

== CONSOL ==
COPYRIGHT 1976

C3BC 4F	0899	MOV	C,A	AND SAVE AGAIN
C3BD 05	0900	DCR	B	WHOLE HEADER YET?
C3BE C2 B4 C3	0901	JNZ	RHED1	LOOP UNTIL DONE
C3C1	0902	*		
C3C1	0903	*		THIS ROUTINE GETS THE NEXT BYTE AND COMPARES IT
C3C1	0904	*		TO THE VALUE IN REGISTER C. THE FLAGS ARE SET ON
C3C1	0905	*		RETURN.
C3C1	0906	*		
C3C1 CD C6 C3	0907	CRCK	TAPIN	GET CRC BYTE
C3C4 B9	0908	CALL	C	COMPARE IT WITH CALCULATED
C3C5 C9	0909	CMR		
C3C6	0910	RET		
C3C6	0911	*		
C3C6	0912	*		THIS ROUTINE GETS THE NEXT AVAILABLE BYTE FROM THE
C3C6	0913	*		TAPE. WHILE WAITING FOR THE BYTE THE KEYBOARD IS TESTED
C3C6	0914	*		FOR A 'MODE' COMMAND. IF RECEIVED THE TAPE LOAD IS
C3C6	0915	*		TERMINATED AND A RETURN TO THE COMMAND MODE IS MADE.
C3C6	0916	*		
C3C6 DB FA	0917	TAIN	STAPT	CHECK STATUS
C3C8 E6 40	0918	ANI	TDR	
C3CA C2 D7 C3	0919	JNZ	TREDY	ONE IS AVAILABLE
C3CD DB FC	0920	IN	KDATA	CHECK FOR MODE WHILE WE'RE WAITING
C3CF FE 80	0921	CPI	MODE	
C3D1 CA B4 C1	0922	JZ	COMND	MODE WAS GIVEN..ABORT OPERATION
C3D4 C3 C6 C3	0923	JMP	TAPIN	NOT MODE...STAY IN LOOP
C3D7	0924	*		
C3D7 DB FA	0925	TREDY	STAPT	
C3D9 E6 18	0926	ANI	TFE+TOE	DATA ERROR?
C3DB C2 86 C3	0927	JNZ	TERR	IF FRAMING OR OVERRUN ERROR
C3DE DB FB	0928	IN	TDATA	GET THE DATA
C3E0 C9	0929	RET		
C3E1	0930	*		
C3E1	0931	*		THIS ROUTINE CALCULATES THE LENGTH OF THE LAST BLOCK
C3E1	0932	*		
C3E1 01 FF FF	0933	LBK	B,-1	COMPLEMENT HL
C3E4 09	0934	DAD	B	TWO'S
C3E5 23	0935	INX	H	LENGTH TO REGISTER B
C3E6 45	0936	MOV	B,L	TELL DE WE'RE DONE
C3E7 21 00 00	0937	LXI	H,0	ONWARD TO THE END
C3EA C3 70 C3	0938	JMP	RDBLK	
C3ED	0939	*		
C3ED	0940	*		THIS ROUTINE TURNS THE TAPE UNITS OFF
C3ED	0941	*		
C3ED AF	0942	TOFF	A	
C3EE D3 FA	0943	OUT	STAPT	GIVE COMMAND
C3F0 C9	0944	RET	.	AND GRIND TO A SLOW STOP
C3F1	0945	*		
C3F1	0946	*		
C3F1 11 00 00	0947	DELAY	D,0	START LOOP
C3F4 1B	0948	DLOP1	D	DOWN COUNT
C3F5 7A	0949	MOV	A,D	
C3F6 B3	0950	ORA	E	TEST FOR ZERO
C3F7 C2 F4 C3	0951	JNZ	DLOP1	IF NOT