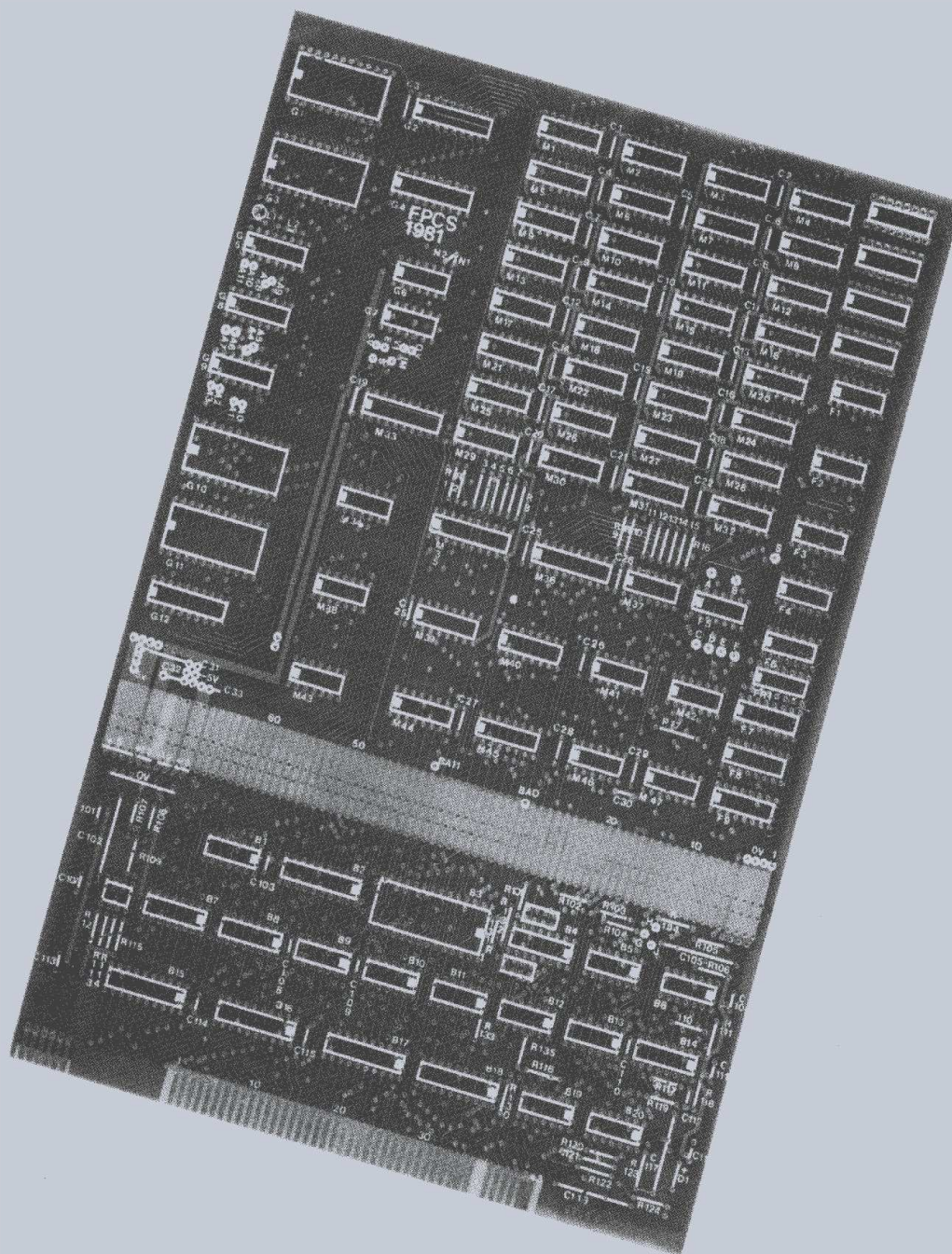


MICROPOWER

VOLUME 2, NUMBER 2

A MAGAZINE FOR NASCOM USERS



April, 1982

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EDITORIAL

I intend to use this issue's editorial for another plea for material. We can only continue to publish the magaqqine if we get enough articles to fill our pages, so please dig out some contribution and send it in.

In the reader replies on the back of the subscription forms the two main requests were for programs and reviews of hardware. So if you have added some interesting goodies to your system and are prepared to write a short article about them, or if you have an interesting program you would like to see published, then we shall be particularly interested to hear from you.

Remember, it is no use waiting for someone else to write articles if you are not prepared to contribute yourself. The magazine is written for enthusiasts, by enthusiasts, and it will only continue to exist with your enthusiastic support.

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MODIFYING THE NASCOM 2 BOARD FOR 2732 EPROMS

by D. A. Boyd

At present, 4K byte EPROMs offer the best value for money in ROM program storage. For example, a number of retailers sell 2732s for around £4.00 to £4.50. This article describes the modifications needed to fit 2732 EPROMs to the Nascom 2 main board, with bank selection to select one-of-four 8K byte EPROM banks, or the Nascom Basic ROM.

The flexibility built into the Nascom 2 board means that 4K EPROMs can be fitted by rewiring the link blocks. The 2732 requires two extra address lines, wired from the 'special' link block, LKB9. Bank selection is done by a small board which takes control of the chip select decoder, IC46. The bank selection board plugs into the socket occupied by the memory selection links LKS, and needs 9 soldered connections to the main board. Bank 0 is always selected on reset, and the active bank is changed by OUT 3, n, where n is 0 - 4 as required. Port 3 WR is also spare on the Nascom 2, and could be used to provide a safety interlock against accidental bank switching.

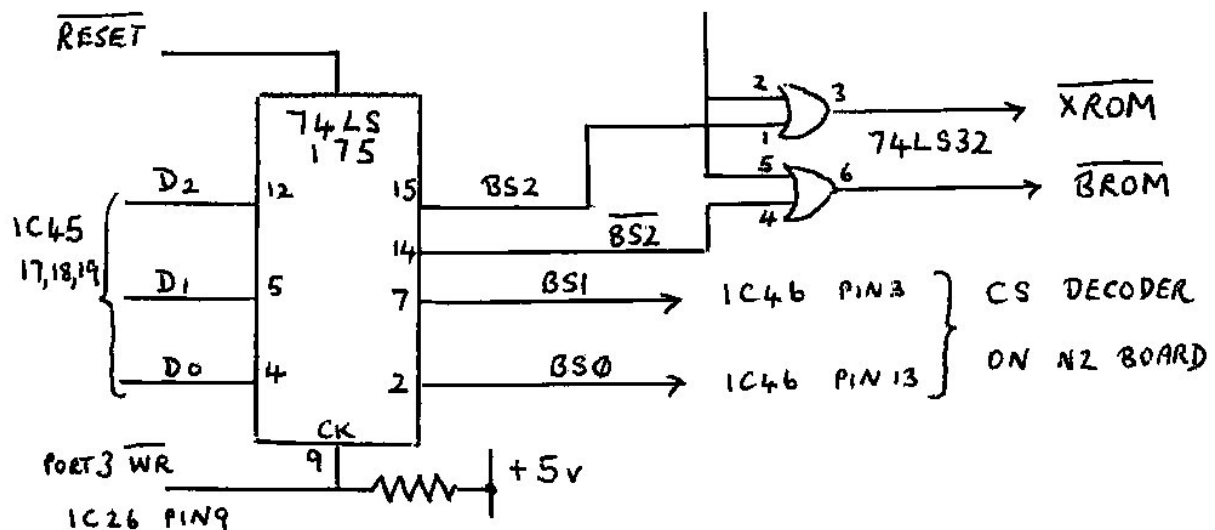


Fig. 1 BANK SELECTION LATCH

The bank control board is shown in figure 1. The 74LS175 latch is a three bit output port, strobed by the inverted PORT 3 WR signal from the I/O decode PROM IC26. Latched data bits BS0 and BS1 are connected to pins 13 and 3 of the chip select decoder IC46, to select one-of-four EPROM banks. These two IC pins

must be bent sideways so that they miss the socket, and can be wired to the Bank Select board. Data bit BS2 and its complement are gated with E000-FFFF from the MD PROM in a quad OR gate, 74LS32. A logic 0 on BS2 will select XROM and hence the EPROM block, and a logic 1 will select the Basic ROM (BROM). The CLR input of the 74LS175 is wired to the system RESET line, ensuring that bank 0 is selected on reset or power-up.

Wiring of the link blocks LKB1 - LKB8 is shown in figure 2. Addresses A10 and A11 are wired from the workspace RAM linkblock, LKB9. Link switches LSW1/7 and LSW1/8 should be up. Note that the wiring scheme shown is only suitable for 2732s; Texas 2532s do not have the same pinout.

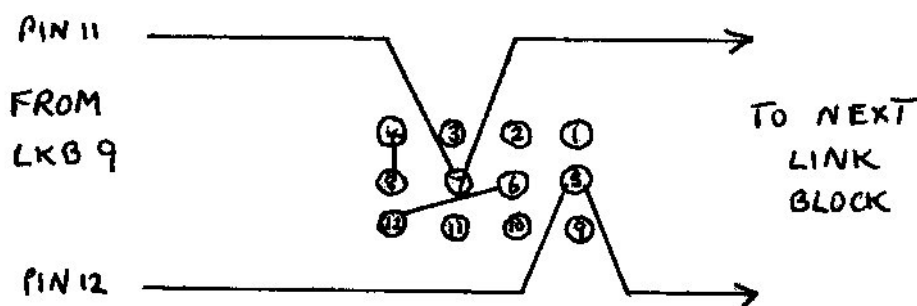


Fig. 2 LINK BLOCK WIRING FOR 2732 EPROMS

One further complication of this method of bank selection is that the addresses E000-EFFFH are confined to EPROM block A, and addresses F000-FFFFH are in block B. This is best explained by the table below:-

	Bank 0	Bank 1	Bank 2	Bank 3
E000-EFFF	A1 (IC35)	A2 (IC36)	A3 (IC37)	A4 (IC38)
F000-FFFF	B5 (IC39)	B6 (IC40)	B7 (IC41)	B8 (IC42)

My own system Jumps to D000H on reset, where a menu display and control program select the required bank and execute at the appropriate address. Software intended for execution in RAM is copied down to 1000H by the control program.

Figure 3 shows a suitable vero layout for the bank selection unit. The unit is shown from the component side.

It is connected to the header plug LKS by means of 9 veropins attached to the copper side of the board at the marked locations. Note that the breaks in the copper tracks are not shown in the layout.

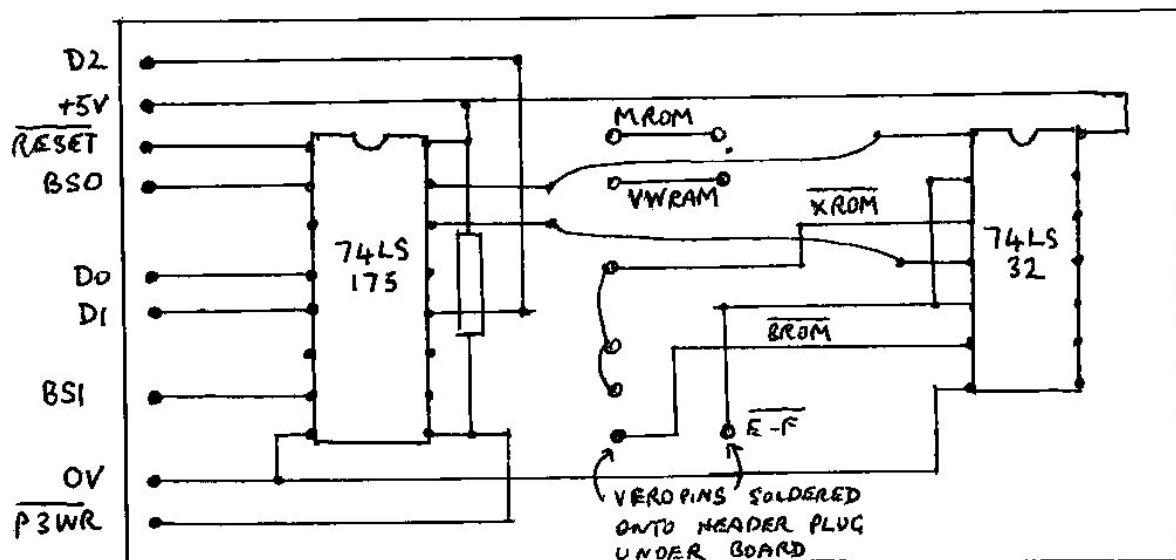


Fig. 3 VERO LAYOUT OF BANK SELECTION UNIT

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THE POOR MAN'S DISC

LOGIC CONTROLLED TAPE DECKS

by David Elliott

Most computer hobbyists work on a shoestring budget, and finding the money to buy expensive disc drives can be difficult. But anyone who has to rely on cassette systems for storing and retrieving programs knows the frustration of having to search through tapes for the required program, and the inherent unreliability of the tape system when using domestic audio cassettes. One reason for this unreliability is the variable quality of the tape in most cassettes, and some so-called 'digital' tapes are just as bad, with drop outs caused by pinholes in the magnetic coating and even folds in the tape being common. Everyone has their favourite tape, and I use TDK-C46 tapes, which I have found to be very high quality.

Nevertheless, the average hobbyist is unlikely to be able to discard cassette tape as his storage medium until the cost of disc systems reduces drastically, and so a way has to be found to make the system more flexible and more reliable. The introduction of the cheap logic-controlled cassette deck onto the hi-fi market led us to consider controlling such a deck from the Nascom output port, and writing a cassette operating system to give many of the features of disc drives at a fraction of the cost, whilst retaining the standard Nascom tape format, allowing complete compatability with standard tapes.

This is how E.C.O.S. was born. The Elliott Cassette Operating System is an attempt to enable all the hard work of locating, storing and reliably retrieving programs from tape to be carried out by the computer. The hardware couldn't be simpler, as most logic-control led decks have a convenient remote control socket enabling easy interfacing with the computer. The deck selected was a Scott 665DM which costs £75, but many similar decks are on the market at around £75 - £80. Audio quality is not paramount, and can even be said to be a disadvantage in some respect, as the program information is encoded as a series of audio tones of 1200 hz and 2400 hz, and it would be better to suppress frequencies much outside this range. Another problem encountered was that of level matching. The standard cassette interface on the Nascom expects to receive a high level signal (1 - 2 volts peak to peak), but most hi-fi decks are intended to feed a high quality amplifier and are therefore designed to give a relatively low level output, typically 50 - 100 mv into 600 - 50K ohms. This was the case with the Scott deck, and a simple two stage transistor amplifier had to be interposed between the output and the Nascom cassette input in order to produce the required level. Another alternative would have been to use the headphone output, but this was not as reliable.

Control of the cassette deck was via the remote socket, and it was found that all the front panel buttons controlling the tape transport were brought out to an

eight pin socket on the rear panel, and that simply taking the required pin to logic low briefly was enough to operate an internal latch which enabled the appropriate function. This was eventually done direct from the Nascom output port, but could easily have been done via a reed relay similarly driven. Only one modification was made to the deck internally, and this was to bring a connection out from a reed relay which monitored the tape digital counter, pulsing to logic low ten times every digit. This enables ECOS to calculate tape speed, and hence use timing to fast-forward and reverse the tape, to speed up searching operations.

Having achieved total control of the tape transport via the computer, the next task was to decide upon the features to be included in the operating system, and the additional information to be recorded at the start of the tape and as header to each program stored. At the start of each tape there is a header which gives the tape number and name, and at the start of each program on the tape there is a header giving program number; name (up to 16 characters); type of record (machine code, zeap file, basic, data file, erased); length of program; and execution address. This information enables ECOS to create a catalogue on request by reading off the headers, fast-forwarding automatically between programs, and fast rewinding when the end of tape marker is found. Any tape errors which occur are handled automatically by ECOS which rewinds one block and attempts to reread the faulty block up to four times before abandoning it, leaving the standard '?' to denote an unresolved tape error. This sometimes occurs with old tapes not recorded on the deck. A dodge sometimes used in this case is to re-read the block with only one of the stereo channels, and this usually retrieves the situation. Once recorded on the logic deck via ECOS loading is usually foolproof, and the computer can be left to 'do its own thing'.

Once loaded ECOS is controlled via a menu which gives one letter command for:-

- A -- Assembler (warm starts Zeap)
- C -- Catalogue (prints last directory used)
- D -- Directory (print a list of programs on tape)
- E -- Erase program
- G -- Load and execute program
- I -- Initialise tape (create tape header)
- L -- Load program
- N -- Nas-Sys (returns to monitor)
- R -- Read tape (Nas-Sys read)
- V -- Verify (Verify program written under ECOS)
- W -- Write program (under ECOS)
- Z -- Write Zeap file

As it stands, ECOS is 3K long, and with additional refinements it is intended to put it in EPROM and interface Nas-Sys to it, providing ECOS functions direct from Nas-Sys. ECOS by its nature is inherently machine-specific, but more details of the software will be published if there is a demand.

THE NAS-SYS MONITORS

by J. Haigh

SCAL KBD, DF 61

The keys of the keyboard are connected in an array of eight rows by seven columns (six columns in the case of the Nascom 1 keyboard). Each row of keys is connected to one output line of a chip known as a 'BCD to Decimal Decoder/Driver'. This chip accepts a four-bit binary pattern and if it represents a valid decimal digit (i.e., if it is in the range 0 - 9) it drives the corresponding output line to zero volts. Three of the input lines are taken from a binary counter, which merely counts a series of clocking pulses and outputs a corresponding binary number; the fourth bit is derived from the clocking pulse, in such a way that one of the eight lines used by the key rows is activated only for a short period after the clocking pulse has been received.

Each key is effectively a miniature transformer, the magnetic circuit of which is only complete when the key is depressed. Thus as a row is pulled to zero volts by the decoder/driver, a pulse is output on by each key in that row which is down. The pulses are amplified and output to the data bus via a buffer which is only enabled when port 0 is read. Thus the circuitry produces a sequential scan of the keys and makes the information on which keys are pressed available to the processor.

The clocking pulses which step the binary counter for the keyboard scan are produced under the control of SCAL KBD. The routine starts by 'flipping' bit 1 of port zero, that is, taking this bit to 1 for a short period, and then returning it to 0. This sends a pulse along the 'Keyboard Reset' line, which resets the binary counter to zero. The status of row 0 is then read, complemented so that keys pressed are represented by 1's, and saved in the bottom byte of the KEYMAP region of the workspace (£0C01 - £0C09).

The routine now scans each row of the keyboard by flipping bit 0 of port 0 eight times. Each time bit 0 is flipped the next key row is selected; the routine then reads the status of the keys in that row, complements the result, and saves it temporarily in the D register. It then looks to see if it differs from the status obtained the last time the row was scanned, which is stored in the appropriate byte of KEYMAP. If there has been no change the routine continues to scan successive rows. After all the rows have been scanned the carry flag is reset and the routine is terminated.

If a change is detected, a short delay (approximately 2.7 msec at 4 mhz) is inserted and the status is re-read. This is designed to remove spurious inputs caused by key bounce. The value obtained on this second read is stored in the E register, and the first read is recovered from D; this value is 'Exclusive ORed with the mapping

byte, so that the accumulator now contains a 1 at each position corresponding to a changed bit. The accumulator is now rotated right so that successive bits pass into the carry flag while a single bit is rotated left in the D register and the rotations are counted in the C register; this process stops as soon as the carry flag is set. The result is that D now contains a single bit set corresponding to the pressed key with the lowest column number, and C contains that column number.

D is now used as a mask to select the appropriate bit from the second read of the row (contained in E), and to compare it with the same bit of the mapping byte. If the two are identical, it is assumed that the first 'change' was spurious, and the routine continues with the next row. When the two are different, the mapping byte is updated and the status of the bit in E is tested. If this bit is zero, the change was caused by the release of a key, and no further action need be taken. However, when the bit is set a key press has occurred, and the routine now has to determine the ASCII code of the key.

The information identifying the key pressed is first combined into a single byte in which bits 0 - 2 represent the column number, obtained from the C register, bits 3 - 6 represent the row number, from the B register, and bit 7 is set to 1 if the shift key was pressed. A table is then searched for this identifying byte; The HL register pair is set to the top byte of the table, BC is loaded with the length of the table, and the search is carried out by the CPDR instruction (Compare, Decrement, and Repeat). The table is arranged in such a way that when the byte is found the C register contains the ASCII code of the corresponding key. If the byte is not found in the table, the search is repeated for the unshifted byte (i.e., with bit 7 reset). If this second search also fails, the carry flag is reset and the subroutine aborted.

When an ASCII code has been obtained from the table the subroutine proceeds to test the shift, graphics and control keys, and the Keyboard Option byte (£0C27), modifying the ASCII code in the appropriate manner. Finally, the carry flag is set, to indicate that a valid key press has been detected, and the routine is terminated.

If two or more keys are depressed simultaneously, the key in the lowest row will be detected first; if the keys are in the same row, the one with the lowest column number will be detected first. The corresponding mapping byte will be updated, and on the next scan no change will be detected in the first key, so the routine will now deal with the next key in the row or column priority. You will note that row 0 is scanned twice; once at the beginning of the routine, when its status is stored at £0C01, and once at the end of the routine when it is scanned as row 8 and its status stored at £0C09. The first scan is a special one carried out because the status of the shift key is needed whenever a keypress is detected; in the second scan

the keys in row 0 are read in the standard way.

SCAL IN, DF 62

This input routine picks up the address of the input table from the workspace at £0C75; this table contains a series of numbers representing Nas-Sys subroutines, and these are called in turn until a zero entry is reached. The address at £0C75 normally points to a table which contains two subroutines, the keyboard input and serial input, but it can be reset by the U or the X commands, or it can be changed by the user to point to a table of his own. In Nas-Sys 1 the keyboard routine in the input table is DF 61, but in Nas-Sys 3 it is the repeat keyboard routine, DF 7D, which itself calls DF 61 as a subroutine.

SCAL INLIN, DF 63

This routine calls SCAL 7B, which blinks the cursor while waiting for a key to be pressed. When a key is pressed the character is printed and if it was not a carriage return the routine loops back to SCAL 7B. When a carriage return is detected, the current address of the cursor, which was moved to the start of the next line by the carriage return, is loaded into HL from £0C29, DE is set to -64, HL and DE are added together and interchanged, and the subroutine is terminated. The result is that on return DE contains the address of the start of the line which the cursor was on when carriage return was pressed.

SCAL NUM, DF 64

This routine converts a single string of hex characters into a sixteen bit number. On entry the DE register pair should point to the start of the string, although leading blanks are ignored. As each character is obtained from the string it is tested for validity (i.e., is it ASCII 0 - 9 or ASCII A - F). If an invalid character is detected the carry flag is set and the routine ends. Each valid character is converted to a binary number in the range 0 - 15, counted in location £0C20, and the four bit value is rotated left into £0C21, using the instruction RLD (Rotate Left Decimal). This instruction transfers the bottom four bits in the accumulator into the bottom four bits of (HL), the bottom four bits in (HL) are transferred into the top four bits, and the top four bits of (HL) are transferred back to the bottom four bits of the accumulator. The HL register pair is now incremented and the RLD instruction repeated. The result is that the characters in the string are successively converted into a sixteen bit number in NUMV. If the number overflows on the second RLD instruction, this indicates that the hexadecimal string represented a number greater than £FFFF, the carry flag is set, and the routine terminates. When the end of the string is encountered, marked by a space character or a null character (screen margin) the routine returns with the carry flag reset, the value of the string in NUMV,

and the number of characters in the string in NUMN.

SCAL CRT, DF 65

This outputs the contents of the accumulator to the screen. The routine first tests for a null (00) or a line feed (0AH); these are ignored. The next control code to be handled is Clear Screen (0CH). On receipt of this code 48 spaces are written in the top line (£080A - £0839), 16 nulls are written in the margin (£83A - £849), the line is copied 16 times to fill the whole screen, and the cursor is repositioned to the top left.

The remaining control codes are tested for in turn and the appropriate action taken. Normal characters are inserted at the current cursor position and the cursor moved one space right. If this takes it into the screen margin, the margin bytes are skipped. When the cursor moves beyond the limits of the screen RAM, the screen is scrolled by copying the bottom 14 screen lines (£084A - £0BB9) up one line, clearing the bottom line, and repositioning the cursor to the bottom left.

SCAL TBCD3, DF 66

The contents of the HL register pair are printed as a four-character hexadecimal number followed by a space by this routine. The H register is first transferred to the accumulator and printed out using SCAL TBCD2, DF 67; the L register is then treated similarly, and a space character is then output.

SCAL TBCD2, DF 67

This routine prints out the contents of the accumulator as two hexadecimal digits; it differs from SCAL B2HEX, DF 68, which forms the last part of the subroutine, only in that it adds the byte being printed to the checksum in register C.

SCAL B2HEX, DF 68

The contents of the accumulator are rotated right four times so that the most significant nibble becomes the least significant nibble. SCAL B1HEX, DF 7A, is then used to print the necessary hex digit. The accumulator contents are recovered, and the appropriate digit for the bottom nibble is printed. The method of converting each nibble is rather clever; 90H is added to the nibble and the DAA (Decimal Adjust Accumulator) instruction is applied to the result. This produces a value in the range 90H - 99H, with the carry flag reset if the original nibble is in the range 0 - 9. When 40H is added with the carry flag, the result lies in the range 30H - 39H, or 41H - 46H; i.e., the appropriate hex digit has been produced!

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- T - Transfer file to another drive.
- W - Write a file.
- X - Exit and rewind cassettes.
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EPROM PROGRAMMER/CHECKER/READER

by C. Bowden

This article continues the listing of the controlling software for the Eprom programmer.

```
350     VERFY4     CALL RESET1
351                LD A, (ERRFLG)
352                CP 0FFH                ; IF 0FFH, THERE WERE ERRORS
353                JR Z, VERFY5           ; SO SKIP O.K. MESSAGE
354                CALL CLRCRT
355                LD HL, TEXT16          ; ELSE SAY COMPARISON O.K.
356                LD DE, 090BH
357                LD BC, 1BH
358                LDIR
359                JR VERFY6
360     VERFY5     DEFB SCAL, TDEL        ; HOLD DISPLAY 2 SECS
361                DEFB SCAL, TDEL
362                LD HL, TEXT5           ; ERROR MESSAGE GREEN 363
364                LD DE, 090BH
365                LD BC, 24
366                LDIR
367     VERFY6     DEFB SCAL, TDEL        ; 2 SECS PAUSE
368                DEFB SCAL, TDEL
369                JP RESTRT              ; EXIT ROUTINE
370 ; *****
371 ; ROUTINE TO COPY EPROM INTO RAM
372 ; *****
373     TRNFER     LD HL, TEXT9           ; 'FILLED FROM EPROM'
374                LD DE, 0A4BH
375                LD BC, 11H
376                LDIR
377                CALL RAMADR
378                LD DE, 0000H
379     TRNFR1     LD A, (ROMFLG)
380                CP D
381                JR Z, TRNFR2           ; JUMP IF ALL DONE
382                CALL ENABLE
383                IN A, (ADATA)          ; GET BYTE FROM EPROM
384                LD (HL), A             ; STORE IT IN MEMORY
385                CALL COUNT             ; INCR. ADD., DISABLE CHIP
386                INC HL                 ; NEXT MEMORY LOCATION
387                INC DE                 ; INCREMENT BYTE COUNTER
388                JR TRNFR1              ; CONTINUE TILL FINISHED
389     TRNFR2     CALL RESET1
390                CALL MESS19            ; ALL DONE MESSAGE
391                JP RESTRT
392 ; *****
393 ; ROUTINE TO CHECK IF FULLY ERASED
394 ; *****
395     ERASED     LD DE, 0000
396     ERA1       LD A, (ROMFLG)
397                CP D
398                JR Z, ERA3             ; JUMP IF FINISHED
399                CALL ENABLE
400                IN A, (ADATA)          ; GET BYTE FROM EPROM
401                CP 0FFH                ; IS IT 'FF'
```

```

402                JR NZ NOTERA                ;   IF NOT, JUMP
403                CALL COUNT
404                INC DE
405                JR ERA1                      ;   KEPP GOING
406    NOTERA      LD HL, TEXT14                ;   EPROM NOT ERASED
407                LD DE, 090BH
408                LD BC, 1AH
409                LDIR
410                JR ERA4                      ;   JUMP TO END OF ROUTINE
411    ERA3        LD HL, TEXT15                ;   EPROM ERASED
412                LD DE, 090BH
413                LD BC, 15H
414                LDIR
415    ERA4        CALL RESET1
416                DEFB SCAL,TDEL                ;   2 SECS DELAY
417                DEFB SCAL TDEL
418                JP RESTRT
419    ; *****
420    ; ROUTINE TO OUTPUT EPROM TO PRINTER
421    ; *****
422    OUTPUT      CALL ROMADR                ;   GET NORMAL ADD. OF ROM
423                LD DE, 0000H                ;   BYTE COUNT
424    BUFF        LD IY, LINBUF                ;   POINT TO 16 CHAR. STORE
425    OUT1        LD A, (ROMFLG)
426                CP D                        ;   SEE IF ALL DONE
427                JR Z, OUT6
428    OUT2        LD HL, (STOR1)                ;   GET OFFSET
429                ADD HL, DE                  ;   FORM ROM ADDRESS
430                LD A, H                      ;   AND PRINT IT
431                CALL PRTHEx
432                LD A, L
433                CALL PRTHEx
434                CALL GAP                    ;   4 SPACES
435    OUT3        LD B, 16                    ;   16 BYTES PER LINE
436    OUT4        CALL ENABLE
437                IN A, (ADATA)                ;   GET BYTE
438                LD (iY), A                  ;   SAVE CHARACTER
439                PUSH BC
440                CALL COUNT                ;   INC. ADD., TURN CHIP OFF
441                POP BC
442                INC IY
443                INC DE
444                DJNZ OUT4                    ;   LOOP FOR 16 BYTES
445                CALL PRTLIN                ;   NOW PRINT LINE
446    OUT5        JR BUFF                    ;   LOOP TILL ALL DONE
447    OUT6        CALL RESET1
448                CALL MESS19                ;   COMPLETED MESSAGE
449                JP RESTRT                    ;   BACK TO START
450    ; *****

455    ; ROUTINE TO PRINT ALL 16 CHARS. IN LINE BUFFER
456    ; *****

457    PRTLIN      LD B, 16                    ;   NO. OF CHARS IN BUFFER
458                LD IY, LINBUF                ;   IY POINTS TO BUFFER START
459    PRLIN1      LD A, (iY)                  ;   GET CHARACTER
460                CALL PRTHEx                ;   PRINT HEX AS 2 ASCII CHARS.
461                LD A, 20H                    ;   SPACE BETWEEN BYTES

```



```

462          CALL PRINT          ; PRINT IT
463          INC IY              ; NEXT CHARACTER
464          DJNZ PRLIN1         ; LOOP FOR 16 CHARACTERS
465          CALL GAP            ; PRINT 4 SPACES
466          LD B, 16            ; NOW DO 16 ASCII CHARACTERS
467          LD IY, LINBUF       ; START OF BUFFER
468 PRLIN2    LD A, (IY)         ; GET CHARACTER
469          CP 20H              ; IS IT A CONTROL CHAR.?
470          JP M, DOT           ; IF SO, PRINT A DOT
471          CP 7BH              ; IS IT GREATER THAN z?
472          JP P, DOT           ; IF SO, PRINT A DOT
473          JR DOT1
474 DOT       LD A, "."
475 DOT1     CALL PRINT          ; PRINT IT
476          INC IY              ; NEXT CHARACTER
477          DJNZ PRLIN2         ; LOOP UNTIL 16 DONE
478          LD A, CR            ; PRINT CARRIAGE RETURN
479          CALL PRINT
480          LD A, LF            ; AND LINE FEED
481          CALL PRINT
482          RET
483 ; *****
486 ; ROUTINE TO O/P CHARACTER TO PRINTER
487 ; *****
488 PRINT     PUSH AF            ; SAVE CHARACTER
489 PR1       IN A, (HSHAKE)     ; HANDSHAKE, BIT 7 PORT 0
490          AND 80H
491          JR Z, PR1
491          POP AF              ; RECOVER CHARACTER
492          DEFB SCAL, SRLX     ; NAS-SYS SERIAL O/P
493          RET
494 ; *****
496 ; SUBROUTINE FOR 4 SPACE GAP
497 ; *****
498 GAP       LD B, 4            ; NUMBER OF SPACES
499          LD A, 20H           ; SPACE CHARACTER
500 GAP1      CALL PRINT          ; PRINT
501          DJNZ GAP1           ; LOOP UNTIL DONE
502          RET
503 ; *****
504 ; PRINT HEX CDE AS TWO ASCII CHARS.
505 ; *****
506 PRTHX     PUSH AF            ; SAVE CHARACTER
507          AND 0F0H            ; GET TOP 4 BITS
508          RRCA                ; SHIFT TO BOTTOM 4 BITS
509          RRCA
510          RRCA
511          RRCA
512          CP 0AH              ; IS IT MORE THAN 10
513          JP P, ADD37A        ; IF SO, JUMP
514          ADD A, 30H           ; CONVERT TO ASCII 0 - 9
515 PRTH1     CALL PRINT          ; PRINT IT
516          POP AF              ; RECOVER CHARACTER
517          AND 0FH             ; GET BOTTOM 4 BITS
518          CP 0AH              ; MORE THAN 10?
519          JP P, ADD37B        ; IF SO, JUMP
520          ADD A, 30H           ; CONVERT TO ASCII 0 - 9
521 PRTH2     CALL PRINT          ; PRINT IT

```

```

522          RET
523      ADD37A      ADD A, 37H          ;   CONVERT TO ASCII A - F
524          JP PRTH1
525      ADD37B      ADD A, 37H
526          JP PRTH2
527      ; *****
528      ;   GENERAL SUBROUTINES
529      ; *****
530      ;
531      ENABLE      LD A, 00          ;   ENABLE CHIP
532          OUT (BDATA), A          ;   CONTROL PORT B
533          LD A, 20H
534      STABLE      DEC A              ;   WAIT FOR CHIP
535          JR NZ STABLE
536          RET
537      ; *****
538      ;   SCROLL TO CLEAR CRT, CURSOR TO BOTTOM
539      ; *****
540      ;
541      CLRCRT      LD B, 0FH          ;   SCROLL 15 TIMES
542      CLR1        DEFB SCAL, CRLF    ;   TO CLEAR SCREEN AND
543          DJNZ CLR1                ;   LEAVE TOP LINE INTACT
544          RET
545      ;
546      RESET      LD A, 2AH          ;   12V, RESET, WE, OE BITS SET
547          JR RESET2
548      RESET1      LD A, 0AH          ;   RESET, WE, OE BITS SET
549      RESET2      OUT (BDATA), A
550          LD B, 10H
551      WAIT6       DJNZ WAIT6
552          RES 3, A                ;   END OF RESET
553          OUT (BDATA), A
554          RET
555      ; *****
556      ;   O/P SHORT PULSE TO INC. ADDR. COUNTER
557      ; *****
558      ;
559      COUNT      LD A, 6            ;   COUNT PULSE ON
560          OUT (BDATA), A
561          LD B, 10H
562      WASIT7      DJNZ WAIT7
563          LD A, 2
564          OUT (BDATA), A          ;   TURN COUNT PULSE OFF
565          RET
566      ; *****
567      ;   SET PIO PORT A – INPUT, B – OUTPUT
568      ;   BOTH PORTS TO MODE 3
569      ; *****
570      STPIO1      LD A, 0FFH
571          OUT (BCTRL), A          ;   MODE 3
572          LD A, 00
573          OUT (BCTRL), A          ;   OUTPUT
574      STPIO2      LD A, 0FFH
575          OUT (ACTRL), A          ;   MODE 3
576          OUT (ACTRL), A          ;   INPUT
577          RET
578      ; *****
579      ;   SET PIO PORT A TO MODE 3, OUTPUT
580      ; *****
581      STPIO3      LD A, 0FFH
582          OUT (ACTRL), A          ;   MODE 3

```

```

586          LD A, 00
587          OUT (ACTRL), A          ;   OUTPUT
588          RET
589 ; *****
590 ; ROUTINE COMPLETED MESSAGE
591 ; *****
593 MESS19     CALL CLRCRT          ;   CLEAR SCREEN
594          LD HL, TEXT19          ;   ROUTINE COMPLETE
595          LD DE, 090BH
596          LD BC, 16
597          LDIR
598          DEFB SCAL, TDEL        ;   WAIT 2 SECONDS
599          DEFB SCAL, TDEL
600          RET
601 ; *****
602 ; GET START ADDRESS OF 1K OR 2K BLOCK
603 ;   OR 4 DIGIT TYPE NUMBER OF EPROM
604 ;   OR MEMORY START ADDRES OF EPROM
605 ; *****
609 ROMADR     LD HL, TEXT18        ;   "NORMAL ROM START ADDR?"
610          LD DE, 09CBH
611          LD BC, 22H
612          LDIR
613          LD A, 00
614          LD (SCNFLG), A        ;   SET JUMP BACK FLAG
615          JR SCANT1
616 RAMADR     LD HL, TEXT6         ;   MESSAGE TO CRT
617          LD DE, 09CBH          ;   FOR ADDRESS
618          LD BC, 2EH
619          LDIR
620          LD A, 0FFH
621          LD (SCNFLG), A        ;   SET FOR JUMP BACK TO HERE
622 SCANT1     LD HL, TEXT10        ;   PROMPT "ADDRESS ??"
623          LD DE, 0B0BH
624          LD BC, 12H
625          LDIR
626          LD HL, 0B19H          ;   SCREEN ADD. FOR ENTRY
627 SCAN1A     LD B, 20H
628          LD DE, STORLN
629          LD A, 20H
630 CLRLIN     LD (DE), A           ;   CLEAR LINE STORE
631          INC DE
632          DJNZ CLRLIN
633          LD IY, STORE          ;   STORE FOR ENTRIES
634          LD D, 4                ;   FOUR KEY ENTRIES
635 SCAN2      XOR A
636 SCAN3      DEFB SCAL, KBD       ;   GET ENTRIES FROM KEYBOARD
637          JR C, SCAN4
638          JR SCAN3
639 SCAN4      CP "O"               ;   ONLY ACCEPT ENTRIES
640          JP M, SCAN2            ;   IN THE RANGE 30H - 39H
641          CP "."
642          JP P, SCAN5
643          LD (HL), A             ;   PRINT IF O.K.
644          SUB 30H                ;   CONVERT TO 0 - 9
645          LD (IY), A             ;   STORE IT
646          INC HL                 ;   NEXT SCREEN ADDRESS
647          INC IY                 ;   NEXT STORE

```

648		DEC D	; REDUCE ENTRY COUNTER
649		JR NZ, SCAN2	; JUMP IF NOT FINISHED
650		JR SCAN7	; JUMP TO SCAN7 WHEN DONE
651	SCAN5	CP "A"	; IS IT ASCII A – F?
652		JP M, SCAN2	; IF NOT, REJECT IT
653		CP "G"	
654		JP P, SCAN2	
655		LD (HL), A	; PRINT IT IF O.K.
656		SUB 37H	; CONVERT TO 10 – 15
657		LD (IY), A	; STORE IT
658		INC HL	; NEXT SCREEN LOCATION
659		INC IY	; NEXT STORE
660		DEC D	; REDUCE ENTRY COUNTER
661		JR NZ SCAN2	; JUMP IF NOT DONE
662	SCAN7	LD HL, 0A4BH	; SAVE THIS MESSAGE IN CASE
663		LD DE, STORLN	; ENTRY IS TO BE CHANGED
664		LD BC, 20H	
665		LDIR	
666		DEFB SCAL, CRLF	; SCROLL CRT
667		DEFB SCAL, CRLF	; TWICE
668		LD HL, TXT11A	; CORRECT –Y/N?
669		LD DE, 0B0BH	
670		LD BC, 14H	
671		LDIR	
672		XOR A	
673	SCAN8	DEFB SCAL, KBD	; GET ANSWER
674		JR C, SCAN9	
675		JR SCAN8	
676	SCAN9	CP "Y"	; ANSWER "YES"?
677		JR Z SCAN6	; IF SO, JUMP TO SCAN6
678		CP "N"	; ANSWER "NO"?
679		JR Z SCAN10	; IF SO, JUMP TO SCAN10
680		JR SCAN8	; REJECT OTHER REPLIES
681	SCAN10	CALL CLRCRT	; CLEAR SCREEN
682		LD HL, STORLN	; RESTORE SAVED MESSAGE
683		LD DE, 0A4BH	
684		LD BC, 20H	
685		LDIR	
686		LD A, (SCNFLG)	; FIND OUT WHERE TO JUMP
687		CP 00	
688		JP Z, ROMADR	; IF ZERO, JUMP TO ROMADR
689		JP RAMADR	; ELSE WAS FROM RAMADR
690		JP SCANT1	; BACK TO GET ADDRESS AGAIN
691	SCAN6	LD IY, STORE	; POINT TO FIRST ENTRY
692		LD A, (IY)	; GET FIRST
693		RLCA	; ROTATE BITS 4 TIMES
694		RLCA	; TO PUT VALUE INTO
695		RLCA	; INTO MOST SIGNIFICANT
NIBBLE			
696		RLCA	
697		ADD A, (IY+1)	; ADD SECOND VALUE
698		LD H, A	; SAVE IN H REGISTER
699		LD A, (IY+2)	; GET 3RD ENTRY
700		RLCA	; PUT IN MOST SIGNIFICANT
NIBBLE			
701		RLCA	
702		RLCA	
703		RLCA	

```

704          ADD A, (IY+3)          ; ADD 4TH ENTRY
705          LD L, A                ; PUT IN L REGISTER
706          LD (STOR1), HL         ; SAVE THE ADDRESS
707          RET                    ; BACK TO ROUTINE
708 ; *****
709 ; MESSAGES USED BY THE ROUTINES
710 ; *****
711 TEXT1      DEFM /EPROM PROGRAMMER/
712 TEXT1A     DEFM /PRESS KEY 'A' FOR TYPE 2708 EPROM/
713 TEXT1B     DEFM "KEY 'B' FOR TYPES 2516/2716"
714 TEXT2      DEFM /PRESS P FOR ROUTINE TO PROGRAM EPROM/
715 TEXT2A     DEFM /C TO COMPARE EPROM WITH MEMORY/
716 TEXT2B     DEFM /T TO TRANSFER EPROM INTO MEMORY/
717 TEXT2C     DEFM /E TO CHECK EPROM IS FULLY ERASED
718 TEXT2D     DEFM /D TO DUMP EPROM TO PRINTER
719 TEXT3      DEFM /TURN OFF PROGRAMMER WHILE CHANGING
EPROM/
721 TEXT4      DEFM /PRESS C TO CONTINUE/
722 TEXT5      DEFM /ROM AND RAM DO NOT MATCH/
723 TEXT6      DEFM /ENTER START ADDR(HEX) OF/
724           DEFM / 1K OR 2K BLOCK TO BE /
725 TEXT7      DEFM /COPIED INTO EPROM/
726 TEXT8      DEFM /COMPARED TO EPROM/
727 TEXT9      DEFM /FILLED FROM EPROM/
728 TEXT10     DEFM /START ADDRESS ????/
729 TEXT11     DEFM /KEY -/
730 TXT11A     DEFM "IS THIS CORRECT?-Y/N"
731 TEXT12     DEFM /YOU MUST TYPE AN 'A' OR A 'B'/
732 TXT13A     DEFM /TYPE - 2708 /
733 TXT13B     DEFM "TYPE - 2516/2716"
734 TEXT14     DEFM /EPROM NOT FULLY ERASED/
735 TEXT15     DEFM /EPROM IS FULLY ERASED/
736 TEXT16     DEFM /COMPARISON OK. - NO ERRORS. /
737 TXT17A     DEFM "SAME EPROM - Y/N?"
738 TEXT18     DEFM /NORMAL R.O.M. START ADDR.(HEX) - ?/
739 TEXT19     DEFM /ROUTINE COMPLETED/
740 TEXT20     DEFM /CAUTION :ONLY ONE EPROM AT A TIME./
741 TEXT21     DEFM /OBSERVER THE EPROM HANDLING PRECAUTIONS/
742 ; *****
743 .DEPHASE
744 ; THIS DENOTES THE END OF A PROGRAM BLOCK IN
745 ; THE MACRO 80 ASSEMBLER
746 ; IT HAS NO EQUIVALENT IN ZEAP
747 ; *****
748 .PHASE 0D00H
749 THIS DENOTES THE START OF A NEW BLOCK
750 IT IS EQUIVALENT TO THE ORG PSEUDO-OP IN ZEAP
751 *****
752 ; PROGRAM WORKSPACE AREA
753 SCNFLG      DEFS 1              ; JUMP BACK FLAG
754 ERFLG       DEFS 1              ; ERROR FOUND FLAG
755 ROMFLG      DEFS 1              ; 1K OR 2K ROM FLAG
756 STORE       DEFS 4              ; STORE FOR KEY ENTRIES
757 STOR1       DEFS 2              ; MEMORY START ADDRESS
758 STORLN      DEFS 20H            ; TEMPORARY MESSAGE STORE
759 LINBUF      DEFS 10H            ; BUFFER FOR PRINTER O/P
760 .DEPHASE
761 ; *****

```

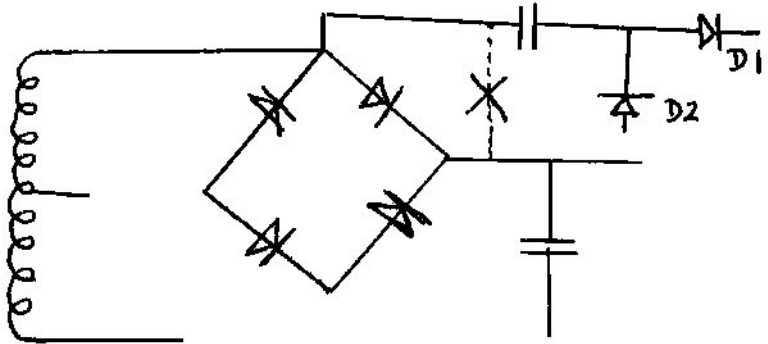
```

762                      END
763 ; *****

```

This completes the listing of the control software.

A number of errors have come to light in the previous articles. The first is an error in the circuit diagram for the programmer power supply. The negative lead of the 470uP, 64V capacitor should connect to the bridge rectifier AC input, not to the positive output of the rectifier as shown.



Secondly, a link is missing from the vero layout. This is the link connecting pin 24 of the 2708 socket to the +5v supply. One may be fitted in a similar way to that on the 2716 socket.

Thirdly, a series of minor errors occurred in the listing. There was a superfluous right-hand bracket in assembler line number 144; it should read

```

144          LD (ROMFLG), A

```

Line 150 was omitted and line 149 was wrong; this section should read

```

149          JR PROMPT
150  TYP2K LD A, 08H          ; FLAG FOR 2K EPROM
151          LD (ROMFLG), A

```

An incorrect address appeared in line 167; the correct address is 0A52H. In line 216 the label TEXT7 was given as TEXT17. In line 293 a superfluous WAIT2 occurred at the end of the line; this of course is the label for the delay loop on line 294

Finally, note 1 on page 20 of the last article could be expressed better as follows:-

- 1) The layout is shown from the copper side. All components including links are mounted on the other side of the board, except the links mentioned in Note 5 and the two diodes in Note 6.

+ - + - + - + - + - + - +

PLANNING AND WRITING A PROGRAM

by Viktor

INTRODUCTION

Program Power asked me if I had time to write a program to deal with the administration of their royalty payments. I didn't have, of course. Nor did I have time to write this article. However, like most computer enthusiasts, once a program idea has got implanted in my tiny mind it tends to act like the proverbial cuckoo and creates its own time and space. Here, therefore, follows the first results of my deliberations.

THE PROBLEM

Program Power sells programs which in the main have been written by individuals not employed by the company, these individuals being remunerated by way of 20% royalties, calculated on the prices at which the programs are sold.

Including those for certain micros whose names may not be printed in this magazine, there are at present approx. 100 programs being offered for sale, written by say 50 authors, though the number per author varies from one up to sixteen. Each Quarter the royalties payable are calculated according to number sold at the company's selling price.

If there were only one price for each program, then it could easily be argued that the job could be handled by a competent clerk with a calculator. However, in recent months, due to the sale of programs to trade customers, at discounts varying with quantities sold, together with special offers to direct customers, the number of different prices has grown enormously. A computerised solution is therefore being sought before the Job gets into a tangle or consumes too much valuable time.

OUTPUTS

When writing a program, I always look first at the 'outputs' of the task, both in terms of which pieces of paper have to be produced, and also the detail which will appear on them. In this case there is firstly a statement to each author, giving his name and address, the names of his programs, the number sold at each price, the royalty calculated and the grand total payable. These, of course, are printed on single sheets. The second output is a summary for each computer, listing the same information without the author's addresses, and giving the overall total for that computer. A continuous list is acceptable for this part of the Job.

INPUTS

The next stage is to look at inputs and to establish how they are to be made available to the computer. The main inputs are the authors' names and addresses,

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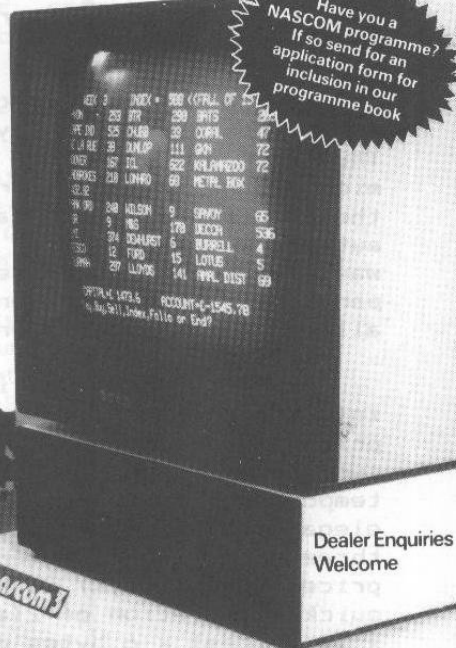
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the program names, the program prices and the numbers sold at each price. The first two are essentially 'standing' or file information. We will therefore need some means of building up a file of these, together with routines to enter new data and amend or delete existing data. My solution was to make use of Program Power's 'Basic File Handler' program, which gives amongst other things the ability to save and load string data.

The numbers of each program sold must obviously be entered each quarter. This leaves the price information. I established that, although there were perhaps only 10 basic prices for programs, the variations discussed earlier could easily multiply this by a factor of at least 10. Thus I thought it best to deal with this in the same way as numbers sold.

STRUCTURE & HANDLING

Name and Address File - this can fairly simply be held as follows:
N\$(I), A\$(I), B\$(I), C\$(I), D\$(I) - where N is the name; A, B & C are a three line address; and D is the telephone number, (strictly speaking not required for this application). The subscript 'I' will be used as a key effectively to the file of authors.

As regards the programs, I decided to go for a two dimensional string array, as this permits ease of handling. Thus, for a file of 30 authors (covering just one of the micros), we have the array P\$(I,J), where J is the key to the programs of each author. Since there are very few authors who have more than two programs, this is very wasteful of memory space, but as it is not a problem in this particular case, the benefits of ease of handling will be allowed to take preference.

I mentioned earlier that the majority of the information has to be output twice. This means that the price and numbers sold data must be held between one print run and the next. Alternatively, it could be saved as a temporary file, but this solution was not thought to be very elegant. My first solution to this problem was to create two three- dimensional numeric arrays viz. P(I,J,K) to hold the prices and S(I,J,K) to hold the relevant numbers sold. A quick calculation of 2(arrays) x 30(authors) x 20(programs) x 10 (prices) x 6 bytes per variable = 72000bytes persuaded me I had better think again.

I then thought of the way in which the information will be used. The main part of the program will start with the first author, deal with his programs in turn and then move on down the list of authors until they have all been looked at. A solution much less wasteful of space would therefore be to create two single tier arrays viz. K(X) for prices and L(X) for numbers sold, with a variable element deliberately left

equal to zero to signify the end of the prices for any one program. The routine to enter the prices would skip an element, and the routine to calculate and print the royalties would search for those elements equal to zero, and then move onto the next program. The calculation is then $[2(\text{arrays}) \times \text{say } 75(\text{programs})] + 75(\text{vacant elements}) = 225$. Multiplying by the 6 bytes per element then gives 1350 bytes. Phew!!

On reflection, this method might also be adopted in handling the program name information. But since the program was written first and it works, we'll save that up our sleeves, in case we need the space in some future enhancement.

We do not of course have to write one large program containing all the options. The tasks to be done can conveniently be split into 'file maintenance' i.e. create, amend or delete the standing information, and the 'operating' program to enter the prices and numbers sold and print the letters and summary. However, since space did not prove a problem, the program has been left as one complete entity. The version which now follows has been more or less de-bugged, although some improvements, for example, in the print layout, remain to be made.

In the next issue I will cover some sections of the program in greater detail, and discuss the operation of the Basic File Handler.

.

```

5 DOKE4271,-20482:DOKE4100,-14336:TC$="RESET":TR=USR(0)
10 CLEAR10000:DIMN$(30),A$(30),B$(30),C$(30)
15 DIMD$(30),E$(30),P$(30,20),K(100),L(100)
50 CLS:PRINTAB(17);"ROYALTIES PROGRAM"
55 SCREEN8,3:PRINT"Options:-
60 SCREEN5,5:PRINT"1)   New Authors
65 SCREEN5,6:PRINT"2)   New Programs
70 SCREEN5,7:PRINT"3)   Amend/Delete Authors/Programs
80 SCREEN5,8:PRINT"4)   Quarterly Sales/Prices
85 SCREEN5,9:PRINT"5)   Print Authors' Letters
90 SCREEN5,10:PRINT"6)  Print Summary
93 SCREEN5,11:PRINT"7)  Read Program File
96 SCREEN5,12:PRINT"8)  Write Program File
100 PRINT:SCREEN5,14:INPUTC
110 ONCGOTO200,400,600,1000,1200,1400,1600,1800
120 IFC<1ORC>8THEN50
200 FORI=1TO30
205 IFN$(I)=""THENZ=I:I=30:GOTO240
210 NEXT
220 PRINT"No Space for New Author!"
230 FORA=1TO3000:NEXT:GOTO50
240 CLS:I=Z:INPUT"Author's Name";N$(I)
245 IFLEN(N$(I))=<13THEN250
247 PRINT:PRINT"Max. 13 chrs.":FORC=1TO3000:NEXT:GOTO240
250 INPUT"Correct";L$
255 IFL$<>"Y"THEN240
260 INPUT"ADDR 1";A$(I)

```

```

265 IF LEN(A$(I)) > 20 THEN PRINT "Max. 20 chrs.": GOTO 260
267 INPUT "Correct"; L$
270 IFL$ <> "Y" THEN 260
275 INPUT "ADDR 2"; B$(I)
277 IF LEN(B$(I)) > 20 THEN PRINT "Max. 20 chrs.": GOTO 275
280 INPUT "Correct"; L$
285 IFL$ <> "Y" THEN 275
290 INPUT "ADDR 3"; C$(I)
292 IF LEN(C$(I)) > 20 THEN PRINT "Max. 20 chrs.": GOTO 290
295 INPUT "Correct"; L$
300 IFL$ <> "Y" THEN 290
320 INPUT "Tel. No."; D$(I)
322 IF LEN(D$(I)) > 20 THEN PRINT "Max. 20 chrs.": GOTO 320
325 INPUT "Correct"; L$
330 IFL$ <> "Y" THEN 320
335 GOTO 50
400 CLS: INPUT "Enter Author's Name"; Y$
402 IF Y$ = "" THEN 400
405 FOR I = 1 TO 30
410 IF N$(I) = Y$ THEN Z = I: I = 30: GOTO 440
415 NEXT
420 PRINT: INPUT "Name not Found – another try": L$
430 IFL$ = "Y" THEN 400
435 GOTO 50
440 I = Z
450 FOR J = 1 TO 20
455 IF P$(I, J) = "" THEN Z = J: J = 20: GOTO 470
460 NEXT
465 PRINT "No Space for New Program!"
467 FOR A = 1 TO 3000: NEXT: GOTO 50
470 CLS: J = Z: INPUT "PROG. NAME"; P$(I, J)
472 IF P$(I, J) = "" THEN 470
475 PRINT: INPUT "Correct"; L$
480 IFL$ <> "Y" THEN 470
485 PRINT: INPUT "Any More Progs"; L$
490 IFL$ = "Y" THEN Z = Z + 1: GOTO 470
495 GOTO 50
600 CLS: FOR I = 1 TO 30
605 PRINT I; " "; N$(I); I = I + 1
610 PRINT TAB(16); I; " "; N$(I); I = I + 1
615 PRINT TAB(32); I; " "; N$(I): NEXT
620 PRINT: INPUT "Which Author"; I: IF I < 1 OR I > 30 THEN 600
622 IF N$(I) = "" THEN 600
625 CLS: PRINT N$(I): PRINT: INPUT "Correct Author"; L$
630 IFL$ <> "Y" THEN 600
635 PRINT: PRINT: PRINT "Options"; TAB(20) "1) Programs"
640 PRINT TAB(20) "2) Names & addresses"
645 PRINT: PRINT TAB(20): INPUT C: IF C < 1 OR C > 2 THEN 645
650 ON C GOTO 700, 800
700 CLS: PRINT N$(I) ".": FOR J = 1 TO 20
710 PRINT J; " " P$(I, J); J = J + 1
720 PRINT TAB(24); J; P$(I, J): NEXT
725 INPUT "Amend/Delete Y/N"; L$
730 IFL$ = "N" THEN 50
735 INPUT "Enter Program No."; J
737 IF J = 999 THEN 50
740 IF J < 1 OR J > 20 THEN 735

```

```

742 IFP$(I,J)=" " THEN PRINT "Old data only!":GOTO735
745 PRINTP$(I,J)
750 INPUT "Enter new data";P$(I,J)
752 IFP$(I,J)<>" " THEN756
753 INPUT "Delete Program";L$
754 IFL$="Y" THEN775
755 GOTO750
756 INPUT "Correct";L$:IFL$<>"Y" THEN750
760 INPUT "More changes this author";L$
765 IFL$="Y" THEN700
770 GOTO50
775 J=J+1:IFP$(I,J)=" " THEN700
780 P$(I,J-1)=P$(I,J):P$(I,J)=" ":GOTO775
800 CLS:PRINTN$(I):PRINT
805 PRINTA$(I):PRINTB$(I):PRINTC$(I):PRINT:PRINTD$(I):PRINT
810 INPUT "Amend/Delete Y/N";L$
815 IFL$="N" THEN50
820 PRINT "Name  ",N$(I)  " ":INPUT "New Data  Y/N";L$
825 IFL$="Y" THENINPUTN$(I)
826 IFN$(I)<>" " THEN830
827 INPUT "Delete Author";L$
828 IFL$="Y" THENGOTO900
829 GOTO820
830 PRINT "ADDR1  ",A$(I)  " ":INPUT "New Data  Y/N";L$
835 IFL$="Y" THENINPUTA$(I)
840 PRINT "ADDR2  ",B$(I)  " ":INPUT "New Data  Y/N";L$
845 IFL$="Y" THENINPUTB$(I)
850 PRINT "ADDR3  ",C$(I)  " ":INPUT "New Data  Y/N";L$
855 IFL$="Y" THENINPUTC$(I)
860 PRINT "Tel. No.  ",D$(I)  " ":INPUT "New Data  Y/N";L$
865 IFL$="Y" THENINPUTD$(I)
875 GOTO50
900 I=I+1
905 IFN$(I)=" " THEN600
910 N$(I-1)=N$(I):N$(I)=" "
915 A$(I-1)=A$(I):A$(I)=" "
920 B$(I-1)=B$(I):B$(I)=" "
925 C$(I-1)=C$(I):C$(I)=" "
930 D$(I-1)=D$(I):D$(I)=" "
935 GOTO900
1000 CLS:X=0:FORI=1TO30:PRINTB$(I);
1002 IFN$(I)=" " THENI=30:GOTO1060
1005 FORJ=1TO20:PRINTTAB(20);P$(I,J)
1007 IFP$(I,J)=" " THENJ=20:GOTO1055
1010 INPUT "Enter Price";K(X)
1015 INPUT "Correct";L$
1020 IFL$<>"Y" THEN1010
1025 INPUT "No. Sold";L(X)
1030 INPUT "Correct";L$
1035 IFL$<>"Y" THEN1025
1040 X=X+1:INPUT "More Prices this Program";L$
1045 IFL$="Y" THEN1010
1050 K(X)=0:L(X)=0:X=X+1:NEXTJ
1055 NEXTI
1060 GOTO50
1200 DOKE3187,1918:IFPEEK(1910)=0THENDOKE3187,1912
1205 CLS:WIDTH80:INPUT "Enter Date";M$
1210 PRINT:INPUT "Correct";L$:IFL$<>"Y" THEN1205

```

```

1215 X=0:FORI=1TO30
1216 IFN$(I)=" "THENI=30:GOTO1290
1217 F=0:PRINT:PRINT:PRINTN$(I)
1220 PRINTA$(I):PRINTB$(I):PRINTC$(I):PRINTD$(I):GOSUB1350
1230 FORJ=1TO20:PRINTP$(I,J);E=0
1235 IFP$(I,J)=" "THENJ=20:GOTO1270
1240 PRINTTAB(20):K(X);
1245 D=INT(100*((K(X)*.2)+.005))/100
1250 PRINTTAB(30);D;TAB(40);L(X);TAB(50):D*L(X)
1255 E=E+D*L(X)
1260 X=X+1:IFK(X)<>0THEN1240
1265 PRINT:PRINTTAB(60):E:PRINT:F=F+E:NEXTJ
1270 PRINT:PRINT:PRINTTAB(50);"Total £   ";F
1275 INPUT"Change paper for New Author";L$
1280 IFL$<>"GO"THEN1275
1285 NEXTI
1290 DOKE3187,1919:IFPEEK(1910)=0THENDOKE3187,1913
1295 GOTO50
1350 PRINTTAB(25):CHR$(14);"ROYALTIES PAYMENTS"
1355 PRINTTAB(15);"for the Quarter ended ";M$
1360 PRINTTAB(5)"PROGRAM"TAB(17)"PRICE";
1365 PRINTTAB(27)"ROYALTY"TAB(37)"NO. SOLD"
1370 PRINT:RETURN
1400 DOKE3187,1918:IFPEEK(1910)=0THENDOKE3187,1912
1405 CLS:WIDTH80:INPUT"Enter Date";M$
1410 PRINT:INPUT"Correct";L$:IFL$<>"Y"THEN1405
1415 X=0:G=0:FOR1TO30
1420 IFN$(I)=" "THENI=30:GOTO1475
1425 GOSUB1350:F=0:PRINT:PRINT:PRINTN$(I)
1430 FORJ=1TO20:PRINTP$(I,J);E=0
1435 IFP$(I,J)=" "THENJ=2:GOTO1470
1440 PRINTTAB(20):K(X);
1445 D=INT(100*((K(X)*.2)+.005))/100
1450 PRINTTAB(30);D;TAB(40);L(X);TAB(50):D*L(X)
1455 E=E+D*L(X)
1460 X=X+1:IFK(X)<>0THEN1440
1465 PRINT:PRINTTAB(60):E:PRINT:F=F+E:NEXTJ
1470 G=G+F:NEXTI
1475 PRINT:PRINT:PRINT:PRINTTAB(30)"Total this micro £   ";G
1480 DOKE3187,1919:IFPEEK(1910)=0THENDOKE3187,1913
1485 GOTO50
1600 INPUT"Start Tape & Press ENTER";L$
1605 TC$="OPEN: IN(' AUTH,1,6395)":TR=USR(0)
1610 FORI=1TO30
1615 TC$="READ(N$(I),A$(I),B$(I),C$(I),D$(I))"
1620 TR=USR(0):NEXT
1625 FORI=1TO30:FORJ=1TO20
1630 TC$="READ(P$(I,J))":TR=USR(0):NEXTJ,I
1635 TC$="CLOSE: IN":TR=USR(0):GOTO50
1800 INPUT"Start Tape & Press ENTER";L$
1805 TC$="OPEN: OUT(' AUTH',1,6395)":TR=USR(0)
1810 FORI=1TO30
1815 TC$="WRITE(N$(I),A$(I),B$(I),C$(I),D$(I))"
1820 TR=USR(0):NEXT
1825 FORI=1TO30:FORJ=1TO20
1830 TC$="WRITE(P$(I,J))":TR=USR(0)
1835 NEXTJ,I
1840 TC$="CLOSE:OUT":TR=USR(0):GOTO50

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EXPANDING THE KEYBOARD OF THE NASCOM

USING NORMAL KEYSWITCHES

by J. M. H. Hill

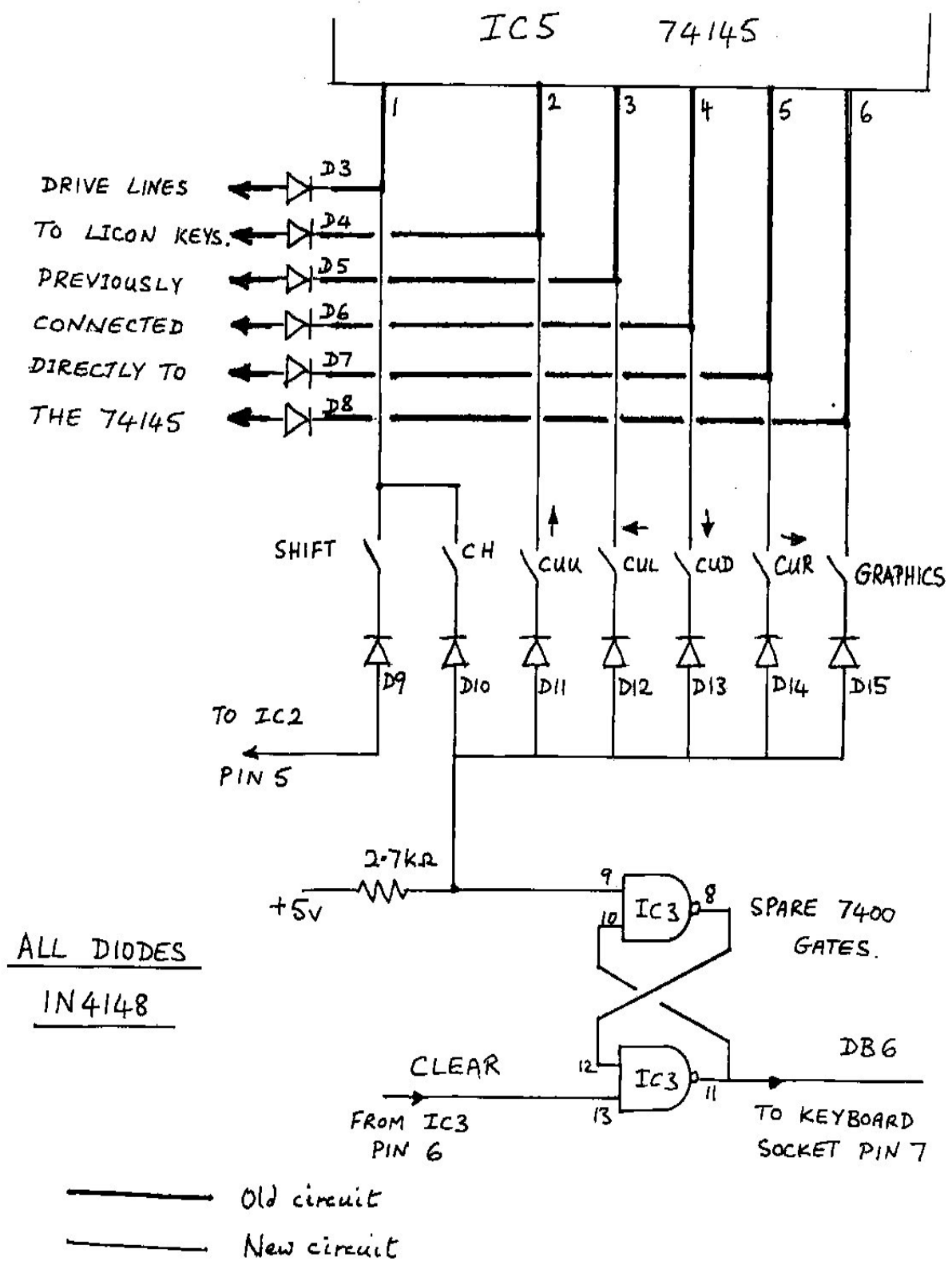
An article was published in issue number 2 of Micropower on the expansion of the Nascom 1 keyboard. Now although the keyboard uses special Licon keys, it is possible to expand it using ordinary push-to-make keyswitches. I have been using such an expanded keyboard for about a year without any problems, and there seems to be no reason why the principle should not be extended further if desired to cover a separate numerical keypad.

The only modifications to the existing keyboard conductors is the cutting of the tracks running between the open collector outputs of IC5 and the original key matrix, to allow the insertion of the isolating diodes D3 - D8. The presence of these diodes does not affect the operation of the original keys. Their purpose is to prevent the voltages of the inactive drive lines from being affected via the Licon key windings by others which are active. A more ambitious expansion would also involve the other two outputs from IC5 on pins 7 and 9, which would also need to be fitted with isolating diodes.

To duplicate any existing key, as in the case of the SHIFT key shown in the circuit, it is necessary to connect the right drive line output from IC5 via a keyswitch and diode (D9) to the input of the appropriate RS flip-flop. The connections are shown for the SHIFT key, but others can be worked out by examining the Nascom 1 keyboard circuit diagram. A further locking keyswitch could be connected in parallel with the SHIFT key to give a shift lock if required. Such a shift lock could be added to the standard Nascom 2 keyboard to provide the facility requested by Mr. R. C. Taylor in issue 2.

Duplication of the standard keys will work with any monitor, but the remaining keys shown in the diagram are for use with Nas-Sys 1 or 3. They give most of the facilities of the Nascom 2 keyboard, including single key cursor movement. The GRAPHICS key will of course only work if a suitable graphics unit has been fitted.

The standard Nascom 1 keyboard only uses the lowest six bits of port 0. To handle the extra keys a sense line using bit 6 is needed, plus an extra flip-flop. Fortunately, there are two unused gates in IC3 which can be used for this purpose, as shown in the diagram. An extra wire will be needed to connect the output from the new flip-flop to pin 7 of the keyboard socket on the main board.



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64K RAM ON A NASCOM RAM B BOARD

by Douglas M. Barr

This article is aimed at the owner of a Nascom RAM-B board who wants to increase the available RAM to the full 64K that the Z-80 microprocessor can address. There may well be something of interest for readers who are considering the modification of other boards populated with 4116 dynamic RAM chips; be warned, however, that although the modified board will work on a Nascom 2 or a Gemini multiboard system, it will NOT work on a Nascom 1 as described. The modification uses the MEXT line, which is essential to the correct operation of a Nascom 1. That said, there is no reason why some enterprising Nascom 1 owner should not circumvent this problem and find some suitable alternative way of routing what we shall call the 'RAM BLK 3' signal on the board

One of the very attractive features of Nascom products so far has been the literature that the firm has published with their hardware, and I am assuming that you have the circuit diagrams which came with the board when you bought it. In particular, I shall be referring to figures 10, 11 and 12, which are the circuit diagrams issued with the manufacturer's instructions for the board, but it should be possible to follow the gist of the theory behind the modification from this article alone. If you are interested only in the practical aspects of 'how to do it', then the article should be self explanatory.

The modification should not be beyond the skill of the average Nascom owner, but I am well aware that for some who are new to the game, what I am proposing may sound a bit daunting. For their benefit I shall take things rather slowly, and I ask any old hands to bear with me if some of what I say is 'old hat' to them. After you have completed the modifications you will have a board which will support 64K of RAM at 4 Mhz without wait states, will retain the ability to 'write protect' the banks of 4116s, and will also retain the Nascom page mode of operation. For several months I have been running such a modified board on my Nascom 2, and more recently I have used it also on a Gemini Multiboard system. What is interesting is that I used 200 ns RAMs, apparently without any adverse effects, but if you add up all the gate and delay-line times, you will realise that there is probably a certain element of luck in getting the board to run at 4 Mhz, and that the RAMs may be running a bit faster than spec. Those of a weak disposition may consider the use of 150 ns RAMs if they cannot bear the thought of the memory dumping at an inopportune moment.

The modification involves soldering sockets or chips on top of other delicate chips - with all the risks that entails. Many argue that the best way to do this is to wrap a couple of layers of cooking foil around a spare piece of polystyrene tile and plug the chip into the foil. This does two things; it 'commons' all the pins of the chip, and it helps conduct away heat and thereby reduces the risk of damage to delicate connectors inside the DIL package. If you are short of space inside your Nascom and there is not too much space between the boards, you may have to solder the

upper chips directly on top of the lower chips, but otherwise you would be well advised to solder DIL sockets for the upper layer onto the chips of the lower layer, as only one chip is put at hazard, and you will retain the option to remove the top chip easily in future. Before soldering on the top chip/socket, wrap it in a couple of layers of foil as well, with the pins protruding through the foil. Again, the foil acts as an insulator and heat sink.

One unfortunate by product of this 'recommended' method is that when you have finished you have to dig bits of cooking foil from between the pins of your newly mated chips, and you may prefer to make yourself a Jig with a spare DIL socket which has all its pins commoned in some scrap veroboard. One last thought on piggybacking ICs; it is a good idea to make sure that pin 1 is clearly recognisable from below on the bottom IC, otherwise just as you finish a beautifully neat soldering Job, you realise that you can't remember having checked the orientation of the bottom chip. If the end of the 4116 is not clearly notched, lightly scratch the underside of the IC next to pin 1, or mark it with a small dot of marker dye; and do this before you start any soldering.

Now for a quick look at the theory behind the modification. Fig. 12 of the instructions which accompany the RAM-B board show the memory ICs arranged in three banks of eight, with addresses commoned from the right of the diagram, and data commoned vertically. On the left there are essentially three lines to each bank; a column address strobe (CAS) which is common to all three banks, a unique row address strobe (RASx) to each bank, and a write strobe (WRx), again unique to each bank. The logic behind the latter two runs something like this. Each bank MUST be individually addressed and if you want to create another bank then you MUST create an additional RASx signal from somewhere. Since the existing banks are numbered 0 - 2, with their associated RAS0 - RAS2 signals, it makes sense to number the new bank 3, and call the new signal RAS3. The third signal is the WRx signal, which must be taken low when whenever you (the CPU really!) want to write to the respective bank. If the WRx signal is held high, bank x will become write protected, and if the relevant pins of the upper bank are soldered to those of the lower bank, the upper bank will take the same write protect status as the lower. At this stage, let me state that it is possible to arrange for the new bank of RAMs to have independent write protect, but to be frank, although I have run my board in this condition, I have never found the need for separate write protect on the new bank of RAMs, and in the end I Just removed the additional wiring as it was a bit of an eyesore. For this reason, I shall not cover this aspect of the modification, but if any reader is interested in the details, please contact me through this magazine.

From what I have said, it should be obvious that all 16 pins of the upper and lower 4116s can be commoned (is there really such a word in English?) except for pins 4, which must be separated between banks but comoned along the new bank.

We are now in a position to start piggybacking the RAM chips. Pin 4 of every socket should be bent out at right angles to the socket. The remaining pins should be soldered using the smallest bit available. As you complete each 4116, it is a good idea to put it back into the board and test it. (If you are soldering chips directly onto chips, you must take pin 4 of the top IC to +5 volts when testing. If the pin is allowed to float, neither IC will work correctly, and the memory test will fail.) When all eight chips have been piggybacked all the pin 4s should be commoned by connecting them to a wire link running along the bank. As a further check the top ICs can now be inserted and if the linking wire is pulled to +5 volts through a suitable resistor (I found that 330 ohms was O.K.) the board should function normally as a 48K board at this stage.

Now that we have the fourth bank of chips mounted successfully on top of one of the other banks, and the board is working normally, we can start looking for the extra logic signals that are needed. If you look at fig. 10 of the RAM-B instructions you will see SK1 where the DIL header plug (4K BLOCK DECODE) is inserted at the top left of the diagram. Pin 20 is labelled NAS1 SEL and goes direct to MEXT on line 11 of Nasbus. If you are working with Nascom 2 or Multiboard, this signal is not required, and pin 20 of SK1 provides an ideal point for the connection of the RAM BLK3 signal. Cut the MEXT line on the solder side of the board where it runs from the plated through hole opposite pin 11 of IC43 to the hole opposite C52. I strongly advise that you check that you have the correct line by using a multimeter or some other form of LOW VOLTAGE continuity tester before you do any cutting.

You will see from diagram 10 that RAM BLK0/1/2 signals go to pins 4/2/1 of IC35. We need to connect pin 20 of SK1 to pin 5 of IC35. This pin is connected to +5 volts by a wide track which is hidden by the socket, so the simplest way to make the connection is to remove the IC from the socket and bend pin 5 at right angles so that it remains clear of the socket when reinserted. A wire should be soldered on this pin and taken to intercept the line from pin 20 of SK1. Look at the area on the component side of the board between IC35, IC36, RP5 and IC42; there are two through plated holes in this area, and the one nearer to IC35 is on the MEXT line and connected to pin 20 of IC35. The wire from pin 5 of IC35 should be connected to this point. Once again, check carefully that you have the correct point.

The RAM BLK signal lines are pulled up to +5 volts by 1Kohm resistors R7, R8 and R9. RAM bLK3 must be pulled up by a similar resistor. A convenient place to do this is beside SK1, where there are two plated through holes next to the silk-screened numbers 7 and 9; the one near the 7 connects to pin 20 of SK1, and the one near the 9 is at +5 volts. The MEXT line is already pulled up to +5 volts by a 4K7, so to achieve a pull-up of 1 Kohm the resistor used should be 1.2 Kohms.

The RAM BLK 0 - 2 signals are taken to pins 2, 5 and 10 of IC36, where they are ANDed with the RFSHB signal, taken to pins 1, 4 and 9. Another gate is required to support the RAM BLK 3 signal. Two spare gates are available on IC41, which is also a 74LS00. Pins 12 and 13 of IC41 are connected to +5 volts by a wide track. After double checking, carefully cut this track to isolate these pins. Join pin 13 of IC41 to the new RAM BLK 3 line using light hookup wire, or Verowire; the best point to join the wire is at pin 10 of RP5. The RFSHB signal can be tapped from the plated through hole beside pins 10 and 11 of IC36; it should be connected to pin 12 of IC41.

If you hold the board up to a strong light, and look at a point halfway between pins 8 and 9 of IC35 and pins 6 and 7 of IC36 you will see that there is quite a large area where there are no tracks on either side of the board. Mark the centre of the clear area and, after rechecking, drill a hole through the board. The hole only needs to be large enough to permit hookup wire to pass through. One end of this wire should be soldered to pin 11 of IC41, and the other end of the wire is passed through the hole to the component side of the board where it passes between IC36 and C61 and is soldered to a point vertically above pin 1 of IC37.

We now have to find a new OR gate to generate a RAS signal for the extra memory bank, and we do this by piggybacking a new 74LS32 onto IC37. The only signals needed from IC37 for the new IC are +5 volts (pin 14), 0 volts (pin 7), and RAS, which is at pins 2, 5 and 10. For purely mechanical reasons, pin 2 is used, as it spaces the mounting pins evenly.

Now make up a DIL socket for the new IC. This requires some 'nice' soldering, and I would strongly advise against soldering the new IC directly on top of IC37. Take a 14 pin DIL socket and break off pins 6, 8 and 11. Solder pins 2, 7 and 14 to the 74LS32; a touch of instant glue between the IC and socket is recommended. Carefully bend out pins 1, 3, 4, 5, 9, 10, 12 and 13. Pins 4 and 5 should be taken low by linking them to pin 7. Similarly, pins 9, 10, 12 and 13 should be taken to +5 volts by linking them to pin 14. Insert the joined up IC and DIL socket, and link the wire from pin 11 of IC41 to pin 1 of the socket. Next solder a hookup wire to pin 3 of the socket, and connect this through a 33 Ohm resistor to the wire which links the pin 4s on the new memory bank. Plug a 74LS32 into the socket, check the board thoroughly, and when satisfied insert the board in the Nascom and check for normal operation. If all is well, you can rewire the DIL header plug that fits in SK1; the only difference from the addressing shown in the RAM-B instructions is that pin 20 is now used to decode the new memory bank. You should now have a RAM-B board which will run 64K of dynamic RAM at 4 Mhz.

By P. Whittaker

| | | | | | | | | | | | | | | | | |
|------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1000 | C3 | 03 | 15 | 5A | 6F | 6F | 6D | 20 | 3D | 20 | 31 | 20 | 3A | 47 | 65 | 6E |
| 1010 | 3D | 20 | 20 | 20 | 20 | 20 | 20 | 3A | 50 | 6F | 70 | 3D | 20 | 20 | 20 | 20 |
| 1020 | 20 | 20 | 20 | 3A | 58 | 3D | 20 | 20 | 20 | 20 | 20 | 3A | 59 | 3D | 20 | 20 |
| 1030 | 20 | 20 | 20 | 20 | 51 | 00 | 02 | 57 | 01 | 02 | 41 | 00 | 01 | 53 | 01 | 01 |
| 1040 | 5A | 00 | 00 | 58 | 01 | 00 | 50 | E6 | 15 | 55 | 69 | 19 | 49 | 34 | 1A | 4F |
| 1050 | 3F | 1A | 59 | 23 | 19 | 48 | E7 | 16 | 4C | F1 | 16 | 47 | 09 | 17 | 52 | E3 |
| 1060 | 18 | 46 | BC | 18 | 4A | 03 | 15 | 11 | 6A | 15 | 12 | 63 | 15 | 13 | 4A | 15 |
| 1070 | 14 | 51 | 15 | 15 | 6A | 15 | 16 | 63 | 15 | 00 | AE | 16 | 00 | 00 | 01 | 00 |
| 1080 | 01 | 02 | 03 | 01 | 04 | 00 | 05 | 00 | 06 | 00 | FF | 01 | 03 | 02 | 01 | 02 |
| 1090 | 03 | 03 | 02 | 03 | 03 | 12 | 08 | 12 | 09 | 12 | 0A | 13 | 08 | 13 | 0B | 14 |
| 10A0 | 08 | 15 | 08 | 16 | 09 | 16 | 0B | FF | 00 | 0F | 0B | 00 | 0B | 01 | 01 | 0E |
| 10B0 | 01 | 10 | 0C | 01 | 0C | 02 | 02 | 0E | 02 | 11 | 0D | 00 | 03 | 0F | 03 | 11 |
| 10C0 | 04 | 10 | FF | 00 | 00 | 00 | 01 | 00 | 02 | 01 | 02 | 02 | 02 | 03 | 00 | 03 |
| 10D0 | 01 | 05 | 00 | FF | 00 | 02 | 00 | 03 | 01 | 03 | 02 | 00 | 02 | 01 | 02 | 02 |
| 10E0 | 03 | 00 | FF | 00 | 00 | 00 | 01 | 00 | 02 | 00 | 06 | 00 | 07 | 00 | 08 | 01 |
| 10F0 | 00 | 01 | 03 | 01 | 05 | 01 | 08 | 02 | 00 | 02 | 08 | 03 | 00 | 03 | 08 | 04 |
| 1100 | 01 | 04 | 03 | 04 | 05 | 04 | 07 | 06 | 04 | 07 | 03 | 07 | 04 | 07 | 05 | 08 |
| 1110 | 03 | 08 | 04 | 08 | 05 | FF | 00 | 01 | 00 | 02 | 01 | 01 | 04 | 00 | 05 | 01 |
| 1120 | 06 | 00 | 07 | 01 | 08 | 00 | 08 | 01 | 09 | 02 | 19 | 02 | 19 | 04 | 1A | 02 |
| 1130 | 1A | 05 | 1B | 02 | 1B | 04 | 1C | 03 | 1D | 03 | 22 | 03 | 22 | 04 | 23 | 03 |
| 1140 | FF | FF | FF | FF | FF | FF | 00 | 02 | 01 | 02 | 02 | 02 | 03 | 00 | 03 | 01 |
| 1150 | 04 | 00 | FF | 00 | 00 | 00 | 01 | 00 | 10 | 00 | 11 | 00 | 12 | 01 | 00 | 01 |
| 1160 | 01 | 01 | 0E | 01 | 12 | 02 | 0D | 02 | 12 | 03 | 0D | 03 | 11 | 05 | 0D | 05 |
| 1170 | 11 | 05 | 1F | 05 | 20 | 06 | 0D | 06 | 12 | 06 | 1F | 06 | 20 | 07 | 00 | 07 |
| 1180 | 01 | 07 | 0E | 07 | 12 | 08 | 00 | 08 | 01 | 08 | 10 | 08 | 11 | 08 | 12 | 0E |
| 1190 | 19 | 0E | 1F | 0F | 18 | 0F | 19 | 0F | 1A | 0F | 1E | 0F | 1F | 0F | 20 | 10 |
| 11A0 | 17 | 10 | 18 | 10 | 1A | 10 | 1E | 10 | 20 | 10 | 21 | 13 | 1A | 13 | 1E | 14 |
| 11B0 | 1A | 14 | 1E | 20 | 18 | 20 | 19 | 20 | 1F | 20 | 20 | 21 | 18 | 21 | 19 | 21 |
| 11C0 | 1F | 21 | 20 | FF | 00 | 03 | 00 | 04 | 01 | 02 | 01 | 05 | 02 | 01 | 02 | 06 |
| 11D0 | 03 | 00 | 03 | 07 | 04 | 00 | 04 | 07 | 05 | 01 | 05 | 06 | 06 | 02 | 06 | 05 |
| 11E0 | 07 | 03 | 07 | 04 | FF | 00 | 01 | 01 | 01 | 02 | 00 | 02 | 02 | 03 | 01 | 04 |
| 11F0 | 01 | 05 | 01 | 06 | 01 | 07 | 00 | 07 | 02 | 08 | 01 | 09 | 01 | FF | 00 | 02 |
| 1200 | 00 | 03 | 01 | 02 | 01 | 03 | 08 | 03 | 09 | 02 | 09 | 03 | 09 | 04 | 0A | |

[illegible]

*4££RDM.~!~!
46"4"!~w0
B.-w69-~!
...~0<w:60-
...+(!~!4N
.(F.D~!1..
:P..w£..>2D
!4££~w£^£
[4*S.:4)=
R~RO.
:4=(...*S
.))M~R*B:P.
.:0.(...PX.
...F.D!)~!
1.....>..0....
.=~w£^£
[4*Q.:4)=
R~RO.&.:
4=(...*Q.)
)E~RB...:P.
(+!4.y=..0
...<x.B.F.F.
...al.g~w)&..
Gy.O!4B.O
D=-y.w.F.F.F
7.~O!:D.<(120.
w.o.g)))~*...
w+.w.o.g))).
&...2*42.4<2
4>2P.!..."S.!..
Q.>!4w"4!"~"
4"4!.....0..
b.....W>..G.
>.....*4."F
4..>..G..>.....
Y.*4."~4...
...b√(>.2~
.3-(=(=(L...
!.N._>P2"~rW.
<B.B..q2y.!
Z.£££~£~.B.W
U..B*4.F4.D
M...24~B
.O..G..O...>
..S:4~24...2
42.4~!4x=.
££O<B.y£((O
+~£4~RDM..
T...4~£pfq
frfs|l.z=~££O
<B.(£(O+~*~
4~RDM..!...4
~£~++TJ(
..+*(~*4~RD
M...s4H.
...T!..aK(.

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