

THE DIGITAL GROUP  
Z-80 DOCUMENTATION

DZ8-0-R1



po box 6528 denver, colorado 80206 (303)861-1686

Z-80 OPERATING SYSTEM for the Digital Group Z-80 CPU Card

General Design

This programming system provides five key programs and many supporting subroutines. The user is able to enter his programming, check out his programming, and finally run his programming under the control of these five included programs.

The first program is a cassette reading program, almost completely contained on the Eraseable Read Only Memory (EROM). A frequency shifting data cassette is converted from serial data to parallel data and loaded into memory. The default data rate is 1100 BPS, and the default start and stop addresses are 001 000 and 007 377 respectively.

The next program is a cassette writing program which allows storing the contents of memory on a low-cost audio cassette recorder. The default data rate and addresses are the same as for cassette reading.

A storage dump program uses the CRT readout board and a TV set to display several items necessary to ease programming. The 14 internal registers of the Z-80 CPU are interpreted and displayed exactly as they were immediately prior to calling the TV storage dump program. The two internal Z-80 status flags are also dumped and interpreted as are the stack pointer address and return address. The return address is only valid should the TV storage dump occur during a subroutine. The full contents of memory are then displayed, 96 bytes at a time, except for every 3rd display which culminates a page boundary. The initial address for each line is displayed at the left of each line, and six sequential bytes are displayed to the right. The two 16 bit indeces are also dumped, as well as the I (Interrupt) and R (Refresh) registers. The current interrupt mode (0,1, or 2) is displayed also. The TV dump will be in Octal if option 3 is selected, or in Hex if option 5 is selected.

A keyboard programming capability allows entering octal code directly from the system keyboard. The default address is 006 000. Programming may be entered at any available address, but programming below 006 000 runs the risk of destroying key portions of the operating system. The keyboard programming uses Octal if option 4 is selected. Option 6 allows Hex coding to be entered.

The final programming section is an operations monitor. The TV displays a list of up to ten options available to the user. The user then enters the number of the desired operation, and a table lookup selection performs a branch to the desired program.

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## Using the Digital Group Z-80 Operating System

### **Initial Cassette Read:**

After turning on the microprocessor, the message "READ Z-80 INITIALIZE Cassette" will appear on the screen. Start the cassette recorder reading the cassette, and when the low tone begins, push the reset button and release. When data begins after the short tone leader, the TV will display the least significant digit of the octal page being currently loaded, byte by byte. Memory is checked byte by byte, and missing or defective memory addresses are indicated by a "." being printed instead of the page. When the tone stops, the operations monitor assumes control, and the program loops awaiting a keyboard entry of the desired selection.

### **Storage Dump:**

The typical first entry will be a request to view storage to find some free area where some additional user supplied programming may be placed. Pressing a "3" will result in a display of the registers, indeces, flags, and stack data in Octal. A "5" will produce a Hex display.

Successively pressing the "Space" key will page through memory, 96 bytes at a time. To set storage immediately to a desired page rather than having to successively page up to it, enter an "S" (either upper or lower case is fine on entries) and the three digits (Most Significant, Middle, then Least Significant) which make up the desired page. "S" and two digits are required when in Hex.

Entering a "P" will cause a branch to the keyboard programming routine.

Entering an "R" will Return the control to the operations monitor.

### **Keyboard Program:**

Once available locations in storage have been found, the user can manually enter programming from the keyboard by typing a "4" or "6" if in the operations monitor, or a "P" if in a TV dump. A title will be displayed along with the default address of the tape shipped.

Programming may be entered by merely typing in the desired octal code, MSB through LSB. The results will be displayed on the TV along with some past bytes to insure proper sequencing as well as aid short term entry error detection.

The page (high) and/or (low) address may be preset by entering an "H" and MSB through LSB of the octal address and/or an "L" and the MSB through LSB. The current address is displayed on the TV after entry. Memory is changed only following the third entry of the data byte.

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Use care when entering code below 006 000. Since this is system area, any code or operations can result in an inoperative system with no means of recovery other than re-reading the cassette.

Enter an "R" to return to the Operations Monitor.

Type an "S" to go to the Storage Dump directly from programming. Actual programming typically sees considerable "S" and "P" as entries are made, then viewed.

Cassette Write:

Once the desired programming has been entered, the user may wish to save it for later usage. The user is also advised to save all programming on cassette prior to initial execution to avoid potential programming self-destruction. If self-destruction upon execution occurs, the program may be reloaded and suitable corrections made.

Insert a cassette and start the recorder in record mode. After making sure that the leader on the cassette has passed by the record head, enter a "2" while in the Operations Monitor. The TV will display the message "Writing" until the cassette recording operation is finished about 1/2 minute later, then return to the Operations Monitor. Turn off the recorder, and you have the system and the added programming on the cassette.

Cassette Read:

Cassettes may be read by pressing "1" while in the Operations Monitor, or they can be read when power is applied.

Panic Button:

Pressing the reset button will always return the user to the initial cassette load, or Operations Monitor.

Fine Points of the Z-80 Operating System:

Memory Extent:

The Z-80 Operating System is designed to occupy the lower 1.5K of the Z-80 CPU system. The default read and write high address is preset to 2K. However, the cassettes may be any length up to 64K, but at the read/write speed of 100 bytes per second, the cassette should be no longer than required.

If you have greater than 2K of memory on your system, modify the data at 001 052 (byte) and 001 055 (page) to reflect the memory extent desired on the cassette. Example: You have 10K of Z-80 system, and you wish to write 4K worth of programming. Since the octal equivalent of 4K is 017377, enter 377 at 001 052 and 017 at 001055. The default address is now set to 017 377. The cassette read programming will be automatically modified by the cassette. Cassettes of varying lengths may be interchangeably read with no operator intervention eg. 2K, 32K, 13K, 20K, etc.

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Data Rate:

RAM address 001 027 contains the timing loop constant which controls the resultant cassette baud rate. The normal constant is 037, which results in 1100 baud.

Storage Dump:

The initial page of the TV dump which displays and interprets the registers, flags, and stack pointers can be the most useful part of the whole system when faced with a confusing software problem. Insert an unconditional branch to 003 000 in place of the byte following the point in question. This will display and interpret the registers and flags, generally giving a much better picture of what is happening in that "insolvable problem". Another technique is to use the "Restart 6" as a branch. This then involves inserting a single "367" byte. The "Restart 6" must then be vectored forward to 003 000. The software Operating System cassette included has this feature included, so you may get a storage dump by merely inserting a "367" in your programming.

Interrupts/Restarts 1-7:

The Z-80 has eight restart or interrupt addresses at the low end of storage normally occupied by a ROM to give a power on and go capability. The EROM provided in the Digital Group kits vectors Restarts 1-7 through the EROM to the beginning of page 001 as shown in the software listings. The user may now vector forward these interrupt/restarts as desired, but interrupt level programming is best left to the experts. Restart 7 has the lowest level priority on the Z-80 CPU board system. NMI also enters in the EROM area, and is vectored forward to address 1035.

Interrupt/Restart Ø:

The Reset function on the Z-80 will force programming to begin at address 000 000, as does restart Ø ("307"). The Reset is used to control the Operations Monitor and the initial cassette read operation. It also has the highest priority of the eight interrupts. The EROM has control of Reset/Restart Ø and finally branches it forward to address 005 000 where the Operations Monitor resides.

Operations Monitor:

Page 005 of the Z-80 Operating System is dedicated to aiding the user to make his program selections. The title area uses bytes 005 165 through 005 377. Up to 10 (0-9) different program start locations may be specified by putting the high and low addresses at the proper place between 005 100 and 005 123.

The user can title his program by inserting the ASCII characters desired in the format required. Here is the secret: A special subroutine called TV Editor controls the messages displayed on the TV screen. This subroutine is entered from the Operations Monitor to put the message on the TV. Address 005 360 - 005 377 (and into page 6 if needed) can be used to enter a set of titles in a spec-

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ial machine code. "377" = Erase the screen, "376" - "200" are ASCII characters, "177" - "001" are the octal number of spaces, and "000" means the end of the message.

Example: You wish to add "7 Go" to the Operations Monitor message.

<u>Address</u>	<u>Data</u>	<u>Explanation</u>
005 360	016	Insert 14 blanks from last character
005 361	267	"7"
005 362	240	Space
005 363	307	"G"
005 364	357	"o"
005 365	000	End of message.

The program routine portion of the Operations Monitor is located between 005 100 and 005 123 as shown by the listings. The byte portion of the branch address is placed on the even address boundary, and the page portion on the odd address.

Example: You have designed the above program "Go" to execute from address 006 000. Since you also wish to branch to "Go" from a "7" entry when in the Operations Monitor, place an "000" at address 005 116 and an "006" at address 005 117.

Typing a "7" when in the Operations Monitor will now result in execution of "Go".

Subroutines you may wish to call for your own programming:

<u>Subroutine</u>	<u>Address</u>	<u>Operation and Comments</u>
TV	000 372	Prints a character on the TV through the Digital Group CRT readout attached to Port Ø. Load accumulator with character prior to calling. Accumulator returned cleared to "000".
Space	000 370	Prints a space (blank position) on the TV. Accumulator need not be preset. Accumulator will return cleared.
Home Erase	000 346	Prints 512 spaces on the TV, with the cursor set so that the next character entry will appear at the upper left of the screen. Accumulator, B, and C are cleared at end.
TV Editor	002 000	Previously described during Operations Monitor Operation. Preset H & L regs to address of initial byte of the message prior to calling. Accumulator, B, C, E, H & L are cleared or changed when subroutine ends.
Keyboard	001 250	This subroutine loops until an MSB keypressed strobe bit goes high. The program enters another (continued on next page) ...

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<u>Subroutine</u>	<u>Address</u>	<u>Operation and Comments</u>
		loop until the MSB returns to low level. The Accumulator will have the input character.
Octal Char- acter	001 267	TV Storage Dump and Keyboard Program use this subroutine to produce three numbers on the TV representing the octal notation of an 8 bit byte. The desired byte is loaded into the E register. The octal characters will be printed and only the accumulator returned cleared.
Hex Char- acter	002 041	Same as above, only Hex results.
ASCII - Oc- tal Conv	004 075	This subroutine allows the operator to enter three numbers (left to right) in- dicating the octal representation on an 8 bit byte. The numbers are displayed on the TV when entered. The Accumulator will contain the data byte. The B&C re- gisters are returned cleared. 001247 must not have a 31 <sup>n</sup> (C8).
ASCII - Hex Conv	004 075	As above, only Hex is used. Providing 001247 has been preset to 31 <sup>n</sup> <sub>8</sub> (C8) <sub>H</sub>
1/10 Seconds	001 173	Preset Accumulator to the number of 1/10 seconds to elapse before returning. Ac- cumulator, C, and D registers are cleared.

Some suggested practice programs for those new to a Z-80 microprocessor:

1. Clear the screen and write an "A":

<u>Address</u>	<u>Data</u>	<u>Explanation</u>
006 000	315	Call the subroutine "Home Erase"
006 001	021	
006 002	002	
006 003	076	Load the Accumulator with the ASCII code for "A"
006 004	301	
006 005	315	Print the "A" on the screen
006 006	372	
006 007	000	
006 010	166	Halt and rejoice!
005 116	000	Modify the Operations Monitor to execute the above program at 006 000.
005 117	006	

Push "Reset" and then typing a "7" should run the program. Push  
"Reset" to return to the Operations Monitor after execution.

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2. Modify the above program to print an "a".
3. Print your name.
4. Print your name in the middle of the screen using "TV Editor".
5. Print your name in the middle of the screen, Flashing on and off.  
(Hint - Use two "Seconds" subroutines and an unconditional branch to program beginning loop).
6. Print only the 128 possible characters on the screen and stop,  
using less than 20 bytes (Hint - Load Accum, Save, Print, Re-  
store and Modify, loop not end).

Score: Over 100 bytes = HA!  
Over 30 bytes = Fair  
20-25 bytes = Good  
15-19 bytes = Giant

(Can be done in 11 bytes or less)

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NOTE TO OWNERS OF THE PREVIOUS 512 CHARACTER TVC-F.

The 1024 character TV readout board produces 64 characters on each horizontal line now, instead of the previous 32 per line. This will generally result in a need for reprogramming the screen formatting somewhat. Most D.G.S.S. Z-80 tapes using 512 character TV output have been modified to reflect this additional character count requirement. However, user designed programs may have to be modified to support the additional characters. A "quick and dirty" implementation can be performed by outputting an additional space "after each character or space."

The screen erase subroutine must output 1024 spaces. This subroutine is part of the EROM op system of the various Digital Group CPU boards. The Z-80 has had several versions of EROM supplied, marked ZA, ZB, ZC, ZD, and ZE. ZE is the latest and most common. All but the ZA version already perform a correct "Erase" for both the 1024 and the 512 character TVC's.

The 8080, 6800 or 6502, (or 6501) must have 80B, 68B or 6502, respectively, EROM's to satisfactorily perform a 1024 character Erase.

Should you have an older 512 character erasing EROM (a very small number of customers are in this category) please return your EROM and the Digital Group will reprogram/exchange it with the latest version for \$5.00 postpaid.

## APPENDIX A

### New DG OP SYS Format

A new format of TV Storage Dump and keyboard program is included on the front end of this software system. You will notice the new wording of options 3 and 4, and that 5 and 6 are missing.

Pressing option 3 (octal program) will initially result in the familiar register display. However, subsequent operations are somewhat different.

Press the Space Bar. You will notice the page of octal bytes is one line shorter. The major difference is an arrow at the top left pointing to byte 000000 presently. This pointer indicates the byte where programming might take place if desired (since 000000 is in read only memory, no change is possible.) This pointer may be preset by entering the page (H) and byte (L) similar the H&L presetting operation of the older DG OP System's keyboard programming system. Try entering H070 and then L123. Notice where the pointer has now moved to. Since this is RAM area in a 16K or greater system, the observed byte may be changed by entering the desired data. e.g. 321 could be entered from the keyboard. Notice the bottom line "scratchpad effect." The actual data is not entered at the indicated address until after the final entry. Emergency abort may be done by pressing the "reset key" on the system prior to the final entry, with no affect on memory.

The cursor may be incrementally moved around the screen. The Digital Group keyboard with cursor control keys allows the user to move the pointer in the direction indicated by the cursor keys. Keyboards different from this one can move the pointer about if a control H, control J, control K, or control L is entered.

The system will return to the Op Sys by pressing an R or r on the keyboard. Option 4 (Hex Program) is similar to Option 3 except that the display is in Hex.

### Command Summary

Space - New memory display page  
H 000 (HH) - Preset page (octal or hex)  
L 000 (HH) - Preset byte (octal or hex)  
R - Return to Op Sys  
H CTRL - Move pointer backward  
J CTRL - Move pointer down  
K CTRL - Move pointer up  
L CTRL - Move pointer forward  
000 (HH) - Insert (octal or hex) code at indicated byte

### Appendix A

- A1 -

## 1702 Prom Pattern (ZE)

0000000	303	063	000	JP	000063	(Reset/Jump to Restart 0)
0000003	322				R	
0000004	345				e	
0000005	341				a	
0000006	344				d	
0000007	240				(Space)	
0000010	303	002	001	JP	001002	(Jump to Restart 1)
0000013	332				Z	
0000014	255				-	
0000015	270				8	
0000016	260				Ø	
0000017	240				(Space)	
0000020	303	005	001	JP	001005	(Jump to Restart 2)
0000023	311				I	
0000024	316				N	
0000025	311				I	
0000026	324				T	
0000027	311				I	
0000030	303	010	001	JP	001010	(Jump to Restart 3)
0000033	301				A	
0000034	314				L	
0000035	311				I	
0000036	332				Z	
0000037	305				E	
0000040	303	013	001	JP	001013	(Jump to Restart 4)
0000043	240				(Space)	
0000044	303				C	
0000045	341				a	
0000046	363				s	
0000047	363				s	
0000050	303	016	001	JP	001016	(Jump to Restart 5)
0000053	345				e	
0000054	364				t	
0000055	364				t	
0000056	345				e	
0000057	240				(Space)	
0000060	303	021	001	JP	001021	(Jump to Restart 6)
0000063	041	000	001	LD	HL,001000	Set RAM pointer
0000066	030	003		JR	003	*000073*
0000070	303	024	001	JP	001024	(Jump to Restart 7)
0000073	176			LD	A,(HL)	Get Data
0000074	376	123		CP	123	Is is a 123?
0000076	040	007		JR	NZ,007	*000107*

				Next Address
000100	054	INC	L	
000101	176	LD	A, (HL)	
000102	376	123	CP	123 Is it a 123 too?
000104	312	000 005	JP	Z, 005000 Already initialized
000107	061	000 002	LD	SP, 002000 Set Stack Pointer
000112	315	346	000 CALL	000346 Erase TV
000115	041	003	000 LD	HL, 000003 Load Message Pointer
000120	006	006	LD	B, 006
000122	016	005	LD	C, 005
000124	176		LD	A, (HL)
000125	315	372	000 CALL	000372 Put Initialize Message on TV
000130	054	INC	L	
000131	015	DEC	C	
000132	040	370	JR	NZ, 370 *000124*
000134	054	INC	L	
000135	054	INC	L	
000136	054	INC	L	
000137	020	361	DJNZ	361 *000122*
000141	041	027 001	LD	HL, 001027 Set Cassette Constants
000144	030	003	JR	003 *000151*
000146	303	035 001	JP	001035 (Jump to NMI Routine)
000151	066	036	LD	(HL), 007 Set Speed Constant
000153	054	INC	L	
000154	066	000	LD	(HL), 000 Starting Byte
000156	054	INC	L	
000157	066	001	LD	(HL), 001 Starting Page
000161	054	INC	L	
000162	066	377	LD	(HL), 377 Ending Byte
000164	054	INC	L	
000165	066	007	LD	(HL), 007 Ending Page
000167	355	133		
	030	001	LD	DE, (001030) Put Starting Address in DE
000173	315	234	000 CALL	000234 Read a Byte
000176	020	376	DJNZ	376 *000176* Delay to clear last data bit
000200	022		LD	(DE), A Put Data in Memory
000201	032		LD	A, (DE) Read Back Memory
000202	274		CP	H Does Memory read correctly?
000203	172		LD	A,D
000204	050	004	JR	Z, 004 *000212*
000206	076	256	LD	A, 256 Load "." if memory wrong
000210	030	004	JR	004 *000216*
000212	346	007	AND	007 Otherwise convert address to ascii
000214	366	260	OR	260
000216	315	372	000 CALL	000372 Print on screen
000221	052	032 001	LD	HL, (001032) Get Stop address
000224	043		INC	HL
000255	023		INC	DE
000226	355	122	SBC	HL, DE Present & ending addresses same?
000230	040	341	JR	NZ, 341 *000173* Read more if not
000232	030	250	JR	250 *000104* Done, go to OP Sys Monitor

000234	056	010	LD	L,010	Read Byte Subroutine	
000236	006	003	LD	B,003		
000240	333	001	IN	001	Get Cassette Data From Port 1,LSB	
000242	313	107	BIT	0,A		
000244	040	370	JR	NZ,370	*000236* Must have 3 valid start bit samples	
000246	020	370	DJNZ	370	*000240*	
000250	315	264	000	CALL	000264 Get Integrate Start subroutine	
000253	140		LD	H,B		
000254	315	273	000	CALL	000273 Get an Integrated Bit	
000257	055		DEC	L		
000260	040	372	JR	NZ,372	*000254* Get the 8 bits	
000262	101		LD	B,C		
000263	311		RET			
000264	072	027	001	LD	A,(001027) Integrate the Start Bit	
000267	326	006	SUB	006		
000271	030	003	JR	003	*000276*	
000273	072	027	001	LD	A,(001027) Integrate each Data Bit	
000276	107		LD	B,A		
000277	016	200	LD	C,200	Preset integration register	
000301	333	001	IN	001	Get a sample from Port 1 LSB	
000303	313	107	BIT	0,A		
000305	302	314	000	JP	NZ,000314 Branch not a zero	
000310	014		INC	C	Increment integration register	
000311	303	320	000	JP	000320	
000314	015		DEC	C	Decrement integration register	
000315	303	320	000	JP	000320	
000320	020	357	DJNZ	357	*000301* Get Another sample	
000322	313	171	BIT	7,C	Is MSB of integration register 0 or 1?	
000324	302	334	000	JP	NZ,000334	
000327	076	001	LD	A,001	If 1	
000331	303	341	000	JP	000341	
000334	076	000	LD	A,000	If 0	
000336	303	341	000	JP	000341	
000341	204		ADD	H	Add in the old bits	
000342	017		RRCA		Rotate Right	
000343	147		LD	H,A	Update old bits register	
000344	311		RET			
000345	000		NOP			
000346	076	177	LD	A,177	Reset TV write cursor	
000350	315	372	000	CALL	000372	
000353	006	000	LD	B,000	Erase 1024 TV positions	
000355	016	004	LD	C,004		
000357	315	370	000	CALL	000370	Call "Space" TV subroutine
000362	015		DEC	C		
000363	040	372	JR	NZ,372	*000357*	
000365	020	366	DJNZ	366	*000355*	
000367	311		RET			
000370	076	240	LD	A,240	Clear one TV Space	
000372	323	000	OUT	000	Output one TV Character	
000374	257		XOR	A		
000375	323	000	OUT	000		
000377	311		RET			

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	001 000	123		
	001 001	123		
	001 002	303		010 Restart
	001 003			
	001 004			
	001 005	303		020 Restart
	001 006			
	001 007			
	001 010	303		030 Restart
	001 011			
	001 012			
	001 013	303		040 Restart
	001 014			
	001 015			
	001 016	303		050 Restart
	001 017			
	001 020			
	001 021	303		060 Restart
	001 022			
	001 023			
	001 024	303		070 Restart
	001 025			
	001 026			
	001 027	037		Cassette Speed Constant
	001 030	000		L Starting Addr
	001 031	001		H }
	001 032	377		L Ending Address
	001 033	007		H }
	001 034			Reserved - Undefined
	001 035	303		NMI Restart
	001 036			
	001 037			
2K WRITE	001 040	041		Load L&H
	001 041	030		
	001 042	001		
	001 043	066		Store 000 @ 1030
	001 044	000		
	001 045	054		Inc L
	001 046	066		Store 001 @ 1031
	001 047	001		
	001 050	054		Inc L
	001 051	066		Store 377 @ 1032
	001 052	377		
	001 053	054		Inc L
	001 054	066		Store 007 @ 1033
	001 055	007		
	001 056	041		Load L&H
	001 057	214		(Write message area)
	001 060	001		

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMFNTS
	001 061	315		Call (TV Editor)
	001 062	000		
	001 063	002		
WRITE	001 064	076		Load A w 145
	001 065	145		(10 Seconds)
	001 066	323		Out 1
	001 067	001		(Mark tone Leader)
	001 070	315		Call (seconds)
	001 071	173		
	001 072	001		
	001 073	355		Load E&D w Start Addr
	001 074	133		
	001 075	030		
	001 076	001		
(1)	001 077	315		Call (Byte Write)
	001 100	124		
	001 101	001		
	001 102	052		Load L&H w M, Direct
	001 103	032		(Ending Address)
	001 104	001		
	001 105	043		Inc L&H
	001 106	023		Inc E&D
	001 107	257		Clear Carry Bit
	001 110	355		
	001 111	122		
	001 112	040		Jump Rel n Equal
	001 113	363		(1)
	001 114	076		Load A w 062
	001 115	062		
	001 116	315		Call (1/10 seconds)
	001 117	173		
	001 120	001		
	001 121	303		Jump Uncondx
	001 122	000		(Op Monitor)
	001 123	005		
BYTE WRITE	001 124	046		Load H w 011
	001 125	011		
	001 126	257		Clear A & Carry
	001 127	032		Load A w M, using E&D
	001 130	027		Rotate Left through Carry
(2)	001 131	323		Out 1
	001 132	001		
	001 133	315		Call (Time Delay)
	001 134	155		
	001 135	001		
	001 136	037		Rotate A Right
	001 137	045		Dec H
	001 140	040		Jump Rel n Zero

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	001 141	367		(2)
	001 142	076		Load A w 001
	001 143	001		
	001 144	323		Out 1
	001 145	001		
	001 146	315		Call (Time Delay)
	001 147	155		
	001 150	001		
	001 151	315		Call (Time Delay)
	001 152	155		
	001 153	001		
	001 154	311		Return
Time Delay	001 155	365		Push A
	001 156	072		Load A w M, Direct
	001 157	027		(Get Speed Const.)
	001 160	001		
	001 161	207		ADD A to A
	001 162	207		ADD A to A
	001 163	107		Load B w A
	001 164	345		Push H&L (Dummy Op)
(4)	001 165	000		NOP (Dummy Op)
	001 166	020		Dec B, Jump rel not zero
	001 167	375		(4)
	001 170	341		Pop H&L (Dummy Op)
	001 171	361		Pop A
	001 172	311		Return
(8)	001 173	026		Load D w 031
	001 174	031		
(7)	001 175	001		Load C&B
	001 176	003		
	001 177	000		
(5)	001 200	020		Dec B, Jump Rel not zero
	001 201	376		(5)
	001 202	015		Dec C
	001 203	040		Jump Rel n Zero
	001 204	373		(5)
	001 205	025		Dec D
	001 206	040		Jump Rel not Zero
	001 207	365		(7)
	001 210	075		Dec A
	001 211	040		Jump Rel not Zero
	001 212	360		(8)
	001 213	311		Return
	001 214	377		(Home Erase)
	001 215	134		(Spaces)
	001 216	327		W

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	001 217	362	r	
	001 220	351	i	
	001 221	364	t	
	001 222	351	i	
	001 223	356	n	
	001 224	347	g	
	001 225	000	(Return)	
	001 226	076	Load A w "?"	
	001 227	277		
	001 230	303	Jump Uncondx	
	001 231	124		
	001 232	005		
	001 233	315	Call (Erase)	
	001 234	346	A	
	001 235	000		
	001 236	172	Ld A w D	
	001 237	315	Call (TV)	
	001 240	372		
	001 241	000		
	001 242	315	Call (ASCII)	
	001 243	246		
	001 244	004		
	001 245	311	Return	
	001 246	***	(Interrupt Level Indicator)	
	001 247	***	(Octal/Hex Constant)	
Keyboard	001 250	333	In Ø	
	001 251	000		
	001 252	313	Test Bit 7,A	
	001 253	177		
	001 254	050	Jump Rel if zero	
	001 255	372	(keyboard)	
	001 256	365	Push A	
(10)	001 257	333	In Ø	
	001 260	000		
	001 261	313	Test Bit 7,A	
	001 262	177		
	001 263	040	Jump Rel not Zero	
	001 264	372	(10)	
	001 265	361	Pop A	
	001 266	311	Return	
Octal Char	001 267	173	Load A w E	
	001 270	267	Or A w A	
	001 271	036	Load E w 003	
	001 272	003		
(11)	001 273	027	Rotate Left thru Carry	
	001 274	027	"	
	001 275	027	"	
	001 276	365	Push A	
	001 277	346	And A w 007	

PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
001 300	007			
001 301	315			Call (ASCII TV)
001 302	077			
001 303	002			
001 304	361			Pop A
001 305	035			Dec E
001 306	040			Jump Rel not Zero
001 307	363			(11)
001 310	311			Return
001 311				↑
001 312				
001 313				
001 314				
001 315				
001 316				
001 317				
001 320				
001 321				
001 322				
001 323				
001 324				
001 325				
001 326				
001 327				
001 330				
001 331				
001 332				
001 333				
001 334				
001 335				User - Stack
001 336				↓
001 337				System - Stack
001 340				↑
001 341				
001 342				
001 343				
001 344				
001 345				
001 346				
001 347				
001 350				
001 351				
001 352				
001 353				
001 354				
001 344				Reserved for Stack
001 356				
001 357				
001 360				
001 361				

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	001 362			
	001 363			
	001 364			
	001 365			
	001 366			
	001 367			
	001 370			Reserved for Stack
	001 371			
	001 372			
	001 373			
	001 374			
	001 375			
	001 376			
	001 377			
TV Editor	002 000	176		Load A with Mem
	002 001	376		Compare A w "Home Erase"
	002 002	377		
	002 003	040		Jump Rel not Equal
	002 004	005		(1)
	002 005	315		Call (Erase)
	002 006	346		
	002 007	000		
	002 010	030		Jump Rel
	002 011	024		(2)
(1)	002 012	313		Test Bit 7,A
	002 013	177		
	002 014	050		Jump Rel if zero
	002 015	005		(3)
	002 016	315		Call (TV)
	002 017	372		
	002 020	000		
	002 021	030		Jump Rel
	002 022	013		(2)
(3)	002 023	376		Compare A with 000
	002 024	000		
	002 025	310		Return if equal
(4)	002 026	365		Push A
	002 027	315		Call (Space)
	002 030	370		
	002 031	000		
	002 032	361		Pop A
	002 033	075		Dec A
	002 034	040		Jump Rel not Zero
	002 035	370		(4)
(2)	002 036	043		Inc L&H
	002 037	030		Jump Rel
	002 040	337		(TV Editor)
HEX Char	002 041	315		Call (Space)

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
HEX Out	002 042	370		
	002 043	000		
	002 044	173	Load A w E	
	002 045	017	Rotate Right	
	002 046	017	"	
	002 047	017	"	
	002 050	017	"	
	002 051	315	Call (Hex Out)	
	002 052	061		
	002 053	002		
	002 054	173	Load A w E	
	002 055	315	Call (Hex Out)	
	002 056	061		
	002 057	002		
	002 060	311	Return	
	002 061	346	And A w 017	
	002 062	017		
	002 063	376	Compare A w 012	
	002 064	012		
	002 065	070	Jump Rel if less	
(6)	002 066	010	(6)	
	002 067	326	Subtract 011	
	002 070	011		
	002 071	366	Or A w 300	
	002 072	300		
	002 073	315	Call (TV)	
	002 074	372		
	002 075	000		
	002 076	311	Return	
	002 077	366	Or A w 260	
	002 100	260		
Character	002 101	315	Call (TV)	
	002 102	372		
	002 103	000		
	002 104	311	Return	
	002 105	136	Load E w Mem	
	002 106	072	Load A w Mem, Direct	
	002 107	247		
	002 110	001		
	002 111	376	Compare A w "H"	
	002 112	310		
	002 113	312	Jump if equal	
	002 114	041	(Hex Char)	
	002 115	002		
	002 116	303	Jump Uncondx	
	002 117	267	(Octal Char)	

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	002 120	001		
	002 121	377		(Home Erase)
	002 122	030		(Spaces)
	002 123	324		T
	002 124	326		V
	002 125	240		
	002 126	323		S
	002 127	324		T
	002 130	317		O
	002 131	322		R
	002 132	301		A
	002 133	307		G
	002 134	305		E
	002 135	240		
	002 136	304		D
	002 137	325		U
	002 140	315		M
	002 141	320		P
	002 142	051		(Spaces)
	002 143	322		R
	002 144	345		e
	002 145	347		g
	002 146	351		i
	002 147	363		s
	002 150	364		t
	002 151	345		e
	002 152	362		r
	002 153	363		s
	002 154	272		:
	002 155	071		(Spaces)
	002 156	301		A
	002 157	003		
	002 160	302		B
	002 161	003		
	002 162	303		C
	002 163	003		
	002 164	304		D
	002 165	003		
	002 166	305		E
	002 167	003		
	002 170	310		H
	002 171	003		
	002 172	314		L
	002 173	046		(Spaces)
	002 174	000		(Return)
	002 175	046		(Spaces)
	002 176	301		A
	002 177	247		'

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	002 200	002		
	002 201	302		B
	002 202	247		'
	002 203	002		
	002 204	303		C
	002 205	247		'
	002 206	002		
	002 207	304		D
	002 210	247		'
	002 211	002		
	002 212	305		E
	002 213	247		'
	002 214	002		
	002 215	310		H
	002 216	247		'
	002 217	002		
	002 220	314		L
	002 221	247		'
	002 222	045		(Spaces)
	002 223	000		(Return)
	002 224	143		(Spaces)
	002 225	306		F
	002 226	354		I
	002 227	341		a
	002 230	347		g
	002 231	363		s
	002 232	272		:
	002 233	074		(Spaces)
	002 234	323		S
	002 235	240		
	002 236	332		Z
	002 237	240		
	002 240	310		H
	002 241	240		
	002 242	320		P
	002 243	240		
	002 244	316		N
	002 245	240		
	002 246	303		C
	002 247	004		(Spaces)
	002 250	323		S
	002 251	247		'
	002 252	332		Z
	002 253	247		'
	002 254	310		H
	002 255	247		'
	002 256	320		P
	002 257	247		'
	002 260	316		N
	002 261	247		'
	002 262	303		C
	002 263	247		'

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	002 264	045		(Spaces)
	002 265	000		(Return)
	002 266			
	002 267			
	002 270			
	002 271			
	002 272			
	002 273	140		(Spaces)
	002 274	330		x
	002 275	240		
	002 276	311		i
	002 277	356		n
	002 300	344		d
	002 301	345		e
	002 302	370		x
	002 303	002		(Spaces)
	002 304	331		y
	002 305	240		
	002 306	311		i
	002 307	356		n
	002 310	344		d
	002 311	345		e
	002 312	370		x
	002 313	003		(Spaces)
	002 314	311		i
	002 315	240		
	002 316	322		r
	002 317	345		e
	002 320	347		g
	002 321	003		(Spaces)
	002 322	322		r
	002 323	240		
	002 324	322		r
	002 325	345		e
	002 326	347		g
	002 327	041		(Spaces)
	002 330	000		(Return)
	002 331	141		(Spaces)
	002 332	323		s
	002 333	364		t
	002 334	341		a
	002 335	343		c
	002 336	353		k
	002 337	004		(Spaces)
	002 340	322		r
	002 341	345		e
	002 342	364		t
	002 343	365		u
	002 344	362		r
	002 345	356		n
	002 346	277		?

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	002 347	004		(Spaces)
	002 350	311		I
	002 351	356		n
	002 352	364		t
	002 353	345		e
	002 354	362		r
	002 355	362		r
	002 356	365		u
	002 357	360		p
	002 360	364		t
	002 361	043		(Spaces)
	002 362	000		(Return)
	002 363	377		(Home Erase)
	002 364	305		E
	002 365	356		n
	002 366	364		t
	002 367	345		e
	002 370	362		r
	002 371	240		
	002 372	320		P
	002 373	341		a
	002 374	347		g
	002 375	345		e
	002 376	240		
	002 377	000		(Return)
TV Dump	003 000	365		Push A & Flags
	003 001	305		Push B&C
	003 002	325		Push D&E
	003 003	345		Push H&L
	003 004	010		Ex A & Flags w A' & Flags'
	003 005	331		Ex B-L w B'-L'
	003 006	365		Push A' & Flags'
	003 007	305		Push B' & C'
	003 010	325		Push D' & E'
	003 011	345		Push H' & L'
	003 012	010		Ex A' & Flags' w A & Flags
	003 013	331		Ex B'-L' w B&L
	003 014	335		Push X
	003 015	345		
	003 016	375		Push Y
	003 017	345		
	003 020	355		Load A w I
	003 021	127		
	003 022	107		Load B w A
	003 023	355		Load A w R
	003 024	137		
	003 025	117		Load C w A
*	003 026	345		Push L & H
	003 027	041		Clear L&H
	003 030	000		

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	003 031	000		
	003 032	071		ADD Stack Pointer to H&L
	003 033	006		Load B with 030
	003 034	030		
	003 035	043		Inc L&H
	003 036	020		Dec B, Jump Rel n Zero
	003 037	375		
	003 040	345		Push L&H (Push SP)
	003 041	116		Load C w Mem
	003 042	043		Inc L&H
	003 043	106		Load B w Mem
	003 044	305		Push B&C
	003 045	053		Dec L&H
	003 046	053		"
	003 047	053		"
	003 050	053		"
	003 051	345		Push L&H
	003 052	041		Load L&H
	003 053	121		(Title & Regs)
	003 054	002		
	003 055	315		Call (TV Ed)
	003 056	000		
	003 057	002		
	003 060	341		Pop L&H
	003 061	315		Call (Reg Print)
	003 062	240		
	003 063	003		
	003 064	345		Push L&H
	003 065	041		Load L&H
	003 066	175		(Regs')
	003 067	002		
	003 070	315		Call (TV Ed)
	003 071	000		
	003 072	002		
	003 073	341		Pop L&H
	003 074	315		Call (Reg Print)
	003 075	240		
	003 076	003		
	003 077	353		Ex D&E w H&L
	003 100	041		Load L&H
	003 101	224		(Flags)
	003 102	002		
	003 103	315		Call (TV Ed)
	003 104	000		
	003 105	002		
	003 106	006		Load B w 017
	003 107	017		
	003 110	023		Inc D&E
	003 111	020		Dec B, Jump Rel n Zero
	003 112	375		
	003 113	315		Call (Flag Print)

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	003 114	262		
	003 115	003		
	003 116	006		Load B w 010
	003 117	010		
	003 120	033		Dec D&E
	003 121	020		Dec B, Jump Rel n Zero
	003 122	375		
	003 123	315		Call (Flag Print)
	003 124	262		
	003 125	003		
	003 126	041		Load L&H (Indeces, I&R)
	003 127	273		
	003 130	002		
	003 131	315		Call (TV Editor)
	003 132	000		
	003 133	002		
	003 134	006		Load B w 006
	003 135	007		
	003 136	033		Dec D&E
	003 137	020		Dec B, Jump Rel n Zero
	003 140	375		
	003 141	353		Exchange D&E w H&L
	003 142	315		Call (Dump Char Short)
	003 143	341		
	003 144	003		
	003 145	315		Call (Dump Char Short)
	003 146	341		
	003 147	003		
	003 150	006		Load B with
	003 151	003		
	003 152	315		Call (Dump Char)
	003 153	334		
	003 154	003		
	003 155	315		Call (Dump Char Short)
	003 156	341		
	003 157	003		
	003 160	006		Load B with
	003 161	004		
	003 162	315		Call (Dump Char)
	003 163	334		
	003 164	003		
	003 165	006		Load B with
	003 166	005		
	003 167	315		Call (Dump Char)
	003 170	334		
	003 171	003		
	003 172	345		Push L&H
	003 173	041		Load L&H
	003 174	331		(Stack)
	003 175	002		
	003 176	315		Call (TV Ed)
	003 177	000		

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	003 200	002		
	003 201	341		Pop L&H
	003 202	315		Call (Dump Char Short)
	003 203	341		
	003 204	003		
	003 205	315		Call (Dump Char Short)
	003 206	341		
	003 207	003		
	003 210	006		Load B w 003
	003 211	003		
	003 212	315		Call (Dump Char)
	003 213	334		
	003 214	003		
	003 215	315		Call (Dump Char Short)
	003 216	341		
	003 217	003		
	003 220	006		Load B w 011
	003 221	011		
	003 222	315		Call (Space)
	003 223	370		
	003 224	000		
	003 225	020		Dec B, Jump Rel n Zero
	003 226	373		
	003 227	072		Load A w Mem, Direct
	003 230	246		
	003 231	001		
	003 232	315		Call (TV)
	003 233	372		
	003 234	000		
	003 235	303		Jump Uncondx
	003 236	346		(Storage)
	003 237	003		
	003 240	136		Load E w Mem
	003 241	315		Call (Char)
	003 242	106		
	003 243	002		
	003 244	053		Dec L&H
	003 245	006		Load B w 006
	003 246	006		
	003 247	315		Call (Space)
	003 250	370		
	003 251	000		
	003 252	053		Dec L&H
	003 253	315		Call (Char)
	003 254	105		
	003 255	002		

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	003 256	020		Dec B, Jump Rel n Zero
	003 257	367		
	003 260	053		Dec L&H
	003 261	311		Return
Flag Print	003 262	032		Load A w Mem, Using D&E
	003 263	315		Call (Flag Short)
	003 264	316		
	003 265	003		
	003 266	315		Call (Flag Short)
	003 267	316		
	003 270	003		
	003 271	315		Call (Flag Long)
	003 272	315		
	003 273	003		
	003 274	315		Call (Flag Long)
	003 275	315		
	003 276	003		
	003 277	315		Call (Flag Short)
	003 300	316		
	003 301	003		
	003 302	315		Call (Flag Short)
	003 303	316		
	003 304	003		
	003 305	006		Load B w 003
	003 306	003		
	003 307	315		Call (Space)
	003 310	370		
	003 311	000		
	003 312	020		Dec B, Jump Rel n Zero
	003 313	373		
	003 314	311		Return
Flag Long	003 315	007		Rotate Left
Flag Short	003 316	007		Rotate Left
	003 317	117		Load C w A
	003 320	346		And A w 001
	003 321	001		
	003 322	366		Or A w 260
	003 323	260		
	003 324	315		Call (TV)
	003 325	372		
	003 326	000		
	003 327	315		Call (Space)
	003 330	370		
	003 331	000		
	003 332	171		Load A w C
	003 333	311		Return

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
Dump Char	003 334	315		Call (Space)
	003 335	370		
	003 336	000		
	003 337	020		Dec B, Jump Rel n Zero
	003 340	373		
	003 341	315		Call (Char)
	003 342	105		
	003 343	002		
	003 344	053		Dec L&H
	003 345	311		Return
<b>*The Following</b>				
Code was generated by the Digital Group Assembler				
	003 346	061 000 002	0170 BEGIN	LD SP,002000
	003 351	041 000 000	0180	LD HL,000000
	003 354	345	0190	PUSH HL
	003 355	315 250 001	0200 KEY	CALL 001250
	003 360	346 337	0210	AND 337
	003 362	127	0220	LD D,A
	003 363	376 200	0230 PTEST	CP 200 *SPACE FOR NEW PAGE
	003 365	040 003	0240	JR NZ,RTEST
	003 367	321	0250	POP DE *GET RID OF OLD HL
	003 370	030 114	0260	JR DCONV
	003 372	341	0270 RTEST	POP HL
	003 373	376 322	0280	CP 322 *R RETURN TO OP SYS
	003 375	312 000 005	0290	JP Z,005000
	004 000	376 310	0300 HTEST	CP 310 *H
	004 002	040 006	0310	JR NZ,LTEST
	004 004	315 233 001	0320	CALL HLOUT
	004 007	147	0330	LD H,A
	004 010	030 074	0340	JR DCONV
	004 012	376 314	0350 LTEST	CP 314 *L
	004 014	040 006	0360	JR NZ,STEST
	004 016	315 233 001	0370	CALL HLOUT
	004 021	157	0380	LD L,A
	004 022	030 062	0390	JR DCONV
	004 024	376 214	0400 STEST	CP 214 *RIGHT ARROW TO SPACE RIGHT
	004 026	040 003	0410	JR NZ,BTEST
	004 030	043	0420	INC HL
	004 031	030 053	0430	JR DCONV
	004 033	376 210	0440 BTEST	CP 210 *LEFT ARROW TO BACKSPACE
	004 035	040 003	0450	JR NZ,UTEST
	004 037	053	0460	DEC HL
	004 040	030 044	0470	JR DCONV
	004 042	247	0480 UTEST	AND A *CLEAR CARRY
	004 043	021 016 000	0490	LD DE,000016
	004 046	376 213	0500	CP 213 *UP ARROW FOR LINE UP
	004 050	040 004	0510	JR NZ,DTEST
	004 052	355 122	0520	SBC HL,DE
	004 054	030 030	0530	JR DCONV
	004 056	376 212	0540 DTEST	CP 212 *DOWN ARROW FOR LINE DOWN
	004 060	040 004	0550	JR NZ,NTEST

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	004 062	355 132	0560	ADC HL,DE
	004 064	030 020	0570	JR DCONV
	004 066	366 040	0580 NTEST	OR 040 *RESTORE NUMBER
	004 070	365	0590	PUSH AF
	004 071	006 011	0600	LD B,011
	004 073	315 370 000	0610 SKIP	CALL 000370
	004 076	020 373	0620	DJNZ SKIP
	004 100	361	0630	POP AF
	004 101	315 251 004	0640	CALL ASCIIS
	004 104	167	0650	LD (HL),A
	004 105	043	0660	INC HL
	004 106	345	0670 DCONV	PUSH HL
	004 107	315 346 000	0680	CALL 000346 *ERASE TV
	004 112	321	0690	POP DE *GET HL INTO DE
	004 113	325	0700	PUSH DE *BACK TO NORMAL
	004 114	142	0710	ID H,D *POINTER ON DISPLAYED PAGE
	004 115	173	0720	LD A,E
	004 116	376 200	0730 PAGE1	CP 200
	004 120	060 014	0740	JR NC,PAGE3
	004 122	056 000	0750	LD L,000
	004 124	030 012	0760	JR PSTART
	004 126	376 264	0770	CP 264
	004 130	060 004	0780	JR NC,PAGE3
	004 132	056 132	0790	LD L,132
	004 134	030 002	0800	JR PSTART
	004 136	056 200	0810 PAGE3	LD L,200
	004 140	134	0820 PSTART	LD E,H
	004 141	315 106 002	0830	CALL 002106 *CHARACTER
	004 144	135	0840	LD E,L
	004 145	315 106 002	0850	CALL 002106
	004 150	315 370 000	0860	CALL 000370 *SPACE
	004 153	315 370 000	0870	CALL 000370 *SPACE
	004 156	006 016	0880	LD B,016
	004 160	321	0890 BYTE	POP DE *PUT STACK HL IN DE
	004 161	345	0900	PUSH HL
	004 162	325	0910	PUSH DE
	004 163	355 122	0920	SBC HL,DE *SEE IF POINTER HERE?
	004 165	050 005	0930	JR Z,POINTR
	004 167	315 370 000	0940	CALL 000370
	004 172	030 005	0950	JR CONTIN
	004 174	076 232	0960 POINTR	LD A,232 *ARROW
	004 176	315 372 000	0970	CALL 000372
	004 201	321	0980 CONTIN	POP DE
	004 202	341	0990	POP HL
	004 203	325	1000	PUSH DE
	004 204	136	1010	LD E,(HL)
	004 205	315 106 002	1020	CALL 002106 *PRINT BYTE
	004 210	043	1030	INC HL
	004 211	175	1040	LD A,L
	004 212	376 200	1050	CP 200
	004 214	312 230 004	1060	JP Z,ADD
	004 217	000	1070	NOP

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## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	004 220	000	1080	NOP
	004 221	000	1090	NOP
	004 222	000	1100	NOP
	004 223	000	1110	NOP
	004 224	376 000	1120	CP 000
	004 226	040 012	1130	JR NZ, NBYTE
	004 230	006 210	1140	ADD B, 210
	004 232	315 370 000	1150	SKIP7 CALL 000370
	004 235	020 373	1160	DJNZ SKIP7
	004 237	303 355 003	1170	JP KEY
	004 242	020 314	1180	NBYTE DJNZ BYTE
	004 244	030 272	1190	JR PSTART
	004 246	315 250 001	1200	ASCII CALL 001250 *KEYBOARD # ENTRY
	004 251	107	1210	ASCIIS LD B,A
	004 252	072 247 001	1220	LD A, (001247)
	004 255	376 310	1230	HEXCK CP 'H'
	004 257	170	1240	LD A,B
	004 260	050 044	1250	JR Z, HEX
	004 262	315 372 000	1260	OCTAL CALL 000372
	004 265	170	1270	LD A,B
	004 266	017	1280	RRCA
	004 267	017	1290	RRCA
	004 270	346 300	1300	AND 300
	004 272	117	1310	LD C,A
	004 273	315 250 001	1320	CALL 001250
	004 276	107	1330	LD B,A
	004 277	315 372 000	1340	CALL 000372
	004 302	170	1350	LD A,B
	004 303	007	1360	RLCA
	004 304	007	1370	RLCA
	004 305	007	1380	RLCA
	004 306	346 070	1390	AND 070
	004 310	201	1400	ADD C
	004 311	117	1410	LD C,A
	004 312	315 250 001	1420	CALL 001250
	004 315	107	1430	LD B,A
	004 316	315 372 000	1440	CALL 000372
	004 321	170	1450	LD A,B
	004 322	346 007	1460	AND 007
	004 324	201	1470	ADD C
	004 325	311	1480	RET
	004 326	315 370 000	1490	HEX CALL 000370
	004 331	170	1500	LD A,B
	004 332	315 352 004	1510	CALL HEXERS
	004 335	007	1520	RLCA
	004 336	007	1530	RLCA
	004 337	007	1540	RLCA
	004 340	007	1550	RLCA
	004 341	107	1560	LD B,A
	004 342	315 347 004	1570	CALL HEXER
	004 345	200	1580	ADD B

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	004 346	311	159Ø	RET
	004 347	315 25Ø ØØ1	16ØØ HEXER	CALL ØØ125Ø
	004 352	376 34Ø	161Ø HEXERS	CP 34Ø
	004 354	Ø7Ø ØØ2	162Ø	JR C,UCASE
	004 356	326 Ø4Ø	163Ø	SUB Ø4Ø
	004 36Ø	365	164Ø UCASE	PUSH AF
	004 361	315 372 ØØØ	165Ø	CALL ØØØ372
	004 364	361	166Ø	POP AF
	004 365	376 272	167Ø	CP 272
	004 367	Ø7Ø ØØ2	168Ø	JR C,NUMBER
	004 371	326 ØØ7	169Ø	SUB ØØ7
	004 373	326 26Ø	17ØØ NUMBER	SUB 26Ø
	004 375	311	171Ø	RET
	004 376	ØØØ	172Ø	NOP
	004 377	ØØØ	173Ø	NOP
OP Monitor	005 000	061		Load Stack Pointer
	005 001	000		
	005 002	002		
	005 003	355		Set Interrupt Mode Ø
	005 004	106		(8080 identical)
	005 005	076		Load A w "Ø"
	005 006	260		
	005 007	062		Load Mem w A, Direct
	005 010	246		
	005 011	001		
	005 012	373		Enable Interrupt
	005 013	041		Load L&H
	005 014	124		
	005 015	005		
	005 016	315		Call (TV Editor)
	005 017	000		
	005 020	002		
(1)	005 021	315		Call (Keyboard)
	005 022	250		
	005 023	001		
	005 024	376		Compare A w >9
	005 025	272		
	005 026	060		Jump Rel if not Less
	005 027	371		(1)
	005 030	376		Compare A w <Ø
	005 031	260		
	005 032	070		Jump Rel if Less
	005 033	365		(1)
	005 034	007		Shift Left
	005 035	346		And A w 136
	005 036	136		
	005 037	062		Load Mem w A, Direct
	005 040	067		
	005 041	005		
	005 042	376		Compare A w 106

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	005 043	106		
	005 044	070		Jump Rel if less
	005 045	020		(2)
	005 046	376		Compare A w 112
	005 047	112		
	005 050	060		Jump Rel if not less
	005 051	014		(2)
	005 052	376		Compare A w 110
	005 053	110		
	005 054	060		Jump Rel if not less
	005 055	003		(3)
	005 056	257		Clear A
	005 057	030		Jump Rel
	005 060	002		(4)
(3)	005 061	076		Load A w "H"
	005 062	310		
(4)	005 063	062		Load M w A, Direct
	005 064	247		
	005 065	001		
(2)	005 066	052		Load H&L, Direct
	005 067	*		
	005 070	005		
	005 071	315		Call (Home Erase)
	005 072	346		
	005 073	000		
	005 074	351		Load Prog Ctr w H&L
	005 075			
	005 076			
	005 077			
	005 100			Ø (User set)
	005 101			
	005 102	167		1 Read
	005 103	000		
	005 104	040		2 Write
	005 105	001		
	005 106	000		3 Octal Program
	005 107	003		
	005 110	000		4 Hex Program
	005 111	003		
	005 112			5 (User Set)
	005 113			
	005 114			6 (User Set)
	005 115			
	005 116			7 (User Set)
	005 117			
	005 120			8 (User Set)
	005 121			
	005 122			9 (User Set)
	005 123			
	005 124	377		(Home Erase)
	005 125	032		(Spaces)

## PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
	005 126	332	Z	
	005 127	255	-	
	005 130	270	8	
	005 131	260	O	
	005 132	240		
	005 133	317	O	
	005 134	320	P	
	005 135	240		
	005 136	323	S	
	005 137	331	Y	
	005 140	323	S	
	005 141	033	(Spaces)	
	005 142	317	O	
	005 143	360	P	
	005 144	364	t	
	005 145	351	i	
	005 146	357	o	
	005 147	356	n	
	005 150	363	s	
	005 151	272	:	
	005 152	170	(Spaces)	
	005 153	261	l	
	005 154	240		
	005 155	322	R	
	005 156	305	E	
	005 157	301	A	
	005 160	304	D	
	005 161	072	(Spaces)	
	005 162	262	2	
	005 163	240		
	005 164	327	W	
	005 165	322	R	
	005 166	311	l	
	005 167	324	T	
	005 170	305	E	
	005 171	071	(Spaces)	
	005 172	263	3	
	005 173	240		
	005 174	317	O	
	005 175	343	c	
	005 176	364	t	
	005 177	341	a	
	005 200	354	l	
	005 201	240		
	005 202	320	P	
	005 203	362	r	
	005 204	357	o	
	005 205	347	g	
	005 206	362	r	
	005 207	341	a	
	005 210	355	m	

PROGRAM: Z-80 OPERATING SYSTEM

LABEL	OCTAL ADDRESS	OCTAL CODE	MNEMONICS	COMMENTS
005 211	061			(Spaces)
005 212	264			4
005 213	240			
005 214	310			H
005 215	345			e
005 216	370			x
005 217	240			
005 220	320			p
005 221	362			r
005 222	357			o
005 223	347			g
005 224	362			r
005 225	341			a
005 226	355			m
005 227	063			(Spaces)
005 230	000			(Return)