

Scratch

Clears & tests memory till error or end. Works!

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Step	Label	Addr	Code	Mnem	Comments
0		000			SCRATCH loads preset address and clears mem
1		001			till end or error. Returns with stop addr in H & L
2		002			returns with A=377, or data from bad addr
3		003			SCRATCH1 same, but start addr must be
4		004			preloaded in H & L before calling
5		005			
6		006			
7		007			
8	SCRATCH	010	066	LLI	Load start address Low
9		011	000		
10		012	056	LHI	Load start address High
11		013	004		
12	SCRATCH1	014	250	XRA	Clear A accumulator
13	CM	015	370	LMA	Use A accumulator to clear mem
14		016	307	LAM	Load A from memory
15		017	240	NDA	See if mem is really clear
16		020	013	RFZ	Return on completion or error
17		021	060	INC	Increment low save address
18		022	110	JFZ	Continue if current page not done, CM
19		023	015		
20		024	002		
21		025	050	ICH	Page full, inc H for next page
22		026	104	JMP	Continue, CM
23		027	015		
24		030	002		
25		031			
26		032			
27		033			
28		034			
29		035			
30		036			More Ideas:
31		037			save stop addr in a temp area
32		040			to use as starting point for MEM
33		041			comand?
34		042			
35		043			start
36		044			test A for "377"
37		045			indicates error if not =
38		046			decrement L
39		047			decrement H
40		050			save E
41		051			copy L to E
42		052			decrement L
43		053			save D
44		054			copy H to D
45		055			load L temp addr
46		056			load H temp addr
47		057			save E
48		060			increment L
49		061			save D
50		062			copy E to L
51		063			copy D to H
52		064			load E
53		065			decrement L
54		066			load D
55		067			increment L
56		070			return
57		071			
58		072			