





mands at address 0. Refer to Fig. 1, a flowchart of the foreground program. At BEGIN, a lock is cleared. The lock permits the removal of the ability to enter the control mode. This will be explained in detail later. Control passes to RESET, where all variables are initialized. All of the output ports are zeroed. A note is in order about how the program handles output. The 8080 can output to its output ports, but it cannot read its output ports back in. Since we need the ability to be able to change only one bit at a time in the output ports, a memory byte is reserved for each output port. Every time the processor outputs data, it writes the output information in the locations OUT0M through OUT7M for ports 0 through 7. This way, if an output bit needs to be changed, the corresponding memory location can be read, the one bit changed, and the byte output. All bits of port 7 are set, because the row and column inputs to the touchtone generator are active low. The stack pointer is loaded, and control jumps around the interrupt location to MASLP.

At MASLP (master loop) the interrupt is enabled, and TIME is checked. If TIME is 0, the system is in the rest mode; as soon as a repeater is used, it will ID. When TIME is 1, the system is counting time to see if it is time to ID. In the program, if TIME is 0, the 150 PTT is checked to see if the repeater is in use. If not, the 450 PTT is checked at MAS2. If neither repeater is in use, the program loops around, continuously waiting for one to be used. When a repeater is activated, either a 150 code or a 450 code is put into MASK. MASK is a variable which tells the CW sending program which repeater to ID. At MAS3, TIME is made 1,

and control goes to ID. At ID, TIMER is zeroed. TIMER is a four-byte counter, used to time up to three minutes. The repeater identifies, but before explaining how that occurs, the other path to ID will be explained.

At MASLP, if TIME is 1, control passes to MAS1. In this portion of the loop, the repeater has identified sometime in the past three minutes. In the subsequent three minutes, the processor keeps tab on the repeaters to see which ones should ID later. At MAS1, MASK is modified to reflect which repeaters are in use. TIMER is incremented, and, at MAS6, TIMER is checked to see if it equals IDTM (ID time). If not, three minutes have not elapsed, and the program loops back to MASLP. When time is up, control passes to ID, as before.

At ID, after TIMER is zeroed, MASK is checked to see if either repeater has been utilized in the last three minutes. If not, control resumes at MASLP after clearing TIME, placing the system back into the idle condition. If a repeater has been used, control goes to ID1. At this point, it must be determined which ID message is to be used. IDS (ID status) may have values from 1 to 7. 1 through 5 specify that that ID number is to be used, 6 indicates that the first four should be cycled, and 7 indicates that all five should be cycled. IDN (ID number) specifies the current ID number. IDN goes from 1 to 5. If IDS is between 1 and 5, IDN is set to IDS and control goes to ID3. At ID1, if IDS is 6 or 7, control goes to ID2 where IDN is incremented, advancing to the next ID message. At ID4 and ID5, IDN is checked to see if it is greater than it should be, and if so, it is set back to 1, and control goes to ID3.

At ID3, the HL registers

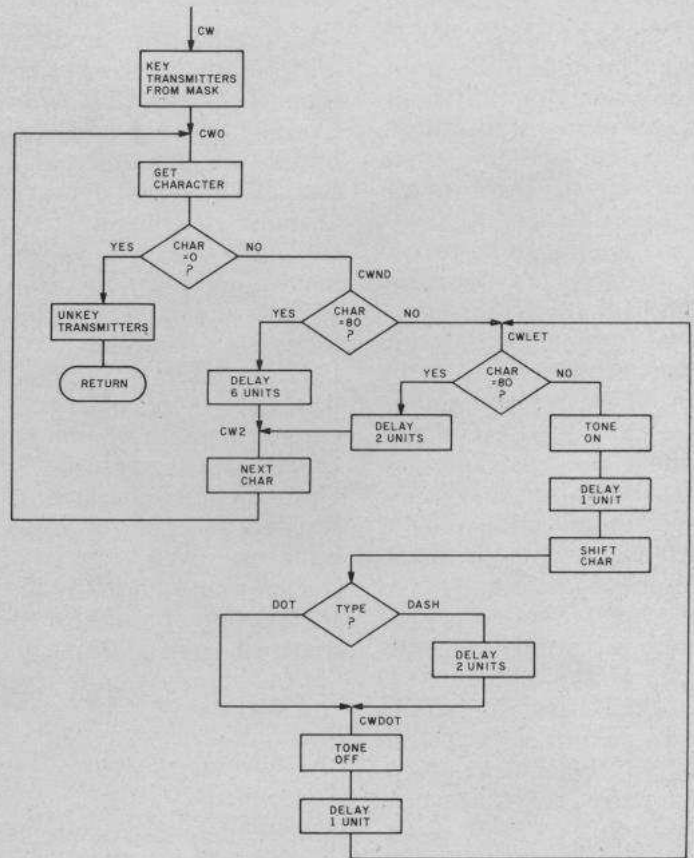


Fig. 2. CW routine.

are set to the address of the proper ID message, and the CW sending program is called. After sending the ID, MASK is zeroed and control goes to MASLP.

The CW sending routine is shown in Fig. 2. It is

assumed that the address of the message to be sent in CW is in the HL registers, and that MASK indicates which repeaters to send the message to. If the destination is 150, MASK contains C0; if the destination is 450,

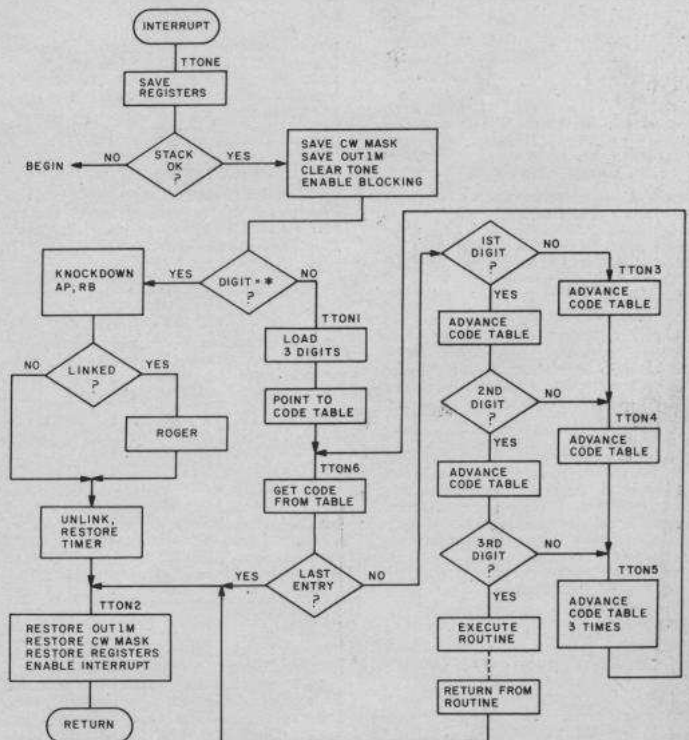


Fig. 3. Interrupt service routine.

MASK contains 30; if the destination is both, MASK contains F0. On entry, the proper transmitters are keyed, keeping them on the air for the duration of the message. At CW0, the character to be sent is fetched. A zero byte indicates that the message is done. If done, the transmitters are unkeyed, and the subroutine returns. Otherwise, at CWND (CW not done), the character is checked to see if it is the special space code of 80. If so, a 6-unit delay is made. A 1-unit delay is appended to every character, so a space is a total of 7 units long. If the character is not the special space code, control goes to CWLET (CW letter). Morse characters are stored left justified, with a 0 representing a dit and a 1 a dah. The byte is shifted left after each dit or dah, and when the byte ends up at

80, the character is done (described in *Byte*, October, 1976, page 36). After CWLET, the tone is turned on. If the character is a dah, an additional delay of 2 units is appended. At CWDOT, the tone is removed, and a trailing 1-unit space is added. The routine loops back to CWLET until the character is finished, where 2 more units are added to create a 3-unit intercharacter delay. At CW2, the next character is fetched and control loops back to CW0. The CW routine is used both by the ID section of the foreground program and various routines in the control section.

### The Interrupt Service Program

The interrupt routine is shown in Fig. 3. When the 8080 is interrupted, it goes to address 38. It jumps to TONE (touchtone), where

the service routine is located. Since the foreground program may be interrupted at any time, it is necessary to save all registers. As an error-recovery technique, the stack pointer is checked to see if it is in the limited address space where RAM is located. If not, something is awry, and the program jumps to the beginning, resetting everything. If the stack is okay, MASK is saved, since it may need to be modified by the interrupt programs. OUT1M is saved because some bits are changed there as well. The CW tones are killed, in case an ID has been interrupted (which could leave a constant tone on the repeater until return to the foreground program), and BLK is set high, enabling the blocking function. The decoder is checked to see if the digit is a \*, the knockdown digit. If so, the

KD output is pulsed for about a millisecond to kill any possible autopatch or remote-base function. If the repeaters are linked, the routine ROGER is called, which sends the "R" in CW. The repeaters are unlinked, and the timeout timer is placed into the timing mode in case a single-digit autopatch was in progress. Control goes to TTON2, the exit point.

If the incoming digit is not a \*, LOAD is called, which gets a three-digit code. The code table is checked for the three-digit code. If the code is not found in the table, control goes to TTON2, and nothing happens. If the code is found in the code table, the address of the routine to execute that particular code is obtained. At that point, the program jumps to the particular routine. After the routine is executed, control jumps to

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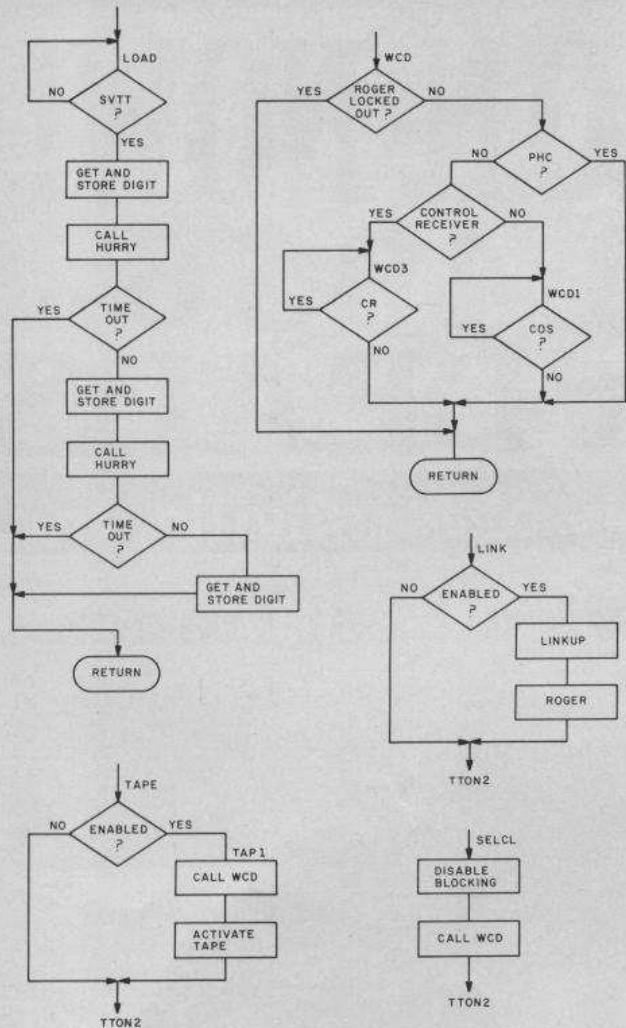


Fig. 4. Load, wait for carrier drop, link, tape, and selective call routines.

TTON2.

At TTON2, everything that was saved upon entry of TONE is restored and the interrupt routine returns to the foreground program.

BITS is a bit set routine used to set a bit in an output byte. The address of the byte is placed in register DE, and a 1 is placed in the desired bit in register B. BITC clears bits the same as BITS sets them.

Shown in Fig. 4, LOAD gets a three-digit code from the touchtone decoder. Upon entry, LOAD waits for SVTT. For user codes, SVTT is immediately present, since it is SVTT which caused the interrupt. For control codes, where several three-digit codes are used, LOAD waits for a code to be entered. When a digit is

ready, LOAD calls DECOD. DECOD reads the input ports and decodes the digits into binary form. The digit is stored, and HURRY is called. HURRY checks VTT while counting time. If a tone occurs before three seconds elapse, HURRY returns with the carry clear. If no tone is received in three seconds, HURRY exits with the carry set. The timeout is detected in LOAD, the program is aborted, and LOAD returns. Otherwise DECOD gets the next digit, the sequence repeating. The third digit is fetched in the same manner. After exiting LOAD, either three digits are stored or an invalid code is stored because of failure to send successive digits within three seconds.

DECOD reads the decoder. Presumably, a tone

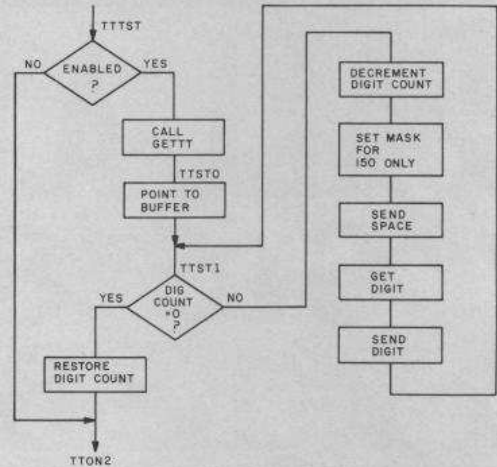


Fig. 5. Touchtone test routine.

is present when DECOD is called. The digits 1 through 9 are stored as those numbers, and 0, \*, and # are stored as decimal 10, 11, and 12. A digit stored as 0 indicates an invalid code. LOAD presets the three digits to 0, so timing out results in one or more stored digits remaining 0

The routine WCD is used to wait for a carrier drop. It is possible to lock out the ROGER routine. If this is done, it also eliminates the need to wait for dropping carrier when controlling the repeater. Upon entry, WCD checks for this, and normally proceeds to check to see if it is in the phone control mode. If so, WCD returns. If not, it checks to see if the control receiver is being used. If so, it waits for the signal there to drop. If not, it waits for the COS signal to disappear. In this manner, WCD only waits when necessary, and waits for the proper signal. The LINK routine checks if the function is to be permitted. If so, it links the repeaters and calls ROGER.

The TAPE routine checks to see if the function is enabled, calls WCD, activates the tape, and exits.

The SELCL (selective call) routine clears BLK, calls WCD, and exits. This permits any tones after 3#3 and before the carrier drop to pass.

TTTST, the touchtone

test routine, is shown in Fig. 5. If the function is enabled, GETTT (get touchtone) is called, which loads a sequence of digits. Control goes to TTST1, where the digit count is checked. For each digit, the digit is converted to CW and sent. The addresses of the CW conversions are at DIGAD. The actual CW codes are at CWD1 through CWDP. After the buffer is sent, the digit count is restored and TTTST exits.

The GETTT routine is shown in Fig. 6. Upon entry, the digit count is cleared and register pair DE is initialized to the start of the buffer. If carrier is present at GETT1, the VTT is checked. The program loops until either the carrier is dropped or a digit is received. When the latter happens, DECOD is called and the digit is placed into the buffer. The digit count is incremented, and checked to see if the buffer is full. The buffer is loaded in this manner until the carrier is dropped, when GETTT returns. If the buffer length reaches maximum, WCD is called and then GETTT returns.

When the three-digit control code is sent, the program goes to CNTRL, shown in Fig. 7. If the control mode is locked out, CNTRL exits immediately. Otherwise, WCD is called, and then LOAD. The HL registers are

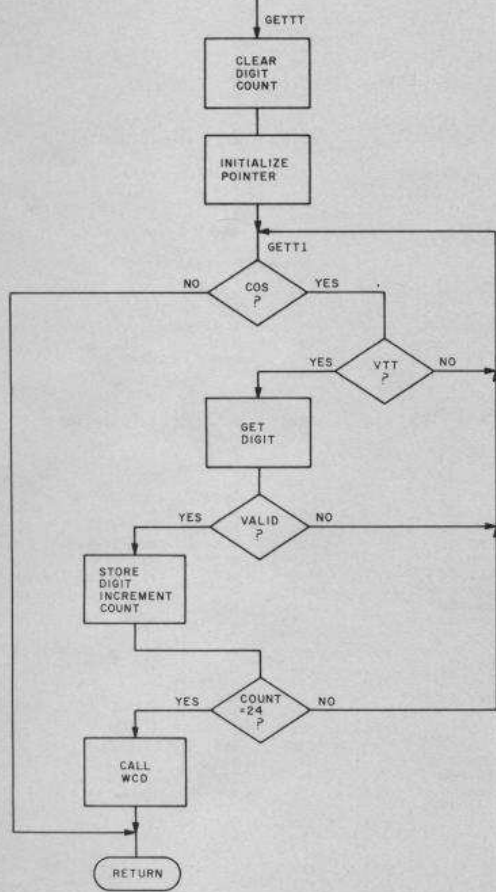


Fig. 6. Get touchtone routine.

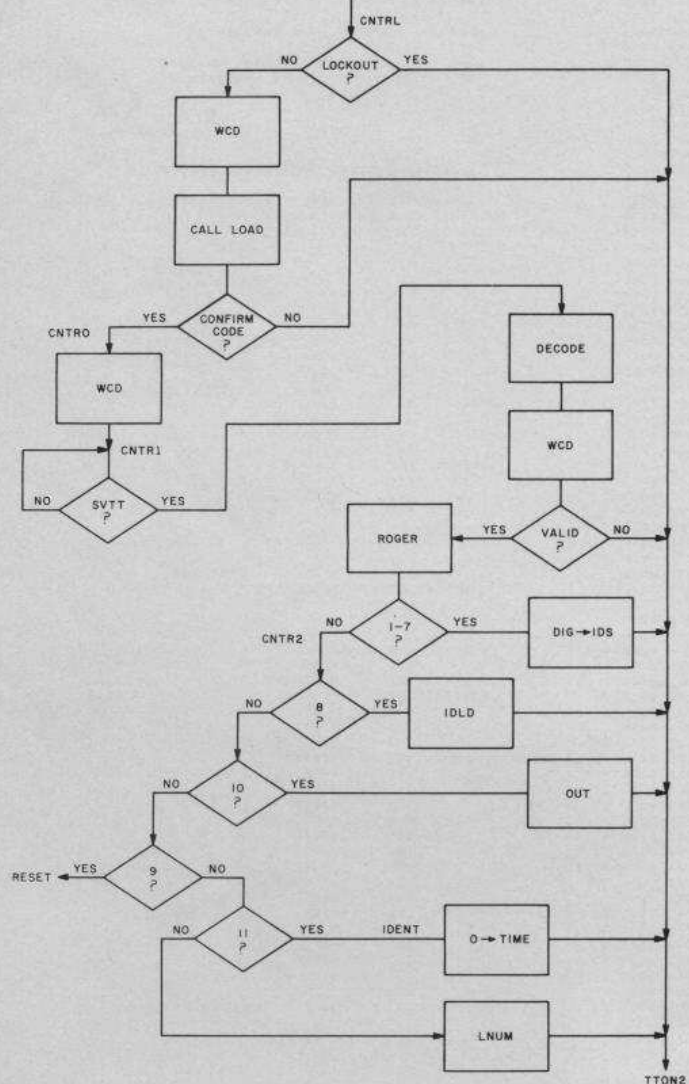


Fig. 7. Control routine.

loaded with the address of the confirm code. Jumping to TTON6 enters TTONE at a point where the code received is checked against the code table, now consisting only of the confirm code. If the received code is not in the single entry table, the interrupt is aborted as usual.

If agreement is found, TTONE sends control to CNTR0, a continuation of CNTRL. WCD is called, and CNTRL then loops at CNTR1 until a tone is received. A single-digit code is expected, and DECOD is called to get it. WCD is again called, and if the received digit is invalid, control exits. Otherwise, ROGER is called and the proper program must be selected. If the received digit is between 1 and 7, IDS is loaded with that digit. The command is done, and CNTRL exits. If the digit is 8, CNTRL jumps to IDLD (ID load). A 10, which is digit 0, sends CNTRL to OUT, and 9 has the program jump to RESET, initializing the en-

tire program with the exception of LOCK. If the digit is a \*, TIME is cleared; otherwise, the digit must be a # and CNTRL jumps to LNUM (load number). Each routine, at completion, goes to TTON2 and exits.

Fig. 8 shows IDLD. The HL registers are loaded with the address of the programmable ID. The character byte in register B and element count in register C are cleared at IDLD0. IDLD1 waits for a digit to be received, and DECOD is called. If the digit is 3, the stop byte is stored, ROGER is called, and IDLD exits. Otherwise, control goes to IDNTS (ID not stop), where the digit is checked to see if it is a 2. If so, at IDDLT (ID done, left justify) register B is justified by the element count in register C. The character is stored in the message buffer in IDDL (ID done letter), HL is incremented, and control loops to IDLD0. If the digit is not a 2, it is checked to see if it is a 1. If it is, a 1 is

shifted into register B and the element bit count is incremented. Otherwise, the digit is checked to see if it is a 0, where a 0 is shifted in. If the digit is not a 3, 2, 1, or a 0, then an invalid digit was sent and it is ignored.

The OUT routine, in Fig. 9, outputs selected bits to the output ports. LOAD is called to get a three-digit code. If the first digit is a \*, ROGER is called and OUT exits. Otherwise, the digits are checked to see if they are 0, which is invalid. If an invalid entry is made, after carrier drop, control loops back to OUT. If port 0 is selected, the 10 is changed to a 0 for later use. Several validity checks are made, checking to see if port, bit numbers, and output levels make sense. If they do, ROGER is called. At OUT2,

the binary code for the bit number is converted to a 1 in the proper bit of register E. At OPRT (output to port), a machine output instruction is set up in RAM with the required port number. The bit is either set or cleared, and the output instruction in RAM is called. Control loops to OUT, and the cycle continues until OUT is exited with a \*.

LNUM (load number) is shown in Fig. 10. The digit count is zeroed, and at LNUM1 LNUM waits for a received digit. DECOD is called, and if the digit is a \*, ROGER is called and the routine exits. Otherwise, the digit count is checked and the digit is stored. If more than 11 digits are attempted, the last digit keeps being overwritten.

LOCK has two functions.



```

0001 0000 ; REPEATER CONTROL SYSTEM MONITOR PROGRAM
0002 0000 ;
0003 0000 ; FOR USE WITH AN 8080 CONTROLLER
0004 0000 ; WITH I/O PORTS
0005 0000 ; AND THE NECESSARY EXTERNAL HARDWARE
0006 0000 ; INCLUDING A TOUCH TONE (R) DECODER
0007 0000 ;
0008 0000 ;
0009 0000 ;
0010 0000 ; VERSION 2.0
0011 0000 ;
0012 0000 ; SERIES 2 INCORPORATES ERROR RECOVERY
0013 0000 ;
0014 0000 ; NOVEMBER 1977, ROBERT GLASER #3IC
0015 0000 ; MODIFIED FEBRUARY, 1978
0016 0000 ; COPYRIGHT ROBERT GLASER
0017 0000 ;
0018 0000 ;
0019 0000 ;
0020 0000 PSW: EQU 6
0021 0000 SP: EQU 6
0022 0000 PORT1: EQU 10H
0023 0000 PORT2: EQU 20H
0024 0000 PORT3: EQU 30H
0025 0000 PORT4: EQU 40H
0026 0000 PORT5: EQU 50H
0027 0000 PORT6: EQU 60H
0028 0000 PORT7: EQU 70H
0029 0000 OTSNL: EQU OFFH
0030 0000 CWSPD: EQU 5000
0031 0000 IDTMO: EQU 0
0032 0000 IDTM1: EQU 0
0033 0000 IDTN2: EQU 26
0034 0000 IDTN3: EQU 0
0035 0000 ;
0036 0000 ;
0037 0000 ;
0038 0000 ORG 0 ; FIRST ROM
0039 0000 ; INITIALIZATION PROCEDURE
0040 0000 ;
0041 0000 ;
0042 0000 ;
0043 0000 AF BEGIN: XRA A
0044 0001 32 F2 30 STA LCKR
0045 0004 21 F4 30 RESET: LXI H, TIME-1
0046 0007 23 REST1: INX H
0047 0008 36 00 MVI H, 0
0048 000A 3E FF MVI A, OTSNL
0049 000C 8D CMP L
0050 000D C2 07 00 JNZ REST1
0051 0010 AF XRA A
0052 0011 03 10 OUT PORT1
0053 0013 03 20 OUT PORT2
0054 0015 03 30 OUT PORT3
0055 0017 03 40 OUT PORT4
0056 0019 03 50 OUT PORT5
0057 001B 03 60 OUT PORT6
0058 001D 3C INR A
0059 001E 32 F3 30 STA IDS ; ID STATUS
0060 0021 32 F4 30 STA IDN ; ID NUMBER
0061 0024 3E FF MVI A, OFFH
0062 0026 32 FF 30 STA OUT7H
0063 0029 03 70 OUT PORT7
0064 002B 2A 00 10 LALD STCK ; STACK LOC
0065 002E F9 SPHL
0066 002F C3 3B 00 JWP NASLP ; BYPASS INT LOC
0067 0032 ;
0068 0032 ;
0069 0032 ;
0070 0032 ;
0071 0030 C3 86 01 ORG 30H ; INTERRUPT LOCATION
0072 0038 ; JNP TONE ; INTERRUPT PROGRAM
0073 0038 ;
0074 0038 ;
0075 0038 ;
0076 0038 FB NASLP: EQU 8 ; MASTER LOOP
0077 003C 3A F5 30 EI
0078 003F B7 LDA TIME
0079 0040 C2 65 00 ORA A
0080 0043 0B 10 JNZ NAS1 ; TIMING
0081 0045 2F IN PORT1
0082 0046 E6 20 CMA
0083 0048 CA 58 00 ANI 20H ; 150 PTT
0084 004B 3E C0 JZ NAS2
0085 004D 32 F6 30 NAS3: STA MASK ; 50 MASK
0086 0050 3E 01 MVI A, 1
0087 0052 32 F5 30 STA TIME ; START TIMING
0088 0055 C3 83 00 JNP ID ; IDENTIFY
0089 0058 0B 10 NAS2: IN PORT1
0090 005A 2F CMA
0091 005B E6 10 ANI 10H ; 450 PTT
0092 005D CA 38 00 JZ NASLP ; NO ACTIVITY
0093 0060 3E 30 MVI A, 30H ; 450 MASK
0094 0062 C3 40 00 JNP NAS3
0095 0065 0B 10 NAS1: IN PORT1
0096 0067 2F CMA
0097 0068 F5 PUSH PSW
0098 0069 E6 20 ANI 20H ; 150 PTT
0099 006B CA 75 00 JZ NAS4
0100 006E 21 F6 30 LXI H, MASK
0101 0071 3E C0 MVI A, 0COH
0102 0073 84 ORA H
0103 0074 77 MOV H, A
0104 0075 F1 NAS4: POP PSW
0105 0076 E6 10 ANI 10H ; 450 PTT
0106 0078 CA 82 00 JZ NAS5
0107 007B 21 F6 30 LXI H, MASK
0108 007E 3E 30 MVI A, 30H
0109 0080 84 ORA H
0110 0081 77 MOV H, A
0111 0082 21 ED 30 NAS5: LXI H, TIMER ; INCR 4 BYTE TIMER
0112 0083 24 INR H
0113 0086 C2 95 00 JNZ NAS6
0114 0089 23 INX H
0115 008A 34 INR H
0116 008B C2 95 00 JNZ NAS6
0117 008E 23 INX H
0118 008F 34 INR H
0119 0090 C2 95 00 JNZ NAS6
0120 0093 23 INX H
0121 0094 34 INR H
0122 0095 21 ED 30 NAS6: LXI H, TIMER ; SEE IF TIME
0123 0098 3E 00 MVI A, IDTMO ; IS UP
0124 009A 8E CNP H
0125 009B C2 3B 00 JNZ NASLP ; NOPE
0126 009E 23 INX H
0127 009F 3E 00 MVI A, IDTN1
0128 00A1 8E CNP H
0129 00A2 C2 3B 00 JNZ NASLP ; NOPE
0130 00A5 23 INX H
0131 00A6 3E 1A MVI A, IDTN2
0132 00A8 8E CNP H
0133 00A9 C2 3B 00 JNZ NASLP ; NOPE
0134 00AC 23 INX H
0135 00AD 3E 00 MVI A, IDTN3
0136 00AF 8E CNP H
0137 00B0 C2 3B 00 JNZ NASLP ; NOPE
0138 00B3 ;
0139 00B3 ;
0140 00B3 ;
0141 00B3 ID1: EQU 8 ; TIME TO ID IF MASK NONZERO
0142 00B3 21 00 00 LXI H, 0
0143 00B6 22 ED 30 SHLD TIMER
0144 00B9 22 EF 30 SHLD TIMER+2
0145 00BC 21 F4 30 LXI H, IDN
0146 00BF 3A F6 30 LDA OEA
0147 00C2 87 JNZ ID1
0148 00C3 C2 CC 00 STA TIME ; STOP TIMING
0149 00C6 32 F5 30 JNP NASLP
0150 00C9 C3 3B 00 ID1: LDA IDS ; ID STATUS
0151 00CC 3A F3 30 CPI 6 ; < 6?
0152 00CF FE 06 JNC ID2
0153 00D1 02 DA 00 STA IDN ; ID NUMBER
0154 00D4 32 F4 30 JNP ID3
0155 00D7 C3 F3 00 ID2: INR H
0156 00DA 34 LDA IDS
0157 00DB 3A F3 30 CPI 6
0158 00DE FE 06 JZ ID4
0159 00E0 CA EE 00 MVI A, 5
0160 00E3 3E 05 ID5: CNP H
0161 00E5 8E JNC ID3
0162 00E6 D2 F3 00 MVI H, 1
0163 00E9 36 01 JNP ID3
0164 00EB C3 F3 00 ID4: MVI A, 4
0165 00EE 3E 04 ID5: JNP ID5
0166 00F0 C3 E3 00 MOV A, N
0167 00F3 7E DCR A
0168 00F4 3D RLC
0169 00F5 5F MOV E, H
0170 00F6 5F MOV D, 0
0171 00F7 16 00 LXI H, IDAD
0172 00F9 21 08 10 DAD D
0173 00FC 19 MOV E, N
0174 00FD 5E INX H
0175 00FE 23 MOV D, N
0176 00FF 56 KCCHG
0177 0100 E0 CALL CW
0178 0101 CD 08 01 XRA A
0179 0104 AF STA MASK ; CLEAR MASK
0180 0105 32 F6 30 JNP NASLP
0181 0108 C3 3B 00 ;
0182 0108 ;
0183 0108 ;
0184 0108 ;
0185 0108 ; CM SENDING ROUTINE
0186 0108 ; ROTATES DATA LEFT,
0187 0108 ; 1 IS A DASH, 0 IS A DOT
0188 0108 ; UNTIL AN 80 IS LEFT.
0189 0108 ; AN INITIAL 80 IS A SPACE
0190 0108 ; AND A ZERO IS MESSAGE END
0191 0108 ;
0192 0108 ;
0193 0108 ;
0194 0108 3A F6 30 CM: EQU 8 ; CM SENDING ROUTINE
0195 010E E6 50 LDA MASK
0196 0110 47 ANI 50H
0197 0111 11 F9 30 MOV B, A
0198 0114 CD 0C 02 LXI D, OUTIN
0199 0117 03 10 CALL BITS
0200 0119 7E OUT PORT1
0201 011A B7 MOV A, N
0202 011B C2 29 01 ORA A
0203 011E 11 F9 30 JNZ CWND
0204 0121 06 F0 LXI D, OUTIN
0205 0123 CD 10 02 MVI B, 0FOH
0206 0126 03 10 CALL BITC
0207 0129 C9 OUT PORT1
0208 0129 FE 80 RET
0209 012B C2 3B 01 CWND: CPI 80H
0210 012E 3E 04 CMLET: JNZ CMLET
0211 0130 C0 74 01 MVI A, 6
0212 0133 30 DELAY ; SPACE
0213 0134 C2 30 01 DCR A
0214 0137 23 JNZ CW1
0215 0139 C3 19 01 INX H
0216 013B FE 80 JWP CW0 ; GET NEXT CHAR
0217 013D CC 74 01 CPI 80H ; DONE?
0218 0140 CC 74 01 C2 DELAY ; 2 SPACES
0219 0143 CA 37 01 JZ DELAY ; AT END
0220 0146 F5 CW2: INX H
0221 0147 11 F9 30 JWP CW0 ; LETTER DONE
0222 014A 3A F6 30 LXI D, OUTIN
0223 014D E6 A0 LDA MASK
0224 014F 47 ANI 0A0H
0225 0150 CD 0C 02 MOV B, A
0226 0153 03 10 CALL BITS
OUT PORT1 ; OUT TONE

```

Program listing.

It can block access to the control mode, and it can eliminate the ROGER routine. After the LOCK sequence is given, LOAD is called to get three digits.

The second digit eliminates the ROGER routine if it is a 1, and the third digit locks the control mode out if it is a 1. ROGER is then called, and LOCK exits. If the sec-

ond or third digits of a LOCK command are 0, the normal state of the appropriate function is resumed. The LOCK function is intended as a fail-safe

measure, available only to the person who constructs the system. The reset instruction (9) is purposely constructed so that it does not reset LCKR, the locker

```

0227 0153 F1      POP      PSW
0228 0156 CD 74 01 CALL    DELAY
0229 0159 17      RAL
0230 015A F5      PUSH   PSW
0231 015B D2 64 01 JNC     CWDOT
0232 015E CD 74 01 CALL    DELAY
0233 0161 CD 74 01 CALL    DELAY
0234 0164 06 A0    CWDOT: MVI    B,DA0H
0235 0166 CD 10 02 CALL    BITC
0236 0169 D3 10    OUT    PORT1
0237 016B CD 74 01 CALL    DELAY
0238 016E F1      POP     PSW      ;GET CHAR
0239 016F E6 FE    ANI    OFEH
0240 0171 C3 3B 01 JNP     CMLET
0241 0174          ;
0242 0174          ;
0243 0174          ;
0244 0174 D3      DELAY:  PUSH   D
0245 0175 F5      PUSH   PSW
0246 0176 11 8B 13 LXI    D,CWSPD
0247 0179 AF      XRA    A
0248 017A 18      DEL1:  DCX   D
0249 017B 8B      CNP   E
0250 017C C2 7A 01 JNZ    DEL1
0251 017F 8A      CNP   D
0252 0180 C2 7A 01 JNZ    DEL1
0253 0183 F1      POP     PSW
0254 0184 D1      POP     D
0255 0185 C9      RET
0256 0186          ;
0257 0186          ;
0258 0186          ;
0259 0186          ;
0260 0186          ;
0261 0186          ;
0262 0186          ;
0263 0186          ;
0264 0186          ;
0265 0186          ;
0266 0186 F3      PUSH   PSW
0267 0187 C5      PUSH   B
0268 0188 D5      PUSH   D
0269 0189 E3      PUSH   H
0270 018A 21 00 00 LXI    H,D      ;SEE IF
0271 018D 39      DAD   SP      ;THE STACK
0272 018E 7C      MOV   A,H      ;IS NEEDED
0273 018F FE 30   CPI   30H      ;UP
0274 0191 C2 00 00 JNZ    BEGIN   ;YES, RECOVER
0275 0194 3A F4 30 LDA   MASK
0276 0197 F5      PUSH   PSW
0277 0198 11 F9 30 LXI    D,OUTIN
0278 0199 1A      LDAX  D
0279 019C F5      PUSH   PSW
0280 019D 06 F0    NVI    B,OF0H
0281 019F CD 10 02 CALL    BITC   ;BIT CLEAR
0282 01A2 06 01    MVI    B,1
0283 01A4 CD 0C 02 CALL    BITS   ;BIT SET
0284 01A7 D3 10    OUT    PORT1
0285 01A9 D8 20    IN     PORT2
0286 01AB 2F      CMA
0287 01AC E6 02   ANI    2
0288 01AE CA D3 01 JZ     TTON1  ;NOT *
0289 01B1 06 02   NVI    B,2
0290 01B3 CD 0C 02 CALL    BITS
0291 01B6 D3 10    OUT    PORT1  ;KNOCKDOWN
0292 01B8 CD 74 01 CALL    DELAY
0293 01BB CD 10 02 CALL    BITC   ;RELEASE FORCE
0294 01BE D3 10    OUT    PORT1
0295 01C0 11 F8 30 LXI    D,OUT3H
0296 01C3 1A      LDAX  D
0297 01C4 E6 10   ANI    10H
0298 01C6 C4 D2 03 CNZ   ROGER   ;YES
0299 01C9 06 10   MVI    B,10H
0300 01CB CD 10 02 CALL    BITC   ;RESTORE TIMER &
0301 01CE D3 30    OUT    PORT3  ;UNLINK PTRS
0302 01D0 C3 FC 01 JMP    TTON2
0303 01D3 CD 19 02 TTON1: CALL    LOAD  ;LOCATION OF CWDTS
0304 01D6 2A 02 10 LMLD  CWDTS
0305 01D9 7E      TTON6: MOV   A,H
0306 01DA 87      ORA   A
0307 01DB CA FC 01 JZ     TTON2  ;NOT CODE
0308 01DE 8A      CRP   D
0309 01DF C2 F4 01 JNZ    TTON3
0310 01E2 23      INX   H
0311 01E3 7E      MOV   A,H
0312 01E4 8B      CRP   E
0313 01E5 C2 F5 01 JNZ    TTON4
0314 01E8 23      INX   H
0315 01E9 7E      MOV   A,H
0316 01EA 8B      CRP   B
0317 01EB C2 F6 01 JNZ    TTON5
0318 01EE 23      INX   H
0319 01EF 5E      MOV   E,H
0320 01F0 23      INX   H
0321 01F1 56      MOV   D,H
0322 01F2 EB      XCHG  ;ADDR TO HL
0323 01F3 E9      PCML  ;JUMP TO IT
0324 01F4 23      TTON3: INX   H
0325 01F5 23      TTON4: INX   H
0326 01F6 23      TTON5: INX   H
0327 01F7 23      INX   H
0328 01F8 23      INX   H
0329 01F9 C3 D9 01 JMP    TTON6  ;TRY NEXT CODE
0330 01FC          ;
0331 01FC F1      TTON2: POP    PSW
0332 01FD 32 F9 30 STA   OUTIN
0333 0200 D3 10    OUT    PORT1
0334 0202 F1      POP    PSW
0335 0203 32 F6 30 STA   MASK
0336 0206 E1      POP    H
0337 0207 D1      POP    D
0338 0208 C1      POP    B
0339 0209 F1      POP    PSW
0341 020A FB      E1
0342 020C C9      RET      ;AND EXIT INTERRUPT
0343 020C          ;
0344 020C          ;
0345 020C          ;
0346 020C          ;
0347 020C          ;
0348 020C          ;
0349 020C          ;
0350 020C          ;
0351 020C          ;
0352 020C 1A      LDAX  D
0353 020D 80      ORA   B
0354 020E 12      STAX  D
0355 020F C9      RET
0356 0210          ;
0357 0210          ;
0358 0210          ;
0359 0210          ;
0360 0210 C5      BITC:  EQU   $
0361 0211 78      ;BIT CLEAR CLEARS THE BIT
0362 0212 2F      PUSH  B
0363 0213 47      MOV   A,B
0364 0214 1A      CMA
0365 0215 40      MOV   B,A
0366 0216 12      LDAX  D
0367 0217 C1      ANA   B
0368 0218 C9      STAX  D
0369 0219          POP   B
0370 0219          RET
0371 0219          ;
0372 0219          ;
0373 0219          ;
0374 0219          ;
0375 0219          ;
0376 0219          ;
0377 0219          ;
0378 0219          ;
0379 0219          ;
0380 0219 11 00 00 LXI    D,0
0381 021F D8 10    LXI    B,0
0382 0221 2F      LOAD1: IN   PORT1
0383 0222 87      CMA
0384 0223 F2 1F 02 ORA   A
0385 0224 CD 3B 02 ;P   A
0386 0225 57      ;P   A
0387 0226 CD 3B 02 ;P   A
0388 0227 57      ;P   A
0389 0228 CD 68 02 CALL    HURRY  ;WAIT FOR LONG TONE
0390 0229 D8      CALL    HURRY  ;GET DIGIT
0391 022A CD 3B 02 RC
0392 022B 5F      CALL    HURRY  ;TIMED OUT
0393 022C CD 3B 02 CALL    HURRY
0394 022D 47      MOV   E,A
0395 022E CD 3B 02 CALL    HURRY
0396 022F 08      RC
0397 0230 CD 3B 02 CALL    HURRY
0398 0231 47      MOV   B,A
0399 0232 C9      RET
0400 0238          ;
0401 0238          ;
0402 0238          ;
0403 0238          ;
0404 0238          ;
0405 0238 C5      DECOD1: EQU $
0406 023C D8 10    ;DECOD READS THE TOUCH TONE (R) DECODER
0407 023E 2F      ;AND PUTS THE CHAR IN REG A
0408 023F E6 3F    ;NO TONE RETURNS A ZERO
0409 0241 C2 50 02 ;WAIT FOR RELEASE OF TONE BEFORE RETURN
0410 0244 D8 20    IN   PORT2
0411 0246 2F      CMA
0412 0247 87      ORA   A
0413 0248 CA 5C 02 JZ     DECD4  ;ERRONEOUS CMDX
0414 0249 0E 04   NVI    C,4
0415 024C C3 56 02 JNP    DECD2  ;OFFSET
0416 0250 17      DECD1: RAL
0417 0251 17      RAL
0418 0252 17      RAL
0419 0253 17      RAL
0420 0254 0E 30   NVI    C,0
0421 0256 0C      DECD2: INR   C
0422 0257 17      RAL
0423 0258 D2 56 02 JNC    DECD2
0424 0259 79      MOV   A,C
0425 025C C1      DECD4: POP   B
0426 025D F5      PUSH  PSW
0427 025E D8 10   DECD3: IN   PORT1
0428 0260 2F      CMA
0429 0261 E6 40   ANI    40H
0430 0263 C2 5E 02 JNZ    DECD3
0431 0264 F1      POP   PSW
0432 0267 C9      RET
0433 0268          ;
0434 0268          ;
0435 0268          ;
0436 0268          ;
0437 0268          ;
0438 0268          ;
0439 0268          ;
0440 0268          ;
0441 0268 AF      HURRY: EQU $
0442 0269 D5      ;HURRY WAITS FOR A TONE,
0443 026A C5      ;BUT EXITS WITH CARRY SET IF NONE
0444 026B 11 00 00 ;RECEIVED IN PERMITTED TIME
0445 026E 01 00 00 ;
0446 0271 D8 10    XRA   A
0447 0273 2F      PUSH  D
0448 0274 E6 40   PUSH  B
0449 0275 11 00 00 LXI    D,0
0450 0276 E1 00 00 LXI    B,0
0451 0277 D8 10    HURY1: IN   PORT1
0452 0278 2F      CMA
0453 0279 E6 40   ANI    40H  ;TONE?

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Continued on next page

where the control mode may be inhibited.

PATCH, the autopatch routine, is one of the more complicated subprograms. Shown in Fig. 11, PATCH first checks to see if the autopatch is enabled.

NOTIM(no timer) is cleared so that the timer will be present unless changed later. GETTT gets the requested telephone number. The digit count is then checked. If no number was sent, and a direct autopatch

is allowed, then at PTCH1 AP is pulsed, giving the user the line to dial his own number. Otherwise, the attempt is aborted. If 7 digits were entered, control passes through PTCH2 to PTCH8. If the first digit of the

number is a 1, the patch is aborted. If not, at PTCH3 AP is pulsed, bringing up the line. At PTCH5, a one-second delay is introduced to allow time for the telephone company equipment to produce the dial tone.



```

0449 0276 C2 80 02      JNZ HURY3 ;YES
0450 0279 0C           INR C
0451 027A C2 86 02      JNZ HURY2
0452 027D 04           INR B
0453 027E C2 86 02      JNZ HURY2
0454 0281 1C           INR E
0455 0282 C2 86 02      JNZ HURY2
0456 0283 14           INR D
0457 0286 3E 01      HURY2: MVI A,1
0458 0288 88           CMP E
0459 0289 C2 71 02      JNZ HURY1
0460 028C 37           STC ;TIMED OUT
0461 028D 01           HURY3: POP B
0462 028E D1           POP D
0463 028F C9           RET
0464 0290 ;
0465 0290 ;
0466 0290 ;
0467 0290 ;
0468 0290 ;
0469 0290 F5           MCD: EQU $
;WAIT FOR CARRIER DROP
0470 0291 36 F7 30      LDA PSH
0471 0294 87           LDA LKROG
0472 0295 C2 85 02      ORA A
0473 0298 D8 30       WCD2: IN PORT3
0474 029A 87           ORA A
0475 029B FA 85 02      JM WCD2
0476 029E E6 40       ANI 40H
0477 02A0 CA 40 02      JZ WCD1 ;NOT CR
0478 02A3 D8 30       WCD3: IN PORT3
0479 02A5 E6 40       ANI 40H
0480 02A7 C2 A3 02      JNZ WCD3
0481 02AA C3 85 02      JMP WCD2
0482 02AD D8 10       WCD1: IN PORT1
0483 02AF 2F           ORA A
0484 02B0 E6 20       ANI 20H
0485 02B2 C2 AD 02      JNZ WCD1
0486 02B5 F1           WCD2: POP PSM
0487 02B6 C3           RET
0488 02B7 ;
0489 02B7 ;
0490 02B7 ;
0491 02B7 3A F8 30      LINK: LDA OUTON ;LINK RPTRS
0492 02BA E6 01        ANI 1 ;ENABLED?
0493 02BC C2 FC 01      JNZ TTON2 ;NO!
0494 02BF 11 F8 30      LXI D,OUT3M
0495 02C2 06 10        MVI B,10H
0496 02C4 C0 0C 02      CALL BITS
0497 02C7 D3 30       OUT PORT3
0498 02C9 C0 D2 03      CALL ROGER
0499 02CC C3 FC 01      JMP TTON2
0500 02CF ;
0501 02CF ;
0502 02CF ;
0503 02CF 3A F8 30      TAPE: LDA OUTON ;TAPE LOOP
0504 02D2 E6 02        ANI 2 ;ENABLED?
0505 02D4 C2 FC 01      JNZ TTON2 ;NO!
0506 02D7 C0 90 02      TAP1: CALL WCD
0507 02D9 11 F8 30      LXI D,OUT3M
0508 02DD 06 90        MVI B,80H
0509 02DF C0 0C 02      CALL BITS
0510 02E2 D3 30       OUT PORT3
0511 02E4 C0 74 01      CALL DELAY
0512 02E7 C0 10 02      CALL BITC ;PULSE TAPE
0513 02EA D3 30       OUT PORT3
0514 02EC C3 FC 01      JMP TTON2
0515 02EF ;
0516 02EF ;
0517 02EF ;
0518 02EF ;
0519 02EF 11 F9 30      ;SELECTIVE CALL DISABLES TONE BLOCKING
SELCL: LXI D,OUT1M
0520 02F2 06 01        MVI B,1
0521 02F4 C2 10 02      CALL BITC
0522 02F7 D3 10       OUT PORT1
0523 02F9 C0 90 02      CALL WCD ;WAIT FOR CAR DROP
0524 02FC C3 FC 01      JMP TTON2
0525 02FF ;
0526 02FF ;
0527 02FF ;
0528 02FF ;
0529 02FF ;
0530 02FF ;
0531 02FF ;
0532 02FF 3A F2 30      LDA LCKR
0533 0302 87           ORA A
0534 0303 C2 FC 01      JNZ TTON2 ;LOCKED OUT
0535 0306 C0 90 02      CALL WCD
0536 0309 C0 19 02      CALL LOAD
0537 030C 2A 04 10      LHL DFRAC
0538 030F C3 09 01      JMP TTON2
0539 0312 C0 90 02      CNTR0: CALL WCD
0540 0315 D8 10        CNTR1: IN PORT1
0541 0317 2F           ORA A
0542 0318 87           ORA A
0543 0319 F2 15 03      JP CNTR1
0544 031C C0 78 02      CALL DECOD ;GET DIGIT
0545 031F C0 90 02      CALL WCD
0546 0322 87           ORA A
0547 0323 C0 FC 01      JZ TTON2
0548 0326 FE 00        CPI 13
0549 0329 D2 FC 01      JNC TTON2 ;INVALID
0550 032B C0 D2 03      CALL ROGER
0551 032E FE 08        CPI 8
0552 0330 D2 39 03      JNC CNTR2
0553 0333 32 F3 30      STA IDS
0554 0336 C3 FC 01      JZ TTON2 ;DONE
0555 0339 FE 08        CNTR2: CPI 8
0556 033B CA A0 10      JZ IDLD ;LOAD ID
0557 033E FE 0A        CPI 10
0558 0340 CA 50 03      JZ OUT
0559 0343 FE 09        CPI 9
0560 0345 CA 04 00      JZ RESET ;INIT
0561 0348 FE 0B        CPI 11
0562 034A C3 12 10      CR F8 03
0563 034D C3 12 10      JMP LNUMA ;LOAD NUMBER
0564 0350 ;
0565 0350 ;
0566 0350 ;
0567 0350 ;
0568 0350 ;
0569 0350 ;
0570 0350 ;
0571 0350 ;
0572 0350 ;
0573 0350 ;
0574 0350 ;
0575 0350 ;
0576 0350 ;
0577 0350 ;
0578 0350 C0 19 02      CALL LOAD
0579 0353 3E 0B        MVI A,11 ;*
0580 0355 8A           CMP D
0581 0356 C2 5F 03      JNZ OUT1
0582 0359 C0 D2 03      CALL ROGER
0583 035C C3 FC 01      JMP TTON2 ;EXIT
0584 035F AF           OUT1: XRA A
0585 0360 8A           CMP D
0586 0361 CA CC 03      JZ OUTR ;NO GOOD
0587 0364 88           CMP E
0588 0365 CA CC 03      JZ OUTR
0589 0368 7A           MOV A,D
0590 0369 FE 0A        CPI 10
0591 036B C2 73 03      JNZ OUT4
0592 036E 16 00        MVI D,0
0593 0370 C7 79 03      JMP OUT5
0594 0373 3E 07        OUT4: MVI R,7
0595 0375 8A           CMP D
0596 0376 DA CC 03      JC OUTR
0597 0379 3E 08        OUT5: MVI A,8
0598 037B 88           CMP E
0599 037C DA CC 03      JC OUTR
0600 037F 3E 01        MVI A,1
0601 0381 80           CMP B
0602 0382 CA 8E 03      JZ OUT3
0603 0385 3E 0A        MVI R,10
0604 0387 88           CMP B
0605 0388 CA 8E 03      JZ OUT3
0606 0389 C3 CC 03      JMP OUTR
0607 038C C0 D2 03      OUT3: CALL ROGER
0608 0391 3E 80        MVI A,80H
0609 0393 07           OUT2: RLC
0610 0394 10           DCR E
0611 0395 C2 93 03      JNZ OUT2
0612 0398 5F           MOV E,A
0613 0399 7A           OPRT: MOV A,D ;PORT 0
0614 039A 07           RLC ;TIMES 10H
0615 039B 07           RLC
0616 039C 07           RLC
0617 039D 07           RLC
0618 039E 32 EB 30      STA OUTR2
0619 03A1 78           MOV A,B ;LEVEL
0620 03A2 43           MOV B,E ;BIT 0
0621 03A3 3D           DCR A
0622 03A4 F5           PUSH PSM
0623 03A5 7A           MOV A,D
0624 03A6 11 F8 30      LXI D,OUTON
0625 03A9 83           ADD E
0626 03AA 5F           MOV E,A
0627 03AB 7A           MOV A,D
0628 03AC CE 00        ACI 0
0629 03AE 57           MOV D,A
0630 03AF 3E D3        MVI A,0D3H
0631 03B1 32 EA 30      STA OUTR1 ;OUT INSTR
0632 03B4 3E C9        MVI A,0C9H
0633 03B6 32 EC 30      STA OUTR3 ;RETURN INSTR
0634 03B9 F1           POP PSM
0635 03BA CA 16 03      JZ OPRT1
0636 03BB C0 10 02      OPRT0: CALL BITC
0637 03BC C0 EA 30      OPRT2: CALL OUTR1 ;OUTPUT
0638 03C3 C7 50 03      JMP OUT ;GET NEXT CMD
0639 03C6 C0 90 02      OPRT1: CALL BITS
0640 03C9 C3 CC 03      JMP OPRT2
0641 03CC C0 90 02      OUTR: CALL WCD
0642 03CF C3 50 03      JMP OUT
0643 03D2 ;
0644 03D2 ;
0645 03D2 ;
0646 03D2 ;
0647 03D2 ;
0648 03D2 C0 90 02      ROGER SENDS AN 'R' IN MORSE
0649 03D3 F5           CALL WCD
0650 03D6 3A F7 30      PUSH PSM
0651 03D9 87           LDA LKROG
0652 03DA C2 F6 03      ORA A
0653 03DB E5           JNZ ROG1
0654 03DD 05           PUSH H
0655 03DF C5           PUSH D
0656 03E0 3A F6 30      PUSH B
0657 03E3 F5           LDA NASK
0658 03E4 3E C0        PUSH PSM
0659 03E6 32 F6 30      MVI A,0C0H
0660 03E9 2A 06 10      STA NASK
0661 03EC C0 0B 01      LHL RNCSA ;LOC OF RNSG
0662 03EF F1           CALL CW
0663 03F0 32 F6 30      POP PSM
0664 03F3 C1           STA NASK
0665 03F4 D1           POP B
0666 03F5 E1           POP D
0667 03F6 F1           POP H
0668 03F7 C9           POP PSM
0669 03F8 ;
0670 03F8 ;
0671 03F8 ;
0672 03F8 ;
0673 03F8 ;
0674 03F8 AF           ;FORCE A REPEATER IDENTIFICATION
0675 03F9 32 F5 30      IDENT: XRA A
;STA TINE ;FORCE AN ID

```

Our exchange is an electronic switching system and is very rapid. If it commonly takes longer than one second at your exchange, change the number 15 to a larger number in line #1057. A 1 is sent to the LD output,

preparing to dial the number. At PTCH6, the number is dialed. Each tone is on for 65 ms and off for 65 ms, the time DELAY waits. The binary digit numbers are converted to the proper row and column

format by the TTTAB (touchtone table). When the number is completed, LD is turned off, and if NOTIM is not 0, the timer is disabled. Similarly, if 8 or 11 digits are requested and the first digit is a 0, the same pro-

cedure applies. If a single-digit number is requested, a table is searched at PCH10. The single digit table, SDTAB, has the single digit followed by the address of the corresponding telephone number. At the loca-



```

0675 03FC C3 FC 01      JMP      TTON2
0676 03FF              ;
0677 03FF              ;
0678 03FF              ;
0679 03FF              ;
0680 1000 EA 30        STCK:  DW      1000H ;SECOND ROM
0681 1002 15 10        CDTAB: DW      STACK
0682 1004 49 10        CFRMC:  DW      CODTB
0683 1006 94 10        RMSGCA: DW      CFMCD
0684 1008 4E 10        IDAD:  DW      RMSG
0685 100A 5F 10        DW      IDAD1
0686 100C 75 10        DW      IDAD2
0687 100E 84 10        DW      IDAD3
0688 1010 23 30        DW      IDAD4
0689 1012 C3 12 13    LNUMA: DW      IDAD5
0690 1015              ;
0691 1015 09          CODTB:  DB       6
0692 1016 08          DB       7
0693 1017 0C          DB      12 ;0
0694 1018 02 11      DW      PATCH
0695 101A 03          DB       9
0696 101B 0C          DB      12 ;0
0697 101C 08          DB       5
0698 101D AF 12      DW      RBASE
0699 101F 03          DB       3
0700 1020 0C          DB      12 ;0
0701 1021 03          DB       3
0702 1022 EF 02      DW      SELCL
0703 1024 01          DB       1
0704 1025 0C          DB      12 ;0
0705 1026 01          DB       1
0706 1027 B7 02      DW      LINK
0707 1029 02          DB       2
0708 102A 0C          DB      12 ;0
0709 102B 02          DB       2
0710 102C CF 02      DW      TAPE
0711 102E 04          DB       4
0712 102F 0C          DB      12 ;0
0713 1030 04          DB       4
0714 1031 F3 10      DW      TTTST
0715 1033 05          DB       5
0716 1034 0C          DB      12 ;0
0717 1035 05          DB       5
0718 1036 C1 12      DW      DIAL
0719 1038 0C          DB       6
0720 1039 02          DB      11 ;*
0721 103A 0B          DB      12 ;0
0722 103B FF 02      DW      CNTRL
0723 103D 0C          DB      12 ;0
0724 103E 05          DB       4
0725 103F 08          DB       8
0726 1040 57 12      DW      LOCK
0727 1042 0C          DB       2
0728 1043 08          DB      11 ;*
0729 1044 02          DB       2
0730 1045 B7 12      DW      TAP2
0731 1047 00          DB       0
0732 1048 08          CFRMCD: DW      12 ;0
0733 1049 02          DB      11 ;*
0734 104A 0C          DB       6
0735 104B 12 03      DW      CNTR0
0736 104D 00          DB       0
0737 104E              ;
0738 104E              ;
0739 104E              ;
0740 104E 83          IDAD1:  DB      80H ;0
0741 104F 93          DB     90H ;D
0742 1050 40          DB     40H ;E
0743 1051 80          DB     80H ;SP
0744 1052 70          DB     70H ;M
0745 1053 50          DB     50H ;R
0746 1054 1C          DB     1CH ;3
0747 1055 60          DB     60H ;A
0748 1056 28          DB     28H ;F
0749 1057 E0          DB     0E0H ;N
0750 1058 80          DB     80H ;SP
0751 1059 80          DB     80H ;B
0752 105A 60          DB     60H ;A
0753 105B 50          DB     50H ;R
0754 105C A8          DB     0A8H ;C
0755 105D 80          DB     80H ;SP
0756 105E 00          DB       0
0757 105F 80          IDAD2:  DB     80H ;SP
0758 1060 90          DB     90H ;D
0759 1061 40          DB     40H ;E
0760 1062 80          DB     80H ;SP
0761 1063 70          DB     70H ;M
0762 1064 50          DB     50H ;R
0763 1065 1C          DB     1CH ;3
0764 1066 60          DB     60H ;A
0765 1067 28          DB     28H ;F
0766 1068 E0          DB     0E0H ;N
0767 1069 80          DB     80H ;SP
0768 106A 80          DB     80H ;B
0769 106B 60          DB     60H ;A
0770 106C 43          DB     48H ;L
0771 106D C3          DB     0C0H ;T
0772 106E 20          DB     20H ;I
0773 106F E0          DB     0E0H ;N
0774 1070 F0          DB     0F0H ;D
0775 1071 50          DB     50H ;R
0776 1072 40          DB     40H ;E
0777 1073 80          DB     80H ;SP
0778 1074 00          DB       0
0779 1075 80          IDAD3:  DB     80H ;SP
0780 1076 C4          DB     0C4H ;7
0781 1077 1C          DB     1CH ;3
0782 1078 80          DB     80H ;SP
0783 1079 90          DB     90H ;D
0784 107A 40          DB     40H ;E
0785 107B 80          DB     80H ;SP
0786 107C 70          DB     70H ;M
0787 107D 50          DB     50H ;R
0788 107E 1C          DB     1CH ;3
0789 107F 60          DB     60H ;A
0790 1080 28          DB     28H ;F
0791 1081 E0          DB     0E0H ;N
0792 1082 80          DB     80H ;SP
0793 1083 00          DB       0
0794 1084 80          IDAD4:  DB     80H ;SP
0795 1085 90          DB     90H ;D
0796 1086 40          DB     40H ;E
0797 1087 80          DB     80H ;SP
0798 1088 70          DB     70H ;M
0799 1089 50          DB     50H ;R
0800 108A 1C          DB     1CH ;3
0801 108B 60          DB     60H ;A
0802 108C 28          DB     28H ;F
0803 108D E0          DB     0E0H ;N
0804 108E 80          DB     80H ;SP
0805 108F 88          DB     88H ;B
0806 1090 60          DB     60H ;A
0807 1091 43          DB     48H ;L
0808 1092 C0          DB     0C0H ;T
0809 1093 F0          DB     0F0H ;D
0810 1094 80          DB     80H ;SP
0811 1095 60          DB     60H ;A
0812 1096 50          DB     50H ;R
0813 1097 A8          DB     0A8H ;C
0814 1098 80          DB     80H ;SP
0815 1099 00          DB       0
0816 109A 80          RMSG:  DB     80H ;SP
0817 109B 80          DB     80H ;SP
0818 109C 80          DB     80H ;SP
0819 109D 50          DB     50H ;R
0820 109E 80          DB     80H ;SP
0821 109F 00          DB       0
0822 10A0              ;
0823 10A0              ;
0824 10A0              ;
0825 10A0              ;
0826 10A0              IDLD:  EQU     $
0827 10A0              ;ID LOAD LOADS A CW ID INTO RAM
0828 10A0              ;THIS CORRESPONDS TO ID #5
0829 10A0              ;
0830 10A0              ;0 IS DIT, 1 IS DAH
0831 10A0              ;2 IS END CHARACTER
0832 10A0              ;3 IS END ID
0833 10A0 21 25 30    LXI     H, IDAD5
0834 10A3 06 00        IDLDD:  MVI     B, 0
0835 10A5 0E 00        MVI     C, 0 ;ELEMENT COUNT
0836 10A7 0B 10        IDLD1:  IM     PORT1
0837 10A9 2F          CMA
0838 10AA E6 40        ANI     40H
0839 10AC CA A7 10    JZ     IDL01
0840 10AF CD 3B 02    CALL   DECOD
0841 10B2 FE 03        CPI     3
0842 10B4 C2 BF 10    JNZ    IDNTS
0843 10B7 36 00        MVI     H, 0
0844 10B9 CD D2 03    CALL   ROGER
0845 10BC C3 FC 01    JRP     TTON2
0846 10BF FE 02        CPI     2
0847 10C1 C2 D9 10    JNZ    IDCH
0848 10C4 78          MOV     A, B
0849 10C5 37          STC
0850 10C6 17          IDDLT:  RAL
0851 10C7 47          MOV     B, A
0852 10C8 0C          INR     C
0853 10C9 3E 07        MVI     A, 7
0854 10CB 89          JMP     C
0855 10CC DA 04 10    JC     IDDL
0856 10CF 0F          XRA     A
0857 10D0 78          MOV     A, B
0858 10D1 C3 C6 10    JRP     IDDLT
0859 10D4 70          MOV     H, B
0860 10D5 23          INX     H
0861 10D6 CT A3 10    JNP    IDLDD
0862 10D9 FE 01        CPI     1
0863 10DB C2 E6 10    JNZ    IDCHD
0864 10DE 78          MOV     A, B
0865 10DF 37          STC
0866 10E0 17          RAL
0867 10E1 47          MOV     B, A
0868 10E2 0C          INR     C
0869 10E3 C3 A7 10    JRP     IDLD1
0870 10E6 FE 0A        IDCHD:  CPI     10
0871 10E8 C2 A7 10    JNZ    IDLD1 ;INVALID
0872 10EB AF          XRA     A
0873 10EC 78          MOV     A, B
0874 10ED 17          RAL
0875 10EE 47          MOV     B, A
0876 10EF 0C          INR     C
0877 10F0 C3 A7 10    JNP    IDLD1
0878 10F3              ;
0879 10F3              ;
0880 10F3              ;
0881 10F3              ;
0882 10F3              ;
0883 10F3              ;
0884 10F3              ;
0885 10F3              ;
0886 10F3              ;
0887 10F3 3A F0 30    LDA     AUTOM ;ENABLED?
0888 10F6 E4 08        ANI     8
0889 10F9 C2 FC 01    JNZ    TTON2 ;NO!
0890 10FB CD 89 11    CALL   GETTT ;GET TOUCH TONE (R)
0891 10FE 11 01 30    TTSTO: LXI     D, TTDIG+1
0892 1101 34 00 30    LDA     TTDIG
0893 1104 F5          PUSH   PSM ;SAVE IT
0894 1107 3A 00 30    TTST1: LDA     TTDIG
0895 1108 B7          ORA     A
0896 1109 C2 13 11    JNZ    TTST2

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Continued on next page

tion of the number, the number of digits precedes the actual number, permitting any digit length. A 0 must be stored as a decimal 10. If the number is not found, PATCH exits. If found, the digit count is

checked, primarily for the programmable number. If the number is valid, the telephone number is copied into the GETTT buffer, NOTIM is set, and control goes to PTCH3, where the rest is normal.

The remote base routine, RBASE, merely pulses RB. TAP2, the secondary tape access, jumps to the appropriate point in TAPE. DIAL, the 5#5 function, makes various checks and jumps to TTTST at a point

where the existing buffer is sent.

The two ROMs are set up in a fashion to permit as many changes as possible in the second ROM without requiring a replacement of the first ROM as well. Most



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0897 110C F1      POP      PSW
0898 110D 32 00 30 STA      TTDIG  ;RESTORE IT
0899 1110 C3 FC 01 JMP      TTON2  ;DONE
TTST2: DCR      A
0900 1113 3D      STA      TTDIG
0901 1114 32 00 30 PUSH     D
0902 1117 05      LKI     H,CWDSP ;SPACE
0903 1118 21 97 11 LDA      MASK
0904 111B 3A F6 30 PUSH     PSW
0905 111E F5      MVI     A,COCH  ;150 ONLY
0906 111F 3E C0   STA      MASK
0907 1121 32 F6 30 CALL     CW
0908 1124 CD 0B 01 POP      PSW
0909 1127 F1      STA      MASK
0910 1128 32 F6 30 POP      D
0911 112B 01      PUSH    D
0912 112C 05      LDAX   D        ;GET DIGIT
0913 112D 1A      DCR      A
0914 112E 3D      RLC
0915 112F 07      MOV     E,A
0916 1130 5F      D;D
0917 1131 16 00   LKI     H,DIGAD
0918 1133 21 50 11 DAD     D
0919 1136 19      MOV     E,R
0920 1137 5E      INX     H
0921 1139 27      MOV     D,M
0922 1139 56      XCHG
0923 113A E9      LDA      MASK  ;ADDR TO HL
0924 113B 3A F6 30 PUSH     PSW
0925 113E F5      MVI     A,COCH
0926 113F 3E C0   STA      MASK
0927 1141 32 F6 30 CALL     CW
0928 1144 CD 0B 01 POP      PSW
0929 1147 F1      STA      MASK
0930 1148 32 F6 30 POP      D
0931 114B 01      LDAX   D
0932 114C 13      JNP     TTST1
0933 114D C3 05 11 ;
0934 1150 ;
0935 1150 ;
0936 1150 ;
0937 1150 63 11   DIGAD: DW      CWD1
0938 1152 6A 11   DW      CWD2
0939 1154 6C 11   DW      CWD3
0940 1156 6E 11   DW      CWD4
0941 1158 70 11   DW      CWD5
0942 115A 72 11   DW      CWD6
0943 115C 74 11   DW      CWD7
0944 115E 76 11   DW      CWD8
0945 1160 78 11   DW      CWD9
0946 1162 7A 11   DW      CWD0
0947 1164 7C 11   DW      CWD9
0948 1166 81 11   DW      CWD0
0949 1168 ;
0950 1168 ;
0951 1168 ;
0952 1168 7C     CWD1: DB      7CH
0953 1169 00     DB      0
0954 116A 3C     CWD2: DB      3CH
0955 116B 00     DB      0
0956 116C 1C     CWD3: DB      1CH
0957 116D 00     DB      0
0958 116E 0C     CWD4: DB      0CH
0959 116F 00     DB      0
0960 1170 04     CWD5: DB      4
0961 1171 00     DB      0
0962 1172 84     CWD6: DB      84H
0963 1173 00     DB      0
0964 1174 C4     CWD7: DB      0C4H
0965 1175 00     DB      0
0966 1176 E4     CWD8: DB      0E4H
0967 1177 00     DB      0
0968 1178 F4     CWD9: DB      0F4H
0969 1179 00     DB      0
0970 117A FC     CWD0: DB      0FCH
0971 117B 00     DB      0
0972 117C 10     CWD5: DB      10H ;S
0973 117D C0     DB      0C0H ;T
0974 117E 60     DB      60H ;R
0975 117F 30     DB      30H ;R
0976 1180 00     DB      0
0977 1181 68     CWD1: DB      68H ;P
0978 1182 F0     DB      0F0H ;O
0979 1183 30     DB      30H ;U
0980 1184 A0     DB      0A0H ;N
0981 1185 90     DB      90H ;D
0982 1186 00     DB      0
0983 1187 80     CWDSP: DB      80H
0984 1188 00     DB      0
0985 1189 ;
0986 1189 ;
0987 1189 ;
0988 1189      GETTT: EQU     $
0989 1189      ;GET TOUCH TONE (R) ROUTINE
0990 1189      ;PLACES UP TO 24 DIGITS IN BUFFER
0991 1189      ;AT TTDIG+1, DIGIT COUNT AT TTDIG
0992 1189 11 00 30 LKI     D,TTDIG
0993 118C AF      XRA     A
0994 118D 12      STAX   D
0995 118E 13      INX     D
0996 118F 0B 10   GETT1: IN      PORT1
0997 1191 E6 20   ANI     20H
0998 1193 C9      RMZ
0999 1194 0B 10   IN      PORT1 ;CARRIER GONE
1000 1196 E6 40   ANI     40H
1001 1199 C2 9F 11 JNZ     GETT1 ;NO TONE
1002 119B CD 3B 02 CALL     DECOD
1003 119E B7      ORA     A
1004 119F CA 8F 11 JZ      GETT1 ;STORE DIGIT
1005 11A2 12      STAX   D
1006 11A3 13      INX     D
1007 11A4 3A 00 30 LDA      TTDIG
1008 11A7 3C      INR     A
1009 11A8 32 00 30 STA      TTDIG
1010 11AB FE 18   CPI     24
1011 11AD C2 8F 11 JNZ     GETT1
1012 11B0 C3 90 02 JRP     WCD
1013 11B3 ;
1014 11B3 ;
1015 11B3 ;
1016 11B3 ;
1017 11B3 ;
1018 11B3 ;
1019 11B3 3A FA 30 ;AUTOPATCH ROUTINE - CHECKS REQUESTED
1020 11B6 E6 20 ;NUMBER FOR VALIDITY, IF OK IT
1021 11B8 C2 FC 01 ;BRINGS UP LINE AND REDIALS THE NUMBER
1022 11B8 AF      PATCH: LDA      OUT2H
1023 11BC 32 F1 30 JNZ     20H
1024 11BF C0 89 11 XRA     A
1025 11C2 3A 00 30 LDA      TTON2
1026 11C5 87      ORA     A
1027 11C6 C2 E6 11 JNZ     MOTIM
1028 11C9 3A FA 30 STA      GETTT ;GET NUMBER
1029 11CC E6 04      CALL     TTDIG
1030 11CE CA FC 01 ORA     A
1031 11D1 11 F9 30 JNZ     TTON2 ;DIRECT?
1032 11D4 06 08      ANI     4 ;ENABLED?
1033 11D6 CD 0C 02 JZ      TTON2 ;NO!
1034 11D9 07 10      LKI     D,OUTIM
1035 11DB 07 10      MVI     B,0
1036 11DE CD 74 01 PTCH1: CALL     BITS
1037 11E1 03 10      OUT     PORT1
1038 11E3 C3 FC 01 CALL     DELAY
1039 11E6 FE 01      CALL     BITC
1040 11E8 CA 75 12 JNP     TTON2
1041 11EB FE 07      PTCH2: CPI     1
1042 11ED CA 6A 12 JZ      PTCH9
1043 11F0 FE 0B      CPI     7
1044 11F2 CA FA 11 JZ      PTCH8
1045 11F5 FE 08      CPI     11
1046 11F7 C2 FC 01 JZ      PTCH4
1047 11FA 3A 01 30 LDA      TTDIG+1
1048 11FD FE 0A      CPI     10 ;ZERO
1049 11FF C2 FC 01 JNZ     TTON2 ;NOT COLLECT
1050 1202 11 F9 30 PTCH3: LKI     D,OUTIM
1051 1205 06 08      MVI     B,0
1052 1207 CD 0C 02 CALL     BITS
1053 120A D3 10      OUT     PORT1
1054 120C CD 74 01 CALL     DELAY
1055 120F CD 10 02 CALL     BITC
1056 1212 03 10      OUT     PORT1
1057 1214 3E 0F      MVI     A,15
1058 1216 CD 74 01 PTCH5: CALL     DELAY
1059 1219 3D      DCR     A
1060 121A C2 16 12 JNZ     PTCH5 ;1 SEC WAIT
1061 121D 11 FB 30 LKI     D,OUT3M
1062 1220 06 40      MVI     B,40H
1063 1222 CD 0C 02 CALL     BITS ;TURN LINE ON
1064 1225 D3 30      OUT     PORT3
1065 1227 11 00 30 LKI     D,TTDIG
1066 122A 1A      LDAX   D ;SAVE
1067 122B F5      PUSH    PSW ;IT
1068 122C 3A 00 30 PTCH6: LDA      TTDIG
1069 122F 87      ORA     A
1070 1230 CA 54 12 JZ      PTCH7
1071 1233 CD 74 01 CALL     DELAY
1072 1236 3D      DCR     A
1073 1237 32 00 30 STA      TTDIG
1074 123A 13      INX     D
1075 123B 14      LDAX   D ;GET DIGIT
1076 123C 39      DCR     A
1077 123D 21 06 13 LKI     H,TTTAB
1078 1240 85      ADD     L
1079 1241 6F      MOV     L,A
1080 1242 7C      MOV     A,M
1081 1243 CE 00      ORI     0
1082 1245 67      MOV     H,A
1083 1246 7E      MOV     A,M ;TTCODE
1084 1247 2F      CMA
1085 1248 D3 70      OUT     PORT7 ;SEND TONE
1086 124A CD 74 01 CALL     DELAY
1087 124D 3E FF      MVI     A,OFFH
1088 124F D3 70      OUT     PORT7 ;TONE OFF
1089 1251 C3 2C 12 JRP     PTCH6 ;NEXT
1090 1254 11 FB 30 PTCH7: LKI     D,OUT3M
1091 1257 06 40      MVI     B,40H
1092 1259 CD 10 02 CALL     BITC ;LINE NORMAL
1093 125C 47      MOV     B,A
1094 125D 3A F1 30 LDA      NOTIM
1095 1260 80      ORA     B
1096 1261 D3 30      OUT     PORT3
1097 1263 F1      POP     PSW
1098 1264 32 00 30 STA      TTDIG ;RESTORE IT
1099 1267 C7 FC 01 JRP     TTON2 ;DONE
1100 126A 3A 01 30 PTCH8: LDA      TTDIG+1
1101 126D FE 01      CPI     1
1102 126F CA FC 01 JZ      TTON2
1103 1272 C3 02 12 JRP     PTCH3
1104 1275 21 3F 13 LKI     H,SDTAB
1105 1278 3A 01 30 LDA      TTDIG+1
1106 127B 47      MOV     B,A
1107 127C 7E      MOV     A,M
1108 127D B7      ORA     A
1109 127E CA FC 01 JZ      TTON2
1110 1281 89      CMP     B
1111 1282 CA 9B 12 JZ      PCH11
1112 1285 23      INX     H
1113 1286 23      INX     H
1114 1287 23      INX     H
1115 1289 C3 7C 12 JRP     PCH10
1116 128B 23      PCH11: INX     H
1117 128C 5E      MOV     E,M
1118 128D 23      INX     H
1119 128E 56      MOV     D,M
1120 128F EB      XCHG
1121 1290 7E      MOV     A,M
1122 1291 87      ORA     A

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forward references from the lower ROM go to the beginning of the second ROM, which will not change if a routine in the second ROM is modified. Frequent use is made of reading an address from a

fixed location rather than reading an address directly. The code table is organized with a three-digit code preceding the address of the program to service that code. The end of the table is marked with a 0.

Naturally, the published codes are not the ones in use. The CW ID messages are set up with leading and trailing spaces to clean up the ID. The RAM has the bottom 25 bytes reserved for the

digit buffer, including one for the buffer length. 12 bytes are reserved above that for the digit #1 telephone number. Above that, space is left for the programmable ID. 22 bytes at the top are variables, and



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1123 1292 CA FC 01      JZ      TTON2
1124 1295 FE 0C        CPI      12
1125 1297 02 FC 01    JNC     TTON2
1126 129A 11 00 30    LKI     D,TTD1G
1127 129D 46          MOV     B,M
1128 129E 04          INR     B
1129 129F 7E          PCH12: MOV     A,M
1130 12A0 12          STAX   D
1131 12A1 23          INX     H
1132 12A2 13          INX     D
1133 12A3 05          DCR     B
1134 12A4 C2 9F 12    JNZ     PCH12
1135 12A7 3E 20        MVI     A,20H ;DISABLE
1136 12A9 32 F1 30    STA     MOTIH ;TIMER
1137 12AC C2 02 12    JMP     PTCH3
1138 12AF              ;
1139 12AF              ;
1140 12AF              ;
1141 12AF              ;
1142 12AF              ;REMOTE BASE CONNECTS RPT TO PHONE LINE
1143 12AF 11 F9 30    ;BUT DOES NOT SEIZE THE LINE
RBASE: LKI     D,OUTIM
1144 12B2 05 04        MVI     B,4
1145 12B4 C3 E6 11    JMP     PTCH1
1146 12B7              ;
1147 12B7              ;
1148 12B7              ;
1149 12B7 3A F8 30    TAP2: LDA     OUTOM ;TAPE ACCESS
1150 12BA 87           ORA     A ;VIA CONTROL
1151 12BB FA FC 01    JN      TTON2 ;STATION
1152 12BE C3 D7 02    JMP     TAP1
1153 12C1              ;
1154 12C1              ;
1155 12C1              ;
1156 12C1              ;DIAL SENDS IN CW WHATEVER WAS LAST
1157 12C1              ;ENTERED VIA THE TTT ROUTINE
1158 12C1              ;OR THE AUTOPATCH
1159 12C1 3A F8 30    DIAL: LDA     OUTOM ;WHAT DID I DIAL?
1160 12C4 E4 10        AMI     10H ;ENABLED?
1161 12C6 C2 FC 01    JNZ     TTON2 ;NO
1162 12C9 3A 00 30    LDA     TTD1G
1163 12CC FE 19        CPI     25 ;VALID?
1164 12CE D2 FC 01    JNC     TTON2 ;NO
1165 12D1 CD 90 02    CALL   WCD
1166 12D4 C3 FE 10    JMP     TTSTO
1167 12D7              ;
1168 12D7              ;
1169 12D7              ;
1170 12D7              ;LOCK PERMITS A LOCKOUT OF CONTROL
1171 12D7              ;AND DISABLING OF THE ROGER ROUTINE
1172 12D7              ;LOCK WAITS FOR 3 DIGITS:
1173 12D7              ;THE SECOND ELIMINATES (1) OR CLEARS (0)
1174 12D7              ;THE ROGER ROUTINE,
1175 12D7              ;THE THIRD LOCKS OR UNLOCKS ENTRY
1176 12D7              ;TO THE CONTROL MODE
LOCK1: CALL   LRD
1177 12D7 CD 19 02    MVI     A,1
1178 12D8 E 01         CMP     E
1179 12D8 88          JNZ     LOCK3
1180 12D9 C2 E3 12    JMP     LOCK4
1181 12E0 C3 EA 12    MVI     A,10
1182 12E2 3E 0A        CMP     E
1183 12E5 88          JNZ     LOCK5
1184 12E6 C2 ED 12    XRA     A
1185 12E9 AF          STA     LKROC
1186 12EA 32 F7 30    MVI     A,1
1187 12ED 3E 01        CMP     B
1188 12EF 89          JNZ     LOCK1
1189 12F0 C2 F6 12    JMP     LOCK2
1190 12F3 C3 FD 12    MVI     A,10
1191 12F6 3E 0A        CMP     B
1192 12F8 89          JNZ     TTON2 ;INVALID
1193 12F9 C2 FC 01    XRA     A
1194 12FC AF          STA     LCKR
1195 12FD 32 F2 30    CALL   ROGER
1196 1300 CD D2 03    JMP     TTON2
1197 1303 C3 FC 01    ;
1198 1306              ;
1199 1306              ;
1200 1306              ;
1201 1306              ;TABLE FOR REGENERATING TOUCH TONES (R)
TTTAB: DB      88H ;1
1202 1306 89          DB      84H ;2
1203 1307 84          DB      82H ;3
1204 1308 82          DB      48H ;4
1205 1309 48          DB      44H ;5
1206 130A 44          DB      42H ;6
1207 130B 42          DB      28H ;7
1208 130C 28          DB      24H ;8
1209 130D 24          DB      22H ;9
1210 130E 22          DB      14H ;D
1211 130F 14          DB      18H ;*
1212 1310 18          DB      12H ;#
1213 1311 12          ;
1214 1312              ;
1215 1312              ;
1216 1312              ;
1217 1312              ;LOAD NUMBER FOR SINGLE DIGIT #1
LNUN1: LKI     N,NUMBR
1218 1312 21 19 30    MVI     N,0
1219 1315 36 00        IN      PORT1
1220 1317 08 10        CMA
1221 1319 2F          AMI     40H
1222 131A E6 40        JZ      LNUN1
1223 131C CA 17 13    CALL   DECOD
1224 131F C5 38 02    CPI     11 ;*
1225 1322 FE 08        JNZ     LNUN2
1226 1324 C2 2D 13    CALL   ROGER
1227 1327 CD D2 03    JMP     TTON2
1228 132A C3 FC 01    MOV     S,A
1229 132D 47          LDA     NUMBR
1230 132E 3A 19 30    CPI     11 ;MAX DIGITS
1231 1331 FE 08        JZ      LNUN1
1232 1333 CA 17 13    INR     A
1233 1336 3C          STA     NUMBR
1234 1337 32 19 30    INX     H
1235 1339 23          MOV     N,B
1236 133B 70          JMP     LNUN1
1237 133C C3 17 13    ;
1238 133F              ;
1239 133F              ;
1240 133F              ;
1241 133F              ;
1242 1340 19 30      SDTAB: DB      1
1243 1342 02          DW     NUMBR ;#1
1244 1343 38 13      DW     TNUM2
1245 1345 03          DB      3
1246 1346 63 13      DW     TNUM3
1247 1348 04          DB      4
1248 1349 68 13      DW     TNUM4
1249 134B 05          DB      5
1250 134C 73 13      DW     TNUM5
1251 134E 06          DB      6
1252 134F 78 13      DW     TNUM6
1253 1351 07          DB      7
1254 1352 83 13      DW     TNUM7
1255 1354 08          DB      8
1256 1355 88 13      DW     TNUM8
1257 1357 09          DB      9
1258 1358 93 13      DW     TNUM9
1259 135A 00          DB      0
1260 135B              ;
1261 135B 07          TNUM2: DB      7 ;BALTO CITY
1262 135C 02          DB      2
1263 135D 02          DB      2
1264 135E 02          DB      2
1265 135F 03          DB      3
1266 1360 03          DB      3
1267 1361 03          DB      3
1268 1362 03          DB      3
1269 1363 07          TNUM3: DB      7 ;TRANSIT & TFC
1270 1364 03          DB      3
1271 1365 09          DB      9
1272 1366 06          DB      6
1273 1367 03          DB      3
1274 1368 0A          DB      10
1275 1369 05          DB      5
1276 136A 0A          TNUM4: DB      10 ;MD STATE POL
1277 136B 07          DB      7
1278 136C 04          DB      4
1279 136D 08          DB      8
1280 136E 06          DB      6
1281 136F 03          DB      3
1282 1370 01          DB      1
1283 1371 0A          DB      10
1284 1372 01          DB      1
1285 1373 07          TNUM5: DB      7 ;HARBOR TUNNEL
1286 1374 03          DB      3
1287 1375 05          DB      5
1288 1376 05          DB      5
1289 1377 03          DB      3
1290 1378 05          DB      5
1291 1379 0A          DB      10
1292 137A 0A          TNUM6: DB      10 ;ANNE ARUNDEL
1293 137B 07          DB      7
1294 137C 09          DB      9
1295 137D 08          DB      8
1296 137E 07          DB      7
1297 137F 04          DB      4
1298 1380 0A          DB      10
1299 1381 05          DB      5
1300 1382 0A          DB      10
1301 1383 07          TNUM7: DB      7 ;COAST GUARD
1302 1384 07          DB      7
1303 1385 08          DB      8
1304 1386 09          DB      9
1305 1387 08          DB      8
1306 1388 0A          DB      10
1307 1389 05          DB      5
1308 138A 0A          DB      10
1309 138B 07          TNUM8: DB      7 ;BALTO CO
1310 138C 04          DB      4
1311 138D 09          DB      9
1312 138E 04          DB      4
1313 138F 02          DB      2
1314 1390 01          DB      1
1315 1391 01          DB      1
1316 1392 01          DB      1
1317 1393 07          TNUM9: DB      7 ;HOWARD CO
1318 1394 04          DB      4
1319 1395 06          DB      6
1320 1396 05          DB      5
1321 1397 01          DB      1
1322 1398 06          DB      6
1323 1399 01          DB      1
1324 139A 01          DB      1
1325 139B              ;
1326 139B              ;
1327 139B              ;
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1469 139B              ;
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1471 139B              ;
1472 139B              ;
1473 139B              ;
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1475 139B              ;
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1489 139B              ;
1490 139B              ;
1491 139B              ;
1492 139B              ;
1493 139B              ;
1494 139B              ;
1495 139B              ;
1496 139B              ;
1497 139B              ;
1498 139B              ;
1499 139B              ;
1500 139B              ;

```

the stack starts below the stack works down, and the programable ID works up. No safeguards are set up to eliminate the two clashing. The amount of space is so

large for the required functions that for even the longest imaginable ID message there will be plenty of room left for the stack. I do not suggest testing the system by loading an ID of

197 characters! Up to 150 should be safe. OUTOM is a dummy output port. Although it is set up as an output port, there is no physical port. This is convenient for both pro-

gramming and operation.

### Design Philosophy

As previously mentioned, several years ago I had constructed a microprocessor system to perform a similar



function. At that time, I built the hardware first. After completing this project, I have no doubt that the proper procedure is the other way around. A general idea of the hardware should be in mind, but the program should be written first. Writing the program defines the parameters of the system. By doing so, I found that some hardware modifications were needed that otherwise I would have had to go back and redo.

The program was written and debugged on the development system described. I configured the I/O ports so that the program could be executed on my large system. The program was in operation on it before a single wire was cut to construct the hardware. Clip leads and external oscillators were used to test the system. Did you ever try to simulate touchtones with clip leads, trying not to be caught by a three-second timer?

The program was modularized as much as possible. If any routine is longer than about two or three pages, it is too long and should be broken down into smaller

routines. Not only is it easier to write that way, but it is also easier to understand how it works a few months later. For routines with many conditionals, flowcharts are a must. Originally, a skeleton program was written—just enough so that the entire program was self-consistent. Gradually the individual routines can be added to the code table and debugged. The throughput using these techniques can be quite high. I wrote the skeleton program in one day, and debugged it the next. Once an operational program was ready, the hardware was constructed. In the week or so it took to build the thing, the program was beefed up. By the time the hardware was ready, the software was refined. I cannot overemphasize the fact that a 100% operational program is necessary before building the hardware. When the ROMs are plugged in, if the program is in any doubt, and the system does not work, you do not know if the problem is hardware or software, resulting in an exercise in futility.

The hardware/software tradeoffs previously mentioned are important. A lot of thought is necessary before plunging ahead with design. The total software

and hardware development time/cost must be considered. Even though the individual pays nothing for his own software, thinking like the businessman who must pay for his software will give a more balanced design.

When building hardware, it is advantageous to freely add LEDs on signal lines. You may not need them after the circuitry is in operation, but they are invaluable when debugging and testing the system. Design a system that not only works properly, but also can be made to operate properly in a reasonable amount of time.

Fault tolerance is an area at the frontier of theoretical knowledge. The discipline is about a decade old, and much remains to be worked out satisfactorily. Semiconductor technology is increasing at a rate which is hard to keep up with. Writing programs which merely function, and programs which both function and are error-tolerant, are two different things. Instead of making equivalence tests, it is better to make relational

tests. Otherwise, if an error occurs, a test may fall through. Subprograms are usually expected to be entered with certain initial conditions. They should be constructed so that if those conditions are erroneous, the subprogram will exit soon. The worst thing that can happen is an erroneous input condition resulting in an endless loop. In a controller, it may not be as easy to push the reset button when something goes awry as it is on a general-purpose computer. I certainly did not follow all of these tenets in writing the software; however, I attempted to keep them in mind as much as possible.

The original program, somehow, did manage to crash twice. After that, I added the error recovery portion. It is a very simple, first-order attack, but it covers more errors than a first glance shows. If the program gets into a false state, it will often go to a faulty address. Since the hardware uses a small amount of the address space, it is quite likely that the program will be sent to

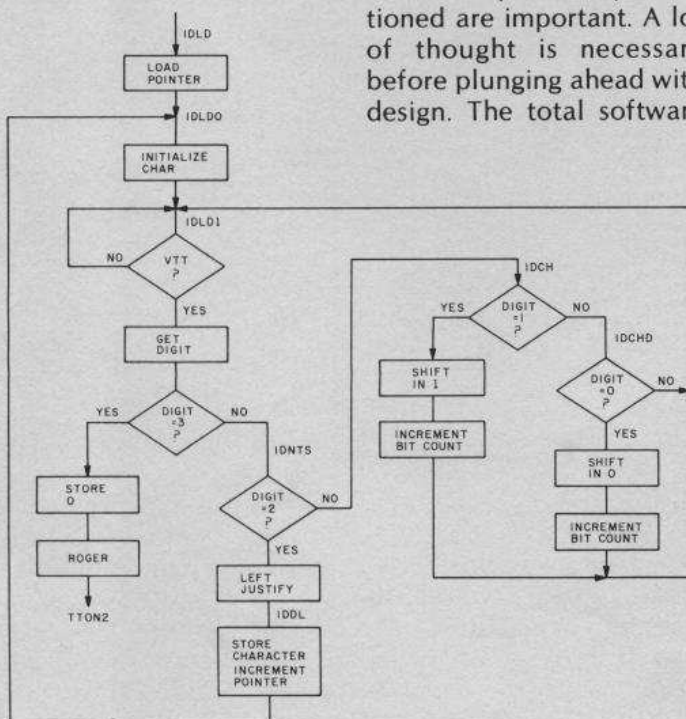


Fig. 8. ID load routine.

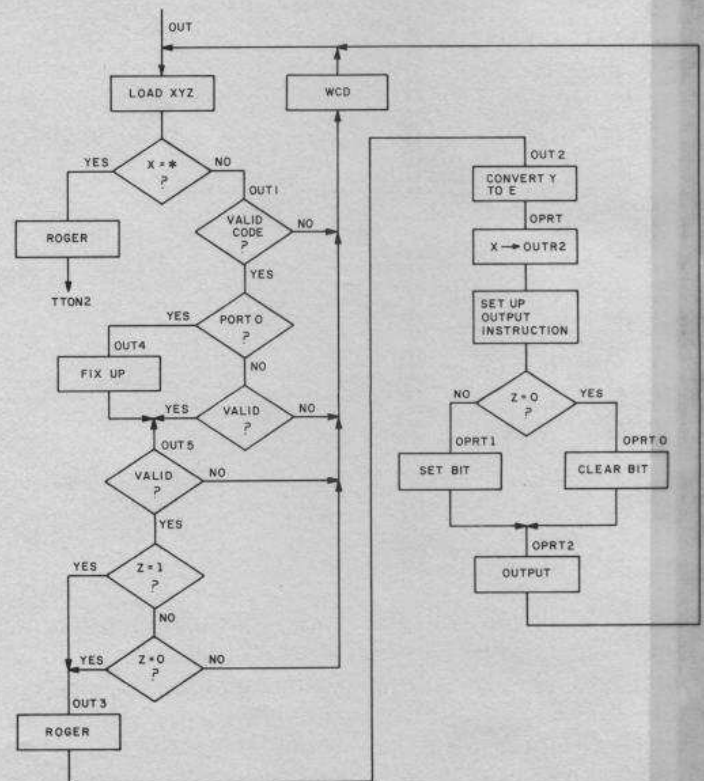


Fig. 9. Out routine.

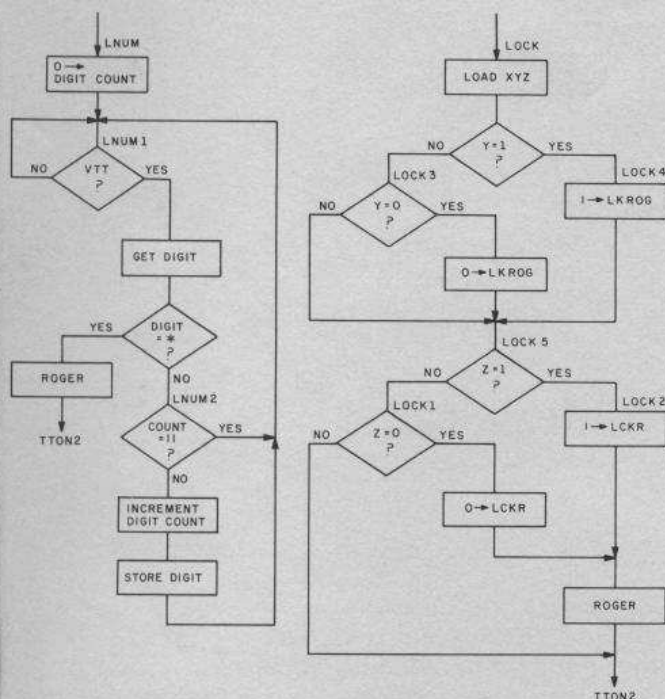


Fig. 10. Load number and lock routines.

a place where there is no memory. This results in reading all highs; the instruction FF is the interrupt instruction, so effectively an invalid memory address interrupts the program. That is why I placed the recovery routine at the interrupt location. The processor is not being interrupted, but it interprets the error as an interrupt. A second different thing about the fault-tolerant program is that the enable interrupt instruction was placed into the master loop. Otherwise, if the interrupt were ever disabled when in the foreground program, there would be no way to communicate with it.

I am not claiming that the system is totally fault-tolerant, but by the addition of some very simple checks, the fault tolerance can be increased tremendously. This entire project has been a good education.

### Expansion

There are many additions and improvements which can be made. The advantage of the whole arrangement is that for many changes, hardware need not be touched. Many func-

tions can be added by software changes only. It is more pleasant to sit in an easy chair at home rewriting the program than to sit on the cold, hard floor at the repeater site to effect changes. If changes don't work, all that has to be done is to put the original ROMs back in.

Additional hardware can be added to mate with the existing circuitry, and it is not necessary to worry about the additional control functions, as plenty of spares are already provided. A possible improvement to the software would allow interrogation of the status bits. This is a simple addition which is not required but might be useful. A planned hardware addition to the system will provide downlink telemetry from the site. Lights on the voting selector indicate which receivers are being accessed, and which receiver the voter selects. The telemetry will transmit the voter lights in real-time. Incorporated in the telemetry package will be an analog-to-digital converter. Upon command from the control system, the telemetry will switch from the voter lights to

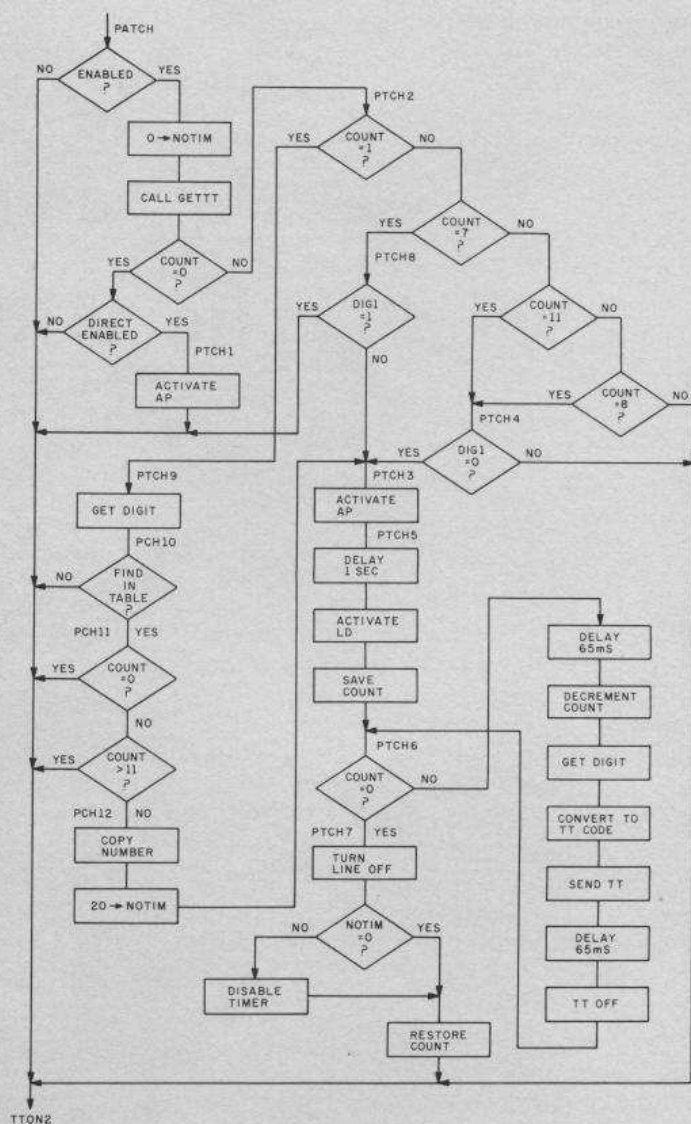


Fig. 11. Autopatch routine.

meter readings read by the A/D; plate voltage, plate and grid current for each repeater, and cabinet temperature could be read. With the existing central control system, the possibilities for expansion are straightforward and exciting.

### Acknowledgements

I would like to thank Carroll Van Ness K3HZU for his able assistance in designing the autopatch circuitry. Until this time, Carroll has been the father of the control circuitry and the autopatch. His equipment always functioned fine, but there is only so much that can be done with relays. Carroll is now a microcomputer convert.

I received help from Vern Chapin K3VC with the

metalwork. Despite broken saw blades and bruised fingers, he finished the panels.

I thank Frank Ayd WA3ILR, who stayed with me over 13 hours at the site on the day of installation. We were both dirty, tired, cold, and hungry, but he remained with me while making frantic pleas that we quit.

Thanks go again to Vern Chapin K3VC, and also to Marc Leavey, M.D., WA3AJR, for their photography.

And if not for Jack Biggs K3SP and Larry D'Anna WA3KOK, with the assistance of many others over a period of several years, I would not have had the excellent repeater for which to develop the control system. ■