

PROGRAM: TAPE LOAD

ROUTINE: IMPROVE ERROR RATE.

IN	P.C.	MACHINE CODE					LABEL	MN	Op.1	Op.2	COMMENTS
1	0C	50	E5				CHINX	PUSH	HL		SAVE HL
2		51	21	00	0C			LD	HL	#0C00	POINT HL AT PORT 0.
3		54	CB	66				BIT	4	(HL)	TEST MOTOR BIT
4		56	E1					POP	HL		RECOVER HL
5		57	CA	69	00			JP	Z	#0069	NO MOTOR, GO TO KBD ROUTINE
6		5A	DB	02			INLOOP	IN	A	#02	GET VART STATUS
7		5C	17					RL	A		ROTATE BIT TO CARRY.
8		5D	30	FB				JR	NC	#FB	IF NO DATA, JUMP TO INLOOP
9		5F	DB	01				IN	A	#01	GET VART DATA
10		61	C9					RET			RETURN TO LOAD ROUTINE
11		62	C3	50	0C			JP	UNCOND	#0C50	PLUG FOR \$KBD

- 1) Load the routine using the 'M' Command.
- 2) Execute a copy: C0C62 0C4D 03 'NL'
- 3) After the copy do not use the 'Reset' until the tape load has been completed. If the 'Reset' is used the copy must be repeated.
- 4) Load as normal by 'L' 'NL'.

Note: This program can be located anywhere in user RAM by suitable modification of line 11 and the copy (Instruction 2)

#### Explanation

Following a 'Reset' the monitor program loads the scratchpad RAM locations 0C4E & F with the address 0069. When the 'L' command is executed the monitor obtains the address of the routine to be used from 0C4E & F (normally 0069) and executes this routine. By use of the copy command to modify the address held in 0C4E & F, the monitor calls the modified load routine written in user RAM. Consequently, use of the reset must be avoided immediately following the copy as this would cause 0069 to be placed back in the scratchpad, and the normal load routine would be executed.

This routine is suggested for systems where a poor rate of loading has been experienced, our demonstration system has achieved a 100% success rate following the use of this routine.