

Personal Computer
MZ-80B

Library/Package

SHARP

NOTICE

The MZ-80 series of sophisticated personal computers is manufactured by the SHARP CORPORATION. Hardware and software specifications are subject to change without prior notice; therefore, you are requested to pay special attention to version numbers of the monitor and the system software (supplied in the form of cassette tape or mini-floppy disk files).

This manual is for reference only and the SHARP CORPORATION will not be responsible for difficulties arising out of inconsistencies caused by version changes, typographical errors or omissions in the descriptions.

This manual is based on the SB-1500 series monitor and the SB-7000 series Floppy DOS.

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USING LIBRARY ROUTINES

The Floppy DOS master disk contains three libraries (MONEQU.LIB, DOSEQU.LIB and RELO.LIB).

MONEQU.LIB is a file of monitor subroutine addresses defined with the EQU statement. That is, it contains a program such as that shown at right which has been assembled and converted to the library (.LIB) mode.

Monitor subroutines are often used when creating programs with the assembler; in such cases, they are used as described below.

First, the subroutine names are written as is (without addresses defined) as external names when the program is written. These are then assembled with the assembler. When the assembly listing is reviewed at this time, the symbol "E" is affixed to indicate that the names are external names. Next, the program is linked; MONEQU.LIB is linked at this time also. For example,

```
WRINF: EQU 021DH
WRDAT: EQU 024EH
RDINF: EQU 025FH
RDDAT: EQU 027DH
VERFY: EQU 0286H
BRKEY: EQU 0527H
PRTHL: EQU 0568H
PRTHX: EQU 056DH
ASCII: EQU 0583H
:
```

Part of the contents of MONEQU . ASC

```
2> LINK GAMEPRG1, $FD1 ; MONEQU.LIB ↵
```

Program created

MONEQU.LIB must be written last at this time.

DOSEQU.LIB is a file of subroutine addresses in Floppy DOS which are defined with the EQU statement; it is used in the same manner as MONEQU.LIB. Since MONEQU.LIB is contained in DOSEQU.LIB, it is only necessary to link DOSEQU.LIB when both monitor and Floppy DOS subroutines are to be used at the same time.

RELO.LIB is a library of subroutines for programs created with the BASIC compiler. It contains subroutines for the four basic arithmetic operations, functional calculations, character string processing, error message display and many others. In other words, whereas MONEQU.LIB and DOSEQU.LIB are simple collections of EQU statements, RELO.LIB contains actual subroutines.

When the linker is used for linkage with RELO.LIB, it is possible to select only the routines required from the many available for linkage.

RELO.LIB is used in the same manner as MONEQU.LIB and DOSEQU.LIB. Further, the contents of MONEQU.LIB and DOSEQU.LIB are included in RELO.LIB.

Source programs MONEQU.ASC and DOSEQU.ASC are also included on the master disk along with MONEQU.LIB and DOSEQU.LIB. It is possible to modify and add to the libraries by regenerating the source programs to recreate the libraries as necessary.

Note:

Detailed procedures for using DOSEQU.LIB are contained in "LINKING ASSEMBLY PROGRAM WITH Floppy DOS" in Appendix; see "EXAMPLE OF PLOTTER CONTROL APPLICATION" in Programming Utility for details on RELO.LIB.

MONITOR SUBROUTINES (MONEQU.LIB)

Subroutine name (hexadecimal address)	Function	Registers preserved
CALL LETNL (0764H)	To change the line and set the sursor to the beginning of the next line.	All registers except AF
CALL NL (0757H)	Changes the line and sets the cursor to its beginning if the cursor is not already located at the beginning of a line.	All registers except AF
CALL PRNTS (063AH)	Displays one space only at the cursor position on the display screen.	All registers except AF
CALL PRNT (063CH)	Handles data in A register (accumulator) as ASCII code and displays it on the screen, starting at the cursor position. However, a carriage return is performed for 0DH and the various cursor control operations are performed for 01H–06H when these are included.	All registers except AF
CALL MSG (06B5H)	Displays a message, starting at the cursor position on the screen. The starting address of the message must be specified in the register pair DE in advance. The message is written in ASCII code and must end in 0DH. A carriage return is not executed, but cursor control operations (control codes: 01H to 06H) are performed.	All registers except AF
CALL MSGX (06AFH)	Almost the same as MSG, except that cursor control codes are for reverse character display.	All registers except AF
CALL BELL (0A80H)	Sounds a momentary tone (approximately 880 Hz)	All registers except AF
CALL MELDY (0AA3H)	Plays musical data. The starting address of the musical data must be specified in advance in the register pair DE. As with BASIC, the musical interval and the duration of notes of the musical data are expressed in that order in ASCII code. The end mark must be either 0DH or 2AH (for the character "※"). The melody is over if C flag is 0 when a return is made; if C flag is 1 it indicates that BREAK was pressed.	All registers except AF
CALL XTEMP (09BEH)	Sets the musical tempo. The tempo data (1 to 7) is set in and called from A register. A ← 01H Slowest A ← 04H Medium speed A ← 07H Fastest Care must be taken here to ensure that the tempo data is entered in A register in binary code, and not in the ASCII code corresponding to the numbers "1" to "7" (31H to 37H).	All registers
CALL TIMST (09CAH)	Sets the built-in clock. (The clock is activated by this call.) The call conditions are. A ← 0 (AM), A ← 1 (PM) DE ← the time in seconds (2 bytes)	All registers except AF
CALL TIMRD (0A16H)	Reads the value of the built-in clock. The conditions upon return are: A ← 0 (AM), A ← 1 (PM) DE ← the time in seconds (2 bytes)	All registers except AF and DE

Subroutine name (hexadecimal address)	Function	Registers preserved
CALL BRKEY (0527H)	Checks whether BREAK was pressed. Z flag is set if it was pressed, and Z flag is reset if it was not.	All registers except AF
CALL GETL (0BE5H)	Inputs one line entered from the keyboard. The starting address in which the data input is to be stored and the number of characters which can be input must be specified in advance in the register pair DE and memory location KNUMBS (0BE3H), respectively. Key input is terminated by pressing the CR (or ENT) key, at which time end mark 0DH is stored following the data entered. The maximum number of characters which can be input (including the end mark) is 160. The data input is displayed on the screen. Cursor control, insertion and deletion are accepted. Pressing the BREAK key during key input sets break code 0BH at the beginning of the address specified in the register pair DE and returns control to the caller. This subroutine is also called by the monitor program with the register pair DE loaded with memory location BUFER (1100H) and location KNUMBS loaded with 39 (27H).	All registers
CALL GETKY (0610H)	Takes one character only into the A register from the keyboard. For example, when this subroutine is called with the B key held down, ASCII code 42H, corresponding to the character "B", is loaded into the A register and control is returned. If no key is held down, control is returned with the A register loaded with 00H. Key input is not displayed.	All registers except AF
CALL CHR40 (098FH)	Sets the number of characters per line on the CRT screen to 40.	All registers except AF,BC,DE and HL
CALL CHR80 (0958H)	Sets the number of characters per line on the CRT screen to 80.	All registers except AF,BC,DE and HL
CALL GETCRT (0C7CH)	Takes the line on which the cursor is located from the display data. The starting address where the data taken is to be stored and the number of characters which can be taken must be specified in advance in the register pair DE and memory location KNUMBS, respectively. End mark 0DH is stored automatically following the data. The maximum number of characters which can be taken (including the end mark) is 160.	All registers except AF
CALL PRTHL (0568H)	Displays the contents of the register pair HL on the display screen as a 4-digit hexadecimal number.	All registers except AF
CALL PRTHX (056DH)	Displays the contents of the A register on the display screen as a 2-digit hexadecimal number.	All registers except AF
CALL ASCI (0583H)	Converts the contents of the lower 4 bits of A register from hexadecimal to ASCII code and returns after setting the converted data in A register.	All registers except AF
CALL HEX (058DH)	Converts the 8 bits of A register from ASCII code to hexadecimal and returns after setting the converted data in the lower 4 bits of A register. When C flag = "0" upon return A ← hexadecimal When C flag = "1" upon return A is not assured.	All registers except AF

Subroutine name (hexadecimal address)	Function	Registers preserved																																
CALL HLHEX (05A2H)	<p>Handles a consecutive string of 4 characters in ASCII code as hexadecimal string data and returns after setting the data in the register pair HL. The call and return conditions are as follows.</p> <p>∴ DE ← starting address of the ASCII string (e.g., "3" "1" "A" "5")</p> <p style="margin-left: 150px;">↑ DE</p> <p>CALL HLHEX C flag = 0 HL ← hexadecimal number (e.g., HL=31A5H) C flag = 1 HL is not assured.</p>	All registers except AF and HL																																
CALL 2HEX (05B1H)	<p>Handles 2 consecutive ASCII strings as hexadecimal strings and returns after setting the data in A register. The call and return conditions are as follows.</p> <p>DE ← starting address of the ASCII string (e.g., "3" "A")</p> <p style="margin-left: 150px;">↑ DE</p> <p>CALL 2HEX C flag = 0 A ← hexadecimal number (e.g., A = 3AH) C flag = 1 A is not assured.</p>	All registers except AF and DE																																
CALL ??KEY (0D77H)	<p>Awaits key input while causing the cursor to flash. When a key entry is made it is converted to display code and set in A register, then a return is made.</p>	All registers except AF																																
CALL ?DPCT (0714H)	<p>Controls the display on the display screen. The relationship between A register at the time of the call and control is as follows.</p> <p>A register</p> <table><tr><td>00H</td><td>Same function as SHIFT + 0</td></tr><tr><td>01H</td><td>Same function as ↓</td></tr><tr><td>02H</td><td>Same function as ↑</td></tr><tr><td>03H</td><td>Same function as →</td></tr><tr><td>04H</td><td>Same function as ←</td></tr><tr><td>05H</td><td>Same function as HOME</td></tr><tr><td>06H</td><td>Same function as CLR</td></tr><tr><td>07H</td><td>Same function as DEL</td></tr><tr><td>08H</td><td>Same function as INST</td></tr><tr><td>09H</td><td>Same function as GRPH</td></tr><tr><td>0AH</td><td>Same function as SFT LOCK</td></tr><tr><td>0BH</td><td>No control</td></tr><tr><td>0CH</td><td>Same function as RVS</td></tr><tr><td>0DH</td><td>Same function as CR</td></tr><tr><td>0EH</td><td>Cancels the GRAPHIC and SHIFT LOCK key input mode</td></tr><tr><td>0FH</td><td>Cancels the REVERSE key input mode</td></tr></table>	00H	Same function as SHIFT + 0	01H	Same function as ↓	02H	Same function as ↑	03H	Same function as →	04H	Same function as ←	05H	Same function as HOME	06H	Same function as CLR	07H	Same function as DEL	08H	Same function as INST	09H	Same function as GRPH	0AH	Same function as SFT LOCK	0BH	No control	0CH	Same function as RVS	0DH	Same function as CR	0EH	Cancels the GRAPHIC and SHIFT LOCK key input mode	0FH	Cancels the REVERSE key input mode	All registers except AF
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06H	Same function as CLR																																	
07H	Same function as DEL																																	
08H	Same function as INST																																	
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0FH	Cancels the REVERSE key input mode																																	

Subroutine name (hexadecimal address)	Function	Registers preserved
CALL ?PONT (0904H)	<p>Sets the current position of the cursor on the display screen in register pair HL. The return conditions are as follows.</p> <p>CALL ?PONT</p> <p>HL ← cursor position on the display screen (V-RAM address)</p> <p>(Note) The X-Y coordinates of the cursor are contained in DSPXY (10D1H). The current position of the cursor is loaded as follows.</p> <p>LD HL, (DSPXY) ; H ← Y coordinate on the screen. L ← X coordinate on the screen.</p> <p>The cursor position is set as follows.</p> <p>LD (DSPXY), HL</p>	All registers except AF and HL
CALL WRINF (021DH)	<p>Writes the current contents of a certain part of the header buffer (described later) onto the tape, starting at the current tape position.</p> <p>Return conditions</p> <p>C flag = 0 No error occurred.</p> <p>C flag = 1 The BREAK key was pressed.</p>	All registers except AF
CALL WRDAT (024EH)	<p>Writes the contents of the specified memory area onto the tape as a CMT data block in accordance with the contents of a certain part of the header buffer.</p> <p>Return conditions</p> <p>C flag = 0 No error occurred.</p> <p>C flag = 1 The BREAK key was pressed.</p>	All registers except AF
CALL RDINF (025FH)	<p>Reads the first CMT header found starting at the current tape position into a certain part of the header buffer.</p> <p>Return conditions</p> <p>C flag = 0 No error occurred.</p> <p>C flag = 1, A = FFH A check sum error occurred.</p> <p>C flag = 1, A ≠ FFH The BREAK key was pressed.</p>	All registers except AF
CALL RDDAT (027DH)	<p>Reads in the CMT data block according to the current contents of a certain part of the header buffer.</p> <p>Return conditions</p> <p>C flag = 0 No error occurred.</p> <p>C flag = 1, A = FFH A check sum error occurred.</p> <p>C flag = 1, A ≠ FFH The BREAK key was pressed.</p>	All registers except AF
CALL VERFY (0286H)	<p>Compares the first CMT header found starting at the current tape position with the contents of the memory area indicated by the header.</p> <p>Return conditions</p> <p>C flag = 0 No error occurred.</p> <p>C flag = 1, A = FFH A match was not obtained.</p> <p>C flag = 1, A ≠ FFH The BREAK key was pressed.</p>	All registers except AF
CALL PUSHR (0DF1H)	<p>Pushes registers IX, HL, DE and BC. The RET instruction at the end of this subroutine then automatically POPs these registers.</p> <p>SUBR : CALL PUSHR</p> <p>RET Z ; POP and RET if Z flag = 1</p> <p>RET ; POP and RET</p>	All registers except IX
CALL PUSHR2 (0DFDH)	<p>Pushes registers IX, HL and BC. The RET instruction at the end of this subroutine then automatically POPs these registers.</p> <p>SUBR2 : CALL PUSHR2</p> <p>RET Z ; POP and RET if Z flag = 1</p> <p>RET ; POP and RET</p>	All registers except IX

(Note) The contents of the header buffer at the specific addresses are as follows. The buffer starts at address 1180H and consists of 128 bytes.

Address	Contents
IBUFE (1180H)	This byte indicates one of the following file modes. 01H Object file (machine language program) 02H BASIC text file 03H { BASIC data file PASCAL interpreter data file Source file (ASCII file) 04H Relocatable file (relocatable binary file) A0H PASCAL interpreter text file
IBU1 (1181H)	These 17 bytes indicate the file name. However, since 0DH is used as the end mark, in actuality the file name is limited to 16 bytes. Example: S A M P L E 0D
IBU18 (1192H)	These two bytes indicate the byte size of the data block which is to follow.
IBU20 (1194H)	These two bytes indicate the data address of the data block which is to follow. The loading address of the data block which is to follow is indicated by "CALL RDDAT". The starting address of the memory area which is to be output as the data block is indicated by "CALL WRDAT".
IBU22 (1196H)	These two bytes indicate the execution address of the data block which is to follow.
IBU24 (1198H)	These bytes are used for supplemental information, such as comments.

Example

Address	Content
1180	01 ; indicates an object file (machine language program)
1181	'S' ; the file name is 'SAMPLE'.
1182	'A'
1183	'M'
1184	'P'
1185	'L'
1186	'E'
1187	0D
1188	} Variable
1191	
1192	00
1193	20 ; the size of the file is 2000H bytes.
1194	00
1195	13 ; the data address of the file is 1300H.
1196	60
1197	13 ; the execution address of the file is 1360H.

Floppy DOS SUBROUTINES (DOSEQU. LIB)

—Outline—

Floppy DOS subroutines can be broadly divided into three groups. That is,

1. CLI (Command Line Interpreter) subroutines
2. IOCS (Input Output Control System) subroutines
3. Utility subroutines

CLI subroutines are used to translate command lines appearing within user programs. That is, when programs are called in which switches and arguments appear in appended format (such as RUN PROG/P FILE1, FILE2 [CR]), these subroutines translate those switches and arguments.

IOCS subroutines are used to open and close files and devices. Utility subroutines are other general purpose subroutines.

Command lines are strings of characters (which have been converted to intermediate code) which are input from the keyboard as DOS commands or other character strings in the same format. In the explanation below, except where otherwise indicated, command lines appear in intermediate code. See the table on page 26 for the intermediate code.

—CLI (Command Line Interpreter) Subroutines—

TRS10

Function: Converts DOS command lines written in ASCII code into intermediate code.

Input registers: The HL register contains the starting address of the command line written in ASCII code. The DE register contains the starting address of the area storing the command line converted to intermediate code.

Calling procedure: CALL TRS10

Output register: CF = 0 Normal
CF = 1 Error (A ← error code)

Note: See the "System Error Messages" in System Command for details. The same applies below.

Registers preserved: All registers except AF.

. CLI (Command Line Interpreter)

Function: Translates and executes DOS command lines.

Input registers: The HL register contains the command line pointer.

Calling procedure: LD DE, (RJOB)
PUSH DE
CALL .CLI
POP HL
LD (RJOB), HL

Output registers: CF = 0 Normal
CF = 1 Error (A ← FFH)

Registers preserved: None

Caution: The LIMIT, RUN, EXEC and DEBUG commands cannot be executed.
See page 25 for the RJOB.

Example of use (DATE/P)

```

LD HL, DATE
LD DE, (RJOB)
PUSH DE
CALL .CLI
POP HL
LD (RJOB), HL
JP C, ERROR
:
DATE: DEFB B1H
      DEFB 88H
      DEFB 0DH
    
```

} Intermediate code for DATE/P

? HEX (Check Hexadecimal)

Function: Converts a 4-digit hexadecimal data item starting with "\$" into sixteen bit, binary notation.

Input registers: HL contains the pointer; it should specify "\$".

Calling procedure: CALL ?HEX

Output registers: CF = 1 Not a hexadecimal number. (A ← 3, and HL are preserved)
CF = 0 a hexadecimal number. (DE ← data, HL indicates the address following the hexadecimal number)

Registers preserved: All registers except AF, DE and HL.

? SEP (Check Separator)

Function: Checks whether the contents of the address indicated by the HL register are a separator (one of the following: `CR` `□` , : /).

Input registers: Register HL is the pointer.

Calling procedure: `CALL ?SEP`

Output registers: `CF = 1` Not a separator. `A ← 3` (error code) and the HL register are preserved.
`CF = 0` A separator.

`A = 2CH` ... The separator is a space or a comma " `□` ", " , " (the HL register then points to the address following the separator)

`A = 0DH` ... The separator is `CR` or slant " / " (the HL register points to the separator)

`A = 3AH` ... The separator is a colon " : " (the HL register points to the separator)

Registers preserved: All registers except AF and HL.

? GSW (Check Global Switch)

Function: Determines whether the global switch on the command line is correct and, if so, stores it in the area within Floppy DOS.

Input registers: The DE register contains the starting address of the switch table. The HL register contains the command line pointer which points to the global switch.

Calling procedure: `LD DE, SWTBL`
`CALL ?GSW`

```
SWTBL : DEFB SW1
        DEFB SW2
        :
        DEFB SWn
        DEFB FFH
```

List of items which may be used as global switches
(these are written in intermediate code, from 0 to a maximum of 5.
See page 26)

End of table

Output registers: `CF = 1` Error (`A ←` error code)
`CF = 0` Normal. The HL register points to the address following the global switch.

Registers preserved: All registers except AF, DE and HL.

TESW (Test Global Switch)

Function: Determines the presence or absence of the specified global switch. Subroutine "?GSW" must be called before this subroutine is used.

Input registers: None

Calling procedure: CALL TESW

DEFB global switch

Output registers: CF = 0

The specified global switch is present.

CF = 1

The specified global switch is not present.

Registers preserved: All registers except AF.

Example: This routine outputs whether or not global switch /P is present to the line printer or the CRT.

CALL TESW

DEFB 88H ; intermediate code for /P

PUSH AF

CALL C, MSG ; displayed on the CRT if the switch is not present.

POP AF

CCF ; CF ← CF

CALL C, PMSG ; Printed on the line printer if the switch is present.

JP C, ERROR ; indicates a line printer error.

? LSW (Check Local Switch)

Function: Used to determine the local switch which is attached to the file name on the command line.

Input registers: The HL register is the command line pointer which indicates the start of the file name.

Calling procedure: CALL ?LSW

Output registers: CF = 1 Error (A ← error code)

CF = 0 Normal

ZF = 1 No local switch. (A ← 0)

ZF = 0 Local switch is present. (A ← intermediate code for the local switch)

Registers preserved: All registers except AF.

Example: Read-opens (ROPEN) a file with logical number 2 if a local switch is not present; if local switch /O is present the file is write-opened (WOPEN) with logical number 3; otherwise, an error occurs.

```

EXX
LD    B, 4          ; default file mode .ASC
EXX
CALL  ?LSW
JP    C, ERROR
JR    NZ, L2
LD    C, 2          ; logical number 2
CALL  ROPEN
JR    L3
L2:   CP    89H      ; intermediate code for /O
      LD    A, 8      ; error code (if local switch)
      JP    NZ, ERROR
      LD    C, 3      ; logical number 3
      CALL  WOPEN
L3:   JP    C, ERROR
    
```

—IOCS (Input Output Control System) Subroutines—

ROPEN (Read Open)

Function: Read-opens a file (including the input/output device).

Input registers: HL: Pointer which indicates the start of the file name.
C : Logical number (see note 3)
B' : Default file mode (see note 1)

Calling procedure: CALL ROPEN

Output registers: CF = 1 Error (A ← error code)
CF = 0 Normal
HL: Pointer (indicates the next separator)
B' : File mode (see note 1)
C' : File attribute (see note 2)
L' : Device number
IY: Starting address of the device table (see note 4)

Registers preserved: Only registers BC, DE and IX.

Example (when \$FD1 ; ABC)

```
LD    HL, FL
LD    C, 2 (logical number)
EXX
LD    B, 4      (. ASC)
EXX
CALL  ROPEN
CALL  C, ERR    (see page 23)
RET    C
:
FL:   DEFB 90H  ($ FD1)
      DEFM ' ; ABC '
      DEFB 0DH
```

WOPEN (Write Open)

Function: Write-opens a file (including an input/output device).

Input registers: HL: Pointer which indicates the start of the file name.
C : Logical number (see note 3)
B' : Default file mode (see note 1)

Calling procedure: CALL WOPEN

Output registers: CF = 1 Error (A ← error code)
CF = 0 Normal
HL: Pointer (indicates the next separator)
B' : File mode (see note 1)
C' : File attribute (only for "0")
L' : Device number
IY: Starting address of the device table (see note 4)

Registers preserved: Only registers BC, DE and IX.

Example (\$PTP/PE/LF)

```
LD    HL, PTP
LD    C, 3 (logical number)
EXX
LD    B, 4      (. ASC)
EXX
CALL  WOPEN
JP    C, ERROR
:
PTP:  DEFB A1H  ($ PTP)
      DEFB 8FH  (/PE)
      DEFB 8CH  (/LF)
      DEFB 0DH
```

MODECK (Filemode Check)

Function: Checks whether the file mode indicated in register B' for the file opened is correct or not.

Input registers: Register B' contains the file mode of the opened file.

Calling procedure: CALL MODECK
DEFB file mode number (see page 26 concerning file modes)

Output registers: CF = 0 The file mode is correct.
CF = 1 The file mode is not correct. A ← error code.

Registers preserved: All registers except AF.

(Note 1) The default file mode is the mode which is assumed when no mode is specified in the command line. The numbers enclosed in parentheses indicate the file mode number. (see page 26.)

Example:

Command line	Default file mode	Actual file mode
ABC .ASC	.ASC (4)	.ASC (4)
ABC .LIB	.RB (5)	.LIB (7)
ABC	.OBJ (1)	.OBJ (1)
ABC	.ASC (4)	.ASC (4)

(Note 2) The file attribute indicates the type of file access, and is expressed as one of the following ASCII codes.

"0" a file with no attribute.

"R" a file for which reading is inhibited. (Read protected file)

"W" a file for which writing is inhibited. (Write protected file)

"P" a file for which both reading and writing are inhibited. (Permanent file)

However, files with the attribute "P" can be read and written if the file mode is .OBJ. The EXEC command can be executed if the file mode is .ASC.

Normally, the programmer does not need to be aware of file attributes since they are managed by Floppy DOS.

(Note 3) Logical file numbers are numbers within Floppy DOS which have a one-to-one correspondence with physical files opened (including input/output devices). Numbers from 1 to 249 may be used as logical numbers; however, since programs within Floppy DOS use all of the numbers from 128 on, user programs should use only the numbers from 1 to 127 to avoid conflict.

(Note 4) An explanation of the device table is contained in "USER CODED I/O ROUTINES" in Appendix; however, except for special I/O operations, the programmer normally does not need to be aware of the contents of the device table.

GET1L (Get 1 Line)

Function: Reads in one line from the file whose logical number is specified in the C register. The line read is one which is terminated with 0DH. The data read is stored in the area indicated by the address in the DE register. The length of the line, including 0DH, must be no more than 128 bytes.

Input registers: The C register contains the logical number. The DE register contains the address of the area in which the data is stored.

Calling procedure: CALL GET1L

Output registers: CF = 0 Normal
CF = 1, A = 0 File end
CF = 1, A ≠ 0 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

GET1C (Get 1 Character)

Function: Reads one byte from the file whose logical number is specified in the C register.

Input registers: The C register contains the logical number.

Calling procedure: CALL GET1C

Output registers: CF = 0 Normal (A ← data read)
CF = 1, A = 0 File end
CF = 1, A ≠ 0 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

GETBL (Get Block)

Functions: Read data into the address indicated in the DE register from the file whose logical number is specified in the C register; only the number of bytes of data indicated in the HL register are read in.

Input registers: The C register contains the logical number. The DE register contains the address in which the data is to be stored. The HL register contains the number of bytes of data to be read.

Calling procedure: CALL GETBL

Output registers: CF = 0 Normal { DE ← address of the next block of data to be read
CF = 1, A = 0 File end { HL ← number of bytes of data actually read
CF = 1, A ≠ 0 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC and IX.

? EOF (Check End-of-file)

Function: Checks for the end of a read-opened file. Z flag becomes "1" when an attempt is made to read beyond the end of data.

Input registers: The C register contains the logical number.

Calling procedure: CALL ?EOF

Output registers: CF = 1 Error (A ← error code)

CF = 0, ZF = 1 Not file end

CF = 0, ZF = 0 File end

IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

PUT1C (Put 1 Character)

Function: Outputs one byte of data to the file whose logical number is specified in the C register.

Input registers: The C register contains the logical number. The A register contains the data to be output.

Calling procedure: CALL PUT1C

Output registers: CF = 0 Normal

CF = 1 Error (A ← error code)

IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

PUT1L (Put 1 Line)

Function: Outputs the line starting at the address specified in the DE register to the file whose logical number is specified in the C register. Outputs the ending carriage return.

Input registers: The C register contains the logical number. The DE register contains the starting address of the data to be output.

Calling procedure: CALL PUT1L

Output registers: CF = 0 Normal

CF = 1 Error (A ← error code)

IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

PUTBL (Put Block)

Function: Outputs the number of bytes of data indicated in the HL register to the file whose logical number is specified in the C register, starting at the address indicated in the DE register.

Input registers: The C register contains the logical number. The DE register contains the starting address of the data to be output. The HL register contains the number of bytes of data to be output.

Calling procedure: CALL PUTBL

Output registers: CF = 0 Normal (DE ← address following the end of the block output)
CF = 1 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC and IX. (Register HL is also preserved if C flag = 0)

PUTCR (Put Carriage Return)

Function: Outputs a carriage return to the file whose logical number is specified in the C register.

Input registers: The C register contains the logical number.

Calling procedure: CALL PUTCR

Output registers: CF = 0 Normal
CF = 1 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

PUTM (Put Message)

PUTMX

Function: Outputs the line starting at the address indicated in register DE to the file whose logical number is specified in the C register. PUTM and PUTMX operate in the same manner except for their handling of \$CRT and \$LPT. Cursor control operations (H, ↑, etc.) are executed only when PUTM is used; when PUTMX is used, they are only displayed or printed as reverse characters. The end code (0DH) is not output.

Input registers: The C register contains the logical number. The DE register contains the starting address of the data to be output.

Calling procedure: CALL PUTM or CALL PUTMX

Output registers: CF = 0 Normal
CF = 1 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

CLOSE (Close File)

KILL (Kill File)

Function: Closes or kills the file whose logical number is specified in the C register. If this subroutine is called when the C register contains 0, all currently opened files will be closed or killed. (This excludes files which were opened by Floppy DOS itself.)

Input registers: The C register contains 0 or a logical number.

Calling procedure: CALL CLOSE or CALL KILL

Output registers: CF = 0 Normal
CF = 1 Error (A ← error code)
IY : Starting address of the device table (see note 4 on page 12)

Registers preserved: Only registers BC, DE, HL and IX.

LUCHK (LU Number Check)

Function: Checks whether a logical number (contained in the C register) has been defined.

Input registers: The C register contains the logical number.

Calling procedure: CALL LUCHK

Output registers: CF = 1 The logical number has not been defined.
CF = 0 The logical number has been defined.
L' ← device number (see page 26 concerning device numbers)
IY ← starting address of the device table. (see note 4 on page 12)

Registers preserved: All registers except AF, HL, IY, D' and L'.

Example:

```
LD    C, 5          ; logical number
CALL  LUCHK
JP    C, NOTUSE
EXX
LD    A, L          ; device number
EXX
CP    4
JP    C, FD
...
```


—Utility Subroutines—

MTOFF (Motor Off)

Function: Stops the motor of the floppy disk drive. (The drive motor is activated automatically when necessary.)

Calling procedure: CALL MTOFF

Registers preserved: All registers except AF.

BREAK (Check Break Key)

Function: Checks whether **BREAK** has been pressed.

Input registers: None

Calling procedure: CALL BREAK

Output registers: CF = 0 Not pressed.
CF = 1 Pressed. (In this event, A ← 37. 37 is the error code.)

Registers preserved: All registers except AF.

HALT (Halt Action with Break Action)

Function: Checks the keyboard and, if the **SPACE** key is pressed, stops execution until the **SPACE** key is pressed again. If **BREAK** is pressed, A ← 37 and CF ← 1. (37 is the error code.)

Input registers: None

Calling procedure: CALL HALT

Output registers: CF = 0 Normal
CF = 1 **BREAK** was pressed. (In this event, A ← 37.)

Registers preserved: All registers except AF.

SGETL (Screen Get Line)

Function: Inputs one line from the keyboard. The keyboard is provided with the automatic repeat feature. The line which is actually input is the line in which the cursor is located when **CR** is pressed; the maximum number of characters which can be input is 160.

Input registers: The DE register contains the starting address of the area (80 bytes required) in which the data is to be stored.

Calling procedure: CALL SGETL

Output registers: CF = 0 Normal
CF = 1 **BREAK** was pressed. A ← 0 (not 37)

Registers preserved: All registers except AF.

LTPNL (Let Printer New Line)

PMSGX (Printer Message X)

PMSG (Printer Message)

PPRNT (Printer Print)

PPAGE (Printer Page)

Function: These are printer control routines. Each routine performs the same function for the printer as does the corresponding monitor subroutine shown below for the CRT.

Printer	CRT
LTPNL	LETNL
(carriage return)	
PMSGX	MSGX
PMSG	MSG
PPRNT	PRNT
PPAGE	_____

Output registers: CF = 0 Normal
CF = 1 Error (A ← error code)

Registers preserved: All registers except AF and IY.

C&L1

&NL

&PRNT

&NMSG

&MSG

&1L

Function: Each subroutine directs output to the printer or CRT depending on the presence or absence of the global switch (/P). &NL, &NMSG and &1L include the HALT function (see page 17 for the HALT function).

C&L1 Prepares either the printer or the CRT. This routine must be called before any other routines are used. Further, "?GSW" must be called before this routine is called.

&NL Performs the same function as LETNL.

&PRNT Performs the same function as PRNT.

&MSG Performs the same function as MSG.

&NMSG Executes &NL, then executes &MSG.

&1L Executes &MSG, then executes &NL.

Output registers: CF = 0 Normal
CF = 1 Error (A ← error code)

Registers preserved: All registers except AF and IY.

See "LINKING ASSEMBLY PROGRAM WITH Floppy DOS" in Appendix for an example of use.

CHKACC (Check Acc)

Function: Checks whether the contents of A register (accumulator) match any of several different given data items.

Input registers: A contains the data items to be checked.

Calling procedure: `CALL CHKACC`
`DEFB n` ; number of data items (1-255)
`DEFB data 1`
`DEFB data 2`
`DEFB data 3`
`DEFB data n` } n items of data to be compared
DEFM '.....' may be used with ASCII.

Output registers: ZF = 1 One of the data items matches the contents of A.
ZF = 0 No match was found.

Registers preserved: All registers except the flags.

MULT (Multiply)

Function: Multiplies the contents of the DE register and the HL register (handling them as 16-bit unsigned integers) and places the result in the DE register.

Input registers: DE, HL

Calling procedure: `CALL MULT`

Output registers: CF = 1 Overflow (result cannot be expressed in 16 bits)
CF = 0 Normal. The DE register contains the result of the calculation.

Registers preserved: All registers except AF, DE and HL.

SOUND (Warning Sound)

Function: Produces the sound "A0+ARA+AR" to indicate that an error has occurred.

Calling procedure: `CALL SOUND`

Registers preserved: All registers.

BINARY (Convert ASCII to Binary)

Function: Converts an ASCII numeric string into a 16-bit unsigned integer.

Input registers: The HL register contains the starting address of the ASCII numeric string.

Calling procedure: CALL BINARY

Output registers: CF = 1 Overflow (cannot be expressed within 16 bits)

CF = 0 Normal. The DE register contains the converted data. The HL register contains the address following the end of the numeric string. If the ASCII characters indicated by HL are not a numeric string, CF ← 0 and DE ← 0.

Registers preserved: All registers except AF, DE and HL.

Example:

```
LD    HL, BUFFER
CALL  BINARY
JP    C, ERROR    ; if CF = 0, DE becomes 400H.
      :           HL points to 0DH.
BUFFER: DEFM '1024'
      DEFB 0DH    ; must be an ASCII code for other than '0' - '9'.
```

CASCII (Convert Binary to ASCII)

Function: Converts a 16-bit unsigned integer into an ASCII numeric string.

Input registers: The HL register contains the 16-bit unsigned integer. The DE register contains the address of the area in which the ASCII numeric string is to be stored.

Calling procedure: CALL CASCII

Output registers: The DE register contains the ending address of the ASCII numeric string obtained.

Registers preserved: All registers except AF and DE.

Example:

```
LD    HL, 1024
LD    DE, BUFFER
CALL  CASCII
      :
BUFFER: DEFS 10    ; after conversion the ASCII numeric string '1024'
                  is stored.
```

CLEAR (Clear Area)

Function: Loads a continuous area in the memory with zeros. (The memory area must be 255 bytes or less.)

Input registers: None

Calling procedure: CALL CLEAR

DEFB length ; number of bytes to be cleared.

DEFW address ; the memory is cleared starting at this address.

Output registers: None

Registers preserved: All registers.

CHLDE (Compare HL, DE)

Function: Compares the contents of the HL register with the contents of the DE register.

Input registers: HL and DE

Calling procedure: CALL CHLDE

Output registers: FLAG \leftarrow HL - DE; that is

CF = 0, ZF = 0 HL > DE

CF = 1, ZF = 0 HL < DE

CF = 0, ZF = 1 HL = DE

Registers preserved: All registers except AF.

LCHK (Limit Check)

Function: Compares the last usable memory area (the address indicated by the stack pointer minus 256) with the contents of the HL register.

Input registers: HL

Calling procedure: CALL LCHK

Output registers: CF = 0 HL \leq SP-256

CF = 1 HL > SP-256

At this time, A \leftarrow 21. 21 is an error code. (memory protect error)

Registers preserved: All registers except AF.

ERR (Display Error Message)

Function: Displays an error message (see the System Error Messages in System Command for details). The contents of the C register and the IY register must be preserved from the time the error occurs until this routine is called. Further, the CLOSE or KILL routine must not be called during that time (otherwise, the contents of the error message may be incorrect).

Input registers: The A register contains the error code (no error message is output if the error code is FFH).

The C register contains the logical number.

The IY register contains the starting address of the device table (see note 4 on page 12) } These may not be necessary depending on the type of error.

Calling procedure: CALL ERR

Output registers: A ← FFH

CF ← 1

Registers preserved: All registers except AF.

Example:

CALL SGETL (Page 18)

CALL NC, & 1L (Page 19)

JR NC, - 6

CALL C, ERR

RET C

ERRX

Function: This function displays a colon (":"), followed by the contents of the area from the address following a specified 0DH until the next 0DH; the specified 0DH is the one which is the (ACC-1)th from the address indicated in the DE register.

Input registers: The DE register contains the starting address of the message block.

The A register contains a number (1-255).

Calling procedure: CALL ERX

Output registers: A ← FFH

CF ← 1

Registers preserved: All registers except AF.

Example:

ERMSG: DEFM 'SYNTAX'

DEFB 0DH

DEFM 'OVERFLOW'

DEFB 0DH

DEFM 'IL DATA'

DEFB 0DH

:

LD A, 2

LD DE, ERMSG

CALL ERX

This displays ': OVERFLOW'.

ERWAIT

(Display Error Message and Wait Space Key)

Function:

1. Calls subroutine ERR if A ≠ 0.
2. Displays the contents of the area starting with the address indicated in the DE register until 0DH.
3. Displays ", ↵ space key" if A = 0.
4. Waits until **SPACE** or **BREAK** is pressed.

Input registers: A and DE

Calling procedure: CALL ERWAIT

Output registers: CF = 0 **SPACE** was pressed.

CF = 1 **BREAK** was pressed. (A ← 37)

Registers preserved: All registers except AF.

—Floppy DOS Common Variables—

LIMIT (Limit of Memory)

Number of bytes: 2

Meaning: Contains the last address plus one of RAM mounted.

ISTACK (Initial Stack Pointer)

Number of bytes: 2

Meaning: Contains the last address plus one of the memory area which is available to Floppy DOS. This data is used by Floppy DOS for initialization of the stack pointer. The contents of ISTACK may be changed by the Floppy DOS LIMIT instruction. The contents of ISTACK must not be changed by any other means.

ZMAX

Number of bytes: 2

Meaning: Contains the last address of the area being used by Floppy DOS (excluding the stack). The contents of ZMAX may be changed depending on the next subroutine called. (ROPEN, WOPEN, CLOSE, KILL, .CLI)

Caution: The area which may be used within the user program as free area is as follows.

1. [Lowest address] = [value contained in ZMAX when the user program was entered]
+ [number of files which are simultaneously opened (ROPEN or WOPEN)] × 350
+ [number of files which are simultaneously write-opened] × 72
+ [number of floppy disk units used] × 128

[Maximum address] = [stack pointer (SP)] - α , α is approximately 256.

2. From ISTACK to LIMIT-1.

3. Area reserved by the DEFS statement within the assembly program.

.DNAME (Default File Name)

Number of bytes: 17

Meaning: The file name and succeeding 0DH contained in this area will be used as the default file name when the file name is omitted. For example, when this area contains "ABCD ☐CR", "\$FD3" appearing on the command line will be interpreted as "\$FD3;ABCD".

BDRIVE (Boot Drive)

Number of bytes: 1

Meaning: Contains the default drive number minus 1 (0–3). The default drive number is the number which appears to the left of the prompt ">" when FDOS is in the command wait state.

MAXDVR (Maximum Drive)

Number of bytes: 1

Meaning: Contains the number of floppy disk drives connected (1–4).

TODAY

Number of bytes: 7

Meaning: Contains the month, day and year followed by 0DH; each element of the date is indicated with a two-digit ASCII code.

RJOB (Running Job Pointer)

Number of bytes: 2

Meaning: Area which indicates how far command line interpretation has proceeded. When command lines are interpreted in a user program, the address following that of the last command line interpreted must be placed in RJOB.

ASC	3	F4H
	4	F5H

BASIC RELOCATABLE LIBRARY (RELO.LIB)

The basic relocatable library contains a collection of subroutines which are required by programs created using the basic compiler. These routines are useful when basic program subroutines (external functions, external commands, etc.) are created using the assembler.

Routines contained in RELO . LIB can only be used as basic subroutines; they cannot be executed as independent assembly programs.

..INT0

..INT1

..INT2 (Convert Floating to Fixed)

Function: Converts a real number expressed in 5 bytes into a 16-bit integer. The absolute value or any decimal fraction is discarded. (Examples: 1.5 → 1 -2.7 → -2)

..INT0 The input range is from -32768 ~ 32767

..INT1 The input range is from 0 ~ 255

..INT2 The input range is from -32768 ~ 65535

Input registers: The HL register contains the starting address of the 5 byte real number.

Calling procedure: CALL ..INT0 CALL ..INT1 CALL ..INT2

Output registers: HL ← integer

Error processing: ..INT0 Upon overflow, CF ← 1.

..INT1 Upon overflow, JP ER3.

..INT2 Upon overflow, CF ← 1.

Registers preserved: All registers except AF and HL.

Note: The ..FLT0 and CONST subroutines (described below) are used to create the 5-byte real number.

..FLT0 (Convert Fixed to Floating)

Function: Converts a 16-bit signed integer into a 5-byte real number.

Input registers: The HL register contains the 16-bit signed integer. The DE register contains the starting address of the area in which the real number is stored.

Calling procedure: CALL ..FLT0

Registers preserved: All registers except AF, DE and HL.

CASC' (Change ASCII)

Function: Converts a 16-bit unsigned integer into an ASCII character string and appends 0DH to the end of it.

Input registers: The HL register contains the 16-bit unsigned integer. The DE register contains the starting address of the area in which the ASCII character string is stored.

Calling procedure: CALL CASC'

Registers preserved: All registers except AF.

.MOVE' (Move String)

Function: Converts a character string from type 1 to type 2. The converted character string is stored in an area called .WORD. (The type 1 and type 2 character string formats are explained on page 31.)

Input registers: The HL register contains the starting address of the character string (type 1).

Calling procedure: CALL .MOVE'

Output registers: The DE register contains the starting address of the converted character string. (The address of .WORD)

Registers preserved: All registers except AF, BC, DE and HL.

FASCX (Convert Floating to ASCII)

Function: Converts a 5-byte real number into an ASCII character string and appends 0DH to the end of it.

Input registers: The HL register contains the starting address of the real number. The DE register contains the starting address of the area in which the ASCII character string is stored.

Calling procedure: CALL FASCX

Registers preserved: None

CONST (Convert ASCII to Const)

Function: Converts a constant expressed in ASCII code into a 5-byte real number.

Input registers: The HL register contains the starting address of the constant expressed in ASCII code. The DE register contains the starting address of the area in which the result is stored.

Calling procedure: CALL CONST

Output registers: The HL register contains the first address following the constant converted.

Registers preserved: None

Error processing: JP ER3

CHCOND (Character Condition)

Function: Compares the two character strings (type 1.)

Input registers: The HL and DE registers contain the starting addresses of each of the two character strings being compared.

Calling procedure: CALL CHCOND

Output registers: $\text{FLAG} \leftarrow (\text{DE}) - (\text{HL})$
that is,
 $\text{CF} = 0, \text{ZF} = 0 \dots\dots\dots (\text{DE}) > (\text{HL})$
 $\text{CF} = 1, \text{ZF} = 0 \dots\dots\dots (\text{DE}) < (\text{HL})$
 $\text{CF} = 0, \text{ZF} = 1 \dots\dots\dots (\text{DE}) = (\text{HL})$

Registers preserved: All registers except AF, BC, DE and HL.

ER1	ER13
ER2	ER14
ER3	ER21
ER4	ER24
ER5	ER37
ER6	ER64

Function: Error message display routine used during BASIC program execution. See the Error Message table in the BASIC compiler instruction manual (available separately).

Calling procedure: JP ER1 (SYNTAX ERROR), etc.

BEERR (Basic Executing Error)

Function: Error message display routine used during BASIC program execution.

Calling procedure: `CALL BEERR`
`DEFB error code (error number in BASIC)`
`DEFM ' ERROR MESSAGE '`
`DEFB 0DH`
→ No return made.

BABORT (Basic Abort)

Function: When a system error occurs during BASIC program execution, this routine displays the applicable error message and interrupts execution.

Input registers: The A register contains the error code (system error number).

The C register is the logical number.

The IY register contains the starting address of the device table (see note 4 on page 12).

} May not be required depending upon the type of error.

Calling procedure: `JP BABORT`

Example: `LD C, 2`
`CALL GET1C`
`JP C, BABORT`

Caution: BEERR is a routine which displays *ER nn: message in linenumber (where nn is the error number in BASIC compiler) when an error occurs in a BASIC program; BABORT is a routine which displays -ERR message in linenumber when an error occurs at the Floppy DOS level. ON ERROR processing will be performed in both cases, if specified.

..STOP

Function: Interrupts BASIC program execution. (Corresponds to the STOP instruction of the BASIC compiler.)

Calling procedure: JP ..STOP

...END

Function: Terminates BASIC program execution. (This corresponds to the END instruction of the BASIC compiler.)

Calling procedure: JP ...END

.WORD

Function: 257-byte general purpose area.

—Type 1 and Type 2 Character String Formats—

There are two types of character strings which are handled by BASIC; these should be used as appropriate.

Type 1

DEFB length (character string length: 0 ~ 255)

DEFM '.....'

Type 2

DEFM '.....'

DEFB 0DH

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} Floppy DOS subroutines