



**INTELLEC<sup>®</sup> SERIES II  
MICROCOMPUTER  
DEVELOPMENT SYSTEM  
HARDWARE INTERFACE MANUAL**

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This manual provides detailed information for users who require a comprehensive knowledge of the internal and external interfaces of the Intellec Series II Microcomputer Development System. The information contained in this manual includes definitions of the internal interface commands and their functions, descriptions of the system "firmware" (i.e., ROM-resident programs), and definitions of inter-processor protocol. The intent of this manual is to describe existing interfaces and to explain how these interfaces may be accessed to meet specific user requirements. Readers of this manual are assumed to have a prior knowledge of real-time microcomputer systems and an intimate familiarity with the functional organization of Intellec development system hardware and software. This manual duplicates, in condensed form, information contained in other Intel manuals and also provides a compilation of system and interface information not otherwise available. The manual is divided into the following five chapters:

Chapter 1—Overview. A review of the Intellec Series II development system as it relates to user-accessible interfaces.

Chapter 2—Multibus Interface. A description of the primary user-interface to the development system including ROM and RAM expansion, I/O port assignments, bus priorities and interrupt assignments.

Chapter 3—Serial I/O Interfaces. A description of the two serial I/O channels of the Integrated Processor Board (IPB) or Integrated Processor Card (IPC) and how the channels can be modified to meet user requirements.

Chapter 4—IOC I/O Interfaces. Descriptions of the program interfaces to the integral CRT, keyboard and integral diskette of the I/O Controller (IOC) and of the protocol required for communications between a master processor and the IOC.

Chapter 5—PIO Subsystem Interfaces. Descriptions of the program interfaces to the standard parallel I/O devices (paper tape reader/punch, line printer and PROM programmer) of the Parallel Input/Output (PIO) subsystem and of the protocol required for communications between a master processor and the PIO subsystem.

Appendixes A, B, C and D. Program examples of an Interrupt Routine, Basic Input Driver Routine, Basic Output Driver Routine and Diskette Read/Write Routine.

Appendix E. Interface connector pin assignments and dc signal specifications for the Multibus interface and peripheral interfaces.

The level of descriptions in this manual assume a familiarity with the Intellec Series II development system structure, with the software interfaces of programmable Intel chips, and with the Multibus interface. This prerequisite information can be found in the following Intel manuals:

*Intellec Series II CRT and Keyboard Interface Manual, 122029*

*Intellec Series II Microcomputer Development System Hardware Reference Manual, 9800556*

*Intellec Series II Model 22X/23X Installation Manual, 9800559*

*Intellec Series II Microcomputer Development System Schematic Drawings, 9800554*

*ISIS-II User's Guide, 9800306*

*Intel Multibus Specification, 9800693*

*Intel Component Data Catalog*

*Intel Peripheral Design Handbook*



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## 1.1 SYSTEM CAPABILITIES

Intellec Series II Microcomputer Development System, as delivered, is a stand-alone system that can be upgraded by the addition of numerous hardware and software options. Performance of the development system ranges from generation and editing of simple paper tape-based programs to a hard disk-based system capable of supporting assembly or compilation of relocatable library supported code, symbolic debugging of user hardware/software systems, and selective programming of validated user software into PROM. Without modification, the Intellec Series II development system is capable of supporting product development from design inception to the end of the product's life cycle.

There are three basic development system models in the series: The Model 220, the Model 225 and the Model 230. Additionally, there are two variations of each of the basic models according to the operating voltage configuration. For example, a basic Model 220 development system that is configured at the factory for 115 volt operation is designated a Model 220, while a basic Model 220 that is configured for 230 volt operation is designated a Model 221. All models in the series feature an integral video display and an attached keyboard, an integral power supply, a six-slot Multibus-compatible card cage and either one or two flexible disk drives. The development system itself is made up of three microprocessor-based computing elements that are contained on two printed circuit board assemblies. One assembly (either an Integrated Processor Board or an Integrated Processor Card) is inserted into the uppermost slot of the card cage and incorporates the master processor. The other assembly (the Input/Output Controller) is mounted on the inside of the rear panel. This assembly contains the Input/Output Controller (IOC) processor and the Parallel Input/Output (PIO) subsystem processor. Both the Model 220 and the Model 225 include an integral single-density diskette drive and differ only by the circuit board assembly installed in the card cage (the Model 220 uses the 8080-based Integrated Processor Board or "IPB," and the Model 225 uses the 8085-based Integrated Processor Card or "IPC"). The Model 230 is supplied with a separate chassis that contains two double-density diskette drives in lieu of the integral diskette drive common to the Models 220 and 225. The card cage of the Model 230 includes an 8080-based IPB, a 32k RAM board and a two-board double-density diskette controller (to support the two double-density diskette drives).

The high efficiency and cost effectiveness of the Intellec Series II development system, in each of its many configurations are made possible through the use of general-purpose hardware and task-oriented, diskette-based software. This delegation of system personality to software not only simplifies upgrading of development capabilities, but also allows alteration or even replacement of basic system processes. The Intellec Series II development system may thus be viewed as a relatively rigid framework of general-purpose hardware that can be user programmed to meet the needs of a wide variety of applications.

The generation of any resident software requires a knowledge of the system environment within which the software will operate. This manual delineates the Intellec Series II development system environment in terms of the various interfaces between the development system and its subordinate devices and/or external systems.

## 1.2 MODIFIABLE HARDWARE LOGIC

Although most modifications of Intellec Series II system functions are accomplished by the replacement of software, there are a few hardware changes that may be concurrently necessary. The following text defines changes of this type.

One general rule to be observed when modifying an Intellec Series II development system is that most existing hardware cannot be changed. Aside from reconfiguration of jumpers and replacement of ROM chips, changes to hardware will not only void the system warranty, but may also adversely affect the operation of the supplied software. Furthermore, any hardware rework, including rejumping or ROM replacement, must meet Intel workmanship standards to maintain warranty provisions. Full warranty rights are preserved only if written permission is obtained from Intel prior to hardware alterations.

Prohibition of hardware changes is not as restrictive as it might first appear. For one thing, the prohibition, whether stated or not, is imposed by the system design which employs buses for communication between intelligent preprogrammed chips. Another factor negating the need for hardware changes is that the Intellec Series II development system hardware was designed in anticipation of other user applications. The Multibus interface and the serial I/O channels are true general-purpose interfaces that can be used for specific applications required by the user.

The following is a list of hardware circuit elements, the use of which may be initiated or altered subsequent to system delivery (usually in conjunction with software changes).

- The serial I/O channels are associated with a number of jumpers that determine the routing and use of data, clock pulses, and control signals for various terminal and data set configurations. The jumpers, located on both the IPB/IPC and IOC boards, are discussed in Chapter 3.
- The 8253 timer of the IPB/IPC uses one counter as a real-time clock that is accessible to user programs executed by the IPB/IPC. The initial count is set via I/O port address F2, and the mode of the 8253 is established via I/O port address F3. On powerup or reset, the real time clock is initialized for a 1ms rate. The clock can be used in conjunction with the local interrupt controller to generate a level 7 system interrupt.

### 1.3 PROGRAMMING CONSIDERATIONS

A simple description of user programming activities is hindered by two factors. The first of these factors has to do with the large variety of potential applications. Not only does each application dictate a particular minimum of user programming, but in many cases there is a tradeoff between modification of existing software and the creation of new programs or routines. The second factor affecting the user programmer is that Intel-supplied software is physically distributed within RAM and ROM. These two factors make it difficult to detail the software required for a "typical" application without first defining the types of software associated with the Intellec Series II development system. The types of programs to be discussed in the following text are:

- Resident Master Programs — Programs that are executed by the IPB/IPC master processor and provide overall control of the Intellec Series II development system.
- Non-Resident Master Programs — Programs that are executed by another master processor on the Multibus interface and are able to utilize the system resources of the Intellec Series II development system.
- User System Programs — User programs that are being developed to be executed by and to control user-designed hardware systems. Such programs are able to utilize system resources of the devel-

are able to utilize system resources of the development system through the facilities of an In-Circuit Emulator (an Intel supplied non-resident Multibus master).

#### 1.3.1 RESIDENT MASTER PROGRAMS

Resident master programs are usually bootstrap loaded from diskette and executed from system RAM. These programs can also be loaded from paper tape to system RAM or executed directly from ROM. Typical Intel supplied resident master programs are the ROM-based Monitor, the diskette-based ISIS-II diskette operating system, and the diskette-based 8080/8085 assembler. Each of these programs is controlled by specific command entries from the CRT keyboard or system console device that establishes a particular operator interface with the system.

Each of the resident master programs follows the protocol necessary to accomplish data transfer to or from the I/O devices of the development system. However, most Intel-supplied programs employ calls to the Monitor and/or ISIS-II to accomplish I/O transfers. The Monitor provides byte transfers to or from any device (except diskette) whereas ISIS-II accomplishes block transfers to or from any diskette. ISIS-II does not entirely replace the Monitor, but often provides higher-level commands that make use of multiple Monitor calls to simplify operator sequences. The use of Monitor and ISIS-II calls by other programs (including user-designed programs) reduces the program's concern with I/O operations. In effect, the call executes a subroutine within Monitor or ISIS-II that follows the protocol required by the specified device. When the transfer is complete, the calling program continues from the point at which the call was made. Refer to the *ISIS-II System User's Guide* for additional information.

Within the Intellec Series II development system, the protocol for any device involves the use of dedicated I/O port addresses. Furthermore, if the device is subordinate to the IOC or PIO, the protocol requires the issuance of specific commands that control the transfer of data, status, and control bytes between the I/O device controller hardware and the I/O device firmware. Details of the protocol required for each device are discussed in Chapters 3 through 5. A general discussion of protocol is provided in paragraph 1.4.3.

Hardware interrupts may be employed by user programs, but if they are, their use must not conflict with the hardware interrupts of existing circuit boards such as in-circuit emulators. Interrupt level 7 is used by internal circuits within the development system, normally masked off by the Monitor and

ISIS-II since these programs use service requests in lieu of hardware interrupts. Interrupt switches 0 and 1 are used for resetting the Monitor and ISIS-II, respectively.

### 1.3.2 NON-RESIDENT MASTER PROGRAMS

Non-resident master programs are programs that are executed by Multibus interface master processors other than the IPB/IPC master processor. The external hardware involved must include provisions for interface to the Multibus.

The non-resident master processor has direct access to most of the system resources of an Intellec Series II development system including the Monitor, all of system RAM, and all I/O facilities and devices of the IOC and the PIO. Notable exclusions from the preceding list are the serial I/O channels of the IPB and the IPB's real-time clock and interrupt controllers. These resources on the IPC, with the exception of the system interrupt controller, are available to other bus masters.

The interrupt controllers on the IPB/IPC continue to accept interrupts when another master assumes control of the Multibus interface. The local interrupt controller accepts service requests from external sources (i.e., PIO and IOC) as well as internal sources, and generates a level 7 system interrupt that can be sensed by any master on the bus.

### 1.3.3 USER SYSTEM PROGRAMS

User system programs are programs that are: 1) assembled or compiled using an Intellec Series II development system; 2) debugged using the combined facilities of the development system and an in-circuit emulator; and 3) programmed into PROM for execution within a user-designed system. In most cases, the physical connection between the user system and the Intellec Series II development system exists only while the user system is being debugged via an in-circuit emulator. However, the in-circuit emulator may also be employed to debug hardware or software that is to directly interface with the Intellec Series II development system.

## 1.4 I/O DEVICE INTERFACES

Most existing I/O device interfaces are established using hardware and software of the IPB/IPC, the IOC, and the PIO as shown in figure 1-1. Each of the subsystems employs a different combination of hardware and software to accomplish I/O data transfers and to control the subordinate devices. However, the

IOC and PIO have several common attributes. The general discussions of I/O device interfaces in the following paragraphs are supported by further details in Chapters 3 through 5.

A second type of I/O device interface is implemented via the Multibus interface. In this case, the hardware controlling the device is not part of the basic Intellec Series II development system and there is some trade-off between the hardware and the driver software executed by the IPB/IPC processor. However, most drivers associated with external I/O device interface hardware make use of Monitor or ISIS-II calls to simplify software design. In any event, any discussion of this type of I/O device interface is more concerned with Multibus interface protocol than with the interprocessor protocol and related topics within this chapter. Refer to Chapter 2 for discussions of I/O device interfaces implemented via the Multibus interface.

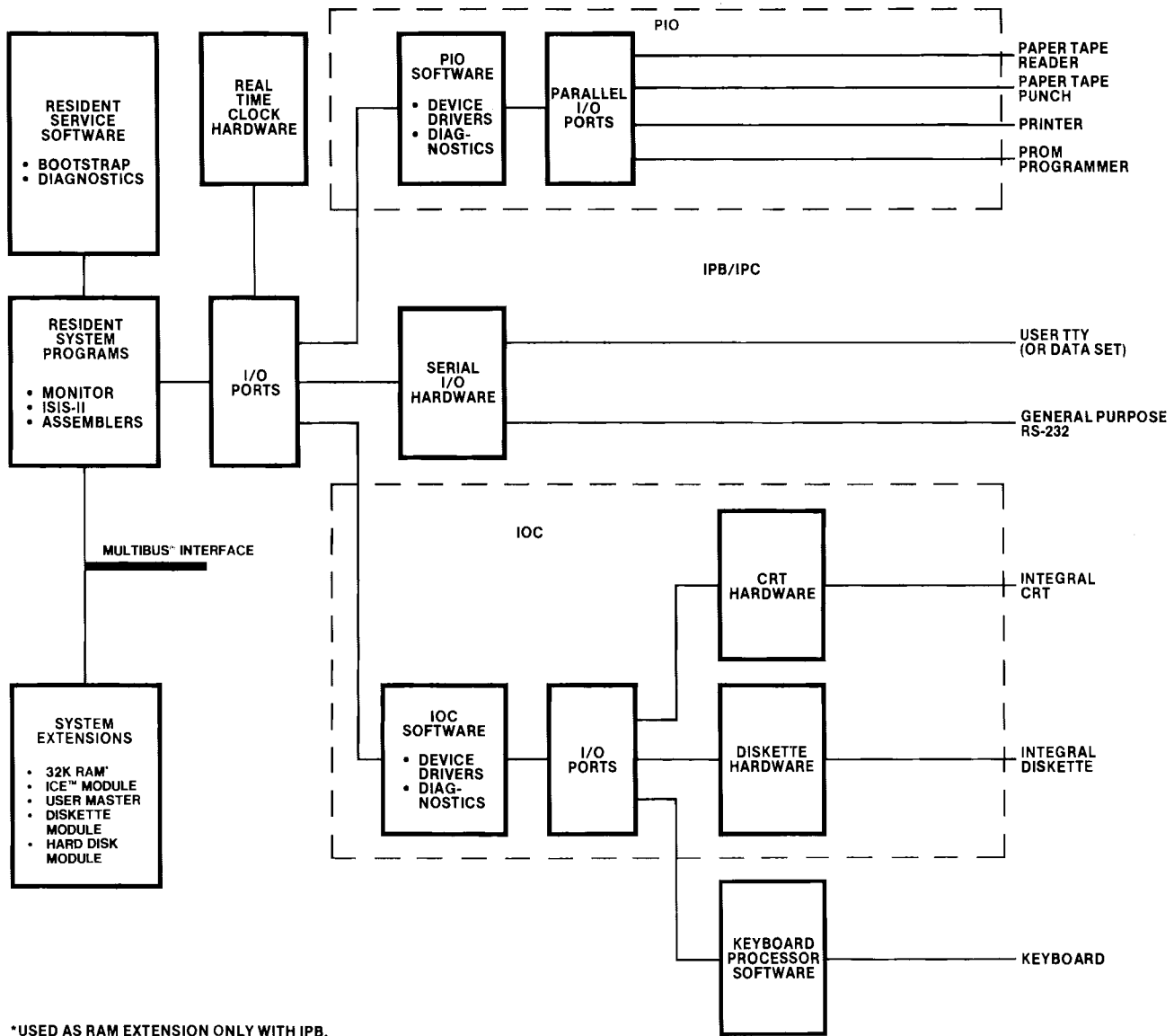
### 1.4.1 FIRMWARE VERSUS SYSTEM SOFTWARE

The term "firmware" is used throughout the computer industry to identify ROM-based microcode that establishes the instruction sets of computers. Within Intellec Series II development systems, the instructions sets of CPUs are fixed, and the term "firmware" identifies ROM-based software. The term "system software" denotes resident and non-resident programs that interpret operator-generated commands. Typical firmware of Intellec Series II development systems includes the I/O device driver programs executed by the IOC and PIO microprocessors.

### 1.4.2 I/O DEVICE DRIVERS

The complexity of any I/O device firmware is dependent on: 1) the complexity of the hardware interface with the device; and 2) the intelligence of the hardware between the driver and the device. The more complex device interfaces (the serial I/O channels, the integral CRT, and the integral diskette) make use of highly-intelligent programmable chips that tend to reduce driver complexity. However, use of programmable chips imposes a different type of complexity on the associated firmware: the need to include code to initialize the programmable chips during system startup and/or immediately prior to device data transfers. This initialization is required because the operating parameters of the programmable chips must be preselected to meet the specific needs of the system and/or the device being driven.

It would appear that the division of responsibilities among the device driver, the startup routine, and the device interface hardware is highly variable among



\*USED AS RAM EXTENSION ONLY WITH IPB.

Figure 1-1. Interface Regulating System Elements

555-01

devices. However, one basic criterion employed in the design of the Intellec Series II development system is the maximum simplification of system software I/O processes. The resulting arrangement is such that system software, including ISIS-II, ICE drivers, and user-generated master programs, need only specify the device and either furnish or accept the data to be transferred. Provision is also made to advise the system software when each byte transfer is completed. Some additional complexity occurs with disk transfers in which case the disk controller must be advised of the size of the file to be transferred. In any event, the device drivers have the relatively simple task of passing data bytes between the system

software and device interface hardware. The device interface hardware and the startup routines share most of the responsibility for meeting the unique initialization requirements of any I/O device.

### 1.4.3 DRIVERS/SYSTEM SOFTWARE INTERFACES

There are two types of I/O driver interfaces with the system software. One uses the Monitor interface to accomplish serial I/O transfers. The second type of interface is via the I/O ports. The IPB/IPC master processor and is used by all other I/O device drivers.

The I/O device driver used for serial I/O transfers (i.e., Monitor) is accessed by means of the CALL instruction. The CALL instruction itself merely specifies the proper calling location within the Monitor. Parameters required by the Monitor are placed within the B, C, and (if necessary) the D, E, H, L registers prior to execution of the CALL instruction. System software commands that result in Monitor CALLs often elaborate on the preceding procedure. For example, ISIS-II calls can specify a string of data bytes, and the PL/M statements allow use of the stack to pass additional parameters. However, the resulting process is often a simple reiteration of the CALL instruction.

The second type of driver/system software interface is used to communicate with the IOC and the PIO subsystems of the development system. Each subsystem is accessed via an I/O port address of the IPB/IPC master processor. Each access involves the transfer of a single byte interprocessor command that may be followed by a data byte transfer to or from the subsystem processor. The interprocessor command byte coding informs the subsystem processor if a data byte transfer is to follow and initiates a specific action within the subsystem processor. The command may cause a system level response that affects all subordinate devices of the subsystem or a device level response that affects a specific I/O device and its associated driver and interface hardware.

The system level interprocessor commands initiate actions such as subsystem reset, the return of status concerning the results of a preceding device level command, the enabling or disabling of interrupts, or the return of diagnostic test results. The device level interprocessor commands are used to pass data to or from the device, or to return device status. The sequence of interprocessor commands required to control the subsystem and/or one of its subordinate devices constitutes the interprocessor protocol for that subsystem or device.

#### 1.4.4 TYPES OF DEVICE INTERFACE MODIFICATIONS

The interprocessor command sequence between the IPB/IPC and the IOC or PIO has been generalized to the extent that minor changes of the device/driver interface do not require changes to the protocol. In other words, use of a different printer could require changes to the associated device driver without the necessity for changes to the Monitor, ISIS-II, or any other system software. It is, of course, assumed that the existing hardware interface is compatible with the non-standard printer.

#### 1.4.5 DEVICE SIGNAL TIMING

The interprocessor protocol establishes a relatively loose coupling between the system software of the IPB/IPC and the IOC/PIO device drivers. In

general, the system software initiates an I/O operation and then periodically requests I/O status to determine when the operation is completed. This technique relieves the system software of concern with I/O device timing.

The implementation of user-designed I/O drivers and/or resident master programs must take into account the timing of all system elements. For example, hardware interrupts may be employed, but they should be used only to signify the termination of an operation.

High-speed I/O devices, such as disk or diskette drives, require relatively complex hardware and relatively large data storage capacities. Because of this, only one diskette drive is supported by the IOC; the remaining drives employ a disk or diskette controller on the Multibus interface. Furthermore, the integral diskette, the integral CRT, and the refreshing of RAM use a substantial portion of the IOC processor's bandwidth. These factors must be considered when changes to the IOC driver are anticipated.

The lower-speed devices of the PIO make less stringent demands on the PIO processor, but in this case RAM and ROM capacities are more restricted. However, the PROM programmer interface of the PIO is a general-purpose interface that assumes the existence of intelligence external to Intellec Series II. If this intelligence is in the form of a microprocessor, it is possible to establish efficient communications that do not tax the bandwidth or storage limitations of the PIO. Furthermore, such communications can be implemented without changes to the PROM programmer driver. The PROM programmer interface is thus a prime candidate for implementation of a channel to non-standard I/O devices. Refer to Chapter 5 for further information on use of the PROM programmer interface.

The Multibus interface may also be used to communicate with non-standard I/O devices. Refer to Chapter 2 for details on use of the Multibus interface.

## 1.5 ELECTRICAL CONSIDERATIONS

The Intellec Series II development system, as delivered, is capable of accepting almost any combination of Intel circuit boards. Each development system chassis employs an internal power supply that provides a tie point for circuit grounding and that has adequate reserve power for optional circuit boards. Under normal circumstances, user-designed hardware may be installed either within or attached to the development system chassis without difficulty. However, user-designed hardware must employ compatible grounding techniques and must not exceed the reserve current specification.

### 1.5.1 GROUNDING

Three types of grounds exist within Intellec Series II development system. The first type of ground is chassis ground that interconnects all metallic enclosures and devices of the system. Chassis ground is routed through the IOC and PIO connectors to provide for grounding of I/O devices. Chassis ground is also used for all cable shields.

The second type of ground is ac ground. This ground is derived from the third (green) wire of the ac power cord. The ac ground is tied to chassis ground at a single point within each power supply.

#### DANGER

Removal of ac ground from chassis ground can cause hazardous potentials to exist at metallic surfaces of devices and enclosures.

The third type of ground is signal ground. This ground is used as a common reference for all dc voltages and is the ground employed by logic circuits. Signal ground is tied to chassis ground and ac ground at the common tie point within the power supplies.

#### NOTE

Any Intellec Series II development system incorporating an expansion chassis contains two power supplies, each with its own common tie point for grounding.

User-designed circuit boards are required to use signal ground as a reference for all logic circuits. Chassis ground is used only if the user circuit board is associated with an external enclosure or device (chassis ground is tied to all shielded cables and external metallic structures). Signal and chassis grounds should be isolated on the user circuit board or within the external enclosure or device (if such isolation is possible) to prevent the formation of ground loops.

User-designed systems connected to an Intellec Series II development system via an in-circuit emulator should ideally have independent signal and chassis grounds that may be disconnected from each other when connected to the in-circuit emulator. If user signal ground is permanently tied to user chassis ground, a ground loop will exist. In some cases, this ground loop will cause unwanted currents to flow through the in-circuit emulator signal ground and may result in electrical noise on data, address, and control lines.

Total elimination of ground loops may not be feasible if the system contains peripherals that tie signal ground to chassis ground. When the signal and chassis grounds cannot be separated, a lower-resistance path through the chassis ground wiring should be provided. The installation of heavy (large surface area) straps between the development system chassis and the user system chassis can reduce noise on the signal lines.

### 1.5.2 POWER SUPPLY RESERVE CURRENT

Two basic power supplies are used in the Intellec Series II development systems: the internal power supply in the development system chassis and a smaller supply in the optional expansion chassis. Both supplies provide regulated voltages of +5, +12, -12 and -10 volts that are available on the backplane. The supply in the development system chassis also provides internal, regulated voltages of +15 and +24 volts for the integral CRT and diskette drive.

The current ratings for each voltage and the amount of reserve current available for optional boards are listed in table 1-1. Note that the expansion chassis contains no circuit boards when delivered, and the current ratings for its four regulated supplies are available for use by optional or user-designed circuit boards installed within the expansion chassis.

Table 1-1. Power Supply Current Ratings

Development System Chassis	+5V	+12V	-12V	-10V	+15V	+24V
Capacity	30.0	2.5	0.3	1.0	1.5	1.7
Model 220 Load	9.7	0.4	0.1	0.02	1.5	1.7
Model 220 Reserve	20.3	2.1	0.2	0.98	0	0
Model 225 Load	10.0	1.5	0.2	0.03	1.5	1.7
Model 225 Reserve	20.0	1.0	0.1	0.97	0	0
Model 230 Load	15.95	0.8	0.1	0.17	1.5	0
Model 230 Reserve	14.05	1.7	0.2	0.83	0	1.7
Expansion Chassis	+5V	+12V	-12V	-10V	+15V	+24V
Reserve	20.0	2.0	0.3	0.8	N/A	N/A



# CHAPTER 2 THE MULTIBUS® INTERFACE

The Multibus interface is documented in detail by the *Intel Multibus Specification* and is also described in the *Intellec Series Microcomputer Development System II Hardware Reference Manual*. The information within this chapter does not duplicate the content of these other manuals, but rather defines the Multibus interface characteristics in terms appropriate to Intellec Series II development system users who are writing master programs. In effect, this chapter does not define the Multibus interface as such, but rather describes implementation and/or utilization of system resources via the Multibus interface.

when a large ROM-resident program is used to process a relatively small, on-line data base. (The total data base for the system may be very large and stored off-line on diskette.)

### NOTE

If several ROM-resident programs are employed, each program should be capable of being separately accessed so that the loss of the corresponding RAM address space during program execution is limited only to the address space occupied by the program.

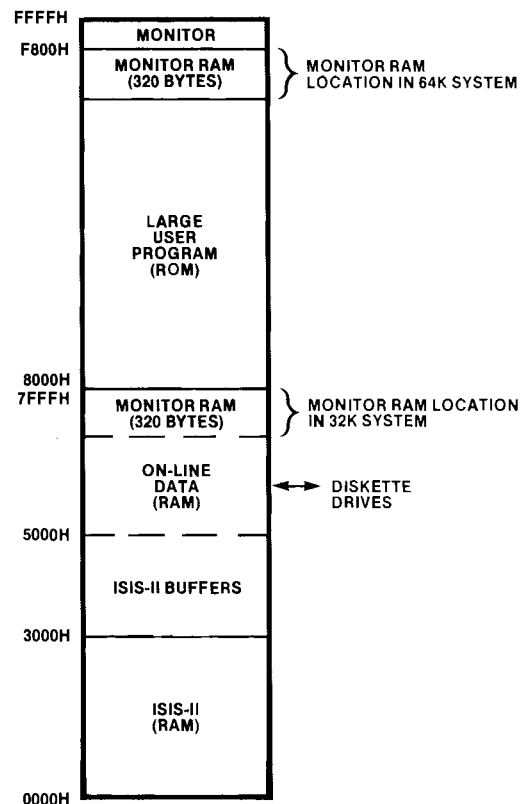
## 2.1 MEMORY CONFIGURATIONS

The uses of RAM and ROM within a multiprocessor system are varied. Slave processors such as the IOC can use RAM and ROM as local private memory for data and special purpose programs. ROM can also be used to perform logic functions wherein the selection of a given address generates a specified control signal. The above uses do not involve the Multibus interface and do not provide memory that can be shared by other master processors in the system. The following text is concerned only with system memory that is accessible from the Multibus interface.

The size of the Intellec Series II system memory (32k or 64k) is usually more than adequate for most applications. Also, the availability of disk and diskette storage can often reduce the need for additional memory. If, however, the memory size is inadequate, there are means of expanding both ROM and RAM as discussed in the following text.

### 2.1.1 ROM EXPANSION

When delivered, the Intellec Series II development system contains 4k of ROM. Expansion of ROM is possible through the installation of a Multibus-compatible circuit board using one of two methods. Note that regardless of the method used to expand ROM, the Monitor RAM workspace is always the last (top) 320 bytes of available RAM memory, and care must be taken not to overlay or occupy these locations (refer to the *ISIS-II User's Guide* for detailed information regarding Monitor address spacing). The first method (figure 2-1) simply assigns ROM memory address space. This method reduces the size of the RAM that can be accessed while executing the program out of ROM and is useful



555-02

Figure 2-1. Expansion of ROM Address Space

The second method of ROM expansion, known as bank switching (figure 2-2), occupies a limited amount of address space, but allows ROM expansion beyond 64k. With this method, the user-implemented circuit board(s) contains I/O port address decoding logic to select and deselect specific ROM banks. The decoding logic latches the I/O port address and inhibits the selection of more than one memory bank. A typical memory system might contain eight banks of system address space. This system could have a library of relatively-large permanent programs available for immediate execution with minimum reliance on external program storage.

The implementation of either of the preceding ROM expansion methods requires the inclusion of logic that inhibits RAM when the program is being executed out of ROM (INH1) and inhibits ROM when the RAM is being accessed (INH2). The I/O port addresses assigned must be other than those reserved by the IPB/IPC and other circuit boards of the system. For additional information regarding inhibit timing, refer to the *Intel Multibus Specification*.

The bootstrap/diagnostic program is located at addresses E800H through EFFFH and overlays RAM as well as any ROM at these memory locations during

initialization and execution of the diagnostic. The selection logic of the IPB/IPC ensures that the initialization routine is executed, without intervention, after start-up or system reset. Comparable techniques (figure 2-3) can be used to execute critical user programs in any memory space except the locations occupied by the Monitor and the bootstrap/diagnostic program. Execution of overlay ROM programs can be initiated via an I/O port address or on exit from the bootstrap/diagnostic program. Use of the ROM overlay technique must not be used simply as a means of ROM expansion, and user hardware would be required to generate INH1 and INH2.

### 2.1.2 RAM EXPANSION

The 64k RAM available with Intellec Series II development systems is the maximum address space that can be accessed by the master processor of the IPB/IPC. Other master processors on the Multibus interface can employ larger memories wherein the IPB/IPC RAM is but one segment.

The most obvious candidate for a large memory processor is the Intel 8086 microprocessor that uses a 20-bit address to access a full megabyte of memory

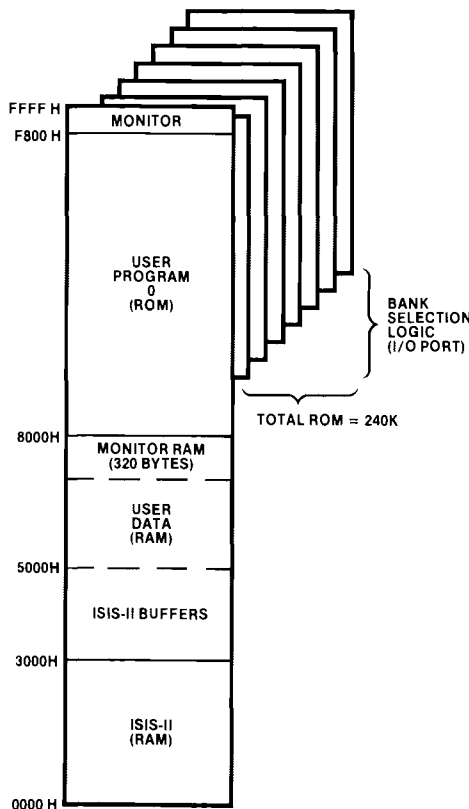


Figure 2-2. ROM Bank Switching 555-03

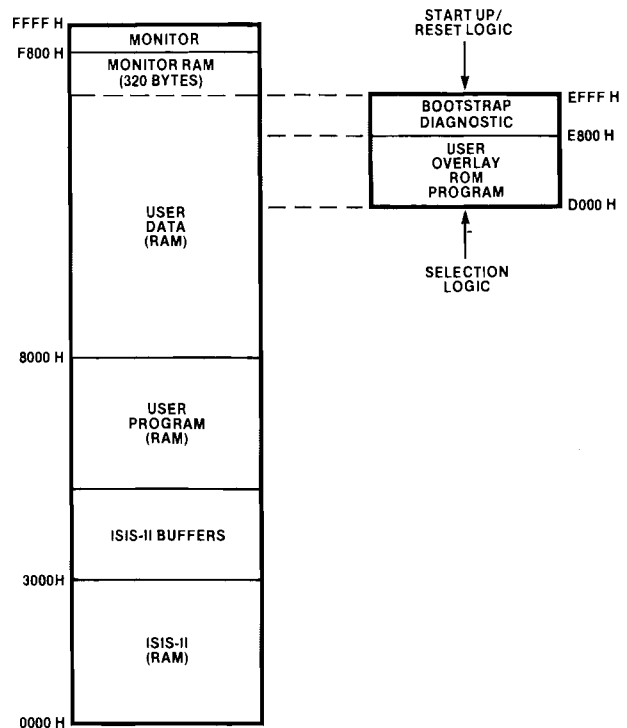


Figure 2-3. Overlay ROM 555-04



(see figure 2-4). The Multibus interface is fully compatible with 8086 system components, but any 8080/8085 type system, including the Intellec Series II development system, must make allowances for the expanded address capabilities of the 8086. With respect to memory addressing, the allowances center on the decoding of the four high-order address bits (ADR10/-ADR13/) of the Multibus interface. Accessing of the RAM segment on the IPB by the 8086 is restricted to byte transfers, while accessing of the IPC's RAM segment by the 8086 does not have this restriction since the RAM on the IPC can be externally accessed in 16-bit words.

through FFFFH to the 64k RAM segment of the IPB/IPC and disables this segment for all addresses greater than 64k. Pull-up resistors associated with the ADR10/-ADR13/ extended address lines are included on the IPB/IPC to ensure access to its RAM segment when an 8086 type processor is not connected to the Multibus interface.

The Intellec Series II development systems contain logic on the IPB/IPC that determines when a 20-bit address is being used. This logic assigns addresses 0H

Use of the 8086 is not the only way to expand RAM. User systems that employ 8080/8085 hardware to select memory segments through logical control of the high order address lines can also be used. For example, a user master processor can employ a latched I/O port to set the high-order address lines (see figure 2-5). The user processor can then access either the IPB/IPC RAM segment or other 64k-segments that are inaccessible to the IPB/IPC.

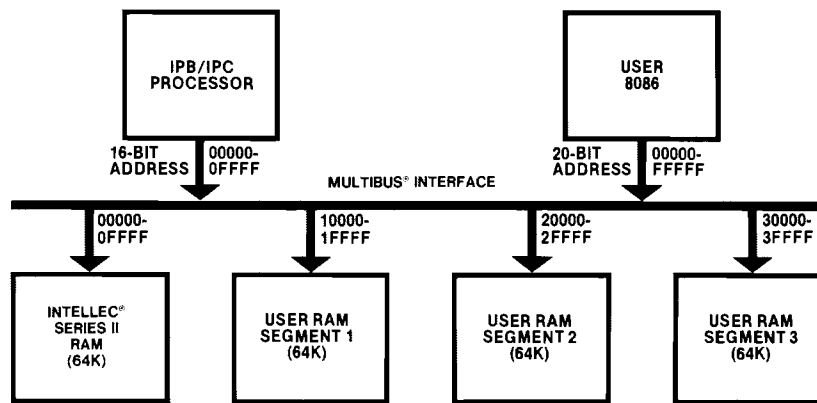


Figure 2-4. Address-Controlled Expanded RAM

555-05

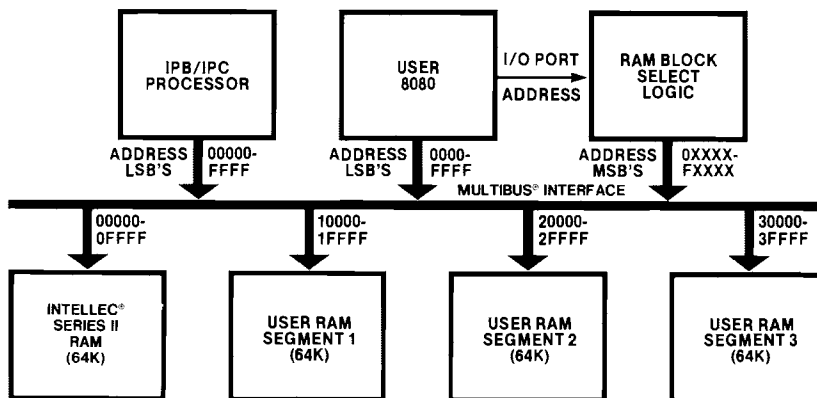


Figure 2-5. Logic-Controlled Expanded RAM

555-06

## 2.2 I/O DEVICE USAGE

Communications between a processor and its I/O devices are performed similarly to communications between a processor memory in that I/O port addresses access the device or logic associated with the device. These communications become more evident when considering programmable device controller chips with specific registers that are accessed via unique I/O port addresses.

With programmable controllers, the low-order I/O port address bits are used to distinguish between data registers and control functions, and thus a block of I/O port addresses is reserved for each device. The high-order bits are used to select the individual programmable chips. Within the IPB/IPC, IOC and

PIO, the I/O port addresses are preassigned and fixed by hardware design. These addresses must be used by user-designed hardware to access the shared system resources.

Table 2-1 lists the I/O port addresses used by IPB, and table 2-2 lists the I/O port addresses used by the IPC. Note that the I/O port addresses are identical for both the IPB and the IPC; only the port accessibility function (shared resource or IPB/IPC accessible-only resource) differs.

A number of Intel products that can be used with the Intellec Series II development systems have dedicated or reserved I/O ports. Table 2-3 lists the current I/O port assignments used by Intel.

Table 2-1. IPB I/O Port Addresses

Shared System Resources	
Port Address	Function
C0	IOC data
C1	IOC command and status
C2	Reserved for IOC
C3	Reserved for IOC
F8	PIO data
F9	PIO command and status
IPB Only Resources	
Port Address	Function
F0	Serial I/O channel 0 baud rate clock
F1	Serial I/O channel 1 baud rate clock
F2	Real time clock
F3	Timer mode select
F4	Serial I/O channel 0 data
F5	Serial I/O channel 0 command and status
F6	Serial I/O channel 1 data
F7	Serial I/O channel 1 command and status
FA	Local interrupt controller
FB	Local interrupt controller
FC	System interrupt controller
FD	System interrupt controller
FE	Reserved
FF	Control Port

Table 2-2. IPC I/O Port Addresses

Shared System Resources	
Port Address	Function
C0	IOC data
C1	IOC command and status
C2	Reserved for IOC
C3	Reserved for IOC
F0	Serial I/O channel 0 baud rate clock
F1	Serial I/O channel 1 baud rate clock
F2	Real time clock
F3	Timer mode select
F4	Serial I/O channel 0 data
F5	Serial I/O channel 0 command and status
F6	Serial I/O channel 1 data
F7	Serial I/O channel 1 command and status
F8	PIO data
F9	PIO command and status
FA	Local interrupt controller
FB	Local interrupt controller
IPC Only Resources	
Port Address	Function
FC	System interrupt controller
FD	System interrupt controller
FE	Reserved
FF	Control Port

Table 2-3. Dedicated and Reserved I/O Port Addresses

Device	I/O Port Addresses
ICE-80 In-Circuit Emulator	0E0H-0E3H
Other ICE Modules (ICE-85, ICE-86, ICE-88, etc.)	080H-083H
iSBC 80/05 Single Board Computer	00H-05H
iSBC 80/10A Single Board Computer	0E4H-0EFH
iSBC 80/20-4 Single Board Computer	0D4H-0DFH, 0E4H-0EFH
iSBC 80/30 Single Board Computer	0D8H-0DFH, 0E4H-0EFH
iSBC 86/12A Single Board Computer	0C0H-0CFH, 0D0H-0DFH
iSBC 544 Intelligent Communications Controller	0D0H-0DFH, 0E4H-0EFH
Disks	
First Floppy Diskette Controller	078H-07FH
Second Floppy Diskette Controller	088H-08FH
Hard Disk Controller	068H-06FH

Future Intel products may require I/O port addresses other than the addresses specified in table 2-3. To prevent possible incompatibility with future Intel products, all user-device I/O port addresses should be switch or jumper selectable.

The use of I/O port addresses to access user-designed hardware is the most common technique employed within Intellec Series II development systems. A second technique, called "memory-mapped I/O," may also be employed to access user hardware. With memory-mapped I/O, a block of memory addresses is assigned to the device and/or its controller. The major advantage of memory-mapped I/O is additional programming flexibility; any instruction that references memory can be used to access an I/O port located in the memory space. For example, the MOV (move) instruction can transfer data between any 8080/8085 register and a port or any of the logical instructions can be used to manipulate individual bits within I/O device registers. The simplest implementation of a memory-mapped I/O device is in a system that has unused address space (i.e., a Model 220 with 32k bytes of RAM) in which case the I/O device addresses would be assigned within the 32k to 62k address range. However, in systems containing 64k of RAM (i.e., the Models 225 and 230), the I/O device addresses must replace either RAM or ROM. RAM replacement is impractical as it would necessitate the physical removal of RAM. ROM replacement requires I/O device control logic that generates INH1/ (to inhibit RAM) when the I/O device is being used. Since most memory-mapped

I/O devices require very few addresses, ROM replacement is the most widely used method for memory-mapped I/O. However, programmers must be aware that the addresses assigned to an I/O device are no longer accessible in RAM.

## 2.3 INTERRUPT MECHANISMS

The standard definition of an interrupt is the process whereby an asynchronous device-generated signal causes program branching to a routine that services the needs of the device (usually the handling of I/O data). However, the reason for employing interrupts is that I/O devices (or other real-time system elements) often involve synchronous operations that cannot be delayed while the processor is performing a lengthy processing task. An interrupt service routine is used to quickly complete the I/O data transfer and then allow continuation of the interrupted process. At a later time, the program processes the data accepted by the service routine or prepares new data for output to the device. Without interrupts, input data could be lost or output data could be unavailable when required.

There are two reasons why the preceding real-time hardware interrupts are not required when an Intellec Series II development system is executing many of the Intel-supplied resident master programs (Monitor, ISIS, etc.). The first reason is that I/O operations are program controlled to be performed in sequence (e.g., if diskette data is to be printed, the diskette operations are completed before printing

operations begin). The second reason is that interactions with high-speed I/O devices are provided by means of controller chips that perform many of the tasks (including temporary data storage) that would otherwise be performed by interrupt service routines. The master program is never concerned with multi-tasking or with close synchronization of I/O device operations. Note that while some input (e.g., keyboard entry), is not program controlled, its data entry rate is slow enough to allow temporary data storage by hardware while the processor is occupied.

In place of hardware interrupts, the hardware elements of the Intellec Series II development system use service requests (specified bits within status bytes) to determine when a device requires attention. The status bytes are returned to the master processor of the IPB/IPC on demand. The transfer of status bytes from the IOC or the PIO to the IPB/IPC constitutes a major segment of the interprocessor traffic. Although hardware interrupts are not widely used by Intel-supplied resident master programs, interrupt handling circuits exist within the Intellec Series II development system. These circuits establish priorities for the interrupt switches, for interrupts from the Multibus interface and for interrupts from internal hardware elements of the IPB/IPC, IOC, and PIO. The interrupt circuits also apply interrupt switch and internal hardware interrupts to the Multibus interface. Interrupt masking by resident programs inhibits sensing of interrupts by the IPB/IPC master processor. All interrupts generated by internal hardware elements are handled by a local interrupt controller that operates in the polled mode as a slave to the system interrupt controller. All internal interrupts are processed by the local interrupt controller and generate a level 7 interrupt to the system controller. Resident master programs must then poll the local interrupt controller to determine the source of the internal interrupt. An example of an interrupt routine used to service an interrupt originating from a device associated with the local interrupt controller is shown in Appendix A. Interrupt level assignments for the local interrupt controller are as follows (level 0 has the highest priority):

Level	Function
0	Serial I/O Channel 0 Input Data Ready
1	Serial I/O Channel 0 Output Data Ready
2	Serial I/O Channel 1 Input Data Ready
3	Serial I/O Channel 1 Output Data Ready
4	1ms Real Time Clock Interrupt
5	PIO Subsystem Interrupt
6	IOC Interrupt
7	Not Used

The system interrupt controller operates in the fully-nested mode and is initialized with a call address interval of eight and a base address of 0H to establish

the location of the vector address block. The vector addresses reserved for system interrupts are as follows:

Interrupt Level	Vector Address	Vector Usage
0	00H	Monitor
1	08H	ISIS-II
2	10H	Disk Controller
3	18H	
4	20H	ICE-80 Module
5	28H	
6	30H	ICE Modules
7	38H	Local Interrupt Controller



Reprogramming the 8259's call address interval from eight to four will cause undefined system operation.

The local and system interrupt controllers of the IPB and the system interrupt controller of the IPC cannot be programmed or polled by a non-resident master program (the local interrupt controller of the IPC can be accessed by another bus master). When another bus master assumes control of the bus, both the local and system interrupt controllers maintain any current interrupt request and latch any subsequent interrupt request (when the IPB/IPC regains bus access, any pending interrupt request is serviced). Since all system interrupts can be sensed by another bus master via the Multibus interface, all IPB/IPC local interrupts can also be sensed (any local interrupt causes a level 7 system interrupt).

## 2.4 MULTIBUS® PRIORITY LOGIC

To avoid conflicts that may arise when two or more bus masters simultaneously require bus access, the IPB/IPC includes parallel priority resolution logic. This logic accepts individual bus request inputs from up to nine bus masters that may be installed in the backplane (five available slots in the development system chassis and four slots in the expansion chassis) and returns an individual bus priority input to all but the bottom slot of the expansion chassis (the bottom slot has the highest priority and its bus priority input is permanently enabled). The parallel priority logic samples all of the bus request (BREQ) inputs and generates an individual bus priority in (BPRN) output to the highest priority bus master requesting the bus. Following Multibus interface protocol, when the requesting master receives its bus priority in signal, it examines the common bus busy (BUSY) bidirectional line to determine when the bus becomes available and, when the bus is available, activates bus busy to indicate to all other bus masters

that the bus is in use. Note that a bus master maintains bus access until it either releases the bus (i.e., the bus master executes a halt instruction) or until a higher-priority bus master requests the bus.

Bus priority within the Intellec development system (including the expansion chassis) is assigned in a bottom-up sequence with the top slot (the IPB/IPC) having the lowest priority and the bottom (tenth) slot having the highest priority. The use of parallel priority logic (rather than serial priority logic) allows the priority of any bus master (except the IPB/IPC) to be readily changed by relocating the board in the backplane and allows "slave" boards (boards that do not request the bus) to be positioned anywhere in the backplane without affecting bus priority. When positioning bus masters in the backplane, boards that have high-speed transfer rates or high data volume functions (e.g., disk controllers) should be placed in the lower (higher priority) slots, and low-speed device controllers should be placed in the higher (lower priority) slots.

## 2.5 REAL-TIME PROCESSING

Prior discussions in subsection 2.3 describe how an Intellec Series II development system performs its tasks in serial fashion so that the IPB/IPC master program devotes its full attention to the current operation. For I/O devices, this sequential processing approach is more than adequate since the I/O operation appears to the operator to be immediately performed. However, when an Intellec Series II development system is employed in a real-time environment, the techniques used with the I/O devices may or may not suffice. The following paragraphs define the capabilities and limitations of real-time techniques that may be employed by the user.

### 2.5.1 USE OF INTERRUPTS

Anyone having prior familiarity with real-time, interrupt-driven systems might be prone to design a master program that makes use of asynchronous interrupt requests in place of the service requests that are currently used by Intel-supplied software. This design would make the system more responsive to real-time events. However, the user-designed program must employ interrupt service routines with execution speeds that do not interfere with normal operation of high-speed I/O devices. Furthermore, drastic program alterations, such as the implementation of concurrent I/O operations, would be ill-advised because of the impact that the alteration might have on existing operating systems, I/O drivers, and I/O interface hardware. The alternative methods discussed in the following paragraphs should be seriously considered before attempting extensive use of real-time interrupts.

### 2.5.2 USE OF SLAVE PROCESSORS

In some cases, the occurrence of an external real-time event requires the immediate initiation of a relatively long program sequence, but does not require immediate interaction with other elements of the system. In such cases, the task may be assigned to a user-designed slave processor subsystem.

Two examples of slave processor subsystems are the IOC and PIO. The IOC and PIO are functionally limited in that they perform most of their operations only in response to commands from the IPB/IPC (CRT and RAM refresh within the IOC are continuous, but are implemented by special-purpose hardware). User-designed slave processor subsystems can use software that continually interacts with the external interface and can use interrupts to signify when the slave processor requires service from the master processor.

Implementation of a user-designed slave processor subsystem can be accomplished without physical alteration of the Intellec Series II development system. (The slave processor would contain I/O port address decoding logic that monitors the address lines of the Multibus interface; the I/O port addresses employed must be among those not reserved by Intellec Series II development system functions.) The slave processor subsystem is, in some respects, equivalent to a hardware-implemented interrupt service routine in that it allows asynchronism between the control of real-time operations and the timing of IPB/IPC processing. However, the slave processor has the distinct advantage of performing complex operations without the necessity of borrowing time from other IPB/IPC operations. A slave processor tends to increase the bandwidth of the entire system. The services of the slave processor are equally available to the IPB/IPC and any other master processor on the Multibus interface. Note that with any user-designed slave processor, some form of synchronization protocol must be established among all master processors that use the slave processor in order to prevent concurrent access of the slave by more than one master.

### 2.5.3 PARALLEL PROCESSORS

The use of parallel processors substantially increases system bandwidth by permitting two or more master processors to simultaneously execute system level programs.

The 8086 microprocessor is ideal for parallel processor configurations since its architecture directly supports the interfacing of two independent buses (any microprocessor can drive two buses). A typical arrangement within an Intellec Series II development system might use one of the buses to communicate

with the IPB/IPC that would be used to control I/O operations. The second bus would then be used to execute master programs residing in unshared RAM or ROM. Both buses could be the Multibus interface or two types of buses could be implemented in much the same way as the IOC processor interfaces with both the Multibus interface and its own IOC bus. The number of possible implementations is limited only by the imagination of the designer.

Major decisions in the design of a parallel processor system are the allocation of tasks to the processors and the establishment of interprocessor communications. These two decision areas are interrelated in that the division of responsibilities between the processors determines the amount of data and status that is exchanged. If large amounts of data must be exchanged, the two processors could use a shared RAM that the user processor accesses via the

Multibus interface. If smaller amounts of data are exchanged, a hardware-implemented data bus buffer (DBB) could be used (refer to IOC description within the *Intellec Series II Microcomputer Development System Hardware Reference Manual*). In using a DBB, the user processor appears to be a slave processor to the IPB/IPC. Interrupts can be employed, and the status bytes returned by the user processor can redirect IPB/IPC operations and thereby assume control of the system. The use of a DBB is somewhat limited by its low data-transfer rate.

The preceding information is provided only to outline some of the possible methods of implementing parallel processor configurations, and many details are omitted. Nevertheless, parallel processing can be implemented without modification of Intellec Series II development system hardware or firmware.



# CHAPTER 3 SERIAL I/O INTERFACES

The two serial I/O channels are the only I/O interfaces of the Intellec Series II development system that can be directly accessed by the IPB/IPC. All logic associated with the serial I/O channels is incorporated on the IPB/IPC or within its associated software and firmware. The connection between the serial I/O channels and the serial device connectors on the rear panel is accomplished by etched traces on the IOC board assembly (the IOC includes a number of alterable jumper links that are used to configure connector signal routing).

The direct path between the IPB/IPC and the serial I/O devices has the advantage that in terms of overall operation, the omission of an intervening slave processor (i.e., the IOC or PIO) can make the system more responsive to serial I/O events. However, if interrupts are masked-off or disabled (normal configuration), the response time of the system to any serial I/O input is still dependent on the frequency at which the IPB/IPC software polls the serial I/O interface. Polling is continually performed since most serial I/O devices (teletypewriters, video terminals and modems) provide input that cannot be anticipated by local programming. The polling rate employed is sufficient to support synchronous communications at rates of up to 64k baud.

## 3.1 SOFTWARE ALTERATIONS

The Intel-supplied software associated with the serial I/O channels is part of the system software (ROM-resident Monitor and bootstrap/diagnostic programs). ISIS-II has the ability to indirectly initiate data transfers via a serial I/O channel (ISIS uses the facilities of the Monitor to accomplish I/O transfers). With the IPB, all other system software must use Monitor (or ISIS) calls to access the serial I/O channels. With the IPC, the serial I/O channels are defined as system resources and can be directly accessed by another bus master.

The Monitor can only access a serial I/O channel when the channel is defined as the system console. By default, the integral CRT and keyboard are defined as the console device when the system is initialized, and the I/O ports associated with the serial I/O channels are unused. Note that once the system has been initialized, the Monitor's A (assign) command can be used to assign a device connected to one of the serial I/O ports as the console device. Access to a serial I/O channel that is not defined as the system console is possible only through a user-designed I/O driver.

The bootstrap/diagnostic program initializes the serial I/O channel hardware during start-up and following system reset. The initialization sequence is simply the transfer of operating parameters to the 8251 universal synchronous/asynchronous receiver transmitters (USARTs) and the 8253 programmable interval timer. Specifically, both the channel 0 and channel 1 USARTs are initialized for asynchronous operation with two stop bits, an 8-bit character length and a baud rate factor of 16X. The 8253 interval timer consists of three separate counters that are used to determine both the baud rate clock frequencies for the USARTs and the real time clock frequency. All three counters are initialized for Mode 3 (square wave) operation with a two-byte count register. The counter register values provided to each counter when the timer is initialized are as follows:

Counter	Function	Counter Value	Counter Frequency
0	Channel 0 Clock	698	1.74 kHz
1	Channel 1 Clock	32	38.4 kHz
2	1 ms Real Time Clock	1229	1 kHz

Note that the channel 0 and channel 1 clock signals are subsequently divided by 16 (baud rate factor 16X) by the USARTs to provide baud rates of 110 and 2400 baud, respectively.

Alteration of the ROM-based bootstrap/diagnostic program to change the baud rate or operating mode is not necessary since the serial I/O channel hardware (the 8251s and the 8253) can be reinitialized by a user-designed initialization routine that is executed following the bootstrap/diagnostic program. An example of a routine that modifies the I/O channel baud rate is provided in Appendix B of the *Intellec Series II Model 22X/23X Installation Manual*. For asynchronous I/O devices, the modifiable parameters include character length, the number of stop bits, parity enable/disable and odd/even parity selection as well as baud rate. For synchronous I/O devices, the modifiable parameters include character length, parity enable/disable, odd/even parity selection, sync in/out and single/double sync character selection. (Refer to the Intel *Peripheral Design Handbook* for details on programming the 8251 USART.) Note that when reprogramming the 8251, the mode instruction is recognized only after the 8251 has been reset (external reset or 8251 command instruction with internal reset bit set). Since the command instruction is used to define the states of the serial I/O channel control lines, this instruction is normally output prior

to the transfer of serial I/O data. If the internal reset bit is inadvertently set or if a mode instruction does not immediately follow each use of the internal reset bit, the serial I/O channel will be inoperative until it is again initialized.

### 3.2 HARDWARE ALTERATIONS

Hardware alterations associated with the serial I/O channels are limited to changes of jumpers on the IPB/IPC and the IOC circuit boards. This limitation is imposed not only to maintain functional integrity of the Intel-supplied circuit boards, but also because the circuit board designs are dictated by requirements of the 8251 and 8253 chips.

The 8251 chip has two control lines (RTS and DTR) that are, in reality, program-controlled general-purpose output signals. Similarly, DSR is a general-purpose input signal that can be used to signify a variety of conditions at the external device. With appropriate programming, the serial I/O channels are compatible with many types of serial devices and, since the RS-232 interface is used by most data sets, the serial device can be remote from the development system site (i.e., telephone lines can be used). Also, with the possible addition of some external hardware, the serial I/O channels can be compatible with any TWX or TELEX network.

The jumpers on the IOC circuit board are used to interconnect or crossover signals to and from the serial I/O channels on the IPB/IPC to conform to the pin assignments of the I/O device to be interfaced. All of the functions performed by the IOC jumpers can be implemented within the I/O device cabling; the jumpers eliminate the need to rewire the device cable/connector. To determine the jumper positions required for any I/O device, refer to Appendix A of the *Intellec Series II Models 22X/23X Installation Manual* and match the pin assignments of the I/O device with the rear panel connector (J2 and J3) pin assignments. Note that when interfacing a serial I/O device to the SERIAL CH 2 connector (J3), the transmit and receive data lines may have to be reversed (remove W7 jumpers A-B and C-D and

install W7 jumpers A-C and B-D). Also, if the serial I/O device does not generate CTS (clear to send), remove W1 jumpers A-B and C-D and install a single W1 jumper at A-C to connect the RTS (request to send) output to the CTS input.

The jumpers located on the IPB/IPC circuit board are used to establish the source of the receive and transmit clock signals for both serial I/O channels. The jumpers installed at the factory configure both channels for asynchronous operation by routing the CH0 CLK and CH1 CLK signals from the 8253 programmable interval timer to the receive clock (RXC) and transmit clock (TXC) inputs of the USARTs. For synchronous communications, the jumpers must be repositioned so that the RXC and TXC signals originate from the serial I/O device through the serial I/O connector. Table 3-1 defines the jumper positions for both asynchronous (factory installed) and synchronous communications.

### 3.3 INTER-SYSTEM COMMUNICATIONS

It is sometimes advantageous to couple two Intellec Series II development systems together to allow sharing of system resources or to meet the need for inter-system communications. If the two systems are remote from one another, the use of data sets is necessary. However, if the two systems are in close proximity, a pseudo data set can be implemented in the form of an interconnecting cable. Jumpers within each system are configured so that the clock for synchronous communications is derived from the transmitting system.

Figure 3-1 shows the jumpering and cable wiring necessary for intersystem communications. The data-set simulator cable shown is for serial I/O channel 0 (SERIAL CH 1 connector) of both systems. In this case, the external transmit clock is routed via pin 24 of connector J2. (When current loops are employed, pin 24 is used as a return for the receive data signal RXD RETURN.) The illustrated arrangement can be used for serial I/O channel 1 (SERIAL CH 2 connector), but in this case the jumper for the external TX clock is located on the IOC circuit board.

Table 3-1. Asynchronous/Synchronous Jumper Configurations

Asynchronous Operation		Synchronous Operation		Function
Channel 0	Channel 1	Channel 0	Channel 1	
14-15	1-2	13-14	1-3	Transmit Clock
11-12	4-5	10-11	5-6	Receive Clock
7-8*	N/A	8-9	A-B**	External Transmit Clock

\*TTY Receive Data Return

\*\*Install jumper W3 (A-B) on IOC circuit board.



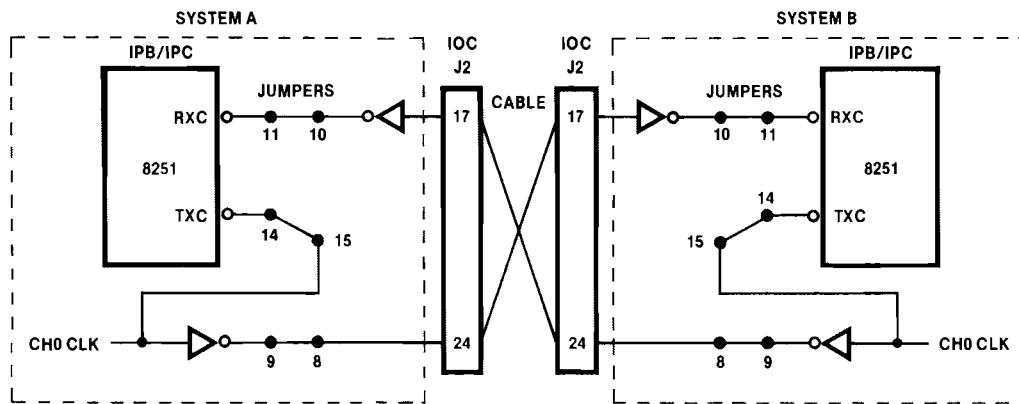


Figure 3-1. Data Set Simulator Cable

555-07





The IOC consists of the hardware and software that are used to establish interfaces between a master processor and both the integral CRT terminal and the integral diskette drive. Modification of the IOC is unnecessary since most IOC functions are integrated with Intel-supplied system software. This chapter provides details of IOC-master processor protocol as a basis for user-designed master programs.

### 4.1 IOC/MASTER PROCESSOR PROTOCOL

All communications between the IOC and the master processor are accomplished via the data bus buffer (DBB) of the IOC. The DBB is essentially an inter-bus communications facility that stores one input byte, one output byte, and one byte of DBB status. The DBB status bits indicate the presence of data in the input and output buffers, the busy status of the IOC processor relative to command processing, and the type of byte (command or data) present in the input/output buffer.

When the IOC is not busy processing a previously issued command, it is idle only in the sense that the IOC processor is not concerned with inter-processor communications. During this time, RAM refresh and CRT refresh cycles continually occur. Also, if any keyboard entries are made, the character bytes are saved by the keyboard processor. The master processor must periodically poll the IOC to determine if keyboard entries have occurred and then command the IOC to transfer the keyboard characters to the master via the IOC's DBB.

The commands used to input keyboard characters are functionally similar to commands used to update the CRT display or to accomplish diskette data transfers in that any command must be completely processed by the IOC before a new command can be issued. However, keyboard entries may occur at any time irrespective of I/O activities initiated by the master. Any program controlling the IOC must allow time for the acceptance of new keyboard entries during the execution of any I/O operation of long duration. The frequency of keyboard input commands must be sufficient to match the keystroke rate of a fast typist; the keyboard processor provides temporary storage for up to eight characters. Keyboard entries must be handled as unscheduled real-time events by the controlling resident or non-resident program.

### 4.2 DATA BUS BUFFER

The IPB/IPC (or any other master processor) uses two I/O ports for communications with the IOC. The first of these ports (port C0) is a data port that provides for single byte transfers to or from the IOC. The bytes may contain data to or from a device, status from the IOC or one of its devices, or diagnostic instructions or results from the IOC. The second port (port C1) is a control port that provides for command transfers to the IOC and the return of DBB status. The commands directly control the IOC and identify the type of data, status, or diagnostic information that is to be transferred via the data port. All transfers via the data port require prior master processor issuance of a command to the IOC control port. However, a command does not necessarily result in a data port transfer.

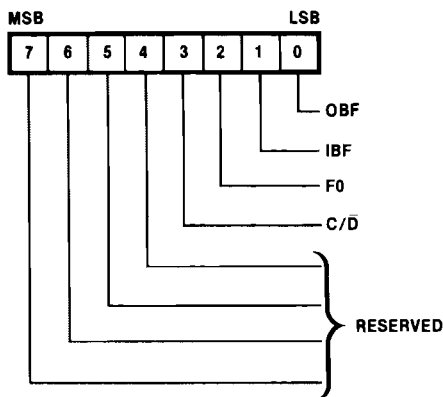
The preceding arrangement allows for the following types of transfers to and from the IOC:

- Direct transfer of DBB status without IOC participation.
- Direct control of the IOC by means of commands that do not result in a data transfer.
- Data transfers to or from a device on command.
- Status transfers from the IOC or a device on command.
- Diagnostic data transfers from the IOC on command.

Two important factors are associated with transfers between a master processor and the IOC. The first factor is that most commands cause the transfer of only one byte of data, status, or diagnostic information via the data port. If a block of information (other than diskette data) is to be transferred, a separate command is required for each byte of the block. The diskette data transfer commands (read and write) cause the transfer of a block of data to or from the master processor. The second factor is that the master processor maintains total control of transfers via the data port. The IOC, when responding to a read command, sets the F0 flag while it is executing the command and then sets the output buffer full (OBF) flag to indicate when the requested byte can be read by the master processor. Accordingly, the master processor must repeatedly access the DBB status byte to determine when the input data is ready. Similarly, when the IOC is responding to a write command, it sets the F0 flag while it is executing the command and clears the input buffer full (IBF) flag when it accepts the byte (the master

processor sets the IBF flag when it writes the byte to the input buffer). The DBB status byte must also be accessed prior to issuing any command to ensure that the IOC is ready to accept the command (i.e., IOC busy flag F0 must be tested).

The format of the DBB status byte returned during an I/O read of port C1 is as follows:



**OBF** Output Buffer Full. The OBF flag is automatically set (to a "1" state) by the IOC processor when the IOC writes a data byte to the output buffer. The OBF flag is automatically cleared (to a "0" state) when the master processor reads the byte from the output buffer.

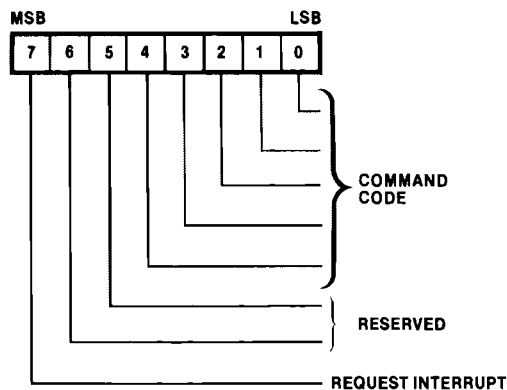
**IBF** Input Buffer Full. The IBF flag is automatically set by the master processor when it writes a data byte to the input buffer. The IBF flag is automatically cleared when the IOC processor reads the byte from the input buffer.

**F0** F0 flag. The F0 flag is set by the IOC processor on receipt of a command from the master processor in order to lockout additional command entry. On completion of the command, the IOC processor clears the F0 flag. The master processor monitors the F0 flag to determine when a command has been accepted (F0 flag set) and when command processing is complete (F0 flag clear).

**C/ $\bar{D}$**  Command/Data. The C/ $\bar{D}$  flag reflects the state of the master processor's low-order port address bit to differentiate between the writing of a data byte to port C0 (C/ $\bar{D}$  = 0) and the writing of a command byte to port C1 (C/ $\bar{D}$  = 1). The IOC processor examines this flag to determine if the byte in the input buffer is a

command or data. The IOC processor also controls this flag to inform the master processor of the contents of the output buffer (if C/ $\bar{D}$  = 0, the output buffer contains the requested data byte; if C/ $\bar{D}$  = 1, the output buffer contains a status byte).

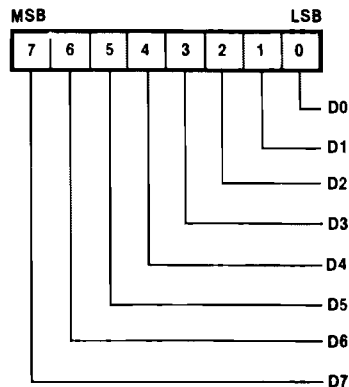
Command bytes transferred to the IOC during an I/O write to port C1 have the following general format:



Command Code is a 5-bit binary value that uniquely identifies each of the commands that may be issued by the master processor.

Request Interrupt is a control bit that informs the IOC that an interrupt is expected at the completion of the operation specified by the command. Commands that make use of the request interrupt bit include all commands that pass data to or from the CRT and the integral diskette.

Data, status and diagnostic bytes transferred via I/O port C0 have no specific format except as required by the associated command. Data bit mnemonics are as follows:



### 4.3 IOC COMMANDS

Specific commands are used with the diskette drive, the CRT, and the keyboard. The status byte returned by the individual I/O devices serves to verify proper operation of the device. Other commands are not used by a specific device and are known as system commands (all diagnostic commands are system commands). A complete listing of the IOC commands is provided in table 4-1.

#### 4.3.1 SYSTEM COMMANDS

Eleven of the commands that may be issued by a master processor to the IOC are used to control or test subsystem functions that are common to all of the IOC devices. These system commands permit program-controlled hardware resetting, provide for the return of device and subsystem status, control enabling and resetting of interrupts, and enable

diagnostic testing of IOC facilities. The following text describes each of the system commands and defines the format of data bytes that are transferred as a result of command execution.

#### NOTE

Command bit 7 has no function within the system commands (i.e., interrupts cannot be generated by the IOC on execution of a system command).

The PACIFY command is a software reset that terminates any pending I/O operation and reinitializes the IOC hardware and software. No data byte transfer is associated with this command. IOC initialization requires a minimum of 100 milliseconds, and no subsequent commands should be issued during this period.

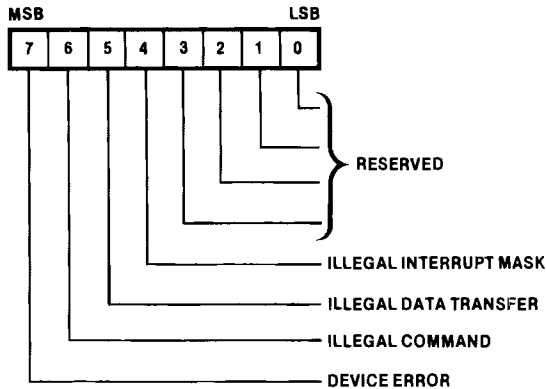
The ERESET command is intended for use with an I/O device that requires a hardware error reset to clear an error condition within the device. Since the

Table 4-1. IOC Command Set

Type	Command Code	Mnemonic	Function
System	0000	PACIFY	Resets IOC and its devices.
	0001	ERESET	Resets device-generated error (not used by standard devices).
	00010	SYSTAT	Returns subsystem status byte to master.
	00011	DSTAT	Returns device status byte to master.
	00100	SRQDAK	Enables input of device interrupt acknowledge mask from master.
	00101	SRQACK	Clears IOC subsystem interrupt request.
	00110	SRQ	Tests ability of IOC to forward an interrupt request to the master.
	00111	DECHO	Tests ability of IOC to echo data byte sent by master.
	01000	CSMEM	Requests IOC to checksum on-board ROM. Returns pass/fail.
	01001	TRAM	Requests IOC to test on-board RAM. Returns pass/fail.
	01010	SINT	Enables specified device interrupt from IOC.
	01011 thru 01111	— —	Reserved, causes illegal command error.
CRT	10000	CRTC	Requests data byte output to the CRT monitor.
	10001	CRTS	Returns CRT status byte to master.
Keyboard	10010	KEYC	Requests data byte input from the keyboard.
	10011	KSTC	Returns keyboard status byte to master.
	10100	—	Reserved.
Integral Diskette	10101	WPBC	Enables input of first of five bytes that define current diskette operation.
	10110	WPBCC	Enables input of each of four bytes that follow WPBC.
	10111	WDBC	Enables input of diskette write bytes from master.
	11000	—	Reserved.
	11001	RDBC	Enables output of diskette read bytes to master.
	11010	—	Reserved.
	11011	RRSTS	Returns diskette result byte to master.
	11100	RDSTS	Returns diskette device status byte to master.
		11101 thru 11111	— —

standard devices of the IOC do not require an error reset signal, the ERESET command is not implemented by IOC firmware.

The SYSTAT command causes the IOC processor to load the system status byte into the output data buffer of the DBB. The IOC processor sets the OBF flag and clears the C/D flag to inform the master processor that system status byte can be read from the data port. The format of the system status byte is as follows:



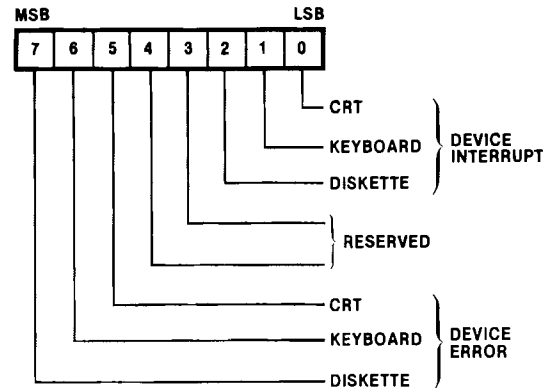
Illegal Interrupt Mask is set when the interrupt reset mask transferred by a SRQDAK command does not correspond to the interrupt bit set in the device status byte. The illegal interrupt mask bit is cleared when the master processor reads the system status byte from the output buffer.

Illegal Data Transfer is set when the master processor loads a data byte into the DBB input buffer without a preceding command. The data byte is not accepted by the IOC. The illegal data transfer bit is cleared when the master processor reads the system status byte from the output port.

Illegal Command is set when the master processor loads an undefined command code into the DBB input buffer (see table 4-1). The command is not executed by the IOC. The illegal command bit is cleared when the master processor reads the system status byte from the output buffer.

Device Error is set when a device fails to respond to a command. The master processor must issue a DSTAT command to determine the individual device responsible for the error. The device error bit is cleared by the DSTAT command.

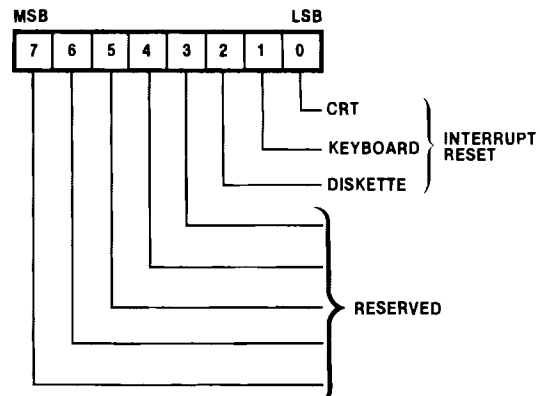
The DSTAT command causes the IOC processor to load the device status byte into the output data buffer of the DBB. The IOC processor sets the OBF flag and clears the C/D flag to inform the master processor that the device status byte can be read from the data port. The format of the device status byte is as follows:



A Device Interrupt bit is when the operation specified by a command has been completed and interrupts for the device have been enabled (request interrupt bit in the command byte set or device interrupt previously enabled by a SINT command). A device interrupt bit is cleared by a SRQDAK or SRQACK command.

A Device Error bit is set when the specified device fails to respond to a command issued by the master processor. A device error bit is cleared when the master processor reads the device status byte. More detailed error information is provided by the CRTS command (for CRT errors), the KSTC command (for keyboard errors) or the RDSTS command for diskette errors).

The SRQDAK command is used to clear a device interrupt. The subsequent data byte from the master processor to the input data buffer is as follows:



An Interrupt Reset bit, when set, clears the corresponding interrupt bit in the device status byte (see DSTAT command). Attempting to reset an interrupt bit that is not set causes the illegal interrupt mask bit to be set in the system status byte. Note that the SRQDAK command also clears the hardware interrupt to the IPB/IPC.

The SRQACK command causes the IOC to reset all of the interrupt bits in the device status byte and the hardware interrupt to the IPB/IPC. A data byte transfer is not associated with the SRQACK command.

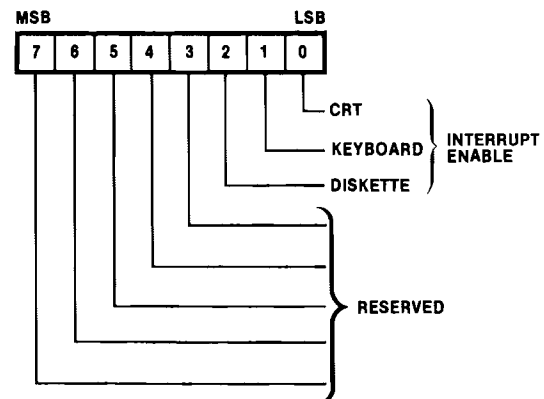
The SRQ command causes the IOC to generate a hardware interrupt to the IPB/IPC. The interrupt bits of the device status byte are not affected, and a data byte transfer is not initiated. This diagnostic command allows any master processor to test the IOC interrupt request line when all other local interrupts of the IPB/IPC are reset. The IOC interrupt request causes a level 7 interrupt request on the Multibus interface. The interrupt request is cleared by a SRQACK command.

The DECHO command causes the IOC processor to accept and return (in complemented form) the next data byte input from the master processor. Although the data byte is sent and received via I/O port C0, the path within the IOC includes a software-controlled transfer of the data byte from the DBB input data buffer to the DBB output data buffer. The entire action constitutes a fairly comprehensive test of the master processor-IOC interface. The IOC response to a DECHO command requires approximately two milliseconds.

The CSMEM command causes the IOC processor to checksum the contents of the IOC ROM and thereby perform a confidence test on the IOC firmware. If the checksum test passes, the IOC processor sets the  $C/\bar{D}$  flag to zero and returns a data byte of all zeroes; if the checksum test fails, the IOC processor sets the  $C/\bar{D}$  flag to one and returns a data byte of all ones. Command execution requires approximately 100 milliseconds.

The TRAM command causes the IOC processor to perform read-after-write testing of IOC RAM. If a RAM location is found to be faulty, the test is terminated, and the IOC processor sets the  $C/\bar{D}$  flag to one and returns a data byte of all ones. If the test passes, the IOC processor sets the  $C/\bar{D}$  flag to zero and returns a data byte of all zeros. Faulty locations are not identified. Command execution requires approximately 100 milliseconds.

The SINT command causes the IOC processor to accept an interrupt enable byte at the input data buffer of the DBB. The enabling of any interrupt bit also enables the hardware interrupt line (IOC interrupt) to the IPB/IPC. The interrupt enable bits perform a function identical to the request interrupt control bit (bit 7) of a command byte. Note that once an interrupt is enabled, it remains enabled until a subsequent SINT command is issued to clear the interrupt enable bit. The format of the interrupt enable byte is as follows:



An Interrupt Enable bit, when set, enables the interrupt from the corresponding IOC device. The format of the interrupt enable byte is identical to that of the interrupt reset byte of the SRQDAK command. Note that when any of the interrupts are enabled, the IOC interrupt to the IPB/IPC is also enabled.

#### 4.3.2 CRT COMMANDS

All timing and formatting of the integral CRT display is established by the IOC firmware and the 8275 programmable CRT controller. The presentation of data is accomplished by transferring data from IOC RAM tables to the CRT character generating circuits. Commands from the master processor merely update the data tables. A single type of command is used to write keyboard inputs and to program responses on the CRT. A second CRT-associated command returns CRT status to the master processor.

The CRTC command causes the IOC to use the next data byte appearing at the DBB input data buffer as an input to the CRT display tables located in IOC RAM. The occurrence of the command is totally asynchronous with respect to CRT display raster timing. Furthermore, positioning of characters on the CRT screen is determined solely by a pointer that is maintained by the IOC firmware. Operator keyboard

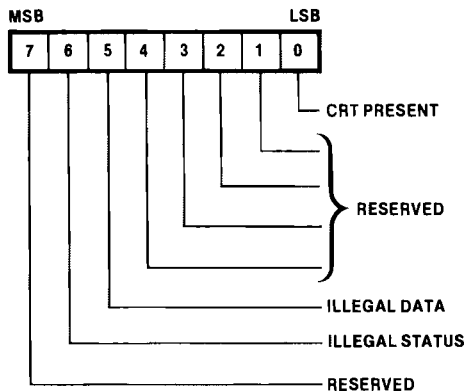
entries can alter the pointer for editing purposes, but the interpretation of the special characters used for this purpose (or any other purpose) is a function of the IOC firmware. The character codes employed are those of the ASCII set.

When operating under ISIS or Monitor, the IPB/IPC polls the DBB to determine when the IOC has accepted the CRT character byte, and interrupts are not employed (the request interrupt bit of the command byte is *not* set). When the request interrupt bit (bit 7) of the CRT command byte is set (or if CRT interrupts have been previously enabled by a SINT command), the IOC processor will set the CRT interrupt bit in the device status byte when it writes the CRT character byte into IOC RAM and, unless IOC interrupts have been masked out by the master processor, the IOC will interrupt the IPB/IPC. In an interrupt-driven environment, the master processor should clear the CRT interrupt (SRQDAK or SRQACK command) before the next CRT character byte is written.

**NOTE**

Interrupt-driven programs that make use of the IOC interrupt must access the device status byte (DSTAT command) to determine the source of the interrupt.

The CRTS command causes the IOC processor to load the CRT status byte into the output data buffer of the DBB and to clear the CRT device error bit in the device status byte. The CRTS command is normally issued only in response to a CRT error as indicated by the setting of the device error bit in the system status byte and the setting of the CRT error bit in the device status byte. The format of the CRT status byte is as follows:



CRT Present is set during initialization and indicates that the IOC is operational (i.e., able to respond to commands from a master processor).

Illegal Data is set when the master processor loads a data byte into the DBB input buffer without a preceding CRT command. The illegal data bit is cleared when the master processor reads the CRT status byte.

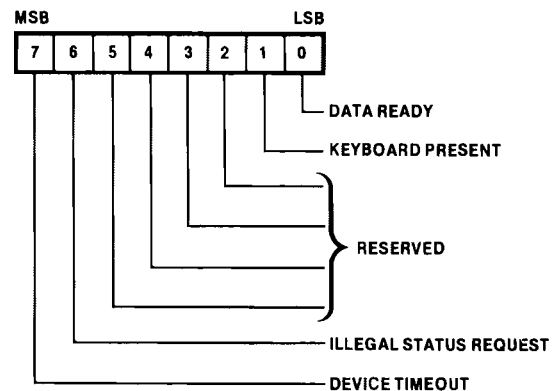
Illegal Status is set when the request interrupt bit (bit 7) of the CRTS command byte is erroneously set by the master processor. (A master processor cannot legally request an interrupt at the completion of a status accessing operation.) The illegal status bit is cleared when the master processor reads the CRT status byte.

**4.3.3 KEYBOARD COMMANDS**

Two commands are used with the keyboard; one command is used to access keyboard entries, and the other command is used to access keyboard status.

The KEYC command causes the IOC processor to access an ASCII character byte from the keyboard processor and to place this byte in the output data buffer. The KEYC command is the only IOC data transfer command that does not make use of the request interrupt bit in the command byte (to enable keyboard interrupts, the SINT command must be used). The format for the keyboard character bytes is established by the ASCII standard.

The KSTC command causes the IOC to access the keyboard status byte and to place this byte in the output data buffer of the DBB. When operating in the polled mode (interrupts disabled), the master processor first uses the KSTC command to determine when a character has been entered at the keyboard (by testing the data ready bit) and then uses the KEYC command to access the character byte. The KSTC command is also issued in response to a keyboard error (indicated by the setting of the device error bit in the system status byte and the setting of the keyboard device error bit in the device status byte). The format of the keyboard status byte is as follows:





Data Ready is set when a character byte is available from the keyboard processor as a result of keyboard entry.

Keyboard Present is set when the keyboard is connected to the development system. The IPB/IPC examines this bit during initialization to assign the system console device (if the keyboard present bit is set, the keyboard and integral CRT are assigned as the system console; if the keyboard present bit is clear, the device attached to one of the serial I/O channels is assigned as the system console).

Illegal Status Request is set when the request interrupt bit in the KSTC command byte is set (a master processor cannot legally request an interrupt at the completion of a status-access operation) and is cleared when the master processor reads the keyboard status byte.

Device Timeout is set when a KEYC command is issued when a character byte is not available from the keyboard processor (data ready bit clear). The device timeout bit is cleared when the master processor reads the keyboard status byte.

#### 4.3.4 INTEGRAL DISKETTE COMMANDS

The integral diskette of the Intellec Series II development system is a random-access, mass-storage media on which information is formatted to simplify access and to utilize available storage space. Accordingly, a significant amount of control information must be passed to the diskette and its control circuits. Some control information such as sector size may be fixed and can be established during system initialization. Other information, such as the size of a file to be recorded and the availability of storage space, can only be determined immediately prior to recording the file and requires active participation on the part of the master program.

The need to provide for master program control of diskette recording plus the fact that data transfers occur in two directions (diskette read or write) substantially increases the number of commands that must be issued to the IOC. Furthermore, two types of status bytes are returned by the IOC processor; one to indicate the success of IOC/master interactions and the other to indicate the results of IOC/diskette drive interactions. The six commands required to transfer diskette control, data, and status bytes are listed in table 4-1.

Most of the control information supplied to the IOC is provided in the form of five bytes that are referred to as the I/O parameter block (IOPB). These bytes specify the diskette operation to be performed and provide formatting information including the number of records (sectors) to be transferred and the track and sector addresses.

The diskette commands are associated with two interfaces; the interface between the IOC and a master processor and the interface between the IOC processor and the diskette. The diskette read and write commands (RDBC and WDBC) transfer data between the master processor and IOC RAM. Conversely, the parameter block write commands (WPBC and WPBCC) load the I/O parameter block into IOC RAM; the contents of the parameter block are used to define and initiate data transfers between IOC RAM and the diskette. The read drive status command (RDSTS), in addition to defining the current status of the drive, indicates incorrect command entry or execution. The read result status command (RRSTS) is used to verify the result of a diskette operation.

Diskette data transfers must be viewed as two separate operations; the transfer of the data block between a master processor and IOC RAM and the transfer of the data block between IOC RAM and the diskette. Data block transfers between IOC RAM and the diskette are automatically initiated when the last byte of the I/O parameter block is written into IOC RAM. Accordingly, in order to write data on the diskette, the data block must first be written into IOC RAM before the parameter block is written. Conversely, in order to read a data block from the diskette, the parameter block must precede the reading of the data block from IOC RAM. Typical command sequences for diskette read and write operations are outlined in table 4-2.

The WPBC command causes the IOC processor to accept the next data byte at the DBB input data buffer as the first (channel word) byte of a parameter block. The IOC processor writes this data byte into a preassigned location in IOC RAM. The request interrupt bit of the command byte, if set, causes a diskette device interrupt to be generated when the byte is written into RAM. The format and function of the first parameter block byte are discussed following the description of the WPBCC command.

The WPBCC command causes the IOC processor to accept the next data byte at the DBB input data buffer as one of the subsequent I/O parameter block bytes. The IOC processor writes the byte into IOC RAM and, if the request interrupt bit is set in the

Table 4-2. Typical Diskette Read and Write Command Sequences

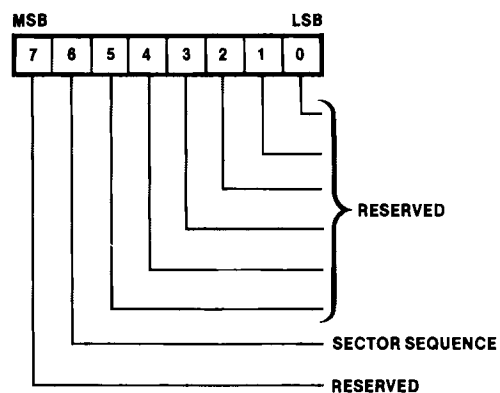
Read Sequence	
Command	Action
RDSTS	Determine if drive is ready
WPBC	Input IOPB Channel Word byte
WPBCC	Input IOPB Diskette Instruction byte
WPBCC	Input IOPB Sector Count byte
WPBCC	Input IOPB Track Address byte
WPBCC	Input IOPB Sector Address byte
RDSTS	Determine when operation is complete (polled mode)
RRSTS	Determine if operation was successful
RDBC	Output data block from IOC RAM
Write Sequence	
Command	Action
RDSTS	Determine if drive is ready
WDBC	Input data block to IOC RAM
WPBC	Input IOPB Channel Word byte
WPBCC	Input IOPB Diskette Instruction byte
WPBCC	Input IOPB Sector Count byte
WPBCC	Input IOPB Track Address byte
WPBCC	Input IOPB Sector Address byte
RDSTS	Determine when operation is complete (polled mode)
RRSTS	Determine if operation was successful

NOTE:

1. First byte of data block input to IOC from master processor contains sector count that is multiplied by 128 by the IOC to determine the number of bytes to be transferred.

command byte, generates a diskette device interrupt when the byte is written. The data byte being written into IOC RAM is either the second, third, fourth or fifth byte of the I/O parameter block. The byte written and the IOC RAM location selected are determined by the occurrence of the WPBC command and any subsequent WPBCC command. In other words, the WPBC command serves as a reference for the I/O parameter block and the following four WPBCC commands load the four remaining parameter bytes in consecutive RAM locations. Accordingly, the parameter block bytes must be presented in sequence, and any detected error requires reentry of the entire I/O parameter block. The sequence in which I/O parameter block bytes are input is indicated in table 4-2.

The format of the I/O parameter block Channel Word byte (byte 1) associated with the WPBC command is as follows:



NOTE

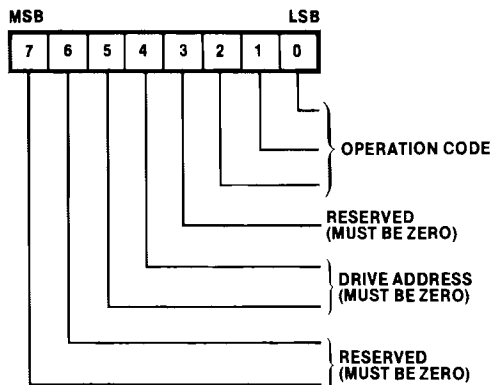
Further details on programming diskette operations are provided in the 8271 Programmable Floppy Disk Controller data sheet.

The sector sequence bit (bit 6) is only examined when a format track operation is specified in the diskette instruction byte (byte 2) of the I/O parameter block. When the sector sequence bit is set, the "random" sector format is selected, and the diskette controller

accesses a format table in IOC RAM to determine the order in which logical sector addresses are assigned when formatting the track. The format table consists of 26 data byte pairs. The first byte of each pair is a sector address ranging from 1 to 26 (01H-1AH); the second byte can contain any value and is required only to maintain compatibility with the Intel two-board diskette controllers. The format table must be written into IOC RAM (using the WDBC command) prior to initiating the format track operation. The format table itself begins at the same predefined location in IOC RAM that is used to temporarily store diskette data. The first entry in the table is the sector count byte (see WDBC command description) and contains a value of 01H (the IOC processor multiplies the sector count value by 128 to determine the number of consecutive RAM locations to be written by the WDBC command). During the format track operation, the diskette controller writes the first sector address entry from the table into the ID field of physical sector 01 (the first sector following the index mark), the second sector address table entry into physical sector 02, etc., until all 26 sectors have been written. The track address written into the ID field is taken directly from the track address byte (byte 4) of the I/O parameter block. The sector data marks, CRC characters and gaps are supplied by the diskette controller, and the data field of each sector is filled with 128 bytes of 0E5H.

When the sector sequence bit is clear, the “sequential” sector format is selected. The format track operation follows the random sector format description of the previous paragraph with the exception that the sector addresses are assigned in sequential order (i.e., physical sector 01 is assigned logical sector address 01, physical sector 02 is assigned logical sector 02, etc.) by the diskette controller, and a format table is not required.

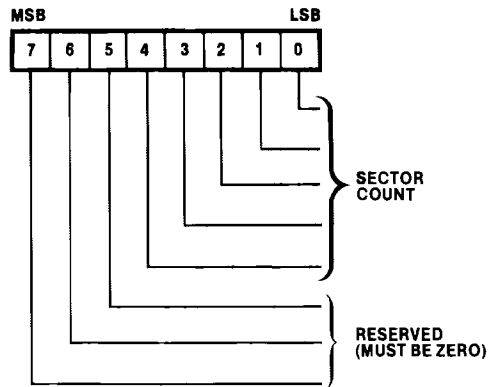
The format of the I/O parameter block Diskette Instruction byte (byte 2) is as follows:



Drive Address. Bits 4 and 5 specify the drive address. The integral drive is assigned unit 0, and bits 4 and 5 must both be zero.

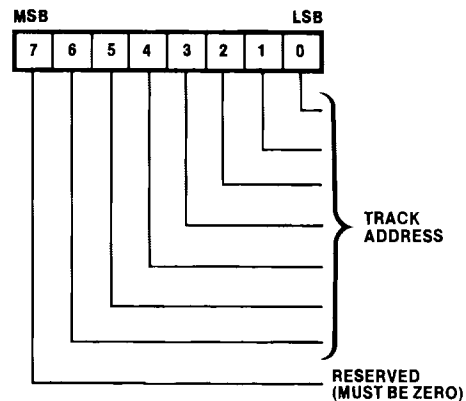
Operation Code. Bits 0, 1 and 2 specify the diskette operation to be performed. Operation code functions are outlined in table 4-3.

The format of the I/O parameter block Sector Count byte (byte 3) is as follows:



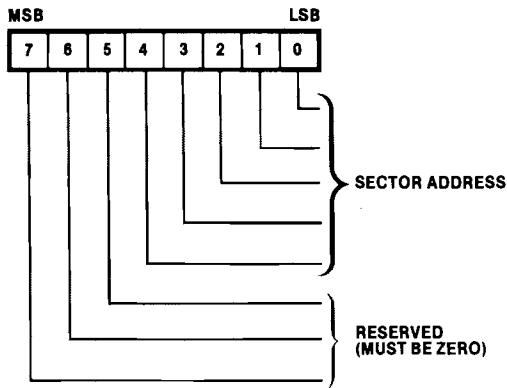
The Sector Count byte specifies the number of sectors to be accessed during a diskette read, write or verify operation. The combined value of the sector count and the (starting) sector address (byte 5 of the I/O parameter block) cannot be greater than 26 (1AH). Note that if the sector count value is 0H, one sector is transferred.

The format of the I/O parameter block Track Address byte (byte 4) is as follows:



The Track Address byte specifies the track to be accessed during a subsequent diskette seek, read or write operation. Since a diskette has 77 tracks, legal values range from 00H to 4CH (tracks 0 through 76).

The format of the I/O parameter block Sector Address byte (byte 5) is as follows:

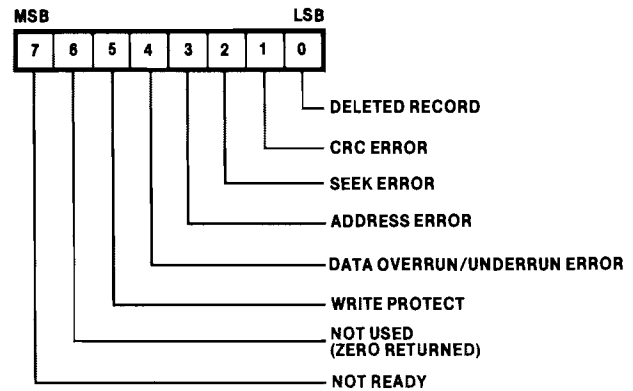


The Sector Address byte specifies the sector or the first of a series of sectors to be accessed during a subsequent diskette read, write or verify operation. Legal values range from 01H to 1AH (1-26).

The WDBC command causes the IOC processor to read-in a block of data bytes through the DBB input data buffer and to write the data bytes into sequential locations in IOC RAM. The WDBC command is used prior to a write data or format track (random format only) diskette operation to load the data to be written on the diskette into IOC RAM. The first byte transferred by the WDBC command is a count byte that specifies the number of 128-byte blocks to follow (the count byte is not written into RAM; the IOC multiplies the value by 128 to determine the extent of the transfer). Note that while the format table associated with the format track operation only requires 52 byte entries, 128 bytes are transferred by the WDBC command. The request interrupt bit of the WDBC command byte, when set, causes a diskette device interrupt to be generated when the specified number of data bytes have been written into IOC RAM.

The RDBC command causes the IOC processor to place sequential data bytes from IOC RAM into the DBB output data buffer and is issued following a read data diskette operation to allow a master processor to access the data read from the diskette. The number of bytes transferred by a RDBC command is dependent on the number of sectors read during the previous read data operation (specified by byte 3 of the associated I/O parameter block). When the request interrupt bit is set in the RDBC command byte, a diskette device interrupt is generated when the master processor reads-in the last data byte from the DBB output data buffer.

The RRSTS command is issued when a diskette device error is indicated in the device status byte and causes the IOC processor to place the diskette controller's result byte in the DBB output data buffer. The diskette device error bit is cleared when the master processor reads the result byte. The individual bits of the result byte are defined as follows:



Deleted Record is set when an attempt is made to read or verify a deleted sector (a sector that has previously been rewritten with a deleted data mark at the beginning of its data field). If the deleted record bit is set, the data is not transferred or verified.

CRC Error is set when the CRC character computed for a read data or verify CRC operation does not match the CRC character generated when the sector was written. Since this error is not detected until the sector is read, the data in IOC RAM must be considered invalid.

Seek Error is set during a read, write or verify operation when the addressed sector cannot be located within one complete revolution or when the track address specified does not match the track address read. If the seek error bit is set, no data is transferred, and a recalibrate operation should be performed to position the drive's read/write head at a known location.

Address Error is set when:

- the track address specified is greater than 76 (4CH).
- a sector address of 00H is specified.
- a sector address greater than 26 (1AH) is specified.
- the sector address and the number of sectors specified is greater than 26 (1AH).

Table 4-3. Diskette Operation Codes

Operation Code			Operation	Function
Bit 2	Bit 1	Bit 0		
0	0	0	No Operation	No operation. The diskette controller immediately sets the operation complete status bit in the diskette device status byte when the last I/O parameter block is written.
0	0	1	Seek	Initiates a seek operation to the track address specified in byte 4 of the I/O parameter block and sets the operation complete status bit in the diskette device status byte.
0	1	0	Format Track	Initiates a seek operation to the track address specified in byte 4 of the I/O parameter block. When the complete track has been formatted, the diskette controller sets the operation complete status bit.
0	1	1	Recalibrate	Steps the diskette drive's read/write head out until a track 0 indication is received from the drive. When track 0 is located, the diskette controller sets the operation complete status bit.
1	0	0	Read Data	Initiates a seek operation to the track address specified in byte 4 of the I/O parameter block and begins reading the sector ID fields until the sector addressed in byte 5 of the I/O parameter block is located. When the addressed sector is located, transfer the data contents of the number of sectors specified by byte 3 of the I/O parameter block to IOC RAM. When the transfer is complete, the diskette controller sets the operation complete status bit.
1	0	1	Verify CRC	Identical to the read data operation except that no data is transferred to IOC RAM. If an error is detected (i.e., if the data read does not match the data previously written), the diskette controller sets the CRC error bit in the result status byte. The operation complete status bit is set when the operation is complete (or if an error is detected).
1	1	0	Write Data	Initiates a seek operation to the track address specified in byte 4 of the I/O parameter block and begins reading the sector ID fields until the sector addressed in byte 5 of the I/O parameter block is located. When the addressed sector is located, reads in the data from IOC RAM and serially writes the data into the sector's data field. When the number of sectors specified by byte 3 of the I/O parameter block have been written, the diskette controller sets the operation complete status bit.
1	1	1	Write Deleted Data	Identical to the write data operation except that a deleted data mark is written in place of the data address mark at the beginning of the data field.

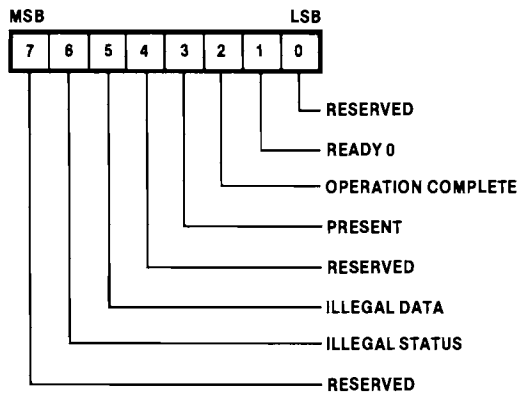
Data Overrun/Underrun Error is set when the diskette controller is unable to write a data byte to RAM before it is overwritten or when the requested data byte is not received from RAM in time to be written on the diskette.

Not Ready is set when the diskette drive is not ready to perform a seek, read or write operation (i.e., the door is open or a diskette is not installed).

Write Protect is set when an attempt is made to format or write to a write-protected diskette. When this bit is set, the operation is prevented, and no data is written on the diskette.

The RDSTS command causes the IOC processor to place the diskette status byte in the DBB output data buffer. The RDSTS command is used prior to a diskette operation to determine if the drive is ready

and is used in the polled mode (interrupts disabled) to determine when the operation has been completed. The format of the diskette status byte is as follows:



Ready 0 is set when the diskette is ready to perform a seek, read or write operation (i.e., the diskette is in place and up to speed).

Operation Complete is set when the specified operation has been completed or when the operation cannot be completed as a result of an error condition. When this bit is set, the device status byte and/or the controller's result byte should be examined.

Present is set when the integral diskette drive is physically connected to the IOC circuit board.

Illegal Data is set when the master processor loads a data byte into the DBB input data buffer without a preceding integral diskette command.

Illegal Status is set when the request interrupt bit (bit 7) of an RDSTS or RRSTS command is set by a master processor (a master processor cannot request an interrupt at the completion of a status-access operation).

The Parallel Input Output (PIO) subsystem consists of the hardware and software that are used to establish interfaces between a master processor and the standard parallel-byte peripheral devices of the Intellec Series II development systems. The standard peripherals consist of a line printer, a paper tape punch, a paper tape reader, and an Intel PROM programmer.

The interfaces for the printer and paper tape reader/punch are somewhat specialized, but may be modified to meet the requirements of similar devices. The bidirectional PROM programmer interface is more adaptable and can be modified to meet the parallel communication needs of a wide variety of intelligent devices, subsystems, and systems.

The PIO subsystem is, in several respects, similar to the IOC. The PIO subsystem includes a data bus buffer (DBB) that is functionally identical to the IOC's DBB; the PIO system commands are identical in function to the IOC system commands, and the PIO device commands are comparable to the IOC commands that control the CRT and keyboard. The device interfaces of the two subsystems differ, however, due to the specific requirements of the devices. All PIO functions are implemented within an Intel 8041 PIO processor. The 8041 chip contains the DBB as well as all data and program memory required for peripheral device control. Conversely, the PIO subsystem does not use intelligent hardware in the form of special-purpose programmable chips; all device signal timing and control are established by the PIO. The PIO is more flexible in terms of the special I/O device interfaces that may be implemented.

All communications between the PIO and a master processor are accomplished via the DBB. The DBB is essentially an interbus communications facility that stores one input byte or output byte and one byte of DBB status. The DBB status bits indicate the presence of data in the input and output buffers, the busy status of the PIO processor relative to command execution, and the type of byte (command/status or data) in the input or output buffer.

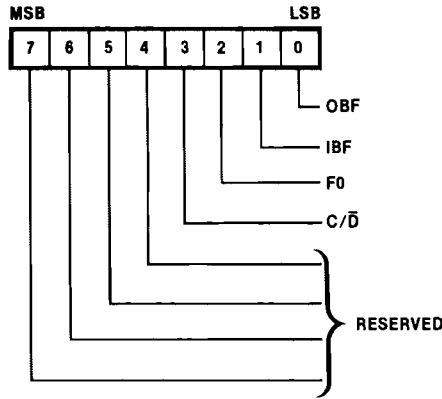
## 5.1 PIO/MASTER PROCESSOR PROTOCOL

The IPB/IPC (or any other master processor) uses two I/O ports for communications with the PIO processor's data bus buffer. One port (port F8) is a bidirectional data port that provides single byte transfers to or from the PIO processor's data bus buffer. The byte transferred may contain data to or from a device, status from the PIO processor or one of its devices, or diagnostic information from the PIO processor. The other port (port F9) is a control port that is used to transfer commands to the PIO processor or to return DBB status to the master processor. All transfers via the data port must be preceded by the issuance of a command to the PIO's control port, although a command does not necessarily result in a data port transfer.

Two facts should be noted regarding transfers between a master processor and the PIO processor. The first fact is that most commands transfer only one byte of data, status or diagnostic information via the data port, and in order to transfer a block of information, a separate command must be issued for each byte of the block (the PROM programmer read and write commands transfer three bytes). The second fact is that the master processor maintains complete control of all transfers via the data bus buffers; the PIO processor can only write to the DBB output data buffer when requested by a master processor.

The PIO processor, when responding to a command specifying a read operation, sets the F0 flag while it is executing the command and then sets the output buffer full (OBF) flag to indicate when the requested byte can be read by the master processor. Unless interrupts are employed, the master processor must repeatedly access (poll) the DBB status byte to determine when the requested input data is available. Similarly, when the PIO processor is responding to a command specifying a write operation, it sets the F0 flag while it is executing the command and clears the input buffer full (IBF) flag when it accepts the byte (the master processor sets the IBF flag when it writes the byte to the input buffer). The DBB status byte must also be examined prior to issuing any command to ensure that the PIO processor is ready to accept the command (i.e., PIO busy flag F0 must be tested).

The format of the DBB status byte returned during an I/O read of port F9 is as follows.



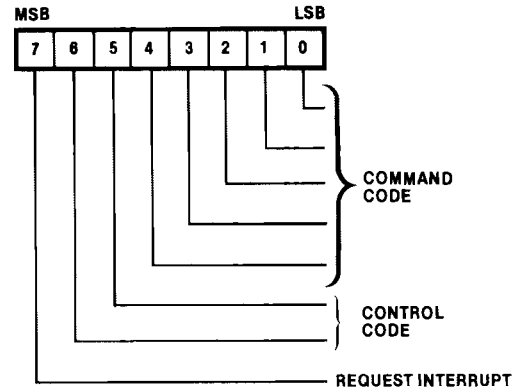
**OBF** Output Buffer Full. The OBF flag is automatically set (to a "1" state) by the PIO processor when it writes a data byte to the output buffer. The OBF flag is automatically cleared (to a "0" state) when the master processor reads the byte from the output buffer.

**IBF** Input Buffer Full. The IBF flag is automatically set by the master processor when it writes a data byte to the input buffer. The IBF flag is automatically cleared when the PIO processor reads the byte from the input buffer.

**F0** F0 flag. The F0 flag is set by the PIO processor on receipt of a command from the master processor in order to lock out additional command entry. On completion of the command, the PIO processor clears the F0 flag. The master processor monitors the F0 flag to determine when a command has been accepted (F0 flag set) and when command processing is complete (F0 flag clear).

**C/D-bar** Command/Data. The C/D-bar flag reflects the state of the master processor's low-order port address bit to differentiate between the writing of a data byte to port F8 (C/D-bar=0) and the writing of a command byte to port F9 (C/D-bar=1). The PIO processor examines this flag to determine if the byte in the input buffer is a command or data. The PIO processor also controls this flag to inform the master processor of the contents of the output buffer (if C/D-bar=0, the output buffer contains the requested data byte; if C/D-bar=1, the output buffer contains a status byte).

Command bytes transferred to the PIO processor during an I/O write to port F9 have the following general format:



Command Code is a 5-bit binary value that uniquely identifies each of the commands that may be issued by the master processor.

Control Code is a two-bit code that provides additional control of PIO paper tape reader operations.

Request Interrupt is a control bit that informs the PIO that an interrupt is expected at the completion of the operation specified by the command. Commands that use the request interrupt bit are the paper tape reader, paper tape punch and line printer control commands.

## 5.2 PIO COMMANDS

Specific commands are used to transfer data between the master processor and the peripheral devices associated with the PIO subsystem and to return status bytes from the individual devices. Other commands are not used by any specific device and are defined as system commands. A complete list of the PIO commands is provided in table 5-1.

### 5.2.1 SYSTEM COMMANDS

There are eleven commands available to a master processor that are used to control or test system functions common to the PIO subsystem. These system commands are identical in function to the eleven system commands of the IOC and permit a program-controlled reset function, return device and subsystem status, control the enabling and disabling of interrupts and permit diagnostic testing of the PIO



Table 5-1. PIO Command Set

Command		Mnemonic	Function
Type	Code		
System	0000	PACIFY	Resets PIO and its devices.
	0001	ERESET	Resets device-generated error (not used by standard devices).
	0010	SYSTAT	Returns subsystem status byte to master processor.
	0011	DSTAT	Returns device status byte to master processor.
	0100	SRQDAK	Inputs device interrupt acknowledge mask from master processor.
	0101	SRQACK	Clears PIO subsystem interrupt request.
	0110	SRQ	Requests PIO to forward an interrupt request to the master processor.
	0111	DECHO	Requests PIO to echo data byte sent by master processor.
	01000	CSMEM	Requests PIO to checksum internal ROM. Returns pass/fail.
	01001	TRAM	Requests PIO to test internal RAM. Returns pass/fail.
	01010	SINT	Enables specified device interrupt from PIO.
	01011	—	Reserved, causes illegal command error.
	thru 01111	—	
Reader	10000	RDRC	Moves tape one frame forward/reverse or returns paper tape reader data byte.
	10001	RSTC	Returns paper tape reader status byte.
Punch	10010	PUNC	Transfers data byte to paper tape punch.
	10011	PSTC	Returns paper tape punch status byte.
Printer	10100	LPTC	Transfers data byte to printer.
	10101	LSTC	Returns printer status byte.
	10110	WPPC	Transfers two address/control bytes and one write data byte to PROM programmer.
PROM Programmer	10111	RPPC	Transfers two address/control bytes to PROM programmer and one read data byte from PROM programmer.
	11000	RPSTC	Transfers two PROM programmer status bytes to master.
	11001	RDPDC	Transfers read data byte from PROM programmer.
	11010	—	Reserved, causes illegal command error.
	thru 11111	—	

facilities. The following text describes each of the system commands and defines the format of the data bytes transferred as a result of command execution.

**NOTE**

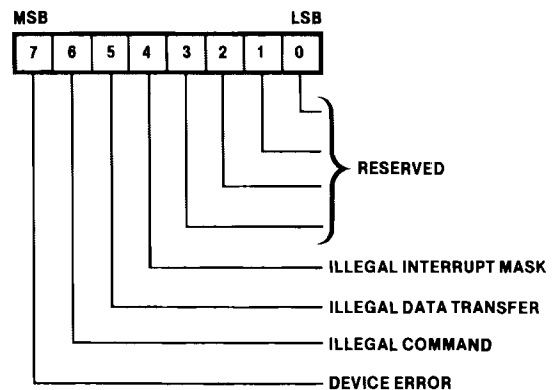
Bit 7 of the command byte is not used in system commands (i.e., an interrupt cannot be generated by the PIO on completion of a system command).

The PACIFY command is a software reset that terminates any pending I/O operation and reinitializes the PIO hardware and software. There is no data byte transfer associated with the PACIFY command, and a minimum of 100 milliseconds is required to complete the initialization sequence.

The ERESET command is intended for use with a peripheral device that requires a hardware error reset to clear an error condition within the device. Since the standard devices of the PIO do not require an error reset signal, the ERESET command is not implemented by PIO firmware.

The SYSTAT command causes the PIO processor to load the system status byte into the output data buffer of the DBB. The PIO processor sets that OBF flag

and clears the C/D flag to inform the master processor that the system status byte can be read from the data port. The format of the system status byte is as follows:



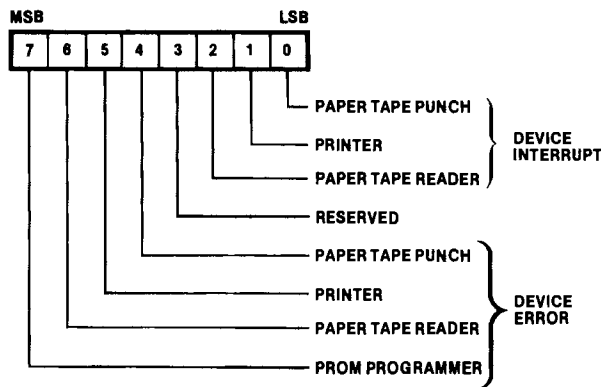
Illegal Interrupt Mask is set when the interrupt reset mask transferred by a SRQDAK command does not correspond to the interrupt bit set in the device status byte. The illegal interrupt mask bit is cleared when the master processor reads the system status byte from the DBB output buffer.

Illegal Data Transfer is set when a master processor loads a data byte into the DBB input buffer without a preceding command. The byte is not accepted by the PIO. The illegal data transfer bit is cleared when the master processor reads the system status byte from the DBB output buffer.

Illegal Command is set when a master processor loads an undefined command code into the DBB input buffer (see table 5-1). The command byte loaded is not executed by the PIO. The illegal command bit is cleared when the master processor reads the system status byte.

Device Error is set when a device fails to respond to a command. The master processor must issue a DSTAT command to determine the individual device responsible for the error and to clear the device error bit from the system status byte.

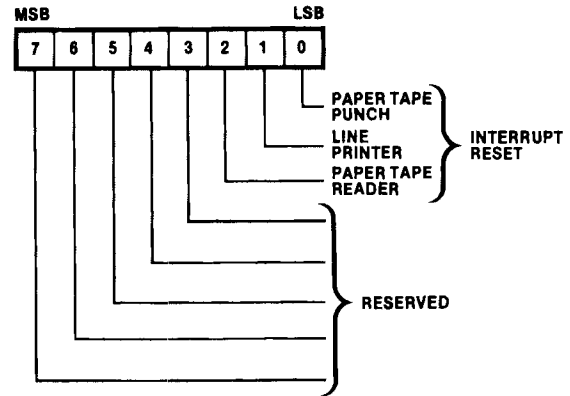
The DSTAT command causes the PIO processor to load the device status byte into the DBB output data buffer. The PIO processor sets the OBF flag and clears the C/D̄ flag to inform the master processor that the device status byte can be read from the data port. The format of the device status byte is as follows:



A Device Interrupt bit is set when the operation specified by a command that has its request interrupt bit set has been completed. The device interrupt bit is cleared by a subsequent SRQDAK or SRQACK command.

A Device Error bit is set when the specified device is unable to comply with a command issued by the master processor. A device error bit is cleared when the master processor reads the device status byte. More detailed error information is provided by the individual device status bytes (see RSTC, PSTC and LSTC command descriptions).

The SRQDAK command is used to clear a device interrupt. The subsequent data byte from the master processor to the DBB input data buffer is as follows:



An Interrupt Reset bit, when set, clears the corresponding device interrupt bit in the device status byte (see DSTAT command description). Attempting to reset an interrupt bit that is not set causes the illegal interrupt mask bit to be set in the system status byte. Note that the SRQDAK command also clears the PIO hardware interrupt signal to the IPB/IPC.

The SRQACK command causes the PIO processor to reset all of the device interrupt bits in the device status byte and the PIO hardware interrupt signal to the IPB/IPC. A data byte transfer is not associated with the SRQACK command.

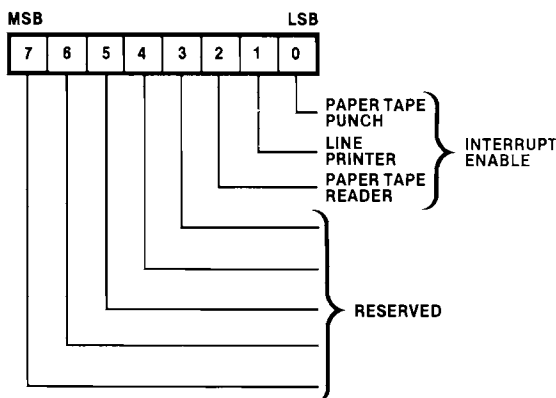
The SRQ command causes the PIO to generate a hardware interrupt to the IPB/IPC. The device interrupt bits of the device status byte are not affected and a data byte transfer is not initiated. This diagnostic command allows a master processor to test the PIO hardware interrupt signal when all other local interrupts of the IPB/IPC are reset. The PIO interrupt signal causes a level 7 interrupt request on the Multibus interface. The interrupt signal is cleared by a subsequent SRQACK command.

The DECHO command causes the PIO processor to accept and return (in complemented form) the next data byte input from the master processor. Although the data byte is sent and received via I/O port F8, the internal path within the PIO processor includes a software-controlled transfer of the data byte from the DBB input data buffer to the DBB output data buffer. The DECHO command represents a fairly comprehensive test of the master processor-PIO interface. The PIO response to a DECHO command requires approximately two milliseconds.

The CSMEM command causes the PIO processor to checksum the contents of the PIO internal ROM and thereby perform a confidence test of the PIO firmware. If the checksum test passes, the PIO processor clears the C/D flag to zero and returns a data byte of all zeroes; if the checksum test fails, the PIO processor sets the C/D flag to one and returns a data byte of all ones. Command execution requires approximately 100 milliseconds.

The TRAM command causes the PIO processor to perform read-after-write testing of PIO internal RAM. If a RAM location cannot be successfully written and read-back, the test is immediately terminated, and the PIO processor sets the C/D flag to one and returns a data byte of all ones. If the test passes, the PIO processor clears the C/D flag to zero and returns a data byte of all zeroes. Command execution requires approximately 100 milliseconds.

The SINT command causes the PIO processor to accept an interrupt enable byte at the DBB input data buffer. A bit set within the byte enables the corresponding device interrupt and also enables the PIO hardware interrupt signal to the IPB/IPC. The interrupt enable bits perform a function identical to the interrupt request bit of a command byte. Note that once a device interrupt is enabled, it remains enabled until a subsequent SINT command is issued to reset the interrupt enable bit. The format of the interrupt enable byte is as follows:



An Interrupt Enable bit, when set, enables the interrupt from the corresponding device. The format of the interrupt enable byte is identical to the interrupt reset byte of the SRQDAK command. Note that when any of the individual interrupt enable bits is set, the PIO interrupt line to the IPB/IPC is also enabled.

### 5.2.2 PAPER TAPE READER COMMANDS

The standard 200 character/second paper tape reader is pulsed to move one frame forward (to the right) or reverse (to the left). Two control signals are used by the reader: DR (drive right) and DL (drive left). The paper tape reader supplies two device status signals: DATA READY and SYSTEMS READY. The DATA READY signal indicates that tape movement has been completed and that a valid data byte is being presented to the PIO. The SYSTEMS READY signal indicates that the reader is connected to the PIO and that power is applied to the reader.

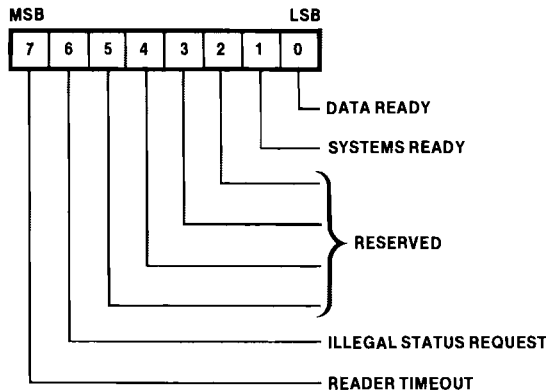
Commands to the PIO include the RDRC reader control command and the RSTC reader status command. The reader control command is able to either move the tape one frame or to enable PIO acceptance of the data byte (concurrent tape movement and data reading is not implemented). If the PIO detects an error condition during a read operation, the reader status byte is returned in place of the data byte. The PIO informs the master processor that a status byte is being presented by setting the command/data bit of the DBB status byte, and the operation is comparable to the PIO's execution of the RSTC reader status command.

The RDRC command uses bits 5 and 6 of the command byte to define the direction of tape movement, and either to select tape movement or to enable data byte reading. Note that if data byte reading is specified, the tape direction bit (bit 5) has no significance. The combinations of bits 5 and 6 are as follows:

Bit		Operation
6	5	
0	0	Read data byte
0	1	Read data byte
1	0	Move tape forward one frame
1	1	Move tape reverse one frame

When the request interrupt bit (bit 7) of the command byte is set, a PIO interrupt is generated at the completion of command processing and the paper tape reader device interrupt bit is set in the device status byte. When the RDRC command specifies tape movement (bit 6 of the command byte set), the interrupt is generated following tape movement (when the paper tape reader generates DATA READY). When the command specifies a data byte read operation, the interrupt is generated when the PIO processor places the requested data byte in the DBB output data buffer. Note that if an error is detected during command execution, the interrupt is generated when the PIO processor places the reader status byte in the DBB output data buffer.

The RSTC command causes the PIO processor to place the reader status byte in the DBB output data buffer and to clear the paper tape reader device error bit in the device status byte. The format of the reader status byte is as follows:



Data Ready is set when the paper tape reader has a character in its output buffer and is cleared when the PIO processor executes an RDRC command to access the character byte. When operating in the polled mode (interrupts disabled), a master processor tests the data ready bit following a tape movement command to determine when the character can be accessed by a subsequent RDRC read data byte command.

Systems Ready is set when both primary power is applied to the paper tape reader and the reader is connected to its corresponding connector on the rear panel of the development system.

Illegal Status Request is set when the request interrupt bit is set in the RSTC command byte (a master processor cannot legally request an interrupt at the completion of a status access operation). The illegal status request bit is cleared when the master processor reads the paper tape reader status byte from the DBB output data buffer.

Reader Timeout is set if the paper tape reader is not connected or has remained in a not ready condition (data ready=0) for more than 260 milliseconds following a tape movement command. The timer is reinitialized with every RDRC command.

### 5.2.3 PAPER TAPE PUNCH COMMANDS

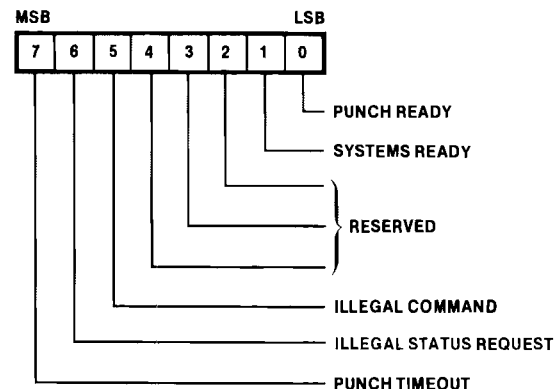
The standard 75 character/second paper tape punch responds to a single control signal (PUNCH COMMAND) that causes the punch to perforate a character on the tape and to advance the tape to the next frame position. The PUNCH COMMAND signal is generated by the PIO following receipt of a PUNC command from a master processor. The associated paper tape punch data byte is placed on the data output lines to the paper tape punch prior to the generation of the PUNCH COMMAND signal to the paper tape punch. Status regarding paper tape punch operations is supplied by the PIO processor to the master processor on receipt of a PSTC command. Status lines from the paper tape punch consist of PUNCH READY (operation complete) and SYSTEMS READY.

#### NOTE

The INPUT MODE SELECT and OUTPUT MODE SELECT control lines of the standard paper tape punch are disabled (grounded) at the interface connector on the chassis rear panel, and the DIRECTION control line is connected to +5 volts to only enable forward tape motion.

The PUNC command causes the PIO processor to accept the subsequent data byte at the DBB input data buffer as the character byte to be punched on the paper tape. The PIO processor delays the generation of the PUNCH COMMAND/ control signal until the character byte has stabilized on the output data lines to the paper tape punch. If the request interrupt bit of the PUNC command byte is set, the PIO processor sets the paper tape reader device interrupt bit in the device status byte and generates a PIO interrupt to the IPB/IPC when the paper tape reader returns a PUNCH READY status indication.

The PSTC command causes the PIO processor to place the paper tape punch status byte in the DBB output data buffer and to clear the paper tape punch device error bit of the device status byte. The format of the paper tape punch status byte is as follows:



Punch Ready is set when the paper tape punch is ready to receive a new punch command (i.e., after a character is punched and the tape is advanced one frame). When operating in the polled mode (interrupts disabled), a master processor tests the punch ready bit following a PUNC command to determine when the operation has been completed and the next character can be punched.

Systems Ready is set when both primary power is applied to the paper tape punch and the punch is connected to its corresponding connector on the development system's rear panel.

Illegal Command is set when a PUNC command is followed by a subsequent command byte ( $C/\bar{D}=1$ ). When this bit is set, the PUNC command is not executed (a character is not punched). The illegal command bit is cleared when the master processor reads the paper tape punch status byte from the DBB output data buffer.

Illegal Status Request is set when the request interrupt bit is set in the PSTC command byte (a master processor cannot legally request an interrupt at the completion of a status access operation). The illegal status request bit is cleared when the master processor reads the paper tape punch status byte from the DBB output data buffer.

Punch Timeout is set if the paper tape punch is not connected or has remained in a not ready condition (punch ready=0) for more than 260 milliseconds following a PUNC command. The timer is reinitialized with every PUNC command.

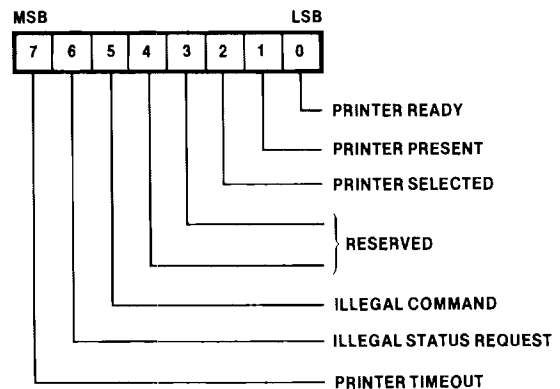
### 5.2.4 PRINTER COMMANDS

Two PIO commands are used to control the standard 60 character per second dot matrix printer. One command transfers ASCII character and control codes from a master processor to the line printer (both character and control codes are output to the printer as parallel bytes), and the other command returns the printer status byte to the master processor. The PIO processor uses a single control line (LPT DATA STROBE/) to transfer both control and character codes to the printer. The ASCII characters transferred are stored in the printer's input character buffer until either 80 characters have been received or a carriage return or line feed control code is encountered to terminate the line. When a character line is complete, the printer initiates its print cycle.

The line printer returns three status signals to the PIO processor: SELECT, BUSY and ACKNOWLEDGE. The SELECT signal is active when the line printer is placed on-line, and the BUSY signal is active during a print cycle. The ACKNOWLEDGE signal, when active, indicates that a character or control code has been accepted. The duration of the ACKNOWLEDGE signal returned by the standard printer is too short to be detected by the PIO processor; the PIO processor assumes that all character and control codes are accepted.

The LPTC command causes the PIO processor to accept the subsequent data byte at the DBB input data buffer as an ASCII character or control code to the line printer. The PIO processor delays the generation of the data strobe pulse (LPT DATA STROBE/) to the line printer until the ASCII code byte has stabilized on the output data lines to the printer. If the request interrupt bit (bit 7) of the LPTC command byte is set, the PIO processor sets the printer device interrupt bit in the device status byte and generates a PIO interrupt to the IPB/IPC when the associated character line is printed (i.e., when BUSY returns to an inactive level).

The LSTC command causes the PIO processor to place the printer status byte in the DBB output data buffer and to clear the printer device error bit in the device status byte. The format of the printer status byte is as follows:



Printer Ready is set whenever the printer is on-line and is not performing a print cycle (i.e., when BUSY is inactive). Since a character or control code is not accepted during a print cycle, the printer ready bit is examined prior to every LPTC command.

Printer Present is set when the printer is connected, powered-on and has been placed off-line, the printer present bit remains active.

Printer Selected is set when the printer is placed on-line (i.e., when SELECT is active) and remains set until the printer is placed off-line.

Illegal Command is set when a LPTC command is followed by a subsequent command byte (C/D=1). When the illegal command bit is set, the LPTC command is not executed (a data strobe pulse is not generated). The illegal command bit is cleared when the master processor reads the printer status byte from the DBB output data buffer.

Illegal Status Request is set when the request interrupt bit is set in the LSTC command byte (a master processor cannot legally request an interrupt at the completion of a status access operation). The illegal status request bit is cleared when the master processor reads the printer status byte from the DBB output data buffer.

Printer Timeout is set when the printer fails to complete a print cycle within 3.5 seconds. The cycle timer is reinitialized at the beginning of every print cycle when BUSY goes active.

### 5.2.5 PROM PROGRAMMER COMMANDS

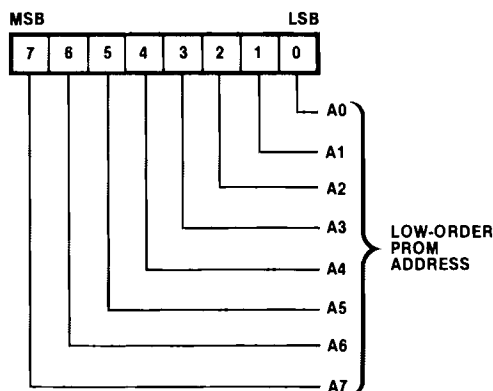
The following information pertains to the PROM programmer interface of the Intellec Series II development system. The text provides details on each of the commands and describes the functions of bits within the currently implemented data and status bytes. The PIO processor does not examine the contents of any PROM programmer data byte.

One factor common to all PROM programmer commands is that the PIO processor initiates a three millisecond timeout each time a command is received. For the WPPC write command, the timeout error simply causes a PROM programmer timeout bit to be set in the device status byte. However, for the RPPC and RDPDC read commands and the RPSTC status command, a special action is taken since it is assumed that a valid data or status byte could not be accessed from the PROM programmer. This special action consists of setting the C/D flag of the DBB status byte and loading an all ones byte (FFH) into the DBB output data buffer. The master program recognizes this DBB response as an indication that the PROM programmer was unable to provide the requested data or status byte.

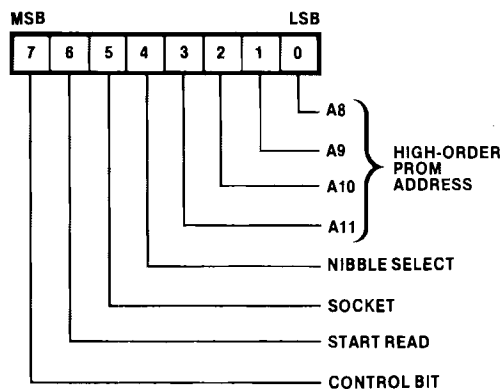
The WPPC command causes the PIO to transfer three bytes in sequence from the DBB input data buffer to the PROM programmer interface write data lines (PWD0-PWD7). Concurrently, the PIO processor sequentially activates control lines PPWC2, PPWC1, and PPWC0 in order to synchronize acceptance of the three bytes by the PROM programmer. The PROM programmer responds to each control signal by generating PPACK (PROM Programmer Acknowledge) to acknowledge acceptance of the associated byte. PPACK, since it cannot be detected at the PIO processor's data port due to its short duration, is additionally coupled to the TEST 1 input where it is tested using the appropriate branch instruction.

The three bytes transferred to the PROM programmer by the WPPC command are described in the following text in the order of their occurrence.

The first of the three write bytes is clocked by PPWC2 and is known as the low address byte. The format of the low address byte is as follows:



The second of three write bytes is clocked by PPWC1 and is known as the high address byte. The format of the high address byte is as follows:



High-Order PROM Address is defined by the control bit (bit 7) of the high address byte. When the control bit is clear, the four low-order bits of the byte contain PROM address bits A8 through A11 (4k address range). When the control bit is set, the four low-order bits contain PROM address bits A12 through A15 (64k maximum address range).

Nibble Select is only applicable when programming 4-bit PROMs. When the nibble select bit is set, the four data bits to be programmed are contained in the high-order four bits of the data byte (D7-D4), and when clear, the four data bits are contained in the low-order four bits of the data byte (D3-D0). The nibble select bit is ignored when programming 8-bit PROMs. When reading a 4-bit PROM, the data is always returned in the four low-order bits of the data byte.

Socket Select, when set, specifies PROM programming operations on the PROM device installed in Socket 1 and, when clear, specifies PROM programming operations on the PROM device in Socket 2.

Start Read is only applicable during PROM programmer read operations (see RPPC and RDPDC read command descriptions).

Control Bit defines the four address bits of the high address byte. When set, the high-order PROM address bits correspond to address bits A12 through A15 and when clear, the high-order PROM address bits correspond to address bits A8 through A11. Note that since the PIO firmware only issues one high address byte with any read or write command, when address bits A12 through A15 are required (e.g., when programming a 2764 EPROM), the master processor must perform a "dummy read" (with the control bit set) to load address bits A12 through A15 prior to programming (or reading) the PROM.

The third of the three write bytes is clocked by PPWC0 and is the data byte to be written into the PROM address specified by the low and high address bytes.

The RPPC command is used to read the contents of a PROM that has been previously programmed. The action of the PIO processor in response to an RPPC command is similar to that of the WPPC command in that the low and high address bytes are transferred to the PROM programmer by sequential generation of PPWC2 and PPWC1. If the start read bit of the high address byte is clear, the PIO processor

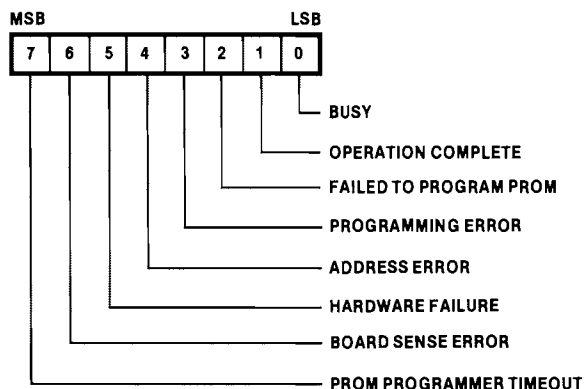
generates PPRC0 in place of PPWC0 to cause the PROM programmer to transfer the data contents of the addressed PROM location to the PIO processor's input data port. The PROM programmer signals the PIO processor when the data byte is available (PPACK), and the PIO processor sets the OBF flag in the DBB status byte when it transfers the byte to the DBB output data buffer for access by the master processor.

If the start read bit of the high address byte is set, the "read polling mode" is selected, and the PROM programmer initiates the read operation when the high address byte is received (i.e., on receipt of PPWC1). Note that in the read polling mode, the low address byte must precede the high address byte. The master processor monitors the Busy bit in the operation status byte (using the RPSTC command) to determine when the PROM programmer has accessed the addressed data byte. When the byte has been accessed (when the Busy bit clears), the master processor must issue an RDPDC command to access the data byte. Note that if the data byte returned by an RPPC or RDPDC command is invalid, the PIO processor sets the command/data flag ( $C/\bar{D}=1$ ) and returns a data byte of all ones.

The RDPDC command is only valid when a prior RPPC command specifies read polling mode operation (start read bit set in the high address byte). The RDPDC command, as previously explained, is issued by the master processor when it determines that the PROM programmer has accessed the data byte addressed by the RPPC command. In response to the RDPDC command, the PIO processor generates PPRC0 to enable the byte onto the PROM programmer's read data lines (the byte is accepted on receipt of PPACK from the PROM programmer) and then transfers the byte from its input data port to the DBB output data buffer for access by the master processor.

The RPSTC command causes the PIO processor to transfer two status bytes to the master processor. On receipt of the RPSTC command, the PIO processor generates PPRC1 to access the operation status byte from the PROM programmer. The accessing of the operation status byte is simplified in that this byte is continuously applied to the read data lines (PRD0-PRD7) except when the PROM programmer receives a read data command. On receipt of PPACK from the PROM programmer, the PIO processor transfers the operation status byte to the DBB output data buffer and then monitors the DBB output buffer full (OBF) flag to determine when the master processor accepts the status byte. When the byte is accepted (when the OBF flag is cleared), the PIO processor places the PROM programmer device status byte in the DBB output data buffer and again sets the OBF flag.

The format of the PROM programmer operation status byte is as follows:



Busy is set while the PROM programmer is performing any operation specified by a data read or write command. Note that the remaining status bits are only valid when the PROM programmer is *not* busy (i.e., when the busy bit is clear).

Operation Complete is set at the completion of any data read or write operation.

Failed to Program PROM is set when the PROM programmer is unable to successfully program the PROM.

Programming Error is set when an attempt is made to reprogram a fused location (e.g., attempting to reprogram a bipolar PROM).

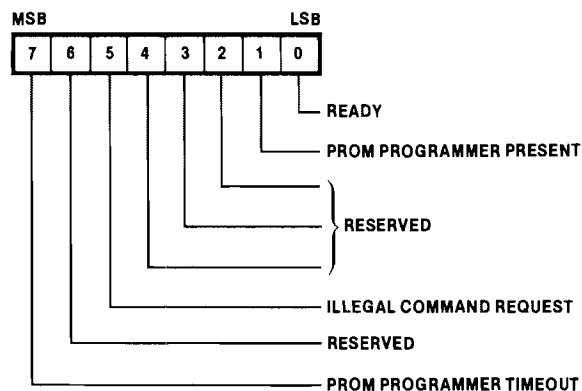
Address Error is set when an attempt is made to program or read a non-existent PROM location.

Hardware Failure is set when a hardware fault is detected (e.g., programming voltage not present, PROM incorrectly programmed).

Board Sense Error is set when a personality module is not installed for the socket specified.

PROM Programmer Timeout is a personality module-dependent status bit (e.g., the UPP-848 personality module sets this bit if the 8748 device is incorrectly oriented in the socket).

The format of the PROM programmer device status byte is as follows:



Ready is set when the PIO processor completes execution of a command.

PROM Programmer Present is set when the PROM programmer is connected to its corresponding rear panel connector and primary power is applied to the PROM programmer.

Illegal Command Request is set when the master processor issues a new command and the previous command has not been completed.

PROM Programmer Timeout is set if the PROM Programmer is not present or primary power is not enabled, or if command execution is not completed within three milliseconds (i.e., the ready bit remains clear for more than three milliseconds).



```

LOC  OBJ      SEQ      SOURCE STATEMENT
1          NAME    KEYINT
2          ASEC
3 ;
4 ;          THIS PROGRAM IS AN EXAMPLE OF AN INTERRUPT ROUTINE TO BE USED
5 ;          WHEN ENABLING AND SERVICING INTERRUPTS ORIGINATING FROM THE DEVICES
6 ;          ATTACHED TO THE LOCAL INTERRUPT CONTROLLER (IOC,P10,USART1,USART2 ETC)
7 ;          OF A SERIES II PROCESSOR.
8
9 ;          THIS SPECIFIC EXAMPLE IS FOR A KEYBOARD INTERRUPT FROM THE SERIES II
10 ;         MODEL 228 OR 238. THE LINES OF CODE WHICH DO NOT CHANGE FROM DEVICE TO DEVICE
11 ;         ARE SHOWN WITH AN ASTERIK(*). THE LINES WHICH CHANGE BASED ON THE
12 ;         DEVICE IS SHOWN WITH A DOUBLE ASTERIK(**).
13 ;
14 ;         THE FOLLOWING STEPS ARE PERFORMED
15 ;         INITIALIZATION:
16 ;         1) UNMASK INTERRUPT LEVEL 8,7 OF SYSTEM 8259
17 ;         2) UNMASK INTERRUPT LEVEL 6 OF LOCAL 8259
18 ;         3) ENABLE KEYBOARD INTERRUPT OF IOC
19 ;
20 ;         INTERRUPT SERVICING:
21 ;         1) POLL LOCAL 8259 (MUST BE DONE)
22 ;         2) READ CHARACTER FROM IOC KEYBOARD
23 ;         3) ACKNOWLEDGE INTERRUPT TO IOC LOGIC
24 ;         4) ACKNOWLEDGE INTERRUPT (<EOI>) TO SYSTEM/LOCAL 8259
25 ;
26 ;         THE ROUTINE WHEN STARTED FROM LOCATION B18BH ENABLES KEYBOARD INTERRUPTS
27 ;         AND ECHOS THE KEYBOARD CHARACTER TO THE CONSOLE DURING THE SERVICE
28 ;         ROUTINE FOLLOWED BY RETURNING TO THE EXECUTING ROUTINE WHICH
29 ;         IN THIS CASE IS A LOOP ON A HALT INSTRUCTION.
30 ;
31 ;         8259 INTERRUPT CONTROLLER INTERFACE CONSTANTS
32 ;
33 ;
34 LICPB EQU BFAH ; LOCAL INTERRUPT CONTROL PORT B
35 LICP1 EQU BFBH ; LOCAL INTERRUPT CONTROL/DATA PORT 1
36 SICPB EQU BFBH ; SYSTEM INTERRUPT CONTROL PORT B
37 SICP1 EQU BFDH ; SYSTEM INTERRUPT CONTROL/DATA PORT 1
38 ;
39 ;
40 ;
41 EOI EQU 82BH ; END OF INTERRUPT
42 OCM EQU 88CH ; OPERATION CONTROL WORD (POLL COMMAND)
43 ;
44 ;         SYSTEM INTERRUPT CONSTANTS
45 ;
46 SINSK EQU 87EH ; MASK FOR ENABLING SYSTEM INTERRUPTS 8,7
47 IOCIH EQU 8BFH ; MASK FOR ENABLING IOC INTERRUPT
48 ;
49 ;         IOC INTERFACE CONSTANTS
50 ;
51 IACK EQU 884H ; INTERRUPT ACKNOWLEDGE COMMAND
52 SINT EQU 88AH ; SYSTEM INTERRUPT ENABLE/DISABLE COMMAND

```



# APPENDIX A INTERRUPT ROUTINE EXAMPLE

```

LOC  OBJ      SEG      SOURCE STATEMENT
0012          53 KEYD   EQU      012H          ; KEYBOARD DATA COMMAND
0002          54 KMSK   EQU      002H          ; KEYBOARD MASK
0002          55 ;
0002          56 ;     MONITOR INTERFACE CONSTANTS
0002          57 ;
F009          58 CO     EQU      BF009H        ; CONSOLE OUT ENTRY POINT
F021          59 IOCDR1 EQU      BF021H        ; IOC OUTPUT DRIVER
F044          60 IOCDR2 EQU      BF044H        ; IOC INPUT DRIVER
0002          61 ;
0002          62 ;
0002          63 ;     INTERRUPT 7 ROUTINE
0002          64 ;
0038          65      ORG      030H
0038 3E0C     66      MVI      A,OCW          ; ** OUTPUT POLL COMMAND TO LOCAL 0259
003A D3FB     67      OUT      LICP1         ; **
003C D8FB     68      IN       LICP1         ; ** INPUT HIGHEST PRIORITY INTERRUPT AND
0002          69 ;     DISCARD IF DESIRED
003E 0612     70      MVI      0,KEYD        ; * LOAD IOC KEYBOARD COMMAND
0040 CD21FB   71      CALL     IOCDR1        ; * INPUT KEYBOARD DATA
0043 4F       72      MOV      C,A           ; SET UP FOR OUTPUT TO CONSOLE ROUTINE
0044 CD09FB   73      CALL     C,A           ; OUTPUT CHARACTER
0047 0604     74      MVI      0,IACK         ; * LOAD IOC INTERRUPT ACKNOWLEDGE COMMAND
0049 0E02     75      MVI      C,KMSK        ; * LOAD KEYBOARD ACKNOWLEDGE CONSTANT
004B CD44FB   76      CALL     IOCDR2        ; * OUTPUT ACKNOWLEDGE
004E 3E20     77      MVI      A,EOI         ; ** OUTPUT EOI TO LOCAL/SYSTEM INTERRUPT CONTROLLERS
0050 D3FB     78      OUT      LICP1         ; **
0052 D3FD     79      OUT      SICP1         ; **
0054 F0       80      EI              ; ** ENABLE INTERRUPTS
0055 C9       81      RET              ; **
0002          82 ;
0002          83 ;     MAIN PROGRAM
0002          84 ;
0100          85      ORG      0100H
0100 3E7E     86      MVI      A,SIMSK        ; ** OUTPUT SYSTEM INTERRUPT MASK
0102 D3FC     87      OUT      SICPB         ; **
0104 3E0F     88      MVI      A,IOCIM        ; ** OUTPUT LOCAL INTERRUPT MASK
0106 D3FA     89      OUT      LICPB         ; **
0108 060A     90      MVI      0,SINT         ; * LOAD SYSTEM INTERRUPT COMMAND
010A 0E02     91      MVI      C,KMSK        ; * LOAD KEYBOARD ENABLE CONSTANT
010C CD44FB   92      CALL     IOCDR2        ; * OUTPUT TO IOC LOGIC
0002          93 LOOP:
010F 76       94      HLT
0110 C30FB1   95      JMP      LOOP
0002          96      END

```

PUBLIC SYMBOLS

EXTERNAL SYMBOLS

USER SYMBOLS

CO	A F009	EOI	A 0020	IACK	A 0004	IOCDR1	A F021	IOCDR2	A F044	IOCIM	A 000F	KEYD	A 0012
KMSK	A 0002	LICPB	A 00FA	LICP1	A 00FB	LOOP	A 010F	OCW	A 000C	SICPB	A 00FC	SICP1	A 00FD
SIMSK	A 007E	SINT	A 000A										

ASM80 (F1:IDRVR.SRC OBJECT(F1:IDRVR.OBJ) PRINT(F1:IDRVR.LST)

ISIS-II 0000/0005 MACRO ASSEMBLER, V2.0 MODULE PAGE 1

```
LOC OBJ      SEQ      SOURCE STATEMENT
4000          1          ORG      4000H          ; Arbitrary origin point
4000 C33040   2          JMP      START        ; Branch to start of example
3 ;-----
4 ;
5 ; BASIC INPUT DRIVER EXAMPLE
6 ;
7 ; This is an example of an input driver to the IOC. It is called
8 ; with the following input parameters:
9 ;     D-register contains the (device status command)
10 ;     E-register contains the (device output command)
11 ; Upon exiting from this driver, the data input from the device
12 ; will be in the A-register.
13 ;
14 ; An input driver to the PIO is similar to this driver to the IOC
15 ; except that the I/O port assignments are changed.
16 ;
17 ;-----
18 ;
19 DISABL EQU 0DH          ; Disable interrupts
20 ENABL  EQU 05H          ; Enable interrupts
21 CPUC   EQU 0FFH          ; Control port
22 IOCI   EQU 0C0H          ; I/O Controller input data (from DBB) port
23 IOCO   EQU 0C0H          ; I/O Controller output data (to DBB) port
24 IOCS   EQU 0C1H          ; I/O Controller input DBB status port
25 IOCC   EQU 0C1H          ; I/O Controller output control command port
26 FO     EQU 00000100H    ; Flag 0 - slave is busy, master is locked out
27 IBF    EQU 00000010H    ; Slave input buffer is full
28 OBF    EQU 00000001H    ; Slave output buffer is full
29 DEVRDY EQU 00000001H    ; Device ready
30 INDRVR:
31 MVI    A,DISABL        ; Block all interrupts
32 OUT    CPUC
33 LOOP1:
34 IN     IOCS            ; Input DBB status
35 ANI    FO OR IBF OR OBF; Test for slave processor idle
36 JNZ   LOOP1           ; Loop until it is idle
37 MOV   A,D              ; Load the device status command
38 OUT   IOCC             ; Output the command to the IOC control port
39 LOOP2:
40 IN     IOCS            ; Input DBB status
41 ANI    FO OR IBF OR OBF; Mask off status flags
42 CPI    OBF             ; Test for slave done; something for the master
43 JNZ   LOOP2           ; Loop until slave is ready
44 IN     IOCI            ; Otherwise device from DBB
45 ANI    DEVRDY         ; Is the device ready?
46 JZ    LOOP1           ; Loop until it is
47 LOOP3:
48 IN     IOCS            ; Input DBB status
49 ANI    FO OR IBF OR OBF; Test for slave processor idle
50 JNZ   LOOP3           ; Loop until it is idle
51 MOV   A,E              ; Load the device output command
52 OUT   IOCC             ; Output the command to the PIO control port
```



**BASIC INPUT DRIVER EXAMPLE**  
**APPENDIX B**

```

LOC  OBJ      SEQ      SOURCE STATEMENT
-----
4020 08C1      53 LOOP4:
4020 08C1      54      IN      IOCS          ; Input DBB status
4020 E607      55      ANI      FO OR IBF OR OBF; Mask off status flags
402F FE01      56      CPI      OBF          ; Test for slave done; something for the master
4031 C22040    57      JNZ      LOOP4         ; Loop until it is ready
4034 08C0      58      IN      IOCI         ; Otherwise input the data from the DBB
4036 F5        59      PUSH     PSW          ; Save the data
4037 3E05      60      MVI      A,ENABL       ; Enable the interrupts
4039 03FF      61      OUT      CPUC         ;
4030 F1        62      POP      PSW          ; Return the data in the A-register
403C C9        63      RET
64 ;-----
65 ;
66 ; This is an example keyboard driver which calls the above
67 ; generalized input driver
68 ; Characters are input from the keyboard and stored into a
69 ; buffer of size 122. Input is halted when either a carriage
70 ; return is input or the buffer is full.
71 ;
72 ;-----
73 ;
0012      74 KEYC EQU      012H       ; Keyboard input data command
0013      75 KSTS EQU      013H       ; Keyboard device status command
76 START:
4030 215940    77      LXI      H,BUFFER      ; Set up buffer size counter of 122
4040 067A      78      MVI      B,122
79 LOOP:
4042 1613      80      MVI      D,KSTS        ; Load keyboard status command
4044 1E12      81      MVI      E,KEYC       ; Load keyboard input data command
4046 C00340    82      CALL     INDRV        ; Call the input driver routine
4049 77        83      MOV      M,A          ; Store the input byte in the buffer
404A FE00      84      CPI      0DH         ; Is it a carriage return?
404C CA5040    85      JZ       EXIT        ; Branch to EXIT if we have just input a carriage return
404F 23        86      INX      H          ; Otherwise move the buffer pointer
4050 05        87      DCR      B          ; and decrement the buffer count
4051 CA5740    88      JZ       OVFL        ; If buffer full, jump to overflow code
4054 C34240    89      JMP      LOOP        ; Otherwise get the next character
90 OVFL:
4057 76        91      HLT
92 EXIT:
4058 76        93      HLT
007A      94 BUFFER DS      122
4030      95      END      START

PUBLIC SYMBOLS

EXTERNAL SYMBOLS

USER SYMBOLS
BUFFER A 4059 CPUC A 00FF DEVRDY A 0001 DISABL A 0000 ENABL A 0005 EXIT A 4058 FO A 0004
IBF A 0002 INDRV A 4003 IOCC A 00C1 IOCI A 00C0 IOCO A 00C0 IOCS A 00C1 KEYC A 0012
KSTS A 0013 LOOP A 4042 LOOP1 A 4007 LOOP2 A 4011 LOOP3 A 4021 LOOP4 A 4020 OBF A 0001
OVFL A 4057 START A 4030

ASSEMBLY COMPLETE, NO ERRORS

```

ASM88 :F1:ODRVR.SRC OBJECT(:F1:ODRVR OBJ) PRINT(:F1:ODRVR.LST)

ISIS-II 8888/8885 MACRO ASSEMBLER, V2.8      MODULE    PAGE    1

```
LOC  OBJ      SEQ      SOURCE STATEMENT
4100                                1          ORG      4100H          ; Arbitrary origin point
4100 C33A41    2          JMP      START          ; Branch to start of example
3 ; -----
4 ;
5 ; BASIC OUTPUT DRIVER EXAMPLE
6 ;
7 ; This is an example of an output driver to the PIO. It is called
8 ; with the following input parameters:
9 ;        C-register contains the byte data to be output
10 ;        D-register contains the <device status command>
11 ;        E-register contains the <device output command>
12 ;
13 ; An output driver to the IOC is similar to this driver to the PIO
14 ; except that the I/O port assignments are changed.
15 ;
16 ; -----
17 ;
0000    18  DISABL EQU      0DH          ; Disable interrupts
0005    19  ENABL EQU      5H          ; Enable interrupts
00FF    20  CPUC EQU      FFH          ; Control port
00F8    21  P10I EQU      F8H          ; Parallel I/O input data (from DBB) port
00F8    22  P10O EQU      F8H          ; Parallel I/O output data (to DBB) port
00F9    23  P10S EQU      F9H          ; Parallel I/O input DBB status port
00F9    24  P10C EQU      F9H          ; Parallel I/O output control command port
0004    25  FO EQU      00001000H      ; Flag 0 - slave is busy, master is locked out
0002    26  IBF EQU      00000100H      ; Slave input buffer is full
0001    27  OBF EQU      00000010H      ; Slave output buffer is full
0001    28  DEVRDY EQU 00000001H      ; Device ready
29  OUTDVR:
4103 3EBD    30          MVI      A,DISABL      ; Block all interrupts
4105 D3FF    31          OUT      CPUC
32  LOOP1:
4107 DBF9    33          IN       P10S          ; Input DBB status
4109 E607    34          ANI      FO OR IBF OR OBF; Test for slave processor idle
4108 C2B741  35          JNZ      LOOP1          ; Loop until it is idle
410E 7A      36          MOV      A,D           ; Load the device status command
410F D3F9    37          OUT      P10C          ; Output the command to the PIO control port
38  LOOP2:
4111 DBF9    39          IN       P10S          ; Input DBB status
4113 E607    40          ANI      FO OR IBF OR OBF; Mask off status flags
4115 FEB1    41          CPI      0BF          ; Test for slave done; something for the master
4117 C21141  42          JNZ      LOOP2          ; Loop until slave is ready
411A DBF8    43          IN       P10I          ; Otherwise device from DBB
411C E601    44          ANI      DEVRDY        ; Is the device ready?
411E CAB741  45          JZ       LOOP1          ; Loop until it is
46  LOOP3:
4121 DBF9    47          IN       P10S          ; Input DBB status
4123 E607    48          ANI      FO OR IBF OR OBF; Test for slave processor idle
4125 C22141  49          JNZ      LOOP3          ; Loop until it is idle
4128 78      50          MOV      A,E           ; Load the device output command
4129 D3F9    51          OUT      P10C          ; Output the command to the PIO control port
52  LOOP4:
```

Intel

BASIC OUTPUT DRIVER EXAMPLE  
APPENDIX C

```

LOC  OBJ      SEQ      SOURCE STATEMENT
412B DBF9      53      IN      P100      ; Input DBB status
412D E607      54      ANI      FO OR IBF OR OBF; Test for slave processor ready
412F C22B41    55      JNZ      LOOP4      ; Loop until it is ready
4132 79        56      MOV      A,C        ; Load data to be written
4133 D3F8      57      OUT      P100      ; Output data to the DBB
4135 3E05      58      MVI      A,ENABL   ; Enable the interrupts
4137 D3FF      59      OUT      CPUC
4139 C9        60      RET
61 ;-----
62 ;
63 ; This is an example line printer driver which calls the above generalized
64 ; output driver.
65 ; The contents of the array BUFFER are output to the line printer.
66 ;
67 ;-----
68 ;
0003      69      ETX      EQU      03H      ; End-of-file
0014      70      LPTC     EQU      014H     ; Line printer output data command
0015      71      LSTC     EQU      015H     ; Line printer device status command
72 START:
413A 215B41    73      LXI      H,BUFFER
74 LOOP:
413D 4E        75      MOV      C,M      ; Move data to be output to the C-register
413E 1615      76      MVI      D,LSTC   ; Load printer status command
4140 1E14      77      MVI      E,LPTC   ; Load printer output data command
4142 C0B341    78      CALL    OUTDVR   ; Call the output driver routine
4145 79        79      MOV      A,C
4146 FE03      80      CPI      ETX
4148 CA4F41    81      JZ       EXIT      ; Branch to EXIT if we have just output an ETX
414B 23        82      INX      H
414C C33D41    83      JMP      LOOP
84 EXIT:
414F 76        85      HLT
4150 4C494E45  86 BUFFER: DB 'LINE PRINTER PIO EXAMPLE ',0DH,0AH,ETX
4154 2B505249
4158 4E544552
415C 2850494F
4160 20455841
4164 4D504C45
4168 20
4169 0D
416A 0A
416B 03
413A      87      END      START

PUBLIC SYMBOLS

EXTERNAL SYMBOLS

USER SYMBOLS
BUFFER A 4150 CPUC A 00FF DEVRDY A 0001 DISABL A 0000 ENABL A 0005 ETX A 0003 EXIT A 414F
FO A 0004 IBF A 0002 LOOP A 413D LOOP1 A 4107 LOOP2 A 4111 LOOP3 A 4121 LOOP4 A 412B
LPTC A 0014 LSTC A 0015 OBF A 0001 OUTDVR A 4107 P100 A 00F9 P101 A 00F8 P100 A 00F8

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PIOS A BFF9    START A 413A  
ASSEMBLY COMPLETE, NO ERRORS



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APPENDIX D  
DISKETTE READ/WRITE EXAMPLE

ASM00 :F1:DISK.SRC OBJECT(:F1:DISK.OBJ) PRINT(:F1:DISK.LST)

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```
LOC  OBJ      SEQ      SOURCE STATEMENT
      1 ;*****
      2 ;*
      3 ;* THIS SIMPLE EXAMPLE READS TWO SECTORS FROM THE DISK (TRACK 28H,
      4 ;* SECTORS 7 AND 8) INTO A BUFFER IN RAM. IT THEN WRITES THE
      5 ;* CONTENTS OF THAT BUFFER BACK TO THE DISK AT TRACK 40H, SECTORS
      6 ;* 18H AND 19H.
      7 ;*
      8 ;*****
      9 ;
0000      10            ORG     6000H            ; ARBITRARY ORIGIN POINT
0000      11 CLEAR:
0000      12            CALL    DKSTAT        ; GET CURRENT DISK STATUS
0003      13            ANI     4H            ; OPERATION COMPLETE?
0005      14            JZ      BEGIN        ; BRANCH IF PREVIOUS OPERATION COMPLETE
0008      15            CALL    RTYPE        ; OTHERWISE, CLEAR THE DISK OF
0008      16            CALL    R8YTE        ;        OPERATIONS
000E      17            JMP     CLEAR
0011      18 BEGIN:
0011      19            LXI    B,RIOPB       ; LOAD ADDRESS OF RIOPB IN B,C REGISTERS
0014      20            CALL    ISDDR        ;
0017      21            LXI    B,WIOPB       ; LOAD ADDRESS OF WIOPB
001A      22            CALL    ISDDR        ;
001D      23            HLT
001E      24 ;
001E      25 RIOPB:            ; IOPB FOR READ
001F      26            DB      0            ; IO CONTROL WORD
0020      27            DB      READ        ; READ INSTRUCTION
0021      28            DB      2            ; NUMBER OF SECTORS
0022      29            DB      28H        ; TRACK ADDRESS
0023      30            DB      7            ; SECTOR ADDRESS
0024      31            DW      BUFFER       ; BUFFER ADDRESS
0025      32 WIOPB:            ; IOPB FOR WRITE
0026      33            DB      0            ; IO CONTROL WORD
0027      34            DB      WRITE        ; WRITE INSTRUCTION
0028      35            DB      2            ; NUMBER OF SECTORS
0029      36            DB      40H        ; TRACK ADDRESS
002A      37            DB      18H        ; SECTOR ADDRESS
002B      38            DW      BUFFER       ; BUFFER ADDRESS
002C      39 BUFFER: DS        256
002D      40
002E      41 ;*****
002F      42 ;*
0030      43 ;* PROCEDURE NAME: ISDDR (INTEGRATED SINGLE DENSITY DISK DRIVER)
0031      44 ;* PROCESS: TRANSMIT THE IOPB, ONE BYTE AT A TIME, TO THE ISD
0032      45 ;* IF THE INSTRUCTION TO THE DISK IS A DATA TRANSFER
0033      46 ;* (I.E. READ DATA, FORMAT, WRITE DATA, WRITE DELETED
0034      47 ;* DATA) THEN TRANSFER THE DATA, ONE BYTE AT A TIME,
0035      48 ;* TO/FROM THE ISD.
0036      49 ;* INPUT:    B-REG CONTAINS MSB OF IOPB
0037      50 ;*            C-REG CONTAINS LSB OF IOPB
0038      51 ;* OUTPUT:   THE IOPB IS TRANSMITTED TO THE ISD. DATA IS TRANSFERED
0039      52 ;*            TO/FROM THE ISD AS REQUIRED.
```

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LOC  OBJ      SEQ      SOURCE STATEMENT
53 ;*
54 ;*****
55 ; IOC INTERFACE COMMANDS
00C1  56 IOCS  EQU    0C1H      ; IOC INPUT DBB STATUS PORT
00C1  57 IOCC  EQU    0C1H      ; IOC OUTPUT CONTROL COMMAND PORT
00C0  58 IOCI  EQU    0C0H      ; IOC INPUT DATA (FROM DBB) PORT
00C0  59 IOCO  EQU    0C0H      ; IOC OUTPUT DATA (TO DBB) PORT
0004  60 FB    EQU    00000100H   ; FLAG B - SLAVE IS BUSY. MASTER IS LOCKED OUT
0002  61 IOBF  EQU    00000100H   ; SLAVE INPUT BUFFER IS FULL
0001  62 IOBF  EQU    00000010H   ; SLAVE OUTPUT BUFFER IS FULL
0015  63 WPBC  EQU    15H        ; WRITE PARAMETER BLOCK COMMAND
0016  64 WPCC  EQU    16H        ; WRITE PARAMETER BLOCK COMMAND CONTINUATION
0017  65 WDBC  EQU    17H        ; WRITE DATA BLOCK COMMAND
0018  66 WDCC  EQU    18H        ; RESERVED
0019  67 RDBC  EQU    19H        ; READ DATA BLOCK COMMAND
001A  68 RDCC  EQU    1AH        ; RESERVED
001B  69 RRSTS  EQU    1BH        ; READ RESULT STATUS COMMAND
001C  70 RDSTS  EQU    1CH        ; READ DEVICE STATUS COMMAND
71
72 ; PSEUDO INTERRUPT INSTRUCTIONS
0000  73 DISABL EQU    0DH        ; DISABLE INTERRUPTS
0005  74 ENABL  EQU    05H        ; ENABLE INTERRUPTS
00FF  75 CPUC   EQU    0FFH        ; PORT FOR THESE INSTRUCTIONS
76
77 ; DISK INSTRUCTIONS
0001  78 SEEK  EQU    1H          ; SEEK INSTRUCTION
0002  79 FORMAT EQU    2H          ; FORMAT INSTRUCTION
0003  80 RECALB EQU    3H          ; RECALIBRATE INSTRUCTION
0004  81 READ  EQU    4H          ; READ DATA INSTRUCTION
0005  82 VERIFY EQU    5H          ; VERIFY CRC INSTRUCTION
0006  83 WRITE EQU    6H          ; WRITE DATA INSTRUCTION
0007  84 WRITED EQU    7H          ; WRITE DELETED DATA INSTRUCTION
85
86 ; LAYOUT OF THE I/O PARAMETER BLOCK (IOPB)
87 ; ONLY THE FIRST FIVE BYTES OF THE IOPB ARE TRANSMITTED TO THE ISD
88 ; IOCM  BYTE  CHANNEL WORD
89 ; IOINS BYTE  DISKETTE INSTRUCTION
90 ; NSEC  BYTE  NUMBER OF SECTORS
91 ; TADR  BYTE  TRACK ADDRESS
92 ; SADR  BYTE  SECTOR ADDRESS
93 ; BUF   ADDRESS BUFFER ADDRESS
94
95
96 ISDDR:
612C C5  97 PUSH  B          ; SAVE B,C (I.E. ADDRESS OF IOPB)
6120 03  98 INX  B          ; BC POINTS TO IOINS BYTE
612E 0A  99 LDAX B          ; A-REG CONTAINS IOINS
612F FE04 100 CPI  READ      ; IS IT A READ INSTRUCTION?
6131 C26561 101 JNZ  ISDI     ; JUMP IF IT ISN'T
6134 E1  102 POP  H          ; OTHERWISE, PROCESS THE READ COMMAND
103 ; HL CONTAINS IOPB ADDRESS
6135 E5  104 PUSH  H          ; SAVE THE ADDRESS OF THE IOPB
6136 23  105 INX  H
6137 23  106 INX  H
6138 56  107 MOV  D,M        ; SAVE THE NUMBER OF SECTORS IN D-REG

```

LOC	OBJ	SEQ	SOURCE STATEMENT
6139	E1	188	POP H ; HL NOW POINTS TO BEGINNING OF THE IOPB
613A	D5	189	PUSH D ; SAVE THE NUMBER OF SECTORS
613B	CDBA61	110	CALL TRIOPB ; TRANSMIT THE IOPB
613E	23	111	INX H ; HL NOW POINTS TO BUFFER ADDRESS
		112	; ENTRY OF THE IOPB
613F	5E	113	MOV E,M ; E CONTAINS LSB OF BUFFER ADDRESS
6140	23	114	INX H ; HL NOW CONTAINS LSB OF BUFFER ADDRESS
6141	56	115	MOV D,M ; D CONTAINS MSB OF BUFFER ADDRESS
6142	EB	116	XCHG ; HL NOW POINTS TO THE BUFFER ITSELF
6143	B619	117	MVI B,RDRC ; LOAD THE READ DATA BLOCK COMMAND
6145	CDB0C62	118	CALL IOCCOM ; OUTPUT IT
6148	01	119	POP D ; D-REG CONTAINS NUMBER OF SECTORS TO BE TRANSFERRED
		120	RDLPI1 ;
6149	1E88	121	MVI E,128 ; SET COUNTER FOR NUMBER OF BYTES PER SECTOR
		122	RDLPI2 ;
614B	DBC1	123	IN IDCS ; INPUT DBB STATUS
614D	E687	124	ANI FB OR IBF OR OBF ; MASK OFF STATUS FLAGS
614F	FE81	125	CPI OBF ; TEST FOR SLAVE DONE; SOMETHING FOR THE MASTER
6151	C24B61	126	JNZ RDLPI2 ; LOOP UNTIL SLAVE IS READY
6154	DBC8	127	IN IOCI ; OTHERWISE, INPUT THE DATA FROM THE DBB
6156	77	128	MOV M,A ; STORE THE DATA IN MEMORY AT THE BUFFER LOCATION
6157	23	129	INX H ; HL POINTS TO THE NEXT BYTE IN THE BUFFER
6158	1D	130	DCR E ; DECREMENT THE LENGTH REMAINING IN ONE SECTOR
6159	C24B61	131	JNZ RDLPI2 ; CONTINUE READING UNTIL WHOLE SECTOR READ
615C	15	132	DCR D ; ALL OF A SECTOR HAS BEEN READ. DECREMENT THE
		133	; COUNT OF THE TOTAL NUMBER OF SECTORS
		134	; REMAINING TO BE READ
615D	C24961	135	JNZ RDLPI ; READ THE NEXT SECTOR
6160	3E85	136	MVI A,ENABL ; ENABLE INTERRUPTS
6162	D3FF	137	OUT CPUC ;
6164	C9	138	RET ; RETURN; READ DISK OPERATION COMPLETED
		139	-----
		140	ISD1 ; WE KNOW IT IS NOT A READ INSTRUCTION
		141	; A-REG CONTAINS THE IOINS
6165	FE82	142	CPI FORMAT ; IS IT A FORMAT INSTRUCTION
6167	CA7461	143	JZ ISD2 ; JUMP IF IT IS
616A	FE86	144	CPI WRITE ; IS IT A WRITE DATA INSTRUCTION?
616C	CA7461	145	JZ ISD2 ; JUMP IF IT IS
616F	FE87	146	CPI WRITED ; IS IT A WRITE DELETED DATA INSTRUCTION?
6171	C2AD61	147	JNZ ISD3 ; JUMP IF IT ISN'T (THEREFORE, THE INSTRUCTION IS A
		148	; SEEK, RECALB, OR VERIFY)
		149	ISD2 ; A DATA TRANSFER INSTRUCTION INVOLVING A
		150	; WRITE TO THE DISKETTE
6174	E1	151	POP H ; HL CONTAINS THE IOPB ADDRESS
6175	E5	152	PUSH H ; SAVE THE IOPB ADDRESS
6176	23	153	INX H ; HL NOW POINTS TO IOINS
6177	7E	154	MOV A,M ; A-REG CONTAINS THE INSTRUCTION
6178	FE82	155	CPI FORMAT ; IS IT A FORMAT INSTRUCTION
617A	23	156	INX H ; HL NOW POINTS TO NSEC
617B	CA9261	157	JZ ISD2A ; JUMP IF IT IS A FORMAT INSTRUCTION
617E	4E	158	MOV C,M ; MOVE NUMBER OF SECTORS TO B-REG IF NOT A
		159	; FORMAT INSTRUCTION
617F	C38461	160	JMP ISD2B ; SKIP FORMAT STUFF
		161	ISD2A ;
6182	B881	162	MVI C,B1 ; SINCE IT IS A FORMAT INSTRUCTION, MOVE A 1 TO

```

LOC OBJ      SEQ      SOURCE STATEMENT
                163                ) THE C-REG (EXPLANATION) FOR TWO BOARD DISK
                164                ) CONTROLLERS. IT IS POSSIBLE TO HAVE AN INVALID
                165                ) VALUE IN THE NUMBER OF SECTORS BYTE OF THE
                166                ) IOPB AND THIS WILL NOT AFFECT THE OPERATION
                167                ) OF THE CONTROLLERS. FOR THE 8271, HOWEVER,
                168                ) WE MUST HAVE A VALID VALUE.)
                169 ISD2B:
6184 23      170      INX      H      ) HL NOW POINTS TO THE TADR
6185 23      171      INX      H      ) HL NOW POINTS TO SADR
6186 23      172      INX      H      ) HL NOW POINTS TO BUFFER ADDRESS
6187 5E      173      MOV      E,M     ) LOAD THE LSB OF BUFFER ADDRESS INTO E
6188 23      174      INX      H      ) HL NOW POINTS TO MSB OF BUFFER ADDRESS
6189 56      175      MOV      D,M     ) LOAD THE MSB OF BUFFER ADDRESS INTO D
618A EB      176      XCHG     ) HL NOW POINTS TO FIRST BYTE OF THE BUFFER
618B 0617    177      MVI      B,WDBC   ) LOAD THE WRITE DATA BLOCK COMMAND
618D C08C62  178      CALL     IOCCOM   ) OUTPUT THE COMMAND
6198 C08261  179      CALL     IOCRDY   ) MAKE SURE DBB IS CLEAR AND SLAVE IS IDLE
6193 79      180      MOV      A,C     ) LOAD NUMBER OF SECTORS TO BE WRITTEN
6194 03CB    181      OUT      IOCD    ) OUTPUT DATA TO THE DBB
                182 WRLP1:
6196 FS      183      PUSH     PSW      ) SAVE THE COUNT OF THE NUMBER OF SECTORS
6197 1688    184      MVI      D,128   ) SET D-REG COUNTER TO NUMBER OF BYTES/SECTOR
                185 WRLP2:
6199 C08261  186      CALL     IOCRDY   ) MAKE SURE DBB IS CLEAR AND SLAVE IS IDLE
619C 7E      187      MOV      A,M     ) LOAD DATA TO BE WRITTEN
619D 03CB    188      OUT      IOCD    ) OUTPUT DATA TO THE DBB
619F 23      189      INX      H      ) POINT TO THE NEXT BYTE OF DATA
61A0 15      190      DCR      D      ) ARE WE DONE TRANSFERRING A SINGLE SECTOR?
61A1 C29961  191      JNZ     WRLP2   ) JUMP BACK IF NOT
61A4 F1      192      POP      PSW      ) RESTORE COUNT OF NUMBER OF SECTORS
61A5 30      193      DCR      A      ) ARE WE DONE TRANSFERRING ALL THE SECTORS?
61A6 C29661  194      JNZ     WRLP1   ) JUMP BACK IF NOT
61A9 3E85    195      MVI      A,ENABL  ) ENABLE INTERRUPTS
61AB 03FF    196      OUT      CPUC    )
                197 ISD3:
                198                ) ANY DISKETTE INSTRUCTION EXCEPT A READ
61AD E1      199      POP      H      ) IN ANY CASE, TRANSMIT THE IOPB NOW
61AE C08A61  200      CALL     TRIOPB   ) TRANSMIT THE IOPB
61B1 C9      201      RET                ) RETURN
                202 ;-----
                203 IOCRDY:
61B2 08C1    204      IN        IOCS     ) INPUT DBB STATUS
61B4 E687    205      ANI     FB OR OBF OR IBF ) TEST FOR SLAVE PROCESSOR READY
61B6 C28261  206      JNZ     IOCRDY   ) CONTINUE TO LOOP UNTIL IT IS READY
61B9 C9      207      RET
                208 ;*****
                209 ;*
210 ;* PROCEDURE NAME: TRIOPB (TRANSMIT IOPB TO ISD)
211 ;* PROCESS: TRANSMIT THE IOPB TO THE 8271 INTEGRATED SINGLE DENSITY
212 ;* CONTROLLER. THIS PROCEDURE IS CALLED ONLY BY PROCEDURE ISDDR.
213 ;* INPUT: HL CONTAINS ADDRESS OF THE IOPB
214 ;* OUTPUT: TRANSMIT THE IOPB
215 ;* HL POINTS TO SADR OF IOPB
216 ;* MODIFIED: A, FLAGS, B, C, D, HL
217 ;*

```

```

LOC  OBJ      SEQ      SOURCE STATEMENT
218  ;*****
219  TRIOPB:
610A  4E      220      MOV      C,M          ; C-REG CONTAINS IOCM
610B  0615    221      MVI      B,WPBC       ; LOAD WRITE PARAMETER BLOCK COMMAND
610D  CDFA61  222      CALL     IOCDR2      ; ISSUE THE COMMAND AND IOCM
610C  1604    223      MVI      D,4          ; D-REG CONTAINS COUNTER OF 4
224  TRLOOP:
6102  23      225      INX      H          ; HL POINTS TO NEXT BYTE IN IOPB
6103  4E      226      MOV      C,M          ; C-REG CONTAINS NEXT BYTE IN IOPB
227      ; WHEN D = 4, C = IOINS
228      ; D = 3, C = HSEC
229      ; D = 2, C = TADR
230      ; D = 1, C = SADR
6104  0616    231      MVI      B,WPCC       ; LOAD CONTINUATION COMMAND
6106  CDFA61  232      CALL     IOCDR2      ; ISSUE THE COMMAND AND THE DATA
6109  15      233      DCR      D
610A  C2C261  234      JNZ     TRLOOP      ; JUMP IF WE HAVEN'T FINISHED
235  TRWAIT:
610D  CDD661  236      CALL     DKSTAT      ; SEE IF THE BIT INDICATING OPERATION
237      ; COMPLETE IS TURNED ON
610B  E604    238      ANI      4H          ; KEEP LOOPING UNTIL OPERATION COMPLETED
6102  CACD61  239      JZ      TRWAIT
6105  C9      240      RET
241  ;*****
242  ;*
243  ;* PROCEDURE NAME: DK$STAT (DISK STATUS)
244  ;* PROCESS: RETURN THE DISK DEVICE STATUS
245  ;* INPUT:
246  ;* OUTPUT: A-REG CONTAINS THE STATUS BYTE
247  ;*
248  ;*****
249  DKSTAT:
6106  0610    250      MVI      B,RDSTS      ; LOAD THE ROSTS COMMAND
6108  CDE561  251      CALL     IOCDR1      ;
610B  C9      252      RET          ; RETURN WITH THE ISD STATUS BYTE
253  ;*****
254  ;*
255  ;* PROCEDURE NAME: R$BYTE
256  ;* PROCESS: RETURN WITH THE RESULT BYTE OF A DISK I/O OPERATION
257  ;* INPUT:
258  ;* OUTPUT: A-REG CONTAINS THE RESULT BYTE
259  ;*
260  ;*****
261  RBYTE:
610C  061B    262      MVI      B,RRSTS      ; LOAD THE READ RESULT STATUS COMMAND
610E  CDE561  263      CALL     IOCDR1      ;
264      RET          ; RETURN WITH THE ISD RESULT STATUS BYTE
265  ;*****
266  ;*
267  ;* PROCEDURE NAME: R$TYPE
268  ;* PROCESS: RETURN THE RESULT TYPE OF A DISK OPERATION
269  ;* INPUT:
270  ;* OUTPUT: A-REG CONTAINS THE RESULT TYPE
271  ;*
272  ;*****

```

```

LOC  OBJ      SEQ      SOURCE STATEMENT
273  RTYPE:
61E2 3E00      274      MVI      A,B          ; RETURN A ZERO SINCE ISD DOES NOT REALLY HAVE A RESULT TYPE
61E4 C9        275      RET
276 ;*****
277 ;*
278 ;* PROCEDURE NAME: IOCDR1
279 ;* PROCESS: GET DEVICE STATUS OR DATA FROM DISK
280 ;* INPUT: B CONTAINS THE IOC COMMAND (STATUS REQUEST OR INPUT
281 ;*          DATA REQUEST
282 ;* OUTPUT: A-REG CONTAINS THE REQUESTED INFORMATION
283 ;* MODIFIED: A,FLAGS,B
284 ;*
285 ;*****
61E5 C0C62     286 IOCDR1:
287           CALL      IOCCOM          ; OUTPUT "GET DEVICE STATUS COMMAND" OR
288           ;          "INPUT DATA COMMAND" TO IOC CONTROL PORT
289 IOCDR1:
61E8 D8C1      290      IN          IOCS          ; INPUT DBB STATUS
61EA E6B7      291      ANI      IBF OR OBF OR FB ; MASK OFF STATUS FLAGS
61EC FEB1      292      CPI      OBF          ; TEST FOR SLAVE DONE; SOMETHING FOR THE MASTER
61EE C2E861    293      JNZ      IOCDR1         ; IF NOT, CONTINUE TO LOOP
61F1 D8CB      294      IN          IOCI          ; OTHERWISE, INPUT THE DATA FROM THE DBB
61F3 F5        295      PUSH     PSW           ; SAVE A-REG
61F4 3E05      296      MVI      A,ENABL       ; ENABLE INTERRUPTS
61F6 D3FF      297      OUT      CPUC          ;
61F8 F1        298      POP      PSW           ; RESTORE A-REG
61F9 C9        299      RET
300 ;*****
301 ;*
302 ;* PROCEDURE NAME: IOCDR2
303 ;* PROCESS: OUTPUT DATA TO THE DISK
304 ;* INPUT: B CONTAINS THE COMMAND TO OUTPUT THE DATA
305 ;*          C CONTAINS THE DATA TO BE OUTPUT
306 ;* OUTPUT:
307 ;* MODIFIED: A,FLAGS,B,C
308 ;*
309 ;*****
61FA C0C62     310 IOCDR2:
311           CALL      IOCCOM          ; OUTPUT "OUTPUT DATA COMMAND" TO IOC
312           ;          CONTROL PORT
313 IOCDR2:
61FD D8C1      314      IN          IOCS          ; INPUT DBB STATUS
61FF E6B7      315      ANI      IBF OR FB OR OBF ; TEST FOR SLAVE PROCESSOR READY
6201 C2F061    316      JNZ      IOCDR2         ; CONTINUE TO LOOP UNTIL IT IS READY
6204 79        317      MOV      A,C           ; LOAD DATA TO BE WRITTEN
6205 D3CB      318      OUT      IOCO          ; OUTPUT DATA TO THE DBB
6207 3E05      319      MVI      A,ENABL       ; ENABLE INTERRUPTS
6209 D3FF      320      OUT      CPUC          ;
620B C9        321      RET
322 ;*****
323 ;*
324 ;* PROCEDURE NAME: IOCCOM
325 ;* PROCESS: OUTPUT COMMAND TO THE IOC
326 ;* INPUT: B CONTAINS THE COMMAND
327 ;* OUTPUT:

```

```

LOC  OBJ      SEQ      SOURCE STATEMENT
                                     328 ;* MODIFIED: A,FLAGS
                                     329 ;*
                                     330 ;*****
620C 3E0D      331 IOCCOM:
620E D3FF      332 MVI  A,DISABL      ; BLOCK ALL INTERRUPTS
                                     333 OUT  CPUC
6210 00C1      334 IOCZZZ:
6212 E607      335 IN   IOCS          ; INPUT DBB STATUS
6214 C21062    336 ANI  F0 OR 1BF OR 0BF; TEST FOR SLAVE PROCESSOR IDLE
6217 70        337 JNZ  IOCZZZ        ; LOOP UNTIL IT IS IDLE
6218 03C1      338 MOV  A,B           ; LOAD THE COMMAND
621A C9        339 OUT  IOCC         ; OUTPUT COMMAND TO IOC CONTROL PORT
                                     340 RET
6000        341 ;*****
                                     342 END    CLEAR
    
```

PUBLIC SYMBOLS

EXTERNAL SYMBOLS

USER SYMBOLS

BEGIN A 6011	BUFFER A 602C	CLEAR A 6000	CPUC A 00FF	DISABL A 000D	DKSTAT A 6106	ENABL A 0005
F0 A 0004	FORMAT A 0002	10F A 0002	IOCC A 00C1	IOCCOM A 620C	IOCDR1 A 61E5	IOCDR2 A 61FA
IOCI A 00C0	IOCD A 00C0	IOCRDY A 6102	IOCS A 00C1	IOCCXX A 61E8	IOCYYY A 61FD	IOCZZZ A 6210
ISD1 A 6165	ISD2 A 6174	ISD2A A 6102	ISD2B A 6104	ISD3 A 61A0	ISDDR A 612C	OBF A 0001
RBYTE A 610C	RDBC A 0019	RDC C A 001A	RDLP1 A 6149	RDLP2 A 6148	RDSTS A 001C	READ A 0004
RECALB A 0003	RIOPB A 601E	RRSTS A 001B	RTYPE A 61E2	SEEK A 0001	TRIOPB A 610A	TRLOOP A 61C2
TRWAIT A 61CD	VERIFY A 0005	WDBC A 0017	WDC C A 0010	WIOPB A 6025	WPBC A 0015	WPCC A 0016
WRITE A 0006	WRITED A 0007	WRLP1 A 6196	WRLP2 A 6199			

ASSEMBLY COMPLETE, NO ERRORS







## APPENDIX E CONNECTOR PIN ASSIGNMENTS

This appendix identifies the pin assignments for all user-interface connectors for the Intellec Series II Microcomputer Development System and defines the dc drive and load characteristics for the individual signals. The Multibus interface is internal to the development system and is available on connectors J2 through J6 of the card cage. Table E-1 identifies

the Multibus interface pin assignments and tables E-2 and E-3 define the Multibus interface dc signal characteristics for the IPB and IPC, respectively. Tables E-4 through E-9 define the pin assignments and dc characteristics for the rear panel peripheral connectors (J2 through J7).

Table E-1. MULTIBUS® Interface Pin Assignments

Board Component Side			Board Circuit Side				
Pin	Mnemonic	Description	Pin	Mnemonic	Description		
1	GND	Signal ground	2	GND	Signal ground		
3	+5	+5 VDC	4	+5	+5 VDC		
5	+5	+5 VDC	6	+5	+5 VDC		
7	+12	+12 VDC	8	+12	+12 VDC		
9	-5	-5 VDC	10	-5	-5 VDC		
11	GND	Signal ground	12	GND	Signal ground		
13	BCLK/	Bus Clock	14	INIT/	Initialize		
15	BPRN/	Bus Priority In	16	BPRO/*	Bus Priority Out		
17	BUSY/	Bus Busy	18	BREQ/	Bus Request		
19	MRDC/	Memory Read Command	20	MWTC/	Memory Write Command		
21	IORC/	I/O Read Command	22	IOWC/	I/O Write Command		
23	XACK/	Transfer Acknowledge	24	INH1/	Inhibit (disable) RAM		
25	AACK/	Advanced Acknowledge	26	INH2/	Inhibit (disable) ROM		
27	BHEN/	Byte High Enable	28	ADR10/	Address Extension Lines		
29	CBRQ/**	Common Bus Request	30	ADR11/			
31	CCLK/	Constant Clock	32	ADR12/			
33	INTA/*	Interrupt Acknowledge	34	ADR13/			
35	INT6/	Interrupt Requests	36	INT7/	Interrupt Requests		
37	INT4/						
39	INT2/						
41	INT0/						
43	ADRE/		Address Lines	44		ADRF/	Address Lines
45	ADRC/						
47	ADRA/						
49	ADR8/						
51	ADR6/						
53	ADR4/						
55	ADR2/						
57	ADR0/						
59	DATE/	Data Lines	60	DATF/	Data Lines		
61	DATC/						
63	DATA/						
65	DAT8/						
67	DAT6/						
69	DAT4/						
71	DAT2/						
73	DAT0/						
75	GND		Signal ground	76		GND	Signal ground
77	-10		-10 VDC	78		-10	-10 VDC
79	-12	-12 VDC	80	-12	-12 VDC		
81	+5	+5 VDC	82	+5	+5 VDC		
83	+5	+5 VDC	84	+5	+5 VDC		
85	GND	Signal ground	86	GND	Signal ground		

\* Not implemented on IPB/IPC

\*\* Only implemented on IPC

Table E-2. IPB Signal DC Characteristics

Signal Mnemonic	Current Drive		Current Load		Type	Termination
	Low ( $I_{OL}$ )	High ( $I_{OH}$ )	Low ( $I_{IL}$ )	High ( $I_{IH}$ )		
AACK/	20mA	N/A	-4mA	100 $\mu$ A	Open Collector	370 $\Omega$ pullup
ADR0/-ADR7/	24mA	-15mA	-0.5mA	70 $\mu$ A	Three-State	2.2k $\Omega$ pullup
ADR8/-ADRF/	24mA	-15mA	-0.45mA	30 $\mu$ A	Three-State	2.2k $\Omega$ pullup
ADR10/-ADR13/	N/A	N/A	N/A	N/A	N/A	2.2k $\Omega$ pullup
BCLK/, CCLK/	60mA	-3mA	-0.5mA	100 $\mu$ A	TTL	220/330 $\Omega$ on backplane*
BHEN/	N/A	N/A	N/A	N/A	N/A	2.2k $\Omega$ pullup
BPRN1/-BPRN9/	20mA	-1mA	0	0	TTL	None
BREQ1/-BREQ9/	N/A	N/A	-3.2mA	80 $\mu$ A	N/A	1k $\Omega$ pullup
BUSY/	20mA	N/A	0	0	Open Collector	1k $\Omega$ pullup
DAT0/-DAT7/	25mA	-10mA	-0.5mA	80 $\mu$ A	Three-State	2.2k $\Omega$ pullup
DAT8/-DATF/	N/A	N/A	N/A	N/A	N/A	2.2k $\Omega$ pullup
INH1/	15mA	N/A	-1.6mA	40 $\mu$ A	TTL	1k $\Omega$ pullup
INH2/	15mA	N/A	0	0	TTL	1k $\Omega$ pullup
INIT/	60mA	-3mA	0	0	TTL	None
INT0/-INT7/	40mA	N/A	-0.2mA	20 $\mu$ A	Open Collector	1k $\Omega$ pullup
IORC/, IOWC/	32mA	-2mA	-0.45mA	60 $\mu$ A	Three-State	1k $\Omega$ pullup
MRDC/, MWTC/	32mA	-2mA	-1.6mA	40 $\mu$ A	Three-State	1k $\Omega$ pullup
XACK/	20mA	N/A	-2mA	50 $\mu$ A	Open Collector	510 $\Omega$ pullup

\*A 150 $\Omega$ /100pF series RC termination network is also installed on the backplane.

Table E-3. IPC Signal DC Characteristics

Signal Mnemonic	Current Drive		Current Load		Type	Termination
	Low ( $I_{OL}$ )	High ( $I_{OH}$ )	Low ( $I_{IL}$ )	High ( $I_{IH}$ )		
AACK/	16mA	-5.2mA	-0.4mA	20 $\mu$ A	Three-State	510 $\Omega$ pullup
ADR0/-ADRF/	32mA	-5mA	-0.4mA	50 $\mu$ A	Three-State	2.2k $\Omega$ pullup
ADR10/-ADR13/	N/A	N/A	-0.4mA	20 $\mu$ A	N/A	2.2k $\Omega$ pullup
BCLK/, CCLK/	60mA	-3mA	-0.5mA	100 $\mu$ A	TTL	220/330 $\Omega$ on backplane*
BHEN/	N/A	N/A	-0.4mA	20 $\mu$ A	N/A	2.2k $\Omega$ pullup
BPRN1/-BPRN9/	20mA	-1mA	0	0	TTL	None
BREQ1/-BREQ9/	N/A	N/A	-3.2mA	80 $\mu$ A	N/A	1k $\Omega$ pullup
BUSY/	20mA	N/A	0	0	Open Collector	1k $\Omega$ pullup
CBRQ/	20mA	N/A	0	0	Open Collector	1k $\Omega$ pullup
DAT0/-DAT7/	20mA	-5mA	-0.95mA	230 $\mu$ A	Three-State	2.2k $\Omega$ pullup
DAT8/-DATF/	20mA	-5mA	-0.25mA	70 $\mu$ A	Three-State	2.2k $\Omega$ pullup
INH1/	48mA	N/A	-0.4mA	0	Open Collector	1k $\Omega$ pullup
INH2/	48mA	N/A	0	N/A	Open Collector	1k $\Omega$ pullup
INIT/	48mA	N/A	0	N/A	Open Collector	2.2k $\Omega$ pullup
INT0/-INT7/	40mA	N/A	-0.2mA	20 $\mu$ A	Open Collector	1k $\Omega$ pullup
IORC/, IOWC/	32mA	-2mA	-0.2mA	20 $\mu$ A	Three-State	1k $\Omega$ pullup
MRDC/, MWTC/	32mA	-2mA	-2mA	50 $\mu$ A	Three-State	1k $\Omega$ pullup
XACK/	16mA	-5.2mA	-0.4mA	20 $\mu$ A	Three-State	510 $\Omega$ pullup

\*A 150 $\Omega$ /100pF series RC termination network is also installed on the backplane.

Table E-4. SERIAL CH1/TTY Pin Assignments (Connector J2)

Pin	Signal	Function	Current Drive		Current Load	
			Low (I <sub>OL</sub> )	High (I <sub>OH</sub> )	Low (I <sub>IL</sub> )	High (I <sub>IH</sub> )
1	PROT GND	Protective Ground				
2	RxD (RS232)	Transmitted Data In			-4mA*	4mA*
3	TxD (RS232)	Received Data Out	6mA	-6mA		
4	RTS (RS232)	Request to Send	6mA	-6mA		
5	CTS (RS232)	Clear to Send			-4mA*	4mA*
6	DSR (RS232)	Data Set Ready			-4mA*	4mA*
7	GND	Signal Ground				
8		Not Used				
9		Not Used				
10		Not Used				
11		Not Used				
12	RxD (CURRENT LOOP)	Transmitted Data In			<100µA (ON)	>16mA (OFF)
13	TxD (CURRENT LOOP)	Received Data Out	>22mA (ON)	<100µA (OFF)		
14	TTY RDY	Same as DSR (pin 6)				
15	TxC	Transmit Clock				
16	DTR (CURRENT LOOP)	Data Terminal Ready (Reader Control)	<100µA (ON)	>22mA (OFF)		
17	RxC	Receive Clock			-4mA*	4mA*
18		Not Used				
19		Not Used				
20	DTR (RS232)	Data Terminal Ready	6mA	-6mA		
21	DTR RET	Reader control Return (to -12V)				
22		Not Used				
23		Not Used				
24	RxD RET (CURRENT LOOP)	RxD Return (to +12V)				
25	TxD RET (CURRENT LOOP)	TxD Return (to -12V)				

Note: The required mating connector is a Cannon DEC-25P (or equivalent).

\*At 12.0 volts

**Table E-5. SERIAL CH2 Pin Assignments (Connector J3)**

Pin	Signal	Function	Current Drive		Current Load	
			Low (I <sub>OL</sub> )	High (I <sub>OH</sub> )	Low (I <sub>IL</sub> )	High (I <sub>IH</sub> )
1	PROT GND	Protective Ground				
2	TxD	Transmitted Data Out	6mA	-6mA		
3	RxD	Received Data In			-1.7mA	1.7mA
4	RTS	Request to Send	6mA	-6mA		
5	CTS	Clear to Send			-1.7mA	1.7mA
6	DSR	Data Set Ready			-1.7mA	1.7mA
7	GND	Signal Ground				
8		Unassigned				
9		Not Used				
10		Not Used				
11	+12V	+12V (requires jumper connection)				
12		Not Used				
13		Not Used				
14		Not Used				
15	TxC	Transmit Clock			-1.7mA	1.7mA
16		Not Used				
17	RxC	Receive Clock			-1.7mA	1.7mA
18		Not Used				
19		Not Used				
20	DTR	Data Terminal Ready	6mA	-6mA		
21		Not Used				
22		Not Used				
23	-12V	-12V (requires jumper connection)				
24	EXT TxC	External Transmit Clock	6mA	-6mA		
25	+5V	+5V (requires jumper connection)				

Note: The required mating connector is a Cannon DEC-25P (or equivalent).

Table E-6. PT PUNCH Pin Assignments (Connector J4)

Pin	Signal	Function	Current Drive		Current Load		Termination
			Low (I <sub>OL</sub> )	High (I <sub>OH</sub> )	Low (I <sub>IL</sub> )	High (I <sub>IH</sub> )	
1	DATA TRACK 1/	Output Data Bit 1	15mA	-1mA			
2	DATA TRACK 2/	Output Data Bit 2	15mA	-1mA			
3	DATA TRACK 3/	Output Data Bit 3	15mA	-1mA			
4	DATA TRACK 4/	Output Data Bit 4	15mA	-1mA			
5	DATA TRACK 5/	Output Data Bit 5	15mA	-1mA			
6	DATA TRACK 6/	Output Data Bit 6	15mA	-1mA			
7	DATA TRACK 7/	Output Data Bit 7	15mA	-1mA			
8	DATA TRACK 8/	Output Data Bit 8	15mA	-1mA			
9		Not Used					
10	DIRECTION	Direction Control					1kΩ pullup
11	PUNC COMMAND/	Punch Command	16mA	-800μA			
12	PUNCH READY/	Punch Ready			-10.85μA	-7.4μA	470Ω pullup
13	SYSTEM READY/	System Ready			-10.85μA	-7.4μA	470Ω pullup
14	INPUT MODE SELECT	Select Input Mode					Ground
15	OUTPUT MODE SELECT	Select Output Mode					Ground
16	CHASSIS GND	Chassis Ground					
17	CHASSIS GND	Chassis Ground					
18	GND	Ground					
19		Not Used					
20		Not Used					
21		Not Used					
22		Not Used					
23	GND	Ground					
24		Not Used					
25	GND	Ground					

NOTE: \*Slash (/) after signal mnemonic denotes that signal is true when ≤0.4V.  
 The required mating connector is a Cannon DEC-25P (or equivalent).  
 Current values include pullup load.

Table E-7. PT READER Pin Assignments (Connector J5)

Pin	Signal	Function	Current Drive		Current Load		Termination
			Low ( $I_{OL}$ )	High ( $I_{OH}$ )	Low ( $I_{IL}$ )	High ( $I_{IH}$ )	
1	DATA TRACK 1/	Input Data Bit 1			-0.75mA	-0.24mA	10K $\Omega$ pullup
2	DATA TRACK 2/	Input Data Bit 2			-0.75mA	-0.24mA	10K $\Omega$ pullup
3	DATA TRACK 3/	Input Data Bit 3			-0.75mA	-0.24mA	10K $\Omega$ pullup
4	DATA TRACK 4/	Input Data Bit 4			-0.75mA	-0.24mA	10K $\Omega$ pullup
5	DATA TRACK 5/	Input Data Bit 5			-0.75mA	-0.24mA	10K $\Omega$ pullup
6	DATA TRACK 6/	Input Data Bit 6			-0.75mA	-0.24mA	10K $\Omega$ pullup
7	DATA TRACK 7/	Input Data Bit 7			-0.75mA	-0.24mA	10K $\Omega$ pullup
8	DATA TRACK 8/	Input Data Bit 8			-0.75mA	-0.24mA	10K $\Omega$ pullup
9	DATA READY/	Data Ready			-10.85mA	-7.4mA	470 $\Omega$ pullup
10		Not Used					
11	GND	Ground					
12	GND	Ground					
13	GND	Ground					
14	SYSTEM READY/	System Ready			-10.85mA	-7.4mA	470 $\Omega$ pullup
15		Not Used					
16	DR/	Paper Tape Drive Right	16mA	-800 $\mu$ A			
17	DL/	Paper Tape Drive Left	16mA	-800 $\mu$ A			
18		Not Used					
19		Not Used					
20		Not Used					
21		Not Used					
22		Not Used					
23		Not Used					
24	GND	Ground					
25	CHASSIS GND	Chassis Ground					

NOTE: \*Slash (/) after signal mnemonic denotes that signal is true when  $\leq 0.4V$ .

The required mating connector is a Cannon DEC-25P (or equivalent).

Current values include pullup load.



Table E-8. LINE PRINTER Pin Assignments (Connector J6)

Pin	Signal	Function	Current Drive		Current Load		Termination
			Low ( $I_{OL}$ )	High ( $I_{OH}$ )	Low ( $I_{IL}$ )	High ( $I_{IH}$ )	
1	DATA 1	Output Data Bit 1	15mA	-1mA			
2	DATA 2	Output Data Bit 2	15mA	-1mA			
3	DATA 3	Output Data Bit 3	15mA	-1mA			
4	DATA 4	Output Data Bit 4	15mA	-1mA			
5	DATA 5	Output Data Bit 5	15mA	-1mA			
6	DATA 6	Output Data Bit 6	15mA	-1mA			
7	DATA 7	Output Data Bit 7	15mA	-1mA			
8	DATA 8	Output Data Bit 8	15mA	-1mA			
9	GND	Ground					
10	GND	Ground					
11	GND	Ground					
12	GND	Ground					
13		Not Used					
14	LPT DATA STROBE/	Data Strobe	16mA	-800 $\mu$ A			
15	GND	Ground					
16	ACKNOWLEDGE/				-10.85mA	-7.4mA	470 $\Omega$ pullup
17	BUSY/	Printer Busy			-10.85mA	-7.4mA	470 $\Omega$ pullup
18		Not Used					
19	LPT CTL 1/	Control Line 1	16mA	-800 $\mu$ A			
20	LPT CTL 2/	Control Line 2	16mA	-800 $\mu$ A			
21		Not Used					
22	SELECT/	Printer Select			-10.85mA	-7.4mA	470 $\Omega$ pullup
23		Not Used					
24		Not Used					
25	CHASSIS GND	Chassis Ground					

NOTE: \*Slash (/) after signal mnemonic denotes that signal is true when  $\leq 0.4V$ .

The required mating connector is a Cannon DEC-25P (or equivalent).

Current values include pullup load.

Table E-9. UPP Pin Assignments (Connector J7)

Pin	Signal	Function	Current Drive		Current Load		Termination
			Low ( $I_{OL}$ )	High ( $I_{OH}$ )	Low ( $I_{IL}$ )	High ( $I_{IH}$ )	
1	GND	Ground					
2	PPACK/	PROM Programmer Acknowledge			-10.6mA	-5.9mA	470K $\Omega$ pullup
3	PPRC1/	PROM Programmer Read Control Line 1	16mA	-800 $\mu$ A			
4	PPRC0/	PROM Programmer Read Control Line 2	16mA	-800 $\mu$ A			
5	PRD7/	PROM Read Data Bit 7			-0.75mA	-0.24mA	10K $\Omega$ pullup
6	PRD6/	PROM Read Data Bit 6			-0.75mA	-0.24mA	10K $\Omega$ pullup
7	PRD5/	PROM Read Data Bit 5			-0.75mA	-0.24mA	10K $\Omega$ pullup
8	PRD4/	PROM Read Data Bit 4			-0.75mA	-0.24mA	10K $\Omega$ pullup
9	PRD3/	PROM Read Data Bit 3			-0.75mA	-0.24mA	10K $\Omega$ pullup
10	PRD2/	PROM Read Data Bit 2			-0.75mA	-0.24mA	10K $\Omega$ pullup
11	PRD1	PROM Read Data Bit 1			-0.75mA	-0.24mA	10K $\Omega$ pullup
12	PRD0/	PROM Read Data Bit 0			-0.75mA	-0.24mA	10K $\Omega$ pullup
13	GND	Ground					
14	INIT/	Initialize	16mA	-800 $\mu$ A			
15	PWD7/	PROM Write Data Bit 7	15mA	-1mA			
16	PWD6/	PROM Write Data Bit 6	15mA	-1mA			
17	PWD5/	PROM Write Data Bit 5	15mA	-1mA			
18	PWD4/	PROM Write Data Bit 4	15mA	-1mA			
19	PWD3/	PROM Write Data Bit 3	15mA	-1mA			
20	PWD2/	PROM Write Data Bit 2	15mA	-1mA			
21	PWD1/	PROM Write Data Bit 1	15mA	-1mA			
22	PWD0/	PROM Write Data Bit 0	15mA	-1mA			
23	PPWC2/	PROM Programmer Write Control Line 2	16mA	-800 $\mu$ A			
24	PPWC1/	PROM Programmer Write Control Line 1	16mA	-800 $\mu$ A			
25	PPWC0/	PROM Programmer Write Control Line 0	16mA	-800 $\mu$ A			

NOTE: \*Slash (/) after signal mnemonic denotes that signal is true when  $\leq 0.4V$ .

The required mating connector is a Cannon DEC-25P (or equivalent).

Current values include pullup load.



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