

P.R.L.

TECHNICAL NOTE

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EPROM PROGRAMMER USING SDK-85

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AN EPROM PROGRAMMER USING SDK-85

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Abstract

A PROM programmer is developed to program and read a number of EPROMs viz. 8755, 8755-A, 2758, 2716 and 2732. The system is based on Intel's SDK-85 microcomputer and a very little hardware is required in addition to the computer. The software makes the system interactive and a number of prompting messages are incorporated to minimize any possibility of error. Each byte is verified after it is programmed and in case of error an appropriate message is sent to the console device and the decision is left to the operator to continue or terminate the further programming. Content of an EPROM can be read and printed as a whole or in part.

1. Introduction

The importance of programming an EPROM does not need any introduction, however, often it is not possible to justify to have an exclusive programming system as the number of chips need be programmed in most of the laboratories is not very large. The PROM programmer described here is most suitable for such users. The system is based on popular SDK-85 microcomputer of Intel and can be used to program or read a number of EPROMS, viz. 8755, 8755-A, 2758, 2716 and 2732. In addition to the microcomputer, a little hardware is required which is discussed in Section-4 of this document. The software, developed for this, makes the system interactive and a number of prompting messages are incorporated in order to minimize any possibility of error from the operator's side. This software resides in the memory location from 8000 (Hex) through 83C2(Hex). Some additional RAM is required to store the data to be programmed. Also a part of the basic RAM of the microcomputer is used by this program. Under this software the microcomputer runs in TTY mode so a video terminal or a teletype is required as the console device.

Any number of bytes (ofcourse less than the PROM's capacity) can be programmed in one run. Each byte is verified after it is programmed and in case of error an appropriate message is sent to the console and the decision is

left to the operator to continue or terminate the further programming. This software is discussed in Section-5 and a complete listing of the programme is given in the Appendix-3.

2. Programming Procedure

The data to be programmed should be first loaded into RAM of the microcomputer and then the PROM should be inserted in its appropriate socket for programming. After checking that the PROM is properly inserted the "EPROM Programmer" program residing at 8000 (Hex) should be executed using the 'G' command of SDK-85 monitor.

The program begins by printing the title message
EPROM PROGRAMMER (PLT-AS-1982)

EPROM TYPE #

The operator now should enter one of the following numbers depending upon the EPROM he wants to program 8755, 2756, 2716, or 2732 followed by a (CR), (see Notes 1 and 2)

Note 1. While entering these numbers the operator can enter any number of digits but only last 4 digits will be accepted.

2. If 8755-A is to be programmed, then also the operator should enter 8755 only.

The program next asks for the source field addresses by printing

SOURCE FIELD INITIAL ADDR. (HEX) ?

and the user should respond with a four-digit number followed by a (CR) (see Note 1). This number should be the lowest address of data, stored in RAM, that is to be programmed.

The final address is then asked by printing

SOURCE FIELD FINAL ADDR. (HEX) ?

This number should be highest address of the data to be programmed.

Having received the initial and final addresses of the source field, the computer asks if the operation is to program or read the PROM by printing

P, R ?

Here the response should be P (R is for reading which is described in Section-3).

Next the computer asks for the destination address by printing

DESTINATION (EPROM) INITIAL ADDR. (HEX) ?

and the operator should respond with a 4 digit number followed by (CR). This number should be the lowest address at which the first byte of data ^{is} to be programmed in PROM.

Now the computer is ready for operation, but the final clearance is sought from the operator by printing

EXEC (Y/N) ?

Here the operator should check carefully all the numbers entered by him and also that the power supply of the 'programming unit' is switched ON. If everything is satisfactory, the operator's response should be Y (for yes). At this response the computer starts execution and the LEDs on the programming unit indicate the status. In case the operator finds something wrong, he should type N (for No). The computer will restart the whole process by printing the title message.

During the programming operation, each byte is verified after it is programmed in the PROM and in case of an error the following message is printed

```
PROGRAMMING ERROR IN EPROM AT (addr.)
```

```
CONTINUE (Y/N) ?
```

(addr.) is a four digit number indicating the address in PROM at which the error is detected, and the computer waits for the operator's response. If the operator wants to continue the further programming operation despite this error, he should respond with Y. If the operation is to be terminated, the response should be N, in this case the computer will restart by printing the title message.

When the data stored in the final address location of the source field is programmed the computer prints the following message

```
** DONE **
```

and the program restarts.

Some typical examples of the complete programming operation are given in Appendix-1.

3. Reading Procedure

The beginning of the reading procedure is similar to the one for programming. The computer first asks for the type of PROM to be read and then the source field addresses are asked. Here one should note that the source field is now in the PROM. So the initial address is the address of the first data byte to be read from the PROM and the final address is the address of the last data byte. Having received these addresses the computer asks for the mode of the operation by printing

P / R ?

The operator should respond with R (for reading) and the computer starts the execution. The data is printed on the console device in the format such that each line of the listing begins with the address of the first memory location displayed on that line, represented as 4 hexadecimal digits, followed by up to 16 memory locations, each one represented by 2 hexadecimal digits.

After the complete data is printed the computer prints

** DONE **

and the 'EPROM PROGRAMMER' program restarts by printing the title message. Some examples of reading operation are given in Appendix-2.

4. Programmer Unit (The Hardware)

The hardware required for this PROM programmer is rather simple and straight forward. The circuit diagram is given in Figure 1. In all, three sockets are used for different types of PROMs. The 40 pins DIP socket is for 8755 and 8755-A, one 24 pins DIP socket is for 2732 and the third one (24 pins DIP) is for 2716 and 2758 type PROMs. Address and data lines are made common for all the three sockets and are directly brought to a 25 pins male connector. Three address lines, A8, A9 and A10 are connected to three LEDs (number 1, 2 and 3) through buffers 4050 and 7406. The LEDs display the current page number that is being programmed.

In addition to these address and data lines, there are four control lines, viz. ALE, Prog, VPP/VDD and $\overline{RD}/\overline{OE}$. Most of these lines are also common for all the sockets. All these lines are pulled FALSE using 33 K resistances to avoid any spurious signal due to pickup when the input is not connected to the port or the port is tri-stated.

Two voltage level shifters are used to generate programming voltage VPP/VDD. Two separate level shifters are required because for some of the PROMs (viz. 8755-A, 2716 and 2758) the VPP/VDD level should be +5V during reading cycle and for other PROMs (8755 and 2732) it should be 0 volt during reading cycle. For programming 8755 or 8755-A one should carefully check that jumper J1 is for

8755-A and the jumper J2 is for 8755. Also one should be careful to check that only one PROM can be programmed at a time and the rest of the two sockets should be free.

Figure 2 shows the connection of 25 PIN connector to the SDK-85 ports.

5. Software Considerations

The 'EPROM PROGRAMMER' is written to be executed at 8000 (Hex) location. The complete program is divided into one main and 8 subroutines. A list and function of all these routines is given in Table-3. In addition to these routines some subroutines of SDK-85 monitor are also used to avoid any duplication. Table 4 gives a list of the monitor routines used by this program. Details of the SDK-85 monitor program is given in user manual SDK-85.

While execution, the main program receives all the information from the console (like addresses, PROM type etc) and stores it in the reserved RAM location (see Table 1). When the final clearance is received from the operator, the programmer programmes one byte at a time by calling the appropriate WRITE BYTE routine and then reads it back by calling the ^{READ BYTE} routine for verification. In case of no error, the program continues and goes for the next byte. Ofcourse before going to the next byte, it checks if the final address of the source field is reached.

Data, address and the control pulses are sent to the programming unit through four ports (see Table 2). While the control pulses for 2716, 2758 and 2732 PROMs are straight forward the 8755 family needs special consideration because its data bus is multiplexed with a part of the address bus. For this an additional pulse is generated to serve as ALE for the PROM.

A complete listing of the 'EPROM PROGRAMMER' programme is given in Appendix.3.

TABLE - 1

'EPROM PROGRAMMER' RESERVED RAM LOCATIONS

Location	Contents
20B _C - 20A0 ..	Stack area
20B3 - 20B5 ..	Jump to READ BYTE routine
20B6 - 20B8 ..	Jump to WRITE BYTE routine
20B9 - 20BA ..	Source field initial address
20BB - 20BC ..	Source field final address
20BD - 20BE ..	Destination field initial address

Table -2 : I/O PORT ASSIGNMENT

PORT NO.	Function
00	D0-D7 (Data bus for 2716, 2758 and 2732)
21	A0-A7 (Low order address bus for 2716, 2758 & 2732) AD0-AD7 (Low order address/data bus for 8755 & 8755A)
22	A8-A12 (High order address bus)
23	Control bus (for all the chips)
	(LSB) - RD
	- VDD/VPP
	- Prog.Pulse
	- ALE (8755, 8755-A)

TABLE-3 : 'EPROM PROGRAMMER' Routines

Name	ADDRESS	DESCRIPTION
PRNMSG	8107	A string of ASCII characters beginning at the memory location pointed by HL is printed. The end of the string is recognized by the valid delimiter ('%'). Register A,C,H,L and F's affected.
PRTERR	8113	This routine prints the error message. Reg. A, C, H, L and F's affected.
GETHX	82A8	A string of hex digits is accepted from the input stream and their value as a 16 bit integer is returned to the calling program through BC. If more than 4 hex digits are entered, only the last four are accepted. The number terminates when 'CR' is encountered. In case the first character is not 'CR' and all the characters entered are valid hex digits then carry is set true otherwise it is set false. Reg. A, B, C, D, E and F's affected.
WRITE BYTE (8755, 8755-A)	82E1	One data byte received through register D is programmed in 8755 or 8755-A at address pointed by HL register pair. ACC and CPU condition codes are affected.
READ BYTE (8755,8755A)	8315	One byte is read from the memory location in the PROM pointed by register pair HL. Data returned through acc. Only ACC affected.
READ BYTE (2716,2758, 2732).	833E	Same as 'READ BYTE' (8755, 8755-A)'
WRITE BYTE (2716,2758)	835B	One byte of data received through register D is programmed in 2716 or 2758 at memory location pointed by HL. Acc and CPU flags are affected.
WRITE BYTE 2732	838B	One byte of data received through register D is programmed in 2732 at memory pointed by HL. Acc. and CPU flags affected.

Table-4 : SDK-85 Monitor routines used by the 'EPROM PROGRAMMER

<u>Name</u>	<u>Address</u>	<u>Description</u>
CROUT	05EB	CROUT sends a carriage return (and hence a line feed) to the console, Register A, B, C and F's affected.
DELAY	05F1	This routine takes the 16-bit contents of register pair DE and counts down to zero, then returns to the calling program. Register A, D, E & F's affected.
FRET	06IC	FRET sets the carry flag FALSE and then returns. Only carry affected.
GETCH	06IF	GETCH returns the next character in the serial input stream through register C to the calling program. Register A, C and F's affected.
HILO	06AO	This routine compares the two 16 bit integers in HL and DE. The carry bit is set FALSE if $DE > HL$.
NMOUT	06C7	NMOUT converts the 8 bit, unsigned integer in the A register into 2 ASCII characters. These two characters are sent to the console at the current print position of the console. Register A, B, C and flags affected.
SRET	0732	The carry flag is set TRUE and then returns to the calling program. Only carry affected.
CO	07FA	CONSOLE OUTPUT. This routines transmits a character (in ASCII code), passed from the caller in the C register, to the console. Register A, C and F's affected.

Acknowledgement

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References

1. Intel Data Catalog, 1977.
2. Intel SDK-85 System Design Kit User's Manual, 1978.
3. Intel, MCS-80/85 Family User's Manual, 1979.

SOCKET-1 2732
 SOCKET-2 2716 B
 SOCKET-3 2758*
 8755 A
 8755 A
 * J1 → 8755A
 J2 → 8755

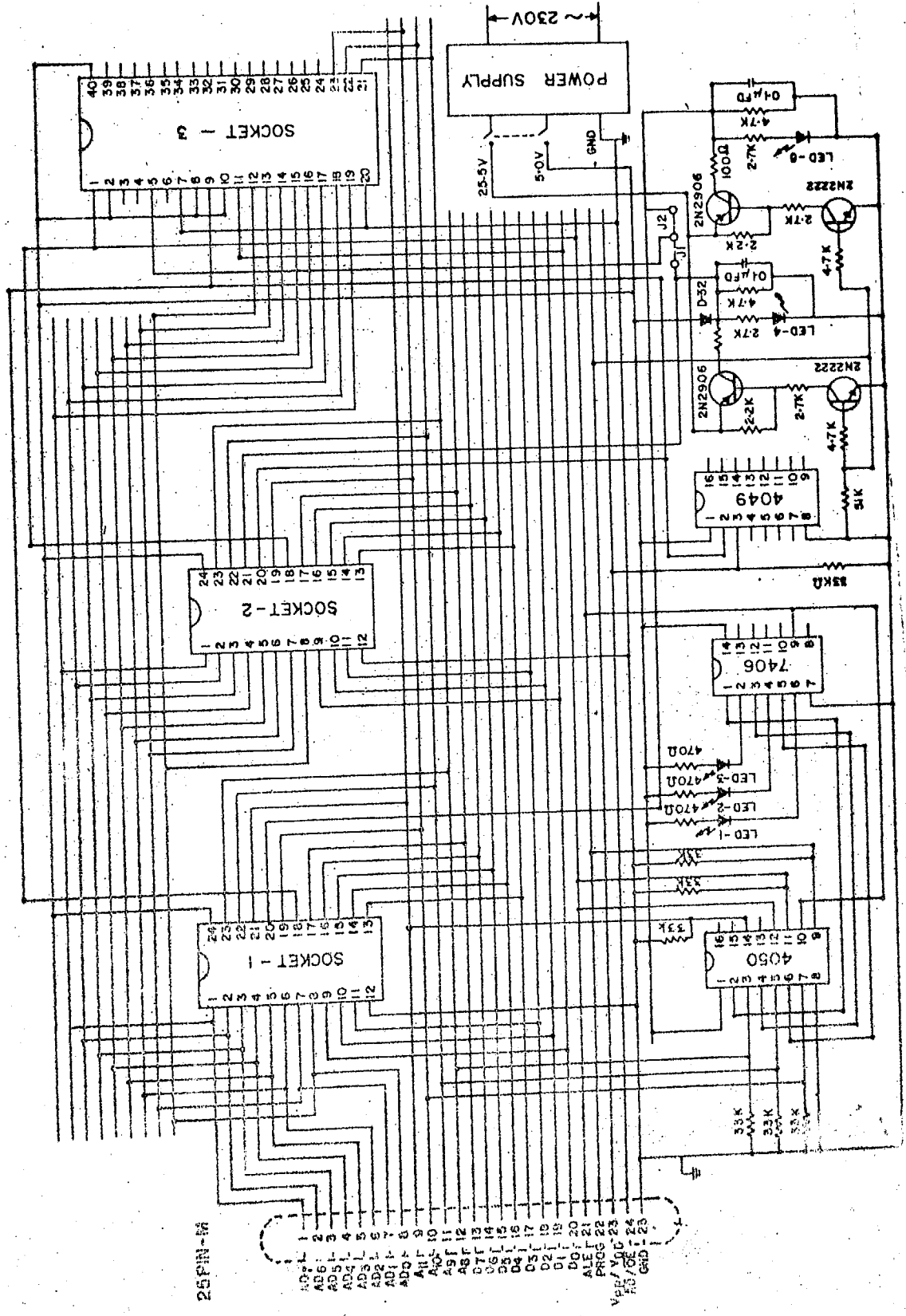


FIG. 1

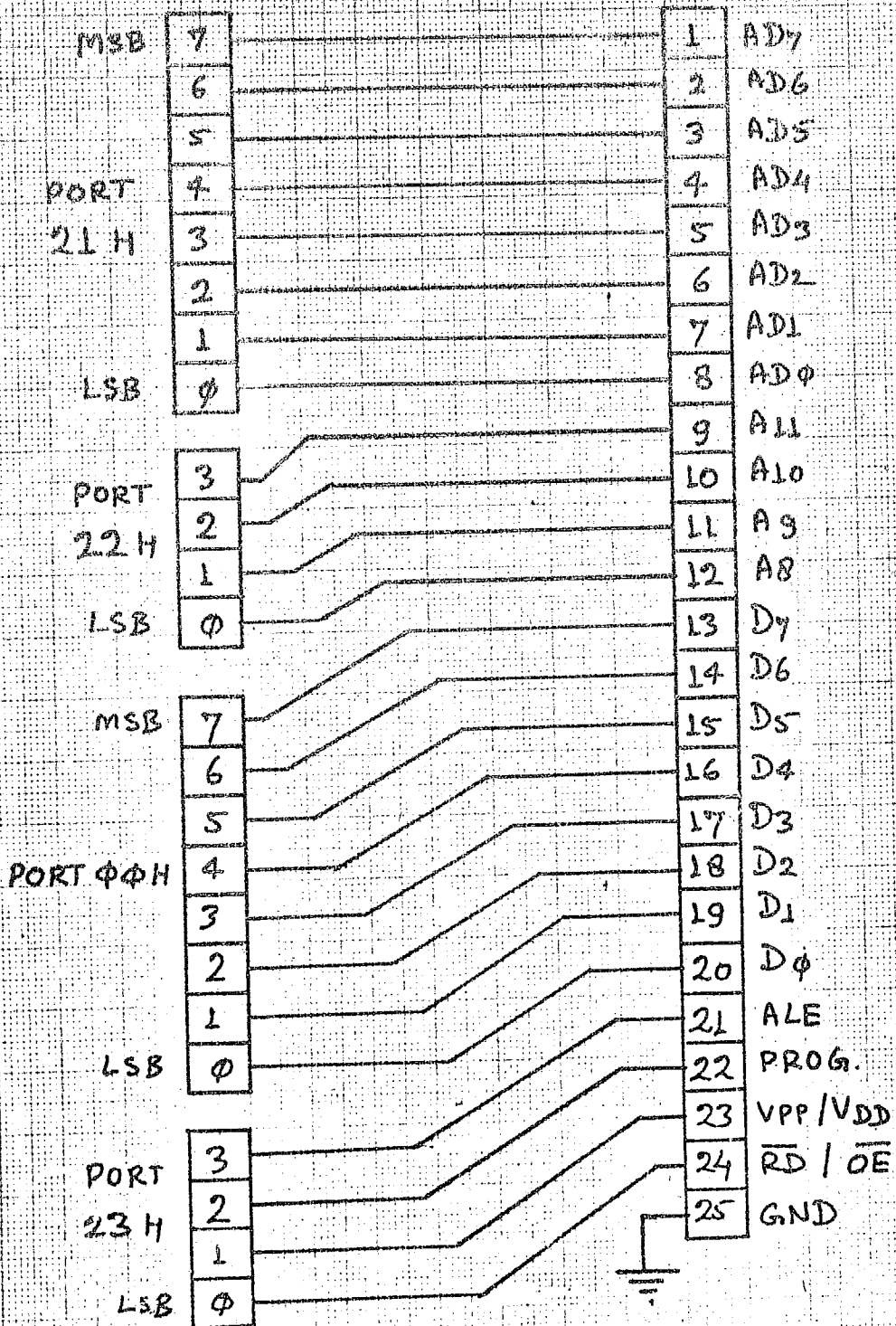


FIG. 2 PORTS CONNECTIONS

APPENDIX-1

SOME PROGRAMMING EXAMPLES.

0000

EPR0M PROGRAMMER (PLT-AS-1982)

EPR0M TYPE#2716

SOURCE FIELD INITIAL ADDR.(HEX)72000

SOURCE FIELD FINAL ADDR.(HEX) 72830

P , R TP

DESTINATION (EPR0M) INITIAL ADDR.(HEX)70000

EXEC (Y/N)TY

PROGRAMMING ERROR IN EPR0M AT 0000

CONTINUE (Y/N)TY

PROGRAMMING ERROR IN EPR0M AT 0001

CONTINUE (Y/N)TY

EPR0M PROGRAMMER (PLT-AS-1982)

EPR0M TYPE#27165

ERROR

EPR0M PROGRAMMER (PLT-AS-1982)

EPR0M TYPE#2716

SOURCE FIELD INITIAL ADDR.(HEX)7002800

SOURCE FIELD FINAL ADDR.(HEX) 72000

ERROR

SOURCE FIELD FINAL ADDR.(HEX) 72830

P , R TP

DESTINATION (EPR0M) INITIAL ADDR.(HEX)70000

EXEC (Y/N)TY

** DONE **

EPR0M PROGRAMMER (PLT-AS-1982)

EPR0M TYPE#

APPENDIX- 2 :

SOME READING EXAMPLES.

SDK-85 VER 2.1
.08000

EPROM PROGRAMMER (PLT-AS-1982)

EPROM TYPE#7

ERROR
EPROM PROGRAMMER (PLT-AS-1982)

EPROM TYPE#8755

SOURCE FIELD INITIAL ADDR.(HEX)T0000

SOURCE FIELD FINAL ADDR.(HEX) T0030

P , R TR

0000 2A BE 20 CD EB 05 7C CD C7 06 7D CD C7 06 06 04
0010 CD 14 09 7E 57 CD C7 06 7A FE 40 DA 75 08 7A FE
0020 C0 D2 71 08 06 08 CD 14 09 7A FE 76 C2 38 08 21
0030 4B

** DONE **

EPROM PROGRAMMER (PLT-AS-1982)

EPROM TYPE#2716

SOURCE FIELD INITIAL ADDR.(HEX)T0000

SOURCE FIELD FINAL ADDR.(HEX) T0020

P , R TF

ERROR

P , R TR

0000 FB 7D FE 27 DF 70 5F DD F7 C7 F3 58 FD D7 D4 BC
0010 D7 E3 5E BC 64 CE 5E FF BF D8 D1 DC F3 76 9A 17
0020 D5

** DONE **

EPROM PROGRAMMER (PLT-AS-1982)

EPROM TYPE#

APPENDIX-3

Listing of the 'EPROM PROGRAMMER' Program.

Total memory requirement 03C2 (Hex) bytes.

** EPROM PROGRAMMER **

8000 31A020 LXI SP,20A0; DEFINE STACK POINTER,
8003 C31A81 JMP 811A ; BRANCH TO LEAVE SOME ROOM FOR
; MESSAGE TABLE.

***** MESSAGE TABLE *****

8006	0D0A	4550	524F	4D20	;	(CR)(LF)EPROM PROGRAMMER
800E	5052	4F47	5241	4D4D	;	(PLT-AS-1982)(CR)
8016	4552	2028	504C	542D	;	(LF)(LF)EPROM TYPE#%
801E	4153	2D31	3938	3229	;	
8026	0D0A	0A45	5052	4F4D	;	
802E	2054	5950	4523	25	;	
8035	0D0A	534F	5552	4345	;	(CR)(LF)SOURCE FIELD
803D	2046	4945	4C44	2049	;	INITIAL ADDR.(HEX)?%
8045	4E49	5449	414C	2041	;	
804D	4444	522E	2848	4558	;	
8055	293F	25			;	
8058	0D0A	534F	5552	4345	;	(CR)(LF)SOURCE FIELD
8060	2046	4945	4C44	2046	;	FINAL ADDR.(HEX) ?%
8068	494E	414C	2041	4444	;	
8070	522E	2848	4558	2920	;	
8078	203F	25			;	
807B	0D0A	5020	2C20	5220	;	(CR)(LF)P , R ?%
8083	3F25				;	
8085	0D0A	4445	5354	494E	;	(CR)(LF)DESTINATION
808D	4154	494F	4E20	2845	;	(EPROM) INITIAL ADDR.(HEX)?%
8095	5052	4F4D	2920	494E	;	
809D	4954	4941	4C20	4144	;	
80A5	4452	2E28	4845	5829	;	
80AD	3F25				;	
80AF	0D0A	4558	4543	2028	;	(CR)(LF)EXEC (Y/N)?%
80B7	592F	4E29	3F25		;	

```

80BD  000A 5052 4F47 5241  ; (CR)(LF)PROGRAMMING
80C5  404D 494E 4720 4552  ; ERROR IN EPROM ATZ
80CD  524F 5220 494E 2045  ;
80D5  5052 4F4D 2041 5420  ;
80DD  25  ;

80DE  000A 434F 4E54 494E  ; (CR)(LF)CONTINUE (Y/N)?%
80E6  5545 202B 592F 41  ;
80EE  3F25  ;

80F0  000A 4552 524F 5225  ; (CR)(LF)ERRORZ

80FB  000A 2A2A 2044 4F4E  ; (CR)(LF)** DONE **
8100  4520 2A2A 000A 25  ; (CR)(LF)%

```

FUNCTION : PRNTMSG

DESCRIPTION : A STRING OF ASCII CHARACTERS BEGINNING
: AT THE MEMORY LOCATION POINTED BY HL
: REGISTER PAIR IS PRINTED, THE END
: OF THE STRING IS RECOGNIZED BY THE
: VALID DELIMITER ("% IN THIS CASE).
: REG. A, C, H, L AND F'S AFFECTED.

```

8107  7E          MOV A,M  ; CHECK IF THE CHARACTER IS
8108  FE25        CPI 25  ; VALID DELIMITER.
810A  C8          RZ      ; RETURN IF YES.
810B  4E          C,M     ; OTHERWISE PRINT IT
810C  CDFA07     CALL 07FA ; BY CALLING 'CO'.
810F  23          INX H   ; NEXT MEMORY LOCATION.
8110  C30781     JMP 8107 ; BRANCH TO HANDLE NEXT CHARACTER.

```

FUNCTION : PRERR

DESCRIPTION : THIS ROUTINE PRINTS THE ERROR MESSAGE.
: REG. A, C, H, L AND F'S AFFECTED.

```

8113  21F080     LXI H,80F0 ; DEFINE ERROR MSG POINTER.
8116  CD0781     CALL 8107 ; PRINT IT BY CALLING 'PRNTMSG'.
8119  C9          RET   ; RETURN.

```

FUNCTION : EPROM PROGRAMMER
 DESCRIPTION: TO PROGRAM ANY OF THE FOLLOWING EPROMS,
 1 8755, 8755A, 2716, 2732, 2758.

811A	210680	LXI H,8006	‡ SEND THE TITLE MESSAGE TO THE
811D	CD0781	CALL 8107	‡ CONSOLE.
8120	CDAB82	CALL 82A8	‡ CALL GETHX TO RECEIVE THE TYPE NO.
8123	D23781	JNC 8137	‡ CHECK IF ERROR
8124	78	MOV A,B	‡ NO GO AHEAD.
8127	FE87	CPI 87	‡ COMPARE THE EPROM TYPE
8129	C23281	JNZ 8132	‡
812C	79	MOV A,C	‡
812D	FE55	CPI 55	‡
812F	CA6B81	JZ 816B	‡ BRANCH TO HANDLE 8755.
8132	FE27	CPI 27	‡
8134	CA3D81	JZ 813D	‡ BRANCH TO HANDLE 27.. SERIES
8137	CD1381	CALL 8113	‡ OTHERWISE ERROR MESSAGE.
813A	C31A81	JMP 811A	‡ RESTART.
			‡
813D	79	MOV A,C	‡
813E	FE16	CPI 16	‡
8140	CA5C81	JZ 815C	‡ BRANCH TO HANDLE 2716.
8143	FE58	CPI 58	‡
8145	CA5C81	JZ 815C	‡ BRANCH FOR 2758.
8148	FE32	CPI 32	‡
814A	C23781	JNZ 8137	‡ BRANCH IF NOT 2732.
814D	213E83	LXI H,833E	‡ SAVE THE READ BYTE ADDR. OF 2732
8150	22B420	SHLD 20B4	‡
8153	218B83	LXI H,838B	‡ SAVE THE WRITE BYTE ADDR. OF 2732.
8156	22B720	SHLD 20B7	‡
8159	C37781	JMP 8177	‡
			‡
815C	213E83	LXI H,833E	‡ SAVE THE READ BYTE ADDR. FOR 2716.
815F	22B420	SHLD 20B4	‡
8162	215B83	LXI H,835B	‡ SAVE THE WRITE BYTE ADDR. FOR 2716
8165	22B720	SHLD 20B7	‡
8168	C37781	JMP 8177	‡
			‡
816B	211583	LXI H,8315	‡ SAVE THE READ BYTE ADDR. FOR 8755.
816E	22B420	SHLD 20B4	‡
8171	21E182	LXI H,82E1	‡ SAVE THE WRITE BYTE ADDR. FOR 8755.
8174	22B720	SHLD 20B7	‡
8177	21B320	LXI H,20B3	‡ SAVE JUMP INSTRUCTION FOR READ BYTE
817A	36C3	MVI M,C3	‡ AND WRITE BYTE ROUTINES AT RESEARVED
817C	21B620	LXI H,20B6	‡ RAM LOCATIONS.
817F	36C3	MVI M,C3	‡
8181	213580	LXI H,8035	‡ SEND INITIAL ADDR. MESSAGE.
8184	CD0781	CALL 8107	‡
8187	CDAB82	CALL 82A8	‡ RECEIVE THE ADDRESS.
818A	DA9381	JC 8193	‡ BRANCH IF NO ERROR.
818D	CD1381	CALL 8113	‡ HANDLE ERROR.
8190	C38181	JMP 8181	‡

8193	60	MOV H,B	‡ SAVE THE INITIAL ADDRESS AT
8194	69	MOV L,C	‡ RESEARVED RAM LOCATION;
8195	22B920	SHLD 20B9	‡
8198	215880	LXI H,8058	‡ SEND FINAL ADDR. MESSAGE.
819B	CD0781	CALL 8107	‡
819E	CDA882	CALL 82A8	‡ RECEIVE THE ADDRESS.
81A1	DAAA81	JC 81AA	‡ BRANCH IF NO ERROR.
81A4	CD1381	CALL 8113	‡ OTHERWISE HANDLE ERROR.
81A7	C39881	JMP 8198	‡ REPEAT THE MESSAGE.
			‡
81AA	50	MOV D,B	‡ CHECK IF THE FINAL ADDRESS -
81AB	59	MOV E,C	‡ IS >= INITIAL ADDRESS.
81AC	2AB920	SHLD 20B9	‡
81AF	EB	XCHG	‡
81B0	CDA006	CALL 06A0	‡
81B3	D2A481	JNC 81A4	‡ ERROR IF NOT.
81B6	22BB20	SHLD 20BB	‡ SAVE THE FINAL ADDRESS.
81B9	217B80	LXI H,807B	‡ SEND 'P,R?' MESSAGE.
81BC	CD0781	CALL 8107	‡
81BF	CD1F06	CALL 061F	‡ RECEIVE THE ANSWER FROM CONSOLE.
81C2	F5	PUSH PSW	‡ SAVE IT
81C3	00	NOF	‡
81C4	CDFA07	CALL 07FA	‡ ECHO IT
81C7	F1	POP PSW	‡
81C8	FE50	CPI 50	‡ BRANCH IF IT IS P(PROGRAM).
81CA	CAD881	JZ 81D8	‡
81CD	FE52	CPI 52	‡
81CF	CA7782	JZ 8277	‡ BRANCH IF IT IS R(READ).
81D2	CD1381	CALL 8113	‡ ERROR IF NONE.
81D5	C3B981	JMP 81B9	‡ REPEAT THE MESSAGE.
			‡
81D8	218580	LXI H,8085	‡ SEND THE DESTINATION ADDRESS -
81DB	CD0781	CALL 8107	‡ MESSAGE.
81DE	CDA882	CALL 82A8	‡ RECEIVE THE ADDRESS.
81E1	DAEA81	JC 81EA	‡ BRANCH IF NO ERROR.
81E4	CD1381	CALL 8113	‡ HANDLE ERROR.
81E7	C3D881	JMP 81D8	‡
			‡
81EA	60	MOV H,B	‡ SAVE THE DESTINATION ADDRESS.
81EB	69	MOV L,C	‡
81EC	22BD20	SHLD 20BD	‡
81EF	21AF80	LXI H,80AF	‡ SEND 'EXEC(Y/N)?' MESSAGE.
81F2	CD0781	CALL 8107	‡
81F5	CD1F06	CALL 061F	‡ RECEIVE ANSWER.
81F8	F5	PUSH PSW	‡
81F9	CDFA07	CALL 07FA	‡ ECHO IT.
81FC	F1	POP PSW	‡
81FD	FE59	CPI 59	‡
81FF	CA0D82	JZ 820D	‡ BRANCH IF (YES).
8202	FE4E	CPI 4E	‡
8204	CA0080	JZ 8000	‡ RESTART IF N(NO).
8207	CD1381	CALL 8113	‡ ERROR IF NONE.
820A	C3EF81	JMP 81EF	‡ REPEAT THE MESSAGE.

020D	CDE005	CALL 05EB	% SEND 'CR' 'LF'.
0210	2AB920	LHLD 20B9	% LOAD THE BYTE TO BE PROGRAMMED
0213	54	MOV D,M	% IN TO REGISTER D.
0214	2ABD20	LHLD 20BD	% LOAD THE DESTINATION ADDR. IN HL.
0217	CDB620	CALL 20B6	% CALL 'BYTE WRITE'
021A	CDB320	CALL 20B3	% CALL 'BYTE READ'
021D	BA	CMP D	% VERIFY THE PROGRAMMED BYTE.
021E	CA5382	JZ 0253	% BRANCH IF CORRECT.
0221	21BD80	LXI H,80BD	% OTHERWISE PROG. ERROR MESSAGE.
0224	CD0781	CALL 0107	%
0227	2ABD20	LHLD 20BD	% SEND THE ADDRESS AT WHICH
022A	7C	MOV A,M	% THE ERROR IS DETECTED.
022B	CDC706	CALL 06C7	%
022E	7D	MOV A,L	%
022F	CDC706	CALL 06C7	%
0232	21DE80	LXI H,80DE	% SEND 'CONTINUE(Y/N)' MESSAGE.
0235	CD0781	CALL 0107	%
0238	CD1F06	CALL 061F	% RECEIVE ANSWER.
023B	F9	PUSH PSM	%
023C	CDFAC7	CALL 07FA	% ECHO IT.
023F	F1	POP PSM	%
0240	FE59	CPI 59	%
0242	CA5082	JZ 0250	% BRANCH IF Y(YES).
0245	FE4E	CPI 4E	%
0247	CA0080	JZ 8000	% RESTART IF N(NO).
024A	CD1381	CALL 0113	% ERROR IF NONE.
024D	C33282	JMP 0232	% REPEAT THE MESSAGE.
			%
0250	CDE005	CALL 05EB	% SEND 'CR' , 'LF'.
0253	2ABB20	LHLD 20BB	% CHECK IF THE FINAL SOURCE ADDRESS
0256	EB	XCHG	% IS REACHED.
0257	2AB920	LHLD 20B9	%
025A	CDA006	CALL 06A0	%
025D	DA6E82	JC 026E	% BRANCH IF NO.
0260	23	INX H	% OTHERWISE INCREASE THE SOURCE
0261	22B920	SHLD 20B9	% AND DESTINATION ADDRESS.
0264	2ABD20	LHLD 20BD	%
0267	23	INX H	%
0268	22BD20	SHLD 20BD	%
026B	C31082	JMP 0210	% GO TO PROGRAM THE NEXT BYTE.
			%
026E	21F080	LXI H,80FB	% SEND THE 'DONE' MESSAGE.
0271	CD0781	CALL 0107	%
0274	C30080	JMP 8000	% RESTART.

FUNCTION : READ EPROM			
0277	00	NOP	%
0278	00	NOP	%
0279	2AB920	LHLD 20B9	% LOAD INITIAL ADDRESS OF SOURCE
027C	CDE005	CALL 05EB	% SEND 'CR' 'LF'

827F	7C	MOV A,H	PRINT ADDRESS.
8280	CDC706	CALL 06C7	
8283	7D	MOV A,L	
8284	CDC706	CALL 06C7	
8287	0E20	MVI C,20	LEAVE ONE SPACE.
8289	CDFA07	CALL 07FA	
828C	CDB320	CALL 20B3	READ ONE BYTE DATA.
828F	CDC706	CALL 06C7	PRINT IT.
8292	23	INX H	NEXT ADDRESS.
8293	EB	XCHG	CHECK IT WITH THE END ADDR.
8294	2ABB20	LHLD 20BB	
8297	23	INX H	
8298	EB	XCHG	
8299	CDA006	CALL 06A0	
829C	DA6E82	JC 826E	BRANCH IF THE END IS REACHED.
829F	7D	MOV A,L	CHECK IF LOWER HEX OF L IS F.
82A0	E60F	ANI OF	
82A2	C28782	JNZ 8287	GO FOR NEXT BYTE.
82A5	C37C82	JMP 827C	NEXT LINE .

SUBROUTINE: GETHEX

DESCRIPTION : A STRING OF TWO HEX DIGITS ACCEPTED.
: THEN RETURNED THROUGH BC.

82A8	E5	PUSH H	
82A9	210000	LXI H,0000	
82AC	1E00	MVI E,00	
82AE	CD1F06	CALL 061F	
82B1	4F	MOV C,A	
82B2	CDF805	CALL 05F8	
82B5	79	MOV A,C	
82B6	FE0D	CPI 0D	
82B8	C2C782	JNZ 82C7	
82BB	51	MOV D,C	
82BC	E5	PUSH H	
82BD	C1	POP B	
82BE	E1	POP H	
82BF	7B	MOV A,E	
82C0	B7	ORA A	
82C1	C23207	JNZ 0732	
82C4	CA1C06	JZ 061C	
82C7	CD5E07	CALL 075E	
82CA	D2DD82	JNC 82DD	
82CD	CDBB05	CALL 05BB	
82D0	1EFF	MVI E,FF	
82D2	29	DAD H	
82D3	29	DAD H	
82D4	29	DAD H	
82D5	29	DAD H	
82D6	0600	MVI B,00	
82D8	4F	MOV C,A	
82D9	09	DAD B	
82DA	C3AE82	JMP 82AE	
82DD	E1	POP H	
82DE	C31C06	JMP 061C	

FUNCTION:WRITE BYTE (8755,8755 A)

DESCRIPTION : ONE BYTE IS PROGRAMMED IN
8755 OR 8755A. DATA THROUGH REG. D
ADDRESS THROUGH HL REG. PAIR.

82E1	E5	PUSH H	SAVE ADDRESS.
82E2	D5	PUSH D	SAVE DATA.
82E3	3E0F	MVI A,0F	DEFINE PORTS AS OUTPUT.
82E5	D320	OUT 20	
82E7	7D	MOV A,L	OUT ADDRESS.
82E8	D321	OUT 21	
82EA	7C	MOV A,H	
82EB	D322	OUT 22	
82ED	3E08	MVI A,08	OUT ALE PULSE.
82EF	D323	OUT 23	
82F1	3E00	MVI A,00	
82F3	D323	OUT 23	
82F5	7A	MOV A,D	OUT DATA.
82F6	D321	OUT 21	
82F8	3E04	MVI A,04	SEND PROG LEVEL BIT HIGH.
82FA	D323	OUT 23	
82FC	3E06	MVI A,06	SET VDD=25V.
82FE	D323	OUT 23	
8300	118018	LXI D,1880	50 MS DELAY.
8303	CD105	CALL 05F1	
8306	3E04	MVI A,04	SET VDD = 5V.
8308	D323	OUT 23	
830A	3E00	MVI A,00	SET PROG LEVEL BIT LOW.
830C	D323	OUT 23	
830E	3E00	MVI A,00	REDEFINE PORTS AS INPUT.
8310	D320	OUT 20	
8312	D1	POP D	RESTORE DATA.
8313	E1	POP H	RESTORE ADDRESS.
8314	C9	RET	RETURN.

FUNCTION : READ BYTE (8755,8755 A)

DESCRIPTION : ONE BYTE IS READ FROM 8755,
OR 8755A AND DATA RETURNED THROUGH REG. D
ADDRESS THROUGH HL PAIR.

8315	E5	PUSH H	SAVE ADDRESS.
8316	D5	PUSH D	SAVE DATA.
8317	3E0F	MVI A,0F	DEFINE PORTS.
8319	D320	OUT 20	
831B	7D	MOV A,L	OUT ADDRESS.
831C	D321	OUT 21	
831E	7C	MOV A,H	
831F	D322	OUT 22	
8321	3E08	MVI A,08	OUT ALE PULSE.
8323	D323	OUT 23	
8325	3E00	MVI A,00	
8327	D323	OUT 23	

8329	3E0E	MVI A,0E	REDEFINE PORT 21 AS INPUT.
832B	D320	OUT 20	
832D	3E01	MVI A,01	SET CHIP ENABLE.
832F	D323	OUT 23	
8331	DB21	IN 21	READ BYTE.
8333	57	MOV D,A	TRANSFER DATA TO REG. D.
8334	3E00	MVI A,00	REDEFINE PORTS AS INPUT.
8336	D323	OUT 23	AND CHIP DISABLE.
8338	D320	OUT 20	
833A	7A	MOV A,D	RESTORE DATA TO ACC.
833B	D1	POP D	RESTORE EARLIER DATA.
833C	E1	POP H	RESTORE ADDRESS.
833D	C9	RET	RETURN.

FUNCTION : READ BYTE (2716, 2758, 2732)

DESCRIPTION : ONE BYTE IS READ FROM ONE OF THE ABOVE LISTED CHIPS. DATA RETURNED THROUGH REG. D. ADDR. HL

833E	E5	PUSH H	SAVE ADDRESS.
833F	D5	PUSH D	SAVE DATA.
8340	3E0F	MVI A,0F	DEFINE PORTS AS OUT PUT.
8342	D320	OUT 20	
8344	7D	MOV A,L	SET ADDRESS.
8345	D321	OUT 21	
8347	7C	MOV A,H	
8348	D322	OUT 22	
834A	3E01	MVI A,01	SET CHIP ENABLE.
834C	D323	OUT 23	
834E	DB00	IN 00	READ THROUGH PORT 00.
8350	57	MOV D,A	
8351	3E00	MVI A,00	REDEFINE PORTS.
8353	D323	OUT 23	
8355	D320	OUT 20	
8357	7A	MOV A,D	
8358	D1	POP D	RESTORE DATA.
8359	E1	POP H	RESTORE ADDRESS.
835A	C9	RET	

FUNCTION : WRITE BYTE (2716, 2758)

DESCRIPTION : DATA RECEIVED THROUGH D IS PROGRAMMED IN 2716 OR 2758. ADDRESS THROUGH HL PAIR.

835B	E5	PUSH H	
835C	D5	PUSH D	
835D	3E0F	MVI A,0F	
835F	D320	OUT 20	
8361	3EFF	MVI A,FF	DEFINE PORT 00 TO BE OUTPUT
8363	D302	OUT 02	PORT.
8365	7A	MOV A,D	SET DATA.
8366	D300	OUT 00	
8368	7D	MOV A,L	SET ADDRESS.
8369	D321	OUT 21	
836B	7C	MOV A,H	
836C	D322	OUT 22	

836E	3E02	MVI A,02	;	SET VPP = 25V.
8370	D323	OUT 23	;	
8372	3E06	MVI A,06	;	SET PGM HIGH.
8374	D323	OUT 23	;	
8376	118018	LXI D,1880	;	50 MS DELAY.
8379	CDF105	CALL 05F1	;	
837C	3E02	MVI A,02	;	SET PGM LOW.
837E	D323	OUT 23	;	
8380	3E00	MVI A,00	;	SET VPP = 5V.
8382	D323	OUT 23	;	
8384	D320	OUT 20	;	REDEFINE PORTS.
8386	D302	OUT 02	;	
8388	D1	POP D	;	RESTORE DATA.
8389	E1	POP H	;	RESTORE ADDRESS.
838A	C9	RET	;	

FUNCTION ; WRITE BYTE (2732),
DESCRIPTION ; SIMILAR TO 2716. WITH A MINOR DIFFERENCE.

838B	E5	PUSH H		
838C	D5	PUSH D	;	
838D	3E0F	MVI A,0F	;	
838F	D320	OUT 20	;	
8391	3EFF	MVI A,FF	;	
8393	D302	OUT 02	;	
8395	7A	MOV A,D	;	
8396	D300	OUT 00	;	
8398	7D	MOV A,L	;	
8399	D321	OUT 21	;	
839B	7C	MOV A,H	;	
839C	D322	OUT 22	;	
839E	3E02	MVI A,02	;	SET VPP = 25V.
83A0	D323	OUT 23	;	
83A2	3E03	MVI A,03	;	SET CHIP ENABLE.
83A4	D323	OUT 23	;	
83A6	118018	LXI D,1880	;	50 MS. DELAY.
83A9	CDF105	CALL 05F1	;	
83AC	3E02	MVI A,02	;	CHIP DISABLE.
83AE	D323	OUT 23	;	
83B0	3E00	MVI A,00	;	SET VPP = 0V.
83B2	D323	OUT 23	;	
83B4	110002	LXI D,0200	;	5 MS. DELAY FOR VPP TO COME
83B7	CDF105	CALL 05F1	;	DOWN.
83BA	3E00	MVI A,00	;	REDEFINE PORTS.
83BC	D320	OUT 20	;	
83BE	D302	OUT 02	;	
83C0	D1	POP D	;	RESTORE DATA.
83C1	E1	POP H	;	RESTORE ADDRESS.
83C2	C9	RET	;	RETURN.