREMENT COUNT
155   310                     RZ               RETURN IF DONE
156   014                     INR    C         INCREMENT SECTOR
157   021 200 000             LXI    D,200Q    INCREMENT DMA
162   031                     DAD    D           ADDRESS BY 200Q
163   303 131 000             JMP    LOOP      READ NEXT SECTOR
```

Hex

```
40    3E 88            START  MVI    A,88H
42    32 73 E2                STA    DRIVE
45    32 02 E3                STA    FUNCTN
48    31 68 E2                LXI    SP,STACK
4B    CD 09 E0                CALL   TKZERO
```

```
4E    0E 0C                MVI   C,12
50    CD 0C E0             CALL  TSEEK
53    01 05 04             LXI   B,405H
56    21 80 07             LXI   H,780H
59    C5           LOOP    PUSH  B
5A    E5                   PUSH  H
5B    CD 0F E0             CALL  SECTOR
5E    C1                   POP   B
5F    C5                   PUSH  B
60    CD 12 E0             CALL  DMA
63    CD 15 E0             CALL  DISKR
66    A7                   ANA   A
67    C2 40 00             JNZ   START
6A    E1                   POP   H
6B    C1                   POP   B
6C    05                   DCR   B
6D    C8                   RZ
6E    0C                   INR   C
6F    11 80 00             LXI   D,80H
72    19                   DAD   D
73    C3 59                JMP   LOOP
```

WRITE:

The following program writes from memory starting at location 200:000Q (8000H) onto tracks 4, 5, and 6 of disk drive 1.

Octal

```
200   076 210        WRITE  MVI   A,210Q     INITIALIZE
202   062 163 342           STA   DRIVE        DRIVE
205   062 002 343           STA   FUNCTN       #1
210   061 150 342           LXI   SP,STACK    INITIALIZE STACK POINTER
213   315 011 340           CALL  TKZERO     RECALIBRATE DISK HEAD
216   076 004               MVI   A,4        SET UP
220   062 305 000    TLOOP  STA   TEMP         TRACK REGISTER
223   117                   MOV   C,A        SEEK TO
224   315 014 340           CALL  TSEEK        NEXT TRACK
227   001 001 032           LXI   B,32:001Q  SECTOR COUNT& NUMBER
232   041 000 200           LXI   H,200:000  DMA ADDRESS
235   305            SLOOP  PUSH  B          SAVE SECTOR & COUNT
236   345                   PUSH  H          SAVE DMA ADDRESS
237   315 017 340           CALL  SECTOR     SET CURRENT SECTOR
242   301                   POP   B          RECOVER
243   305                   PUSH  B            DMA ADDRESS & SAVE
246   315 022 340           CALL  DMA        SET DMA ADDRESS
251   315 030 340           CALL  DISKW      WRITE A SECTOR
254   247                   ANA   A          TEST FOR WRITE
255   302 255 000    STALL  JNZ   STALL        PROTECTED DISKETTE
260   341                   POP   H          RECOVER DMA ADDRESS
261   301                   POP   B          RECOVER SECTOR & COUNT
262   021 200 000           LXI   D,200Q     INCREMENT
265   031                   DAD   D            DMA ADDRESS
```

```
266   014                     INR   C          INCREMENT SECTOR
267   005                     DCR   B          DECREMENT COUNT
270   302 235 000             JNZ   SLOOP      READ ANOTHER SECTOR
273   072 305 000             LDA   TEMP       GET OLD TRACK
276   074                     INR   A            & INCREMENT
277   376 007                 CPI   7          TEST FOR
301   310                     RZ                 DONE
302   303 220 000             JMP   TLOOP      SEEK TO NEXT TRACK
305   000               TEMP: DB    0          TEMPORARY TRACK REG
```

Hex

```
80    3E 88             WRITE MVI   A,88H
82    32 73 E2                STA   DRIVE
85    32 02 E3                STA   FUNCTN
88    31 68 E2                LXI   SP,STACK
8B    CD 09 E0                CALL  TKZERO
8E    3E 04                   MVI   A,4
90    32 C5 00          TLOOP STA   TEMP
93    4F                      MOV   C,A
94    CD 0C E0                CALL  TSEEK
97    01 01 1A                LXI   B,1A01H
9A    21 00 80                LXI   H,8000H
9D    C5                SLOOP PUSH  B
9E    E5                      PUSH  H
9F    CD 0F 34                CALL  SECTOR
A2    C1                      POP   B
A3    C5                      PUSH  B
A6    CD 12 34                CALL  DMA
A9    CD 18 34                CALL  DISKW
AC    A7                      ANA
AD    C2 AD 00          STALL JNZ   STALL
B0    E1                      POP   H
B1    C1                      POP   B
B2    11 80 00                LXI   B,80H
B5    19                      DAD   D
B6    0C                      INR   C
B7    05                      DCR   B
B8    C2 9D 00                JNZ   SLOOP
BB    3A C5 00                LDA   TEMP
BE    3C                      INR   A
BF    FE 07                   CPI   7
C1    C8                      RZ
C2    C3 90 00                JMP   TLOOP
C5    00                TEMP: DB    0
```

The two examples above will appear to run rather slowly. This is due to reads and writes being done on consecutive sectors. Since there is overhead error checking done in the disk read and write firmware, the next sector has been passed over by the time the subsequent read or write operation commences. Therefore, the disk has to go almost a full revolution before the right sector is under the head again. Thus, to write twenty-six sectors, the diskette revolves roughly twenty-six revolutions instead of one. The method used to overcome this problem is called reading skewed sectors. That is, instead of reading, say, sectors 1, 2, 3, 4, 5 ..., 26, in consecutive order, it is more efficient to read in the order 1, 6, 11, 16, 21, 26, 5, 10, 15, 20, 25, 4, 9, 14, 19, 24, 3, 8, 13, 18, 23, 2, 7, 12, 17, 22. This will read an entire track in five revolutions instead of twenty-six. For an example of how to read and write sectors with a skew of five, see the software listings for patching CP/M* to the Disk Jockey.

*CP/M is a trade mark of Digital Research, Pacific Grove, CA.

DISK SYSTEM SOFTWARE

An assembled Disk Jockey is part of a DISCUS I system and is also accompanied by a copy of Disk/ATE[tm]. Disk/ATE and CP/M* are also available at additional cost to those who have purchased only the controller. Both Disk/ATE and Disk Jockey CP/M are tailored to the I/O of the Disk Jockey controller. Both expect that a serial TTY/RS232 terminal set for 1200 baud is connected to J2 (serial port) of the Disk Jockey. Both are supplied on a write protected diskette (notch open) which should be kept that way. DO NOT COVER THE NOTCH ON THE DISKETTE. Finally, both systems are designed to self load when the disk is in place in drive A and a branch to 340:000Q (E000H) is made. For the CP/M user, a series of manuals accompanies the diskette which describes how to back-up the CP/M diskette. The only precaution is that when drive B is to be used for back-up purposes, it must be "logged on" (e.g., DIR:B) before the back-up process is started.

Backing Up Disk/ATE

To make a back-up copy of Disk/ATE, load Disk/ATE and have a blank diskette which is not write protected (notch covered). Follow the steps outlined below:

a. Type: B16
followed by a carriage return. This command forces ATE to express numbers and addresses in hexidecimal radix.

b. Type: L IOTBL <T>
followed by a carriage return. This command loads the I/O driver symbol table from the disk.

c. Type: ? SYSIO...IOEND
followed by a carriage return. This is the beginning and ending addresses of the ATE I/O driver software expressed in hexidecimal radix. Make a note of these two values.

d. Type: L ATETBL <T>
followed by a carriage return. This command loads a selected subset of ATE's symbol table from the disk.

e. Type: ? BEGIN...END
followed by a carriage return. This is thebeginning and ending address of ATE expressed in hexidecimal radix. Make a note of these two values.

f. Type: GO DSKINT
followed by a carriage return. This is the load and go command for the diskette initialization program that formats a diskette to the IBM soft-sectored standard and also places a boot strap loader on track zero sector one.

g. DSKINT will ask that the diskette be placed in the drive and then will ask which drive the diskette is in. If the diskette is write protected or the diskette is not in the drive or if the drive door is not closed or if the indicated drive is not connected to the system, DSKINT will detect these conditions and start all over until all the conditions necessary to write on a diskette are satisfied. After completing the initialization, DSKINT automatically returns to ATE.

h. IO and ATE must be saved on the new diskette. IO must be saved first.

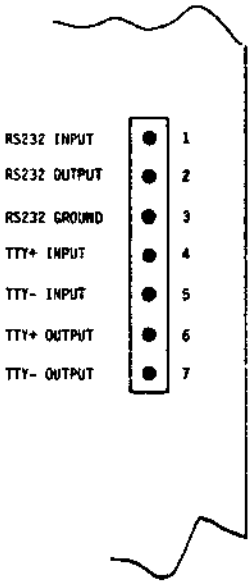
i. Using the values for SYSIO and IOEND obtained in step c, type:
S IO (SYSIO value here)H...(IO END value here)H
followed by a carriage return. The "H" suffix is necessary to force ATE to interpret the preceeding digits as a number in hexidecimal radix.

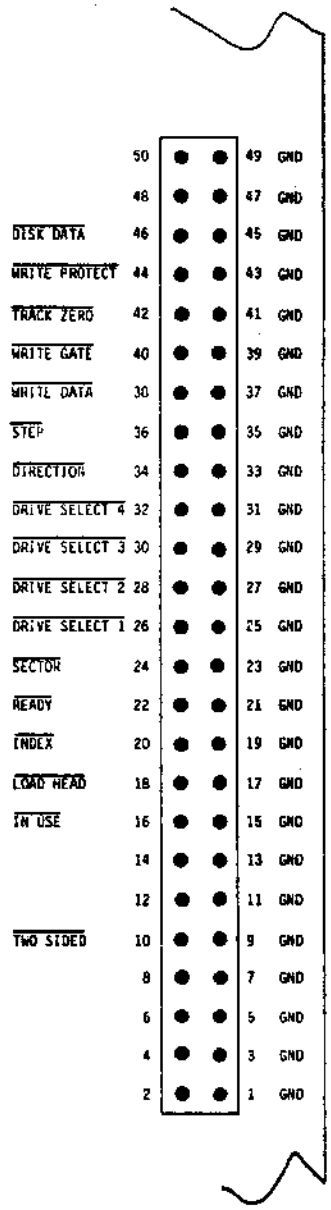
j. Using the values for BEGIN and END obtained in step e, type:
S ATE (BEGIN value here)H...(END value here)H
followed by a carriage return.

k. Disk/ATE has now been copied on the fresh diskette. Files may now be transfered from the original diskette as needed.

I/O CONNECTORS J1 AND J2

Illustrated below are the details of the pin connections of J1 and J2. In both illustrations, the top of the circuit board is shown as the straight line on the right side of the connector.





PATCHES FOR CP/M*

General

This section is included for those users of the Disk Jockey who have purchased a copy of CP/M Vers. 1.4 from a source other than Thinker Toys. Copies of CP/M sold through Thinker Toys have the necessary I/O routines to interface CP/M to the Disk Jockey disk controller and serial I/O port.

At the end of this section are two listings which are designed to allow the Disk Jockey to be interfaced with the Digital Research CP/M operating system. This can be done with a minimum of effort.

The first listing is the so called "cold start loader" which is used to bring CP/M in from the disk. It also has code which will allow the user to easily write a modified version of CP/M out on the disk. There is even a small routine which loads the "cold start loader" itself on sector 1 of track Ø.

The second listing is CBIOS software (Custom Basic Input-Output System) which is the interface between CP/M and the Disk Jockey controller. The general idea is to key in the cold start loader, use the loader to bring CP/M in from a diskette, enter the CBIOS code and, finally, use the cold start loader to save everything out on a clean diskette.

The "Cold Start Loader"

There are three parts to the cold start loader. LOAD is at address 200Q (80H) and is designed to read CP/M into memory from location 51:000 through 77:377 (290H through 3FFFH). After loading CP/M, the LOAD routine branches to location 76:000 which is a routine that initializes several memory locations, prints a sign-on message and then branches to CP/M proper.

SAVE is at location 232Q (9AH) and is the reverse of LOAD. SAVE writes out on the disk starting at track Ø sector 2 all memory locations between 51:000 and 77:377. After performing this operation, SAVE comes to a dynamic halt at STALL 261 (B1H).

INTLZ is a short routine which writes locations 200 through 377 on sector 1 of track Ø. Thus, once the cold start loader is keyed into memory, it can save itself at the right location on the disk.

CBIOS

The standard version of CP/M is designed to run with the Intel MDS development system a floppy disk interface. Most of the CP/M system software is completely independent of the particular 8080 hardware environment that it is running in. However, there is a certain part which must be tailored to the hardware of the host system. This hardware-dependent software is completely contained on pages 76 and 77 of CP/M (assuming the standard 16K version). CP/M can be made to run on different hardware by changing the software on pages 76 and 77 (3E00H through 3FFFH). The CBIOS software which is supplied with the Disk Jockey is designed to let CP/M run when an 8" full-sized floppy disk is attached to the Disk Jockey controller which is plugged into an S-100 main frame.

Patching CP/M*

Before actually performing any of the steps below, the Disk Jockey should be plugged into the mainframe S-100 bus, and an 8" disk drive should be connected to the controller. You should have on hand two diskettes: one with CP/M and one blank. A copy of CP/M which will run on the Disk Jockey will be constructed on the blank disk before any changes are attempted on the original CP/M disk.

Step I:

Plug in the controller. Connect the disk to the controller and turn on the CPU and disk drive. Do NOT put a diskette in the drive at this point.

Step II:

Enter the "cold start loader" into main memory starting at location 200 (80 H). The instructions will extend from 200 to 377 filling all of the second half of page 0.

Step III:

Load location 342:163 with 210 (E273 hex with 88 hex).

Load location 343:002 with 210 (E302 with 88 hex). Location 343:002 is in actuality an I/O device (memory mapped I/O) so values read from 343:002 and the values written into 343:002 will be independent.

Step IV:

Set the program counter of the CPU to location 272 (BA hex) but do NOT start the CPU yet.

Step V:

Insert the blank diskette into the drive and close the door. Be sure that the diskette is NOT write protected. (Write protected 8" diskettes have a notch near the corner of the diskette diagonally opposite the labeled corner.) Be sure the diskette is inserted right side up. On a Discus I system, the label should be on top and the diskette should be inserted by holding the label of the diskette between the thumb and fore-finger when it is inserted into the drive.

Step VI:

Start the computer. After the CPU is started at 272, the activity light (if one is present) should come on, the head should load and step out to track 0 (if not already there). After sixteen revolutions of the diskette, the head will unload and the activity light will go off.

Step VII:

Stop the CPU. It should be executing the instruction JMP DONE -- 303 312 000 (C3 CA 00 hex). The cold start loader should be on sector 1 of track 0.

Step VIII:

Remove the diskette from the disk drive.

Step IX:

Change locations 222 and 223 from 000 and 076 to 261 and 000 respectively (change 92 to B1 and 93 to 00 hex).

Step X:

Initialize the program counter of the CPU to 200 (80 H). Do NOT start the CPU.

Step XI:

Insert the CP/M disk and be sure that it is write protected before it is put into the drive. Close the drive door securely.

Step XII:

Start the CPU. The head should load and after a second or two the head should step to track 1. Wait for the head to unload and the activity light to go off. CP/M has been loaded into memory between 51:000Q and 77:377Q.

Step XIII:

Enter the CBIOS code starting at location 76:000 through 77:072 (3E00 through 3F3A hex). Verify that the code has been entered correctly.

Step XIV:

Initialize the program counter of the CPU to 232 (9A hex) but do NOT start the CPU.

Step XV:

Insert the blank (except for the "cold start loader") diskette into the drive and close the door securely.

Step XVI:

Start the CPU. The head should load, return to track 0 and write the better part of tracks 0 and 1 before the head unloads. After the head unloads, do NOT remove the diskette but stop the CPU. The CPU should be executing the JMP STALL instruction.

Step XVII:

Connect a terminal to the serial port of the Disk Jockey and adjust the baud rate to 1200 baud.

Step XVIII:

Initialize the program counter of the CPU to location 340:000 (E000 hex) and start the CPU (the blank disk should still be in the drive). After several seconds, the terminal should print:

```
16k  CP/M  VERS/1.4
```

After five seconds or so, the prompt should appear:

```
A>
```

A Disk Jockey version of CP/M is now up and running. After this new version of CP/M has been tested (see CP/M documentation), Steps I through XVII can be used to alter the original CP/M diskette if desired.

CP/M* "COLD START LOADER"

```
                342:156         STACK   EQU   342:156Q
                342:164         DMAADDR EQU   342:164Q
                340:017         SECTOR  EQU   340:017Q
                340:025         READ    EQU   340:025Q
                340:030         WRITE   EQU   340:030Q
                340:014         SEEK    EQU   340:014Q
                340:011         HOME    EQU   340:011Q
                340:000         BOOTSTRAP EQU 340:000Q


000:200  315 315 000    LOAD    CALL  SETUP      INITIALIZE SECTOR COUNT
                        RLOOP                      & DMA ADDRESS
    203  000                    NOP
    204  305                    PUSH  B          SAVE SECTOR & COUNT
    205  315 017 340            CALL  SECTOR     INITIALIZE SECTOR
    210  315 025 340            CALL  READ       READ DATA
    213  247                    ANA   A          TEST FOR ERROR
    214  302 000 340            JNZ   BOOTSTRAP  RESTART IF ERROR
    217  301                    POP   B          RECOVER SECTOR & COUNT
    220  005                    DCR   B          DECREMENT &
    221  312 000 076            JZ    76:000Q      TEST FOR CP/M LOADED
    224  315 327 000            CALL  NSDMA      CALCULATE NEXT SECTOR
    227  303 203 000            JMP   RLOOP        & DMA ADDR


    232  061 156 342    SAVE    LXI   SP,STACK  INITIALIZE STACK POINTER
    235  315 011 340            CALL  HOME       RETURN HEAD TO TRACK Ø
    240  315 315 000            CALL  SETUP      INITIALIZE SECTOR, COUNT
    243  000            WLOOP   NOP                & DMA ADDR
    244  305                    PUSH  B          SAVE SECTOR & COUNT
    245  315 017 340            CALL  SECTOR     GET SECTOR ADDRESS
    250  315 030 340            CALL  WRITE      WRITE DATA
    253  247                    ANA   A          TEST FOR
    254  302 261 000            JNZ   STALL        ERROR
    257  301                    POP   B          RECOVER SECTOR & COUNT
    260  005                    DCR   B          DECREMENT COUNT
    261  312 261 000    STALL   JZ    STALL      DYNAMIC HALT
    264  315 327 000            CALL  NSDMA      CALCULATE NEXT SECTOR
    267  303 243 000            JMP   WLOOP        & DMA ADDR


    272  061 156 342    INTLZ   LXI   SP,STACK  INITIALIZE STACK POINTER
    275  315 011 340            CALL  HOME       RETURN HEAD TO TRACK Ø
    300  041 200 000            LXI   H,200Q     INITIALIZE
    303  042 164 342            SHLD  DMAADDR      DMA ADDRESS
    306  315 030 340            CALL  WRITE      WRITE 200Q THROUGH
    311  000                    NOP                377Q ON TRACK Ø SECTR 1
    312  303 312 000    DONE    JMP   DONE       DYNAMIC HALT
```


"Cold Start Loader"

```
000:315  001 006 056    SETUP   LXI   8,56:006Q  SECTOR COUNT & INITIAL SECTR
    320  041 000 053            LXI   H,53:000Q  INITIALIZE DMA
    323  042 164 342            SHLD  DMAADDR      ADDRESS
    326  311                    RET


    327  076 005        NSDMA   MVI   A,5        SECTOR SKEW
    331  201                    ADD   C          ADD TO CURRENT
    332  117                    MOV   C,A          SECTOR
    333  336 033                SBI   27         TEST FOR
    335  372 357 000            JM    OK           SECTOR OVERFLOW
    340  074                    INR   A          ADJUST
    341  117                    MOV   C,A        NEW SECTOR
    342  021 200 365            LXI   D,365:200Q DMA ADJUSTMENT
    345  376 001                CPI   1          TEST FOR SECTOR 1
    347  302 362 000            JNZ   OK+3       NOT THROUGH W/ TRACK Ø
    352  305                    PUSH  B          THROUGH W/ TRACK Ø
    353  315 014 340            CALL  SEEK         MOVE TO TRACK 1
    356  301                    POP   B          RECOVER SECTOR & COUNT
    357  021 200 002    OK      LXI   D,2:200Q   DMA ADJUSTMENT
    362  052 164 342            LHLD  DMAADDR    GET OLD DMA ADDR
    365  031                    DAD   D          CALCULATE NEW
    366  042 164 342            SHLD  DMAADDR      DMA ADDR & SAVE
    371  076 077                MVI   A,77Q      TEST FOR
    373  224                    SUB   H            ADDRESS OVERFLOW
    374  372 327 000            JM    NSDMA        & ADJUST IF
    377  311                    RET                NECESSARY
```

Hex Listings
(see octal listings for comments)

CP/M* "COLD START LOADER"

```
E26E        STACK    EQU    342:156Q
E274        DMAADDR  EQU    342:164Q
E00F        SECTOR   EQU    340:017Q
E015        READ     EQU    340:025Q
E018        WRITE    EQU    340:030Q
E00C        SEEK     EQU    340:014Q
E009        HOME     EQU    340:011Q
E000        BOOTSTRAP EQU   340:000Q


0080  CD CD 00  LOAD   CALL   SETUP
0083  00        RLOOP  NOP
0084  C5               PUSH   B
0085  CD 0F E0         CALL   SECTOR
0088  CD 15 E0         CALL   READ
008B  A7               ANA    A
008C  C2 00 E0         JNZ    BOOTSTRAP
008F  C1               POP    B
0090  05               DCR    B
0091  CA 00 3E         JZ     76:000Q
0094  CD D7 00         CALL   NSDMA
0097  C3 83 00         JMP    RLOOP

009A  31 6E E2  SAVE   LXI    SP,STACK
009D  CD 09 E0         CALL   HOME
00A0  CD CD 00         CALL   SETUP
00A3  00        WLOOP  NOP
00A4  C5               PUSH   B
00A5  CD 0F E0         CALL   SECTOR
00A8  CD 18 E0         CALL   WRITE
00AB  A7               ANA    A
00AC  C2 B1 00         JNZ    STALL
00AF  C1               POP    B
00B0  05               DCR    B
00B1  CA B1 00  STALL  JZ     STALL
00B4  CD D7 00         CALL   NSDMA
00B7  C3 A3 00         JMP    WLOOP

00BA  31 6E E2  INTLZ  LXI    SP,STACK
00BD  CD 09 E0         CALL   HOME
00C0  21 80 00         LXI    H,200Q
00C3  22 74 E2         SHLD   DMAADDR
00C6  CD 18 E0         CALL   WRITE
00C9  00               NOP
00CA  C3 CA 00  DONE   JMP    DONE


00CD  01 06 2E  SETUP  LXI    B,56:006Q
00D0  21 00 2B         LXI    H,53:000Q
00D3  22 74 E2         SHLD   DMAADDR
00D6  C9               RET

00D7  3E 05     NSDMA  MVI    A,5
00D9  81               ADD    C
00DA  4F               MOV    C,A
00DB  DE 1B            SBI    27
00DD  FA EF 00         JM     OK
00E0  3C               INR    A
00E1  4F               MOV    C,A
00E2  11 80 F5         LXI    D,365:200Q
00E5  FE 01            CPI    1
00E7  C2 F2 00         JNZ    OK+3
00EA  C5               PUSH   B
00EB  CD 0C E0         CALL   SEEK
00EE  C1               POP    B
00EF  11 80 02  OK     LXI    D,2:200Q
00F2  2A 74 E2         LHLD   DMAADDR
00F5  19               DAD    D
00F6  22 74 E2         SHLD   DMAADDR
00F9  3E 3F            MVI    A,77Q
00FB  94               SUB    H
00FC  FA D7 00         JM     NSDMA
00FF  C9               RET
```

TYPE B:TTCBIOS.PRN

```
                        ;CBIOS DRIVERS FOR CP/M
                        ;
2900 =                  CPM     EQU     2900H
3106 =                  ENTRY   EQU     CPM+806H
0004 =                  CDISK   EQU     4
E000 =                  ORIGIN  EQU     0E000H
E003 =                  INPUT   EQU     ORIGIN+3
E006 =                  OUTPUT  EQU     ORIGIN+6
E009 =                  TKZERO  EQU     ORIGIN+9H
E00C =                  TSEEK   EQU     ORIGIN+0CH
E00F =                  SECTOR  EQU     ORIGIN+0FH
E012 =                  DMA     EQU     ORIGIN+12H
E015 =                  DISKR   EQU     ORIGIN+15H
E018 =                  DISKW   EQU     ORIGIN+18H
E26E =                  STACK   EQU     ORIGIN+26EH
E273 =                  DRIVE   EQU     ORIGIN+273H
E274 =                  DMAADR  EQU     ORIGIN+274H
E277 =                  TRACK   EQU     ORIGIN+277H
E302 =                  STATUS  EQU     ORIGIN+302H
E1F3 =                  DELAY   EQU     ORIGIN+1F3H
E270 =                  SCON    EQU     ORIGIN+270H
0003 =                  IOBYTE  EQU     3H
0000 =                  INTIOBY EQU     0
0080 =                  RDYMSK  EQU     80H
0001 =                  WPTCT   EQU     1
                        ;
                        ;
3E00                    ;       ORG     CPM+1500H
                        ;
3E00 C32D3E     START   JMP     BOOT
3E03 C36D3E             JMP     WBOOT
3E06 C3973E             JMP     CONST
3E09 C3C53E             JMP     CONIN
3E0C C3D73E     CPOUT   JMP     CONOUT
3E0F C3F23E             JMP     LIST
3E12 C3E73E             JMP     PUNCH
3E15 C3DD3E             JMP     READER
3E18 C3913E             JMP     HOME
3E1B C3343F             JMP     SELDISK
3E1E C3BD3E             JMP     SETTRK
3E21 C3823F             JMP     SETSEC
3E24 C312E0             JMP     DMA
3E27 C38C3F             JMP     READ
3E2A C3A13F             JMP     WRITE
```

```
3E2D 316EE2     BOOT    LXI     SP,STACK
3E30 CD613E             CALL    TINIT
3E33 21CC3F             LXI     H,PROMPT
3E36 CDBF3F             CALL    MESSG
3E39 AF                 XRA     A
3E3A 320400             STA     CDISK
3E3D 32813F             STA     CDISKA
3E40 218000     GOCPM   LXI     H,80H
3E43 2274E2             SHLD    DMAADR
3E46 3EC3               MVI     A,0C3H
3E48 320000             STA     0
3E4B 21033E             LXI     H,START+3
3E4E 220100             SHLD    1
3E51 320500             STA     5
3E54 210631             LXI     H,ENTRY
3E57 220600             SHLD    6
3E5A 3A0400             LDA     CDISK
3E5D 4F                 MOV     C,A
3E5E C30029             JMP     CPM
                        ;
3E61 3E00       TINIT   MVI     A,INTIOBY
3E63 320300             STA     IOBYTE
3E66 210000             LXI     H,0
3E69 210000             LXI     H,0
3E6C C9                 RET
                        ;
3E6D 316EE2     WBOOT   LXI     SP,STACK
3E70 018000             LXI     B,200Q
3E73 CD12E0             CALL    DMA
3E76 3E88               MVI     A,210Q
3E78 3273E2             STA     DRIVE
3E7B CD2AE0             CALL    ORIGIN+52Q
3E7E 21403E             LXI     H,GOCPM
3E81 229200             SHLD    222Q
3E84 3E2A               MVI     A,52Q
3E86 32CF00             STA     317Q
3E89 3E3D               MVI     A,(CPM+1400H)/100H
3E8B 32FA00             STA     372Q
3E8E C38000             JMP     200Q
                        ;
3E91 CD393F     HOME    CALL    SELDSK
3E94 C309E0             JMP     TKZERO
```

```
3E97 0604       CONST   MVI     B,4
3E99 3A02E3             LDA     STATUS
3E9C 1F                 RAR
3E9D 1F                 RAR
3E9E D2A73E             JNC     STATUS1
3EA1 05                 DCR     B
3EA2 C2993E             JNZ     CONST+2
3EA5 AF                 XRA     A
3EA6 C9                 RET
3EA7 CD03E0     STATUS1 CALL    INPUT
3EAA FE13               CPI     19
3EAC C2B13E             JNZ     STATUS4
3EAF AF                 XRA     A
3EB0 C9                 RET
3EB1 FE0D       STATUS4 CPI     0DH
3EB3 C2A73E             JNZ     STATUS1
3EB6 32BC3E             STA     STATUS5
3EB9 F6FF               ORI     0FFH
3EBB C9                 RET
3EBC 00         STATUS5 DB      0
                ;
3EBD C5         SETTRK  PUSH    B
3EBE CD393F             CALL    SELDSK
3EC1 C1                 POP     B
3EC2 C30CE0             JMP     TSEEK
                ;
3EC5 21FD3E     CONIN   LXI     H,CITBLE
3EC8 3A0300     CONIN1  LDA     IOBYTE
3ECB 17                 RAL
3ECC E606       SELDEV  ANI     6H
3ECE 1600               MVI     D,0
3ED0 5F                 MOV     E,A
3ED1 19                 DAD     D
3ED2 7E                 MOV     A,M
3ED3 23                 INX     H
3ED4 66                 MOV     H,M
3ED5 6F                 MOV     L,A
3ED6 E9                 PCHL
                ;
3ED7 21053F     CONOUT  LXI     H,COTBLE
3EDA C3C83E             JMP     CONIN1
                ;
3EDD 211D3F     READER  LXI     H,RTBLE
3EE0 3A0300             LDA     IOBYTE
3EE3 1F         READR1  RAR
3EE4 C3CC3E             JMP     SELDEV
                ;
3EE7 21153F     PUNCH   LXI     H,PTBLE
3EEA 3A0300             LDA     IOBYTE
3EED 1F         PNCH1   RAR
3EEE 1F                 RAR
3EEF C3E33E             JMP     READR1
                ;
```

```
3EF2 210D3F     LIST    LXI     H,LTBLE
3EF5 3A0300             LDA     IOBYTE
3EF8 1F                 RAR
3EF9 1F                 RAR
3EFA C3ED3E             JMP     PNCH1
                ;
3EFD 293F       CITBLE  DW      CITTY
3EFF 293F               DW      CICRT
3F01 DD3E               DW      READER
3F03 293F               DW      CIUC1
3F05 253F       COTBLE  DW      COTTY
3F07 253F               DW      COCRT
3F09 F23E               DW      LIST
3F0B 253F               DW      COUC1
3F0D 253F       LTBLE   DW      COTTY
3F0F 253F               DW      COCRT
3F11 253F               DW      COLPT
3F13 253F               DW      COUL1
3F15 253F       PTBLE   DW      COTTY
3F17 253F               DW      COPTP
3F19 253F               DW      COUP1
3F1B 253F               DW      COUP2
3F1D 293F       RTBLE   DW      CITTY
3F1F 293F               DW      CIPTR
3F21 293F               DW      CIUR1
3F23 293F               DW      CIUR2
3F25 =          COTTY   EQU     $
3F25 =          COCRT   EQU     $
3F25 =          COUC1   EQU     $
3F25 =          COLPT   EQU     $
3F25 =          COUL1   EQU     $
3F25 =          COPTP   EQU     $
3F25 =          COUP1   EQU     $
3F25 =          COUP2   EQU     $
3F25 79                 MOV     A,C
3F26 C306E0             JMP     OUTPUT
                ;
3F29 =          CITTY   EQU     $
3F29 =          CICRT   EQU     $
3F29 =          CIPTR   EQU     $
3F29 =          CIUC1   EQU     $
3F29 =          CIUR1   EQU     $
3F29 =          CIUR2   EQU     $
3F29 21BC3E             LXI     H,STATUS5
3F2C 7E                 MOV     A,M
3F2D B7                 ORA     A
3F2E CA03E0             JZ      INPUT
3F31 3600               MVI     M,0
3F33 C9                 RET
                ;
3F34 79         SELDISK MOV     A,C
3F35 323D3F             STA     NEWDRV+1
3F38 C9                 RET
```

```
3F39 21813F    SELDSK  LXI     H,CDISKA
3F3C 3E00      NEWDRV  MVI     A,0
3F3E BE                CMP     M
3F3F 77                MOV     M,A
3F40 C8                RZ
3F41 4F                MOV     C,A
               ;
3F42 3A73E2    SELDSK1 LDA     DRIVE
3F45 F5                PUSH    PSW
3F46 E6F7              ANI     0F7H
3F48 21793F            LXI     H,DTABLE
3F4B E5                PUSH    H
3F4C BE        SLOOP   CMP     M
3F4D CA553F            JZ      FOUND
3F50 23                INX     H
3F51 23                INX     H
3F52 C34C3F            JMP     SLOOP
3F55 23        FOUND   INX     H
3F56 3A77E2            LDA     TRACK
3F59 77                MOV     M,A
3F5A E1                POP     H
3F5B 79                MOV     A,C
3F5C 87                ADD     A
3F5D 85                ADD     L
3F5E 6F                MOV     L,A
3F5F D2633F            JNC     HISOK
3F62 24                INR     H
3F63 F1        HISOK   POP     PSW
3F64 E608              ANI     8
3F66 B6                ORA     M
3F67 3202E3            STA     STATUS
3F6A 3273E2            STA     DRIVE
3F6D 23                INX     H
3F6E 7E                MOV     A,M
3F6F 3277E2            STA     TRACK
3F72 AF                XRA     A
3F73 1102E3            LXI     D,STATUS
3F76 C3F3E1            JMP     DELAY
3F79 80        DTABLE  DB      80H
3F7A 00                DB      0
3F7B 01                DB      1
3F7C 00                DB      0
3F7D 20                DB      20H
3F7E 00                DB      0
3F7F 02                DB      2
3F80 00                DB      0
3F81 00        CDISKA  DB      0
               ;
3F82 79        SETSEC  MOV     A,C
3F83 32883F            STA     SECTORA+1
3F86 C9                RET
               ;
3F87 0E00      SECTORA MVI     C,0
3F89 C30FE0            JMP     SECTOR
               ;
```

```
3F8C CD393F    READ    CALL    SELDSK
3F8F CD873F            CALL    SECTORA
3F92 0E0A              MVI     C,10
3F94 C5        READ1   PUSH    B
3F95 CD15E0            CALL    DISKR
3F98 C1                POP     B
3F99 A7                ANA     A
3F9A C8                RZ
3F9B 0D                DCR     C
3F9C C2943F            JNZ     READ1
3F9F 2F        READY   CMA
3FA0 C9                RET
               ;
3FA1 CD393F    WRITE   CALL    SELDSK
3FA4 CD873F            CALL    SECTORA
3FA7 0E0A              MVI     C,10
3FA9 C5        DSKW    PUSH    B
3FAA CD18E0            CALL    DISKW
3FAD C1                POP     B
3FAE A7                ANA     A
3FAF C8                RZ
3FB0 0D                DCR     C
3FB1 C2A93F            JNZ     DSKW
3FB4 3A02E3    PROTCT  LDA     STATUS
3FB7 E601              ANI     WPTCT
3FB9 CA9F3F            JZ      READY
3FBC 21E23F            LXI     H,PTCTMSG
3FBF 7E        MESSG   MOV     A,M
3FC0 A7                ANA     A
3FC1 C8                RZ
3FC2 E5                PUSH    H
3FC3 4F                MOV     C,A
3FC4 CD0C3E            CALL    CPOUT
3FC7 E1                POP     H
3FC8 23                INX     H
3FC9 C3BF3F            JMP     MESSG
               ;
3FCC           PROMPT  DS      0
3FCC 0D0A              DB      0DH,0AH
3FCE 31364B2043        DB      '16K CP/M '
3FD7 5645525320        DB      'VERS '
3FDC 312E34            DB      '1.4'
3FDF 0D0A              DB      0DH,0AH
3FE1 00                DB      0
3FE2 0D0A      PTCTMSG DB      0DH,0AH
3FE4 50524F5445        DB      'PROTECT'
3FEB 0D0A              DB      0DH,0AH
3FED 00                DB      0
```

```
A>
```

HARDWARE LEVEL REGISTERS

Users desiring a greater level of control over the floppy disk or serial interface may wish to directly refer to the I/O device registers on the DJ from their 8080 program. There are eight one-byte registers, four of them are read only, and four of them are write only. The registers have four memory addresses on the S-100 bus with a different register being selected during a read operation and during a write operation. This gives the total of eight registers.

To make use of the registers, the first operation is to write to the write function register a bit pattern that selects one of the disk drives of the floppy disk system. All the other command and status bits will then refer to the operation of this selected drive.

Readable Registers

Register 0 - Disk Data Register (location 343:000Q or E300H standard version):

Reading from this register will transfer one byte of information from the floppy disk to the CPU. Note that the correct use of this register requires programming sequences involving setting bits in other control registers and adhering to certain timing rules, or the data read will be meaningless.

Register 1 - Disk Read Mark Register (loc. 343:001Q or E301H standard version):

Reading from this register puts the CPU into a wait state until the DJ detects a field it recognizes as an address mark on the floppy disk. (See floppy disk data formats.) The bit pattern of the mark then appears as the contents of the register, and the CPU is allowed to leave the wait state and read in the register value.

If no valid data is found on the disk, the CPU will hang and an external reset will be necessary. It is therefore important for a disk to be in the drive, the door closed, the drive selected, and the head loaded and positioned to a valid track before a read mark is done.

Register 2 - Read Status Register (loc. 343:002Q or E302H standard version):

This register contains bits that identify the current status of the DJ and the currently selected drive.

BIT	7	6	5	4	3	2	1	Ø
	READY	SECTOR	2SIDED	INDEX	TRKØØ	HD-LOADED	SER-IN	WRT-PROT
	*	*	*	*	*			*

*Bits marked with an asterisk reflect the current state of status lines from the floppy disk drive. See the documentation for the floppy disk drive actually in use for a detailed specification of these signals.

READY - This bit is a 1 when the currently selected disk drive is powered on, the door is closed, and a diskette is present.

SECTOR - This line relects the status of the sector status line from the floppy disk drive.

2SIDED - This line is a 1 when the status line from the floppy disk drive indicates that it is equipped to read two-sided floppy disks.

INDEX - This line reflects the status of the INDEX line from the floppy disk drive. It goes to a 1 once per revolution of the floppy disk.

TRKØØ - This bit is a 1 when the read/write head in the floppy disk is positioned on track ØØ.

HD-LOADED - This bit is a 1 when the DJ is directing the floppy disk drive to press the read/write head against the recording medium.

SER-IN - This bit reflects the current status of the TTY or RS-232 serial input line.

WRT-PROT - This bit is a 1 when the diskette in the drive is write protected, that is, there is a notch in the jacket for 8" drives or there is no notch for 5" drives.

Register 3 - Load Head Register (loc. 340:003Q or E303H standard version):

Reading a byte of data from the address of this register causes the currently selected floppy disk drive to load the read/write head, that is, operate the solenoid to bring the head into contact with the medium. The byte of data that will actually be read from this memory location is meaningless. The head will remain loaded for sixteen revolutions after a load head command and will then automatically unload unless bit 3 of the write function register is a Ø.

Write Only Registers

Register Ø - Disk Data Register (loc. 340:000Q or E300H standard version):

The byte of data to be written to the disk is written to this register. As with the Read Disk Data Register, a proper sequence of setup commands is necessary for a write to this register to be effective.

Register 1 - Disk Write Mark Register (loc. 340:001Q or E301H standard vers.):

Writing a byte of data to this register, when done at the proper time and place in a programming sequence, can write one of the special synchronization marks onto the disk. These synchronization marks are recorded on the disk in a way that is immediately distinguishable from data since certain clock pulses are omitted in accordance with industry standards. The DJ automatically generates the correct pattern of missing clock pulses to be recorded with the mark written.

The standard marks and the hex value of the byte of data that should be written to this register to get them are:

FB Data Mark
F8 Deleted Data Mark (rarely used)
FE Sector Mark (only used during initialization of disk)
FC Index Mark (only used during initialization of disk)

Register 2 - Write Function Register (loc. 340:002Q or E302H standard vers.):

This register contains bits that activate various control signals to the floppy disk drive(s) and to the internal circuitry of the DJ.

BIT	7	6	5	4	3	2	1	Ø
	DS1	IN-USE	DS3	STEP	E-A-U	DIR	DS4	DS2

DS1-DS4 - These bits are passed on to the output flat cable to the floppy disk drives as DRIVE SELECT 1 thru DRIVE SELECT 4. Each disk drive has a means of setting an internal jumper to determine which drive select line in the cable it will respond to. Only the disk drive whose drive select line is on will respond to the commands output by the program to the writable registers and present drive status in the readable registers. Likewise, only the selected drive will participate in data transfers. Only one drive should be selected at a time.

IN-USE - This line is normally not used. Setting it to a 1 forces the LED on the front of the Shugart compatible floppy disk drive to be on regardless of the state of other activity at the drive.

STEP - This bit controls the step line to the floppy disk drive. Setting this bit from a 1 to a Ø causes the stepping motor in the floppy disk drive to move the read/write head one track in the direction specified by the DIR bit.

DIR - This bit indicates to the floppy disk drive the direction it should move the read/write head in response to a step command:

Ø = out
1 = in

E-A-U Enable Auto Unload. This bit being a 1 activates the automatic head unload feature. To prolong medium life, it is important to minimize the amount of time the read/write head is pressed against the disk. When this bit is set to a 1, the DJ will automatically unload the read/write head sixteen revolutions after the last load head command was issued. This bit should always to set to a 1 except for hardware debugging or data transfer optimization purposes.

Register 3 - Write Serial Register (loc. 340:003Q or E303H standard version):

Bit 5 of this register will appear at an appropriate voltage (or current) level at the RS-232 (and TTY) serial output connector. The other bits of this register have no significance.

PARTS LIST

7	180Ω ¼ watt resistors	(brown-grey-brown)	R1, 8, 9, 10, 11, 12, 13
3	240Ω ½ watt resistors	(red-yellow-brown)	R21, 27, 28
1	470Ω 1 watt resistor	(yellow-purple-brown)	R20
4	510Ω ¼ watt resistors	(green-brown-brown)	R22, 23, 25, 26
4	1kΩ "	(brown-black-red)	R3, 16, 17, 24
1	1.5kΩ "	(brown-green-red)	R14
3	3.3kΩ "	(orange-orange-red)	R4, 7, 15
1	3.9kΩ "	(orange-white-red)	R2
1	4.7kΩ "	(yellow-purple-red)	R19
2	27kΩ "	(red-purple-orange)	R5, 6
1	47kΩ "	(yellow-purple-orange)	R18
1	.01 µfd disk capacitor		C1
17	by-pass capacitors*		
1	.82 µfd tantulum capacitor		C3
2	2.7 µfd "		C5, 6
2	39 µfd "		C2, 4
1	1N914/4820-0201 signal diode		CR1
2	1N4742 12 volt zener diodes		CR2, 3
1	2N3904 NPN transistor		Q2
2	2N3906 PNP transistors		Q1, 3
2	slide switches		
1	heat sink		
1	set machine nut and screw		
1	4Mhz crystal		
1	50 pin right angle flat cable connector		J1
1	7 pin right angle connector w/ matching header and pins		J2

Parts List

1	8 pin low profile socket	
16	14 pin low profile sockets	
14	16 pin low profile sockets	
5	20 pin low profile sockets	
1	74LS00 quad 2-input NAND gate	3C
1	74LS02 quad 2-input NOR gate	10B
1	74LS08 quad 2-input AND gate	5B
1	74LS10 tri 3-input NAND gate	3B
1	74LS14 hex Schmitt-trigger inverter	5C
2	74LS20 dual 4-input NAND gate	12C, 13A
1	74LS32 quad 2-input OR gate	8B
8	74LS74 dual D-type flip flop	9A, 10A, 1B, 2B, 12B, 13B, 1C, 2C
1	74LS124 dual voltage-controlled oscillator	8A
1	74LS155 dual 1 of 4 decoder	4C
2	74LS161 synchronous 4-bit counter	4B, 13C
1	74165 parallel-load 8-bit shift register	9B
1	74LS174 hex D-type latch with clear	7A
1	74LS241 octal tri-state** bus driver	10C
1	74LS273 octal D-type latch with clear	5A
1	74LS299 8-bit bidirectional shift/storage register	11C
2	74366/368 hex 2-4 tri-state** inverting bus drivers	3A, 6A
1	DM8090 quad inverter, dual 2-input NAND gate	11B
1	DM81LS95/97 octal tri-state** buffer	9C
1	MMI 6301/82S129 4x256 bit tri-state** PROM	8C
2	MMI 6306/82S131 4x512 bit tri-state** PROM	6C, 7C
1	DM81LS96/98 octal tri-state** inverting buffer	4A

Parts List

2	2112	4x256 bit RAM with tri-state** output	6B, 7B
1	7805	5 volt 1 amp monolithic regulator	1A
1	741	operation amplifier	11A
1	5" x 10" printed circuit board		
1	glossy photograph		

*by-pass capacitors will vary in value from .01 µfd to .1 µfd depending upon currently available supplies.

**tri-state is a trademark of National Semiconductor Corp.

ASSEMBLY INSTRUCTIONS

DO NOT INSTALL OR SOLDER ANY PARTS UNTIL YOU HAVE READ THESE INSTRUCTIONS SEVERAL TIMES AND HAVE FULLY DIGESTED THE INFORMATION!

CAUTION -- DO NOT SOLDER OR CLIP COMPONENT LEADS WITHOUT USING SAFETY GLASSES!

INSPECTION

Use the Parts List to make sure that there are no missing items in your kit. Please notify us of any shortages. Be sure to check for missing parts before you start to assemble.

COMPONENT LEAD WIDTHS

Bend the leads with the plastic bending block in your kit. Be sure that the leads are bent to the proper width before the part is inserted. Properly bent components solder easier and give the finished kit a professional appearance. See the right hand column of the Parts Installation for proper component widths.

SOCKETS

A socket is furnished for every integrated circuit. It is important that you use the sockets; otherwise, a defective part will be extremely difficult to replace.

NO REPAIR OR SERVICE WILL BE PERFORMED ON A KIT WHICH HAS HAD INTEGRATED CIRCUITS SOLDERED TO THE CIRCUIT BOARD.

PARTS ORIENTATION

In all references throughout the instructions, the convention used is that the gold edge connector is the bottom of the board. Orientation identification is molded into the plastic of the sockets and is illustrated below:

This orientation mark identifies where pin #1 of the integrated circuit is to be positioned when inserted into the socket. The socket should be inserted in the board so that the orientation mark is in the lower right hand corner.

Orientation of the transistors, tantulum capacitors, diodes and voltage regulator is specified in the component layout drawing. It is advisable to study this drawing and the 8 x 10 glossy photograph carefully before building the kit. Refer to both during parts installation.

SOLDERING AND SOLDER IRONS

The most desirable soldering iron for complex electronic kits is a constant temperature soldering iron with an element regulated at 650^{0} F. The tip should be fine so that it can be brought in intimate contact with the pads of the circuit board. Both Unger and Weller have excellent products which fit the above requirements.

There are three important soldering requirements for building this kit.

1. Do not use an iron that is too cold (less than 600^{0} F) or too hot (more than 750^{0} F).

2. Do not apply the iron to a pad for extended periods.

3. Do not apply excessive amounts of solder.

The proper procedure for soldering components to the circuit board is as follows:

1. Bring the iron in contact with both the component lead and the pad.

2. Apply a small amount of solder at the point where the iron, component lead, and pad all make contact.

3. After the initial application of solder has been accomplished with the solder flowing to the pad and component lead, the heat of the iron will have transferred to both the pad and the lead. Apply a small amount of additional solder to cover the joint between the pad and the lead. DO NOT PILE SOLDER ON THE JOINT! EXCESSIVE HEAT AND SOLDER CAUSE PADS AND LEADS TO LEFT FROM THE CIRCUIT BOARD. EXCESSIVE SOLDER IS THE PRIMARY CAUSE FOR BOARD SHORTS AND BRIDGED CONNECTIONS.

PARTS INSTALLATION

Before installing parts, bend the leads of the resistors, diodes, and tantulum capacitors to the lengths shown in the right hand column. After a series of parts have been installed in the board, bend the leads slightly to hold them in place, solder the leads and trim the excess lead lengths before proceeding to the next step.

Install:

CR1	1N914/4820-0201 signal diode	Check for orientation!	.5 in.
R1	180Ω ¼ watt resistor	brown-grey-brown	.5
R2	3.9kΩ "	orange-white-red	.5
R3	1kΩ "	brown-black-red	.5
R4, R7	3.3kΩ "	orange-orange-red	.5
R5, R6	27kΩ "	red-purple-orange	.5
R8-R13	180Ω "	brown-grey-brown	.5
R22	510Ω "	green-brown-brown	.5
R14	1.5kΩ "	brown-green-red	.5
R15	3.3kΩ "	orange-orange-red	.5
R16, R17	1kΩ "	brown-black-red	.5
R18	47kΩ "	yellow-purple-orange	.5
R19	4.7kΩ "	Yellow-purple-red	.5
R23	510Ω "	green-brown-brown	.5
R24	1kΩ "	brown-black-red	.5
R25, R26	510Ω "	green-brown-brown	.5
CR2, CR3	1N4742 12 v. zener diode	Check for orientation!	.5
C3	.82 µfd tantulum capacitor	"	.5
C5, C6	2.7 µfd "	"	.5
R21, 27, 28	240Ω ½ watt resistor	red-yellow-brown	.6
4 Mhz crystal		Use a trimmed resistor lead to secure the crystal to the circuit board	.45

C2, C4	39 µfd tantulum capacitor	Check for orientation!	.6 in.
Socket 11A	8-pin low profile	"	
Sockets 3A, 6A-8A	16-pin low profile	"	
Sockets 9A, 10A, 13A	14-pin low profile	"	
Sockets 4A, 5A	20-pin low profile	"	
Sockets 1B-3B, 5B, 8B, 10B, 12B, 13B	14-pin low profile	"	
Sockets 4B, 6B, 7B, 9B, 11B	16-pin low profile	"	
Sockets 1C-3C, 5C, 12C	14-pin low profile	"	
Sockets 4C, 6C-8C, 13C	16-pin low profile	"	
Sockets 9C-11C	20-pin low profile	"	
R20	470Ω 1 watt resistor	yellow-purple-brown	.8
J2	7-pin right angle header with pins oriented toward the top of the board (away from the 100 pin edge connector)	Check for orientation!	
J1	50-pin right angle header with pins oriented toward the top of the board (away from the 100 pin edge connector)	"	

Slide switches S1 and S2
After installation, these two switches should be switched in the same direction: to the left if the Disk Jockey is to be used with a full-size floppy disk or to the right if it is to control a 5" mini-floppy disk drive.

C1 .01 µfd disk capacitor

By-pass capacitors (17 each). Values may vary from .01 µfd to .1 µfd.

LM340.5/7805 5 volt regulator
Bend lead, insert and hand tighten the nut and bolt with the bolt running through the bottom of the board through the heat sink and through the regulator. The nut should be hand tightened over the regulator. Solder the leads. If heat sink grease is available, apply a thin film between the board, heat sink, and regualtor. Finally, tighten the nut firmly.

POWER-UP AND SYSTEM CHECK OUT

Power Supply/Voltage Regulator Check Out

Voltage requirements: (reference to ground - pins 50 and 100)

Pins 1 and 51	no less than 7 volts not more than 10 volts	approx. 700 ma
Pin 2	not less than 13 volts not more than 22 volts	approx. 25 ma
Pin 52	not less than -22 volts not more than -13 volts	approx. 100 ma

Before installing any of the integrated circuits, apply power to pins 1 and 51, pin 2 and pin 52 (ground at pins 50 and 100) as specified above. Perform the following measurements with a volt meter:

(1)	Pin 4 of 11A (741)	-12 volts
(2)	Pin 7 of 11A	+12 volts
(3)	Pin 14 of 13A	+5 volts
(4)	Pin 14 of 13B	+5 volts
(5)	Pin 16 of 13C	+5 volts

If the voltage at any of the check points differs from the required value, return the unit for trouble shooting and repair.

Power-Up Check Out

Install the integrated circuits as per the layout on the board (note: IF the legend at 5A reads 74LS373, change to 74LS273). When inserting these parts, be careful not to bend pins under the package -- a pin which is bent under the integrated circuit may appear to be inserted in the socket. BENT PINS ARE THE MOST COMMON REASON FOR MALFUNCTIONING BOARDS!

After all the parts have been installed, voltages checked, and integrated circuits installed, reconnect the power supplies and power up the board again. This can be done stand-alone or in the mainframe of your computer. Check again the voltages called out in the previous section. If there are any differences from the required values, please return the board.

8"/5" Hardware Selection

Be sure that the two slide switches S1 and S2 are to the left for 8" drives and to the right for 5" drives. BOTH SWITCHES MUST FACE THE SAME DIRECTION -- BOTH TO THE LEFT OR BOTH TO THE RIGHT.

SYSTEM CHECK OUT

Introduction

The Disk Jockey interface occupies 1024 bytes of memory 340:000Q through 343:377Q (E000H through E3FFH). These addresses can be customized for special applications but in the check out procedures which follow, standard addressing will be assumed. Users of customized boards should apply appropriate address offsets.

ROM

(1) Examine location 340:000Q and verify that it contains 303Q (location E000H should contain C3).

(2) Examine location 340:003Q and verify that 303Q is also present (E003 should contain C3).

(3) Examine location 341:377Q and verify that it contains 311Q (E1FF should contain C9).

RAM

(1) Examine location 342:000Q (E200H).

(2) Verify that the following values can be deposited at the stated addresses.

Octal		Hex	
Address	Value	Address	Value
342:000	000	E200	00
342:001	001	E201	01
342:002	002	E202	02
342:003	004	E203	04
342:004	010	E204	08
342:005	020	E205	10
342:006	040	E206	20
342:007	100	E207	40
342:010	200	E208	80
342:011	377	E209	FF

I/O

Disk Pause Logic

Enter the followping program in the Disk Jockey RAM:

	Octal		Hex				
342:000	072 001 343	E200	3A 01 E3	LOOP	LDA	MARK
342:003	303 000 342	E203	C3 00 E2		JMP	LOOP

Start this program at the label LOOP. The system should hang with PREADY low. Turn the computer off and then on in order to generate a $\overline{\text{POC}}$ (power-on-reset). Note: many S-100 systems generate a POC signal when the reset switch is pressed and in this case it is not necessary to turn the system off and then on again. In the sequel, the above procedure will be referred to as "generate a $\overline{\text{POC}}$ signal."

Enter the following program in the Disk Jockey RAM:

	Octal		Hex			
342:000	072 000 343	E200	3A 00 E3	LOOP	LDA	DATA
342:003	303 000 342	E203	C3 00 E2		JMP	LOOP

Start the program. This time the system should not hang. Stop the computer. This completes the test of the disk pause logic.

Load Head Command

Generate a $\overline{\text{POC}}$ signal. Verify that pins 1 and 15 of IC 6A are at a logic 1 (approx. 4-5 volts). Enter the following program in the Disk Jockey RAM.

	Octal		Hex			
342:000	072 003 343	E200	3A 03 E3	LOOP	LDA	HEAD
342:003	303 000 342	E203	C3 00 E2		JMP	LOOP

Start this program and after a moment, stop the program. Verify that pins 1 and 15 of IC 6A are now at a logic zero (approx. 0 volts). For the next test, it is necessary that pins 1 and 15 are at a logic zero. This completes the test of the Load Head Command.

Disk Function Register

This test is to be performed just after the Load Head Command test. Before the Disk Function Register is tested, pins 1 and 15 of IC 6A should be at a logic zero level. Enter the following program:

342:000	062 011 342	E200	3E 09 E2	LOOP	LDA	TEST
342:003	072 002 343	E203	3A 02 E3		STA	FUNCTION
343:006	303 000 342	E206	C3 00 E2		JMP	LOOP
343:011	XXX	E209	XX	TEST	DATA	

The above program is to be run with various values for DATA deposited in location TEST. With each value of DATA, pins 16, 26, 28, 30, 32, 34 and 36 of J1 are to be probed. For each different value of DATA, exactly one of these pins should be at a logic zero and all the rest at a logic one. The table below details what the different values for DATA should be and what pin of J1 should be and what pin of J1 should be at logic zero for the given value of DATA.

Value Deposited at location TEST		J1 Pin Which Should be at Logic Zero
Octal	Hex	
001	01	28
002	02	32
004	04	34
020	10	36
040	20	30
100	40	16
200	80	26

Each time the value of TEST is changed, the short program at the beginning of this section should be run. While it is running, the various pins of J1 detailed above should be probed. After the pins have been checked, the program should be stopped and the next value in the table should be deposited at TEST, etc. This completes the test of the disk function register.

Disk Write Logic

If a logic probe or oscilliscope is available, attach it to pin 38 of J1. Momentarily ground pin 1 of IC 13B. There should be a stream of negative pulses 250 ns wide, four microseconds apart. In any event, pin 1 of IC 3C should be at a logic 1 as well as pin 40 of J1. Enter the following program in the Disk Jockey RAM:

```
      Octal                Hex
342:000  041 000 343    E200  21 00 E3    LOOP  LXI   H,DATA
342:003  066 377        E203  36 FF             MVI   M,377Q (FFH)
342:005  303 003 342    E205  C3 03 E2           JMP   LOOP+3
```

Start the program. While the program is running, verify that pin 40 of J1 is now at a logic Ø. If a logic probe or oscilliscope is available, verify that pin 38 of J1 has a stream of negative pulses 250 ns wide, two microseconds apart. Also verify that pin 1 of IC 3C has a stream of negative pulses 250 ns wide, four microseconds apart. Stop the program. This completes the test of the disk write logic.

Disk Status Register

Generate a $\overline{POC}$ signal. Read the following list of values from location 343:002Q (E302H). Associated with each value is a pin # of J1. In each case, ground only this pin while examining 343:002Q.

Value at 343:002Q		Pin Number of J1 to be Grounded
Octal	Hex	
001	01	44
010	08	42
020	10	20
040	20	10
100	40	24
200	80	22

Serial Input Port

Generate a $\overline{POC}$ signal. With a jumper connect J2 pin 1 to 11A pin 4. Examine location 343:002Q with this jumper in place and verify that 343:002 now contains the value 2. Disconnect the jumper. Examine location 343:003. Verify that the value of 343:002 is zero. This completes the test of the serial input port.

Serial Output Port

Generate a $\overline{POC}$ signal. Verify that pin 2 of J2 is at or near -12 volts. Enter the following program in the Disk Jockey RAM:

```
      Octal                  Hex
342:000  072 011 342     E200  3A 09 E2    LOOP   LDA   TEST
342:003  062 003 343     E203  32 03 E3           STA   SERIAL
342:006  303 000 342     E206  C3 00 E2           JMP   LOOP
342:011  XXX             E209  XX          TEST   DATA
```

DATA is to have two values: 40Q (20H) and zero. Run the program with DATA = Ø and verify that pin 2 of J2 is at or near +12 volts. When DATA = 40Q, pin 2 of Jw should be at or near -12 volts.

This completes the preliminary check out of the Disk Jockey controller. Further check out will require that a drive be connected to the board.

CABLE ORIENTATION

The cable should be so that the ribbon cable leaves the connector toward the back of the computer and away from the component side of the Disk Jockey circuit board. Care should be exercised in fabricating a disk cable. The connectors at the cable ends must be oriented so that pin 2 of J1 matches pin 2 of the drive connector. A cable for Shugart drives is available from Thinker Toys.

DISK DRIVE CHECK OUT

The following tests can be conducted after the appropriate disk drive is connected to the Disk Jockey (via the 50 conductor cable) and proper power is furnished to the drive.

Track Zero Seek

Set up the disk drive so that it is drive #1. Make sure that the head is away from the track zero sensor. Enter the following program into the memory of the host computer.

```
     Octal                Hex

000:076 210          00  3E 88          MVI     A,210Q
002:072 163 342      02  3A 73 E2       STA     DRIVE
005:072 002 343      05  3A 02 E3       STA     FUNCTN
010:061 150 342      08  31 58 E2       LXI     SP,STACK
013:315 011 340      0B  CD 09 E0       CALL    TKZERO
016:303 016 000      0E  C3 0E 00       JMP     STALL
```

Insert a write protected diskette into the drive and close the door securely. Start the program. The head should load and move outward until it reaches track ØØ. After sixteen revolutions, the head should unload. Do not turn off power to the computer and drive between this test and the next. Do not change the stack pointer.

Seek and Disk Read

In the next test, be sure that a write protected disk which is cleanly initialized is inserted in the drive. Enter the following program:

Octal

```
100  016 002          START   MVI     C,2         SEEK
102  315 014 340              CALL    TSEEK         TRACK 2
105  016 001                  MVI     C,1         SET
107  315 017 340              CALL    SECTOR        SECTOR 1
112  041 000 001              LXI     H,1:000     SET DMA
115  042 164 342              SHLD    DMA           TO PAGE 1
120  315 025 340              CALL    DISKR       READ DATA
123  303 123 000      STOP    JMP     STOP
```

Hex

```
40   0E 02            START   MVI     C,2
42   CD 0C E0                 CALL    TSEEK
45   0E 01                    MVI     C,1
47   CD 0F E0                 CALL    SECTOR
4A   21 00 01                 LXI     H,100
4D   22 74 E2                 SHLD    DMA
50   CD 15 E0                 CALL    DISKR
53   C3 53 00         STOP    JMP     STOP
```

Start the program. The head should load and move to track 2 and unload after sixteen revolutions. Verify that the value 345 is contained in all memory locations between 1:000Q and 1:177Q.

This completes the check out of the Disk Jockey controller.

Power Supply

The board has a worst case requirement for

800 ma of +8V (between 7.5V and 11V)
100 ma of -16V (between -12.5V and -20V)
30 ma of +16V (between +12.5V and +20V)

Plus 5 volt power (Vcc) is derived from the +8V supply in the computer backplane by means of the 5 volt 7805/LM340.5 regulator with C2 and the small disk capacitors labeled on the circuit board legend providing power supply bypass capacitance.

The +12V supply is derived from the backplane +16V supply by zener CR3 and R28, filtered by C6.

The -12V supply is derived similarly from the backplane -16V supply by means of CR2, R27, and C5.

Floppy Disk Section System Clock

The basic timing for the DJ is derived from a crystal stabilized 74LS124 oscillating at 4 MHz. This clock signal is divided by two to produce 2 MHz SYS CLK frequency appropriate for a standard floppy at pin 9A-5. This signal is divided by two again to produce the 1 MHz SYS CLK appropriate for a mini-floppy at pin 9A-9. The appropriate frequency is selected by switch SW2 to drive the SYS CLK line. An inverted version of the system clock is generated at pin 10B-10.

Device Address Decoding

The Disk Jockey contains 256 bytes of RAM, 512 bytes of ROM, and I/O registers. The memory address where each of these modules appears is controlled by the MMI6301 256x4 PROM in slot 8C. This PROM monitors the highorder address lines A8-A15. Connections to the chip select pins of SINTA, SINP, and SOUT make sure that the PROM is only active when the address present on the S-100 bus is a valid memory address during either a bus memory read or write cycle.

Take, as an example, the $\overline{\text{RAM ENBL}}$ output of the PROM. Normally high, this output should go low when the address on A8-A15 corresponds to the high order address byte that should select the RAM. The PROM internally has 256 cells, each one selected by a different combination of the high order address bits. All of these cells have 1 stored in them except for the one corresponding to the address where the RAM should be located which has a 0 stored in it. Thus, when the CPU refers to any location within the 256 byte page of memory where the RAM should be located, the cell with the zero in it is selected by A8-A15 and the $\overline{\text{RAM ENBL}}$ output goes low, selecting the RAM (see System RAM below).

The firmware ROM, being 512x8, has two consecutively addressed bits of zero in the address decoding ROM pattern. Thus, the signal $\overline{\text{ROM ENBL}}$ is generated for either 256 byte page of ROM. Address line A8 also goes to these ROMs to allow them to decide which 256 byte page within them is being called for (see System ROM below).

Likewise, the signal $\overline{\text{I/O ENBL}}$ is generated when the CPU refers to memory addresses within the 256 byte page assigned to the I/O device registers.

The fourth output, 8C-9, is programmed to go low if any of the other outputs of the address decoding ROM is low, that is, if the CPU is referring to any address within the DJ.

Internal Data Bus

Data flow in the floppy disk controller is organized around an eight-bit wide internal data bus DATAØ - DATA7.

When the CPU is writing to the RAM or an I/O register, the S-100 bus signal MWRITE is high or $\overline{\text{WR}}$ is low. The $\overline{\text{WRITE}}$ line (5B-11) therefore goes low. Data flows from the S-100 bus data out lines (DOØ - DO7) through the 81LS97 in slot 9C to the internal data bus. Depending on what DJ register is being loaded, other control logic causes the data to be loaded from the internal data bus to the appropriate destination.

When the CPU is reading from the ROM, RAM, or I/O registers, other logic, detailed below, causes the selected data byte to be gated onto the internal data bus. When the line PDBIN goes high, indicating that the CPU is reading and the PROM in slot 8C detects that the CPU is addressing a region of memory assigned to the DJ and therefore grounds pin 8C-9, the signal $\overline{\text{INPUT ENBL}}$ goes low. Since pin 10C-1 is now low and pin 10C-19 high, the 74LS241 in slot 10C gates the data byte from the internal data bus to the S-100 bus data lines (DIØ - D17).

Processor Wait States

Whenever a reference is made to the I/O registers of the Disk Jockey, the line PREADY is grounded to add two wait states to the CPU's cycle. The disk data transfer operations can require up to two processor cycles before they can obtain synchronization and ground PREADY to indicate that they require wait states. Two wait cycles are therefore added to every address reference within the Disk Jockey I/O registers to make sure the CPU does not leave the wait state before the disk data transfer control logic can ground PREADY.

The two flip-flops in 1B-9 and 1B-5 act as a shift register to supply the two machine cycle delay required. These flip-flops are always cleared by PSYNC, connected in an inverted version to 1B-13 and 1B-1. 1B-5 will then stay low until the second negative edge of PHI-2 after PSYNC goes low. At this time, the high level connected to 1B-12 will appear at 1B-5 having been shifted through the two flip-flops. During this interval when

1B-5 is low, 3B-11 will be held low, so 3B-8 will be held high. This will happen whether or not the CPU is referencing the Disk Jockey. However, only if the CPU is referencing Disk Jockey I/O registers will the signal $\overline{\text{I/O ENBL}}$ be low, enabling the 74367 in slot 3A to drive PREADY low. If necessary, the other inputs to gate 3B (9 and 10) are driven low by the disk data transfer control logic before 3B-11 goes high to add additional wait states (see below).

Due to the high speed of the disk, the use of processor wait states is essential for synchronization. If a flag bit were provided which the processor could test to determine if the floppy disk was ready for data transfer and branch accordingly, the execution of this loop would take up too much time to allow transfer of data from memory to disk. The use of processor wait states, suggested by Eugene Fisher of Lawrence Livermore Laboratory, synchronizes the processor instruction execution to the disk data transfer and ensures sufficient time for each byte of data to be transferred from device registers to memory before the next byte must be transferred.

System RAM

The Disk Jockey contains two 2112 256 word x 4 bit RAMs located in slots 6B and 7B. When the CPU during a read or write operation puts the address assigned to this RAM onto the high order S-100 bus address lines (A8-A15), $\overline{\text{RAM ENBL}}$ (8C-11) goes low. This signal activates the chip select pin (13) of both RAMs. Whether the RAM does a read or a write operation is controlled by the $\overline{\text{WRITE}}$ line which connects to the R/$\overline{\text{W}}$ pin (14) of both RAMs. During a write, data from the CPU flows from the internal data bus into the bidirectional I/O pins of the RAMs. During a read, data from the RAMs flows out onto the internal data bus and from there onto the S-100 bus.

System ROM

The Disk Jockey is provided with two MMI6306 512 word x 4 bit ROMs in slots 6C and 7C. These ROMs contain 512 bytes of disk utility software. When the address of the area of memory assigned to the ROM appears on the S-100 bus address lines (A8-A15), the signal $\overline{\text{ROM ENBL}}$ (8C-12) goes low. This enables the two ROMs by grounding their $\overline{\text{CS}}$ pin (13). The nine low order S-100 bus address bits (AØ - A8) specify to the ROMs which word is to be read. The ROM drives the byte of software stored at this location onto the internal data bus.

I/O Registers

When the address decoding PROM in slot 8C detects an S-100 bus memory reference to an address within the 256 byte page assigned to the I/O registers, it grounds 8C-10 ($\overline{\text{I/O ENBL}}$). By grounding 4C-2 and 4C-14, this activates the 74LS155 decoder in slot 4C whose function is to decide which

of the eight I/O registers is being referred to. The four readable registers and the four writeable registers are each assigned a section of the decoder. The two low order S-100 bus address bits select one of the four registers in each group. If the CPU is engaged in a write operation, the line WRITE will be low and the selected output of the "write section" decoder will go low (4C-9, 10, 11 or 12). If the CPU is engaged in a read operation, the line INPUT ENBL will be high, and the selected output of the read section of the decoder will go low (4C-4, 5, 6, or 7). Note that the definitions of WRITE and INPUT ENBL are such that either a write register or a read register will be selected, never both.

The uses of the READ DATA, WRITE DATA, READ MARK, and WRITE MARK signals are discussed below under the disk data flow section.

The READ STATUS signal, when low, enables the 81LS97 octal buffer in slot 4A, allowing the status byte (six bits of status from the floppy disk drive cable, the TTL level serial input, and the status of the head flip-flop) to flow onto the internal data bus.

The LOAD HEAD signal, when low, resets the 74LS161 hex counter in slot 4B and sets the 74LS74 flip-flop in slot 10A. This flip-flop drives the LOAD HEAD signal to the disk drives and enables the 74368 driver in slot 6A. The 74368 driver at 6A drives the disk select lines over the flat cable to the disk drive(s).

The WRITE FNCTN signal, when low, clocks the contents of the internal data bus into the 74LS273 octal register in slot 5A. Seven of the data bits set control lines to the floppy disk and are driven onto the flat cable from the 74LS273 outputs by the 74368 drivers in slots 3A and 6A. Bit 3 of the octal latch controls whether the read/write head will automatically unload after sixteen revolutions of the disk. The latch output at 5A-9 is connected to 4B-7, the enable input of a 74LS161 counter. This counter is reset to zero when the heads are loaded. The flip-flop in slot 10A is also set to 1 enabling the 74368 to drive the current setting of the drive select lines and the load head signal onto the flat cable. If bit 3 specifies that automatic head unloading is not to take place, the counter is not enabled, and no counting takes place. If the bit enables the counter, then every time the index point of the disk is passed (assuming the correct setting of SW1), the pulse on 4B-2 will cause the counter to count up by 1. When the counter finally counts to 15, the carry output at 4B-15 will go high. This will clock the 74LS74 at 10A-11, which will load a Ø from the data input 10A-12. The head load flip-flop will therefore be reset, disabling the driver in slot 6A, deselecting all drives and causing the LOAD HEAD signal to become inactive. Note that there is no explicit command to unload the heads; it can only be done by this timeout mechanism.

The WRITE SERIAL signal clocks the 74LS74 serial out flip-flop at 10A-3 whose data input is bit 5 of the internal data bus. The flip-flop output 10A-5 drives the translator from TTL to RS232 levels for the serial output; 10A-6 controls the 20 ma TTY driver. These level translation circuits are discussed in more detail below.

Serial Communications Level Translators

Serial Input:

A terminal device is connected to either the RS-232 or the TTY input pin.

If the RS-232 input pin is at a "SPACE" level (greater than 3 and less than 12 volts), transistor Q2 is cut off, so transistor Q1 is cut off, and the SERIAL INPUT line is pulled up to Vcc through R19 and the string of R5, R6, and R20. When the Read Status Register is read, the SERIAL INPUT line is gated onto bit 1 of the internal data bus through the 81LS97 in slot 4A, and a Ø appears in bit 1 of the word read. If the RS-232 input pin is at the "MARK" level (less than -3 but greater than -12 volts), current flows through transistor Q2, causing Q1 to pull the SERIAL INPUT line to ground. A 1 will therefore appear in bit 1 of the register when it is read.

If current is allowed to flow between the TTY+ input, through the terminal device, and back into the TTY- input (-12 volt return), representing the "MARK" condition, the voltage level at the SERIAL INPUT line is pulled down to approximately ground through R5 and R6. If no current is flowing ("SPACE"), the voltage level of the SERIAL INPUT line is pulled up to Vcc through R20, R5, and R6 (as well as R19).

Serial Output:

When the program writes a byte to the Write Serial Register, the signal WRITE SERIAL at pin 10A-3 clocks the value of bit 5 of the internal data bus into flip-flop 10A-5. The Q output 10A-5 is compared to a reference value of 1.6 volts developed by R15 and R14 at the 741 op amp. The output of the op amp will be saturated at approximately -12 volts for a "MARK" and approximately +12 volts for a "SPACE". This output drives the RS-232 level output through resistor R4. Capacitor C1 is required to lengthen the rise and fall time of the RS-232 output, as required by specifications.

Meanwhile, the $\overline{Q}$ output 10A-6 is driving transistor Q3 which acts as a current source for the TTY 20 ma output. If 10A-5 is set corresponding to the "MARK" condition, 10A-6 is low, current flows from Vcc, out the base of Q3, through R16, and into 10A-6. Q3 is turned on and approximately 20 ma of current will flow from Vcc, out the TTY+ output, in the TTY- output, and through R21 to ground. If the flip-flop is reset, corresponding to the "SPACE" condition, 10A-6 is sufficiently close to Vcc that the voltage at the base of Q3 will not turn on Q3. No current will flow out the TTY+ output in this condition.

When the power on clear signal $\overline{POC}$ goes low, the flip-flop 10A-5 is set, putting both interface lines into the "MARK" state. This is the appropriate quiescent state for these lines.

Disk Data Flow

Before discussing the Write Data, Write Mark, Read Data, and Read Mark operations, it is necessary to consider the way that data is organized on the disk.

Each data bit is recorded on a small region of magnetic material that moves under the read/write head. This region is known as a bit cell. Since the disk is rotating under the read/write head at a fixed velocity, the bit cell also corresponds to a region of time.

Bit cells can contain one or two pulses, depending on whether the data recorded is a zero or a one. Bit cells start with a pulse known as the clock pulse. A fixed amount of time later will be a data pulse if the bit cell has a one recorded in it, or no data pulse if a zero is recorded.

A byte of data is recorded on the disk at eight consecutive bit cells. The most significant bit of the byte is the first bit recorded.

For more effective use of the disk surface, information stored on a track of the disk is traditionally divided into fixed size blocks of data called sectors. Sectors consist of a header field identifying track and sector number, a data area, and a checksum. A number of sectors follow each other in series around the circumference of the track. Gaps between the sectors and between the header field and the data area within each sector allow time for the write head to turn on or off so that one of these fields can be written without erasing the following field or sector.

There are two techniques in use to identify where on the track sectors begin. These techniques are referred to as hard sectoring and soft sectoring. Each of them will be discussed below.

Every diskette has a hole punched in it hear the hub. This hole, sensed by a phototransistor, identifies the beginning of the track. In the hard sectoring format, a similar hole is punched for each sector, indicating that the sector is about to begin.

Given the small physical size of information on the disk, it is impossible to accurately align a mechanical hole with the data recorded on the disk. The hole therefore only indicates that the track or sector is about to begin. An address mark is recorded just before the data on the disk. After the hole is sensed, it is necessary to wait until this recorded mark is detected, indicating the precise start of a sector. The soft sectored format relies solely on these recorded marks, making sector holes unnecessary.

There are actually four such marks. The Index Mark is used to indicate the beginning of each track. The Sector Mark is used to indicate the beginning of the header field of each sector. The Data Mark is used to indicate the start of the data area of each sector. The Deleted Data Mark can be used in place of the Data Mark to indicate an alternate type of data; in practice it is rarely used. The meaning of this last mark is up to the user.

What makes a mark immediately recognizable is that it is missing certain clock pulses. If we encode the clock bits from each bit cell into a byte of hexadecimal in the same manner as the data bits with a present clock pulse being considered a 1 and an absent clock pulse a Ø, we get the following pattern for the four marks:

	Data Bits	Clock Bits
Index Mark	FC	D7
Sector Mark	FE	C7
Data Mark	FB	C7
Deleted Data Mark	F8	C7

The Index Mark and Sector Marks are normally written onto a track only when the disk is initialized. The Deleted Data Mark is not used in standard format disks. The Data Mark is written each time the data area of a sector is updated.

The marks also serve another function: synchronization. Each separately writeable field on the disk must have a gap before and after it in which no meaningful information is recorded to allow time for the write head to turn on before writing and turn off after writing. These gaps are invariably filled with random magnetizations that would make any system lose track of where the byte divisions in the serially recorded bit stream are (to say nothing of which pulses are clock pulses and which pulses are data pulses). By a technique discussed below, the marks, which precede every field written on the disk, can be used to decide unambiguously where the clock pulse of the first bit cell of the first byte of the field begins.

The four disk data transfer operations have certain hardware in common. The basic timing for each bit cell is generated by four D flip-flops in slots 12B and 13B. They are clocked by SYS CLK connected to pins 11 and 3. Arranged as a shift register, the flip-flops cycle through a sequence of eight states before repeating themselves as illustrated in Figure 1.

The first state represents the time period in which a clock pulse, if any, will occur. There are then three states which correspond to the interval of three clock periods before the data pulse. Then there is the state corresponding to the data pulse, followed by three more states representing the time from the data pulse to the end of the bit cell.

The counter in slot 13C is used to count the eight bit cells that comprise one byte. It is clocked by $\overline{\text{C CLK}}$ attached to pin 2, so that it changes state at the start of each bit cell. Although it is a divide by sixteen counter, it is used as a divide by eight counter (no connection is made to Q-D). In certain circumstances, it is necessary to set this counter to a certain state for synchronization purposes. This is accomplished by the signal $\overline{\text{LD}}$, connected to pin 9, which loads the value 1100 binary into the counter on the next clock pulse when it is low. This value comes from the data in pins 6, 5, 4 and 3 which are strapped high or low as appropriate. Pin 6 could actually have been connected to Vcc or ground since Q_D is not used.

Figure 2 shows the states of this counter, starting with a load operation.

See Timing Diagram under Schematics

Two additional signals are derived from this counter: $\overline{\text{EOC}}$ (End of Character) is generated by gate 13A-6 during the C CLK period of the bit cell where the low order three bits of the counter have the binary value 110; $\overline{\text{EOW}}$ (End of Word) is generated by 13A-8 during the A CLK period of the following bit cell.

Let us now consider the actual data transfer operation.

WRITE DATA: When the $\overline{\text{WRITE DATA}}$ line goes low at pin 3C-9, 3C-8 goes high, clocking a Ø into flip-flop 2B-5. 3B-8 goes high, driving PREADY low. This halts the CPU until proper synchronization is obtained and the byte of data can be accepted from the S-100 data bus into the Disk Jockey. $\overline{\text{I/O ENBL}}$ connected to 3A-15 provides insurance that the board can only halt the CPU when one of its registers is actually selected.

Since the bit cell and byte counters will be at an unpredictable point when the Write Data command is issued, it is necessary to wait until they come to the point indicating the start of a byte. This is done by flip-flop 1C-5. When the byte counter reaches the EOC state and A CLK goes high, the 1 present on 2B-6 since the write command was issued (WRITE SYNC) is loaded onto 1C-5, and WRITE GATE goes high. In the next bit cell, EOW goes low, setting 2B-5, so WRITE SYNC goes low. Thus, on the positive edge of A CLK in the next bit cell where EOC is high, WRITE GATE will go low. WRITE GATE will therefore be high for eight consecutive bit cells between two EOCs when a Write Data is being performed.

When WRITE GATE goes high, it drives 10B-1 low. As a result, 11B-9 and 11B-3 stay high. This ensures that the bit cell counter cycles through its normal sequence of states without being set or reset.

Shift register 11C converts the data to be written from its parallel format on the internal data bus to the serial format that must be sent to the disk. It is clocked by the A CLK towards the end of each bit cell to set up the data for the next bit cell. During the first EOC after WRITE SYNC goes high, it is necessary to load the parallel byte of data written by the CPU into the shift register. Pin 5C-8 goes high during this time, driving 11C-9 high. This indicates the load function to the 74LS299 in slot 11-C. Accordingly, when the A CLK goes high, the byte of data from the internal data bus is loaded into the shift register from its bi-directional data pins. These pins are inputs since READ ATTN is low, so 11C-2 is high.

On the next bit cell, the EOW signal becomes active. This resets WRITE SYNC. As a result, 2B-5 goes high, 3B-8 goes low, and PREADY goes high. The CPU is now free to leave the wait state; appropriate since the byte of data to be written to disk has been successfully loaded into shift register 11C.

Output Q-H of 11-C now has the first bit to be written to the disk. Since WRITE SYNC is no longer high, 11C-9 is low, conditioning the 74LS299 for a right shift operation. In subsequent bit cells, EOC will not be high, so 11C-9 will stay low, even if WRITE SYNC comes high again as a result of a subsequent write operation before the termination of the current one. Since 11C is now a shift register, when A CLK goes high at the end of each bit cell of the byte, the shift register shifts one position, presenting the next bit to be written serially to the disk at output Q-H. Gate 12C-8 combines the data bit with clocks to produce the WRITE DATA signal. This signal goes low during the appropriate time of a bit cell if a 1 is to be written to disk; it stays high if a zero is to be written.

Meanwhile, WRITE CLOCK pulses are being generated for each bit cell by 12C-6 at the appropriate time in each bit cell. 12C-2 is always a one since this is not a Write Mark operation and shift register 9B is therefore conditioned to shift in all ones from its serial input 9B-10. A clock pulse is therefore generated for every bit cell.

WRITE DATA and WRITE CLOCK are or'ed together by 3C-3 and driven onto the WRITE DISK DATA line to the write head of the disk by the 74368 in slot 3A. The WRITE GATE signal is also driven onto this cable to indicate to the floppy disk drive the time period during which the WRITE DISK DATA is meaningful.

When the last data bit has been shifted out of 11C, the byte has been successfully written to disk. If the CPU has issued another Write Data command while the first byte was being shifted out, this new byte will be loaded into 11C during the EOC period and the process will repeat itself. WRITE GATE will stay high since WRITE SYNC will have been set again. If no further data bytes were written, WRITE SYNC will be low, and WRITE GATE will go low during EOC on the positive edge of A CLK (the end of the last bit cell of the character).

A Write Mark operation is identical to a Write Data operation except that the byte of data is written with certain clock pulses missing. Shift register 9B is responsible for generating the correct pattern of missing clock pulses during the eight bit cells. This register is clocked by A CLK. When WRITE MARK is low, during the EOC period when data is being loaded into the data shift register, 8B-3 goes low and the pattern present at the data inputs to 9B is loaded into it. This pattern is then shifted out during the next eight bit cells analagously to the data bits, with a one providing a clock pulse for the bit cell and a zero providing a missing clock pulse.

The pattern of missing clocks can be a hexadecimal C7 or D7, depending on which mark is to be written. Gates 10B-13 and 5B-6 decode from the data pattern of the mark which clock pattern is appropriate and provide the appropriate level to 9B-3 for parallel loading into the shift register.

READ MARK: The Read Mark operation performs two functions: (1) to synchronize the data separator logic (flip-flops 12B and 13B) and the byte counter (13C); and, (2) to read the data pattern of the mark so that software can determine which of the four types of mark it is (see above).

When the READ MARK signal goes low, 5C-6 goes high, clocking a one into 2C-5 (LD and AØ are both high at this time, so 2C-1 is high). The output of OR gate 8B-6 is therefore high, putting the set input 2B-10 into its inactive state.

Meanwhile READ MARK going low causes 3C-6 (READ ATTN) to go high, clocking a Ø into 2B-9. This causes 3B-9 to go low, 3B-8 to go high, so PREADY goes low, putting the CPU into a wait state until the mark is detected.

DISK DATA -- the serial stream of clock and data pulses from the disk enters gate 10B-3 from the disk drive cable. Since this is a read operation, WRITE GATE will be low and DISK DATA will appear at 10B-1. A pulse on this line will be routed to DATA or to reset (RESET) flip-flops 12-B and 13-B

depending on whether A CLK is high or low respectively. A CLK therefore defines the time window in which a pulse from DISK DATA is interpreted as a clock or a data pulse. If A CLK is high, the pulse is a data pulse; if it is low, it is a clock pulse. Nominally, data pulses should occur when the flip-flops are all set and clock pulses should occur when the flip-flops are all reset. The pulse from the disk by setting the flip-flops to all zeros will force the flip-flops to this exact synchronization if the pulse occurs any time within the A CLK window.

Register 7A wired to act like a shift register has the function of counting missing clock pulses. It is clocked on the positive edge of A' CLK just after the clock pulse nominally occurs. Since the head is loaded, HEAD is high and ONE comes high. The register is reset by $\overline{\text{RESET}}$ which goes low whenever a clock pulse is detected from the disk. In normal operation, ONE will go high between clock pulses, but be reset by each clock pulse. If a clock pulse is missing, however, the register will not be reset and TWO will come high just after the first missing clock pulse should have occurred. If three missing clock pulses occur in a row, FOUR will come high. As will be discussed in a moment, this condition occurs when an address mark with three missing clock pulses is read. Four missing clock pulses cause OUT OF PHASE to go high. There are only two possible explanations of four missing clock pulses: garbage is being read off the disk or the system has its timing backwards and is interpreting data pulses as clock pulses and vice versa. If the missing "clock pulses" is actually supposed to be a data pulse, the correct response is to reset the system timing and interpret the next pulse as a clock pulse.

As can be seen on the prints, OUT OF PHASE going high forces 10B-4 low and 11B-14 high, routing the next pulse from $\overline{\text{DISK DATA}}$ to the $\overline{\text{RESET}}$ line, i.e., interpreting it as a clock pulse. While this may not help much if garbage is being read off the disk, this technique guarantees that the system will be correctly distinguishing clock and data pulses within several bit cells after the start of a field of data zeros on the disk (since the missing data pulses of the zeros will continually trigger the missing clock detection logic if the system is out of sync). The recording standards for floppy disks require that six bytes of zeros be written before any address mark for this reason. This function is automatically carried out by Disk Jockey firmware when standard subroutines are used to write data sectors. As a result, one can guarantee that clock and data pulses are being correctly interpreted by the start of the address mark. Now it only remains to figure out which bit cell starts a byte of recorded data.

The System Timing Diagram shows the response of the circuitry to the last bit cell of the zero field followed by an address mark. The first two bit cells of the address mark are ones with normal clock pulses. The next three bit cells have missing clock pulses, denoted by dotted lines. As a result, the line FOUR will be high after the third missing clock pulse. On the next positive edge of $\overline{\text{C CLK}}$, $\overline{\text{LD}}$ will be low, since READ MARK, FOUR and $\overline{\text{EOW}}$ will be high ($\overline{\text{EOW}}$ must be high since A' CLK is low at the positive edge of $\overline{\text{C CLK}}$). Byte counter 13C will therefore load the value 1100 from its data inputs (13C-6, 5, 4, and 3), establishing synchronization of bit

cells, reaching the value 111 at the start of the next byte. As can be seen, $\overline{EOC}$ will be low during the last bit cell of the byte, and $\overline{EOW}$ will be low during the first bit cell of the next byte, which is the correct synchronization for these signals.

The $\overline{LD}$ signal also goes to 5B-1. Since AØ is high (the address of the Read Mark Register being odd), 2C-1 goes low, 2C-5 goes low, and 8B-4 goes low. This indicates that synchronization of the byte counter has been obtained. As a result, the next time $\overline{EOW}$ goes low, slightly into the first bit cell of the following byte, 8B-6 goes low, 2B-10 goes low, and 2B-9 goes high. The CPU is therefore allowed to leave the wait state, terminating the READ MARK operation.

Parallel to this activity, the data bits of the mark have been collected. Flip-flop 2C-9 is reset by B CLK during the clock period of each bit cell. It will then be set by $\overline{DATA}$ if there is a pulse during the data pulse period of the bit cell (corresponding to a recorded 1 bit) or 2C-9 will stay at Ø if there is no $\overline{DATA}$ pulse corresponding to a recorded Ø.

The READ DATA signal generated by this flip-flop goes to the serial input of shift register 11C. 11C is conditioned to act as a shift register since WRITE SYNC is low at 3B-5 so 11C-19 must be low. The data bit is shifted into the register on the positive edge of $\overline{A\ CLK}$, shortly after it is detected.

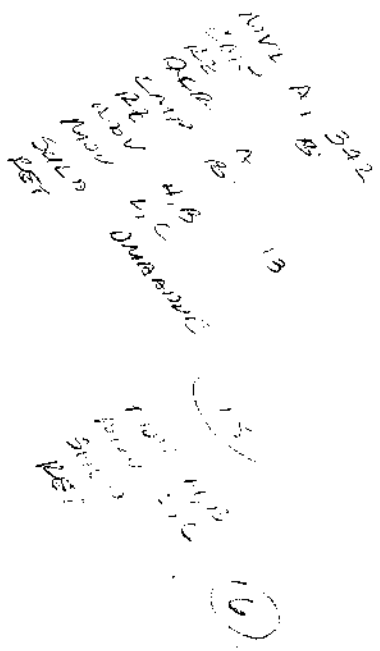
READ ATTN being high at 11B-13 puts 11C-2 low, enabling the byte stored in the shift register onto the internal data bus. Thus, when the CPU is released from the wait state at the end of a read operation, the last eight data bits collected will be available on the S-100 bus data in lines. The CPU will read this byte before the next positive edge of $\overline{A\ CLK}$ reads the next bit into the register.

READ DATA: Read Data is simpler than Read Mark since all counters are already running in sync. The normal state of shift register 11C is to collect the read data coming in from the disk. When the $\overline{READ\ DATA}$ line goes low at 3C-5, READ ATTN goes high, enabling the contents of 11C onto the internal data bus and loading flip-flop 2B-9 with a Ø, putting the CPU into the wait state. When the byte currently being read has been completely loaded into shift register 11C, $\overline{EOW}$ goes low. Since the Read Data Register is at an even address, AØ is low, so 2C-1 is low, 2C-5 is low, and 8B-4 is low. 8B-6 therefore goes low, setting 2B-9 to 1 and the CPU leaves the wait state and reads in the collected byte.

Note that while both READ MARK and READ DATA release the CPU from the wait state slightly into the byte after the one being read, this still leaves adequate time for the CPU to read the current byte and issue a new READ DATA instruction before the new data byte has been assembled from the disk ($\overline{EOW}$ going low). Since read data is continuously collected in shift register 11C, it is therefore no problem to read a series of bytes from the disk.

```
                        THE DISK JOCKEY SHUGART FIRMWARE

            340:000     ORIGIN EQU  340:000Q
            343:000     READDATA EQU ORIGIN+300H
            343:001     READMARK EQU READDATA+1
            343:002     STATUS EQU  READDATA+2
            343:003     LOADHEAD EQU READDATA+3

            343:000     WRITEDATA EQU READDATA
            343:001     WRITEMARK EQU READMARK
            343:002     DISKFNCT EQU STATUS
            343:003     SERIAL EQU LOADHEAD
            342:166     BUFFER EQU  ORIGIN+2:166Q
            342:171     SECREG EQU  BUFFER+3
            342:164     DMAADDR EQU BUFFER-2
            342:175     DATAMARK EQU BUFFER+7
            342:375     LASTDATA EQU DATAMARK+200Q
            342:163     DRIVE  EQU  BUFFER-3
            342:160     SCON   EQU  BUFFER-6

            000:010     TZERO  EQU  10Q
            000:024     MOVIN  EQU  24Q
            000:020     MVOUT  EQU  20Q
            000:020     STEP   EQU  20Q
            000:010     TCONST EQU  10Q
            000:143     MSEC   EQU  143Q
            000:043     SETTLE EQU  35

340:000  303 033 340    DBOOT   JMP   BOOT
    003  303 100 340    TERMIN  JMP   INPUT
    006  303 155 340    TRMOUT  JMP   OUTPUT
    011  303 252 341    TKZERO  JMP   HOME
    014  303 204 341    TRKSET  JMP   SEEK
    017  303 047 341    SECTOR  JMP   SETSEC
    022  303 077 341    DMA     JMP   SETDMA
    025  303 305 340    READ    JMP   DREAD
    030  303 214 340    WRITE   JMP   DWRITE

    033  061 166 342    BOOT    LXI   SP,BUFFER   INITIALIZE STACK POINTER
    036  041 041 000            LXI   H,41Q       SERIAL CONSTANT
    041  076 210                MVI   A,210Q      DRIVE A SELECT CONSTANT
    043  001 200 000            LXI   B,200Q      BOOTSTRAP LOAD ADDRESS
    046  305                    PUSH  B           INITIALIZE
    047  365                    PUSH  PSW           THE
    050  345                    PUSH  H             SYSTEM FOR
    051  305                    PUSH  B             BOOTSTRAP
    052  062 002 343            STA   STATUS        LOAD
    055  315 252 341    BLOOP   CALL  HOME        MOVE HEAD TO TRACK ZERO
    060  016 001                MVI   C,1         INITIALIZE
    062  315 047 341            CALL  SETSEC        SECTOR
340:065  315 305 340            CALL  DREAD       READ IN BOOTSTRAP
    070  302 055 340            JNZ   BLOOP       RELOAD ON ERROR
    073  311                    RET               BRANCH TO BOOTSTRAP

    074  166                    HLT               TEST INSTRUCTION
    075  166                    HLT               TEST INSTRUCTION

    076  000:002                DS    2

    100  006 200        INPUT   MVI   B,200Q     INITIALIZE BIT COUNT
    102  052 160 342            LHLD  SCON        GET SPEED CONSTANT
    105  021 002 343            LXI   D,STATUS    INITIALIZE STATUS REG ADDR
    110  032            WAIT    LDAX  D           GET STATUS
    111  037                    RAR                 AND TEST
    112  037                    RAR                 FOR A START
    113  332 110 340            JC    WAIT          BIT
    116  315 205 340            CALL  XLOOP       WAIT ½ A BIT TIME
    121  032                    LDAX  D           GET STATUS
    122  037                    RAR                 AND TEST
    123  037                    RAR                 THAT THE START
    124  332 100 340            JC    INPUT         BIT IS STILL THERE
    127  315 201 340    DATAL   CALL  SDELAY      WAIT ONE BIT TIME
    132  032                    LDAX  D           GET
    133  037                    RAR                 THE
    134  037                    RAR                 SERIAL DATA
    135  170                    MOV   A,B           IN B
    136  037                    RAR               ROTATE
    137  107                    MOV   B,A         SAVE
    140  322 127 340            JNC   DATAL       TEST FOR BYTE COLLECTED
    143  315 201 340            CALL  SDELAY      WAIT ONE BIT TIME
    146  315 201 340            CALL  SDELAY      WAIT SECOND BIT TIME
    151  170                    MOV   A,B         CHARACTER TO ACC
    152  346 177                ANI   177Q        TRIM PARITY
    154  311                    RET               RETURN

    155  021 003 343    OUTPUT  LXI   D,SERIAL   INITIALIZE SERIAL O/P REG
    160  207                    ADD   A           APPEND START BIT
    161  016 013                MVI   C,11        TOTAL BIT COUNT
    163  067            OLOOP   STC               SET REST BITS
    164  037                    RAR               ROTATE
    165  107                    MOV   B,A         SAVE
    166  237                    SBB   A           SEND PRESENT
    167  022                    STAX  D           BIT TO OUTPUT
    170  315 201 340            CALL  SDELAY      DELAY ONE BIT TIME
    173  170                    MOV   A,B         GET NEXT BIT
    174  015                    DCR   C           DECREMENT BIT COUNT
    175  302 163 340            JNZ   OLOOP       OUTPUT NEXT BIT
    200  311                    RET
```

```
341:045  016 001              MVI   C,1          SECTOR NUMBER ONE
    047  171          SETSEC  MOV   A,C          GET SECTOR NUMBER
    050  346 037              ANI   37Q          TEST IF LESS
    052  310                  RZ                   THAN ONE
    053  117                  MOV   C,A          SAVE TRIMMED VALUE
    054  306 345              ADI   345Q         TEST FOR GREATER
    056  237                  SBB   A              THAN 26
    057  300                  RNZ
    060  041 171 342          LXI   H,SECREG     SAVE SECTOR VALUE
    063  161                  MOV   M,C            & COMPUTE
    064  315 116 341          CALL  SETCRC         HEADER CHECK SUM
    067  161                  MOV   M,C          SAVE
    070  043                  INX   H              CHECK SUM
    071  160                  MOV   M,B            AT END
    072  043                  INX   H              OF SECTOR
    073  066 373              MVI   M,0FBH         HEADER & ALSO
    075  257                  XRA   A              WRITE DATA MARK
    076  311                  RET

    077  041 000 342  SETDMA  LXI   H,ORIGIN+2:000Q
    102  174                  MOV   A,H
    103  270                  CMP   B
    104  310                  RZ
    105  074                  INR   A
    106  270                  CMP   B
    107  310                  RZ
    110  140                  MOV   H,B
    111  151                  MOV   L,C
    112  042 164 342          SHLD  DMAADDR
    115  311                  RET

    116  041 166 342  SETCRC  LXI   H,BUFFER
    121  021 172 342          LXI   D,SECREG+1
    124  001 377 377  CRECH   LXI   B,-1
    127  325                  PUSH  D
    130  176                  MOV   A,M
    131  251                  XRA   C
    132  127                  MOV   D,A
    133  017                  RRC
    134  017                  RRC
    135  017                  RRC
    136  017                  RRC
    137  346 017              ANI   0FH
    141  252                  XRA   D
    142  137                  MOV   E,A
    143  017                  RRC
    144  017                  RRC
    145  017                  RRC
    146  127                  MOV   D,A
    147  346 037              ANI   1FH
    151  250                  XRA   B
```




```
341:152  117                  MOV   C,A
    153  172                  MOV   A,D
    154  346 340              ANI   0E0H
    156  253                  XRA   E
    157  107                  MOV   B,A
    160  172                  MOV   A,D
    161  017                  RRC
    162  346 360              ANI   0F0H
    164  251                  XRA   C
    165  117                  MOV   C,A
    166  043                  INX   H
    167  321                  POP   D
    170  172                  MOV   A,D
    171  274                  CMP   H
    172  330                  RC
    173  302 127 341          JNZ   CRECH+3
    176  173                  MOV   A,E
    177  275                  CMP   L
    200  330                  RC
    201  303 127 341          JMP   CRECH+3

    204  315 355 341  SEEK    CALL  LDHEAD       SELECT DRIVE, LOAD HEAD
    207  300                  RNZ                  & TEST READY
    210  171                  MOV   A,C          GET TRACK VALUE
    211  346 177              ANI   177Q         TRIM &
    213  117                  MOV   C,A            SAVE
    214  306 263              ADI   179          TEST FOR
    216  237                  SBB   A              GREATER THAN 76
    217  300                  RNZ
    220  041 167 342          LXI   H,BUFFER+1
    223  176          SLOOP   MOV   A,M          GET CURRENT TRACK
    224  271                  CMP   C            COMPARE WITH NEW TRACK
    225  312 337 341          JZ    DELAY-2      HEAD SETTLE DELAY
    230  332 241 341          JC    MOVEIN       NEW TRK GREATER THAN OLD TRK
    233  006 020              MVI   B,MVOUT      NEW TRK LESS THAN OLD TRK
    235  065                  DCR   M
    236  303 244 341          JMP   MOVEIN+3
    241  006 024      MOVEIN  MVI   B,MOVIN
    243  064                  INR   M
    244  315 322 341          CALL  TDELAY       STEP DISK HEAD
    247  303 223 341          JMP   SLOOP

    252  315 355 341  HOME    CALL  LDHEAD       START DRIVE, LOAD HEAD
    255  300                  RNZ                  & TEST FOR READY
    256  006 024      HLOOP   MVI   B,MOVIN
    260  315 322 341          CALL  TDELAY
    263  032                  LDAX  D
    264  346 010              ANI   TZERO
    266  302 256 341          JNZ   HLOOP
    271  006 020      STEPO   MVI   B,MVOUT      STEP TOWARD
    273  315 322 341          CALL  TDELAY         TRACK ZERO
```

```
340:201  052 160 342    SDELAY  LHLD   SCON        INITIALIZE
    204  051                     DAD    H             SERIAL DELAY CONSTANT
    205  053             XLOOP   DCX    H           DECREMENT COUNT
    206  174                     MOV    A,H         TEST FOR
    207  265                     ORA    L             COUNT
    210  302 205 340             JNZ    XLOOP         EQUAL TO ZERO
    213  311                     RET

    214  315 355 341    DWRITE  CALL   LDHEAD      LOAD THE HEAD
    217  032                     LDAX   D           GET STATUS
    220  346 001                 ANI    1           TEST FOR
    222  300                     RNZ                  WRITE PROTECT
    223  052 164 342             LHLD   DMAADDR     GET DMA ADDRESS
    226  021 175 342             LXI    D,DATAMARK
    231  325                     PUSH   D           SAVE POINTER
    232  315 363 340             CALL   XFER        LOAD DISK DATA BUFFER
    235  341                     POP    H           RECOVER POINTER
    236  315 124 341             CALL   CRECH       CALCULATE CRC WORD
    241  161                     MOV    M,C         STORE
    242  043                     INX    H           -CRC
    243  160                     MOV    M,B         -WORD
    244  016 007                 MVI    C,7         NUMBER OF HEADER BYTES+1
    246  315 377 340             CALL   RSECT       FIND RIGHT SECTOR
    251  300                     RNZ                RETURN IF DISK ERROR
    252  006 012                 MVI    B,10        DELAY GAP
    254  032             FLOOP   LDAX   D           DUMMY READ
    255  005                     DCR    B           WAIT FOR 10 BYTES
    256  302 254 340             JNZ    FLOOP       BEFORE WRITING
    261  257                     XRA    A           PREPARE TO WRITE ZEROS
    262  022             ZLOOP   STAX   D           WRITE
    263  015                     DCR    C             SIX BYTES
    264  302 262 340             JNZ    ZLOOP         OF ZEROS
    267  023                     INX    D
    270  176                     MOV    A,M         GET THE
    271  022                     STAX   D             DATA MARK & WRITE
    272  033                     DCX    D           ADJUST BACK TO DATA
    273  043                     INX    H           ADJUST POINTER
    274  176             WLOOP   MOV    A,M         GET DATA BYTE
    275  022                     STAX   D           WRITE IT ON THE DISK
    276  054                     INR    L           MOVE POINTER AHEAD
    277  302 274 340             JNZ    WLOOP         & TEST FOR LAST BYTE
    302  257                     XRA    A           PREPARE TO WRITE A ZERO
    303  022                     STAX   D           WRITE FINAL ZERO
    304  311                     RET

    305  315 377 340    DREAD   CALL   RSECT       FIND CORRECT SECTOR
    310  300                     RNZ                RETURN IF DISK ERROR
    311  006 016                 MVI    B,14        GAP WIDTH
    313  032             RWAIT   LDAX   D           READ PAST
```



```
340:314  005                    DCR    B             CRAP IN
    315  302 313 340             JNZ    RWAIT         THE GAP
    320  072 001 343             LDA    READMARK    WAIT FOR A MARK
    323  276                     CMP    M           LOOK FOR ANOTHER
    324  302 305 340             JNZ    DREAD         SECTOR IF NO MARK
    327  054                     INR    L           ADVANCE POINTER
    330  032             RLOOP   LDAX   D           GET DISK DATA
    331  167                     MOV    M,A         STORE IN BUFFER
    332  054                     INR    L           ADVANCE POINTER
    333  302 330 340             JNZ    RLOOP         & TEST IF DONE
    336  055                     DCR    L           BACK UP POINTER
    337  353                     XCHG               SAVE IN D-E PAIR
    340  041 175 342             LXI    H,DATAMARK
    343  315 124 341             CALL   CRECH       CALCULATE CRC
    346  171                     MOV    A,C           & TEST
    347  260                     ORA    B             FOR ZERO
    350  076 001                 MVI    A,1
    352  300                     RNZ                RETURN IF CRC ERROR
    353  021 176 342             LXI    D,DATAMARK+1
    356  052 164 342             LHLD   DMAADDR
    361  353                     XCHG               GET READY FOR DMA XFER
    362  033                     DCX    D
    363  006 200         XFER    MVI    B,200Q
    365  176                     MOV    A,M         GET DISK DATA
    366  023                     INX    D
    367  022                     STAX   D           STORE IN MEMORY
    370  043                     INX    H
    371  005                     DCR    B           DECREMENT BYTE COUNT
    372  302 365 340             JNZ    XFER+2        & TEST FOR DONE
    375  170                     MOV    A,B
    376  311                     RET

    377  315 355 341    RSECT   CALL   LDHEAD      LOAD HEAD &
341:002  300                     RNZ                  TEST FOR READY
    003  041 166 342             LXI    H,BUFFER    SECTOR HEADER MARK
    006  006 007                 MVI    B,7         SECTOR HEADER COUNT
    010  033                     DCX    D           ADJUST TO READ
    011  033                     DCX    D             DISK DATA
    012  032             ZWAIT   LDAX   D           READ DISK DATA
    013  247                     ANA    A           SET FLAGS
    014  302 012 341             JNZ    ZWAIT       TEST FOR ZERO
    017  072 001 343             LDA    READMARK    READ A MARK
    022  276                     CMP    M           COMPARE WITH HEADER
    023  302 377 340             JNZ    RSECT       READ NEXT HEADER IF ERROR
    026  043             TSLOOP  INX    H           ADVANCE BUFFER POINTER
    027  005                     DCR    B           DECREMENT HEADER COUNT
    030  310                     RZ                 RETURN IF DONE
    031  032                     LDAX   D           READ DISK DATA
    032  276                     CMP    M           COMPARE WITH MEMORY
    033  312 026 341             JZ     TSLOOP      READ MORE IF NO ERROR
    036  076 005                 MVI    A,5         TEST FOR
    040  220                     SUB    B             WRONG TRACK
    041  370                     RM                   NUMBER
    042  303 377 340             JMP    RSECT       NOT A TRACK ERROR
```

```
E02D  CD AA E1     BLOOP   CALL   HOME
E030  0E 01                MVI    C,1
E032  CD 27 E1             CALL   SETSEC
E035  CD C5 E0             CALL   DREAD
E038  C2 2D E0             JNZ    BLOOP
E03B  C9                   RET
E03C  76                   HLT
E03D  76                   HLT

E03E  0002                 DS     2

E040  06 80        INPUT   MVI    B,200Q
E042  2A 70 E2             LHLD   SCON
E045  11 02 E3             LXI    D,STATUS
E048  1A           WAIT    LDAX   D
E049  1F                   RAR
E04A  1F                   RAR
E04B  DA 48 E0             JC     WAIT
E04E  CD 85 E0             CALL   XLOOP
E051  1A                   LDAX   D
E052  1F                   RAR
E053  1F                   RAR
E054  DA 40 E0             JC     INPUT
E057  CD 81 E0     DATAL   CALL   SDELAY
E05A  1A                   LDAX   D
E05B  1F                   RAR
E05C  1F                   RAR
E05D  78                   MOV    A,B
E05E  1F                   RAR
E05F  47                   MOV    B,A
E060  D2 57 E0             JNC    DATAL
E063  CD 81 E0             CALL   SDELAY
E066  CD 81 E0             CALL   SDELAY
E069  78                   MOV    A,B
E06A  E6 7F                ANI    177Q
E06C  C9                   RET

E06D  11 03 E3     OUTPUT  LXI    D,SERIAL
E070  87                   ADD    A
E071  0E 0B                MVI    C,11
E073  37           OLOOP   STC
E074  1F                   RAR
E075  47                   MOV    B,A
E076  9F                   SBB    A
E077  12                   STAX   D
E078  CD 81 E0             CALL   SDELAY
E078  78                   MOV    A,B
E07C  0D                   DCR    C
E07D  C2 73 E0             JNZ    OLOOP
E080  C9                   RET
```



```
E081  2A 70 E2     SDELAY  LHLD   SCON
E084  29                   DAD    H
E085  2B           XLOOP   DCX    H
E086  7C                   MOV    A,H
E087  B5                   ORA    L
E088  C2 85 E0             JNZ    XLOOP
E08B  C9                   RET

E08C  CD E0 E1     DWRITE  CALL   LDHEAD
E08F  1A                   LDAX   D
E090  E6 01                ANI    1
E092  C0                   RNZ
E093  2A 74 E2             LHLD   DMAADDR
E096  11 7D E2             LXI    D,DATAMARK
E099  05                   PUSH   D
E09A  CD F3 E0             CALL   XFER
E09D  E1                   POP    H
E09E  CD 54 E1             CALL   CRECH
E0A1  71                   MOV    M,C
E0A2  23                   INX    H
E0A3  70                   MOV    M,B
E0A4  0E 07                MVI    C,7
E0A6  CD FF E0             CALL   RSECT
E0A9  C0                   RNZ
E0AA  06 0A                MVI    B,10
E0AC  1A           FLOOP   LDAX   D
E0AD  05                   DCR    B
E0AE  C2 AC E0             JNZ    FLOOP
E0B1  AF                   XRA    A
E0B2  12           ZLOOP   STAX   D
E0B3  0D                   DCR    C
E0B4  C2 B2 E0             JNZ    ZLOOP
E0B7  13                   INX    D
E0B8  7E                   MOV    A,M
E0B9  12                   STAX   D
E0BA  1B                   DCX    D
E0BB  23                   INX    H
E0BC  7E           WLOOP   MOV    A,M
E0BD  12                   STAX   D
E0BE  2C                   INR    L
E0BF  C2 BC E0             JNZ    WLOOP
E0C2  AF                   XRA    A
E0C3  12                   STAX   D
E0C4  C9                   RET

E0C5  CD FF E0     DREAD   CALL   RSECT
E0C8  C0                   RNZ
E0C9  06 0E                MVI    B,14
E0CB  1A           RWAIT   LDAX   D
E0CC  05                   DCR    B
E0CD  C2 CB E0             JNZ    RWAIT
E0D0  3A 01 E3             LDA    READMARK
E0D3  BE                   CMP    M
E0D4  C2 C5 E0             JNZ    DREAD
```

```
341:276  032                    LDAX   D          GET DISK STATUS &
    277  346 010                ANI    TZERO        TEST FOR TRACK ZERO
    301  312 271 341            JZ     STEPQ
    304  257                    XRA    A
    305  041 166 342            LXI    H,BUFFER   SET UP DATA
    310  066 376                MVI    M,0FEH       BUFFER
    312  054            ILOOP   INR    L            FOR TRACK
    313  312 045 341            JZ     SETSEC-2     ZERO &
    316  167                    MOV    M,A          SECTOR ZERO
    317  303 312 341            JMP    ILOOP

    322  072 163 342  TDELAY   LDA    DRIVE      GET ACTIVE DRIVE NUMBER
    325  365                    PUSH   PSW
    326  346 353                ANI    353Q
    330  250                    XRA    B          MERGE DIRECTION & STEP
    331  022                    STAX   D          SEND TO DRIVE
    332  356 020                XRI    STEP       FINISH STEP PULSE
    334  022                    STAX   D          SEND TO DRIVE
    335  361                    POP    PSW
    336  022                    STAX   D
    337  006 010                MVI    B,TCONST   HEAD MOTION CONSTANT
    341  076 143       DELAY    MVI    A,MSEC     DELAY
    343  177                    MOV    A,A
    344  075                    DCR    A            ONE
    345  302 343 341            JNZ    DELAY+2      MILLESECOND
    350  005                    DCR    B          TEST FOR DELAY
    351  302 341 341            JNZ    DELAY        ONE
    354  311                    RET

    355  021 002 343  LDHEAD    LXI    D,STATUS   DISK STATUS MEM LOC
    360  032                    LDAX   D          GET STATUS BYTE
    361  346 004                ANI    4          STRIP OFF HEAD LOAD BIT
    363  072 003 343            LDA    LOADHEAD   LOAD HEAD & SELECT DRIVE
    366  006 043                MVI    B,SETTLE   HEAD LOAD SETTLE TIME
    370  314 341 341            CZ     DELAY      CONDITIONALLY WAIT FOR SETTLE
    373  032                    LDAX   D          GET STATUS
    374  027                    RAL               SET ACC TO 377Q
    375  237                    SBB    A            OR ZERO THE ACC FOR
    376  074                    INR    A            READY FLAG TO SYSTEM
    377  311                    RET
```



```
                E000        ORIGIN EQU      340:000Q
                E300        READDATA EQU ORIGIN+300H
                E301        READMARK EQU READDATA+1
                E302        STATUS EQU READDATA+2
                E303        LOADHEAD EQU READDATA+3

                E300        WRITEDATA EQU READDATA
                E301        WRITEMARK EQU READMARK
                E302        DISKFNCT EQU STATUS
                E303        SERIAL EQU LOADHEAD
                E276        BUFFER EQU ORIGIN+2:166Q
                E279        SECREG EQU BUFFER+3
                E274        DMAADDR EQU BUFFER-2
                E27D        DATAMARK EQU BUFFER+7
                E2FD        LASTDATA EQU DATAMARK+200Q
                E273        DRIVE EQU BUFFER-3
                E270        SCON EQU BUFFER-6

                0008        TZERO   EQU   10Q
                0014        MOVIN   EQU   24Q
                0010        MVOUT   EQU   20Q
                0010        STEP    EQU   20Q
                0008        TCONST  EQU   10Q
                0063        MSEC    EQU   143Q
                0023        SETTLE  EQU   35

E000  C3 1B E0  DBOOT   JMP   BOOT
E003  C3 40 E0  TERMIN  JMP   INPUT
E006  C3 6D E0  TRMOUT  JMP   OUTPUT
E009  C3 AA E1  TKZERO  JMP   HOME
E00C  C3 84 E1  TRKSET  JMP   SEEK
E00F  C3 27 E1  SECTOR  JMP   SETSEC
E012  C3 3F E1  DMA     JMP   SETDMA
E015  C3 C5 E0  READ    JMP   DREAD
E018  C3 8C E0  WRITE   JMP   DWRITE

E01B  31 76 E2  BOOT    LXI   SP,BUFFER
E01E  21 21 00          LXI   H,41Q
E021  3E 88             MVI   A,210Q
E023  01 80 00          LXI   B,200Q
E026  C5                PUSH  B
E027  F5                PUSH  PSW
E028  E5                PUSH  H
E029  C5                PUSH  B
E02A  32 02 E3          STA   STATUS
```

```
E16A  4F                  MOV   C,A
E16B  7A                  MOV   A,D
E16C  E6 E0               ANI   0E0H
E16E  AB                  XRA   E
E16F  47                  MOV   B,A
E170  7A                  MOV   A,D
E171  0F                  RRC
E172  E6 F0               ANI   0F0H
E174  A9                  XRA   C
E175  4F                  MOV   C,A
E176  23                  INX   H
E177  D1                  POP   D
E178  7A                  MOV   A,D
E179  BC                  CMP   H
E17A  D8                  RC
E17B  C2 57 E1            JNZ   CRECH+3
E17E  7B                  MOV   A,E
E17F  BD                  CMP   L
E180  D8                  RC
E181  C3 57 E1            JMP   CRECH+3

E184  CD ED E1    SEEK    CALL  LDHEAD
E187  C0                  RNZ
E188  79                  MOV   A,C
E189  E6 7F               ANI   177Q
E18B  4F                  MOV   C,A
E18C  C6 B3               ADI   179
E18E  9F                  SBB   A
E18F  C0                  RNZ
E190  21 77 E2            LXI   H,BUFFER+1
E193  7E          SLOOP   MOV   A,M
E194  B9                  CMP   C
E195  CA DF E1            JZ    DELAY-2
E198  DA A1 E1            JC    MOVEIN
E19B  06 10               MVI   B,MVOUT
E19D  35                  DCR   M
E19E  C3 A4 E1            JMP   MOVEIN+3
E1A1  06 14       MOVEIN  MVI   B,MOVIN
E1A3  34                  INR   M
E1A4  CD D2 E1            CALL  TDELAY
E1A7  C3 93 E1            JMP   SLOOP

E1AA  CD ED E1    HOME    CALL  LDHEAD
E1AD  C0                  RNZ
E1AE  06 14       HLOOP   MVI   B,MOVIN
E1B0  CD D2 E1            CALL  TDELAY
E1B3  1A                  LDAX  D
E1B4  E6 08               ANI   TZERO
E1B6  C2 AE E1            JNZ   HLOOP
E1B9  06 10       STEPO   MVI   B,MVOUT
```



```
E1BB  CD D2 E1            CALL  TDELAY
E1BE  1A                  LDAX  D
E1BF  E6 08               ANI   TZERO
E1C1  CA B9 E1            JZ    STEPO
E1C4  AF                  XRA   A
E1C5  21 76 E2            LXI   H,BUFFER
E1C8  36 FE               MVI   M,0FEH
E1CA  2C          ILOOP   INR   L
E1CB  CA 25 E1            JZ    SETSEC-2
E1CE  77                  MOV   M,A
E1CF  C3 CA E1            JMP   ILOOP

E1D2  3A 73 E2    TDELAY  LDA   DRIVE
E1D5  F5                  PUSH  PSW
E1D6  E6 EB               ANI   353Q
E1D8  AB                  XRA   B
E1D9  12                  STAX  D
E1DA  EE 10               XRI   STEP
E1DC  12                  STAX  D
E1DD  F1                  POP   PSW
E1DE  12                  STAX  D
E1DF  06 08               MVI   B,TCONST
E1E1  3E 63       DELAY   MVI   A,MSEC
E1E3  7F                  MOV   A,A
E1E4  3D                  DCR   A
E1E5  C2 E3 E1            JNZ   DELAY+2
E1E8  05                  DCR   B
E1E9  C2 E1 E1            JNZ   DELAY
E1EC  C9                  RET

E1ED  11 02 E3    LDHEAD  LXI   D,STATUS
E1F0  1A                  LDAX  D
E1F1  E6 04               ANI   4
E1F3  3A 03 E3            LDA   LOADHEAD
E1F6  06 23               MVI   B,SETTLE
E1F8  CC E1 E1            CZ    DELAY
E1FB  1A                  LDAX  D
E1FC  17                  RAL
E1FD  9F                  SBB   A
E1FE  3C                  INR   A
E1FF  C9                  RET
```

```
E0D7  2C              INR   L
E0D8  1A       RLOOP  LDAX  D
E0D9  77              MOV   M,A
E0DA  2C              INR   L
E0DB  C2 D8 E0        JNZ   RLOOP
E0DE  2D              DCR   L
E0DF  EB              XCHG
E0E0  21 70 E2        LXI   H,DATAMARK
E0E3  CD 54 E1        CALL  CRECH
E0E6  79              MOV   A,C
E0E7  B0              ORA   B
E0E8  3E 01           MVI   A,1
E0EA  C0              RNZ
E0EB  11 7E E2        LXI   D,DATAMARK+1
E0EE  2A 74 E2        LHLD  DMAADDR
E0F1  EB              XCHG
E0F2  1B              DCX   D
E0F3  06 80    XFER   MVI   B,200Q
E0F5  7E              MOV   A,M
E0F6  13              INX   D
E0F7  12              STAX  D
E0F8  23              INX   H
E0F9  05              DCR   B
E0FA  C2 F5 E0        JNZ   XFER+2
E0FD  78              MOV   A,B
E0FE  C9              RET

E0FF  CD ED E1 RSECT  CALL  LDHEAD
E102  C0              RNZ
E103  21 76 E2        LXI   H,BUFFER
E106  06 07           MVI   B,7
E108  1B              DCX   D
E109  1B              DCX   D
E10A  1A       ZWAIT  LDAX  D
E10B  A7              ANA   A
E10C  C2 0A E1        JNZ   ZWAIT
E10F  3A 01 E3        LDA   READMARK
E112  BE              CMP   M
E113  C2 FF E0        JNZ   RSECT
E116  23       TSLOOP INX   H
E117  05              DCR   B
E118  C8              RZ
E119  1A              LDAX  D
E11A  BE              CMP   M
E11B  CA 16 E1        JZ    TSLOOP
E11E  3E 05           MVI   A,5
E120  90              SUB   B
E121  F8              RM
E122  C3 FF E0        JMP   RSECT
```



```
E125  0E 01           MVI   C,1
E127  79       SETSEC MOV   A,C
E128  E6 1F           ANI   37Q
E12A  C8              RZ
E12B  4F              MOV   C,A
E12C  C6 E5           ADI   345Q
E12E  9F              SBB   A
E12F  C0              RNZ
E130  21 79 E2        LXI   H,SECREG
E133  71              MOV   M,C
E134  CD 4E E1        CALL  SETCRC
E137  71              MOV   M,C
E138  23              INX   H
E139  70              MOV   M,B
E13A  23              INX   H
E13B  36 FB           MVI   M,0FBH
E13D  AF              XRA   A
E13E  C9              RET

E13F  21 00 E2 SETDMA LXI   H,ORIGIN+2:000Q
E142  7C              MOV   A,H
E143  B8              CMP   B
E144  C8              RZ
E145  3C              INR   A
E146  B8              CMP   B
E147  C8              RZ
E148  60              MOV   H,B
E149  69              MOV   L,C
E14A  22 74 E2        SHLD  DMAADDR
E14D  C9              RET

E14E  21 76 E2 SETCRC LXI   H,BUFFER
E151  11 7A E2        LXI   D,SECREG+1
E154  01 FF FF CRECH  LXI   B,-1
E157  D5              PUSH  D
E158  7E              MOV   A,M
E159  A9              XRA   C
E15A  57              MOV   D,A
E15B  0F              RRC
E15C  0F              RRC
E15D  0F              RRC
E15E  0F              RRC
E15F  E6 0F           ANI   0FH
E161  AA              XRA   D
E162  5F              MOV   E,A
E163  0F              RRC
E164  0F              RRC
E165  0F              RRC
E166  57              MOV   D,A
E167  E6 1F           ANI   1FH
E169  A8              XRA   B
```

Acknowledgment

Like many other Thinker Toy products designed by Morrow, the Disk Jockey I controller utilizes the power of the CPU to accomplish many of its I/O tasks. However, unlike other Thinker Toy products, the key idea which makes the interface work is not the "brain child" of George Morrow. The Disk Jockey controller uses the CPU's "READY" line in a novel fashion. This unusual use of READY first appeared in an article by Eugene Fisher in the November 8, 1975 issue of Electronics Design Magazine. Mr. Fisher's penetrating insight into the effective use of the microcomputer to control a floppy disk has served as an inspiration in the design of the Disk Jockey controller.

Warranty

Parts are warranted to be free from defects in material and workmanship. Parts for the Disk Jockey I purchased in kit form is warranted for ninty days from invoice/purchase date. The Disk Jockey I purchased as an assembled unit or as part of the DISCUS I system is warranted for six months from invoice/purchase date. Any board purchased in kit form which is returned for testing/repair is subject to a fee of up to $35.00. Any out-of-warranty repair of up to $35.00 will be made without prior approval of customer.

Parts and labor warranty for the disk drive is for forty-five days from invoice/purchase date. For a period of up to one year, there is a flat $55.00 labor charge for warranty parts replacement. After one year, charges will be made for parts and labor.

Warranty is void if in the opinion of Morrow/Thinker Toys the unit has been subject to abuse, misuse, improper assembly, or if directions have not been followed in assembly.

A COPY OF THE INVOICE OR PROOF OF PURCHASE IS REQUIRED FOR IN-WARRANTY SERVICE. A description of the problem must accompany any item returned for repair. Shipments must be made to Thinker Toys prepaid. Morrow/Thinker Toys is not responsible for any consequential damage.

The foregoing warranty is in lieu of all other warranties expressed or implied and in any event is limited to product repair or replacement.

Morrow Designs, Inc.

Thinker Toys™ 5221 Central Avenue, Richmond, CA 94804 (415) 524-2101

LIMITED WARRANTY

Morrow Designs Inc. warrants its products to be free from defects in workmanship and material for the period indicated. This warranty is limited to the repair or replacement of parts only and liability is limited to the purchase price of the product. The warranty is void if, in the sole opinion of Morrow Designs Inc., the product has been subject to abuse, misuse, unauthorized modification, improper assembly, non-conformance to assembly directions, or if the unit is used in any other manner than intended.

KITS - Parts, including the printed circuit boards, purchased in kit form are warranted for a period of ninety (90) days from the invoice/purchase date. If a board, which was purchased in kit form, is returned for testing or repair, a minimum service charge of $35. will be assessed.

ASSEMBLED BOARDS - Parts, including the printed circuit boards, purchased as factory assebmlies, are warranted for a period of six (6) months from the invoice/purchase date. Out-of-Warranty boards returned for testing or repair will be assessed a minimum of $35. service charge. If the charge to repair will exceed $35., the customer will be notified prior to the actual repair.

ELECTROMECHANICAL PERIPHERALS - Peripheral equipment, such as floppy disk drives, hard disk drives, etc., not manufactured by Morrow Designs Inc. have warranties which vary according to the manufacturer. In most cases, Morrow Designs Inc. provides a warranty equal to or greater than the original manufacturer. Please contact the factory for individual warranty information. Warranty information for each device is included with the equipment when it is shipped.

RETURN PROCEDURE - A COPY OF THE INVOICE OR PROOF OF ORIGINAL PURCHASE IS REQUIRED AND MUST ACCOMPANY THE ITEM FOR IN-WARRANTY SERVICE. Items returned without proof of original purchase will be sent back, shipping charges collect. A description of the problem must accompany the returned item. Shipment must be made prepaid to Morrow Designs Inc. Repaired items will be shipped via U.P.S. surface. Shipment by air requires payment of the additional charges. Morrow Designs Inc. is not responsible for any consequential damages or for damage incurred in transit.

The foregoing warranty is in lieu of all other warranties either expressed or implied and, in any event, is limited to product repair or replacement.

Effective February 1, 1980

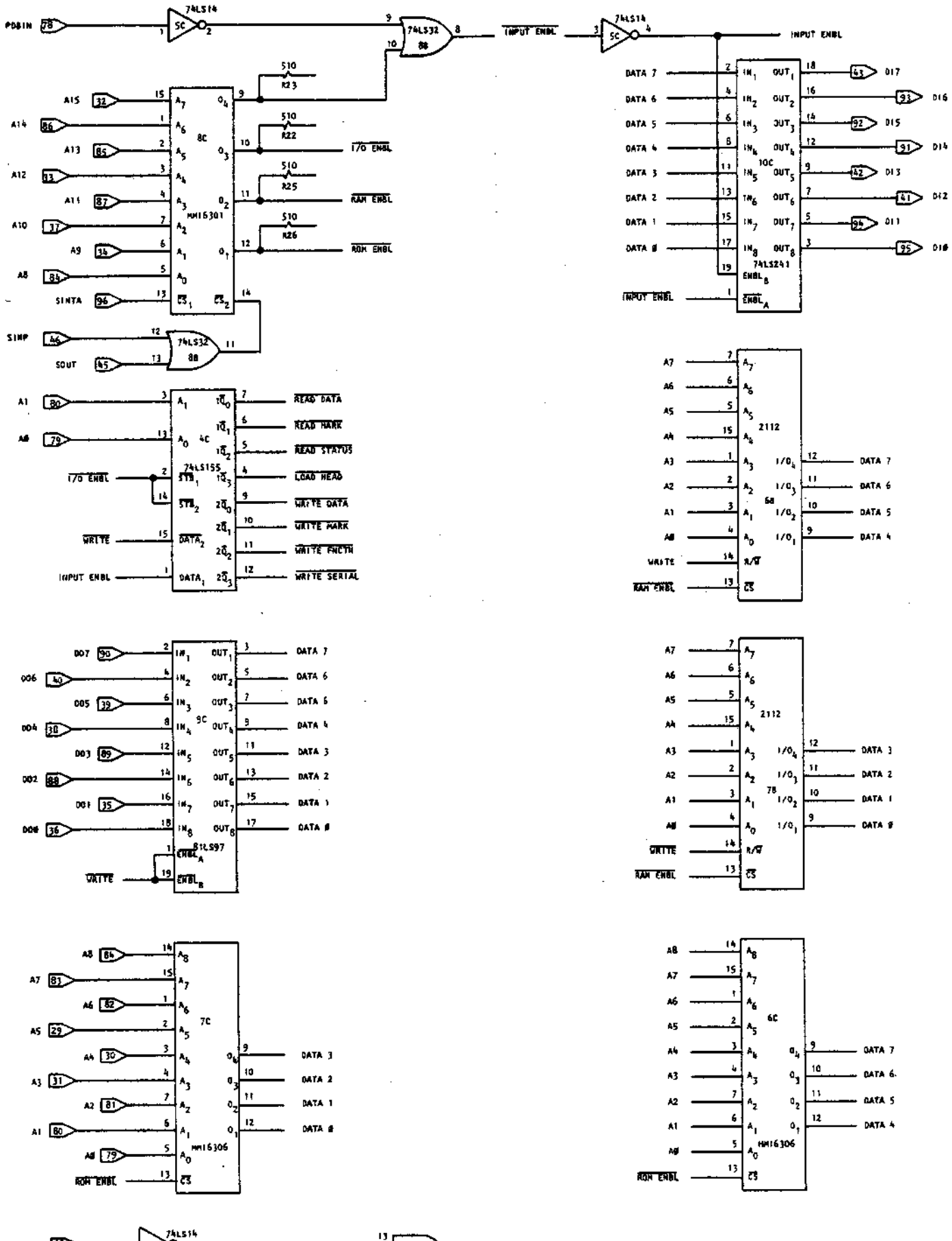
Specifications, terms, and pricing are subject to change without notice.

LIMITED WARRANTY

DISCUS 1 and DISCUS 2D Systems

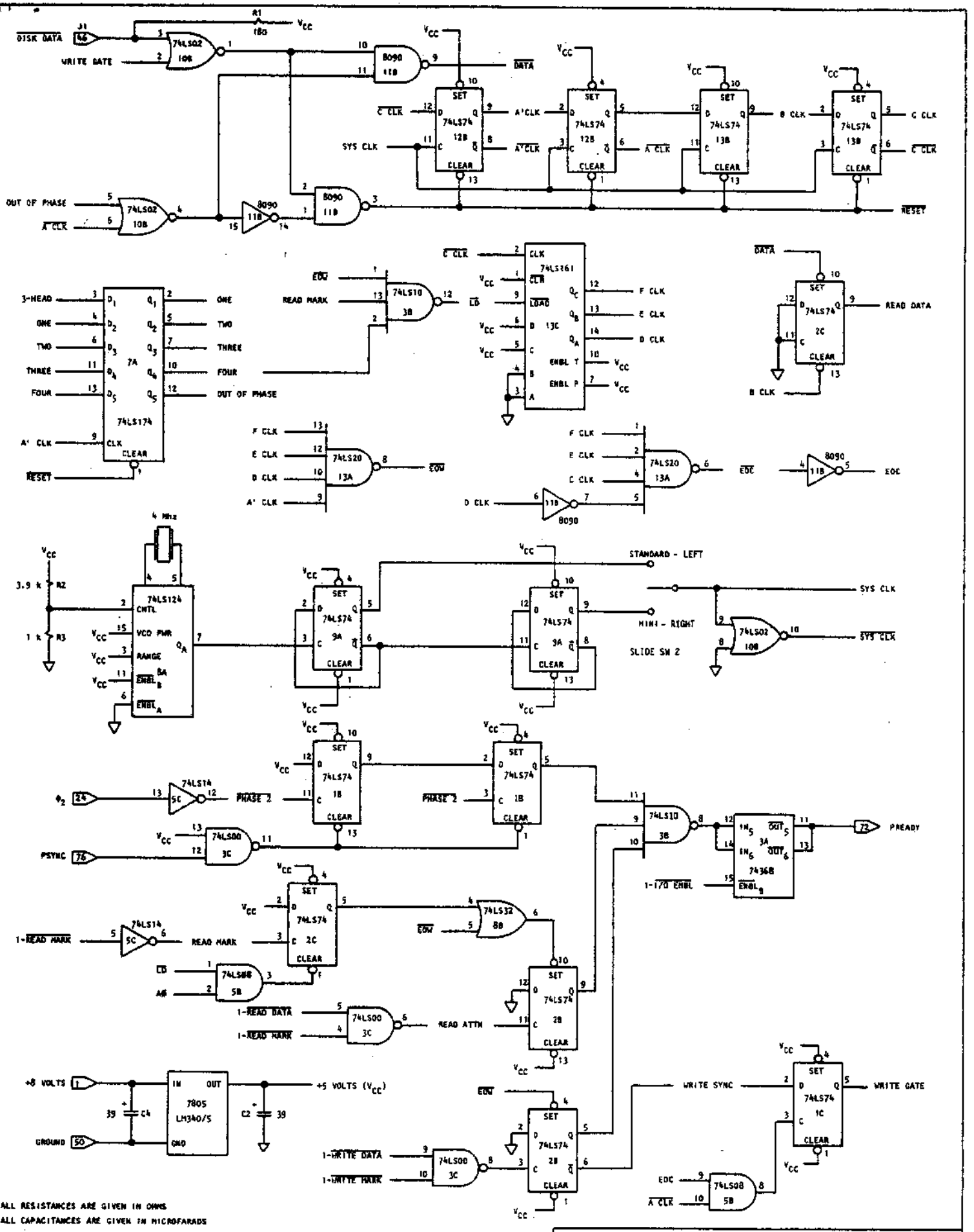
This addendum to Morrow Designs Inc. Limited Warranty applies to the Shugart Associates Model 800/801 Floppy Disk Drives as used in the DISCUS 1 and 2D Disk systems.

Parts and labor for a floppy disk drive purchased from Morrow Designs Inc. are warranted for a period of forty-five (45) days from the invoice/purchase date. For a period of one (1) year from the invoice/purchase date, parts are warranted. A fixed fee of $55. will be charged for labor. After one (1) year current rates for parts and labor will be charged.

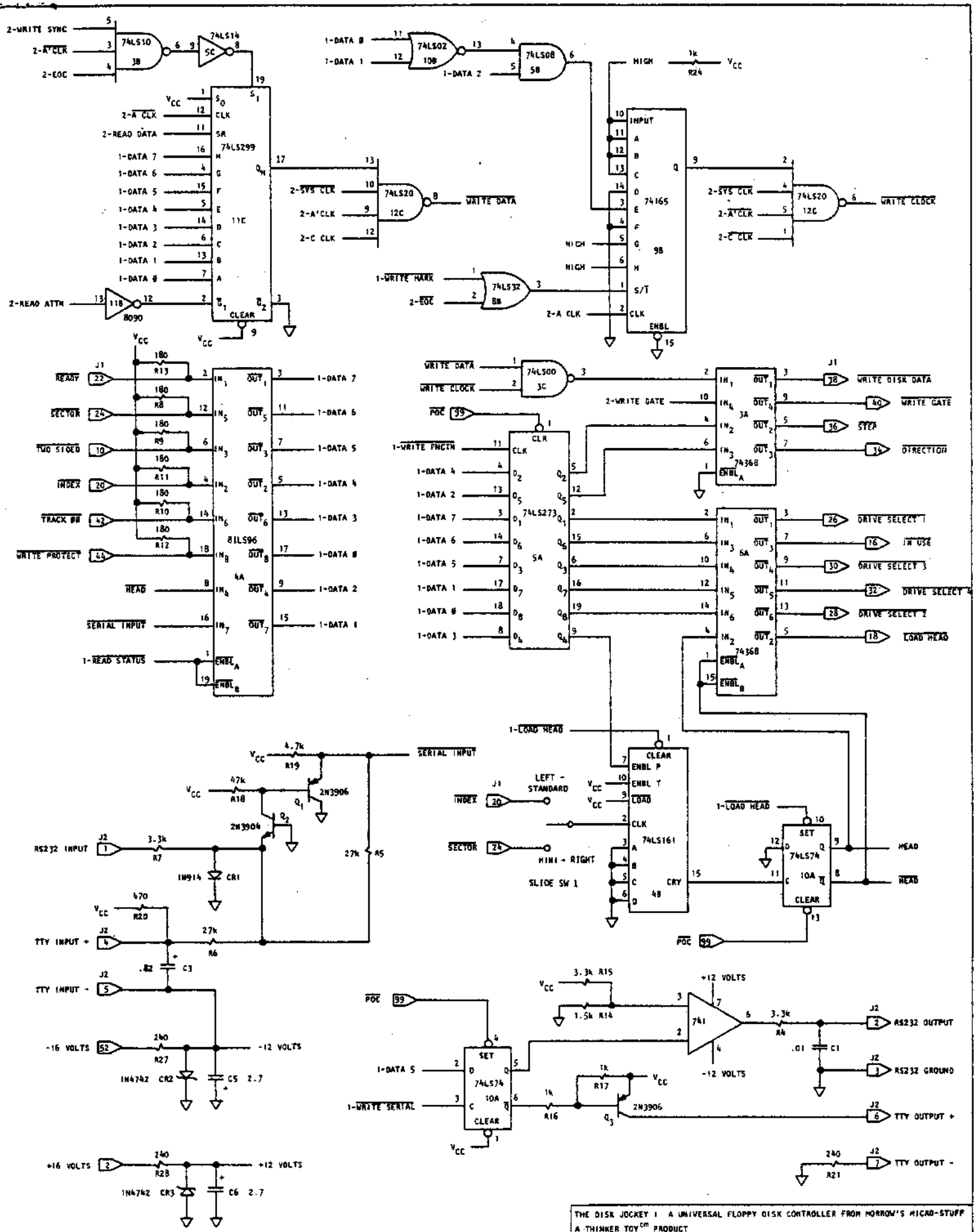


THE DISK JOCKEY I A UNIVERSAL FLOPPY DISK CONTROLLER FROM MORROW'S MICRO-STUFF
A THINKER TOY™ PRODUCT

DATA BUFFERS, DEVICE SELECTION, RAM, AND ROM

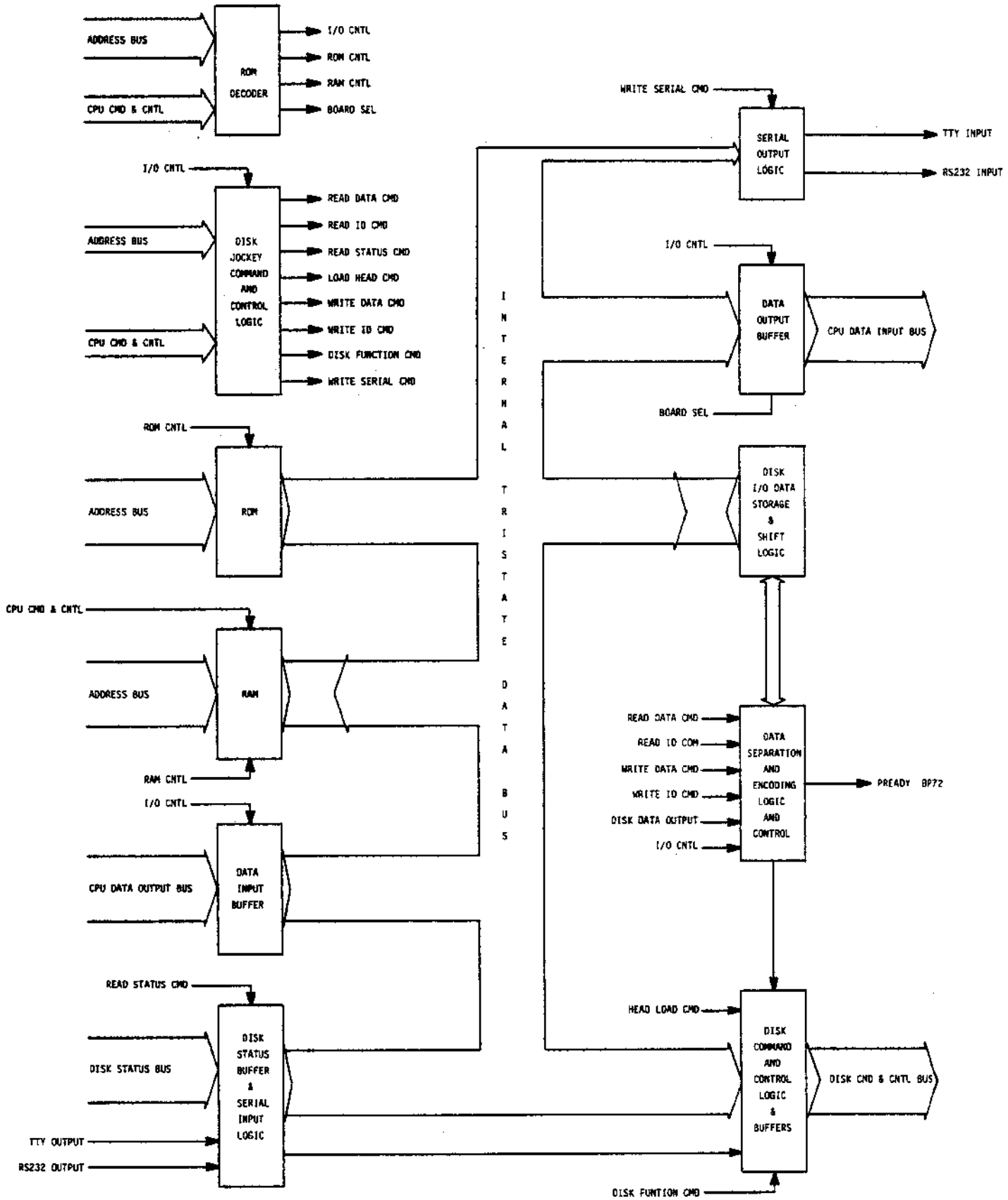


ALL RESISTANCES ARE GIVEN IN OHMS
ALL CAPACITANCES ARE GIVEN IN MICROFARADS

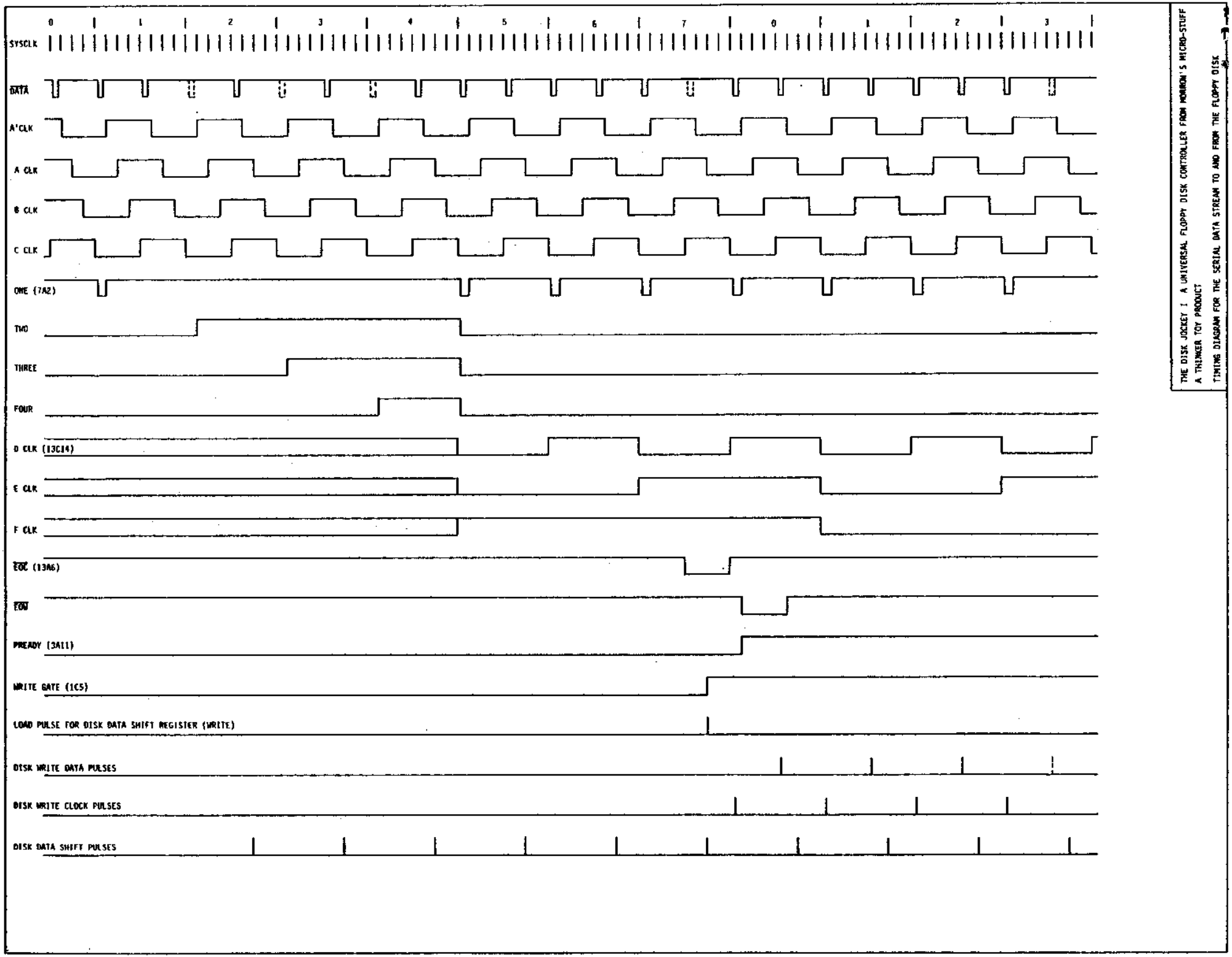


THE DISK JOCKEY I A UNIVERSAL FLOPPY DISK CONTROLLER FROM MORROW'S MICRO-STUFF
A THINKER TOY™ PRODUCT

DISK DATA BUFFERS, DISK WRITE LOGIC, AND SERIAL I/O LOGIC



THE DISK JOCKEY I A UNIVERSAL FLOPPY DISK CONTROLLER FROM MORROW'S MICRO-STUFF
A THINKER TOY PRODUCT
SYSTEM BLOCK DIAGRAM


0 1 2 3 4 5 6 7 0 1 2 3
SYSCLK
DATA
A'CLK
A CLK
B CLK
C CLK
ONE (7A2)
TWO
THREE
FOUR
D CLK (13C14)
E CLK
F CLK
EOC (13A6)
EOW
PREADY (3A11)
WRITE GATE (1C5)
LOAD PULSE FOR DISK DATA SHIFT REGISTER (WRITE)
DISK WRITE DATA PULSES
DISK WRITE CLOCK PULSES
DISK DATA SHIFT PULSES
THE DISK JOCKEY I A UNIVERSAL FLOPPY DISK CONTROLLER FROM MORROW'S MICRO-STUFF
A THINKER TOY PRODUCT
TIMING DIAGRAM FOR THE SERIAL DATA STREAM TO AND FROM THE FLOPPY DISK