

OHIO SCIENTIFIC TECH NEWSLETTER #16  
AUGUST 17, 1979

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This weeks Tech Letter contains a couple of important items. Enclosed you will find a copy of the letter we are sending to Small System Journal subscribers. The letter explains the change over to KILOBAUD and a second letter provides a coupon for a discount subscription to KILOBAUD. Take a look at the CD 2 + 2 sale, it's a pretty good deal! This week's Tech Letter also includes a fix for the 530 dynamic memory boards, an OS-65U CHANGE to set up the CA-10-X board as device #3, and the source for an OS-65U "SWAP" command. There is also a color flyer of a few new products that should be released in late fall.



1333 S. Chillicothe Road • Aurora, Ohio 44202 • (216) 562-3101

Dear 1979 OSI JOURNAL Subscriber:

Regarding your free subscription to our 1979 SMALL SYSTEMS JOURNAL -- the first issues of the JOURNAL were published in 1977. After releasing two 1978 JOURNALS on time, we ran into problems publishing our JOURNALS on a regular schedule.

1979 JOURNALS are now (it started with the May 1979 issue) a regular paid editorial feature of KILOBAUD MICROCOMPUTING -- leading publication in the microcomputer user field.

This move was made in your interest and in the interest of publishing OSI SMALL SYSTEMS JOURNALS on a regular basis. And in your interest -- we are pleased to enclose a letter which entitles you to a subscription to KILOBAUD MICROCOMPUTING at fantastic savings.

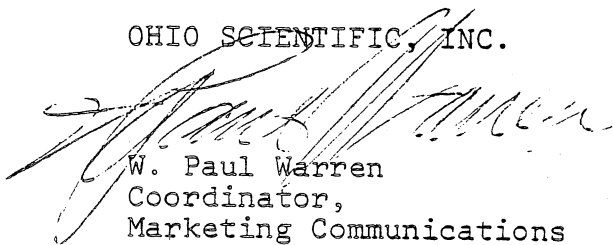
The enclosed letter is now included with the warranty card and shipped with every microcomputer that leaves our factory.

Our people are dedicated to producing microcomputer systems with unique capabilities, supported by effective software programs. Our technical people are sound writers. We do our "thing" and do it well. But publishing is not our "thing".

We treasure you as an OSI customer and apologize for the delay in solving our publishing problem. We hope you understand we thank you for your patience. Happy computing!

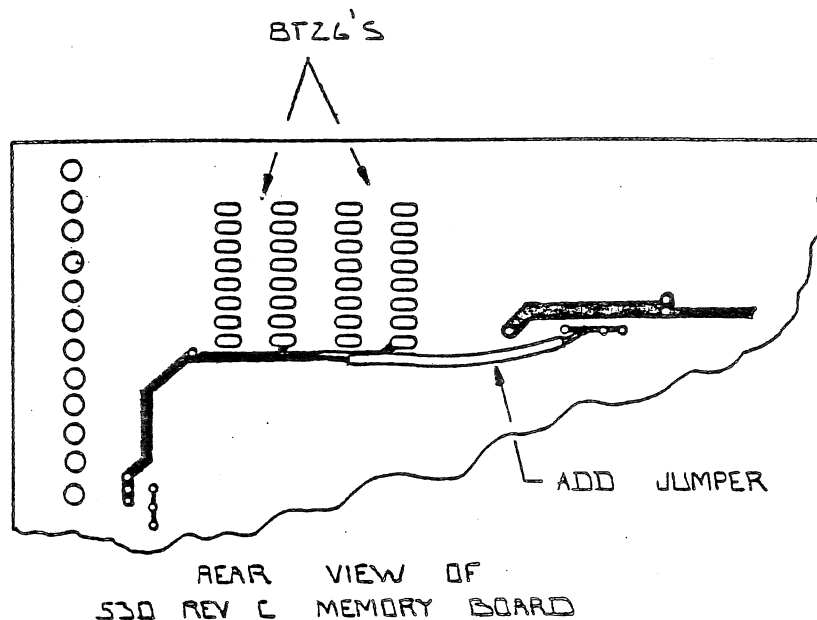
Sincerely yours,

OHIO SCIENTIFIC, INC.



W. Paul Warren  
Coordinator,  
Marketing Communications

CM-4 (530) DYNAMIC MEMORY UPDATE



We have received reports of trouble with the 530 dynamic memory boards operating spuratically. We are currently looking at the trouble. The change shown above decreases ground noise between the 8T26's and the memory array. The jumper should be 18 gauge or heavier wire. The jumper should go from the tape that runs between pin 8 of the two 8T26's to the ground pad near the memory as shown above.

OS-65U And The CA-10-X

The following pages show both the "CHANGE" conversation and assembly listing of a I/O driver for the CA-10-X board. The driver anticipates that the CA-10-X board is strapped for \$FB00. Once the "CHANGE" has been inserted, one may INPUT or PRINT to the CA-10-X board as device number 3. It is recommended that one use port number 15 (Numbering from 1 to 16) on a fully populated CA-10-16 board. The driver is currently set to deal with port one. However, the following POKE may be used to change ports:

POKE 15610, (Port Number -1) \*2

For example, if the 15th port is to be used, then the POKE would be:

POKE 15610, (15-1) \*2

OR

POKE 15610, 28

Note that the CA-10-X board must be restrapped @ \$FB00. The address jumpering would be:

A15 Common To	A15 TRUE
A14 Common To	A14 TRUE
A13 Common To	A13 TRUE
A12 Common To	A12 TRUE
A11 Common To	A11 TRUE
A10 Common To	A10 NOT
A 9 Common To	A 9 TRUE
A 8 Common To	A 8 TRUE

Change for OS-65U to permit the CA-10X board to work as I/O device number 3.

RUN "CHANGE", "PASS

DISK CHANGE UTILITY

MODE: HEX(H), DEC(D) ? H

UNIT ? A

ADDRESS OFFSET ? C00

ADDRESS ? 3CC3

00003CC3 90 ? 90

00003CC4 14 ? 1B

00003CC5 90 ? •

ADDRESS ? 3CC9

00003CC9 AD ? 8A

00003CCA 06 ? 48

00003CCB FB ? A2

00003CCC A9 ? 1E

00003CCD FF ? A9

00003CCE 8D ? 03

00003CCF 05 ? 9D

00003CD0 FB ? 00

00003CD1 A9 ? FB

00003CD2 00 ? A9

00003CD3 8D ? 11

00003CD4 98 ? 9D

00003CD5 - 2D ? 00

00003CD6 L 4C ? FB

00003CD7 A7 ? CA

00003CD8 9 39 ? CA

00003CD9 20 ? 10

00003CDA DF ? F2

00003CDB < 3C ? 68

00003CDC L 4C ? AA

00003CDD 1E ? 4C

00003CDE 9 39 ? A7

00003CDF A9 ? 39

00003CE0 C8 ? 20

00003CE1 8D ? E6

00003CE2 B7 ? 3C

00003CE3 8 38 ? 4C

00003CE4 8E ? 1E

00003CE5 B9 ? 39

00003CE6 8 38 ? 8E

00003CE7 A2 ? F9

00003CE8 2 32 ? 3C

00003CE9 AD ? AE

00003CEA 05 ? FA

00003CEB FB ? 3C

00003CEC J 4A ? BD

00003CED B0 ? 00

00003CEE 16 ? FB

00003CEF , 2C ? 4A

00003CF0 B8 ? 90

00003CF1 8 38 ? FA

00003CF2 P 50 ? BD

00003CF3 F5 ? 01

00003CF4 A9 ? FB  
00003CF5 01 ? AE  
00003CF6 20 ? F9

00003CF7 B8 ? 3C  
00003CF8 > 3E ? 60  
00003CF9 CA ? 00  
00003CFA D0 ? 00  
00003CFB ED ? •  
ADDRESS ? 3D51  
00003D51 90 ? 90  
00003D52 02 ? 51  
00003D53 90 ? 90  
00003D54 10 ? 00  
00003D55 AD ? 20  
00003D56 06 ? 5B  
00003D57 FB ? 3D  
00003D58 A9 ? 4C  
00003D59 FF ? 2D  
00003D5A 8D ? 3A  
00003D5B 05 ? 8E  
00003D5C FB ? F9  
00003D5D A9 ? 3C  
00003D5E 00 ? AE  
00003D5F 8D ? FA  
00003D60 AD ? 3C  
00003D61 - 2D ? BD  
00003D62 L 4C ? 00  
00003D63 A7 ? FB  
00003D64 9 39 ? 4A  
00003D65 20 ? 4A  
00003D66 K 6B ? 90  
00003D67 = 3D ? F9  
00003D68 L 4C ? AD  
00003D69 - 2D ? B6  
00003D6A •• 3A ? 38  
00003D6B AD ? 9D  
00003D6C 05 ? 01  
00003D6D FB ? FB  
00003D6E 10 ? AE  
00003D6F FB ? F9  
00003D70 AD ? 3C  
00003D71 B6 ? 60  
00003D72 8 38 ? X

OK  
CLOSE

OK

AX001  
A=RA

A

1000 0000  
1010 0000  
1020 0000  
1030 0000  
1040 0000  
1050 0000  
1060 0000  
1070 0000  
1080 0000  
1090 0000  
1100 0000  
1110 0000  
1120 0000  
1130 0000  
1140 0000  
1150 0000  
1160 0000  
1170 0000  
1180 0000  
1190 0000  
1200 0000  
1210 0000  
1220 0000  
1230 0000  
1240 0000  
1250 0000  
1260 0000  
1270 0000  
1280 0000  
1290 0000  
1300 0000  
1310 0000  
1320 0000  
1330 0000  
1340 0000  
1350 3CC3  
1360 3CC3  
1370 3CC3 701B  
1380 3CC5  
1390 3CC5  
1400 3CC9  
1410 3CC9  
1420 3CC9

CA-10-X DRIVER ROUTINE  
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WRITTEN BY R. WHITEBEL 8/79

CODE LOCATED OVERTOP 430 DRIVER ROUTINES  
PROVIDES OUTPUT & INPUT TO/FROM THE 550  
BOARD. 550 BOARD MUST BE ADDRESSED AT  
\$FBXX AND UP. THE PORT THAT INPUT AND OUTPUT  
WILL DEAL WITH IS DETERMINED BY THE CONTENTS  
OF PORTNM. PORTNM IS SET TO :

(DESIRED PORT - 1) \* 2

E. G. DESIRED PORT IS PORT NUMBER 3 THEN,  
(PORTNM) = ( 3 - 1 ) \* 2 = 2 \* 2 = 4

EQUATES :

GLOBAL :

INPXIT=\$391E ; I/O DIST INPUT EXIT POINT  
OUTXIT=\$3A2D ; I/O DIST OUTPUT EXIT POINT  
INPRET=\$39A7 ; INIT RETURN POINT  
RAM000=\$3DA4 ; RAM OUTPUT INIT BCC POINT  
CHRBYT=\$38B6 ; (CHR TO BE OUTPUT)

CONSTANTS :

BAS550=\$FB00 ; BASE ADDR OF 550 SET IN PLACE OF 430

\*=\$3CC3

BCC INP550 ; CHG BCC TO POINT TO NEW CODE

\*=\$3CC9

550 INIT CODE



```

1430 3CC9 ; SAV X-REG
1440 3CC9 BA INT550 TXA ;
1450 3CCA PMA ;
1460 3CCA 4B ;
1470 3CCB A21E LDX #2*15 ; 15 PORTB MAX # 2
1480 3CCD A903 INIT01 LDA #003 ; MASTER RESET CODE
1490 3CCF ;
1500 3CCF 9D00FB STA BAB550, X ; MASTER REBET ACIA
1510 3CD2 A911 LDA #11 ; DEFINE ACIA 2 STOP, B DATA, NO PARITY
1520 3CD4 9D00FB STA BAB550, X ;
1530 3CD7 CA DEX ; POINT TO NXT ACIA CNTRL REG
1540 3CDB CA DEX ;
1550 3CD9 10F2 BPL INIT01 ; LOOP TILL ALL INIT'D
1560 3CDB 48 PLA ; RESTORE X-REG
1570 3CDC AA TAX ;
1580 3CDD 4CA739 JMP INPRET ; INIT RETURN POINT
1590 3CE0 ;
1600 3CE0 ;
1610 3CE0 ; 550 INPUT ROUTINE
1620 3CE0 ;
1630 3CE0 20E63C JSR PORTIN ; GET CHR
1640 3CE3 ;
1650 3CE3 4C1E39 JMP INPXIT ; RETURN TO CALLER
1660 3CE6 9EF93C PORTIN STX X:TEMP ; SAV X-REG
1670 3CE9 ;
1680 3CE9 AEF93C LDX PORTNM ; GET INDEX TO PORT
1690 3CEC 8D00FB INHAIT LDA BAB550, X ; ANY INPUT ?
1700 3CEF ;
1710 3CEF 4A LSR A ;
1720 3CF0 90FA BCC INHAIT ; NO- LOOP TILL THERE IS !
1730 3CF2 8D01FB LDA BAB550+1, X ; GET CHR INPUT
1740 3CF5 AEF93C LDX X:TEMP ; RESTORE X-REG
1750 3CF8 60 RTB ;
1760 3CF9 ;
1770 3CF9 ;
1780 3CF9 00 X:TEMP .BYTE #00 ; TEMP STORAGE FOR X-REG
1790 3CFA ;
1800 3CFA 00 PORTNM .BYTE #00 ; (PORT INDEX)
1810 3CFB ;
1820 3CFB ;
1830 3CFB ;
1840 3D51 ; #=3D51
1850 3D51 ;
1860 3D51 9051 UAR00 BCC RAM000 ; POINT 430 OUT INIT TO MEM OUT INIT
1870 3D53 9000 ECC OUT550 ; POINT TO NEW I/O ADDR
1880 3D55 ;
1890 3D55 ;
1900 3D55 ;
1910 3D55 ; #=3D55
1920 3D55 ;
1930 3D55 205B3D OUT550 JSR PORTOU ; OUPUT CHR IN A
1940 3D59 ;

```

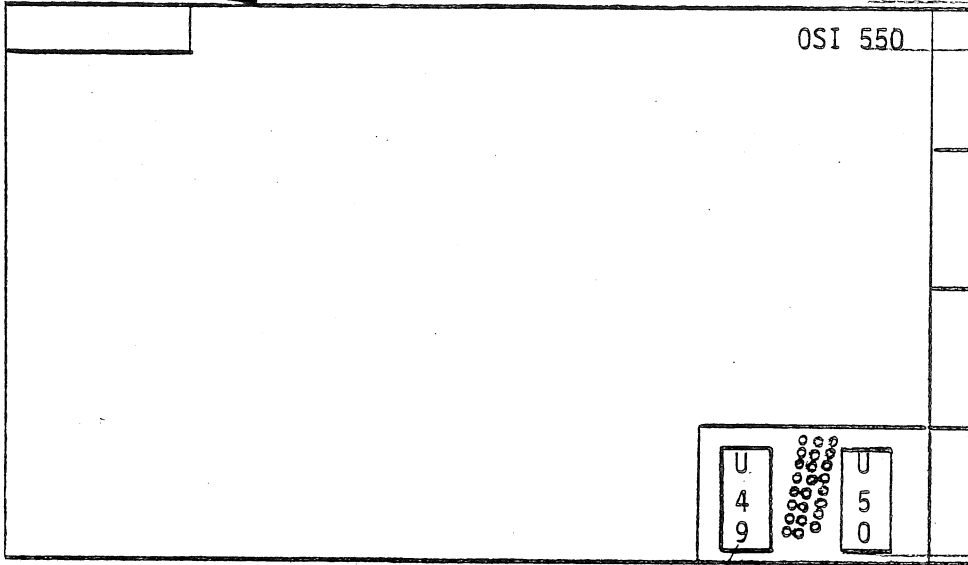
```

1750 3D5B 4C2D3A      JMP OUTXIT      ; CARRY ON
1760 3D5B BEF93C      BTX X:TEMP     ; SAV X-REG
1770 3D5E
1780 3D5E AEF93C      LDX PORTNM     ; GET INDEX TO PORT
1790 3D61 BD00FB      LDA BAB550,X  ; READY TO TAKE THIS CHR ?
2000 3D64
2010 3D64 4A      LSR A
2020 3D65 4A      LSR A
2030 3D66 90F9      BCC OUMWAIT   ; NO- LOOP TILL ACIA READY
2040 3D68 ADB43B      LDA CHRBYT    ; GET CHR TO BE OUTPUT
2050 3D6B 9D01FB      STA BAB550+1,X ; STUFF CHR INTO ACIA
2060 3D6E AEF93C      LDX X:TEMP
2070 3D71 60      RTB

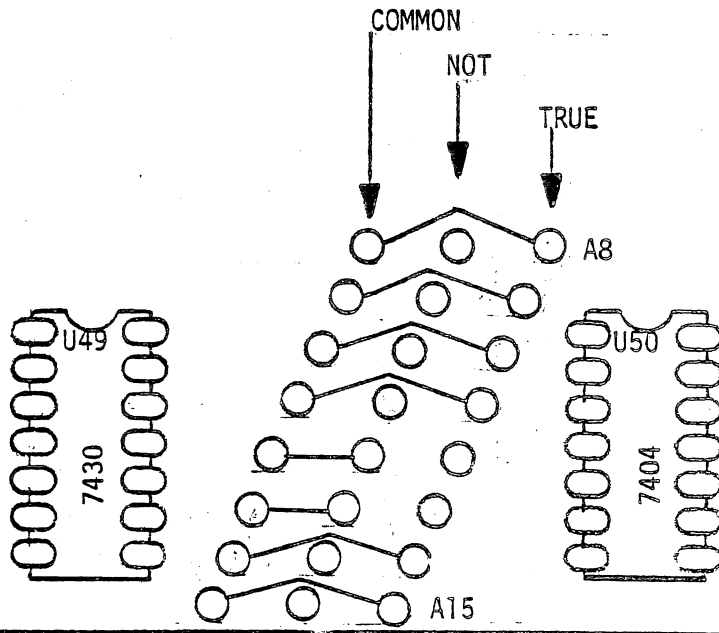
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CA-10-X (550) ADDRESS STRAPPING

BUSS CONNECTORS



EXPLODED VIEW



To move CA-10-X board to reside @ the 430 board address:

- |                  |                       |
|------------------|-----------------------|
| Cut Foil Between | A13 Common & A13 Not  |
| Cut Foil Between | A12 Common & A12 Not  |
| Cut Foil Between | A10 Common & A10 True |
| Jumper Between   | A13 Common & A13 True |
| Jumper Between   | A12 Common & A12 True |
| Jumper Between   | A10 Common & A10 Not  |

OS-65U SWAP COMMAND

The "SWAP" command code provides OS-65U with the ability to "SWAP" variable values. This command is very useful in sort programs. For example, if a BASIC program must compare to variables (Strings in this case) and then exchange their values, the following steps are taken:

- 1) If comparison of A\$(X) and B\$(X)
- 2) Perform Swap by:  
T\$=B\$(X): B\$(X)=A\$(X): A\$(X)=T\$

It is easy to see that this can really slow things up when one starts performing this test on a 1000 string variables. However, with the "SWAP" command the sequence would be:

- 1) If comparison of A\$(X) and B\$(X)
- 2) Perform SWAP by:  
SWAP A\$(X);B\$(X)

The "SWAP" command code resides in front of the BASIC program and uses the subroutine shown to the left to enable and disable the command.

```
100 REM              OS-65U SWAP COMMAND
110 REM              (C) 1979 BY OHIO SCIENTIFIC, INC.
120 REM              ALL RIGHTS RESERVED
130 REM              WRITTEN BY R. WHITESEL 8/79
140 REM
150 REM
160 REM              COMMAND SYNTAX :
170 REM
180 REM              SWAP VARIABLE NAME ; VARIABLE NAME <CR>
190 REM              OR
200 REM              SWAP VARIABLE NAME ; VARIABLE NAME ; ETC; ETC <CR>
210 REM
220 REM
230 REM
240 REM TO USE THIS ROUTINE THE MACHINE CODE FOR THE SWAP
250 REM COMMAND MUST BE PLACED IN FRONT OF THE BASIC PROGRAM.
260 REM THIS CAN BE DONE BY ENTERING A "NEW 100 <CR>". FOLLOWING
270 REM THIS, ONE SHOULD HIT THE RESET BUTTON AND ENTER THE MONITOR.
280 REM PROCEED BY ENTERING THE MACHINE CODE INTO $6000
290 REM UP. WHEN THE MACHINE CODE HAS BEEN ENTERED, TYPE :
300 REM L 012E 0000 R
310 REM G
320 REM NEW 100 <CR>
330 REM THIS WILL RESTART BASIC AND PERMIT ONE TO ENTER THIS BASIC
340 REM PROGRAM. NOW WHEN ONE DESIRES THE SWAP COMMAND, ONE
350 REM NEED ONLY LOAD THIS PROGRAM INTO MEMORY AND ENTER THE
360 REM PROGRAM WHICH WILL USE THE SWAP COMMAND IN FRONT OF
370 REM THE SUBROUTINE AT 63700 AND UP. FOR EXAMPLE
380 REM
390 GOSUB 63700: REM ENABLE SWAP COMMAND
400 FOR X=0 TO 9: A(X)=X-9: B(X)=X
410 PRINT "BEFORE SWAP A(";X;")=";A(X), "B(";X;")=";B(X)
420 SWAP A(X);B(X)
430 PRINT "AFTER SWAP A(";X;")=";A(X), "B(";X;")=";B(X)
440 PRINT: NEXT
450 GOSUB 63900: REM DISABLE SWAP COMMAND
460 END
470 REM
480 REM
490 REM
498 REM
499 REM
500 REM
63700 REM ENABLE "SWAP" COMMAND ENTRY POINT
63710 REM
63720 REM SAVE RESERVED WORD "NULL"
63730 REM
63740 FOR X=9025 TO 9028: RS(X-9025)=PEEK(X): NEXT
63750 REM
63760 REM SAVE "NULL" DISPATCH ADDRESS
63770 REM
63780 DISP(0)=PEEK(8738): DISP(1)=PEEK(8739)
63790 REM
63800 REM POKE RESERVED WORD "SWAP" INTO PLACE
63810 REM
63820 POKE 9025, ASC("S"): POKE 9026, ASC("W")
63830 POKE 9027, ASC("A"): POKE 9028, ASC("P")+128
63840 REM
63850 REM POKE "SWAP" DISPATCH ADDRESS INTO PLACE
```

63860	REM				
63870	POKE	8738, 00:	POKE	8739, 96	
63880	RETURN				
63890	REM				
63900	REM	DISABLE	"SWAP"	COMMAND	ENTRY POINT
63910	REM				
63920	REM	RESTORE	RESERVED	WORD	"NULL"
63930	REM				
63940	FOR	X=9025	TO	9028:	POKE X, RS(X-9025): NEXT
63950	REM				
63960	REM	RESTORE	"NULL"	COMMAND	DISPATCH ADDRESS
63970	REM				
63980	POKE	8738, DISP(0):	POKE	8739, DISP(1)	
63990	RETURN				

SHAP OVERLAY CODE FOR OS-65U V1.1  
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IMPLEMENTED BY R. WHITEBEL 8/79

THIS VERSION RESIDES IN FRONT OF  
A BASIC PROGRAM @ \$6000...

SHAP PERMITS THE VALUE OF TWO VARIABLES TO BE  
SWAPPED WITHOUT BUILDING ANY TENPS.

SYNTAX :

SHAP VAR EXP; VAR EXP; ETC; ETC <CR>

EQUATES :

BASIC ROUTINES :

PTRGET=@7456 ; RETURNS PNTR TO VAR  
CHRCOT=@0306 ; RTS'S W CHR TYPE @ (TXTPTR)  
SNERR=@07036 ; SYNTAX ERROR OUTPUT ROUTINE  
TMERR=@06310 ; TYPE MISMATCH ERROR ROUTINE  
CHRCHK=@07025 ; CHKB CHR @ (TXTPTR) SAME AS (A). IF / BN ERR

BASIC POINTERS :

VARPNTR=@0224 ; (PNTR TO VAR VAL AFTER CALLING PTRGET)  
VARNAM=@0222 ; (VARIABLE NAME AFTER CALL TO PTRGET)

LOCAL POINTERS :

FRMPNT=@00ED ; (TMP PNTR TO ONE OF VARS TO BE SWAPPED)  
VARTYP=@00EF ; (TMP FOR VARIABLE TYPE / 5-FLT'N, 3-S, 2-INT)

\*\*=\$6000 ; RESIDES IN FRONT OF BASIC PROGRAM

1000 0000  
1010 0000  
1020 0000  
1030 0000  
1040 0000  
1050 0000  
1060 0000  
1070 0000  
1080 0000  
1090 0000  
1100 0000  
1110 0000  
1120 0000  
1130 0000  
1140 0000  
1150 0000  
1160 0000  
1170 0000  
1180 0000  
1190 0000  
1200 0000  
1210 0000  
1220 0000  
1230 0000  
1240 0000  
1250 0000  
1260 0000  
1270 0000  
1280 0000  
1290 0000  
1300 0000  
1310 0000  
1320 0000  
1330 0000  
1340 0000  
1350 0000  
1360 0000  
1370 0000  
1380 0000  
1390 0000  
1400 0000  
1410 0000  
1420 6000

A

A\*RA

```

1470 6000          ; NO ARC FOLLOWING IB AN SN ERROR
1480 6005          ; GET PTR TO FIRBT VAR VAL
1490 6005          ; GET TYPE OF 1 BT VAR
1500 6008 85EF    ; SAV IT FOR CMP LATER
1510 600A 8594    ; BAV PTR TO FIRBT VAR VAL
1520 600C 85E0
1530 600E 8595
1540 6010 85EE
1550 6012 205660
1560 6015 F025
1570 6017 202E0F
1580 601A 204560
1590 601D C5EF
1600 601F D81E
1610 6021 AA
1620 6022 A000
1630 6024 B194
1640 6026
1650 6026 4B
1660 6027 B1ED
1670 6029 9194
1680 602B 4B
1690 602C 91ED
1700 602E CB
1710 602F CA
1720 6030 D0F2
1730 6032 20C600
1740 6035 F00B
1750 6037 205660
1760 603A D0C6
1770 603C 4C1E0E SN: ERR
1780 603F
1790 603F 4CC80C TM: ERR
1800 6042
1810 6042 A900
1820 6044
1830 6044 60
1840 6045
1850 6045
1860 6045
1870 6045
1880 6045
1890 6045
1900 6045
1910 6045
1920 6045 A905
1930 6047
1940 6047 2492

; SHAPER BEG SN: ERR
; JBR PTRGET
; JBR GETTYP
; STA VARTYP
; LDA VARPNT
; STA FRMPNT
; LDA VARPNT+1
; STA FRMPNT+1
; JBR IBSEMI
; BEG SN: ERR
; JBR PTRGET
; JBR GETTYP
; CMP VARTYP
; BNE TM: ERR
; TAX
; LDY #000
; SHAPER LDA (VARPNT),Y
; PHA
; LDA (FRMPNT),Y
; STA (VARPNT),Y
; PLA
; STA (FRMPNT),Y
; INY
; DEX
; BNE SHAPER
; JBR CHRGOT
; BEG OKEXIT
; JBR IBSEMI
; BNE SHAPER
; JMP SNERR:
; JMP TMERR:
; OKEXIT LDA #000
; RTS
; GETTYP RETURNS (A) = VAR TYPE
; (A) = 5 = FLOATING POINT VARIABLE
; (A) = 3 = STRING VARIABLE
; (A) = 2 = INTEGER VARIABLE
; GETTYP LDA #005
; BIT VARNAM0
; FILT'N PNT DEFAULT
; AN INT?

```



```

1950 6049 1004      ; NO- CONT
1960 604B A902      ; YES- AN INT RTB W (A) - 2
1970 604D D006      ; BIRING OR FLOATING POINT ?
1980 604F 2493      ; BIRING OR FLOATING POINT ?
1990 6051          ;
2000 6051 1002      ; FLOATING POINT 80 RTB W (A) - 5
2010 6053 A903      ; STRING 80 RTB W (A) - 3
2020 6055 60
2030 6056          ;
2040 6056          ;
2050 6056          ;
2060 6056          ;
2070 6056          ;
2080 6056 A93B      ; BPL CHKNXT
2090 6058          ; LDA #02
2100 6058 4C150E    ; SNE TYPRTB
                   ; CHKNXT BIT VARNAM+1
                   ; BPL TYPRTB
                   ; LDA #03
                   ; TYPRTB RTB
                   ;
                   ; ISBEMI CHR @ (TXTPTR) IS A ',' IF / SN ERR
                   ; ELBE JMP CHRGET
                   ; ISBEMI LDA #','
                   ; JMP CHRCHK
                   ; GO FIND OUT

```