KIM-1/6502 USER NOTES

MARCH 1977 — ISSUE 4

SEE YOU IN DAYTON !!!
YOU WILL BE THERE- WON'T YOU ???

Time really flies when you're having fun! (or are really busy) It's hard to believe that four issues of the NOTES have been published already. I can still remember when the first subscriptions started rolling in and now there are over 800 KIM afficianados in the group with no signs of tapering off.

The format of our little journal is in a state of flux-as you can see. The booklet form seemed like a good idea until I got feedback from a number of you indicating that something a little easier to punch and insert in a binder would be a little more convenient. Well, here it is. I hope this will improve things.

Don Lancaster's really been busy with his KIM-1! Two national hobbyist magazines will be featuring Lancaster's KIM TV typewriter circuits this summer. Watch Kilobaud magazine in issue #6 or #7 and check out Popular Electronics for July and August.

Rumor has it that Mr. Lancaster is also working on a KIM graphics interface. His latest book (bible?), CMOS COOKBOOK, will be reviewed in an upcoming issue of the USER NOTES.

Robert Cushman, Special Features Editor for EDN (one of the top industrial electronics magazines), has started a series of tutorial articles on microsystem design procedures that look to be very informative. Cushman, also a member of our KIM-1 User Group, wants people to start thinking in terms of system design rather than just function design and will evidently be using KIM in design examples.

More and more computer clubs have KIM-1 special interest groups. Here's two more:

Long Island Computer Association (LICA) contact KIM-1 Coordinator-Steve Perry, 6 Brookhaven Drive, Rocky Point, N.Y. 11778 516-744-6462 after 7pm.

Amateur Computer Group of New Jersey-contact 650X group coordinator-John Loofbourrow at 233-7068 (area code unknown).

PUT THIS ON YOUR SOCIAL CALENDAR**

The second annual COMPUTERFEST '77 (June 10, 11, 12 - Cleveland Ohio) will be held at the Bond Court Hotel, 777 St. Clair Avenue in downtown Cleveland. An Admission charge of $2.00 will be good for a weekend of manufacturers exhibits, seminars, tech sessions, a flea market etc. For moreinformation- send a S.A.S.E. to Midwest Affiliation of Computer Clubs, P.O. Box 83, Brecksville, Ohio 44141. (MACC)

CORRECTION TO ISSUE #3-Cass Lewart informed me that on page 7, the mnemonic in address location 22 should be LDY #yy (not LDX #yy), the machine code (A0)is correct.

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Payment should be made in U.S. funds with a check or money order (no cash or purchase orders) please.

KIM-1 USER NOTES
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To alleviate possible typographical errors, please try to submit articles in original type, single spaced on white bond so that we may cut and paste instead of retyping. Also, if you expect a personal response to correspondence, please include a self addressed stamped envelope, to help defray expenses.

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Note on locations 00F1 and 00F2.. When you hit GO, the contents of 00F1 transfer to the status register, and F2 to the stack pointer. Always preset 00F1 to 00 to avoid being accidentally in decimal mode; and 00F2 to FF to avoid having the stack "write over" your page 1 programs or data.

.. Jim Butterfield

KIM-1 TO S-100 BUS ADAPTER

Got a flyer from Forethought Products. They announced KIMSI, an 8-slot motherboard that would enable most S-100 type boards to be used with KIM. They say that all decoding and buffering circuitry is provided. Get more info from Forethought Products, P.O. Box 386, Coburg, Ore., 97401.

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KIM-1 SOFTWARE PACKAGES

Robert Tripp, author of the PLEASE package, mentioned that he is making four more KIM-1 software packages available soon. Tripp says his packages, known as HELP, will include a text-editor, a mailing list handler, a form letter writing aid, and an information retrieval system. For more info, write The Computerist, P.O. Box 3, Chelmsford, Mass. 01824. ask for HELP.

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TO NEW SUBSCRIBERS

At least one of you, who recently subscribed to our Notes, did not get all three back issues. They came apart in route and the Post Office sent back the pieces. We are now using envelopes for mailing back issues 'cuz we want to be sure no one misses any data. Please contact me if you were shorted one or two back issues recently.....

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CW RECEIVE ROUTINE

73 magazine, April '77 (page 80) has a morse code interpreter program that may be of interest to you hams. It was written for the 6800 but could be adapted to KIM with little work.

To convert your receiver's audio output to a digital signal so your computer can work on it, you need some type of filtering and digitizing circuitry. A circuit of this type was included in an article which appeared in Popular Electronics, January '77 (page 37). The complete circuit for the signal conditioner could consist of IC 1, 2, 3, and 5 from the schematic on page 39.

If any of you are working along these lines, let's hear from you.

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MORE ON THE SERIAL A'DAPTOR BOARD SAB-1

Bob Grater had an article in Kilobaud magazine issue #1 (page 114) which explained the SAB-1 with a full schematic and interface details. If you're adapting a parallel input TVT to your machine and want it to look like a terminal, check this out.

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KIM-1 ACCESSORIES MARKET

I've had conversations with several manufacturers who will be marketing accessories for KIM shortly. Among these items will be an optical bar code scanner and software loader, several enclosures, boards for the KIM-4 etc. As soon as formal product announcements are received, they will be passed along in the Notes. I will not evaluate these products or even infer that they actually exist until I've seen them.

It sounds like KIM is really taking hold in the marketplace.

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LET ME KNOW YOUR OPINION OF THIS TYPE NEWSLETTER FORMAT!

.....

HEY RTTY'ers - THERE IS AN AUTO-START NET ON 80 METERS (3637.5 KHz ± 10 Hz) THAT INCLUDES SOME KIM-1's. FOR MORE INFO, CONTACT TRUMAN BOERKOEL K8JUG, 2050 BROOKRIDGE DR., DAYTON, OHIO 45431

Introd[illegible] to RELOCATE

Jim Butterfield
Toronto

Ever long for an assembler? Remember when you wrote that 300 byte program - and discovered that you'd forgotten one vital instruction in the middle? And to make room, you'd have to change all those branches, all those addresses... Or the program with that neat piece of coding in it, that you suddenly need to remove (say, to change it to a subroutine) ... but if you do, you'll have to fill all that empty space with NOPs? It's enough to make a grown programmer cry...

Dry those tears. Program RELOCATE will fix up all those addresses and branches for you, whether you're opening out a program to fit in an extra instruction, closing up space you don't need, or just moving the whole thing someplace else.

RELOCATE doesn't move the data. It just fixes up the addresses before you make the move. It won't touch zero page addresses; you'll want them to stay the same. And be careful: it won't warn you if a branch instruction goes out of range.

You'll have to give RELOCATE a lot of information about your program:

(1) Where your program starts. This is the first instruction in your whole program (including the part that doesn't move). RELOCATE has to look through your whole program, instruction by instruction, correcting addresses and branches where necessary. Be sure your program is a continuous series of instructions (don't mix data in; RELOCATE will take a data value of 10 as a BPL instruction and try to correct the branch address), and place a dud instruction (FF) behind your last program instruction. This tells RELOCATE where to stop.

Place the program start address in locations EA and EB, low order first as usual. Don't forget the FF behind the last instruction; it doesn't matter if you temporarily wipe out a byte of data - you can always put it back later.

(2) Where relocation starts. This is the first address in your program that you want to move. If you're moving the whole program, it will be the same as the program start address, above. This address is called the boundary.

Place the boundary address in locations EC and ED, low order first.

(3) How far you will want to relocate information above the boundary. This value is called the increment. For example, if you want to open up three more locations in your program, the increment will be 0003. If you want to close up four addresses, the increment will be FFFC (effectively, a negative number).

Place the increment value in locations EE and EF, low order first.

(4) A page limit, above which relocation should be disabled. For example, if you're working on a program in the 0200 to 0FFF range, your program might also address a timer or I/O registers, and right call subroutines in the monitor. You don't want these addresses relocated, even though they are above the boundary! So your page limit would be 17, since these adresses are all over 1700.

On the other h[illegible] if you have memory expansion and your program is at[illegible]s 2000 and up, your page limit will need to b[illegible]n higher. You'd normally set the page limit to FF, the highest page in memory.

Place the page limit in location E7.

Now you're ready to go. Set RELOCATE's start address, hit go - and ZAP!- your addresses are fixed up.

After the run, it's a good idea to check the address now in 00EA and 00EB - it should point at the FF at the end of your program, confirming that the run went OK.

Now you can move the program. If you have lots of memory to spare, you can write a general MOVE program and link it in to RELOCATE, so as to do the whole job in one shot.

But if, like me, you're memory-deprived, you'll likely want to run RELOCATE first, and then load in a little custom-written program to do the actual moving. The program will vary depending on which way you want to move, how far, and how much memory is to be moved. In a pinch, you can use the FF option of the cassette input program to move your program.

Last note: the program terminates with a BRK instruction. Be sure your interrupt vector (at 17FE and 17FF) is set to KIN address 1C00 so that you get a valid 'halt'.

6502 Program: RELOCATE
February, 1977

Jim Butterfield
14 Brooklyn Avenue
Toronto, Ontario M4M 2X5

```
                ; following addresses must be initialized
                ; by user prior to run
00E7            PAGLIM  *=*+1   limit above which will relocn
00E8            ADJST   *=*+2   adjustment distance (signed)
00EA            POINT   *=*+2   start of program
00EC            BOUND   *=*+2   lower boundary for adjustment
                ; main program starts here
0110 D8         START   CLD
0111 A0 00              LDY #0
0113 B1 EA              LDA (POINT),Y   get op code
0115 A8                 TAY               + cache in Y
0116 A2 07              LDX #7
0118 98        LOOP     TYA             restore op code
0119 3D 8E 01           AND TAB1-1,X    remove unwanted bits
011C 5D 95 01           EOR TAB2-1,X    & test the rest
011F F0 03              BEQ FOUND
0121 CA                 DEX             on to the next test
0122 D0 F4              BNE LOOP        ... if any
0124 BC 9D 01 FOUND     LDY TAB3,X      length or flag
0127 30 0D              BMI TRIP        triple length?
0129 F0 22              BEQ BEAN        branch?
012B E6 EA      SKIP    INC POINT       Mving right along..
012D D0 02              BNE INEX          ..to next op code
012F E6 EB              INC POINT+1
0131 88         INEX    DEY
0132 D0 F7              BNE SKIP
0134 F0 DA              BEQ START
                ; length 3 or illegal
0136 C8         TRIP    INY
0137 30 D9              BMI START+2     illegal/end to BRK halt
0139 C8                 INY             set Y to 1
013A B1 EA              LDA (POINT),Y   lo-order operand
013C AA                 TAX               ... into X reg
013D C8                 INY               Y=2
```



```
013E B1 EA              LDA (POINT),Y   hi-order operand
0140 20 79 01           JSR ADJUST      [illegible]ge address, maybe
0143 91 EA              STA (POINT),Y   [illegible]and put it back
0145 88                 DEY               Y=1
0146 8A                 TXA
0147 91 EA              STA (POINT),Y     ...also hi-order
0149 A0 03              LDY #3            Y=3
014B 10 DE              BPL SKIP
                ; branch: check 'to' and 'from' adresses
014D C8         BEAN    INY               Y=1
014E A6 EA              LDX POINT       'from' addrs lo-order
0150 A5 EB              LDA POINT+1           .. & hi-order
0152 20 79 01           JSR ADJUST      change, maybe
0155 86 E0              STX ALOC        save lo-order only
0157 A2 FF              LDX #$FF        flag for 'back' branches
0159 B1 EA              LDA (POINT),Y   get relative branch
015B 18                 CLC
015C 69 02              ADC #2          adjust the offset
015E 30 01              BMI OVER        backwards branch?
0160 E8                 INX             nope
0161 86 E3      OVER    STX LIMIT
0163 18                 CLC
0164 65 EA              ADC POINT       calculate 'to' lo-order
0166 AA                 TAX               .. and put in X
0167 A5 E3              LDA LIMIT       00 or FF
0169 65 EB              ADC POINT+1           'to' hi-order
016B 20 79 01           JSR ADJUST      change, maybe
016E CA                 DEX               readjust the offset
016F CA                 DEX
0170 8A                 TXA
0171 38                 SEC
0172 E5 E0              SBC ALOC        recalculate relative branch
0174 91 EA              STA (POINT),Y     and re-insert
0176 C8                 INY               Y=2
0177 10 B2              BPL SKIP
                ; examine address and adjust, maybe
0179 C5 E7      ADJUST  CMP PAGLIM
017B B0 11              BCS OUT         too high!
017D C5 ED              CMP BOUND+1
017F D0 02              BNE TES2        high-order?
0181 E4 EC              CPX BOUND         lo-order?
0183 90 09      TES2    BCC OUT         too low?
0185 48                 PHA             stack hi-order
0186 8A                 TXA
0187 18                 CLC
0188 65 E8              ADC ADJST       adjust lo-order
018A AA                 TAX
018B 68                 PLA               unstack hi-order
018C 65 E9              ADC ADJST+1       and adjust
018E 60         OUT     RTS
                ;tables for op-code identification
018F 0C 1F 0D   TAB1    .BYTE   $0C,$1F,$0D,$87,$1F,$FF,$03
0192 87 1F FF
0195 03
0196 0C 19 08   TAB2    .BYTE   $0C,$19,$08,$00,$10,$20,$03
0199 00 10 20
019C 03
019D 02 FF FF   TAB3    .BYTE 02,$FF,$FF,$01,$01,$00,$FF,$FE
01A0 01 01 00
01A3 FF FE
                ;       end
```

I REALLY FLIPPED WHEN I SAW THIS PROGRAM — BUTTERFIELD DOES IT AGAIN!! EGR

Credit for the concept of RELOCATE goes to Stan Ockers, who insisted that it was badly needed, and maintained despite my misgivings that it should be quite straightforward to program. He was right on both counts.

THANKS TO JIM + STAN !!

MOVIN' - How to move data or programs around Jim Butterfield

Here's a few little programs/procedures to use when you want to move memory contents around. They fit in anywhere.

In the next two programs XX XX means the 'from' address minus one; TT TT means the 'to' address minus one. In both cases, these are the starting addresses of your data. NN is the total number of locations to be moved. Check the examples if this isn't clear.

(1) Move 1-256 bytes to a higher address:

A2 NN BD XX XX 9D TT TT CA D0 F7 00

Example: move contents of 0234-0278 to 0258-029D

A2 45 BD 33 02 9D 57 02 CA D0 F7 00

(2) Move 1-256 bytes to a lower address:

A2 00 E8 BD XX XX 9D TT TT E0 NN D0 F5 00

Example: move contents of 0258-0288 to 0234-0274

A2 00 E8 BD 57 02 9D 33 02 E0 31 D0 F5 00

(3) Move over 256 bytes:

I recommend writing the data you want to move onto a fresh cassette tape.

Now, put the address where you want the data into locations 17F5-6 (low order first, as always). Put FF into location 17F9 and perform a tape read.

Tom Wear
380 Belaire
Punta Gorda, FL33950

Dear Eric:

Per your query for info on 74LS145, I purchased mine from

Active Electronic Sales Corp
P. O. box 1035
Framingham, MA 01701
(617) 879-0077

They stock a most complete list of 74LS chips as well as many other hard-to-find items, like the latest off the production line at Texas Instruments in TTL as well as linears, all grade one--no surplus, rejects and junk. Minimum order $10.00 plus $1.00 postage and handling.

Their initial response has been good--7 to 10 days--however on a few occasions "temporary-out-of-stock back-orders" have been neglected. Direct communication with Manager Alan Barroll has solved these oversights quickly.

I exchanged the KIM-1 U4 74145 for the 'LS' version and have adapted an CSI mother board to provide 74LS367 3-State Hex Bus Drivers for the address lines and 8833 for the data lines. I will share this and other hardware and software items as soon as I can produce the legible drawings and write-up (documentation is always the toughest part).

KIM-1 UTILITY: DIRECTORY ON TAPE 01 ID #06 Jim Butterfield
Toronto

Ever thought about the best way to organize your programs on tape? I used to call the first program on each tape number 01, the next 02, etc. Mostly I was afraid of forgetting the ID number and having trouble reading it in. Program DIRECTORY (below) fixes up that part of the problem and liberates you to choose a better numbering scheme.

You've got 254 program IDs to choose from ... enough for most program libraries with some to spare. So why not a little structuring to help you remember what a program is for?

I suggest the following: First digit - 0 to 9 for completed (or 'permanent') programs ... A to F for programs you're still working on; Second digit - 0 to 9 for programs, A to F for data files. Using this scheme, I'd know that ID 5E is a permanent data file; AJ is a program still being writ.

So every program and data file would carry a unique number ... and if you've forgotten what's on a given tape, just run DIRECTORY and get all the IDs.

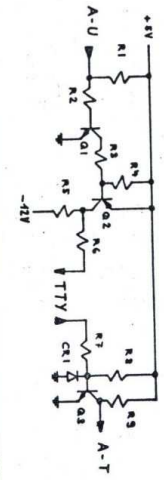
Another thing that's handy to know is the starting address (SA) of a program, especially if you want to copy it to another tape. (Ending addresses are easy ... just load the program, then look at the contents of 17ED and 17EE). Well, DIRECTORY shows starting addresses, too.

I got the idea for DIRECTORY from Peter Jennings, Toronto, who has a teletype-oriented program to do the same thing. This version uses keyboard/display.

The program is fully relocatable, so put it anywhere convenient. Start at the first instruction (0000 in the listing). Incidentally, 0001 to 001D of this program are functionally identical to the KIM monitor 1A4C to 1A61.

After you start the program, start your audio tape input. When DIRECTORY finds a program, it will display the Start Address (first four digits) and the Program ID. Hit any key and it will scan for the next program.

```
0000 D8        GO    CLD
0001 A9 07           LDA #$07   Directional reg
0003 8D 42 17        STA SBD
0006 20 41 1A SYN    JSR RDBIT  Scan thru bits...
0009 46 F9           LSR INH    ..shifting new bit
000B 05 F9           ORA INH    ..into left of
000D 85 F9           STA INH    ..byte INH
000F C9 16     TST   CMP #$16   SYNC character?
0011 D0 F3           BNE SYN    no, back to bits
0013 20 24 1A        JSR RDCHT  get a character
0016 C6 F9           DEC INH    count 22 SYNC's
0018 10 F5           BPL TST
001A C9 2A           CMP #$2A   then test astk
001C D0 F1           BNE TST    ..or SYN2
001E A2 FD           LDX #$FD   if asterisk,
0020 20 F3 19 RD     JSR RDBYT  stack 3 bytes
0023 95 FC           STA POINTH+1,X   into display
0025 E8              INX              area
0026 30 F8           BMI RD
0028 20 1F 1F SHOW   JSR SCANDS  ...and shine
002B D0 D3           BNE GO      until keyed
002D F0 F9           BEQ SHOW    at's all folks
```



HOBBS AN RS-232 INTERFACE FROM: Markus P. Gommer
Dettlingerstr. 107
8045 Zurich
Switzerland

Parts list:

Q1	2 N	2222
Q2	2 N	3907
Q3	2 N	2222
CR1	1 N	914 (1 N 4148)
R1	1'000	ohms
R2	5'100	ohms
R3	2'700	ohms
R4	1'000	ohms
R5	560	ohms
R6	4'700	ohms
R7	4'700	ohms
R8	10'000	ohms
R9	180	ohms

KIMMAZE

by Stan Ockers & Jim Butterfield

Find your way out of the maze. You're the flashing light in the centre of the display. As you move up (key 9), down (key 1), left (4) or right (6), KIM will keep you in the central display; you'll see the walls of the maze moving by as you travel. Like walking through a real maze, you'll only see a small part of the maze as you pass through it. If you can get out, you'll find yourself in a large open area; that mean's you've won.

Program starts at address 0200.

```
0200 D8          START  CLD
0201 A2 02              LDX #2          3 values
0203 BD B5 02 SETUP     LDA INIT,X       from init
0206 95 D2              STA MZPT,X        ..to maze ptr
0208 CA                 DEX
0209 10 F8              BPL SETUP
                 ;-- pick out specific part of maze
020B A0 0B       MAP    LDY #11
020D B1 D2       GETMOR LDA (MZPT),Y    6 rows x 2
020F 99 D8 00           STA WORK,Y
0212 88                 DEY
0213 10 F8              BPL GETMOR
                 ;--shift to position vertically
0215 A2 0A              LDX #10         for each of 6 rows..
0217 A4 D4       NXDIG  LDY POSIT        shift Y positions
0219 A9 FF              LDA #$FF         filling with 'walls'
021B 38          REROL  SEC              ..on both sides
021C 36 D9              ROL WORK+1,X
021E 36 D8              ROL WORK,X       roll 'em!
0220 2A                 ROL A
0221 88                 DEY
0222 D0 F7              BNE REROL
                 ;--calculate segments
0224 29 07              AND #7          take 3 bits
0226 A8                 TAY             & change to
0227 B9 A0 02           LDA TAB1,Y      segment pattern
022A 95 D8              STA WORK,X      ..and store
022C CA                 DEX
022D CA                 DEX
022E 10 E7              BPL NXDIG
                 ;--test flasher
0230 C6 D5       LIGHT  DEC FLUG        time out?
0232 10 0A              BPL MUG         ..no
0234 A9 05              LDA #5          ..yes, reset
0236 85 D5              STA FLUG
0238 A5 DE              LDA WORK+6       ..and..
023A 49 40              EOR #$40          ..flip..
023C 85 DE              STA WORK+6         ...flasher..

                 ;--light display
023E A9 7F       MUG    LDA #$7F        open the gate
0240 8D 41 17           STA SADD
0243 A0 09              LDY #$09
0245 A2 0A              LDX #10
0247 B5 D8       SHOW   LDA WORK,X      tiptoe thru..
0249 8D 40 17           STA SAD          ..the segments
024C 8C 42 17           STY SBD
024F C6 D6       ST1    DEC STALL       ...pausing
0251 D0 FC              BNE ST1
0253 C8                 INY
0254 C8                 INY
0255 CA                 DEX
0256 CA                 DEX
0257 10 EE              BPL SHOW
                 ;--test new key depression
0259 20 40 1F           JSR    N        set dir reg
025C 20 6A 1F           JSR    EY        key?..
025F C5 D7              CMP SOK          ..same as last?
0261 F0 CD              BEQ LIGHT
0263 85 D7              STA SOK         no, record it
                 ;--test which key
0265 A2 04              LDX #4          5 items in table
0267 DD A8 02 SCAN      CMP TAB2,X
026A F0 05              BEQ FOUND
026C CA                 DEX
026D 10 F8              BPL SCAN
026F 30 BC              BMI LIGHT
0271 CA          FOUND  DEX
0272 30 8C              BMI START       go key?
                 ;--test if wall
0274 BC AD 02           LDY TAB3,X
0277 B9 D8 00           LDA WORK,Y
027A 3D B1 02           AND TAB4,X
027D D0 B1              BNE LIGHT
                 ;--move
027F CA                 DEX
0280 10 04              BPL NOTUP
0282 C6 D4              DEC POSIT       upward move
0284 D0 85       MLINK  BNE MAP         l-o-n-g branch!
0286 D0 04       NOTUP  BNE SIDEWY
0288 E6 D4              INC POSIT       downward move
028A D0 F8              BNE MLINK
028C CA          SIDEWY DEX
028D D0 06              BNE LEFT
028F C6 D2              DEC MZPT        right move
0291 C6 D2              DEC MZPT
0293 D0 EF              BNE MLINK
0295 E6 D2       LEFT   INC MZPT        left move
0297 E6 D2              INC MZPT
0299 D0 E9              BNE MLINK

                 ;--tables (hex listed)
TAB1   02A0   00 08 40 48 01 09 41 49
TAB2   02A8   13 09 01 06 04
TAB3   02AD   06 06 04 08
TAB4   02B1   01 08 40 40

                 ;--sample maze follows
                 ;--first 3 bytes are initial cursor poitr
INIT   02B5   B4 02 08
MAZE   02B8   FF FF 04 08 F5 7E 15 00 41 FE 5F 04
              51 7D 5D 04 51 B6 54 14 F7 D5 04 54
              7F 5E 01 00 FD FF 00 00 00 00 00 00
              00 00 00 00 00 00
```

Maze construction: every two bytes, starting at MAZE, represents a complete cross section of the maze; a 1 bit in any position represents a wall.

In the example above, the first cross section is FF FF (all one bits) - this would be an impassable section of wall. The next cross section (04 08) has only two pieces of wall in it, at positions 6 and 13. The zeros at the end represent the 'open space'

Li... sten
Br... evej 193
DK-2650 Hvidovre
Denmark.

A note on speeding up the KIM tape routines. I did it by relocation of pos. 1800 - 1A6A and changing of pos. 199F to 03 and 19C5 to 02. Trials showed that the delays in the RDBIT-routines had to be changed to: 1A4E: 04 ; 1A62: 02.

This is what J. B. calls "SUPERTAPE". I did not make it faster because the filter between the PLL and the comparator is designed for the original KIM-speed (400 baud) and it will degrade the comparator input if the speed exceeds say 1200 Baud. The comparator input waveform becomes triangular and the peak-to-peak value decreases.

A suggestion for some hardware: Use two 82S25/74S289 16 X 4 RAM's as a scratchpad to copy pos. 00F1 - 00F5 (saved registers P,ST,A,Y & X) The outputs can drive a LED directly, and if the RAM's are enabled all the time, the 5 positions will be updated every time you go through the save routine (pressing ST or using SST mode). The address lines are manually controlled, except when KIM is executing a WRITE to the positions in question.

I also have a telephone-dialler program (12 digits) that uses KIM's keyboard and display, but since legal problems may arise, I don't find it advisable to publish it. But if anyone are interrested, drop me a line.

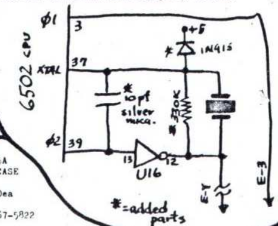
WUMPUS is great, but wouldn't it be fairer to the beast to change 03FF to 02 (and 00A4 to 80)

KIM FACTORY MODS: If you want to keep your machine up-to-date, then be aware that the following modifications have been made by the factory........

U4 has been changed from a 74145 to a 74LS145

All 6502 CPUs now have the ROTATE RIGHT (ROR) instruction

The clock circuit has been changed as follows:



A CALCULATOR INTERFACE
.... reworked by the editor

Hooking up a calculator chip to a computer sounded like a neat idea even before I had a computer! For over a year, I have been searching through the available literature for all pertinent information on the subject. Needless to say, my file hasn't exactly overflowed with material. For such a seemingly desireable interface, not much has really been done.

Calculator chip information was hard to get and finding the chips themselves proved even more of a difficulty. It didn't seem worthwhile to use a four function chip as the scientific arrays offered bunches more claculating power for the same amount of work involved.

Recently, the MOS Technology 7529-103 scientific calculator array became available in single quantities. This seemed to be the route to take. The next problem? How do you hook the beast up to Kim?

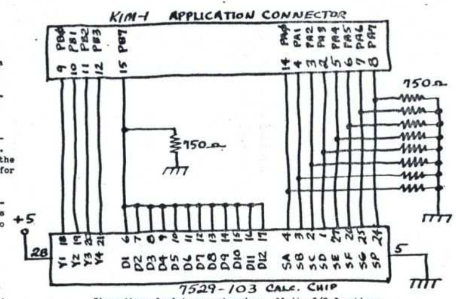
One example of the circuitry necessary to interface the 7529-103 to a micro was presented in Byte (Sept, Oct 1976). This circuit used about 29 IC's to get a two way conversation going with the calculator chip. That's more IC's than there are on Kim! There has to be a better way.

Well, there is a better way to do it. It's called the software approach (replace as much hardware as you can with software). The interface hardware and software driver presented here were originally released as an application note by MOS Technology. One hardware bug and several software bugs were corrected and the thing was modified to work with Kim.

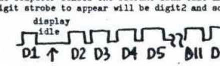
There is one hardware "trick" that you should be aware of: originally the 7529-103 was designed to work with a negative 7.5v supply. If you saw the Byte article, you can see how the chips operating point can be shifted up to use a positive 7.5 volt supply (just reverse the ground and Vdd connections). Now, to make the thing TTL compatible, just lower the positive voltage to +5 volts. This is outside the recommended operating parameters specified by MOS (-6v to -9.5v) but most chips will work alright. (I tried 3 chips and they all operated correctly at +5v). If you bought your chip from Johnson Computer and it doesn't work at +5v - they have assured me that they will exchange your chip for another one.

The device driver starts at 0200, takes a series of specially encoded keystroke data starting from 0300 and handles the input multiplexing and output demultiplexing from the calculator chip. There is a limit of 256 keystrokes and the keystroke data MUST be terminated by $FF. The answers will be in seven-segment format starting at 0000. This very basic driver does not detect calculator underflow, overflow, or convert the seven-segment data to BCD. It's intended just to get the interface operational-you should be able to improve and/or change it once you understand how it works. Underflow and overflow detection and the BCD conversion routine will be presented in an upcoming issue.

Individual chips may differ slightly in their operating characteristics so the 100 usec. wait loop located at 022C may have to be adjusted. (#14 worked for all the chips I tried). This corresponds to about one-half of a digit strobe.



Since the calculator synchronizes all its I/O functions using the digit strobes, so must the computer...
The digit strobes are tied together to give the computer the sync pulses so that it will know the proper time to enter data into the calculator and retrieve the calc. output when done. The computer senses the DISPLAY IDLE time and knows that the next digit strobe to appear will be digit2 and so on....



INPUT KEYCODE DATA

KEY	CODE	KEY	CODE
0	C1	COS	74
1	11	TAN	24
2	21	LN	34
3	31	LOG	44
4	41	√X	54
5	51	RCL	64
6	61	M+	74
7	71	XY	84
8	81	DGR	94
9	91	STO	A4
ARC	A1	CA/CE	B4
.	C2	1/X	C8
+	12		
-	22	x^2	18
X	32		
÷	42	10^x	28
yx	52		
=	62	e^x	38
(	72	N!	48
)	82		
π	92	Display Restore	B1
CHS	A2		
EEX	B2		
SIN	C4		

7-SEGMENT OUTPUT DATA

BARS	HEX
0	3F
0.	BF
1	06
1.	86
2	5B
2.	DB
3	4F
3.	CF
4	66
4.	E6
5	6D
5.	ED
6	7C
6.	FC
7	07
7.	87
8	7F
8.	FF
9	67
9.	E7
BLANK	00
-	40
OF	31
UF	71
-.	C0
.	80

by the way - the 7529-103 now costs $10.99 from Johnson Computer (see last issue) how 'bout that?

CALCULATOR DRIVER

```
0000  +12 Data Output File
000C  +12 Temp Data Buffer
0018  Keycode (Temp)
0019  X Store (Temp)
1700  PA Data
1702  PB Data
1703  PB Control Reg.

0200  A9 0F      inits  LDA #0F  initialize PB
0202  8D 03 17          STA 1703
0205  A2 00      exec   LDX #00
0207  BD 00 03   ex 1   LDA,X    read key code
020A  86 19             STX X store
020C  20 23 02          JSR calc
020F  A6 19             LDX X store
0211  A5 18             LDA keycode
0213  C9 FF             CMP #ff  check for end
0215  D0 03             BNE more
0217  4C 8C 02          JMP rerang
021A  E8         more   INX
021B  E0 03             BEQ noff
021D  4C 07 02          JMP ex 1
0220  20 05 1C   noff   JMP out of line
0223  85 18      calc   STA keycode
0225  A0 04             LDY 04  loop count
0227  2C 02 17   A1     BIT PBD  low synch?
022A  30 FB             BMI A1  branch on high
022C  A2 14             LDX   wait 100 usec
022E  CA         A2     DEX
022F  D0 FD             BNE A2
0231  2C 02 17          BIT PBD  low synch?
0234  30 F1             BMI A1
0236  A5 18             LDA   recall keycode
0238  C9 FF             CMP  test for read code
023A  F0 34             BEQ read
023C  4A                LSR  right justify
023D  4A                LSR  high order bits
023E  4A                LSR
023F  4A                LSR
0240  AA                TAX  -d- line number
0241  CA         A3     DEX
0242  F0 0C             BEQ write
0244  2C 02 17   A4     BIT PBD  high synch?
0247  10 FB             PBL A4
0249  2C 02 17   A5     BIT PBD  low synch?
024C  30 FB             BMI A5
024E  10 F1             BPL A3
0250  A5 18      write  LDA keycode
0252  29 0F             AND #0F lower four bits
0254  AA                TAX                 only
0255  2C 02 17   B1     BIT PBD  high synch?
0258  10 FB             BPL B1
025A  8E 02 17          STX PBD  write to y-line
025D  A2 00             LDX #00
025F  2C 02 17   B2     BIT PBD  low synch?
0262  30 FB             BMI B2
0264  8E 02 17          STX PBD  clear y-line
0267  88                DEY  decr loop count
0268  D0 BD             BNE A1
026A  20 A0 02   B3     JSR delay
026D  EA                NOP
026E  EA                NOP
026F  60         B4     RTS  ok, then return
```

continued on next page

C DRIVER (contd)

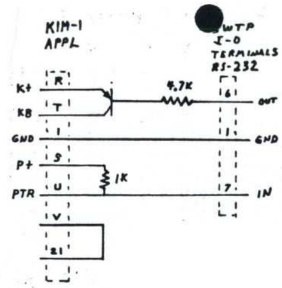
```
0270  A0          read    LDY #0B   digits-1
0272  A2 14        C0     LDX 14    wait 100 usec
0274  2C 02 17     C1     BIT PBD   high synch?
0277  10 FB               BPL C1    not yet?
0279  CA           C2     DEX
027A  D0 FD               BNE C2
027C  AD 00 17            LDA PAD   read calc. output
027F  99 0C 00            STA       store code
0282  88                  DEY
0283  30 EA               BMI B4
0285  2C 02 17     C3     BIT PBD   low synch?
0288  30 FB               BMI C3
028A  10 E6               BPL C0
028C  A0 01       rerang  LDY 01   rearange
028E  A2 0A               LDX 0A     digits
0290  B5 0D       move    LDA 00C0,X  to
0292  99 00 00            STA 0000,Y    proper
0295  C8                  INY             order...
0296  CA                  DEX
0297  10 F7               BPL move
0299  A5 0C               LDA
029B  85 00               STA
029D  4C 4F 1C            JMP back to KIM
02A0  A9 2C       delay   LDA #2C set up time delay
02A2  8D 05 17            STA CLK8T +8
02A5  2C 07 17    wait    BIT CLKKT time out?
02A8  10 FB               BPL wait
02AA  2C 00 17     B3B    BIT ADAT  look for high
02AD  10 FB               BPL B3B   segment P
02AF  60                  RTS       back to calc
```

Thanks to CHRISTOPHER FLYNN FOR HIS HELP IN DEBUGGING THE DRIVER SOFTWARE!!

WANTED: ANY DATA ON CONSTRUCTING A SIMPLE TVT FROM SCRATCH—
DAN GARDNER
11825 BEACH BLVD
STANTON, CAL
90680

Interface for the SouthWest Technical Products TV typewriter II and KIM-1. The SWTP serial interface board is used. Jumper between terminals V and 21 of KIM must be used. After pressing RESET on KIM type in letter A to start system. Most keyboards do not have a DELETE key. The transistor is a small signal PNP Radio Shack ARCHER package #276-530 (yellow dot). Any small signal PNP should work.

R M Bender
RD 1 Box 276
Ebensburg, Pa.
15931



Verify Cassette Tape

James Van Ornum
55 Cornell Drive
Hazlet, NJ 07730

Do you want to verify the cassette tape you just recorded before the information is lost? Then follow this simple procedure:

1. Manually verify that the starting address ($17F5, $17F6), the ending address ($17F7, $17F8) and the block identification ($17F9) locations are correct in memory.

2. Enter zeros ($00) into CHKL ($17E7) and CHKH ($17E6).

3. Enter the following routine:

```
17EC  CD 00 00  VEB     cmp  START
17EF  D0 03             bne  failed
17F1  4C 0F 19          jmp  LOAD12
17F4  4C 29 19  failed  jmp  LOADT9
```

4. Rewind the tape, enter address $188C, press GO and playback the tape. If the tape compares, the LEDs will come back on with address $0000. If there is a discrepancy between memory and the tape, the LEDs will come on with address $FFFF.

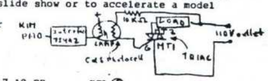
I thoroughly enjoyed HUNT THE WUMPUS in the November 1976 User Notes. However, assembly language source listings are necessary for us to experiment with the programs. I am willing to convert handwritten source listings into typed and assembled versions for inclusion in the User Notes.

Variable Speed and Light Control

Cass R. Levart
12 Georjean Dr.
Holmdel, N.J. 07733

The basic AC Triac interface described in the January issue of the KIM-1 Newsletter (p.8) can also be used with a slight modification for light dimming, motor speed control, heater settings etc by means of Pulse Width Modulation technique. Using the circuit shown here and the following program one can vary the on/off time ratio of the Triac. Depending which key is depressed determines the width of the ON pulse within a fixed time interval and the average coductivity of the Triac. The program could easily be modified for example to slowly dim a light during a slide show or to accelerate a model train.

Note: we found lights to flicker at certain brightness settings Please let me know if somebody comes with an improved circuit and/or program.




```
00 D8              CLD                        17 10 FB     BPL (1)
01 A9 15      (2)  LDA#15                     19 A5 2E     LDA 2E
03 85 2E           STA 2E                     1B F0 E4     BEQ (2)
05 A9 FF           LDA #FF                    1D C6 2E     DEC 2E
07 8D 01 17        STA 1701                   1F 20 6A 1F  JSR GETKEY
0A A9 01           LDA #01                    22 C5 2E     CMP 2E
0C 8D 00 17        STA 1700  set PA0 to ON    24 D0 E9     BNE (3)
0F A9 05      (3)  LDA #05                    26 A9 00     LDA #00
11 8D 06 17        STA 1706                   28 8D 00 17  STA 1700
14 2C 07 17   (1)  BIT 1707                   2B 4C 0F 00  JMP (3)     continue
```

Use Of the ST key for Starting a Program

Cass R. Levart

If you store the starting address of yourprogram in the locations 17FA and 17FB then you can always restart the program by simply pressing the ST key without having to press AD followed by the starting address, followed by pressing GO. For example Hunt the Wumpus starts at 300. You should store 00 in 17FA and 03 in 17FB, to restart the program you theb only press ST.

FOR YOU CHESSPLAYERS!!

Chess Clock Program

Cass R. Levart
12 Georjean Drive
Holmdel, N.J. 07733

Program starts at location 200. Two independent clocks are operated by the two players by depressing 1 or 2 respectively. The right two digits show the move number, the left four digits show minutes and seconds. Maximum time is 99 minutes 59 sec. The clock program can be finely tuned by changing the value of word 27F, increase by 1 slows the clock by approx. 6sec/24 hours and vice versa. The value shown of BF was about the best with my unit.

LOCATION	CODE	MNEMONIC	LOC	CODE	MNEMONIC
200	A9 00	LDA #00	23D	85 D3	STA D3
202	AA	TAX	23F	A5 D0	LDA D0
203	9D 00 00 (1)	STA,x	241	85 FB	STA FB
206	E8	INX	243	A5 D1	LDA D1
207	D0 FA	BNE (1)	245	85 FA	STA FA
209	20 1F 1F (2)	JSR DISPL	247	60	RTN
20C	20 6A 1F	JSR GETKEY	248	A5 FB (4)	LDA FB
20F	C9 02	CMP #2	24A	85 D0	STA D0
211	D0 F6	BNE (2)	24C	A5 FA	LDA FA
213	A9 01 (3)	LDA #01	24E	85 D1	STA D1
215	85 D4	STA FLAG	250	A5 D2	LDA D2
217	20 60 02	JSR SUPER	252	85 FB	STA FB
21A	20 31 02	JSR TRANSF	254	A5 D3	LDA D3
21D	A9 02	LDA #02	256	85 FA	STA FA
21F	85 D4	STA FLAG	258	60	RTN
221	20 60 02	JSR SUPER	259-25F not used		
224	18	CLC	260	F8 (10)	SED SUPER
225	A5 F9	LDA F9	261	A9 04	LDA #04 SET MULT
227	69 01	ADC #1	263	85 D5	STA D5
229	85 F9	STA F9	265	A9 F0 (7)	LDA #F0 SET TIMER
22B	20 31 02	JSR TRANSF	267	8D 07 17	STA 1707
22E	4C 13 02	JMP (3)	26A	20 1F 1F (6)	JSR DISPL
231	A9 02	LDA #02 TRANSF	26D	20 6A 1F	JSR GETKEY
233	C5 D4	CMP FLAG	270	C5 D4	CMP FLAG
235	D0 11	BNE (4)	272	D0 01	BNE (5)
237	A5 FB	LDA FB	274	60	RTN
239	85 D2	STA D2	275	2C 07 17 (5)	BIT 1707
23B	A5 FA	LDA FA	278	10 F0	BPL (6)

Chess Clock Program (cont.)

LOCATION	CODE	MNEMONIC
27A	C6 D5	DEC MULT
27C	D0 E7	BNE (7)
27E	A9 BF	LDA #BF
280	8D 06 17	STA 1706
283	2C 07 17 (8)	BIT 1707
286	10 FB	BPL (8)
288	18	CLC
289	A5 FA	LDA FA
28B	69 01	ADC #1
28D	85 FA	STA FA
28F	C9 60	CMP #60
291	D0 05	BNE (9)
293	38	SEC
294	A9 00	LDA #00
296	85 FA	STA FA
298	A5 FB (9)	LDA FB
29A	69 00	ADC #0
29C	85 FB	STA FB
29E	4C 60 02	JMP (10)

A PARTIAL KIM-1 BIBLIOGRAPHY FROM

RONALD KUSHNICK
3108 ADDISON COURT
CORNWELLS HEIGHTS, PA. 19020

MAGAZINE	DATE	TITLE	PAGE
BYTE	NOV 1975	SON OF MOTOROLA	66
BYTE	MAY 1976	A DATE WITH KIM	8
MICRO TREK	AUG 1976	KIM-1 COVER STORY	7
BYTE	AUG 1976	ALSO E RELATE TO KIM	44
BYTE	SEPT 1976	KIM ON, NEW (LETTER)	93
BYTE	OCT 1976	NEXT OF KIM (LETTERS)	136

HERE'S A HANDY MOVE ROUTINE FROM →

Edward J. Bechtel, M.D.
351 Hospital Road, Ste 210
Newport Beach, CA. 92663

The MOVE-A-BLOCK program will move a block of bytes up to 256 bytes long forewards or backwards any distance. The block can be across page boundries -- it does not have to reside in one page. The starting address and ending address of the block is entered in 0000 - 0003. The NEW starting address of the moved block (i.e., where you want to move it) is entered at 0004-5. I located it in 1780 to be generally out of the way, but if you wish, you can use it to rulocate itself anywhere.

The program calculates whether the move is forewards or backwards, then moves from the top up, or from the bottom down. The number of spaces the block is moved (in signed notation) is stored by the program in 0006-7, and the number of bytes that were moved is stored in 0008. Also, the new ending address of the moved block is automatically placed in 0002-3, for subsequent use.

MOVE-A-BLOCK

```
1780 38                  SEC
1781 A5 04               LDA ZPg 04
1783 E5 00               SBC  "  00
1785 85 06               STA  "  06
1787 A5 05               LDA  "  05
1789 E5 01               SBC  "  01
178B 85 07               STA  "  07
178D 90 18               BCC +24 MOVEB
178F 38         MOVEF    SEC
1790 A5 02               LDA ZPg 02
1792 E5 00               SBC  "  00
1794 A8                  TAY
1795 84 08               STY  "  08
1797 E6 08               INC  "  08
1799 B1 00      LOOP1    LDA (00),Y
179B 91 04               STA (04),Y
179D 88                  DEY
179E D0 F9               BNE LOOP1
17A0 B1 00               LDA (00),Y
17A2 91 04               STA (04),Y
17A4 88                  DEY
17A5 30 14               BMI END
17A7 38         MOVEB    SEC
17A8 A5 02               LDA ZPg 02
17AA E5 00               SBC  "  00
17AC 85 08               STA  "  08
17AE E6 08               INC  "  08
17B0 A0 00               LDY #00
17B2 B1 00      LOOP2    LDA (00),Y
17B4 91 04               STA (04),Y
17B6 C8                  INY
17B7 C4 08               CPY ZPg 08
17B9 D0 F7               BNE LOOP2
17BB 18         END      CLC
17BC A5 02               LDA ZPg 02
17BE 65 06               ADC  "  06
17C0 85 02               STA  "  02
17C2 A5 03               LDA  "  03
17C4 65 07               ADC  "  07
17C6 85 03               STA  "  03
17C8 4C 4F 1C            JMP START
```

```
0000 = SAL) Original
0001 = SAH) Block of
0002 = EAL) bytes
0003 = EAH)

0004 = SAL) New location
0005 = SAH)

0006 = dif L) Number of spaces
0007 = dif H) block is moved
              (signed notation)
0008 = Number of bytes in block
```

"MOVE-A-BLOCK" WORKS FINE! (the editor)

A REAL "[redacted]TIME CLOCK" from

Charles H. Parsons
80 Longview Rd.
Monroe, Conn. 06468

I'm really glad that MOS put the timer in the KIM-1 module. I now have a real time clock running off the timer in the interrupt mode. In reading Jim Butterfields' suggestions I felt the easiest way to do this would be to repeatedly enter 1A into the timer each time the interrupt (NMI) occurs. This theoretically produces a time of 249,856 microseconds or just under ¼ second. The adjustment to ¼ second is done with the same timer in the interrupt program. A fine adjustment of the clock can be made by modifying line 0366. I have added a number of subroutines which use the clock information but I will document only three things here.

1. Real time clock
2. Display clock on the Kim-1 readout
3. Escape to Kim if #1 key on Kim is pressed

The escape to KIM allows KIM to be run without stopping the clock. An exception to this is anything using the NMI such as single step operation. This is a price paid for giving the clock first priority. I also have a speaker hooked to PB0 to provide various alarms and sounds. The KIM runs fine in spite of the interrupts but I suspect they would interfere with the audio tape operation. Pressing the KIM GO button will get you out of the KIM loop. Don't forget to connect expansion connector pin 6 to application connector pin 15 per application note #2 1

```
0080      QSEC      ¼ Second Counter
0081      SEC       Second Counter
0082      MIN       Minute Counter
0083      HR        Hour Counter
0084      DAY       Day Counter For AM-PM
17FA 60             NMI Interupt
17FB 03             Pointers

                Interupt Routine

0360 48         PHA       Save A
0361 8A         TXA
0362 48         PHA       Save X
0363 98         TYA
0364 48         PHA       Save Y
0365 A983       LDA #$83  Fine Adjust Timing
0367 8D0417     STA TIME4
036A 2C0717 TM  BIT TIME7 Test Timer
036D 10FB       BPL TM    Loop Until Time Out
036F E680       INC QSEC  Count ¼ Seconds
0371 A904       LDA #$04  Do Four Times Before
0373 C580       CMP QSEC  Updating Seconds
0375 D038       BNE RTN
0377 A900       LDA #$00  Reset ¼ Second Counter
0379 8580       STA QSEC
037B 18         CLC
037C F8         SED       Advance Clock In Decimal
037D A581       LDA SEC
037F 6901       ADC #$01  Advance Seconds
0381 8581       STA SEC
0383 C960       CMP #$60  Until 60 Seconds
0385 D028       BNE RTN
0387 A900       LDA #$00  Then Start Again
0389 8581       STA SEC
038B A582       LDA MIN
038D 18         CLC
038E 6901       ADC #$01  And Avance Minutes
0390 8582       STA MIN
0392 C960       CMP #$60  Until 60 Minutes
0394 D019       BNE RTN
0396 A900       LDA #$00  Then Start Again
0398 8582       STA MIN
039A A583       LDA HR    And Advance Hours
039C 18         CLC
039D 6901       ADC #$01
039F 8583       STA HR
03A1 C912       CMP #12   Until 12 Hours
03A3 D002       BNE TH
03A5 E684       INC DAY   Advance ¼ Day
03A7 C913 TH    CMP #$13  If 13 Hours
03A9 D004       BNE RTN   Start Again With One
03AB A901       LDA #$01
03AD 8583       STA HR
03AF D8   RTN   CLD       Go Back To Hex Mode
03B0 A9F4       LDA #$F4  Start Timer With Interrupt
03B2 8D0F17     STA TIMEF In 249,856 Microseconds
03B5 68         PLA
03B6 A8         TAY       Restore Y
03B7 68         PLA
03B8 AA         TAX       Restore X
03B9 68         PLA       Restore A
03BA 40         RTI       Return From Interrupt
```

This routine uses the NMI to update a clock in zero page locations. Since the crystal may be slightly off one MHz a fine adjustment is located at 0366. NMI pointers must be set to the start of this program.

Escape to KIM if 1 on KIM is Pressed

```
Line  Code    Label  Instruction      Comment
0300  206A1F  KIM    JSR GETKEY       Go Back To KIM If
0303  C901           CMP #$01         KIM Keyboard Is One
0305  D00D           BNE ENDR
0307  201F1F         JSR SCANDS       Delay To Make Sure
030A  206A1F         JSR GETKEY
030D  C901           CMP #$01
030F  D003           BNE ENDR
0311  4C051C         JMP SAVE1
0314  60      ENDR   RTN
```

This is a subroutine which will return to the KIM monitor routine without stopping the real time clock. It is done by pressing 1 on the KIM keyboard.

START CLOCK AT 03C0 AFTER VALUE (TIME) IS SET IN ZERO PG. START AT 03C9 IF CLOCK IS RUNNING

editors note: THIS IS BUT ONE METHOD OF SETTING UP A REAL-TIME CLOCK FOR YOUR SYSTEM. ANOTHER WAY TO GO ABOUT WOULD BE TO USE A CLOCK CHIP (SUCH AS THE MM5312 OR MM5313) THAT HAS BCD AND 1 PULSE/SECOND OUTPUT. ONE 8-BIT INPUT PORT WITH INTERRUPT CAPABILITY WOULD DO THE JOB (INTEL 8212?) HAS ANYONE DONE THIS YET???

Display Clock On KIM-1 Readout

```
Line  Code    Label  Instruction      Comment
03C0  A900           LDA #$00         Reset ¼ Second Counter
03C2  8580           STA QSEC
03C4  A9F4           LDA #$F4         Start Timer With Interrupt
03C6  8D0F17         STA TIMEF
03C9  A581    DSP    LDA SEC          Start Here If Clock Is Running
03CB  85F9           STA INH          Display Clock On KIM
03CD  A582           LDA MIN
03CF  85FA           STA POINTL
03D1  A583           LDA HR
03D3  85FB           STA POINTH
03D5  201F1F         JSR SCANDS
03D8  200003         JSR KIM          Escape To KIM
03DB  200002         JSR MTIME        Minute Timer
03DE  202003         JSR BEEP         Sound On The Hour
03E1  209002         JSR UPDATE       Calendar
03E4  207502         JSR DSPDAY       Show Date
03E7
03EA
03ED
03F0
03F3
03F6
03F9
03FC  4CC903         JMP DSP
```

PUT EA's (NOP) IN LOC. 03DB—03F8 UNTIL OTHER ROUTINES ARE ADDED. ADDITIONAL ROUTINES WILL BE IN AN UPCOMING ISSUE — ECR

HOW'BOUT TOUCH-TONE ?

A CHIP THAT LOOKS GOOD FOR THIS APPLICATION IS THE MOSTEK MK5086N. IT CAN BE DRIVEN DIRECT FROM ONE 8-BIT OUTPUT PORT AND NEEDS AN INEXPENSIVE COLOR TV XTAL (3.58 MHZ). THE MK5086N IS AVAILABLE FOR $8.95 FROM TRI-TEK, 6522 N. 43RD AVENUE, Glendale, ARIZONA 85301

HELP! Desperately looking for a BASIC Interpreter to run on my KIM-1 System. Will gladly pay! At your mercy!

Edward L. Pavia
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TAPE DUPE

Jim Butterfield, Toronto

The best way to copy a program to another tape is to read it in, then write it out. This completely regenerates the level, waveform, frequencies and timing of the tape.

If you have a lot of programs to copy, doing this manually becomes a tedious business. With a little hardware to connect to the remote control tacks of the cassette recorders, you could generate an automatic copier program. The tapes would start and stop under program control. Challenge: who's going to be the first to submit such a program to USER NOTES?

In the meantime, here's a little program to copy all the contents of one tape to another. It regenerates the level, waveform, and frequencies, but not the timing. Three out of four isn't bad. It can't quite manage SuperTape, but all other speeds--regular, 2x and 3x--will copy OK.

Connect your two cassette recorders in the usual way, at the AUDIO IN and AUDIO OUT points. With the program running, start the recorders. All programs will be copied from one tape to the other.

Program TAPE DUPE is fully relocatable.

```
0000 A9 27    START - LDA #$27     SHD value
0002 A2 3F    GO      LDX #$3F     Directional reg's
0004 8E 43 17         STX PBDD     set for input
0007 A2 07            LDX #7       PB5 (CONT) set
0009 8E 42 17         STX SHD       for input
000C A0 5E            LDY #94      High frequency
000E 2C 42 17         BIT SHD      Zero or one?
0011 10 02            BPL OVER
0013 A0 A3            LDY #163     Low frequency
0015 A2 3F    OVER    LDX #$3F     Directional reg's
0017 8E 43 17         STY PBDD      set for output
001A 49 80            EOR #$80     Reverse output bit
001C 8D 42 17         STA SHD       and send it
001F BC 44 17         BIT CLKIT    Set timer
0022 2C 47 17 WAIT    BIT CLKRDI    ..and wait
0025 10 FB            BPL WAIT
0027 30 D9            BMI GO
```

Keep up the good work.

T. W. Hubbell
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Victor, N.Y. 14564

Here is a short program that may be of interest to others. I wanted to load from tape under program control using the KIM load memory from tape at 1871, but had some difficulty returning from the monitor. I use the KIM recomended speaker interface driving a 15ma 6v relay to turn the recorder on and off from PB-2. I finally found I could break in at "VEB" 17EC.

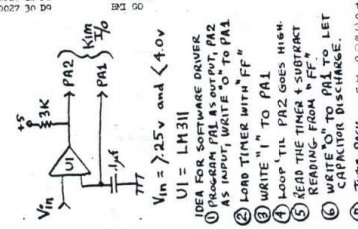
LOAD TAPE BREAK -

Set up the following:

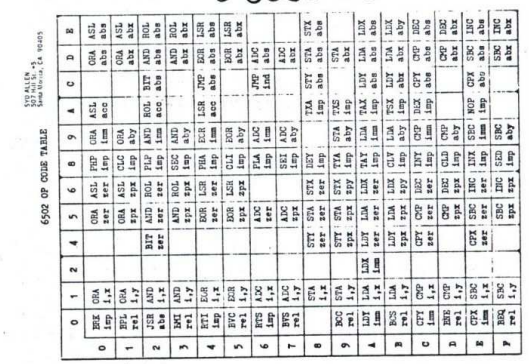
```
17FE  5800        set up vector
00E6  XX          reserved to save accumulator
00E7  ELEM        tape , end low, end high, address
00E9  8DXXXX      emulates "VEB"
00EC  4CEF17      JMP  VEB + 3

START -
0050  A900        LDA #00   set brk
0052  8DEC17      STA 17EC
0055  4C7B18      JMP 187B  return to KIM
0058  85E6        STA E6    save
005A  ADEE17      LDA 17EE  SAH
005D  85EB        STA EB
005F  ADED17      LDA 17ED  SAL
0062  85EA        STA EA
0064  C5E7        CMP E7    end low
0066  D007        BNE 07    006F
0068  ADEE17      LDA 17EE  SAH
006B  C5E8        CMP E8    end hi
006D  F005        BEQ 05    0074   EXIT
006F  A5E6        LDA E6    get accum.
0071  4CE900      JMP 00E9  Jump to "VEB"
0074  4CXXXX      JMP       Your exit
```

NOTES:
Load tape ID to 17F9 as usual (load from program).
When recording tapes for this use, record to end address + 2, rather than the usual + 1. The end add. above is the + 1. (Otherwise the Monitor will see the end charcter on the tape before it gets back to $E4).
Sorry but this will not exit if it is called up,and retur as a sub; perhaps someone can debug that?
Caution the stack will be pushed down in page 1 quite far.

It's not perfect, but it does allow KIM to call up and sort a lot of tape a little at a time, etc.



LOW-COST A/D
by Rick Simpson
(reprinted from
KIM User Notes
COMPLEMENT
ISSUE)



ROBERT G. LLOYD
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Here is a program that i wrote in Pittman Tiny BASIC.

The program lets my children Robin 12 & Bobby 8 play with the computer and at the same time learn math.

I do not have a Teletype so i cant send you a listing of the running program. I am sending a copy of what is on the TVT.

```
THIS IS A MATH TEST

   12
  X 6
  ---
    ?
```

For the right answer 72 - YOU'R RIGHT - and a new problem is set up.
For a wrong answer 62 - ?? WRONG ??, TRY AGAIN - the same problem is set up
if you get it WRONG 3 times - THE RIGHT ANSWER IS 72
THE PROBLEMS ARE RANDOM, the limits are set at line#s 2ØØ for X & 2Ø5 for Y for multiplication & at 3Ø5 for X & 355 for Y for addition.

```
10 PR "THIS IS A MATH TEST"
15 PR
20 LET V=Ø
30 LET I=Ø
35 LET Z=Ø
40 PR "TYPE 1 FOR MULTIPLICATION"
50 PR
60 PR "TYPE 2 FOR ADDITION"
70 PR
80 INPUT I
90 PR
100 IF I=1 GOTO 2ØØ
110 IF I=2 GOTO 35Ø
120 IF D=Q GOTO 5ØØ
130 IF D<>Q GOTO 6ØØ
190 END
200 LET X=(RND (12)+1)
205 LET Y=(RND (12)+1)
210 IF X<1Ø GOTO 23Ø
220 IF X>=1Ø GOTO 24Ø
230 PR "    ";X
235 GOTO 26Ø
240 PR "  ";X
260 IF Y<1Ø GOTO 28Ø
270 IF Y>=1Ø GOTO 29Ø
280 PR " X ";Y
285 GOTO 3ØØ
290 PR "X ";Y
300 PR "_____",
310 LET Q=X*Y
320 INPUT D
330 GOTO 12Ø
350 LET X=(RND (5Ø)+1)
355 LET Y=(RND (5Ø)+1)
360 IF X<1Ø GOTO 38Ø
370 IF X>=1Ø GOTO 39Ø
380 PR "    ";X
385 GOTO 41Ø
390 PR "  ";X
410 IF Y<1Ø GOTO 43Ø
420 IF Y>=1Ø GOTO 44Ø
430 PR " + ";Y
435 GOTO 45Ø
440 PR "+ ";Y
450 PR "_____",
460 LET Q=X+Y
470 INPUT D
480 GOTO 12Ø
500 PR "YOU'R RIGHT"
505 PR
508 LET Z=Z+1
509 IF Z<3 GOTO 512
510 GOTO 1Ø
512 IF I=1 GOTO 2ØØ
514 IF I=2 GOTO 35Ø
600 PR " WRONG , TRY AGAIN"
610 PR
620 LET V=V+1
630 IF V=3 GOTO 65Ø
640 IF I=1 GOTO 21Ø
645 IF I=2 GOTO 36Ø
650 PR "THE RIGHT ANSWER IS ",
655 PR Q
660 PR
670 GOTO 1Ø
```

more Kim bibliography
from BRUCE LAND
6916 PARK PLACE
BALTIMORE, MD.
21227

If you could publish a list of Kim-1 and 6502 articles published in other journals, it would be of great value. Can anyone add to this list?

Microtrek; Aug 1976; p. 7-16; "Kim-1 Micro Computer Module"; contains overview of Kim-1, useful executive additions, "drunk test" game.

Interface Age; Nov 1976; p. 103-111; "Floating Point Routines for 6502"; contains good annotated listings, ln. log, exp, +, -, ÷, x, fixed to floating conversions, loads 1D00-1FEE.

Interface Age; Nov 1976; p. 12-14; "Build a Simple A to D", simple circuit, 6502 software 16 locations, use to interface a pot or joy stick.

James R. Davis
ATTORNEY AT LAW
TITLE BUILDING
BIRMINGHAM, ALABAMA
TELEPHONE

Dear Eric:

I am writing to tell you about some of the experiences I have had with Jim Butterfield's "Supertape!" program and its derivatives, "fastape" and "speedtape." I have a number of different models of cassette machines available to me, and I have been primarily using stereo cassette tape decks manufactured by J. V. C. and Craig. When I first attempted to use Jim's programs, I could get "fastape" and "speedtape" to run fine, but the "supertape" program after initial synchronization and the reading of a few Bytes, would become unsynchronized, resulting in an abortive read. Also, the level settings were extremely critical to even get initial synchronization. These observations were made by means of the use of a "VU Tape" program.

After some experimentation with the various values indicated on page 12 of Volume One, Issue Two of KIM-1 User Notes, I have found that loading hex value 03 into address 01BE, and hex value 02 in address location 01C0 seems to give virtually fool-proof read/write performance to my system over an extremely wide range of input levels and types of cassette. I have used Maxell UD, Realistic low noise, and Sony low-noise tape, to mention a few.

One other item of interest concerning supplies for the KIM-1 should be mentioned. Of course; one can never be too careful with ones choice of power supply protection and regulation. The route I have taken is to use an existing well-regulated supply capable of delivering either nine (9) volts or twelve (12) volts at approximately 1.2 amperes. I take the twelve (12) volt output line and feed it into an LM-309-K voltage regulator mounted on a heat sink. The output of the LM-309-K, of course, goes to the five (5) volt buss of the KIM-1, and the twelve (12) volt supply output line also goes to the twelve (12) volt buss which operates the phase-locked loop circuitry on the KIM. One may crowbar the output of the LM-309-K if desired. I have found that by reducing the original power supply output voltage to 9 volts, the LM-309-K operates at greatly reduced heat dissapation requirements, while the phase-locked loop circuitry, operating at the nine (9) volt level, seems practicably unimpaired in performance. This is true even when reading full-speed "supertape!" programs off of tape.

I also want to say that I think the User Notes is a very fine effort, and although I read a great many "slick" micro processor magazines, I know that the User Notes, when it comes, will always have something I can really use.

The single most important thing, from my standpoint, that anyone could come up with for the KIM, would be a software method of teaching KIM to read and write serial baudot, using the resident firmware to shorten such a program as much as possible. The machine should have the capability of operating in the "baudot" mode when running other programs.

Thanks again, Eric, for a most valuable publication.

Very truly yours,

James R. Davis

IS ANYONE WORKING ON A KIM-1 FLOPPY DISC INTERFACE ?

~the editor~

WHAT THE HECK IS TOP-DOWN PROGRAMMING?

Jim Butterfield, Toronto

If you hang around with programming types, you're likely to hear a couple of busswords that are popular these days: structured programming; and top-down programming.

The experts don't agree on exactly what the terms mean. Some say that they are a type of computer language; others claim that they are a way of thinking. Read on and make your own opinions.

We'll pass by structured programming rather quickly. It's related to top-down programming techniques. But structured programming doesn't adapt too well to machine language or assembler programming; it doesn't even fit Tiny Basic. So we'll concentrate our efforts on top-down programming, which can indeed be useful to the small computer programmer.

In principle, top-down programming means this: try to avoid your programs jumping about too much. Instead, try to get your program to flow smoothly from the start to the end. (Subroutines are OK, since the program flow always returns to where it left off).

What does that mean in real terms? Let's take some examples.

Suppose we're writing a little division routine. At this point in the program, we have the number to be divided in the accumulator. The divisor, suitably shifted, is in location DVSR, and our task is this: If the accumulator is not less than DVSR, subtract DVSR and add one to QUOT, the quotient. We might be tempted to write:

```
         CMP DVSR               ...elsewhere in the program:
         BCS SUB                     SUB  SEC
NEXT     ..program continues              SBC DVSR
                                          INC QUOT
                                          JMP NEXT
```

What can we do with this to make it top-down? Well, the problem with the above coding is that we jump out of line to get to SUB, and then have to jump back. (And don't forget that most programming errors are caused by bad Branches and Jumps). A little top-down thinking produces:

```
         CMP DVSR
         BCC NEXT
         SBC DVSR
         INC QUOT
NEXT     .. program continues
```

See how the program 'flows through'? We've saved space, and the coding is easier. (The missing SEC is a gift; the carry's set anyway).

That seems a little too simple. Let's take a slightly tougher one. Somewhere in the program, we need to set the X register either of two ways: to 10 if the accumulatór is positive, or to 20 if the accumulator is negative.

Seems like we can't top-down this one. Either the positive accumulator situation or the opposite will have to branch out, it seems. You can't "flow through" and have it both ways, right?

Wrong. Try this:

```
         LDX #$10
         TAY          to test accumulator only
         BPL POS      if positive, leave X at 10
         LDX #$20     ..else change X to 20
POS      ..coding continues
```

Are you starting to see the idea? Keep that flow in order whenever you can ... you'll end up with easier, short branches; and you'll often save memory!

As a final example: sometimes you can eliminate branches entirely by careful use of the ORA, AND, EOR, and ADC instructions. Often, when you need to generate a flag or special value, you can calculate it rather than testing and branching.

Let's look at the Lunar Landing program previously published in User Notes. This part of the program (which follows a call to KIM routine GETKEY) is testing for the keys A (altitude) or F(fuel) ... (since the program is in decimal, A is 10 and F is 15). We'll assume that keys B,C,D, and E may be allowed to produce the same result as F:

```
      NON-TOP-DOWN CODING                   TOP-DOWN CODING

DOKEY CMP #$15  F ?                 DOKEY CMP #$10  numeric?
      BNE NALT                            BCC NAL2
      STA MODE  set alt mode              EOR #$10  A becomes 0
      RTS                                 STA MODE  0 or non-zero
NALT  CMP #$10   A?                       RTS
      BNE NAL2                      NAL2  ...continues
      LDA #$00
      STA MODE
RET   RTS
NAL2  BCS RET   non-numeric?
```

See how the EOR elimiates all that testing?

The advantages are obvious. So: next time you're programming, take it from the top!

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L3B 5S2

We are presently using the KIM-1 systems at the college to teach students in their third year operational, programming and interfacing techniques involved in the use of microcomputers.

If you know of any other educational institution currently using the KIM-1 (or any other 6502 configuration) please let me know.

Yours respectfully,

John W. Clark,
School of Applied Science and Technology.

maybe all the educators should get in touch (?)

KIM-1 6502
PROGRAMMING NOTES, Phil Fraley, Reading, Pa.

1. I use the fourth letter of the mnemonic to indicate mode. This keeps the source/destination uncluttered. I = immediate, B = absolute, Z = zero page, A = accumulator, "blank" = implied or relative, U = indirect X, V = indirect Y, W = zero page X or Y, X = absolute X, Y = absolute Y, (JMPB & JSRB are used so much, I leave the B off.)

```
i.e., STAB 1700 8D 00 17      Store A in port "a": 1700
      LDAZ E6   A5 E6         Load A from 00E6
      ROLX 0300 3E 00 03      Rotate left data stored in 0300+X
      LDXI EF   A2 EF         X ← EF
```

2. A "psuedo" BIT immediate uses KIM-1 monitor permanent data, allowing you to search the accumulator for several single bits or bit patterns in succession without first storing the "masks."

```
i.e., BITB 1C53  2C 53 1C     Z ← 0 if bit 0 of accumulator is one
      (01 stored in permanent memory 1C53)
      other single bit address/data in KIM 1: 1CCB/02, 1CAF/04, 1CC7/08,
      1C99/10, 1C88/20, 1C7F/40, 1A69/80.
```

Coming up:

More games—
a software driver for the SWTP GRAPHICS DISPLAY.
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How 'bout some HARDWARE STUFF?

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