

```

JMP      UROI      ;user reader 0 in @ 130H
JMP      UR1I      ;user reader 1 in @ 133H
JMP      UR2I      ;user reader 2 in @ 136H
JMP      UR3I      ;user reader 3 in @ 139H
JMP      UP00      ;user punch 0 out @ 13CH
JMP      UP10      ;user punch 1 out @ 13FH
JMP      UP20      ;user punch 2 out @ 142H
JMP      UP30      ;user punch 3 out @ 145H
JMP      UL00      ;user list 0 out @ 148H
JMP      UL10      ;user list 1 out @ 14BH
JMP      UL20      ;user list 2 out @ 14EH
JMP      UL30      ;user list 3 out @ 151H
JMP      UC0S      ;user console 0 status @ 154H
JMP      UC1S      ;user console 1 status @ 157H
JMP      UC2S      ;user console 2 status @ 15AH
JMP      UC3S      ;user console 3 status @ 15DH

```

;MONITOR ENTRY POINT (to be patched)

```

JMP      XYBASIC ;exit (when <control-B> typed) @ 160H

```

;ROMSquared DEFAULT VALUE BYTES (to be patched if desired)

```

DB      0          ;default WIDTH @ 163H
DW      1          ;default END OF MEMORY @ 164H
DW      0          ;default program address @ 166H

```

Sample I/O Patch

This section gives a sample i/o patch for a Custom I/O version of XYBASIC. You can use the routines given here as a model for construction of an i/o patch for your computer system.

This patch assumes that XYBASIC has been specially ordered to begin at location 0A000H. The computer is assumed to support a single console device, with port use as defined below. When a restart (RST 0) is performed, the computer executes the code starting at location 40H, which resets the USART used for console i/o and begins execution of XYBASIC. All other RST instructions are ignored. Typing <control-B> also restarts XYBASIC.

Since the computer supports a single console device, the XYBASIC i/o JMP table contains the same JMP instruction four times for each driver routine. To simplify this patch the ReaDeR and PUNCh devices are defined to be the same as the CONsole, and characters sent to the LiST device are ignored.

```

;XYBASIC ENTRY POINT
A000 =      XYBASIC EQU      0A000H      ;START OF XYBASIC

;USART PORT NUMBERS
00EC =      CIN      EQU      0ECH      ;CONSOLE DATA INPUT PORT
00EC =      COUT     EQU      0ECH      ;CONSOLE DATA OUTPUT PORT
00ED =      CCTL     EQU      0EDH      ;CONSOLE CONTROL PORT

;I/O BIT NUMBERS
0001 =      TBA      EQU      01H      ;TRANSMIT BUFFER AVAILABLE
0002 =      RBR      EQU      02H      ;RECEIVE BUFFER READY

```