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ABSTRACT

The recent introduction of the INTELLEC MDS as a debugging tool for Intel 8080 microcomputer systems coupled with the desirability of using the powerful Intel support software available on UNIX PDP-11 for program development required the design of a hardware/software interface. The software package designed permits programs which have been developed on the UNIX system using the SMAL2 compiler (sc), Intel 8080 assembler (as80), and the link-editor (ld80) to be transmitted over a dialed-up connection in pure binary and loaded into the INTELLEC for execution. This memorandum describes the interface, including a synopsis of the new UNIX commands to access these features, and provides program listings of the new software developed.

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UNIX-INTELLEC MDS Interface -
Case 36692-42

date: September 1, 1976

from: Joseph E. Lencoski
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TM76-3141-1
TM76-3142-1

MEMORANDUM FOR FILE

INTRODUCTION

The recent introduction of the INTELLEC MDS as a debugging tool for Intel 8080 microcomputer systems coupled with the desirability of using the powerful Intel support software available on UNIX[1] PDP-11 for program development required the design of a hardware/software interface. The software package designed permits programs which have been developed on the UNIX system using the SMAL2 compiler[2] (sc), Intel 8080 assembler[3] (as80), and the link editor (ld80) to be transmitted over a dialed-up connection in pure binary and loaded into the INTELLEC for execution. This memorandum describes the interface, including a synopsis of the new UNIX commands to access these features, and provides program listings of the new software developed.

This work was performed in conjunction with the development of a testing facility[4] for the mobile logic units to be used in the High-Capacity Mobile Telecommunications System (HCMTS)[5]. The logic unit is a microcomputer-based design using an Intel 8080 as the main controller.

SOFTWARE

UNIX Blocking Program

Executable object modules produced by the UNIX Intel support software are stored in a file called 80.out. The structure of the 80.out file, as illustrated in Figure 1, is not in a form which is readily acceptable for direct transmission to the INTELLEC. Checksums are not provided and unnecessary information (relocation information and symbol table) for program execution is appended. Thus, a reformatting of this file is necessary.

A program called "mds80" written in "C"^[6] reads in the 80.out file and blocks it into a format which may be transmitted over a dialed-up connection and is compatible with a binary loading program (see below) developed for the INTELLEC. The format of the resulting file is illustrated in Figure 2. It consists of a dummy record of 16 ASCII "space" characters, followed by a sequence of blocked object records for the text segment, followed by a second dummy record of 16 ASCII "space" characters, concluding with a sequence of blocked object records for the data segment. If either program segment does not appear in 80.out, the corresponding object record in the blocked file is not produced. Each block holds a maximum of 256 bytes of executable code.

The format of the blocked object record appears in Figure 3. The first byte is a sync character which is represented by ASCII cntlq. This character is used by the binary loading program in the INTELLEC as a block delimiter. The second byte is the total byte count (reduced by 1) for the block (0 through 255). The next two bytes contain the hi and lo bytes, respectively, of the origin in the INTELLEC for the specific block. Then the object program follows coded in binary. Each byte represents one byte of the resulting 8080 program. Up to 256 bytes may be contained in each record. The final byte contains the checksum which is the 8-bit sum of the byte count, address, and each object byte.

The input to mds80 consists of a list of loaded object modules produced by the compile or link step. If no input file is submitted, 80.out is assumed. mds80 blocks each file independently and stores the output on a file suffixed .mds. mds80 (see Appendix A for a listing) reads the 80.out header to determine the origin and size of the text and data segments of the programs. For each segment of the program, it sets up the dummy block of 16 ASCII space characters; it then creates an object record for each 256-byte block until all bytes of each segment are exhausted. A checksum is computed and inserted at the end of each record. Note that mds80 assumes the structure of the header segment to be in Figure 1. If an earlier version of as80 is used, the structure fh should be altered.

UNIX Transmission Program

Once the blocked object module is produced, it must be transmitted to the INTELLEC. This is accomplished by executing a program called "send80" which sets up the proper machine modes to output data in pure binary using the UNIX stty command. The modes which must be set are hardware dependent and vary from machine to machine. A program which accomplishes this for the Laboratory 323 PDP-11/45 is illustrated in Appendix B. If used on another machine the local operations analyst should be consulted to determine the proper mode settings.

INTELLEC Binary Loading Program

A program called "bindld80" written in the Intel 8080 assembly language loads the object data transmitted by UNIX. The program whose source is contained in Appendix C must be called with DE set to the byte offset from the program origin contained in 80.out to the load point, specified in two's complement notation. This permits a program to be loaded into RAM for subsequent "burning" and execution in PROM. To load the program at the origin specified in 80.out, DE would be set to zero.

The loading program inspects data received from the CRT input port of the INTELLEC until the sync character (cntlq) appears. Once the sync character is received, the byte count, hi and lo addresses are received and stored with the proper offset added in. Then each data byte is received and stored in memory until the completion of a block. The checksum is computed and compared at the conclusion of a block. If an error is detected the program returns to the driving routine with the accumulator set to one. If valid, the incoming stream is inspected for a cntlq (for a second block) or for the UNIX prompt character (%) which indicates that transmission has completed. A successful load will return a zero to the accumulator and set the first load address in the HL register stored in standard Intel hi-lo format. Note that this program precludes loading data into memory locations beginning with byte 65,280 (the last 256 bytes of addressable memory). It is suggested that a driving program be written to call binld; the driving program could inspect load status upon return and display appropriate messages.

HARDWARE

Hardware is required to perform the necessary switching functions to permit a single terminal (keyboard/display) to interface with a modem (remote computer) and with the INTELLEC, and to permit the INTELLEC to directly interface with the modem. A switching circuit designed by Department 4391* suits this purpose; its block diagram is illustrated in Figure 4.

Generally switches 1 and 2 are activated which allow the display to monitor both the INTELLEC and the modem. To develop a program on UNIX, switch 3 would be activated. After an object module has been produced and blocked into the correct form using "mds80", switch 4 would be activated momentarily to initiate execution of the INTELLEC loading program (bindld). Switch 5 would then be activated to permit the modem output (the resulting object module) to

* Private communication with Dick Ferch.

be fed directly into the INTELLEC upon requesting UNIX to transmit the data using "send80". Switch 6 although not required in this application could be used to send data from the INTELLEC to a remote computer.

CONCLUSIONS

This memorandum described a hardware/software support package which establishes an interface between an INTELLEC MDS and a UNIX PDP-11 system permitting program development on UNIX and loading into the INTELLEC for execution. These programs will be available shortly as commands on the Laboratory 323 PDP-11 computer system.

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WH-3142-JEL
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References
Appendices A through C
Figures 1 through 4

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APPENDIX A

MANUAL PAGES AND PROGRAM LISTING FOR MDS80

MDS80(I)

8/1/76

MDS80(I)

NAME

mds80 - object file blocking program for INTELLEC MDS

SYNOPSIS

mds80 [file...]

DESCRIPTION

Mds80 is the UNIX blocking program which reformats the the object file produced by sc, as80, or ld80 into a format compatible for entry into the INTELLEC MDS using a companion binary loading program (see binld80(I)).

Mds80 uses the list of files specified as input and leaves the output on the file whose name is that of the input with '.mds' replacing '.o', '.out', or ''. If no file is specified, 80.out is used.

The blocked object module may be read into the INTELLEC using send80.

FILES

80.out

loaded output

SEE ALSO

as80(I), binld80(I), ld80(I), send80(I), sc(I)

BUGS

#

/*

* mds80

* functional name:

convert object file

this program converts the object
module generated by 80.out
into a blocked format to be loaded
by the intellec

* calling parameters:

list of object file names
if no file is specified, 80.out
is assumed

* returns:

none

* program redesigned:

8/24/76

* programmer:

Stu Tartarone

*/

/*

Format of blocked object file

Dummy Record

Text Segment Object Record 0

Text Segment Object Record n

Dummy Record

Data Segment Object Record 0

Data Segment Object Record n

Format of dummy record

16 Ascii Space Characters

Format of Object Record

byte

1 sync char (ctl=a)

2 data byte count (0-255)

3 hi=address of block origin

4 lo=address of block origin

5 object byte 1

6 object byte 2

:

:

:

n+4 data byte n (0<=n<=255)

n+5 checksum (8 bit sum of byte count,
address, and data)

*/

/*
 * Size of resulting blocked object records
 */

#define BLKSIZE 256
 #define MAGIC 413

/*
 * format of the header for an 80.out file
 */

struct fh

```
{
    int      magic;
    char     *tsize;
    char     *dsizes;
    char     *bsize;
    char     *ssize;
    char     *orgs[3];
    char     *rsize;
    int      flags;
    char     pad[12];
};
```

/*
 * Input Data Structure
 */

```
struct findata
{
    char data[BLKSIZE];
};
```

/*
 * output object file structure
 */

```
struct foutdata
{
    char sync;
    char blksize;
    char hiaddr;
    char loaddr;
    char outdata[BLKSIZE];
};
```

```
main (argc,argv)
int argc;
char *argv[ ];
{
```

```
    char *default;
    default = "80.out";
    if (argc == 1)
        mds(default);
    else
        while (--argc != 0)
        {
            ++argv;
            mds(argv[0]);
        }
    exit();
}
```

```
mds(name)
char *name;
{
```

```
    int bytecnt,f1,f2,blk,i,j;
    int address[2];
    int size[2];
    char cksum;
    char *dummy;
    struct fh hdr;
    struct fndata inrecr;
    struct foutdata outrecr;
    char outnm[16];
```

```
/*
 * input file opening and error handling
 */
```

```
    if( (f1=open (name,0)) < 0)
    {
        printf ("can't open %s\n",name);
        return;
    }
```

```
/*
 * initialization
 */
```

```
    outrecr.sync = 021;
    read (f1,&hdr,sizeof hdr);
```

```
/* initialize sync */
/* reads header data */
```

```
/*
 * check magic number
 */
```

```
    if (hdr.magic != MAGIC)
    {
        printf("improper format %s\n",name);
        close(f1);
        return;
    }
```

```

/*
 * create name.mds as output file
 */
for (i = 0; ((name[i] != '\0') && (name[i] != '.')); i++)
    outnm[i] = name[i];
outnm[i] = '.';
outnm[++i] = 'm';
outnm[++i] = 'd';
outnm[++i] = 's';
outnm[++i] = '\0';
if ( (f2 = creat (outnm, 0666)) < 0)
{
    printf ("can't create %s\n", outnm);
    close(f1);
    return;
}

/*
 * Two separate convert operations will be performed. The first convert will
 * block the text segment; the second convert will block the data segment
 */

address[0] = hdr.orgs[0];
address[1] = hdr.orgs[1];
size[0] = hdr.tsize;
size[1] = hdr.dsize;
dummy = "                                     "; /* set up 16 blanks

for (j = 0; j < 2; j++)
{
    bytecnt = 0; /* initialize byte count */

/*
 * output dummy blank string
 */

    write (f2, dummy, 16);

/*
 * read and write data
 */

    while (size[j] > bytecnt)
    {
        if ( (blk = size[j] - bytecnt) >= BLKSIZE)
            blk = BLKSIZE;
        outrecr.blksize = blk - 1;
        outrecr.hiaddr = address[j] / 256;
        outrecr.loaddr = address[j] % 256;
        cksum = blk + outrecr.hiaddr + outrecr.loaddr;
    }
}

```

```

        read (f1,&inrecr,blk);
        for (i = 0; i < blk; i++)
        {
            cksum += inrecr.data[i];
            outrecr.outdata[i] = inrecr.data[i];
            bytecnt++;
        }
        write (f2,&outrecr,blk + 4);
        address[] += blk;
        write (f2,&cksum,1);
    }
}
close(f1);
close(f2);
return;

```

APPENDIX B

MANUAL PAGES AND PROGRAM LISTING FOR SEND80

SEND80(I)

8/1/76

SEND80(I)

NAME

send80 = sends the blocked 8080 object module to the INTELLEC MDS

SYNOPSIS

~~send80~~ name ...

DESCRIPTION

~~Send80~~ transmits a blocked 8080 object module (see mds80(I)) over a dialed-up link to the INTELLEC MDS. The INTELLEC MDS binary loading program (see binld80(I)) must be invoked prior to executing this command. Name is the list of files to be transmitted.

FILES

SEE ALSO

as80(I), binld80(I), ld80(I), mds80(I), sc(I)

BUGS

Process cannot be interrupted once invoked.

```
#
/*
 * send80

 * functional name:          send 8080 object code

 * functional description:   this program transmits a file in pure
                             binary to the standard output for
                             loading of object code into an
                             INTELLEC system.

 * calling parameters:      list of files to be output

 * returns:                  none

 * program designed:        5/1/76
 * program redesigned:      8/24/76

 * programmer:              Stu Tartarone

 */
```

```
/*
 *      tty flags
 */
#define SPECIAL 01
#define XTABS   02
#define LCASE   04
#define ECHO    010
#define CRMOD   020
#define RAW     040
#define ODDP    0100
#define EVENP   0200
#define ANYP    0300
#define T8BIT   0100000
#define NLDELAY 01400
#define T8DELAY 06000
#define CRDELAY 030000
#define VTDELAY 040000
```

```
/*
 *      types
 */
#define ZAPPER 01
```

```
/*
 *      delay algorithms
 */
#define CR1     010000
#define CR2     020000
#define CR3     030000
#define NL1     0004000
#define NL2     001000
#define NL3     001400
#define TAB1    002000
```

```
#define TAB2    004000
#define TAB3    006000
#define FF1     040000
```

```
speeds
```

```
*/
#define B110    3
#define B150    5
#define B300    7
#define B1200   9
#define B2400  11
#define B9600  13
```

```
main(argc,argv)
int argc;
char *argv[ ];
{
    int fl;
    if (argc == 1)
    {
        printf("\nno source file specified\n");
    }
    else
        while (--argc != 0)
        {
            ++argv;
            send(argv[0]);
        }
    exit();
}
```

```
send(name)
char *name;
```

```
int n;          /* input count
int fl;
int v[3];       /* standard mode
int w[3];       /* pure binary mode
int buf[512];   /* buffer for output
```

```
*/
```

```
*/
*/
*/
```

```
/*
* file opening
*/
```

```
if ( (fl = open(name,2)) < 0)
{
    printf("\ncan't open %s\n",name);
    return;
}
```

```
/*
* change modes, output data, change back to standard mode
*/
```

```
    gtty (0,v);                /* read standard mode          */
    w[0] = v[0];
    w[1] = ZAPPER;
    w[2] = SPECIAL|ANYP|T8HIT|RAW;
    stty (0,w);                /* set up new mode          */
    while ( (n=read(f1,buf,512)) != 0 )
        write (1,buf,n);
    stty (0,v);                /* set up old mode          */
    close(f1);
    return;
```

APPENDIX C

MANUAL PAGES AND PROGRAM LISTING FOR BINLD

BINLD80(I)

8/1/76

BINLD80(I)

NAME

binld80 - lists the binary loading program for the INTELLEC MDS

SYNOPSIS

binld80

DESCRIPTION

Binld80 lists the binary loading program for the INTELLEC MDS which is compatible with the output produced by mds80. The output of this command should be directed to a file. The editor should then be invoked to specify an origin for the program and to possibly precede the routine with a driving program written by the user. The result should then be assembled using as80. The resulting object code should then be burned into PROM and installed in the INTELLEC MDS.

To load a program, binld80 should first be invoked in the INTELLEC; then send80 should be used to transmit the object module preprocessed by mds80 over a dialed-up connection into the INTELLEC.

FILES

/lib/binld80

SEE ALSO

as80(I), mds80(I), send80(I)

BUGS

////////////////////////////////////

/ binld

/ functional name: binary loader

/ functional description: this program received an object file
generated by mds80 and stores it in
the appropriate memory locations in the
INTELLEC.

/ calling parameters: DE set to offset from load address

/ returns: A = 0 => successful load
= 1 => unsuccessful load
HL = first load address

/ program designed: 5/1/76

/ programmer: Joe Lencoski

/ An origin should be specified for the program
by modifying the textorg statement

/ crtln = 0xfcb9 / MDS crt input subroutine

/

.textorg 0x0000
.globl binld

binld:

/ binary load subroutine

/

/

/ look for cti=a sync char

push b
movi h,0xff /first flg
push h

binlda:

call crtln
cpi 0x11 /cti=a
jnz binlda
jmp binld2

binld1:

call crtln
ani 0x7f / delete parity
cpi '%'
jz bend
cpi 0x11 / cti=a sync
jnz binld1

binld2:

```

        mvi     c,0      / computed checksum reg
/ get byte count
        call    crtin
        mov     b,a
        add     c
        mov     c,a
/ get hi addr in h
        call    crtin
        mov     h,a
        add     c
        mov     c,a

/ get lo addr in l
        call    crtin
        mov     l,a
        add     c
        mov     c,a
        dad     d      / add offset addr
        xthl    / hl <=> *sp
        mvi     a,0377
        cmp     h
        jnz     binld3  / jump not first
        pop     h
        push    h

binld3: xthl
/ get data
bdata:
        call    crtin
        mov     m,a
        add     c
        mov     c,a
        inc     h
        mov     a,b
        dec     b
        ana     a
        jnz     bdata

/ get checksum
        call    crtin
        inc     c      / adjust for byte ct -1
        cmp     c
        jz      binld1
        mvi     a,1    / error on checksum
        jmp     bendr

/ normal termination
bend1:
        xra     a
bendr:
        pop     h      / first load addr
        pop     b
        ret

```

- Header (includes segment counts and origins)
 - magic no.
 - text count
 - data count
 - bss count
 - symbol table count
 - text origin
 - data origin
 - bss origin
 - relocation count
 - flags
 - 6 integers reserved
- Object Code for Text Segment
- Object Code for Data Segment
- Relocation Information
- Symbol Table

Format of 80.out

Figure 1

Dummy Record

Text Segment Object Record 0

. . .

Text Segment Object Record N

Dummy Record

Data Segment Object Record 0

. . .

Data Segment Object Record N

Format of Blocked Object Module

Figure 2

Text segment data record:

byte

- 1 sync char (cntlq)
- 2 data byte count (0 through 255)
- 3 hi-address of block origin
- 4 lo-address of block origin
- 5 object byte 1
- 6 object byte 2

...

- n+4 object byte n ($1 \leq n \leq 256$)
- n+5 check sum (8-bit sum of byte count, address, and data)

format of Blocked Object Record

Figure 3

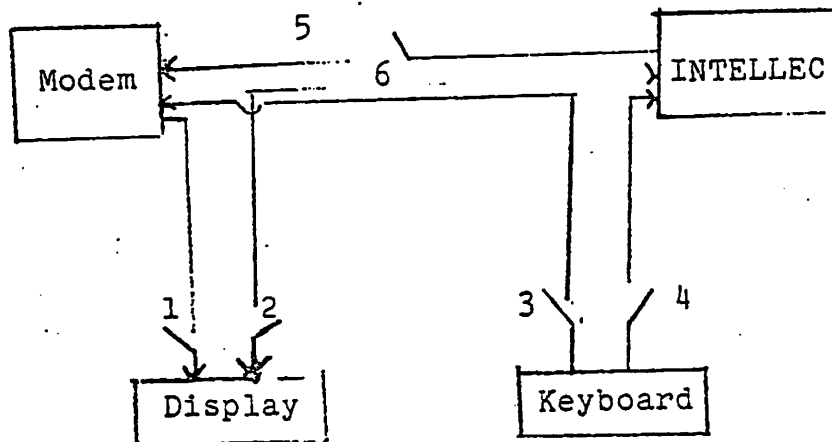


Figure 4