

		*	MEMORY MAP	
		*		
00051				
00052				
00053	0000	TMP	EQU	\$00
00054	0002	TMP1	EQU	\$02
00055	0004	ARB	EQU	\$04
00056	0004	AR3	EQU	\$04
00057	0005	AR2	EQU	\$05
00058	0006	ARA	EQU	\$06
00059	0006	AR1	EQU	\$06
00060	0007	AR0	EQU	\$07
00061	0008	DIGIT	EQU	\$08
00062	0009	CSTATS	EQU	\$09
00063	000A	OUTEND	EQU	\$0A
00064	000C	BUFADR	EQU	\$0C
00065	000E	BUFEND	EQU	\$0E
00066	0011	OUTBUF	EQU	\$11
00067	0013	CASNUM	EQU	\$13
00068	0014	SRCADR	EQU	\$14
00069	0016	DSTADR	EQU	\$16
00070	001A	ENDMEM	EQU	\$1A
00071	001C	CSRPTR	EQU	\$1C
00072	001E	BUFPTR	EQU	\$1E
00073	0020	SUFFLO	EQU	\$20
00074	0022	SUFFHI	EQU	\$22
00075	0024	SCNPTR	EQU	\$24
00076	0026	SRCASM	EQU	\$26
00077	002A	ONDVAL	EQU	\$2A
00078	002C	SYMVAL	EQU	\$2C
00079	002E	BRKSAY	EQU	\$2E
00080	0030	BRKADR	EQU	\$30
00081	0032	EDIT	EQU	\$32
00082	0033	BLKNAM	EQU	\$33
00083	0035	IOBUFF	EQU	\$35
00084	0038	ACIAND	EQU	\$38
00085	003A	NOPRNT	EQU	\$3A
00086	003B	BLKTP	EQU	\$3B
00087	003C	BFRPTR	EQU	\$3C
00088	003E	BFRSZE	EQU	\$3E
00089	0040	PCVAL	EQU	\$40

16 BIT ADD. PSEUDO REG B.
 _HI BYTE OF ARB.
 _LO BYTE OF ARB.
 16 BIT ARITH PSEUDO REG A.
 _HI BYTE OF ARA.
 _LO BYTE OF ARA.
 BYTE USED BY ASCBIN FOR TMP.
 CASSETTE I-O STATUS BYTE.
 END OF OUTPUT BUFFER TEXT.
 START OF I/O BUFFER (PTR)
 PTR. TO END OF I/O BUFR.
 START OF OUTPUT BUFFER.
 PHYSICAL CASSETTE NUMBR.
 SOURCE FOR TEXT MOVES.
 DEST. ADDR. FOR TEXT MOVE.
 LAST ADDRESS OF REAL MEMORY.
 PTR TO CURSER ON SCREEN.
 TEMP PTR USED BY OUTSTR.
 PTR TO END OF LOW EDIT TXT.
 PTR TO START OF HI TEXT.
 PTR. TO BUFRD TXT START.
 PTR TO ASSEMBLR SOURCE CODE.
 HAS ASSEMBLR OPERND VALUE.
 VALUE PUT IN ASSEM. SYMTBL.
 TEMP SAVE FOR BRKPT DATA.
 ADDRESS OF BREAKPOINT.
 0 IF EDITOR IS NOT RUNNING.
 CASSETTE BLOCK NAME.
 I-O BUFFER FOR DEBUGGER.
 SYS2N CASSETTE ACIA ADDR.
 CASSETTE NAME PRINT FLAG.
 CASSETTE BLOCK TYPE CODE.
 ADDR. OF I-O BUFR. FOR CASS.
 LENGTH OF CASS. BUFFER.
 PROGRAM COUNTER FOR ASSEM.

		*	FOLLOWING ARE VARIABLE VALUES.	
		*		
00091				
00092				
00093	26F0	TIMER	EQU	\$26F0
00094	00B1	ON	EQU	\$B1
00095	0051	OFF	EQU	\$51
00096	0003	ETX	EQU	\$03
00097	0016	SYN	EQU	\$16
00098	0017	ETB	EQU	\$17
00099	0018	ESC	EQU	\$18
00100	0054	ERR4	EQU	\$54
00101	0043	ERR5	EQU	\$43
00102	5161	TIME	EQU	20833
00103	0009	TIMCNT	EQU	9

TIMER COUNTER.
 ACIA VALUE TO TURN ON CASS.
 ACIA VALUE TO STOP CASS.
 END-OF-TEXT.
 SYNCHRONISE.
 END-OF-TRANSMISSION-BLOCK.
 ESCAPE TO NONSTANDARD HDR.
 SET FOR TRAILER ERROR.
 SET FOR CHECKSUM ERR.
 TIME CNTR FOR 1/4 SEC.
 TIMES FOR 2 & 1/4 SECONDS.

00150
00151
00152
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00212

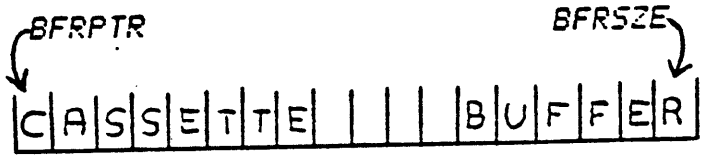
* IF THE FIRST BYTE OF BLKNAM (BLOCK NAME) IS A 0
* WHEN THE READ BLOCK ROUTINE IS ENTERED, THE NEXT BLOCK
* WILL BE READ FROM TAPE NO MATTER WHAT THE NAME OF THE
* TAPE BLOCK IS. ON THE SYS2N EXEC, A CONTROL SPACE
* CHARACTER CAN BE TYPED IN AS THE FIRST CHARACTER OF THE
* NAME IN THE LOAD BLOCK COMMAND. THUS, A (CNTL L)(CNTL
* SPACE)(X) WOULD READ IN THE NEXT BLOCK ON THE TAPE.

THE TAPE FORMAT IS:

- * SYN
- * SYN
- * SYN
- * ESC
- * HI BYTE OF 16 BIT BLOCK LENGTH
- * LOW BYTE OF BLOCK LENGTH
- * FIRST CHAR OF BLOCK NAME
- * SECOND CHARACTER OF NAME
- * DATA
- * .
- * .
- * DATA
- * ETB
- * CHECKSUM
- * CHECKSUM
- * CHECKSUM
- * CHECKSUM

* THE CHECKSUM IS CALCULATED FROM THE DATA, WHICH
* IS READ IN FROM THE CASSETTE BUFFER RESIDING IN MEMORY.

THE FORMAT FOR THE CASSETTE BUFFER IS:



* WHEN DATA IS READ IN, THE READ ROUTINE SETS 'BFRSZE'
* TO POINT TO THE LAST CHARACTER READ INTO THE BUFFER.
* NOTE THAT THERE IS NO OVERFLOW CHECK WHEN DATA IS READ
* INTO MEMORY. ON OUTPUT TO THE CASSETTE, THE BLOCK
* LENGTH IS CALCULATED FROM THE BFRPTR AND BFRSZE POINTERS.

* THE READ BLOCK AND WRITE BLOCK ROUTINES AUTOMATICALLY
* TURN ON AND OFF THE CASSETTE.

* THE ACIA WOULD NOW BE INITIALIZED AND CONTROL WOULD
 * HAVE RETURNED TO THE DEBUGGER. TO READ IN A BLOCK,
 * THE NAME WOULD BE PUT IN BLKNAM AND LOCATION 902 WOULD
 * BE CHANGED TO 91. THE USER WOULD THEN JUMP TO 900.

*
 * TO TEST THE CASSETTE, SET BFRPTR TO E060 AND BFRSZE
 * TO E06F. THIS WILL ALLOW THE USER TO WRITE OUT DATA
 * FROM THE FOURTH, FIFTH, SIXTH AND SEVENTH LINE OF THE
 * CRT DISPLAY AND THEN READ IT BACK ONTO THE DISPLAY. DATA
 * CAN BE TYPED ONTO THE SCREEN BY OPENING A LOCATION WITH
 * THE DEBUGGER AND THEN MOVING THE CURSOR AROUND THE SCREEN
 * TO CHANGE THE CHARACTERS. THIS IS POSSIBLE BECAUSE THE
 * ROUTINE TO INPUT AN ADDRESS CALLS THE EDITOR FOR INPUT.

*
 * THE DRIVER ROUTINES CAN ALSO BE USED TO PERFORM
 * I-O WITH A MODEM OR TELETYPE. THE MAIN HARDWARE
 * DIFFERENCE BETWEEN THE CASSETTE AND MODEM/TTY IS THAT THE
 * CASSETTE HAS A DIVIDE BY 16 CLOCK AND IS UNIDIRECTIONAL
 * WHILE THE MODEM/TTY HAVE A DIVIDE BY 64 CLOCK AND CAN BE
 * BIDIRECTIONAL. BECAUSE OF THE CLOCK CHANGE THE ACIA MUST
 * BE TURNED ON WITH A DIFFERENT VALUE BEFORE THE READ BLOCK
 * OR WRITE BLOCK ROUTINES ARE ENTERED. TO TURN ON THE ACIA
 * STORE THE VALUE '82' INTO LOCATION F050 OR F060. ONCE

* IT IS TURNED ON, EITHER CASIN OR CASOUT MAY BE CALLED
 * REPEATEDLY OR WRITE MODEM BLOCK (WRTMOD) OR READ MODEM
 * (RDMOD) CAN BE CALLED ONCE. WRTMOD & RDMOD ARE THE SAME
 * AS WRTBLK & RDBLK EXCEPT THEY DO NOT TURN ON THE ACIA. A
 * PROGRAM TO READ IN A BLOCK OF DATA FROM A MODEM OR TTY
 * WOULD THUS BE (PLACED BEFORE THE 'CALL' ROUTINE):

* SFA DE 38 LDX ACIAND LOADS ACIA POINTER.
 * SFC 86 B2 LDA A #82 LOADS STARTUP VALUE.
 * SFE A7 00 STA A 0,X PUTS START CODE INTO ACIA.
 * LOCATION 902 WOULD NOW BE 2F FOR WRITING AND 93 TO READ.
 * TO READ IN A CHARACTER FROM THE TELETYPE TURN ON THE
 * ACIA AND GO TO THE FOLLOWING ROUTINE:
 * TTYIN JSR CASIN READS IN A CHAR FROM KEYBOARD.
 * JMP CASOUT TYPES OUT CHAR ON PRINTER.
 * THE RS232 SHOULD HAVE BEEN STRAPPED TO HALF DUPLEX.

*
 * IT IS TO BE STRESSED THAT THE RELIABILITY OF THE
 * CASSETTE CONTROLLER DEPENDS ON THE ADJUSTMENT OF THE
 * TRIMMER ON THE SIM BOARD. IF THE TRIMMER IS OUT OF
 * ADJUSTMENT THE DATA WILL NOT READ IN PROPERLY. BESIDES
 * USING THE OSCILLOSCOPE TO ADJUST THE TRIMMER, IT CAN ALSO
 * BE ADJUSTED BY READING IN A STRING OF SINGLE CHARACTERS
 * FROM THE CASSETTE AND ADJUSTING IT UNTIL THE CHARACTERS
 * SYNC IN PROPERLY. THE BEST CHARACTER TO USE IS A STRING
 * OF 'U'S. TO READ IN THE STRING FOR TESTING USE, WRITE A
 * LOOP TO GET A CHARACTER FROM THE CASSETTE AND THEN
 * DISPLAY THAT CHARACTER. A SAMPLE ROUTINE TO DO THIS IS:
 * A JSR \$FB7E LOADS A WITH CASSETTE CHAR.
 * JSR \$FCAD PDS-V3A PUTCHR ROUTINE.
 * TST \$F001 TESTS KEYBOARD FOR A KEY.
 * BPL A SKIPS BACK IF NO INPUT.
 * THE ABOVE ROUTINE WOULD INPUT CHARACTERS UNTIL A KEY
 * ON THE KEYBOARD WAS DEPRESSED.

B2 will produce
 a signal of eight
 data bits and 2
 stop bits. If
 the TTY operates
 on a different
 code, look up
 the proper initial-
 ization value
 in the ACIA
 section of the
 chip description
 appendix.

00330
00331
00332
00333 FB00 DE 38
00334 FB02 86 13
00335 FB04 A7 00
00336 FB06 86 51
00337 FB08 A7 00
00338 FB0A 39

```
* INTLZ INITIALIZES THE ACIA CONTROLLER FOR
* A SPECIFIC TAPE UNIT AT MOUNT TIME.
*
INTLZ LDX ACIAND X GETS ACIA ADDRESS.
      LDA A #$13 RESETS THE ACIA.
      STA A 0,X
      LDA A #OFF SETS ACIA TO
      STA A 0,X /16 2 STOPS. BIT FORMAT.
      RTS
```

00340
00341
00342 FB09 86 15
00343 FB0D 8D 53
00344 FB0F 8D 51
00345 FB11 8D 4F
00346 FB13 86 1B
00347 FB15 8D 4B
00348 FB17 96 3E
00349 FB19 06 3F
00350 FB1B 0A 3D
00351 FB1D 92 3C
00352 FB1F 8D 41
00353 FB21 17
00354 FB22 8D 3E
00355 FB24 96 33
00356 FB26 8D 3A
00357 FB28 96 34
00358 FB2A 8D 36
00359 FB2C 39

```
* WRTHDR FORMATS THE HEADER ON THE TAPE.
*
WRTHDR LDA A #SYN PUTS SYNC CHARS ONTO TAPE.
       BSR CASOUT
       BSR CASOUT
       BSR CASOUT
       LDA A #ESC
       BSR CASOUT
       LDA A BFRSZL FOLLOWING OUTPUTS LENGTH.
       LDA B BFRSZL+1 LOADS LO BYTE OF END PTR.
       SUB B BFRPTR+1 SUBS LO BYTE OF BEGIN PTR.
       SBC A BFRPTR SUBS HI BYTE OF START PTR.
       BSR CASOUT OUTPUTS HI LENGTH BYTE.
       TBA LOADS LO BYTE OF LENGTH.
       BSR CASOUT OUTPUTS LOW LENGTH BYTE.
       LDA A BLKNAM PUTS OUT NAME OF BLOCK.
       BSR CASOUT
       LDA A BLKNAM+1
       BSR CASOUT PUTS OUT LAST OF NAME.
       RTS RETURNS BACK TO WRTBLK.
```

00361
00362
00363 FB2D 8D 48
00364
00365 FB2F 06 09
00366 FB31 0E 5161
00367 FB34 09
00368 FB35 26 FD
00369 FB37 5A
00370 FB38 26 F7
00371
00372 FB3A 8D 0F
00373 FB3C 8D 10
00374
00375 FB3E 86 17
00376 FB40 3D 20
00377 FB42 17
00378 FB43 8D 1D
00379 FB45 8D 1B
00380 FB47 8D 19
00381 FB49 8D 17
00382
00383 FB4B 8D 63
00384 FB4D 39

```
* WRTBLK WRITES OUT A BLOCK OF DATA TO THE CASSETTE.
*
WRTBLK BSR TURNON TURNS ON THE CASSETTE.
* FOLLOWING WRITES FOR CASSETTE TO GET UP TO SPEED.
WRTMOD LDA B #TIMCNT LOADS TIME LOOP COUNTER.
TIME1 LDX #TIME MASTER TIME LOOP (1/4 SEC).
TIME2 DEX COUNTS CYCLES OF LOOP.
      BNE TIME2 TESTS FOR FIRST TIME OUT.
      DEC B - COUNTS TIMES IN LOOP.
      BNE TIME1 SKIPS BACK UNTIL DONE.
* THE TIME LOOP IS NOW FINISHED.
      BSR WRTHDR WRITES HEADER ON THE TAPE.
      BSR WRTBFR WRITES OUT BUFFER DATA.
* FOLLOWING WRITES THE TRAILER OUT ONTO THE TAPE.
WRTTLR LDA A #ETB OUTPUTS END-OF-BLOCK CHAR.
       BSR CASOUT ETB IS DISPLAYED AS A "W".
       TBA A GETS CHECKSUM FROM B.
       BSR CASOUT OUTPUTS THE CHECKSUM.
       BSR CASOUT OUTPUTS TRAILER FILLER
       BSR CASOUT BYTES.
       BSR CASOUT
* END OF TRAILER WRITING ROUTINE.
      BSR TRNOFF HALTS CASSETTE DRIVE.
      RTS
```

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00387 * WRTBFR WRITES OUT THE CONTENTS OF THE
00388 * BUFFER ONTO THE CASSETTE TAPE.
00389 *
00390 *
00391 FB4E 5F WRTBFR CLR B - INIT CHECKSUM COUNT.
00392 FB4F 0E 3C LDX BFRPTR ACIA CONTROL MASK.
00393 FB51 A5 00 WBFRL LDA A 0,X LOADS CHAR. FROM BUFFER.
00394 FB53 0F 00 STX TMP SAVES BUFFER PTR.
00395 FB55 3D 08 BSR CASOUT PUTS CHAR ONTO CASSETTE.
00396 FB57 1B ABA A GETS A+B.
00397 FB58 16 TAB B GETS A+B.
00398 FB59 0E 00 LDX TMP RESTORES PTR. INTO BUFFER.
00399 FB5B 9C 3E CPX BFRSZE TESTS IF BUFFER EMPTY.
00400 FB5D 27 17 BEQ CSOEXT EXITS WHEN EMPTY.
00401 FB5F 08 INX INC POINTER.
00402 FB60 26 EF BNE WBFRL SKIPS BACK IF CHARS. LEFT.

```

26ED

```

00404 * CASOUT TAKES THE CHAR IN A AND PUTS IT OUT
00405 * ONTO THE CASSETTE TAPE.
00406 *
00407 *
00408 FB62 36 CASOUT PSH A . SAVES CHAR TO READ OUT.
00409 FB63 DE 38 LDX ACIAND X GETS PHYSICAL ACIA ADDR.
00410 FB65 86 02 LDA A #2 LOADS CONTROL TEST BITS.
00411 FB67 A5 00 CASO1 BIT A 0,X TESTS IF ACIA BUFFER EMPTY.
00412 FB69 27 FC BEQ CASO1 LOOPS BACK UNTIL READY.
00413 FB6B 32 PUL A . GETS ORIG CHAR.
00414 FB6C A7 01 STA A 1,X STORES CHAR INTO ACIA BUFFER.
00415 FB6E 7D 003A TST NOPRNT TESTS IF PRINTOUT ALLOWED.
00416 FB71 27 03 BEQ CSOEXT SKIPS PRINTING IF A 0.
00417 FB73 87 E01E STA A $E01E DISPLAYS CHAR ON SCREEN.
00418 FB75 39 CSOEXT RTS

```

```

00420 * TURNON TURNS ON THE CASSETTE DRIVE.
00421 *
00422 *
00423 FB77 DE 38 TURNON LDX ACIAND LOADS CASSETTE ACIA ADDRESS.
00424 FB79 86 B1 LDA A #0N
00425 FB7B A7 00 STA A 0,X TURNS ACIA ON.
00426 FB7D 39 RTS

```



```

429 * CASIN READS IN A CHARACTER FROM THE CASSETTE TAPE
430 * INTO THE A ACCUMULATOR.
431 *
432 *
433 FB7E DE 38 CASIN LDX ACIAND X GETS THE ACIA ADDRESS.
434 FB90 85 01 LDA A #1 LOADS TEST BITS.
435 FB82 A5 00 CASIN1 BIT A 0,X TESTS IF ACCIA BUFFER FULL.
436 FB84 27 FC BEQ CASIN1 SKIPS BACK IF NOT IN YET.
437 FB85 A5 01 LDA A 1,X LOADS IN CHAR FROM TAPE.
438 FB88 7D 00CA TST NOPRNT TESTS IF PRINT IS OFF.
439 FB8B 27 03 BEQ CINEXT SKIPS DISPLAYING IF 0.
440 FB8D B7 E01F STA A #E01F DISPLAYS CHR ON TV.
441 FB90 39 CINEXT RTS
    
```

```

443 * RDBLK READS IN A BLOCK FROM THE CASSETTE
444 * TAPE INTO BUFFER MEMORY.
445 *
446 *
447 FB91 8D E4 RDBLK BSR TURNON TURNS ON TAPE DRIVE.
448 FB93 8D 20 RDMOD BSR RDHDR READS IN THE HEADER.
449 FB95 8D 55 BSR RDBFR READS IN DATA INTO BUFFER.
450 * FOLLOWING READS IN TRAILER AND CHECKS CHECKSUM.
451 FB97 4F RDLR CLR A - LOADS A 0 FOR A GOOD READ.
452 FB98 97 09 STA A CSTATS SETS STATUS BYTE TO NO ERR.
453 FB9A 8D E2 BSR CASIN INPUTS END-OF-BLOCK CHAR.
454 FB9C 81 17 CMP A #ETS ETB DISPLAYS AS A "W".
455 FB9E 27 04 BEQ RTL1 SKIPS IF NO ETB ERROR.
456 FB98 85 54 LDA A #ERR4 LOADS TRAILER ERROR CODE.
457 FB92 20 07 BRA RTL2 SKIPS TO STORE ERROR CODE.
458 FB94 8D 08 RTL1 BSR CASIN READS IN CHECKSUM.
459 FB96 11 CBA TESTS CHECKSUM.
460 FB97 27 07 BEQ TRNOFF SKIPS IF OK.
461 FB99 86 43 LDA A #ERR5 SETS CHECKSUM ERROR CODE.
462 FB9B 97 09 RTL2 STA A CSTATS SETS ERROR STATUS BYTE.
463 FB9D B7 E05F STA A #E05F DISP. ERR CODE ON SCREEN.
464 * END OF TRAILER READ IN.
465 * FOLLOWING TURNS OFF THE CASSETTE DRIVE.
466 FB80 86 51 TRNOFF LDA A #OFF LOADS COMMAND TO TURN
467 FB82 A7 00 STA A 0,X OFF ACIA CASSETTE DRIVE.
468 FB84 39 RTS
    
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00502

FB85 80 C7
FB87 81 15
FB89 26 FA
FB8E 80 D1
FB8F 81 1B
FB8F 26 F6
FB91 80 88
FB93 16
FB94 80 B8
FB96 98 3D
FB98 09 3C
FB9A 97 3F
FB9C 07 3E
FB9E 80 AE
FB9F 36
FB91 80 AB
FB93 06 3A
FB95 33
FB96 27 26
FB98 F7 E83E
FB9B 37 E83F
FB9E 70 8833
FB91 27 08
FB93 01 03
FB95 26 0E
FB97 31 04
FB99 25 0A
FB9B 33

*
*
*
*
*

RDHDR FINDS THE START OF THE BLOCK ON THE TAPE.
FIGURES THE BUFFER END AND CHECKS THE NAME.

RDHDR BSR CASIN
RDHDR1 CMP A #EYN
BNE RDHDR
BSR CASIN
CMP A #EFC
BNE RDHDR1
BSR CASIN
TAB
BSR CASIN
ADD A BFRPTR+1
ADD B BFRPTR
STA A BFRSZE+1
STA B BFRSZE
BSR CASIN
FSH A -
BSR CASIN
LDA B NDRPRT
PUL B -
BEQ RDHDR1
STA B #E83E
STA A #E83F
TST ELKNAM
BEQ RDHDR2
CMP B ELKNAM
BNE RDHDR
CMP A ELKNAM+1
BNE RDHDR
RTS

FOLLOWING FINDS THE
START OF THE HEADER.
TESTS FOR HEADR CHAR.
START-OF-HEADER.
GOES BACK IF NOT GOOD HDR.
READS IN HI BYTE OF LEN.
SAVES HI LENGTH BYTE.
INPUTS LO SIZE (LEN) BYTE.
FORMS POINTER TO THE
TOP BYTE OF THE BUFFER.
SAVES THE HI BUFF. PTR.
TO THE CASSETTE BUFFER.
READS IN BLOCK NAME.
SAVES FIRST CHAR OF NAME.
READ IN SECOND CHAR INTO A.
TESTS IF PRINT IS OFF.
RESTORES FIRST NAME CHAR.
SKIPS IF PRINT FLAG IS 0.
DISPLAYS BLOCK NAME ON
THE CRT SCREEN.
TESTS IF NAME IS CHECKED.
SKIPS IF NO NAME CHECK.
TESTS FIRST CHAR OF NAME.
SKIPS BACK IF BAD NAME
TESTS SECOND NAME CHAR.
SKIPS BACK IF BAD NAME.

26F7 ?
F801
F802
F803

2702

RDHDR1

RDHDR2

00504
00505
00506
00507

*
*
*
*

RDFR READS DATA INTO THE MEMORY BUFFER FROM
THE CASSETTE.

00508 FBEC 5F
00509 FBED 0E 3C
00510 FBEE 0F 00
00511 FBEE 80 58
00512 FBEE 0E 00
00513 FBEE A7 00
00514 FBEE 1B
00515 FBEE 16
00516 FBEE 9C 3E
00517 FBEE 27 EE
00518 FBEE 08
00519 FBEE 26 EF

0C00
13

RDFR CLR B -
LDX BFRPTR
RDFR1 STX TMP
BSR CASIN
LDX TMP
STA A 0,X
BSR
TAB
CRX BFRSZE
BEQ RDHDR2
INX
BNE RDFR1
END

INIT B FOR CHECKSUM.
LOADS START OF BUFFER.
A GETS CHAR READ IN.
X GETS BUFFER PTR.
STORS CHAR INTO BUFFER.
A GETS A+B.
B GETS A.
TESTS IF BUFFER FULL.
SKIPS TO EXIT IF ALL IS IN.
INC TO NEXT CHAR POSITIN.
GOES BACK IF ANY LEFT.