

EEPROM PROGRAMMER (FOR BALLY/ASTROCADE)

PROGRAM BELOW USES BIT FIDDLER'S MLM TO COPY TO EEPROM. CALL 4E10H.
SOURCE TO COPY BEGINS AT 6000H. COPY DESTINATION IS AT 8000H.

COPY	4E10H	21 00 60	LD HL, SOURCE	HL = SOURCE ADDRESS
		11 00 80	LD DE, DESTIN	DE = DESTINATION ADDRESS
		01 00 20	LD BC, BYTES	BC = # OF BYTES (SEE NOTE BELOW)
COPY 1	CD 26 4E		CALL DELAY	WAIT 12.3m SEC
	EDA0		LDI	COPY A BYTE
	78		LD A, B	
	B1		OR C	
	4E20H	20 F7	JR NZ, COPY 1	
	DF		RST 18H] WRITE "OK". (PROGRAMMING IS DONE.) (USE MLM CHAR STRING.)
	B6 26		DEFW 26B6H	
	C9		RET	RETURN TO MLM
DELAY	4E26H	3E 0F	LD A, 15D	7
DELAY 1		F5	PUSH AF	
		3E 59	LD A, 89D	
DELAY 2		3D	DEC A] 1447 T STATES
		20 FD	JR NZ, DELAY 2	
		F1	POP AF	
		3D	DEC A	15x4 = 60
	4E30H	20 F6	JR NZ	(14x12)+7 = 175
		C9	RET	10

15x1447 = 21705
15x4 = 60
(14x12)+7 = 175
10
21957 T STATES

780 CLOCK \bar{F} = 1.78 MHz $T = \frac{L}{F} = \frac{I}{F} = 560 \text{ nsec}$ $21957 (560 \times 10^{-9}) = 12.3 \text{ msec PER BYTE}$

8K BYTE PROGRAMMING TIME = $8 \times 1024 \times 12.3 \times 10^{-3} = 10.1 \text{ SEC}$

NOTE: 8K BYTES = $8(1024) = 8192 \text{ BYTES} = 2000\text{H}$
 4K = $4(1024) = 4096 = 1000\text{H}$
 2K = $2(1024) = 2048 = 0800\text{H}$

BYTES TO LOAD INTO BC

CHECK PROGRAMMING (CALL 4E33H)

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CHECK 4E33H 21 00 80    LD HL, 8000H
                   11 00 60    LD DE, 6000H
                   01 00 20    LD BC, 2000H
CHECK1 4E3CH 1A         LD A, (DE)
                   13         INC DE
                   ED A1       CPI
                   20 07       JR NZ, ERROR
                   4E42H EA 3C 4E    JP PE, CHECK1
                   DF         RST 18H
                   B6 26       DEFW 26B6H
                   C9         RET
ERROR  DF         RST 18H
                   B2 26       DEFW 26B2H
                   2B         DEC HL
                   7C         LD A, H
                   CD 5E 24     CALL RGDIS
                   4E51H 7D         LD A, L
                   CD 5E 24     CALL RGDIS
                   C9         RET
    
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HL = CHECK ADDRESS
 DE = COMPARE ADDRESS
 BC = # OF BYTES TO CHECK
 A = COMPARE BYTE
 DE = NEXT COMPARE ADDRESS
 CHECK A BYTE
 IF ERROR, REPORT IT
 IF NO ERROR, CHECK ANOTHER B.
] WRITE "OK"
 (USE MLM CHAR STRING)
 RETURN BYTE
] WRITE "ERR"
 (USE MLM CHAR STRING)
 BACK UP CHECK ADDRESS
] DISPLAY CHECK ADDRESS
 IN ERROR
 (USE MLM REG A DISPLAY)
 RETURN TO MLM