

A Monitor for the MC68HC05E0

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INTRODUCTION

Development systems for single-chip MCUs can be complex and expensive. This can dissuade potential users of this type of microprocessor from designing them into new applications. This application note describes a simple "entry" development system suitable for debugging hardware and software for the M6805 range of microprocessors. The M6805 range includes both CMOS and NMOS parts, most of which are single-chip devices which include mask-programmable ROM, RAM, I/O and one or more timers. The exceptions are the CMOS MC146805E2 and MC68HC05E0 which have no on-chip ROM but instead have data and address buses which enables them to use external memories and peripherals.

The development system uses the MC68HC05E0 processor and can be used to develop applications intended for any M6805 but is particularly suitable for applications which will use the MC68HC05E0 itself. The MC68HC05E0 has a non-multiplexed bus which requires no additional hardware to interface with RAMs, ROMs and EPROMs. It has 480 bytes of RAM, 3 timers, 3 chip-select lines and 4 8-bit ports enabling it to meet many requirements with the addition of only an EPROM containing the application software.

Such a system will be most cost effective in small volume applications not justifying a mask programmed single-chip MCU and also in applications requiring larger programs than can be accommodated in ROMed MCU versions.

For software development, however, RAM and a monitor have to be incorporated so software can be loaded and de-bugged. An MCM6264 8Kbyte (or MCM60L256/MCM6206 32Kbyte) RAM is used. The EBUG05 monitor EPROM, listed at the end of this application note, fulfils the monitor requirement.

In an E0 application the development system can be used as an add-on to the target system hardware, as shown in Figure 1 (components to the left of the dotted line). The application hardware needs very little modification as it already contains the MPU, the interface to the development system being mostly via the socket for the EPROM. Apart from the keyboard and display connections which use port A, only four or five additional connections are required. These can be made available on a small connector on the application PCB. In one of the 8K applications, used to check out the development system (reference 1), a keyboard and display were required, so only four I/O lines (see below) were dedicated to the development system. In a 16K application, A13 (PD5) is also required, so a fifth I/O line would be used. The keyboard provides up to 32 keys using 7 I/O lines and an external 3-line to 8-line decoder. One additional I/O line is used for the display. If the keyboard and/or display is not required in the final application (e.g., reference 2) then the I/O lines, used by them during development, are available for other purposes but their use cannot readily be de-bugged. This is a disadvantage of such a simple development system. There is, however, a major advantage of this system compared with those which use the display and keyboard of a PC. In this system the PC can be used to display the program listing file, obviating the need for printouts during debug.

CIRCUIT

Figure 1 shows the circuit used. The 8K or 16K (half of an MCM60L256) RAM is placed between \$0000 and \$3FFF; this means that the 512 bytes from \$0000 to \$01FF are not used, as they are mapped over the E0's I/O and RAM space. Locations \$0200 to \$021F are used by the monitor, so use of the RAM should start at \$0220 or above. Some RAM may be required to replace E0 page 0 RAM (16 bytes), used by the monitor or for other purposes during de-bug; the application used to check out the monitor used RAM from \$0400. This provides 7K (15K using an MCM60L256) of RAM for the code being de-bugged. The start address chosen for the code being developed can be extended down to \$0220 if this RAM is not required, providing a program space of nearly 15½Kbytes. The 16K limitation is caused by the split of the memory map into four (see Figure 3), to simplify address decoding and facilitate the ability to load code from an EPROM. If this capability is not required, more complex address decoding would allow up to 60K of RAM to be available for code; the monitor uses less than 4K.

The MC74HC138 provides the chip selects during de-bug as the on-chip chip selects signals are not suitable for the monitor's address map. The final system will usually not require an MC74HC138.

The 28-pin EPROM socket which will contain the final de-bugged code is used during development as the main interface to the monitor and its RAM. Only four or five other signals are required. These are the two or three most significant address lines, A15, A14 and, optionally, A13 and the clock (P02), which are required by the MC74HC138, the R/W line and a port line (PB2) for inputting or outputting code on an RS232 serial link. PB2 can be used in the application as it is only used by the monitor during serial transfers when the application is not running. Care should, however, be taken to avoid contention within the hardware connected to PB2. If only 8K bytes of external RAM are required, then A13 is not required and its pin, PD5, can be used by the application.

The hardware connected to the EPROM socket can also include a 28-pin socket to accommodate a 27(C)64 or 27(C)128 EPROM. This is addressed between \$4000 and \$7FFF and can be used to introduce software from an EPROM which has been programmed with code for de-bug. The monitor contains a routine which transfers the contents of this EPROM into RAM. Alternatively, code can be loaded serially via the RS232 interface.

The EBUG05 monitor EPROM (27C64) included in the external hardware is enabled from \$C000 to \$FFFF, although its actual start address is \$E000. Figure 3 shows the memory map of the development system.

The monitor display is a 6-digit 4-backplane LCD (e.g., Hamlin type 4200 or the 8-digit GE type LXD69D3F09KG), which is driven by an MC14500P display driver. The driver is controlled by a 2-line serial link from the microprocessor. A single-backplane display can be used as an alternative, as shown in Figure 2. Three MC144115 driver chips are used along with a transistor inverter to supply the additional latch enable signal required by these drivers. This circuit requires more connections to the LCD but allows the use of a more commonly available display.

The optional RS232 interface can be implemented using the single-supply MC145407 driver-receiver chip. If outputting of S-records is not required, then a simple transistor inverter with a pull-up resistor and a reverse polarity protection diode can be used. This interface is shown in Figure 4.

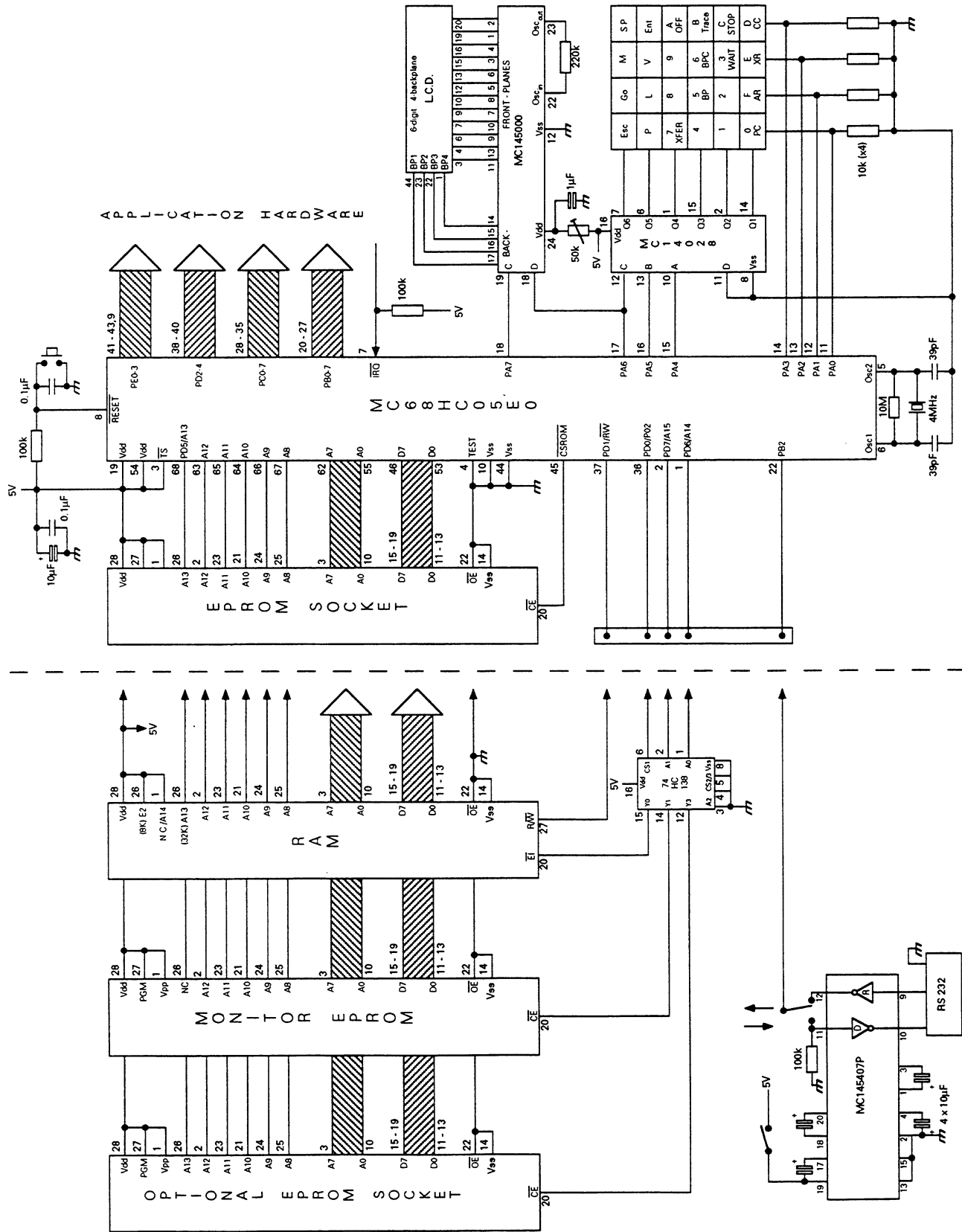


Figure 1. MC68HC05E0-based M6805 development system

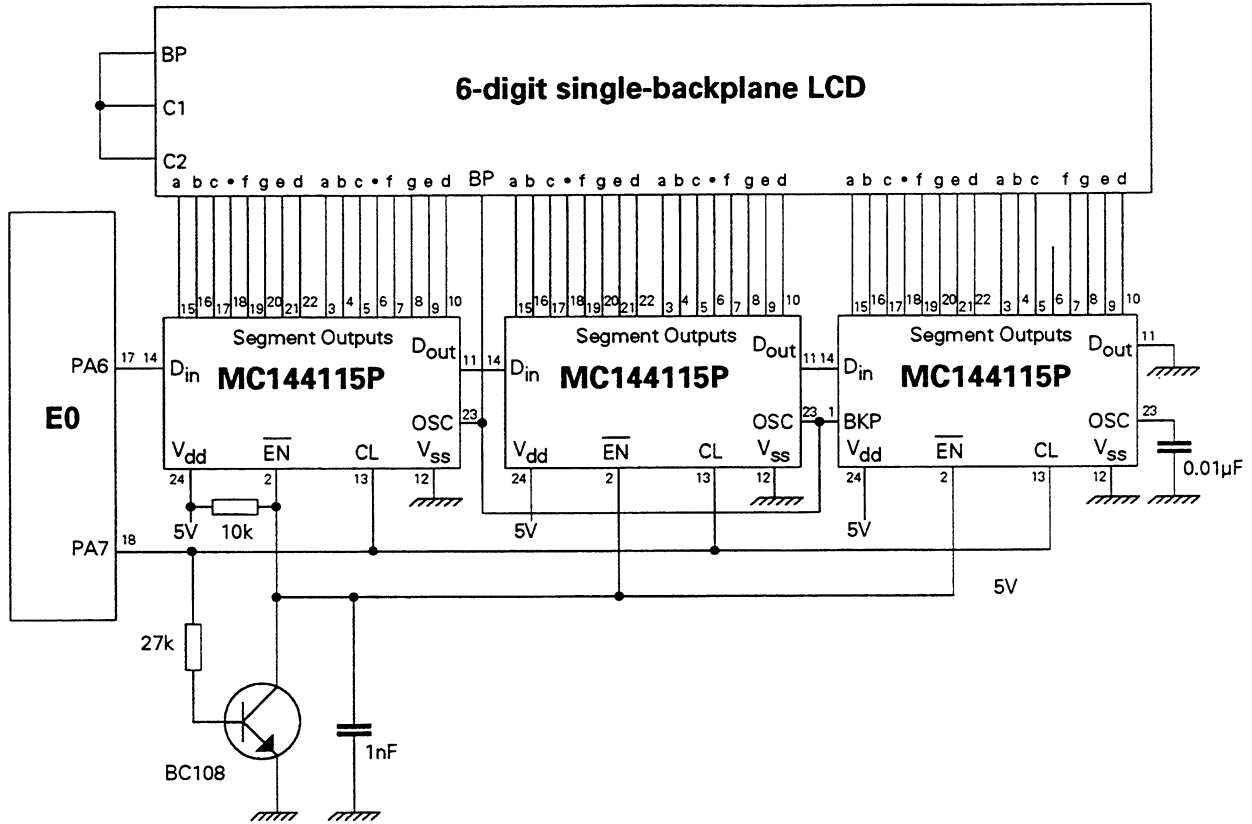


Figure 2. Alternative static LCD display

MC68HC05E0 I/O, timers	0000 001F
MC68HC05E0 RAM (16 bytes used by EBUG05)	0020 002F
MC68HC05E0 RAM (464 bytes including stack at 00FF), for use in application	0030 01FF
MC68HC05E0 RAM (32 bytes used by EBUG05)	0200 021F
External RAM, can be used for data and/or program	0220 3FFF
Optional EPROM socket	4000 7FFF
not used	8000 BFFF
EBUG05 monitor	C000 FFF5
MC68HC05E0 vectors	FFF6 FFFF

Figure 3. Memory Map

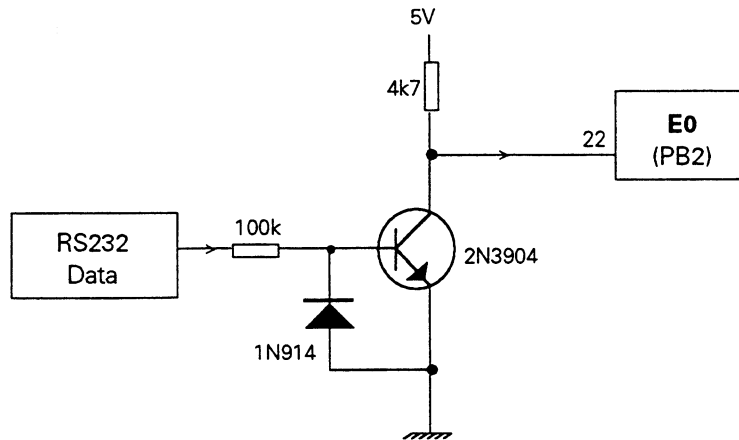


Figure 4. Simple input-only RS232 interface

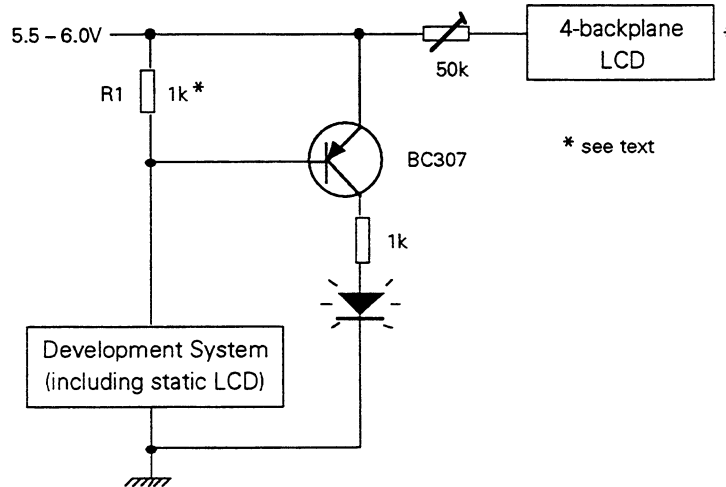


Figure 5. IDD Monitor Circuit

IDD INDICATOR

It is often useful with CMOS circuits to provide a simple IDD monitor which shows via an LED whether or not the IDD is above or below a specific value. In this application it shows whether or not the microprocessor is in the STOP mode. The required circuit is shown in Figure 5. The current threshold can be chosen by selecting the value of R1. A value of 1kohm sets the limit at about 500µA which means the LED should be off when the E0 is in STOP mode and on otherwise. The 500µA limit allows the LCD and perhaps a CMOS target application to be supplied without switching on the LED. When the microprocessor is not in STOP mode, its IDD is several milliamps and the LED should be lit. If a multiplexed LCD is used, it may be preferable not to supply it via this type of monitor circuit, as a significant change in contrast may occur as the microprocessor goes into its STOP mode (see Figure 5). The monitor drops about 600mV when the microprocessor is running, so the supply voltage should be chosen accordingly. While the microprocessor will operate down to 3V (at an appropriate frequency), the RAM and EPROM chips are specified at 5V ±0.5V. For battery operation 4 zinc-carbon or 5 Ni-Cad cells can be used.

EBUG05 KEY FUNCTIONS

The EBUG05 EPROM comprises a monitor, developed from the MC146805E2 CBUG05 program, specifically written to enter and debug 6805 code. The following functions are available using the 24-key keyboard:

Function	Key	Description of function
PC	0	Display program counter.
BP	5	Enable breakpoints. The first breakpoint is displayed if enabled or boff if it isn't. Enter new breakpoint address followed by ENTER to change, or just ENABLE to move to next one, three breakpoints are available. This number can be increased, the only cost being the additional RAM used (3 bytes per breakpoint).
BPC	6	Clear breakpoints. ENTER clears all breakpoints. Entering a number followed by ENTER clears that breakpoint only.
OFF	A	Calculate branch offset. The address of the branch instruction and that of the destination are requested. If a valid branch is calculated, it is written into memory and displayed. If not valid, then "or" for out of range is displayed. A branch of -128 through +127 relative to the start address of the next instruction is allowed.
TR	B	"Trace" one instruction. This is not a true trace as breakpoints are advanced sequentially through the code and do not follow branches or jumps (see below).
STOP	C	Put the E0 into STOP mode, clock stops.
WAIT	3	Put the E0 into WAIT mode.
CC	D	Display/change Condition Code register, new data is followed by ENTER. ESC returns to "□" prompt without changing contents.
XR	E	Display/change indeX Register, new data is followed by ENTER. ESC returns to "□" prompt without changing contents.
AR	F	Display/change Accumulator, new data is followed by ENTER. ESC returns to "□" prompt without changing contents.
P	P	Output S-records. When this key is pressed, "bA" for begin address is displayed; enter first address (and ENTER), then last address when "EA" is displayed. Another ENTER starts the RS232 S-record output.
L	L	Load S-records from the RS232 interface. Press L and "LOAD" is displayed. S-records sent to 2, PORTB, will be loaded until an S9 record is received. The prompt returns if the load was OK. If not, an error message is displayed (see next section).
V	V	Verify RAM against S-records. "UErIFy" is displayed, otherwise the same as LOAD including error checks.
ENTER	ENT	Enter keyed-in address or data (and move to next address in "M").
ESC	ESC	Escape from current function (except STOP, WAIT, V, L & P).

Function	Key	Description of function
GO	GO	Begin or continue program. When pressed current PC is displayed. To proceed from that location, press ENTER; to proceed from a different address, enter the address followed by ENTER.
M	M	Display/change a location in RAM. When pressed, last address is displayed. Press ENTER to display the contents of this address or enter a new address, followed by ENTER. New contents can be entered (followed by ENTER) if required. ENTER moves to next address; M moves to previous address.
SP	SP	Display stack pointer; cannot be modified.
XFER	7	Transfer code from an EPROM between \$4220 and \$7FFF into RAM (\$0220 to \$3FFF). When pressed, default start address (in RAM) is displayed. Press ENTER to start at this address (\$0400), or enter new start address followed by ENTER. End address (in RAM) is displayed. Press ENTER to transfer code up to this end address (\$1FFF), or enter new end address followed by ENTER. The lowest allowable start address is \$0220 and the highest end address is \$3FFF. During the transfer the code is read from the EPROM at the RAM addresses plus \$4000. The code in EPROM should have been assembled with the start address where it will reside during execution (e.g., \$0400).

USE OF THE MONITOR

The MC68HC05E0's vectors are within the address space of the EBUG05 EPROM. They operate via extended jumps in RAM. This gives the user access to the vectors if these jumps are written to, from within the user's program. The vectors' locations are shown in Table 1. The extended jump instruction (\$CC) is written to RAM by the monitor; all the user has to do is to overwrite the destination addresses at the locations indicated in the Table. This must be done at the start of the user code, before interrupts are enabled. Vectoring the jumps through a table at a fixed location in the user code obviates the need to change this initialisation when re-assembling changes the addresses of the interrupt service routines. Lines of code for this purpose are included as comments in reference 2.

Clearly the RESET vector cannot be altered in this way, so during debug user software should be started using the GO facility in EBUG05. Software interrupts (SWIs) are used by the monitor to facilitate breakpoint and should therefore not be used in the application software.

Software for de-bug should be assembled to reside in RAM, starting at address \$400 (or down to \$220 if more space is required, see above). It can be introduced into the system in an EPROM at \$4000 or loaded serially from a PC via the RS232 interface. The monitor includes a routine to move the code from EPROM to RAM, where it can be executed and debugged using EBUG05. This provides an alternative method of loading code for debug if a serial load is not appropriate. When debug is complete, the code should be re-assembled at \$E000 (or \$C000 if a 16K EPROM is used). When the code is in EPROM, the vectors should be included. The jumps required during debug are then no longer relevant.

CSROM will normally be suitable for selecting this EPROM, so that the MC74HC138 will not be required once the code has been finalised.

Table 1.

Vector	Address	JMP location in RAM
SPI/IIC	\$FFF4-5	\$0209 (add: \$20A/B)
Timer B	\$FFF6-7	\$0206 (add: \$207/8)
Timer A	\$FFF8-9	\$0203 (add: \$204/5)
IRQ	\$FFFA-B	\$0200 (add: \$201/2)
SWI	\$FFFC-D	used by monitor
RESET	\$FFFE-F	use "GO" function

BREAKPOINTS

Up to three breakpoint addresses can be entered; this number can be easily increased if required by changing the EQU on line 25 of EBUG05 source code. To allow the continuation of execution from a breakpoint, a breakpoint at the start address specified by a GO is ignored. This means that a single breakpoint in a loop will only be encountered once if, after it has occurred, execution is re-commenced with a GO from the current address. If it is required to stop at the breakpoint again, then one of the two procedures described here should be used. Two breakpoints can be entered at different places in the loop. They will be encountered alternately; clearly, two GOs are required for each execution of the loop. A second method is to insert only one breakpoint but to trace one instruction before continuing with a GO. This trace takes the program counter past the breakpoint address and so allows the breakpoint to be re-inserted when GO is executed. This will only work reliably if the breakpoint is not on a branch, jump, or any other instruction that could cause the program to proceed to an address other than the next sequential address (see below).

If a single breakpoint has been entered and encountered and execution re-started with a GO from the same address, then pressing RESET is the only method of returning to the monitor. Normally pressing RESET when the program is running with breakpoints valid is not recommended as the application code will be left corrupted with SWIs replacing the instructions at the breakpoint addresses. If, however, control has been lost because execution was recommenced from the address of a single breakpoint, then corruption will not occur as the breakpoint will not have been re-inserted.

Breakpoints are inserted when TRace or GO are executed but removed when a breakpoint is encountered. The trace facility inserts a breakpoint (SWI) at the address of the instruction sequentially after the current instruction and then executes the current instruction. If the current instruction jumps or branches somewhere else then the SWI will not be encountered. This is thus not a true program-following trace but in many cases is more useful as often subroutines do not need to be traced, variables being required to be checked only after each subroutine has been executed. If it is required to trace the program flow to the other address, then another breakpoint should be inserted at that address.

SERIAL LOAD

To load external Motorola S-records, the serial load key (L) should be pressed. The LCD will display "LOAD". S-records should then be supplied at 9600 baud (8-bit, no parity) on the RS232 interface. When an S9 termination record is received, the prompt returns. If an error is detected during a serial load, the load routine stops and displays the address at which the error occurred and the error type. The following error types are possible.

- 1: Checksum error, transmitted data or interface faulty.
- 2: RAM read-back error, RAM faulty or nonexistent.
- 3: ASCII character less than \$30 (0) received.
- 4: ASCII character between \$39 (9) and \$41 (A) received.
- 5: ASCII character more than \$46 (F) received.
- 7: Verify error when comparing S-records with RAM.

The verify function can be used to check that the RAM has not been corrupted. The VERIFY function is used exactly like LOAD except that RAM is compared with, rather than loaded by, the S-records.

The S-record format can be seen in the example below. The number following the S is the record type. The monitor only recognises S1 (8-bit data) and S9 (termination) records. The next byte (23 in most of the records) is the number (in hex) of bytes which follow. This is followed by a 2-byte address (e.g., E000 and FFF4), then the data. The last byte is a checksum byte. The sum of all bytes, including the byte count and the checksum byte, is \$XXFF. This can be easily checked on the S9 record (03+00+00+FC=FF).

```
S123E000CDE05F24FB5FB728D6E09FB128270BC1E0BF273A5C5C5C5C20EEA601B70E5CDC50
S123E020E09FA6E3B7123F00A6F0B705A658B701A6FBB7063F02A6FFB7073F03A61CB708FF
```

```
S123E5E0305A26F8AD3020EAA1102705A11126E29981AE04BF28B72D4444444497D6E4CD2C
S123E600BE28E720B62DA40F97D6E4CDBE28E721CDE1ECB62D81B72EBF2CB6305FADD5B61C
S10DE6202BAE02ADCFB62EBE2C8146
S10FFFF4E022E022E022E04EE022E022C5
S9030000FC
```

SERIAL INTERFACE

Figure 6 shows a suggested method of wiring up the RS232 sockets in a system with both loading and dumping capabilities. This arrangement facilitates use of the serial LOAD and DUMP routines of the monitor either via a PC COM port or between a host and terminal connected by an RS232 link. When using a PC, the "host" socket should be used. As only one pin on the MC68HC05E0 is used, switching is required to make the required connections. S2 can be eliminated (or left at "L") if only loading is required, as will often be the case. To save power in battery applications, the RS232 interface chip can be switched off using S1. Table 2 shows possible methods of use.

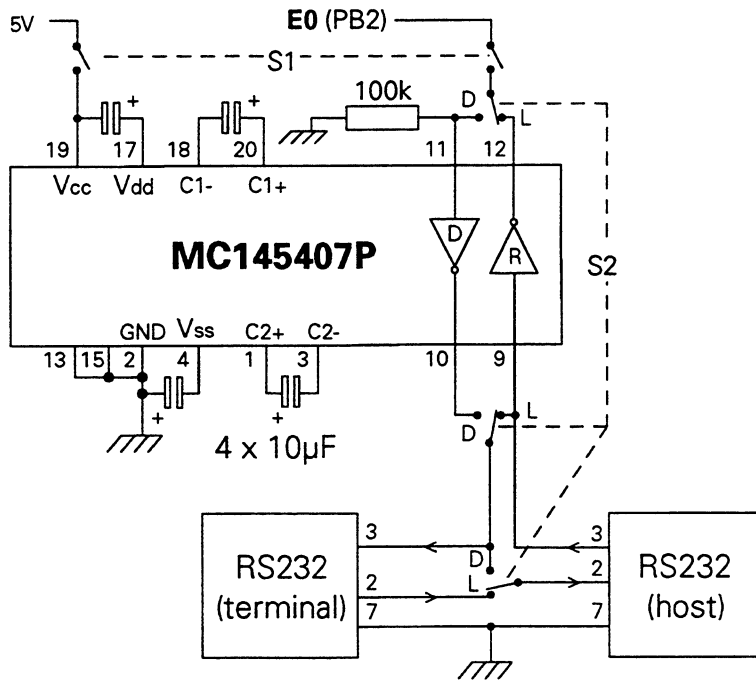


Figure 6. RS232 serial interface with Load/Dump switching

Table 2.

Set-up	Function	S1	S2	Comments
Host & terminal	Load	On	L	Terminal and host connected. Micro looks at data sent from host to terminal (pins 3).
	Dump	On	D	Connection between terminal and host broken, S-records sent to both host (2) and terminal (3).
PC "COM" port	Load	On	L	S-records loaded from pin 3.
	Dump	On	D	S-records sent to pin 2 on "host" socket (and pin 3 on "terminal" socket).

REFERENCES

- 1) AN441/D, An EPROM Emulator using the MC68HC05E0.
- 2) AN460/D, An RDS Decoder using the MC68HC05E0.

APPENDIX – EBUG05 E0 monitor listing

```

0001
0002
0003
0004
0005
0006
0007
0008
0009
0010
0011 0020
0012
0013 0000
0014 0001
0015 0002
0016 0003
0017 0004
0018 0005
0019 0006
0020 0007
0021 0008
0022 0009
0023 000c
0024 0012
0025 0003
0026
0027 0020
0028
0029
0030
0031
0032
0033 0021
0034 0022
0035 0023
0036 0024
0037 0025
0038 0026
0039 0027
0040 0029
0041 002a
0042 002b
0043 002c
0044 002d
0045 .002e
0046
0047 0200
0048
0049 0200
0050 0203
0051 0206
0052 0209
0053 020c
0054 0212
0055 0213
0056 0214
0057 0215
0058 0216
0059
0060
0061 e000
0062

```

```

*****
*
*          EBUG05 E0 monitor.
*
*          P. Topping          18th November '91
*
*****
          ORG          $0020
PORTA EQU 0          PORT A ADDRESS
PORTB EQU 1          " B "
PORTC EQU 2          " C "
PORTD EQU 3          " D "
PORTE EQU 4          " E "
PORTAD EQU 5        PORT A DATA DIRECTION REG.
PORTBD EQU 6          " B " " " " "
PORTCD EQU 7          " C " " " " "
PORTDD EQU 8          " D " " " " "
PORTED EQU 9          " E " " " " "
TCR EQU $0C          TIMER CONTROL REGISTER
PORTDSF EQU $12      PORT D ALTERNATIVE FUNCTION REG.
NBKPT EQU 3
STAT RMB 1          0: Not first SWI after RESET
*                  1: PROCEED (0: GO)
*                  4: No address entered (BLDRNG)
*                  5: Verifying (TLOAD)
*                  6: Register contents being changed
*                  7: Last SI record (PUNCH)
WORK2 RMB 1          RAM SUB-ROUTINE LDA/STA
ADDRH RMB 1          " " ADDRESS H
ADDRL RMB 1          " " ADDRESS L
WORK3 RMB 1          " " RTS
WORK5 RMB 1
WORK6 RMB 1
TEMP RMB 2          TEMP. ADDRESS
PNCNT RMB 1          No. BREAKPOINTS
CHKSUM RMB 1        CHECKSUM (SERIAL)
COUNT RMB 1        BIT COUNTER
TMP1 RMB 1          TEMP (SERIAL)
TMP2 RMB 1          " "
BCNT RMB 1          BYTE COUNT
          ORG          $0200
IRQ RMB 3          DE-BUG RAM VECTOR, IRQ
TIRQA RMB 3          " " " " TIMER A
TIRQB RMB 3          " " " " TIMER B
SIRQ RMB 3          " " " " SERIAL
DTABL RMB 6        DISPLAY TABLE
WORK1 RMB 1
WORK4 RMB 1
TMPTCR RMB 1        TEMP. TCR (XROM USED BY MONITOR)
PROP RMB 1          INSTRUCTION (PROCEED)
BKPTBL RMB 3*NKPT  B.P. TABLE
          ORG          $E000

```

Freescale Semiconductor, Inc.

```

0063
0064
0065
0066
0067
0068
0069 e000 a6 f0
0070 e002 b7 05
0071 e004 a6 ff
0072 e006 b7 12
0073
0074 e008 a6 cc
0075 e00a c7 02 00
0076 e00d c7 02 03
0077 e010 c7 02 06
0078 e013 c7 02 09
0079 e016 c6 e0 ac
0080 e019 c7 02 01
0081 e01c c6 e0 ad
0082 e01f c7 02 02
0083 e022 c6 e0 ae
0084 e025 c7 02 07
0085 e028 c6 e0 af
0086 e02b c7 02 08
0087 e02e c6 e0 b0
0088 e031 c7 02 04
0089 e034 c6 e0 b1
0090 e037 c7 02 05
0091 e03a c6 e0 b2
0092 e03d c7 02 0a
0093 e040 c6 e0 b3
0094 e043 c7 02 0b
0095
0096 e046 ae 20
0097 e048 7f
0098 e049 5c
0099 e04a a3 2e
0100 e04c 23 fa
0101
0102 e04e cd e6 1f
0103 e051 a6 ff
0104 e053 d7 02 16
0105 e056 5c
0106 e057 5c
0107 e058 5c
0108 e059 3a 29
0109 e05b 26 f6
0110 e05d 83
0111
0112

*****
*
*      Reset.
*
*****

RESET  LDA    #$F0          SETUP PORT
        STA    PORTAD      FOR KEYPAD
        LDA    #$FF          SETUP PORTD
        STA    PORTDSF     FOR ADDRESSES ETC.

        LDA    #$CC          VECTORS IN RAM
        STA    IRQ
        STA    TIRQA
        STA    TIRQB
        STA    SIRQ
        LDA    VECTOR
        STA    IRQ+1
        LDA    VECTOR+1
        STA    IRQ+2
        LDA    VECTOR+2
        STA    TIRQB+1
        LDA    VECTOR+3
        STA    TIRQB+2
        LDA    VECTOR+4
        STA    TIRQA+1
        LDA    VECTOR+5
        STA    TIRQA+2
        LDA    VECTOR+6
        STA    SIRQ+1
        LDA    VECTOR+7
        STA    SIRQ+2

0096   LDX    #STAT
0097   CLR    0,X          CLEAR
0098   INCX                   WORKING
0099   CPX    #BCNT        STORAGE
0100   BLS    INIT

0102   JSR    SCNBKP       CLEAR
0103   LDA    #$FF          ALL
0104   STA    BKPTBL,X    BREAKPOINTS
0105   INCX
0106   INCX
0107   INCX
0108   DEC    PNCNT
0109   BNE   REBCLR
0110   SWI


```

```

0113 *****
0114 *
0115 *          SWI.
0116 *
0117 *****
0118
0119 SWI   BRSET  0,STAT,SWCHK  FROM RESET?
0120      BSET   0,STAT        YES
0121      BRA   GETCMD
0122 SWCHK LDA    TCR          GET CURRENT TCR
0123      LDX   #0C           SET XROM SO THAT EXTERNAL RAM
0124      STX   TCR          CAN BE WRITTEN TO
0125      STA   TMPTR        SAVE CURRENT TCR
0126 STAY  JSR   KEYSCN
0127      JSR   SCNBKP        REMOVE
0128 SWIREP LDA   EKPTBL,X    BREAKPOINTS
0129      BMI   SWINOB
0130      STA   ADDRH
0131      LDA   EKPTBL+1,X
0132      STA   ADDR
0133      LDA   EKPTBL+2,X
0134      JSR   STORE
0135 SWINOB INCX          GET NEXT B.P.
0136      INCX
0137      INCX
0138      DEC   PNCNT
0139      BNE   SWIREP
0140      JSR   LOCSTK        FIND STACK
0141      LDA   8,X
0142      SUB   #1          ADJUST PC
0143      STA   8,X          (MINUS 1)
0144      STA   ADDR
0145      LDA   7,X
0146      SBC   #0
0147      STA   7,X
0148      STA   ADDR
0149
0150      BRCLR 1,STAT,NOPRO  PROCEED ?
0151      LDA   PROP
0152      JSR   STORE
0153
0154 NOPRO  JMP    PCOUNT      PRINT P.C.
0155 *****
0156 *
0157 *          Default interrupt vectors.
0158 *
0159 *
0160 *****
0161
0162 VECTOR FDB   IRQV        IRQ
0163        FDB   TIRQBV     TIMER B
0164        FDB   TIRQAV     TIMER A
0165        FDB   SIRQV      SERIAL
0166
0167

```

```

0168
0169
0170
0171
0172
0173
0174 e0b4 cd e6 42
0175 e0b7 a6 e4
0176 e0b9 c7 02 0c
0177 e0bc cd e6 4c
0178 e0bf cd e6 74
0179 e0c2 24 fb
0180 e0c4 5f
0181 e0c5 c7 02 12
0182 e0c8 d6 e0 df
0183 e0cb c1 02 12
0184 e0ce 27 0b
0185 e0d0 c1 e1 1f
0186 e0d3 27 df
0187 e0d5 5c
0188 e0d6 5c
0189 e0d7 5c
0190 e0d8 5c
0191 e0d9 20 ed
0192 e0db 5c
0193 e0dc dc e0 df
0194
0195 e0df 11
0196 e0e0 cc e1 35
0197 e0e3 12
0198 e0e4 cc e1 4f
0199 e0e7 14
0200 e0e8 cc e1 6d
0201 e0eb 18
0202 e0ec cc e1 8d
0203 e0ef 28
0204 e0f0 cc e8 9d
0205 e0f3 24
0206 e0f4 cc e8 a3
0207 e0f7 32
0208 e0f8 cc e2 cf
0209 e0fb 34
0210 e0fc cc e3 46
0211 e0ff 38
0212 e100 cc e3 a7
0213 e103 41
0214 e104 cc e8 16
0215 e107 48
0216 e108 cc e2 19
0217 e10b 51
0218 e10c cc e4 c5
0219 e10f 52
0220 e110 cc e3 f1
0221 e113 54
0222 e114 cc e3 eb
0223 e117 62
0224 e118 cc e5 aa
0225 e11b 64
0226 e11c cc e6 e3
0227 e11f 68
0228 e120 cc e6 25
0229
0230
0231
0232
0233
0234
0235
0236
0237 e123 ad 01
0238 00e1
0239 0025
0240 e125 81
0241 e126 ae 7f
0242 e128 a6 e1
0243 e12a 5a
0244 e12b f1
0245 e12c 26 fc
0246 e12e a6 25
0247 e130 e1 01
0248 e132 26 f4
0249 e134 81
0250

*****
*
*      Print logo & scan for keypress.
*
*****

GETCMD JSR   CLRTAB
        LDA   #SE4          PRINT
        STA   DTABL
DSCN    JSR   DISTAB        PROMPT
CMDSCN  JSR   KEYSN        CHECK KEYPAD
        BCC   CMDSCN
        CLRX
        STA   WORK1
RJUMP   LDA   PTABL,X      THIS COMMAND?
        CMP   WORK1
        BEQ   PJUMP        YES
        CMP   LAST
        BEQ   GETCMD
        INCX
        INCX   GO TO
        INCX   NEXT
        INCX   POSSIBLE
        BRA   RJUMP        TRY AGAIN
PJUMP   INCX   GO TO
        JMP   PTABL,X      COMMAND

PTABL   FCB   $11
        JMP   PCOUNT    0 PROGRAM COUNTER
        FCB   $12
        JMP   AREG        F ACCUMULATOR
        FCB   $14
        JMP   XREG        S INDEX REGISTER
        FCB   $18
        JMP   CCODE       D CONDITION CODE
        FCB   $28
        JMP   PWRDWN      C STOP
        FCB   $24
        JMP   WDWN        3 WAIT
        FCB   $32
        JMP   BPDIS       8 DISPLAY/SET BP
        FCB   $34
        JMP   BPCLR       9 CLEAR BP
        FCB   $38
        JMP   PROC        B PROCEED TO NEXT INSTRUCTION
        FCB   $41
        JMP   XFER        7 TRANSFER FROM EPROM TO RAM (OFFSET: $3C00)
        FCB   $48
        JMP   OFFSET      A OFFSET CALCULATION
        FCB   $51
        JMP   PUNCH       P OUTPUT S-RECORDS
        FCB   $52
        JMP   TLOAD       L LOAD S-RECORDS
        FCB   $54
        JMP   VERIFY      V VERIFY S-RECORDS
        FCB   $62
        JMP   NEWGO       G NEW GO (SKIP CURRENT BP)
        FCB   $64
        JMP   MEMEX       M MEMORY INSPECT/MODIFY
LAST    FCB   $68
        JMP   STACK       S STACK

*****
*
*      Search for stack pointer, X <- SP-3
*
*****

LOCSTK BSR   LOCST2
STKHI  EQU   -$8000+*/256+$80
STKLOW EQU   -256*STKHI+*
        RTS
LOCST2 LDX   #$7F
LOCLOP LDA   #STKHI
LOCDDN DECX
        CMP   0,X
        BNE  LOCDWN
        LDA  #STKLOW
        CMP  1,X
        BNE  LOCLOP
        RTS

```

```

0251 *****
0252 *
0253 *      Display program counter.
0254 *
0255 *****
0256
0257 PCOUNT LDA    #$73          PRINT
0258      STA    DTABL+4        `PC`
0259      LDA    #$D1
0260      STA    DTABL+5
0261      BSR    LOCSTK         FIND USER PC
0262      LDA    7,X            HIGH BYTE
0263      STA    ADDRH
0264      LDA    8,X            LOW BYTE
0265      STA    ADDRDL        PRINT IT
0266      JSR    PRTADR
0267      JMP    CMDSCN
0268
0269 *****
0270 *
0271 *      Accumulator examine/change.
0272 *
0273 *****
0274
0275 AREG   LDA    #$77          PRINT `ACCA`
0276      STA    DTABL
0277      STA    DTABL+3
0278      LDA    #$D1
0279      STA    DTABL+1
0280      STA    DTABL+2
0281      BSR    LOCSTK         FIND ACCUM. VALUE
0282      TXA
0283      ADD    #5
0284      CLR    ADDRH          SETUP FOR
0285      STA    ADDRDL        EXAMINE/CHANGE
0286      BSET   6,STAT
0287      JMP    MEMEX3        USING MEMORY ROUTINE
0288
0289 *****
0290 *
0291 *      Index reg. examine/change.
0292 *
0293 *****
0294
0295 XREG   JSR    CLRRTAB
0296      LDA    #6             PRINT `Idr`
0297      STA    DTABL+1
0298      LDA    #$E6
0299      STA    DTABL+2
0300      LDA    #$60
0301      STA    DTABL+3
0302      BSR    LOCSTK         FIND INDEX
0303      TXA                   REGISTER VALUE
0304      ADD    #6
0305      CLR    ADDRH          SETUP FOR
0306      STA    ADDRDL        EXAMINE/CHANGE
0307      BSET   6,STAT
0308      JMP    MEMEX3        USING MEMORY ROUTINE
0309
0310 *****
0311 *
0312 *      CC reg. examine/change.
0313 *
0314 *****
0315
0316 CCODE  JSR    CLRRTAB
0317      LDA    #$D1
0318      STA    DTABL
0319      LDA    #$D7
0320      STA    DTABL+1
0321      LDA    #$E6
0322      STA    DTABL+2
0323      LDA    #$F1
0324      STA    DTABL+3
0325      JSR    LOCSTK         FIND CONDITION
0326      TXA                   CODES
0327      ADD    #4
0328      CLR    ADDRH          SETUP FOR
0329      STA    ADDRDL        EXAMINE/CHANGE
0330      BSET   6,STAT
0331      JMP    MEMEX3        USING MEMORY ROUTINE
0332
0333
0334

```

```

0335 *****
0336 *
0337 *      Build a beginning and ending      *
0338 *      address range.                   *
0339 *      TEMP,TEMP+1 - ADDRH,ADDRL.      *
0340 *
0341 *****
0342
0343 e1b3 19 20      BLDRNG  BCLR      4,STAT
0344 e1b5 cd e6 42   JSR      CLRRTAB      PRINT
0345 e1b8 a6 f4      LDA      #$F4          `BA`
0346 e1ba c7 02 10   STA      DTABL+4
0347 e1bd a6 77      LDA      #$77
0348 e1bf c7 02 11   STA      DTABL+5
0349 e1c2 cd e6 4c   JSR      DISTAB
0350 e1c5 cd e7 a0   JSR      BLDADR          GET SOURCE ADDR.
0351 e1c8 24 25      BCC      BLDRN1        VALID?
0352 e1ca b6 22      LDA      ADDRH         YES
0353 e1cc b7 27      STA      TEMP          NO SAVE IT
0354 e1ce b6 23      LDA      ADDRRL
0355 e1d0 b7 28      STA      TEMP+1
0356 e1d2 cd e7 46   JSR      LOAD           FETCH OPCODE OF INSTR.
0357 e1d5 b7 26      STA      WORK6         SAVE IT
0358 e1d7 cd e6 42   JSR      CLRRTAB
0359 e1da a6 f1      LDA      #$F1          PRINT `EA`
0360 e1dc c7 02 10   STA      DTABL+4
0361 e1df a6 77      LDA      #$77
0362 e1e1 c7 02 11   STA      DTABL+5
0363 e1e4 cd e6 4c   JSR      DISTAB
0364 e1e7 cd e7 a0   JSR      BLDADR          GET DESTINATION ADDR
0365 e1ea 24 03      BCC      BLDRN1        VALID?
0366 e1ec b6 22      LDA      ADDRH         YES
0367 e1ee 81         RTS
0368 e1ef 18 20      BLDRN1  BSET      4,STAT      INVALID
0369 e1f1 81         RTS
0370
0371 *****
0372 *
0373 *      Display message.                 *
0374 *
0375 *****
0376
0377 e1f2 bf 26      DISP   STX      WORK6
0378 e1f4 3f 2b      CLR      COUNT
0379 e1f6 be 26      DISLP  LDX      WORK6
0380 e1f8 d6 e2 0d   LDA      DLOAD,X
0381 e1fb be 2b      LDX      COUNT
0382 e1fd d7 02 0c   STA      DTABL,X
0383 e200 3c 26      INC      WORK6
0384 e202 3c 2b      INC      COUNT
0385 e204 b6 2b      LDA      COUNT
0386 e206 a1 06      CMP      #6
0387 e208 25 ec     BLO     DISLP
0388 e20a cc e6 4c   JMP     DISTAB
0389
0390 e20d 00 00 d0 d7 77 e6 DLOAD  FCB      0,0,$D0,$D7,$77,$E6
0391 e213 d6 f1 60 06 71 b6 VERF   FCB      $D6,$F1,$60,$06,$71,$B6
0392
0393

```

```

0394
0395
0396
0397
0398
0399
0400 e219 ad 98
0401 e21b 08 20 3e
0402 e21e b6 23
0403
0404 e220 a0 02
0405 e222 b7 23
0406 e224 b6 22
0407 e226 a2 00
0408 e228 b7 22
0409 e22a b6 23
0410 e22c b0 28
0411
0412 e22e b7 23
0413 e230 b6 22
0414 e232 b2 27
0415 e234 b7 22
0416 e236 b6 26
0417 e238 a1 1f
0418 e23a 23 50
0419 e23c b6 22
0420 e23e a1 ff
0421 e240 27 0b
0422 e242 4d
0423 e243 26 7a
0424
0425 e245 b6 23
0426 e247 a1 7f
0427 e249 22 74
0428 e24b 20 0a
0429
0430 e24d b6 23
0431 e24f a1 ff
0432 e251 27 6c
0433
0434 e253 a1 80
0435 e255 25 68
0436
0437 e257 ad 06
0438 e259 cc e0 bf
0439 e25c cc e0 b4
0440
0441 e25f cd e6 42
0442 e262 a6 d6
0443 e264 c7 02 0c
0444 e267 a6 b5
0445
0446

*****
*
*          Calculate branch offset.
*
*
*****

OFFSET  BSR      BLDRNG
0401  BRSET    4,STAT,ORET
0402  LDA      ADDRDL      NO FIND APPARENT
0404  SUB      #2
0405  STA      ADDRDL
0406  LDA      ADDRHL
0407  SBC      #0
0408  STA      ADDRHL
0409  LDA      ADDRDL
0410  SUB      TEMP+1      OFFSET
0412  STA      ADDRDL
0413  LDA      ADDRHL
0414  SBC      TEMP
0415  STA      ADDRHL
0416  LDA      WORK6      CHECK OP CODE
0417  CMP      #$1F      FOR BIT BRANCH
0418  BLS      OFFST1
0419  LDA      ADDRHL
0420  CMP      #$FF      + OR - OFFSET?
0421  BEQ      OFFST2
0422  TSTA
0423  BNE      OVRERR      CHECK OFFSET
                                FOR +/- 0
0425  LDA      ADDRDL
0426  CMP      #$7F
0427  BHI      OVRERR
0428  BRA      OK1
0430  OFFST2  LDA      ADDRDL
0431  CMP      #$FF
0432  BEQ      OVRERR
0434  CMP      #$80
0435  BLO      OVRERR
0437  OK1     BSR      USE      PRINT IT IF VALID
0438  JMP      CMDSCN
0439  ORET   JMP      GETCMD
0441  USE     JSR      CLR TAB
0442  LDA      #$D6      PRINT `USED`
0443  STA      DTABL
0444  LDA      #$B5

```

```

0447 *****
0448 *
0449 *      Branch offset (continued).
0450 *
0451 *****
0452
0453 e269 c7 02 0d      STA      DTABL+1
0454 e26c a6 f1        LDA      #$F1
0455 e26e c7 02 0e      STA      DTABL+2
0456 e271 a6 e6        LDA      #$E6
0457 e273 c7 02 0f      STA      DTABL+3
0458 e276 b6 23        LDA      ADDR1      PRINT OFFSET
0459 e278 cd e7 d6      JSR      PRTDAT
0460 e27b 97            TAX
0461 e27c b6 28        LDA      TEMP+1
0462 e27e ab 01        ADD      #1
0463 e280 b7 23        STA      ADDR1
0464 e282 b6 27        LDA      TEMP
0465 e284 a9 00        ADC      #0          PUT INTO
0466 e286 b7 22        STA      ADDR1      INSTRUCTION
0467 e288 9f          TXA
0468 e289 cc e7 57      JMP      STORE
0469
0470 e28c b6 23      OFFST1 LDA      ADDR1      ADJUST FOR
0471 e28e a0 01      SUB      #1          BIT BRANCH
0472 e290 b7 23      STA      ADDR1
0473 e292 b6 22      LDA      ADDR1
0474 e294 a2 00      SBC      #0
0475 e296 b7 22      STA      ADDR1
0476 e298 a1 ff      CMP      #$FF      NEG OFFSET?
0477 e29a 27 0b      BEQ      OFFST3     YES
0478 e29c 4d          TSTA          CHECK FOR
0479 e29d 26 20      BNE      OVRERR     +/- 0 AND -1
0480 e29f b6 23      LDA      ADDR1
0481 e2a1 a1 7f      CMP      #$7F
0482 e2a3 22 1a      BHI      OVRERR
0483 e2a5 20 0e      BRA      OK2
0484
0485 e2a7 b6 23      OFFST3 LDA      ADDR1
0486 e2a9 a1 ff      CMP      #$FF
0487 e2ab 27 12      BEQ      OVRERR
0488 e2ad a1 fe      CMP      #$FE
0489 e2af 27 0e      BEQ      OVRERR     BHI ?
0490 e2b1 a1 80      CMP      #$80
0491 e2b3 25 0a      BLO      OVRERR
0492
0493 e2b5 3c 28      OK2     INC      TEMP+1
0494 e2b7 26 02      BNE      OFFITS
0495 e2b9 3c 27      INC      TEMP
0496 e2bb ad a2      OFFITS BSR      USE          PRINT IF VALID
0497 e2bd 20 0d      BRA      CMDJMP
0498
0499 e2bf a6 d7      OVRERR LDA      #$D7      PRINT OR
0500 e2c1 c7 02 10      STA      DTABL+4
0501 e2c4 a6 60      LDA      #$60
0502 e2c6 c7 02 11      STA      DTABL+5
0503 e2c9 cd e8 02      JSR      PRTADR
0504 e2cc cc e0 bf      CMDJMP JMP      CMDSCN
0505
0506

```

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```

0507
0508
0509
0510
0511
0512
0513 e2cf 3f 26
0514 e2d1 3a 26
0515 e2d3 cd e6 1f
0516 e2d6 bf 21
0517 e2d8 4f
0518 e2d9 c7 02 10
0519 e2dc d6 02 16
0520 e2df 2a 14
0521 e2e1 a6 f4
0522 e2e3 c7 02 0c
0523 e2e6 a6 d7
0524 e2e8 c7 02 0d
0525 e2eb a6 71
0526 e2ed c7 02 0e
0527 e2f0 c7 02 0f
0528 e2f3 20 0a
0529 e2f5 b7 22
0530 e2f7 d6 02 17
0531 e2fa b7 23
0532 e2fc cd e8 02
0533 e2ff 3c 26
0534 e301 be 26
0535 e303 d6 e7 6e
0536 e306 c7 02 11
0537 e309 cd e6 4c
0538 e30c cd e7 a0
0539 e30f be 21
0540 e311 25 08
0541 e313 a1 10
0542 e315 27 19
0543 e317 a1 11
0544 e319 27 0a
0545 e31b b6 22
0546 e31d d7 02 16
0547 e320 b6 23
0548 e322 d7 02 17
0549 e325 5c
0550 e326 5c
0551 e327 5c
0552 e328 bf 21
0553 e32a 3a 29
0554 e32c 26 aa
0555 e32e 20 9f
0556 e330 cc e0 b4
0557
0558 e333 cd e6 42
0559 e336 a6 f1
0560 e338 c7 02 0d
0561 e33b a6 60
0562 e33d c7 02 0e
0563 e340 c7 02 0f
0564 e343 cc e0 bc
0565
0566

*****
*
*   Display/set breakpoints.
*
*****
BPDIS CLR WORK6
      DEC WORK6
      JSR SCNEKP FIND B.P. TABLE
      STX WORK2
BPDIS1 CLRA
      STA DTABL+4
      LDA BKPTBL,X GET B.P.
      BPL BPDIS2 VALID?
      LDA #$F4 NO
      STA DTABL PRINT `BOFF`
      LDA #$D7
      STA DTABL+1
      LDA #$71
      STA DTABL+2
      STA DTABL+3
      BRA BPDIS4
BPDIS2 STA ADDRH PRINT B.P.
      LDA BKPTBL+1,X
      STA ADDRL
      JSR PRADR
BPDIS4 INC WORK6 PRINT B.P. #
      LDX WORK6
      LDA CTABL,X
      STA DTABL+5
      JSR DISTAB
      JSR BLDADR NEW B.P.
      LDX WORK2
      BCS BPDIS7 YES
      CMP #$10 NO,ESC?
      BEQ BPRET GET OUT
      CMP #$11 ENTER?
      BEQ BPDIS5 GET NEXT B.P.
BPDIS7 LDA ADDRH
      STA BKPTBL,X STORE NEW B.P.
      ADDRL
      STA BKPTBL+1,X
BPDIS5 INCX GET NEXT B.P.
      INCX
      INCX
      STX WORK2
      DEC PNCNT
      BNE BPDIS1 DONE?
      BRA BPDIS YES START OVER
BPRET JMP GETCMD
ERROR JSR CLR TAB
      LDA #$F1
      STA DTABL+1
      LDA #$60
      STA DTABL+2
      STA DTABL+3
      JMP DSCN

```

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```

0567
0568
0569
0570
0571
0572
0573 e346 cd e6 42
0574 e349 a6 f4
0575 e34b c7 02 0c
0576 e34e a6 d1
0577 e350 c7 02 0d
0578 e353 a6 d0
0579 e355 c7 02 0e
0580 e358 a6 60
0581 e35a c7 02 0f
0582 e35d cd e6 4c
0583 e360 cd e6 1f
0584 e363 bf 21
0585 e365 cd e7 90
0586 e368 25 14
0587 e36a a1 11
0588 e36c 26 36
0589 e36e a6 ff
0590 e370 be 21
0591 e372 d7 02 16
0592 e375 5c
0593 e376 5c
0594 e377 5c
0595 e378 3a 29
0596 e37a 26 f6
0597 e37c 20 26
0598 e37e a1 03
0599 e380 24 b1
0600 e382 97
0601 e383 d6 e7 6e
0602 e386 c7 02 11
0603 e389 4f
0604 e38a a0 03
0605 e38c ab 03
0606 e38e 5a
0607 e38f 2a fb
0608 e391 b7 26
0609 e393 cd e6 4c
0610 e396 cd e6 bb
0611 e399 a1 11
0612 e39b 26 07
0613 e39d be 26
0614 e39f a6 ff
0615 e3a1 d7 02 16
0616 e3a4 cc e0 b4
0617
0618

*****
*
*      Breakpoint clear.
*
*****

BPCLR  JSR    CLRTAB      PRINT `BCLR`
        LDA    #$F4
        STA    DTABL
        LDA    #$D1
        STA    DTABL+1
        LDA    #$D0
        STA    DTABL+2
        LDA    #$60
        STA    DTABL+3
        JSR    DISTAB
        JSR    SCNBKP      FIND B.P. TABLE
        STX    WORK2
        JSR    GETNYB
        BCS    BPCLR1      ENTER?
        CMP    #$11
        BNE    BPCRET      NO
        LDA    #$FF        YES,CLEAR ALL
        LDX    WORK2
BPCLR2  STA    BKPTBL,X
        INCX
        INCX
        INCX
        DEC    PNCNT
        BNE    BPCLR2
        BRA    BPCRET
BPCLR1  CMP    #3          VALID B.P. #?
        BHS    ERROR      NO
        TAX              YES
        LDA    CTABL,X    PRINT B.P. #
        STA    DTABL+5
        CLRA              FIND IT
        SUB    #3
BPCLR3  ADD    #3
        DECX
        BPL    BPCLR3
        STA    WORK6
        JSR    DISTAB      PRINT B.P.
        JSR    CHRIN
        CMP    #$11        CLEAR IT?
        BNE    BPCRET      NO
        LDX    WORK6      YES
        LDA    #$FF
        STA    BKPTBL,X
BPCRET  JMP    GETCMD

```

```

0619
0620
0621
0622
0623
0624
0625 e3a7 12 20      PROC   BSET   1,STAT      SET PROCEED FLAG
0626 e3a9 cd e1 23   JSR    LOCSTK  FIND S.P.
0627 e3ac e6 07      LDA    7,X
0628 e3ae b7 22      STA   ADDRH
0629 e3b0 b7 27      STA   TEMP
0630 e3b2 e6 08      LDA    8,X
0631 e3b4 b7 23      STA   ADDRLL
0632 e3b6 b7 28      STA   TEMP+1
0633 e3b8 cd e7 46   JSR    LOAD      GET OPCODE
0634 e3bb 44         LSRA
0635 e3bc 44         LSRA
0636 e3bd 44         LSRA
0637 e3be 44         LSRA
0638 e3bf 97         TAX
0639 e3c0 d6 e3 db   LDA    MAT,X     X <- MSB
0640 e3c3 bb 23      ADD   ADDRLL    NUMBER OF BYTES THIS INSTRUCTION
0641 e3c5 b7 23      STA   ADDRLL    CALCULATE NEXT ADDRESS AND MOVE
0642 e3c7 b6 22      LDA   ADDRHH    CURRENT BREAKPOINT TO IT
0643 e3c9 a9 00      ADC   #0
0644 e3cb b7 22      STA   ADDRHH
0645
0646 e3cd cd e7 46   JSR    LOAD
0647 e3d0 c7 02 15   STA   PROP
0648 e3d3 a6 83      LDA   #83
0649 e3d5 cd e7 57   JSR    STORE
0650
0651 e3d8 cc e5 d3    JMP   NCONT
0652
0653 e3db 03 02 02 02 01 01 MAT FCB 3,2,2,2,1,1,2,1,1,1,2,2,3,3,2,1
      02 01 01 01 02 02
      03 03 02 01
0654
0655

```

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```

0656
0657
0658
0659
0660
0661
0662 e3eb 1a 20
0663 e3ed ae 06
0664 e3ef 20 03
0665 e3f1 1b 20
0666 e3f3 5f
0667 e3f4 a6 81
0668 e3f6 b7 24
0669 e3f8 cd e1 f2
0670
0671 e3fb ad 5c
0672 e3fd a1 53
0673 e3ff 26 fa
0674 e401 ad 56
0675 e403 a1 39
0676 e405 27 6c
0677 e407 a1 31
0678 e409 26 f0
0679
0680 e40b 3f 2a
0681 e40d 3f 2d
0682 e40f cd e4 8a
0683 e412 b7 2e
0684
0685 e414 cd e4 8a
0686 e417 b7 22
0687 e419 cd e4 8a
0688 e41c b7 23
0689
0690 e41e cd e4 8a
0691 e421 27 1e
0692 e423 0b 20 0b
0693 e426 b7 26
0694 e428 cd e5 4b
0695 e42b b1 26
0696 e42d 26 57
0697 e42f 20 08
0698 e431 cd e5 4b
0699 e434 c1 02 13
0700 e437 26 3d
0701 e439 3c 23
0702 e43b 26 02
0703 e43d 3c 22
0704 e43f 20 dd
0705
0706
0707
0708
0709
0710
0711
0712
0713 e441 bb 2a
0714 e443 b7 2a
0715 e445 a1 ff
0716 e447 27 b2
0717
0718 e449 ae 01
0719 e44b 9f
0720 e44c cd e7 d6
0721 e44f 4f
0722 e450 c7 02 10
0723 e453 cd e8 02
0724 e456 cc e0 bf
0725
*****
*
*   RS232 (9600) S-Record receiver (E0 at 4MHz).
*
*****
VERIFY  BSET  5,STAT      SERIAL VERIFY
         LDX   #6
         BRA  L4
TLOAD   BCLR  5,STAT      SERIAL LOAD
         CLRX
L4       LDA   #$81
         STA  WORK3
         JSR  DISP
INPUT   BSR   INCHD      7 BIT ASCII INTO A
         CMP  #'S'      S ?
         BNE  INPUT     NO, TRY AGAIN
         BSR  INCHD     YES, GET NEXT CHARACTER
         CMP  #'9'      9 ?
         BEQ  NINE      YES, FINISH
         CMP  #'1'      NO, 1 ?
         BNE  INPUT     NO, TRY AGAIN
LNNGTH  CLR   CHKSUM     YES, CLEAR CHECKSUM
         CLR  TMP2      AND TEMP. STORE
         JSR  BYTEI     AND GET BYTE COUNT
         STA  BCNT      AND SAVE IT
ADDR    JSR   BYTEI      ADDRESS HIGH
         STA  ADDRH
         JSR  BYTEI      ADDRESS LOW
         STA  ADDRl
DLOP    JSR   BYTEI      75 GET A BYTE
         BEQ  CHCK      3 78 LAST BYTE ?
         BRCLR 5,STAT,L5 5 83 NO, VERIFYING ?
         STA  WORK6     4 87 YES
         JSR  RAMACC    30 117 READ RAM
         CMP  WORK6     3 120 SAME ?
         BNE  ERR7      3 123
         BRA  L6        3 126
L5       JSR   RAMACC    56 139 NO, WRITE TO RAM
         CMP  WORK4     3 142
         BNE  ERR2      3 145 READ-BACK OK ?
L6       INC  ADDRl     5 150 5 131 INCREMENT LS ADDRESS
         BNE  NOOVR     3 153 3 134 OVERFLOW ?
         INC  ADDRH     5 158 5 139 YES, INC. HIGH BYTE
NOOVR   BRA   DLOP      3 161 3 142
*****
*
*   Checksum byte & error routine.
*
*****
CHCK    ADD   CHKSUM
         STA  CHKSUM    DEBUG
         CMP  #$FF      IS CHECKSUM BYTE OK ?
         BEQ  INPUT     YES, AND AGAIN
ERR     LDX   #1
         TXA
         JSR  PRDAT
         CLRA
         STA  DTABL+4
         JSR  PRTADR
         JMP  CMDSCN

```

```

0726
0727
0728
0729
0730
0731
0732
0733 e459 ad 60
0734 e45b 05 01 fd
0735 e45e 04 01 fd
0736 e461 ae 07
0737 e463 bf 2b
0738 e465 ad 58
0739
0740 e467 ad 52
0741 e469 05 01 00
0742 e46c 46
0743 e46d 3a 2b
0744 e46f 26 f6
0745
0746 e471 44
0747 e472 81
0748
0749 e473 cc e0 b4
0750
0751 e476 ae 02
0752 e478 20 d1
0753 e47a ae 03
0754 e47c 20 cd
0755 e47e ae 04
0756 e480 20 c9
0757 e482 ae 05
0758 e484 20 c5
0759 e486 ae 07
0760 e488 20 c1
0761
0762

*****
*
*      Input routine, MC68HC05E0 : 0.5 uS.
*      Cycles per bit at 9600 baud : 208.
*
*****
INCHD  BSR      DEL191      191      GET OUT OF BIT 7
INCH   BRCLR   2,PORTB,*    5       IS LINE HIGH ?
        BRSET   2,PORTB,*    5       YES, WAIT FOR START
        LDX     #7           2   6     7 DATA BITS TO READ
        STX     COUNT       4   10    WAIT TILL MIDDLE OF 1st BIT
        BSR     DEL110      110  120   +/-3
INBT   BSR      DEL191      191      +120-208=103
        BRCLR   2,PORTB,ZER  5   196  CYC 2 (105) READ
ZER    RORA     COUNT       3   199  SAVE BIT
        DEC     COUNT       5   204
        BNE     INBT        3   207
        LSRA           3   16   MSB A ZERO
        RTS           6   22
NINE   JMP      GETCMD
ERR2   LDX     #2           RAM READBACK
        BRA     ERR
ERR3   LDX     #3           LESS THAN ASCII 0
        BRA     ERR
ERR4   LDX     #4           BETWEEN ASCII 9 & A
        BRA     ERR
ERR5   LDX     #5           MORE THAN ASCII F
        BRA     ERR
ERR7   LDX     #7           VERIFY ERROR
        BRA     ERR

```

Freescale Semiconductor, Inc.

```

0763
0764
0765
0766
0767
0768
0769 e48a ad cd
0770 e48c ad 17
0771 e48e 48
0772 e48f 48
0773 e490 48
0774 e491 48
0775 e492 b7 2c
0776 e494 b6 2d
0777 e496 bb 2a
0778 e498 b7 2a
0779 e49a ad bd
0780 e49c ad 07
0781 e49e bb 2c
0782 e4a0 b7 2d
0783 e4a2 3a 2e
0784 e4a4 81
0785
0786 e4a5 a1 30
0787 e4a7 25 d1
0788 e4a9 a1 39
0789 e4ab 22 03
0790 e4ad a0 30
0791 e4af 81
0792
0793 e4b0 a1 41
0794 e4b2 25 ca
0795 e4b4 a1 46
0796 e4b6 22 ca
0797 e4b8 a0 37
0798 e4ba 81
0799
0800 e4bb ae 1d
0801 e4bd 20 02
0802 e4bf ae 10
0803 e4c1 5a
0804 e4c2 26 fd
0805 e4c4 81
0806
0807

```

* Byte input sub-routines. *					

BYTEI	BSR	INCHD	22		MS NIBBLE
	BSR	ASCII	35	57	WHAT WAS IT
	LSLA		3		OK
	LSLA		3		SHIFT
	LSLA		3		IT
	LSLA		3	69	UP
	STA	TMP1	4	73	AND SAVE IT
	LDA	TMP2	3	76	RESTORE BYTE
	ADD	CHKSUM	3	79	ACCUMULATE
	STA	CHKSUM	4	83	IN CHECKSUM BYTE
	BSR	INCHD		22	LS NIBBLE
	BSR	ASCII	35	57	WHAT WAS IT
	ADD	TMP1	3	60	ADD TO MS NIBBLE
	STA	TMP2	4	64	SAVE BYTE
	DEC	BCNT	5	69	DECREMENT BYTE COUNT
	RTS		6	75	
ASCII	CMP	#\$30	2		BEFORE ZERO ?
	BLO	ERR3	3	5	YES, NOT LEGAL
	CMP	#\$39	2	7	AFTER NINE
	BHI	MT9	3	10	YES TRY A-F
	SUB	#\$30	3	13	0-9, CONVERT TO HEX
	RTS		6	19	
MT9	CMP	#\$41	2	12	BEFORE A ?
	BLO	ERR4	3	15	YES, NOT LEGAL
	CMP	#\$46	2	17	AFTER F ?
	BHI	ERR5	3	20	YES, NOT LEGAL
	SUB	#\$37	3	23	A-F, CONVERT TO HEX
NFND	RTS		6	29	
DEL191	LDX	#29	2		
	BRA	DELAY	3	5	
DEL110	LDX	#16	2		
DELAY	DECX		3		
	BNE	DELAY	3	6 x X	
	RTS		6	12+6X (INC BSR)	

```

0808 *****
0809 *
0810 *          RS232 (9600 @ 4MHz) S-Record output.
0811 *
0812 *****
0813
0814 e4c5 14 06      PUNCH  BSET    2,PORTBD      BIT 2 OUTPUT
0815 e4c7 cd e1 b3   JSR    BLDRNG      BUILD RANGE
0816 e4ca 08 20 a6   BRSET  4,STAT,NINE NEW ADDRESS ENTERED ?
0817 e4cd be 27      LDX    TEMP        NO, SWAP ADDRESSES
0818 e4cf b7 27      STA    TEMP
0819 e4d1 bf 22      STX    ADDRH
0820 e4d3 b6 23      LDA    ADDRRL
0821 e4d5 be 28      LDX    TEMP+1
0822 e4d7 bf 23      STX    ADDRRL
0823 e4d9 b7 28      STA    TEMP+1
0824 e4db 1f 20      BCLR   7,STAT      CLEAR END FLAG
0825
0826 e4dd b6 28      LOOP1  LDA    TEMP+1      END LSB
0827 e4df b0 23      SUB    ADDRRL          CURRENT LSB
0828 e4e1 b7 26      STA    WORK6           DIFFERENCE LSB
0829 e4e3 b6 27      LDA    TEMP            END MSB
0830 e4e5 b2 22      SBC    ADDRH           CURRENT MSB
0831 e4e7 26 0d      BNE    LOTS            MSB ZERO ?
0832 e4e9 b6 26      LDA    WORK6           YES, LOOK AT LSB
0833 e4eb 4c          INCA                    ADJUST
0834 e4ec 27 08      BEQ    LOTS            WAS $FF ?
0835 e4ee a1 20      CMP    #$20            MORE THAN 23 ?
0836 e4f0 22 04      BHI    LOTS            IF SO USE 23
0837 e4f2 1e 20      BSET  7,STAT          NO, LAST S1 RECORD
0838 e4f4 20 02      BRA    LTE20           LESS THAN OR EQUAL TO 20
0839
0840 e4f6 a6 20      LOTS   LDA    #$20
0841 e4f8 ab 03      LTE20  ADD    #$03      ADD BYTE COUNT & ADDRESS
0842 e4fa b7 2e      STA    BCNT          No. BYTES THIS S1 RECORD
0843 e4fc a6 53      LDA    #'S'          S
0844 e4fe cd e5 63   JSR    OUCH          #'S'
0845 e501 a6 31      LDA    #'1'          1
0846 e503 ad 5e      BSR    OUCH
0847 e505 3f 2a      CLR    CHKSUM
0848 e507 b6 2e      LDA    BCNT          BYTE COUNT
0849 e509 cd e5 8f   JSR    BYTEO
0850 e50c b6 22      LDA    ADDRH          ADDRESS HIGH
0851 e50e cd e5 8f   JSR    BYTEO
0852 e511 b6 23      LDA    ADDRRL
0853 e513 ad 7a      BSR    BYTEO          ADDRESS LOW
0854
0855 e515 cd e7 46   LOOP2  JSR    LOAD      GET BYTE
0856 e518 3c 23      INC    ADDRRL          INCREMENT ADDRESS
0857 e51a 26 02      BNE    NOVR           OVERFLOW ?
0858 e51c 3c 22      INC    ADDRH          YES, INC. HIGH BYTE
0859 e51e ad 6f      NOVR   BSR    BYTEO          SEND BYTE
0860 e520 26 f3      BNE    LOOP2         LAST BYTE ?
0861
0862 *****
0863 *
0864 *          Checksum byte.
0865 *
0866 *
0867 *****
0868
0869 e522 b6 2a      LDA    CHKSUM        CHECKSUM
0870 e524 43          COMA                    REQUIRED CHECKSUM BYTE
0871 e525 ad 68      BSR    BYTEO          SEND IT
0872 e527 ad 34      BSR    CRLF           CRLF
0873 e529 0f 20 b1   BRCLR  7,STAT,LOOP1  FINISHED ?
0874

```

```

0875
0876
0877
0878
0879
0880
0881 e52c a6 53          LDA    #'S'          S
0882 e52e ad 33          BSR    OUCH
0883 e530 a6 39          LDA    #'9'          9
0884 e532 ad 2f          BSR    OUCH
0885 e534 a6 03          LDA    #$03          3 BYTES
0886 e536 ad 57          BSR    BYTEO
0887 e538 a6 00          LDA    #$00
0888 e53a ad 53          BSR    BYTEO          DUMMY (0)
0889 e53c a6 00          LDA    #$00
0890 e53e ad 4f          BSR    BYTEO          ADDRESS
0891 e540 a6 fc          LDA    #$FC
0892 e542 ad 4b          BSR    BYTEO          CHECKSUM
0893 e544 ad 17          BSR    CRLF
0894 e546 15 06          BCLR   2,PORTBD      BIT 2 INPUT
0895 e548 cc e0 b4          JMP    GETCMD
0896
0897
0898
0899
0900
0901
0902
0903 e54b 0a 20 09        RAMACC BRSET 5,STAT,L3      5      READING ?
0904 e54e ae c7           LDX    #$C7             2 7      NO, WRITING
0905 e550 bf 21           STX    WORK2            4 11
0906 e552 bd 21           JSR    WORK2            16 27
0907 e554 c7 02 13        STA    WORK4            4 31
0908 e557 ae c6           L3     LDX    #$C6             2 33      READING
0909 e559 bf 21           STX    WORK2            4 37
0910 e55b bc 21           JMP    WORK2            13 50      (56 WITH JSR)
0911
0912
0913 e55d a6 0d           CRLF   LDA    #$0D             CR
0914 e55f ad 02           BSR    OUCH
0915 e561 a6 0a           LDA    #$0A             LF
0916
0917
0918
0919
0920
0921
0922
0923
0924 e563 14 01          OUCH   BSET 2,PORTB         5      MAKE SURE IT'S HIGH
0925 e565 ae 0a          LDX    #10                 2 7      10 BITS TO SEND
0926 e567 bf 2b          STX    COUNT              4 11      START, 8 DATA, STOP
0927 e569 cd e4 c1        JSR    DELAY              72 83
0928 e56c 98             CLC
0929 e56d 20 08          BRA    STAR                3 88      START A ZERO
0930
0931 e56f ae 1c           OUTBT  LDX    #28             2
0932 e571 cd e4 c1        JSR    DELAY              180 182
0933 e574 9d           NOP
0934 e575 99           DEL3   SEC                 2 186      FILL WITH ONES FOR STOP
0935 e576 46           RORA
0936 e577 25 04          STAR   BCS    OU1            3 192      1 ?
0937 e579 15 01          BCLR   2,PORTB            5 197      NO
0938 e57b 20 04          BRA    OBD                 3 200
0939 e57d 14 01          OU1    BSET 2,PORTB         5      YES
0940 e57f 20 00          BRA    OBD                 3
0941 e581 3a 2b          OBD    DEC    COUNT          5 205
0942 e583 26 ea          BNE    OUTBT              3 208      DONE ?
0943 e585 81           RTS
0944
0945 e586 ab 30          ASCIO  ADD    #$30           3      CONVERT TO ASCII
0946 e588 a1 39          CMP    #$39           2 5      0-9 ?
0947 e58a 23 02          BLS    NMT9            3 8
0948 e58c ab 07          ADD    #$07           3 8      NO, A-F
0949 e58e 81           NMT9   RTS              6 14
0950

```

```

0951
0952
0953
0954
0955
0956
0957 e58f b7 2c
0958 e591 44
0959 e592 44
0960 e593 44
0961 e594 44
0962 e595 ad ef
0963 e597 ad ca
0964 e599 b6 2c
0965 e59b bb 2a
0966 e59d b7 2a
0967 e59f b6 2c
0968 e5a1 a4 0f
0969 e5a3 ad e1
0970 e5a5 ad bc
0971 e5a7 3a 2e
0972 e5a9 81
0973
0974

```

```

*****
*
*      Byte output sub-routine.
*
*****

```

```

BYTEO  STA      TMP1
        LSRA
        LSRA      SHIFT
        LSRA      DOWN TO
        LSRA      GET MSB
        BSR      ASCIO      & CONVERT
        BSR      OUCH
        LDA      TMP1      RESTORE BYTE
        ADD      CHKSUM     ACCUMULATE
        STA      CHKSUM     IN CHECKSUM BYTE
        LDA      TMP1
        AND      #$0F      LSB
        BSR      ASCIO     CONVERT IT
        BSR      OUCH
        DEC      BCNT      DECREMENT BYTE COUNT
        RTS

```

```

0975
0976
0977
0978
0979
0980
0981 e5aa 13 20
0982 e5ac cd e1 23
0983 e5af e6 08
0984 e5b1 b7 23
0985 e5b3 e6 07
0986 e5b5 b7 22
0987 e5b7 cd e7 9a
0988 e5ba 25 08
0989 e5bc a1 10
0990 e5be 27 5c
0991 e5c0 a1 11
0992 e5c2 26 55
0993 e5c4 cd e1 23
0994 e5c7 b6 22
0995 e5c9 e7 07
0996 e5cb b7 27
0997 e5cd b6 23
0998 e5cf e7 08
0999 e5d1 b7 28
1000
1001 e5d3 ad 4a
1002 e5d5 d6 02 16
1003 e5d8 2b 0d
1004 e5da b7 22
1005 e5dc d6 02 17
1006 e5df b7 23
1007 e5e1 cd e7 46
1008 e5e4 d7 02 18
1009 e5e7 5c
1010 e5e8 5c
1011 e5e9 5c
1012 e5ea 3a 29
1013 e5ec 26 e7
1014
1015 e5ee ad 2f
1016 e5f0 d6 02 16
1017 e5f3 2b 17
1018 e5f5 b7 22
1019 e5f7 b1 27
1020 e5f9 26 07
1021 e5fb d6 02 17
1022 e5fe b1 28
1023 e600 27 0a
1024 e602 d6 02 17
1025 e605 b7 23
1026 e607 a6 83
1027 e609 cd e7 57
1028 e60c 5c
1029 e60d 5c
1030 e60e 5c
1031 e60f 3a 29
1032 e611 26 dd
1033
1034 e613 c6 02 14
1035 e616 b7 0c
1036 e618 80
1037
1038
1039 e619 cc e3 33
1040 e61c cc e0 b4
1041
1042 e61f a6 03
1043 e621 b7 29
1044 e623 5f
1045 e624 81
1046

*****
*
*      Go.
*
*****
NEWGO  BCLR  1, STAT
        JSR   LOCSTK
        LDA   8, X
        STA   ADDRl
        LDA   7, X
        STA   ADDRH
        JSR   GETADR
        BCS   GOON          ADDR VALID?
        CMP   #$10
        BEQ   GOBACK
        CMP   #$11
        BNE   GOERR
GOON    JSR   LOCSTK      YES PUT IT
        LDA   ADDRH      IN STACK
        STA   7, X
        STA   TEMP
        LDA   ADDRl
        STA   8, X
        STA   TEMP+1
NCONT  BSR   SCNBKP      FIND B.P. TABLE
GOINSB LDA   BKPTBL, X   GET ADDRESS MSB
        BMI   GONOB      VALID ? (<32k ONLY)
        STA   ADDRH      YES
        LDA   BKPTBL+1, X
        STA   ADDRl
        JSR   LOAD        READ INSTRUCTION
        STA   BKPTBL+2, X
GONOB  INCX
        INCX
        INCX
        DEC   PNCNT
        BNE   GOINSB      DONE?
GOINSB2 BSR   SCNBKP      FIND B.P. TABLE
        LDA   BKPTBL, X   INSERT B.P.'S
        BMI   GONOB2     VALID MSB ?
        STA   ADDRH      YES
        CMP   TEMP        SAME AS MSB OF NEXT ADDRESS ?
        BNE   DOSW        IF NOT THEN INSERT SWI
        LDA   BKPTBL+1, X
        CMP   TEMP+1      SAME, GET LSB
        BEQ   GONOB2     SAME AS THAT OF NEXT ADDRESS ?
DOSW   LDA   BKPTBL+1, X
        STA   ADDRl
        LDA   #$83
        JSR   STORE      INSERT SWI
GONOB2 INCX
        INCX
        INCX
        DEC   PNCNT
        BNE   GOINSB2     DONE?
        LDA   TMPTCR      RESTORE ORIGINAL
        STA   TCR         TCR VALUE
        RTI               YES
GOERR  JMP   ERROR
GOBACK JMP   GETCMD
SCNBKP LDA   #NBKPT
        STA   PNCNT
        CLRX
        RTS

```

```

1047
1048
1049
1050
1051
1052
1053 e625 a6 b5
1054 e627 c7 02 10
1055 e62a a6 73
1056 e62c c7 02 11
1057 e62f 4f
1058 e630 5f
1059 e631 cd e7 d8
1060 e634 cd e1 23
1061 e637 9f
1062 e638 ab 03
1063 e63a ae 02
1064 e63c cd e7 d8
1065 e63f cc e0 bf
1066
1067
1068
1069
1070
1071
1072
1073 e642 ae 05
1074 e644 4f
1075 e645 d7 02 0c
1076 e648 5a
1077 e649 2a f9
1078 e64b 81
1079
1080
1081
1082
1083
1084
1085
1086 e64c ae 05
1087 e64e d6 02 0c
1088 e651 ad 08
1089 e653 5a
1090 e654 2a f8
1091 e656 81
1092
1093
1094
1095
1096
1097
1098
1099
1100 e657 ad e9
1101 e659 20 f1
1102
1103
1104
1105
1106
1107
1108
1109 e65b cf 02 12
1110 e65e 1d 00
1111 e660 ae 08
1112 e662 48
1113 e663 24 02
1114 e665 1c 00
1115 e667 1e 00
1116 e669 1f 00
1117 e66b 1d 00
1118 e66d 5a
1119 e66e 26 f2
1120 e670 ce 02 12
1121 e673 81
1122

*****
*
*      Display stack pointer.
*
*****
STACK  LDA    #$B5          PRINT
        STA    DTABL+4     `SP`
        LDA    #$73
        STA    DTABL+5
        CLRA
        CLRX
        JSR    PRTTYT
        JSR    LOCSTK      FIND USER
        TXA                    STACK POINTER
        ADD    #3
        LDX    #2
        JSR    PRTTYT      PRINT IT
        JMP    CMDSCN

*****
*
*      Clear display table.
*
*****
CLRRTAB LDX    #5
CLRLOC  CLRA
        STA    DTABL,X     CLEAR SIX
        DECX                    LOCATIONS IN
        BPL    CLRLOC      DISPLAY TABLE
        RTS

*****
*
*      Display table contenst.
*
*****
DISTAB  LDX    #5
DISCHR  LDA    DTABL,X     LOAD DISPLAY
        BSR    DISPLY      TABLE INTO
        DECX                    145000
        BPL    DISCHR
        RTS

*****
*
*      Blank display.
*
*****
CLRDIS  BSR    CLRRTAB     BLANK
        BRA    DISTAB      DISPLAY

*****
*
*      Shift one character into display.
*
*****
DISPLY  STX    WORK1       SAVE INDEX
        BCLR   6,PORTA     CLEAR DATA
        LDX    #8
DIS1    LSLA                    SET UP
        BCC    DIS2        BIT OF
        BSET   6,PORTA     ACCUMULATOR
DIS2    BSET   7,PORTA     CLOCK
        BCLR   7,PORTA     IT
        BCLR   6,PORTA     CLEAR DATA
        DECX                    COMPLETE?
        BNE    DIS1        NO
        LDX    WORK1       RESTORE INDEX
        RTS

```

```

1123
1124
1125
1126
1127
1128
1129 e674 98
1130 e675 4f
1131 e676 ae 06
1132 e678 ab 10
1133 e67a b7 00
1134 e67c ad 06
1135 e67e 25 03
1136 e680 5a
1137 e681 26 f5
1138 e683 81
1139
1140
1141
1142
1143
1144
1145
1146
1147
1148 e684 b6 00
1149 e686 c7 02 12
1150 e689 a5 0f
1151 e68b 27 1b
1152 e68d ad 1a
1153 e68f b6 00
1154 e691 c1 02 12
1155 e694 26 12
1156 e696 99
1157 e697 b6 00
1158 e699 a5 0f
1159 e69b 26 fa
1160 e69d ad 0a
1161 e69f b6 00
1162 e6a1 a5 0f
1163 e6a3 26 f2
1164 e6a5 c6 02 12
1165 e6a8 81
1166
1167
1168
1169
1170
1171
1172
1173 e6a9 a6 0a
1174 e6ab b7 25
1175 e6ad a6 ff
1176 e6af 21 fe
1177 e6b1 21 fe
1178 e6b3 4a
1179 e6b4 26 f9
1180 e6b6 3a 25
1181 e6b8 26 f3
1182 e6ba 81
1183
1184
1185
1186
1187
1188
1189
1190
1191 e6bb cd e6 74
1192 e6be 24 fb
1193 e6c0 5f
1194 e6c1 d1 e6 cb
1195 e6c4 27 03
1196 e6c6 5c
1197 e6c7 20 f8
1198 e6c9 9f
1199 e6ca 81
1200

*****
*
*      Keypad scan, carry set if valid output.
*
*****

KEYSCN  CLC
          CLRA
          LDX   #6          SETUP
KEY1     ADD   #$10        ROW
          STA   PORTA
          BSR   COLUMN      CHECK COLUMNS
          BCS   KEY2        IF VALID GET OUT
          DECX          ELSE TRY
KEY2     BNE   KEY1        NEXT ROW
          RTS

*****
*
*      Check for key closure.
*
*      A contains value, C set if valid output.
*
*****

COLUMN  LDA   PORTA      READ KEYPAD
          STA   WORK1     STORE IT
          BIT   #$0F      KEY CLOSED?
          BEQ   COLRET    NO GET OUT
          BSR   DBOUNC    ELSE DEBOUNCE
          LDA   PORTA     RE-READ KEYPAD
          CMP   WORK1     SAME KEY CLOSED?
          BNE   COLRET    NO GET OUT
          SEC          SET FLAG FOR VALID
COL1     LDA   PORTA     KEY
          BIT   #$0F      RELEASED?
          BNE   COL1     NO TRY AGAIN
          BSR   DBOUNC    YES DEBOUNCE
          LDA   PORTA     STILL
          BIT   #$0F      RELEASED?
          BNE   COL1     NO TRY AGAIN
          LDA   WORK1     RETURN CHAR IN A-REG
COLRET   RTS          YES GO HOME

*****
*
*      Pause for 3075 cycles.
*
*****

DBOUNC  LDA   #10        40mS
          STA   WORK5
DLP      LDA   #$FF      PAUSE
DLOOP    BRN   *          256X12
          BRN   *          CYCLES
          DECA         OR AT
          BNE   DLOOP    LEAST 3.7mS
          DEC   WORK5
          BNE   DLP
          RTS

*****
*
*      Input one character, A contains value.
*
*****

CHRIN   JSR   KEYSCN     GET KEY
          BCC  CHRIN     IF NOT VALID RETRY
          CLRX
CHRIN1  CMP   STABL,X    CONVERT
          BEQ  CHRIN2    TO HEX
          INCX
          BRA  CHRIN1
CHRIN2  TXA          IF CANCEL
          RTS

```

1201					*****
1202					*
1203					* Conversion table for keypad.
1204					*
1205					*****
1206					
1207	e6cb	11	STABL	FCB	\$11 0
1208	e6cc	21		FCB	\$21 1
1209	e6cd	22		FCB	\$22 2
1210	e6ce	24		FCB	\$24 3
1211	e6cf	31		FCB	\$31 4
1212	e6d0	32		FCB	\$32 5
1213	e6d1	34		FCB	\$34 6
1214	e6d2	41		FCB	\$41 7
1215	e6d3	42		FCB	\$42 8
1216	e6d4	44		FCB	\$44 9
1217	e6d5	48		FCB	\$48 A
1218	e6d6	38		FCB	\$38 B
1219	e6d7	28		FCB	\$28 C
1220	e6d8	18		FCB	\$18 D
1221	e6d9	14		FCB	\$14 E
1222	e6da	12		FCB	\$12 F
1223	e6db	61		FCB	\$61 10 CANCEL COMMAND
1224	e6dc	58		FCB	\$58 11 ENTER COMMAND
1225	e6dd	68		FCB	\$68 12 STACK POINTER
1226	e6de	64		FCB	\$64 13 MEMORY
1227	e6df	62		FCB	\$62 14 GO
1228	e6e0	54		FCB	\$54 15 VERIFY TAPE
1229	e6e1	52		FCB	\$52 16 LOAD TAPE
1230	e6e2	51		FCB	\$51 17 PUNCH TAPE
1231					
1232					
1233					*****
1234					*
1235					* Memory location examine/change.
1236					*
1237					*****
1238					
1239	e6e3	cd e7 9a	MEMEX	JSR	GETADR BUILD ADDRESS
1240	e6e6	a1 10		CMP	#\$10
1241	e6e8	27 57		BEQ	MEMEX4
1242	e6ea	c7 02 12	MEMEX3	STA	WORK1
1243	e6ed	cd e7 46		JSR	LOAD LOAD DATA
1244	e6f0	cd e7 d6		JSR	PRTDAT PRINT IT
1245	e6f3	cd e7 90		JSR	GETNYB GET NEW NIBBLE
1246	e6f6	a1 10		CMP	#\$10
1247	e6f8	27 47		BEQ	MEMEX4
1248	e6fa	a1 11		CMP	#\$11
1249	e6fc	27 1b		BEQ	ADRINC
1250	e6fe	a1 13		CMP	#\$13
1251	e700	27 2f		BEQ	ADRDEC
1252	e702	a1 0f		CMP	#\$0f
1253	e704	22 08		BHI	CMDMDL IF VALID
1254	e706	cd e7 d6	MEMEX1	JSR	PRTDAT PRINT IT
1255	e709	cd e7 7e		JSR	GETBY2 SHIFT IN NEXT
1256	e70c	25 f8		BCS	MEMEX1 IF VALID TRY AGAIN
1257					
1258	e70e	a1 11	CMDMDL	CMP	#\$11 ENTER?
1259	e710	26 15		BNE	MEMEX2 NO
1260	e712	b6 21		LDA	WORK2 RESTORE ACCA
1261	e714	cd e7 57		JSR	STORE YES STORE IT
1262	e717	25 d1		BCS	MEMEX3 STORE VALID?
1263	e719	0c 20 25	ADRINC	BRSET	6, STAT, MEMEX4
1264	e71c	3c 23		INC	ADDRL YES GOTO
1265	e71e	26 02		BNE	MEMEX5 NEXT
1266	e720	3c 22		INC	ADDRH
1267	e722	cd e8 02	MEMEX5	JSR	PRTADR PRINT IT
1268	e725	20 c3		BRA	MEMEX3 REPEAT
1269	e727	a1 13	MEMEX2	CMP	#\$13
1270	e729	26 16		BNE	MEMEX4 NO
1271	e72b	b6 21		LDA	WORK2
1272	e72d	ad 28		BSR	STORE
1273	e72f	25 b9		BCS	MEMEX3
1274	e731	0c 20 0d	ADRDEC	BRSET	6, STAT, MEMEX4
1275	e734	3d 23		TST	ADDRL YES THEN
1276	e736	26 02		BNE	CMDMB2 GET PREVIOUS
1277	e738	3a 22		DEC	ADDRH ADDRESS
1278	e73a	3a 23	CMDMB2	DEC	ADDRL
1279	e73c	cd e8 02		JSR	PRTADR PRINT IT
1280	e73f	20 a9		BRA	MEMEX3 REPEAT
1281	e741	1d 20	MEMEX4	BCLR	6, STAT INVALID CHAR
1282	e743	cc e0 b4		JMP	GETCMD
1283					
1284					

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1291 e746 cf 02 12
1292 e749 ae c6
1293 e74b bf 21
1294 e74d ae 81
1295 e74f bf 24
1296 e751 bd 21
1297 e753 ce 02 12
1298 e756 81
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1306 e757 cf 02 12
1307 e75a ae c7
1308 e75c ad ed
1309 e75e c7 02 13
1310 e761 cd e7 46
1311 e764 c1 02 13
1312 e767 27 01
1313 e769 99
1314 e76a ce 02 12
1315 e76d 81
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1323 e76e d7
1324 e76f 06
1325 e770 e3
1326 e771 a7
1327 e772 36
1328 e773 b5
1329 e774 f5
1330 e775 07
1331 e776 f7
1332 e777 b7
1333 e778 77
1334 e779 f4
1335 e77a d1
1336 e77b e6
1337 e77c f1
1338 e77d 71
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1347 e77e b7 21
1348 e780 ad 0e
1349 e782 24 0b
1350 e784 38 21
1351 e786 38 21
1352 e788 38 21
1353 e78a 38 21
1354 e78c ba 21
1355 e78e 99
1356 e78f 81
1357

*****
*
*      Load byte at ADDRH,ADDRL into A.
*
*****

LOAD   STX   WORK1      SETUP
        LDX   #$C6      ROUTINE
LDSTCM STX   WORK2      TO DO
        LDX   #$81      TWO BYTE
        STX   WORK3      LOAD
        JSR   WORK2
        LDX   WORK1
        RTS

*****
*
*      Store byte in A at ADDRH,ADDRL.
*
*****

STORE  STX   WORK1
        LDX   #$C7      SETUP
        BSR   LDSTCM    ROUTINE
        STA   WORK4      TO DO
        JSR   LOAD      TWO BYTE
        CMP   WORK4      STORE
        BEQ   STRTS
        SEC
STRTS  LDX   WORK1
        RTS

*****
*
*      Hex. to mux. display conversion.
*
*****

CTABL  FCB   $D7      0
        FCB   $06      1
        FCB   $E3      2
        FCB   $A7      3
        FCB   $36      4
        FCB   $B5      5
        FCB   $F5      6
        FCB   $07      7
        FCB   $F7      8
        FCB   $B7      9
        FCB   $77      A
        FCB   $F4      B
        FCB   $D1      C
        FCB   $E6      D
        FCB   $F1      E
        FCB   $71      F

*****
*
*      Build a byte in accumulator.
*
*****

GETBY2 STA   WORK2
        BSR   GETNYB
        BCC   GETBRT
        ASL   WORK2
        ASL   WORK2
        ASL   WORK2
        ASL   WORK2
        ORA   WORK2
        SEC
GETBRT RTS

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1366 e790 cd e6 bb
1367 e793 98
1368 e794 a1 0f
1369 e796 22 01
1370 e798 99
1371 e799 81
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1381 e79a cd e6 42
1382 e79d cd e8 02
1383 e7a0 ad ee
1384 e7a2 25 0a
1385 e7a4 a1 11
1386 e7a6 27 2d
1387 e7a8 a1 10
1388 e7aa 27 29
1389 e7ac 20 ec
1390 e7ae 3f 22
1391 e7b0 b7 23
1392 e7b2 cd e8 02
1393 e7b5 ad d9
1394 e7b7 24 13
1395 e7b9 48
1396 e7ba 48
1397 e7bb 48
1398 e7bc 48
1399 e7bd ae 04
1400 e7bf 48
1401 e7c0 39 23
1402 e7c2 39 22
1403 e7c4 5a
1404 e7c5 26 f8
1405 e7c7 cd e8 02
1406 e7ca 20 e9
1407 e7cc a1 10
1408 e7ce 27 05
1409 e7d0 a1 11
1410 e7d2 26 e1
1411 e7d4 99
1412 e7d5 81
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1423 e7d6 ae 04
1424 e7d8 cf 02 12
1425 e7db c7 02 13
1426 e7de 44
1427 e7df 44
1428 e7e0 44
1429 e7e1 44
1430 e7e2 97
1431 e7e3 d6 e7 6e
1432 e7e6 ce 02 12
1433 e7e9 d7 02 0c
1434 e7ec c6 02 13
1435 e7ef a4 0f
1436 e7f1 97
1437 e7f2 d6 e7 6e
1438
1439 e7f5 ce 02 12
1440 e7f8 d7 02 0d
1441 e7fb cd e6 4c
1442 e7fe c6 02 13
1443 e801 81

*****
*
*   Get one character and check for valid
*   hex, A contains output, carry set if
*   valid.
*
*****
GETNYB JSR   CHRIN           GET CHARACTER
        CLC
        CMP   #$0F           VALID HEX?
        BHI   GETRET         NO
        SEC           YES
GETRET RTS

*****
*
*   Build address in ADDRH,ADDRL, carry set
*   if new address.
*
*****
GETADR JSR   CLR TAB         BLANK DISPLAY
BLDA2  JSR   PRTADR
BLDADR BSR   GETNYB         GET CHARACTER
        BCS   GETAD1         VALID HEX?
        CMP   #$11           ENTER ?
        BEQ   GETRTS         NO, CANCEL ?
        CMP   #$10           NO, TRY AGAIN
        BEQ   GETRTS
        BRA   GETADR
GETAD1 CLR   ADDR H         INIT HIGH ADDRESS
        STA   ADDR L         PUT CHAR AWAY
        JSR   PRTADR         PRINT NEW ADDRESS
GETALP BSR   GETNYB         GET ANOTHER CHAR
        BCC   GETARG         VALID?
        ASLA          YES
        ASLA          SHIFT IT IN
        ASLA
        LDX   #4
GETASF ASLA
        ROL   ADDR L
        ROL   ADDR H
        DECX
        BNE   GETASF
        JSR   PRTADR         PRINT NEW ADDR
        BRA   GETALP         GET ANOTHER CHAR
GETARG CMP   #$10           NOT VALID HEX, CANCEL ?
        BEQ   GETRTS
        CMP   #$11           ENTER ?
        BNE   GETALP         NO TRY AGAIN
        SEC           YES SET FLAG
GETRTS RTS

*****
*
*   Print one byte into pair of display
*   digits, A contains byte, X points to
*   first diget.
*
*****
PRTDAT LDX   #4           PRINT IN LAST TWO DIGITS
PRTBYT STX   WORK1
        STA   WORK4
        LSRA
        LSRA
        LSRA
        LSRA
        TAX
        LDA   CTABL, X
        LDX   WORK1
        STA   DTABL, X
        LDA   WORK4
        AND   #$0F
        TAX
        LDA   CTABL, X
        LDX   WORK1
        STA   DTABL+1, X
        JSR   DISTAB
        LDA   WORK4
        RTS

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1444
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1451 e802 b7 25
1452 e804 bf 24
1453 e806 b6 22
1454 e808 5f
1455 e809 ad cd
1456 e80b b6 23
1457 e80d ae 02
1458 e80f ad c7
1459 e811 b6 25
1460 e813 be 24
1461 e815 81
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1471
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1473 e816 a6 81
1474 e818 b7 24
1475 e81a a6 f4
1476 e81c c7 02 10
1477 e81f a6 77
1478 e821 c7 02 11
1479 e824 cd e6 4c
1480 e827 a6 04
1481 e829 b7 22
1482 e82b a6 00
1483 e82d b7 23
1484 e82f cd e7 9d
1485 e832 25 04
1486 e834 a1 11
1487 e836 26 61
1488 e838 b6 22
1489 e83a b7 27
1490 e83c b6 23
1491 e83e b7 28
1492 e840 a6 f1
1493 e842 c7 02 10
1494 e845 a6 77
1495 e847 c7 02 11
1496 e84a cd e6 4c
1497 e84d a6 1f
1498 e84f b7 22
1499 e851 a6 ff
1500 e853 b7 23
1501 e855 cd e7 9d
1502 e858 25 04
1503 e85a a1 11
1504 e85c 26 3b
1505 e85e b6 22
1506 e860 be 27
1507 e862 b7 27
1508 e864 bf 22
1509 e866 b6 23
1510 e868 be 28
1511 e86a bf 23
1512 e86c b7 28
1513
1514

*****
*
*      Print address ADDRH,ADDRL.
*
*****

PRTADR  STA      WORK5
        STX      WORK3
        LDA      ADDRH
        CLRX
        BSR      PRTEYT
        LDA      ADDRDL
        LDX      #2
        BSR      PRTEYT
        LDA      WORK5
        LDX      WORK3
        RTS

*****
*
*      Transfer code from EPROM to RAM, default
*      destination address:- $0400-$1FFF, from
*      EPROM at $4400 - $5FFF.
*      (TEMP,TEMP+1 -> ADDRH,ADDRL) .
*
*****

XFER    LDA      #$81      RTS
        STA      WORK3
        LDA      #$F4      `BA`
        STA      DTABL+4
        LDA      #$77
        STA      DTABL+5
        JSR      DISTAB
        LDA      #$04      DEFAULT TO $0400
        STA      ADDRH
        LDA      #$00
        STA      ADDRDL
        JSR      BLDA2      GET SOURCE ADDR.
        BCS      SKPC1      VALID ?
        CMP      #$11      NO, ENTER ?
        BNE      XAB        IF NOT THEN ABORT
SKPC1   LDA      ADDRH      YES
        STA      TEMP      NO SAVE IT
        LDA      ADDRDL
        STA      TEMP+1
        LDA      #$F1      PRINT `EA`
        STA      DTABL+4
        LDA      #$77
        STA      DTABL+5
        JSR      DISTAB
        LDA      #$1F      DEFAULT TO $1FFF
        STA      ADDRH
        LDA      #$FF
        STA      ADDRDL
        JSR      BLDA2      GET DESTINATION ADDR
        BCS      SKPC2      VALID ?
        CMP      #$11      NO, ENTER ?
        BNE      XAB        IF NOT THEN ABORT
SKPC2   LDA      ADDRH
        LDX      TEMP      SWAP ADDRESSES
        STA      TEMP
        STX      ADDRH
        LDA      ADDRDL
        LDX      TEMP+1
        STX      ADDRDL
        STA      TEMP+1

```

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1521 e86e b6 22      XLOOP  LDA    ADDRH
1522 e870 ab 40      ADD    #$40
1523 e872 b7 22      STA    ADDRH
1524 e874 cd e7 46   JSR    LOAD
1525 e877 97          TAX
1526 e878 b6 22      LDA    ADDRH
1527 e87a a0 40      SUB    #$40
1528 e87c b7 22      STA    ADDRH
1529 e87e 9f          TXA
1530 e87f cd e7 57   JSR    STORE
1531 e882 24 03      BCC    RBOK
1532 e884 cc e4 76   JMP    ERR2
1533 e887 3c 23      RBOK   INC    ADDRRL
1534 e889 26 02      BNE    XSKP
1535 e88b 3c 22      INC    ADDRH
1536 e88d b6 22      XSKP  LDA    ADDRH
1537 e88f b1 27      CMP    TEMP
1538 e891 26 db      BNE    XLOOP
1539 e893 b6 23      LDA    ADDRRL
1540 e895 b1 28      CMP    TEMP+1
1541 e897 26 d5      BNE    XLOOP
1542
1543 e899 cc e0 b4   XAB   JMP    GETCMD
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1554 e89c 80          SIRQV
1555
1556 e89d cd e6 57   PWRDWN JSR    CLRDIS
1557 e8a0 8e          STP    STOP
1558 e8a1 20 fd      BRA    STP
1559
1560 e8a3 cd e6 57   WDN   JSR    CLRDIS
1561 e8a6 8f          WIT   WAIT
1562 e8a7 20 fd      BRA    WIT
1563
1564 fff4            ORG    $FFFF
1565
1566 fff4 e0 00      FDB    RESET          SERIAL
1567 fff6 02 06      FDB    TIRQB          TIMER B
1568 fff8 02 03      FDB    TIRQA          TIMER A
1569 fffa 02 00      FDB    IRQ            EXTERNAL INTERRUPT
1570 fffc e0 5e      FDB    SWI            SWI
1571 fffe e0 00      FDB    RESET          RESET
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