CDP18SUT60, CDP18SUT61, CDP18SUT62 Utility Firmware

The CDP18SUT60 is a Utility Program on a 2758 EPROM designed for use with a CDP18S601, CDP-18S603, CDP18S606, or CDP18S608 Microboard Computer in systems such as the COSMAC Microboard Prototyping System CDP18S691. The CDP18SUT61 is a Utility Program on a 2758 EPROM designed for use with a CDP18S602, CDP18S605, CDP18S607, or CDP-18S610 Microboard Computer in systems such as the COSMAC Microboard Prototyping System CDP-18S692. The CDP18SUT62 is a Utility Program on a 2716 EPROM designed for use with a CDP18S601, CDP-18S603, CDP18S606, or CDP18S608 Microboard Computer in systems such as the Microboard Computer in systems such as the Microboard Computer Development System (MCDS) CDP18S693, or CDP-18S694.

The Utility Program on the CDP18SUT60 and the CDP18SUT61 are designed to examine memory, alter memory, and begin program execution at a specified location. These functions are accomplished through a series of commands initiated by a?,!, or \$. The functions described include memory insert!M, memory display?M, memory move \$M, memory fill \$F, memory substitute!S, and run program \$P. The move and fill functions can also

be called by user programs. Also included are read and type routines that provide communication with the user terminal by means of the UART on the Microboard Computer. Other user-callable routines that help to simplify programming include routines providing register initialization, variable delays, text output, and subroutine call and return. Some debugging capability is provided by a register save operation.

The Utility Program on the CDP18SUT62 allows the user to:

- 1. Inspect and modify memory.
- 2. Store and retrieve data on tape.
- Start execution of the BASIC3 Interpreter, the Editor, the Assembler or a user-generated program at any address.
- 4. Debug programs.

The twelve commands available on the CDP18SUT62 are Memory Move, Memory Fill, Memory Substitute, Memory Display, Memory Insert, Program Run, Read Tape, Write Tape, Rewind Tape, Run BASIC, Run Editor, and Run Assembler. Also included are Read and Type routines for communications between the systems and the data terminal and for I/O transfers.