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SAPLOT: A PROGRAM FOR THE ANALYSIS  
OF DATA COLLECTED WITH A  
LECROY 3500SA SIGNAL AVERAGER

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RESEARCH DIRECTORATE

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A computer program for the analysis of data collected with a LeCroy 3500SA signal averager has been developed. In addition to plotting routines, the program includes a conversion routine to transform data from the three-byte integer format used for disk storage to a FORTRAN compatible format. Disk copies of the program are available upon request for other groups at CRDEC working with a LeCroy 3500SA.			
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PREFACE

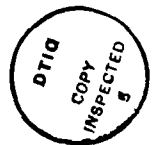
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# SAPLOT: A PROGRAM FOR THE ANALYSIS OF DATA COLLECTED WITH A LECROY 3500SA SIGNAL AVERAGER

## 1. INTRODUCTION

The short, bright pulses that can be produced at high repetition rates by modern lasers permit the long-range analysis of trace atmospheric species via Differential Absorption/Differential Scattering Lidar (DIAL/DISC) techniques. In the laboratory, nascent species with lifetimes in the nanosecond time regime and rapid molecular and atomic transitions can be detected and measured. To obtain accurate measurements, a fast data acquisition system with the ability to average sub-microsecond transient signals, such as the LeCroy 3500SA signal averager in our laboratory, is required.

The 3500SA signal averager acquires signals through plug-in CAMAC (Computer Automated Measurement And Control, IEEE-583) modules. The LeCroy data acquisition software (SA and SA16) controls transient recorder modules with sampling rates as fast as 200 MHz (5-nanosecond sample interval), can average 256 to 8192 (0.25 to 8k) point waveforms at a rate of 700k points per second (i.e., a 1k waveform at 700 Hz), and can store 65536 full scale waveforms in a separate 24-bit by 8k histogram averaging memory.

Included among the data analysis features are routines for archiving data, Fast Fourier Transforms, background subtract, and peak search and area computations. The system can also be programmed in FORTRAN and MACRO Assembler \* under the CP/M operating system, allowing the user to customize data acquisition and analysis. Since data acquired with the SA and SA16 software are stored in a three-byte integer format, a conversion routine is required to transform the data into a FORTRAN-compatible format for user-developed analysis routines. A listing of the FORTRAN program SAPLOT.OVL (Signal Averager PLOT.OVerLay), which performs the format conversion and facilitates custom data analysis, is included at the end of this report. Disk copies of the program that are ready to run are also available upon request from other research groups using a LeCroy 3500SA at CRDEC.

## 2. SUBPROGRAMS

### 2.1 SAPLOT

The CP/M operating system uses an area of system memory, located at address 005CH, called the Transient File Control Block (TFCB)\*\* for random access file operations. The TFCB contains the drive code, name, type, and size of a file being accessed. When a program is entered for execution at the system prompt, the operating system scans the remainder of the line following the program name and writes the information given there into the TFCB. SAPLOT calls a MACRO subroutine called GETIT to read the TFCB, open the designated file, and read 128-byte data blocks into memory. GETIT, a subroutine of the MACRO program GETIT.MAC, was developed from a set of routines found in the file copy program COPY.ASM published in Ken Barbier's book on

\* Microsoft FORTRAN-80 and MACRO-80.

\*\* Digital Research Corporation, *CP/M Operating System Manual*, 1983.

CP/M assembly language programming.\* If the file named in the TFCB can not be found and opened on the designated disk, GETIT prints an error message and returns an error code to SAPLOT. Program execution is then transferred to the GETIT subroutine NXTFIL (NeXT File), which requests a new file name.

The SA software allows the user to store up to a page of comments as a data header. Once the file is read into the memory space BUFFER that was set aside by the program, GETIT prints the file on the screen until the "control Z" header terminator is reached. It then stores the address of the third data point (the first two points are not true data points) and returns control to SAPLOT. The three bytes of each data point are then read individually from memory by the GETIT subroutine TRNSB (TRaNslation SuBroutine), converted to Floating Point format, and compared to values in memory to determine the minimum and maximum values in the file. The library call HMFWR (Histogram Memory Floating point WRite)\*\* is then used to store the data in the histogram memory for subsequent analysis.

Program memory in the LeCroy 3500 is normally limited to 64k by the 8-bit Intel 8085A micro-processor. To maximize the available program memory for data analysis, an overlay subprogram is used. When the program SAPLT2 is called by SAPLOT through the OVLAY call, data not protected is destroyed as the new program is read into memory. Information shared by the two programs must be stored in either the histogram memory or be listed in a BLOCK DATA subroutine and in a COMMON/SHARED statement in each FORTRAN program (see the *System 3500 Operator's Manual* and the listing for COMBLK.FOR at the end of this report). This process frees most of the memory used by SAPLOT and GETIT for the analysis routines. The only variables passed in the program memory are the values for the smallest data point in the file, the difference between it and the largest point, and the number of points in the file. Execution of an overlay program terminates when a RETURN statement is reached. The calling program is then read back into memory and resumes execution at the statement after the OVLAY call. In SAPLOT, NXTFIL is called, and the name of the next file to be analysed is requested.

## 2.2 SAPLT2

The program SAPLT2 has been developed to produce plots of SA data on the computer screen and on a Hewlett-Packard 7475A Graphics Plotter. It should also work with other plotters that have an RS-232-C port and run the Hewlett-Packard Graphics Language (HPGL). Screen plots are limited by the system to 512 points of data with a vertical resolution of 1 part in 245. This leaves room on the screen for an x-axis and headers. A cursor is placed on the first point on the screen along with headers that give the cursor position in terms of the transient recorder channel number and the relative amplitude. Cursor movement is controlled by the FORTRAN subroutine CRSR and the MACRO subroutine CURSOR. The statement

```
KEY=INP(253)
```

returns a value of 15 when there is no input from the system keypad or when the RESET key is depressed when the statement above is reached in the program. Values of 0 to 14 are returned for input from the other keys (Figure 1). Using the value returned in KEY in a FORTRAN IF statement allows the program to branch without stopping to print an input request and wait for the input.

\* Ken Barbier, *CP/M Assembly Language Programming*, Prentice-Hall Spectrum Books, 1983.

\*\* See the LeCroy *System 3500 Operator's Manual*

LEFT CRSR 7	← ↓ 6	↑ → 5	RIGHT CRSR 4
DISP MODE 10	<u>MRKR</u> SCAN 9	<u>DF ROI</u> DL ROI 8	2ND FUNCT 3
<u>V. MAX</u> <u>V. MIN</u> 13	<u>M. GRP</u> SG DIS 12	<u>ROI</u> DEL DIS 11	<u>ACQ</u> OUTPUT 2
<u>START</u> CL DAT 14	RESET 15	STOP 0	<u>CONT</u> CL ROI 1

Figure 1. The System 3500 Keypad and the Value Returned for Each Key by the Statement KEY=INP(253)

The FORTRAN subroutine PLTTR is used to produce plots of from 2 to 8192 points on the graphics plotter with a vertical resolution of 1 part in 10,000. PLTTR includes routines to determine the divisions of the x-axis from the number of points being plotted, to draw the x-axis, and to determine the vertical scale of the plot from the values of the points in the file. Plot labels and comments are produced by MACRO subroutines found in HP.MAC. These routines read ASCII strings from the terminal and send the instructions required to print the label to the plotter.

The interface between the graphics plotter and the LeCroy 3500 requires a cable that connects pins 1, 2, 3, and 7 of the system printer port to pins 1, 3, 2, and 7 of the plotter. The plotter switch settings should be set for no parity checking and a baud rate of 4800 with 1 stop bit. The paper size may be set according to user requirements.

### 3. RUNNING THE PROGRAM

#### 3.1 Data Retrieval

To run the program for data analysis, the user first types

SAPLOT d:filename.typ,

where d is the disk drive in which the file will be found, and typ is the file type (normally, typ=SAD). If no file name is entered or if the file is not found on the designated disk, an error message is printed, and a new file name is requested by the program.

When SAPLOT begins to execute, the user is first asked to enter the number of points in the file; typing a <RETURN> enters the default value of 4096 (4k). The message

TRANSLATION OF 3500SA DATA FOR PLOT

is printed on the screen to indicate that control has been transferred to GETIT. The data header is then printed, followed by the message

## FILE IN MEMORY, PLEASE WAIT

to show that the file has been read into memory successfully and that the format conversion and data storage routines are running. The minimum and maximum values of data points in the file and the difference between them are printed when the conversion is completed. SAPLOT then completes its execution by calling the overlay subprogram SAPLT2, which is then read from the program disk into memory.

### 3.2 Plotting Data

A request for the size and units of the sample interval used in the data acquisition is made after SAPLT2 has begun to execute. A short menu is printed giving the user the choice of plotting on the screen or the graphics plotter, exiting the program, or returning to SAPLOT for a new file (SAPLT2 returns to this point in the program after each plot). A request for either type of plot results in a request for the channel number of the first point to be plotted and a request for the number of points in the plot. A <RETURN> at the first request gives a plot of the entire file.

#### 3.2.1 Screen Plots

A plot initialization call clears the screen for the screen plot. The program then draws tick marks at 50-point intervals on the x-axis and labels the axis end points. The first 512 data points of the plot are displayed, a vertical cursor is drawn on the first point, and the coordinates of the cursor are printed on the top of the screen and labeled.

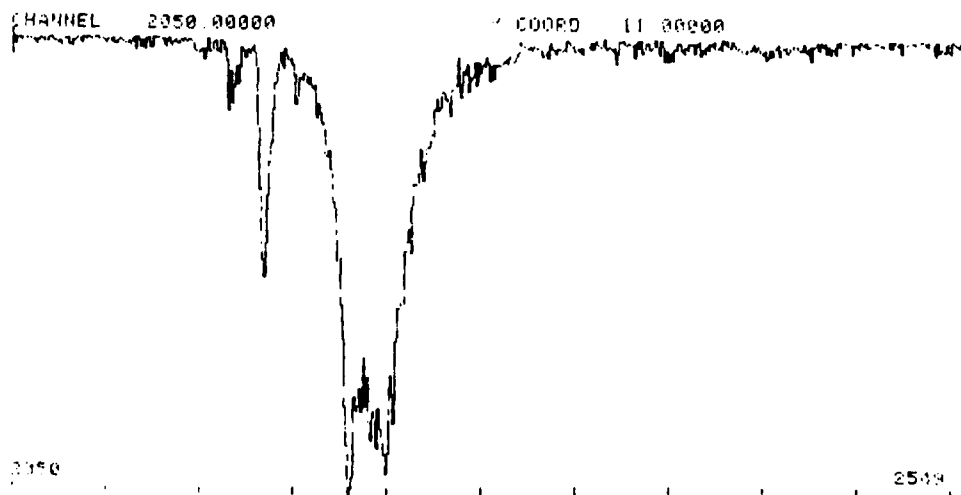


Figure 2. A Sample of a Screen Dump

As noted above, the keypad is used to control cursor movement and to update the cursor coordinate display. The up arrow/right arrow ( $\uparrow \rightarrow$ ) and RIGHT CRSR keys move the cursor to the right in steps of 1 and 5 points each; holding the key down results in continuous cursor motion. The left arrow/down arrow ( $\leftarrow \downarrow$ ) and LEFT CRSR keys perform the same functions to the left. The displays for the channel number and y-coordinate of the cursor are updated as it moves from point to point.

The other keypad keys are used for the following functions:  
2ND FUNCT calls a screen dump (Figure 2). This produces a copy of the screen display on the system dot matrix printer.  
V.MAX/V.MIN allows the user to expand or compress the vertical scale of the plot.  
CONT/CL ROI calculates and displays the elapsed time from the first data point in the file to the cursor position.  
START/CL DAT replots the data, since the moving cursor can remove lines that connect the data points.  
STOP serves two functions. It will cause an exit from the plotting routine if it is pressed while the plot is being produced, and it causes the next 512-point section of the data to be plotted when a <RETURN> is entered after the plot is complete.  
The rest of the keys are ignored by SAPLT2, but can be programmed for other functions.

### 3.2.2 Using the Graphics Plotter

An example of a plot produced on the graphics plotter is given in Figure 3. The x-axis, its units label, and the plot are all produced automatically after the user has indicated which part of the file is to be plotted. The labels for the end points of the x-axis are displayed on the screen and must be entered on the keyboard to be printed on the plot. This allows a user to modify the format of the plot according to his needs. A provision is made so that multiline comments can be placed at the top of the plot. The comments may be entered after the data plot is complete.

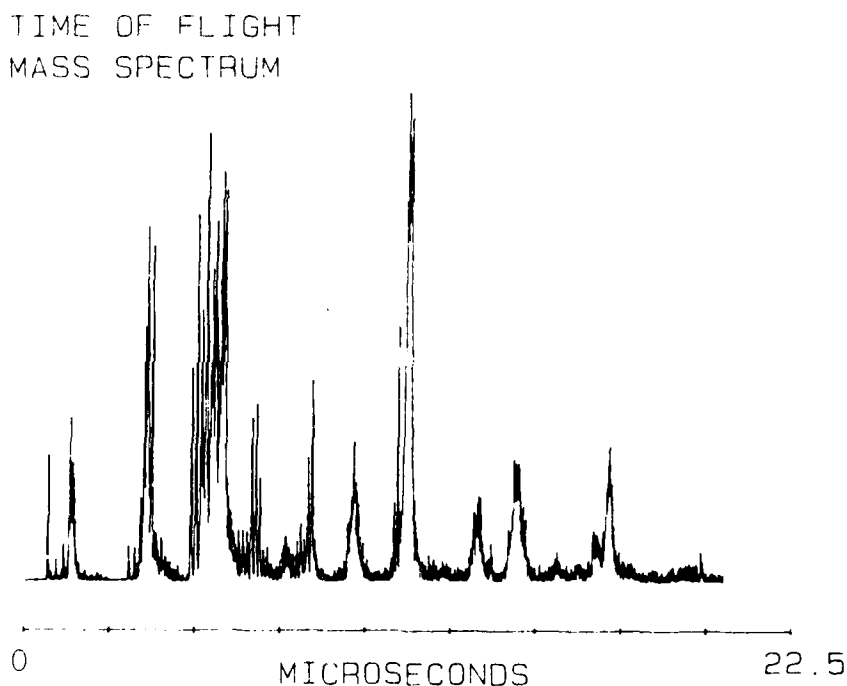


Figure 3. A Plot of a Time-of-Flight Mass Spectrum Produced on the HP Graphics Plotter

#### 4. PROGRAM MODIFICATION

SAPLOT, SAPLT2, and the subroutines called by these programs can be modified to suit the needs of the user. A working knowledge of FORTRAN and the MACRO assembler is required. It should be noted that one of the FORTRAN library calls, HMFRD or HMIRD (Histogram Memory Floating point or Integer Read), is required to access data from the histogram memory if a new FORTRAN subroutine is written.

Once the modifications have been made, the program must be compiled, linked, and loaded. This can be done for SAPLOT and SAPLT2 by running the batch file SAPLOT.SUB (any new or modified MACRO routines should first be assembled by typing M80 =filename). This is done by typing SUBMIT SAPLOT. SAPLOT.SUB contains all of the commands required to compile, link, and load SAPLOT and SAPLT2. A listing of SAPLOT.SUB is included with the program listing at the end of this report. The SUBMIT SAPLOT command will call each of the command lines in the batch file. When the batch file is complete, the program is ready to run. For more information on how to modify, compile, link, load, and run programs on the System 3500SA, see the LeCroy System 3500 FORTRAN Software Documentation Manuals.

**APPENDIX**  
**PROGRAM LISTING**

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```

*
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      THIS PROGRAM IS AN OVERLAY SUBROUTINE CALLED
C      BY SAPLOT.  IT PLOTS THE 3500 SA DATA TAKEN FROM
C      DISK BY GETIT.MAC.
C      17 JULY 1997 UPDATE PLOTS ON HP PLOTTER
C      CONVERTED TO PRESENT FORM NOVEMBER 1987
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      SUBROUTINE SAPLT2
      DIMENSION PT(512), IPT(512)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      THE COMMON STATEMENT IS REQUIRED FOR THE OVERLAY
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      COMMON/SHARED/ (MIN,DIFF,NPTS
      DATA KSTOP/0/
100     WRITE(1,101)
101     FORMAT('UNITS OF SAMPLE INTERVAL?',/,
1       1 ' 1 ENTER 1 FOR MICRO SECONDS',/,
2       2 ' 2 FOR MILLISECONDS',/,
3       3 ' 3 RETURN FOR NANoseconds ')
      READ(1,210) IUNIT
      WRITE(1,110)
110     FORMAT('ENTER SAMPLE INTERVAL - FLOATING POINT ')
      READ(1,120) SAMPL
120     FORMAT(F12.5)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      DETERMINATION OF THE POINTS TO BE PLOTTED
C      ALSO DETERMINES IF DATA IS PLOTTED ON THE SCREEN
C      OR A HARD COPY ON THE HP PLOTTER USING PLTTR
C      MAXIMUM POINTS=8192
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
130     WRITE(1,201)
201     FORMAT('ENTER 1 TO PLOT ON SCREEN',/,
1       1 ' 2 TO EXIT PROGRAM, 3 FOR A NEW FILE',/,
2       2 ' 4 RET FOR HARD COPY ')
      READ(1,210) IPLOT
210     FORMAT(I2)
      IF (IPLOT.EQ.3) RETURN
      IF (IPLOT.EQ.2) STOP
      IF (IPLOT.NE.1) CALL PLTTR(PPOINT, SAMPL, IUNIT, (MIN,DIFF,NPTS)
      IF (IPLOT.NE.1) GOTO 100
      CALL WHTPTS(ISTART, IFIN, NPTS)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      INITIALIZATION OF PLOT VARIABLES
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      START OF PLOT
C      PLOT DONE (N 512 POINT SECTIONS)
C      INP(253) RETURNS 0 IF THE STOP KEY ON THE KEYPAD
C      IS DEPRESSED WHEN THE INSTRUCTION IS REACHED,
C      1 FOR CONT/CL R01

```

```

*
C      2 FOR ACQ/OUTPUT
C      3 FOR 2ND FUNCT
C      4 FOR RIGHT CRSR
C      5 FOR UP/RIGHT ARROW
C      6 FOR LEFT/DOWN ARROW
C      7 FOR LEFT CRSR
C      8 FOR DF ROI/DL ROI
C      9 FOR MRKR/SCAN
C     10 FOR DISP MODE
C     11 FOR ROI/DBL DS
C     12 FOR M.GRP/SG DIS
C     13 FOR V.MAX/V.MIN
C     14 FOR START/CL DAT
C     15 FOR RESET OR WHEN NO KEY IS DEPRESSE
C     THE KEYPAD ALLOWS COMMANDS TO BE INPUT
C     WITHOUT STOPPING THE PROGRAM IF NO COMMAND IS REQUIRED
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      DO 300 IX=1START,IFIN,512
      KEY=INP(253)
      IF(KEY.EQ.KSTOP) GOTO 310
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C     RESET CURSOR TO THE START OF THE SCREEN AFTER
C     A SCREEN PLOT
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      TIME1=FLOAT(IX-1)
      IFIN2=IFIN-IX
      IF(IFIN2.GT.512) IFIN2=512
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C     GET NEXT 512 POINTS FROM DATA MEMORY
C     INITIALIZE GRAPHICS AND
C     DRAW AND LABEL SCREEN AXIS
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      CALL HMFRO(PT,IX,IFIN2)
      CALL PLINIT
      DO 250 IJ=1,11
      IK=(IJ-1)*50
      CALL PLOT(IK,0,3)
      CALL PLOT(IK,5,2)
250    CONTINUE
      XXX=FLOAT(IX)
      ZZZ=XXX*495.
      CALL NUMBER(0,15,XXX,-1,5,0)
      CALL NUMBER(499,15,ZZZ,-1,5,1)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C     CALCULATE VALUE TO BE PLOTTED ON THE SCREEN FOR
C     POINT 1
C     SET = MIN AND MAX VALUES FOR MIN-MAX DETERMINATION
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      IPT(1)=IFIX(PT-15-XMIN)*245/DIFF
      MIN=IPT(1)

```

```

MAX=IPT(1)
CALL PLOT(0,IPT(1),3)
CALL PLOT(0,IPT(1),2)
DO 270 NM=2,IFIN2
IPT(NM)=IFIX((PT(NM)-XMIN)*245/DIFF)
CALL PLOT((NM-1),IPT(NM),1)
IF(IPT(NM).LT.MIN) MIN=IPT(NM)
IF(IPT(NM).GT.MAX) MAX=IPT(NM)
270 CONTINUE
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      CURSR DRAWS AND MOVE THE CURSOR AND CALCULATES
C      TIME
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
CALL CURSR(IPT,TIME1,SAMPL,IX,XXX,ZZZ,MIN,MAX)
READ(1,210) ICON
300 CONTINUE
310 CALL FLTCLS
WRITE(1,320)
320 FORMAT('O TYPE 1 TO QUIT, RETURN TO RE-PLOT DATA')
READ(1,210) IQUIT
IF(IQUIT.NE.1) GOTO 200
STOP
END

```

```

SUBROUTINE WHTPTS(ISTART,IFIN,NPTS)
WRITE(1,1)
1  FORMAT('ENTER THE CHANNEL NUMBER OF THE 1ST',/,
1  ' POINT TO BE PLOTTED. OR 0.',/
2  ' TYPE RETURN FOR THE ENTIRE FILE ')
READ(1,4) ISTART
IF(ISTART.NE.0) GOTO 2
ISTART=3
IFIN=NPTS
RETURN
2  WRITE(1,3)
3  FORMAT('ENTER NUMBER OF POINTS TO BE PLOTTED ')
READ(1,4) IFIN
4  FORMAT('4)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C      1ST 3 POINTS ARE NOT USED. SINCE THEY ARE
C      NOT TRUE DATA POINTS
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
IF(ISTART.LT.3) ISTART=3
IFIN=IFIN-1+ISTART
IF(IFIN.GT.NPTS) IFIN=NPTS-1+ISTART
RETURN
END

```



```

*
CALL ERASE
IF(K.LT.5) K=K+511
K=K-5
CHAN2=CHAN1+K
CALL NUM(K, IPT, IY, CHAN2)
GOTO 100

C
C
C
500 CALCULATE TIME FROM START TO PRESENT CURSOR POSITION
IF(KEY.NE.MSEC) GOTO 600
TIMEX=(TIME1+K)*SAMPL
CALL WRTSYM(255,255, TIME 1,7,0)
CALL NUMBER(325,255, TIMEX,5,15,0)
GOTO 100

C
C
C
600 REPLOT DATA
IF(KEY.NE.KPLOT) GOTO 700
CALL PLOT(0, IPT(1),3)
CALL PLOT(0, IPT(1),2)
DO 610 I=1,511
CALL PLOT(I, IPT(I+1), 1)
610 CONTINUE
GOTO 100

C
C
C
C
700 DATA IS REPLOTTED ON A DIFFERENT SCALE
RESOLUTION IS <= 1 PART IN 245
IF(KEY.NE.MULT) GOTO 800
CHANG=FLOAT(MAX-MIN)
BOTM=FLOAT(MIN)
CALL PLINIT
CALL PLTCLS
WRITE(1,704) CHANG
704 FORMAT('LARGEST PEAK IS',F5.0, ' POINTS DEEP',F7.
1
WRITE(1,705)
705 FORMAT('CENTER SCALE FACTOR FROM 10 TO 245',F7.
1
RETURN=245=FULL SCALE ')
READ(1,706) ISCAL
706 FORMAT(I4)
SCALE=FLOAT(ISCAL)
IF(SCALE.LT.1.) SCALE=245.
CALL PLINIT
DO 707 MARK=1,500,50
MARK1=MARK-50
CALL PLOT(MARK1,0,3)
CALL PLOT(MARK1,5,2)
707 CONTINUE
CALL NUMBER(0,15,XXX,-1,5,0)

```

```

*
CALL NUMBER(500, 15, ZZZ, -1.5, 1)
PT=FLOAT(IPT(1))
IY=IFIX(((PT-BOTM)*SCALE/CHANG)+245.-SCALE)
IPT(1)=IY
CALL PLOT(0, IY, 3)
CALL PLOT(0, IY, 2)
DO 710 I=1,511
PT=FLOAT(IPT(I+1))
IY=IFIX(((PT-BOTM)*SCALE/CHANG)+245.-SCALE)
IPT(I+1)=IY
CALL PLOT(I, IY, 1)
710 CONTINUE
GOTO 80
800 IF(KEY.EQ.KSTOP) RETURN
C
C HARD COPY OF SCREEN PLOT
C
IF(KEY.EQ.K2ND) CALL SCRDMF
GOTO 100
END

C
C HEADER OF THE SCREEN PLOT IS SET UP
C
SUBROUTINE NUM(K, IPT, IY, CHAN2)
DIMENSION IPT(512)
IY=255-IPT(K+1)
CALL DRAW(K, IY)
Z=FLOAT(IY)
CALL WRTSYM(0, 255, 'CHANNEL', 7, 0)
CALL NUMBER(72, 255, CHAN2, 5, 15, 0)
CALL WRTSYM(255, 255, 'Y COORD', 7, 0)
CALL NUMBER(325, 255, Z, 5, 15, 0)
RETURN
END

```



```

*
341:      CALL COMNT
342:      C
343:      C      PLOT DATA ON HP
344:      C
345:      DO 400 I=ISTART,IFIN
346:      CALL HMFRT(PPOINT(1),I,1)
347:      Y=10000.*(1.-(PPOINT(1)-XMIN)/DIFF)
348:      WRITE(2,350) I,Y
349:      350  FORMAT(' PA',I4,',',F12.4,';PD;')
350:      400  CONTINUE
351:      WRITE(2,410) ISDLO
352:      410  FORMAT(' PU;PA',I4,',',12000;CP-1,-1;PRO,0;')
353:      C
354:      C      ENTER COMMENT FOR TOP OF PLOT
355:      C
356:      450  CALL COMNT
357:      WRITE(1,460)
358:      460  FORMAT('OTYPE 1 FOR ANOTHER LABEL LINE ')
359:      READ(1,465) NOTHR
360:      465  FORMAT(I2)
361:      IF(NOTHR.EQ.1) WRITE(2,470)
362:      470  FORMAT(' CP;PRO,0;')
363:      IF(NOTHR.EQ.1) GOTO 450
364:      C
365:      C      PLOT * AXIS UNITS LABEL
366:      C
367:      IF(IUNIT.EQ.0) CALL TIMU0
368:      IF(IUNIT.EQ.1) CALL TIMU1
369:      IF(IUNIT.EQ.2) CALL TIMU2
370:      RETURN
371:      END

```

341: \*

;GETIT.MAC - BASED ON COPY.MAC FOUND IN THE BOOK  
;CP/M ASSEMBLY LANGUAGE PROGRAMMING  
;BY KEN BARBER  
;PUBLISHED BY PRENTICE-HALL SPECTRUM BOOKS 1983  
;MODIFIED BY ALAN FORCE APRIL-JULY 1987

;SUBROUTINE GETIT REQUIRED FOR REFORM.FOR 23 APRIL 1987  
;DISKEQ.LIB 21 APRIL 1987  
;MULTI-WRITE FILE COPY PROGRAM

;ASCII CHARACTERS

CR	EQU	0DH	;CARRIAGE RETURN
LF	EQU	0AH	;LINE FEED
CTRLZ	EQU	1AH	;OPERATOR INTERRUPT
SPAC	EQU	20H	;ASCII SPACE

;CP/M BDOS FUNCTIONS

RCDF	EQU	1	;READ CON: INTO A REGISTER
WCDF	EQU	2	;WRITE A REGISTER TO CON:
RBUFF	EQU	10	;READ A CONSOLE LINE

;CP/M DISK ACCESS FUNCTIONS

INITF	EQU	13	;INITIALIZE BDOS FUNCTION
OPENF	EQU	15	;OPEN FILE FUNCTION
CLOSF	EQU	16	;CLOSE FILE FUNCTION
FINDF	EQU	17	;FIND FILE FUNCTION
DELEF	EQU	19	;DELETE A FILE FUNCTION
READF	EQU	20	;READ ONE RECORD FUNCTION
WRITEF	EQU	21	;WRITE ONE RECORD FUNCTION
MAKEF	EQU	22	;CREATE FILE FUNCTION
SDMAF	EQU	26	;SET DMA FUNCTION

;CP/M ADDRESSES

REBOOT	EQU	0	;RE-BOOT CP/M SYSTEM
DRIVE	EQU	4	;CURRENT DRIVE SELECTION
BDOS	EQU	5	;SYSTEM CALL ENTRY
MEMAX	EQU	7	;MSB OF TOP OF MEMORY
TFCB	EQU	50H	;TRANSIENT FILE CONTROL BLOCK
FCBTY	EQU	TFCB+9	;FILE TYPE IN FCB
FCBEY	EQU	TFCB+12	;FILE EXTENT IN FCB
FCBSZ	EQU	TFCB+14	;SYSTEM USE IN FCB
FCBRC	EQU	TFCB+15	;RECORD COUNT IN FCB
FCBCR	EQU	TFCB+32	;CURRENT RECORD IN FCB
TBUFF	EQU	30H	;TRANSIENT BUFFER
TPA	EQU	100H	;TRANSIENT PROGRAM AREA

;CP/M FLAGS

BDOK	EQU	0	;BDOS RETURN FOR ALL OK
BDER1	EQU	1	;BDOS RETURN 1 EOF
BDER2	EQU	2	;BDOS RETURN 2
BDERR	EQU	255	;BDOS RETURN ERROR FLAG

\*

;MOD OF COPY.LIB ADDED TO GET 23 APRIL 1987

```
GETIT:: PUSH    H           ;SAVE ADDRESS FOR PASSED PARAMETER
        LDA     DRIVE      ;SAVE INITIAL DRIVE SELECTED
        STA     DRSAV
START1: CALL    CCRLF      ;START A NEW LINE
        LXI    H,SINON     ;WITH A SIGN ON MESSAGE
        CALL   COMSG
        CALL   TWOOR
        CALL   GET         ;GET THE NAMED FILE
START2: CALL    CCRLF      ;BEGIN WRITE PORTION
DONE:   LDA     DRSAV      ;RESTORE INITIAL DRIVE
        STA     DRIVE
DONE2:: LXI    H,BUFFER    ;BUFFER ADDRESS TO HL
        LXI    D,1926     ;NEED 1926 BYTES ADDED TO BUFFER
        DAD    D           ;ADDRESS TO SKIP HEADER AND 1ST 2 POINTS
        SHLD  ADSAV       ;SAVE ADDRESS OF FIRST DATA POINT
        POP   H           ;GET ADDRESS FOR PASSED PARAMETER
        LDA   ADK
        MOV   M,A
        RET
```

;GET.LIB 21 APRIL 1987

;READ A FILE FROM DISK INTO "BUFFER"

```
GET:   LXI    H,BUFFER ;GET BUFFER START
        SHLD  NEXT     ; ADDRESS FOR DMA
        LXI    D,TCB   ;SEE IF THE FILE IS ON DISK
        MVI   C,OPENF  ; AND OPEN FOR READ
        CALL  BDOS
        CPI   BDERR    ;IS IT THERE?
        JNZ  GET1     ;IF YES, READ IT IN
        MVI   A,0
        STA   ADK
        CALL  TWOOR   ;IF NOT, SHOW ERROR
        CALL  SFMSG
        JB   < CAN NOT FIND >
        CALL  SHOFN   ;SHOW FILE NAME
ERREX: CALL    TWOOR   ;ERROR EXIT TO CP/M
        RET

GET1:  MVI   A,1
        STA   ADK
        XRA   A       ;ZERO RECORD COUNTER
        STA   RECCT   ; AND READ A FILE INTO BUFFER
GET2:  LHLD  NEXT     ;SET BUFFER ADDRESS
        XCHG
        MVI   C,SDMAF
        CALL  BDOS
```

```

*
LXI    D, TFCB ; READ ONE RECORD INTO BUFFER
MVI    C, READF
CALL   BDOS
CPI    BDAOK ; READ OK?
JZ     GET3 ; YES, DO MORE
CPI    BDER1 ; MAYBE. END OF FILE?
JZ     GETEX1 ; YES, NO PROBLEM
CALL   REMSG ; NO, SHOW ERROR
JMP    ERREX ; AND ALL DONE

GET3:  LDA    RECCT ; COUNT THE RECORD
      INR    A
      STA    RECCT
      LHL   NEXT ; INCREMENT BUFFER ADDRESS BY
      LXI   D, 128 ; RECORD SIZE
      DAD   D
      SHLD  NEXT
      LDA   MEMAX ; ROOM LEFT IN RAM?
      DCR   A ; STOP BELOW CCP
      CMP   H ; COMPARE MSB
      JNZ  GET2 ; CONTINUE IF NOT EQUAL
      CALL  TWOOR ; ELSE SHOW OUT OF MEMORY
      CALL  SPMSC
      DB   ' OUT OF MEMORY ', 0
      JMP   ERREX ; AND GIVE UP

GETEX1: LXI   H, BUFFER ; WRITE OUT HEADER - SEE COMSG:
MSGJMP: MOV   A, M
      CPI   CTRLZ
      JZ   GETEX
      CALL CC
      INR  H
      JMP  MSGJMP

GETEX:  CALL  CORLF ; NORMAL EXIT
      CALL  CPDMA ; RESTORE CP/M DMA
      RET

; SHOFN.LIB 22 APRIL 1987
; DISPLAY FILENAME.TYP FROM TRANSIENT PCB
SHOFN:  PUSH  B ; SAVE TEMP STORE AND INDEX
      PUSH  H
      LDA  FCBTY ; SAVE FIRST CHAR OF TYPE
      MOV  C, A ; INTO TEMPORARY STORE
      XRA  A ; FORCE 2 TERMINATORS FOR
      STA  FCBTY ; FILE NAME AND
      STA  FCBEX ; FILE TYPE
      LXI  H, TFCB ; SHOW DISK DRIVE
      MOV  A, M
      ANI  0FH ; LIMIT TO 4 BITS

```

```

ORI    40H    ;CONVERT TO ASCII
CALL   CD
MVI    A, ',' ;SHOW THE COLON
CALL   CC
INX    H      ;AND SHOW THE FILE TYPE
CALL   COMSG
MOV    A,C
LXI    H,FCBTY ;RESTORE TYPE
MOV    M,A
MVI    A, ',' ;SHOW SEPARATOR
CALL   CD
CALL   COMSG ;SHOW TYPE
POP    H
POP    B      ;RESTORE AND RETURN
RET

```

;DISKSU.LIB 22 APRIL 1987

;DISPLAY READ ERROR MESSAGE

```

REMSG: CALL   TWOCR
        CALL   SPMSG
        DE     'PERMANENT READ ERROR',CR,LF,0
        RET

```

;DISPLAY WRITE ERROR MESSAGE

```

WEMSG: CALL   TWOCR
        CALL   SPMSG
        DE     'PERMANENT WRITE ERROR',CR,LF,0
        RET

```

;DISPLAY WRITE OPEN ERROR MESSAGE

```

WROPN: CALL   TWOCR
        CALL   SPMSG
        DE     'CAN NOT OPEN FOR WRITE',CR,LF,0
        RET

```

;RESTORE CP/M DMA ADDRESS TO THE TRANSIENT BUFFER

```

CPDMA: LXI    D,IBUFF
        MVI    C,SDMAF
        CALL   BDOF
        RET

```

;WRTOHR.LIB 22 APRIL 1987

;THE CHARACTER IN REGISTER A IS OUTPUT TO THE CONSOLE

```

OO:    PUSH   E
        PUSH   D
        PUSH   H
        MVI    C,WOONF ;THE WRITE FUNCTION IS SELECTED
        MOV    E,A      ;CHARACTER TO E
        CALL   BDOF    ;OUTPUT BY CP/M
        POP    H
        POP    D
        POP    E
        RET

```

```

*
;CROUT.LIB      22 APRIL 1987
;A CARRIAGE RETURN AND LINE FEED ARE SENT TO THE CONSOLE
TWOOR:  CALL  CCRLF  ;GIVES TWO LINES
CCRLF:  MVI   A,CR   ;TO BE PRINTED
        CALL  CO
        MVI   A,LF
        JMP   CO     ;LEAVE OUT IF DIRECTLY ABOVE CO

;STRNGO.LIB     22 APRIL 1987
;A MESSAGE PPOINTED TO BY HL IS SENT TO THE CONSOLE
COMSG:  MOV   A,M    ;GET CHARACTER FROM MEMORY
        ORA   A      ;CHECKS FOR 0 TERMINATOR
        RZ           ;RETURNS IF CHARACTER IS 0
        CALL  CO     ;ELSE OUTPUT THE CHARACTER
        INX   H      ;POINT TO THE NEXT CHARACTER
        JMP   COMSG  ;AND CONTINUE

;STAKMSG.LIB    22 APRIL 1987
;SP POINTS TO THE NEXT INSTRUCTION OF THE MAIN PROGRAM
;WHEN A CALL IS MADE. IF THIS IS A DB PSEUDO-OP WHICH CONTAINS
;THE LINE TO BE PRINTED IT CAN BE USED AS THE ADDRESS
SPMSG:  XTHL           ;EXCHANGE HL AND TOP
        XRA   A      ;CLEAR FLAGS AND ACCUMULATOR
        ADD   M      ;GET ONE CHARACTER - 0 FLAG SET IF 0
        INX   H      ;POINT TO THE NEXT CHARACTER
        XTHL           ;RESTORE STACK FOR
        RZ           ;RETURN IF DONE
        CALL  CO     ;ELSE DISPLAY THE CHARACTER
        JMP   SPMSG  ;AND CHECK THE NEXT ONE

;TRANSE IS USED TO PLACE A DATA POINT IN THE MEMORY
;LOCATION DESIGNATED BY REFORM FOR THE DATA POINT
TRNSB:: XCHG           ;STORE DATA RETURN ADDRESS IN DE PAIR
        LHLD  ADSAV  ;LOAD ADDRESS OF NEXT DATA POINT IN HL
        MOV   A,M    ;MOVE POINT FROM MEMORY TO A
        INX   H      ;INCREMENT DATA INDEX
        SHLD  ADSAV  ;STORE MEMORY INDEX FOR NEXT POINT
        XCHG           ;MOVE DATA RETURN ADDRESS BACK TO HL
        MOV   M,A    ;MOVE POINT TO MEMORY TO BE PASSED
        RET

;NXTFIL READS A FILENAME AND PLACES IT IN THE FCB
NXTFIL:: CALL  SPMSG  ;GET THE FILENAME
        DB   CR,LF,'ENTER FILENAME',CR,LF,C
        LXI  H,FCBSTR+1 ;POINT AT CHAR COUNT
        MVI  M,0      ;ZERO CHAR COUNT
        DCX  H        ;POINT AT LINE LENGTH
        MVI  M,14     ;% SET TO 14
        XCHG           ;ADDRESS TO DE FOR EDOS
        MVI  C,REUFF  ;READ BUFFER FUNCTION

```

```

CALL      RDOS      ;READ FILENAME
LXI      H,FCBSTR+1 ;POINT AT CHAR COUNT
MOV      E,M       ; & PLACE IN LSB OF DE
MVI      D,0       ;ZERO MSB OF DE
DAD      D         ;ADD TO FCBSTR ADDRESS
INX      H         ;POINT AT END OF STRING
MVI      M,'!'    ;INSERT TERMINATOR

;CHECK FOR DRIVE DESIGNATOR
LXI      H,FCBSTR+3 ;CHECK 2ND CHAR OF FILENAME
MOV      A,M
DCX      H         ;POINT AT 1ST CHAR
CPI      '!'      ;2ND CHAR A : ?
JNZ      NODSK    ;NO
MOV      A,M       ;GET DRIVE
CPI      'A'      ;DRIVE A?
JNZ      BSK     ;NO, B
MVI      A,1      ;CODE FOR A
JMP      DSK2
BSK:     MVI      A,2 ;CODE FOR B
DSK2:    INX      H
        INX      H ;POINT AT 1ST CHAR OF FILENAME
        JMP      NODSK2
NODSK:   MVI      A,0 ;DEFAULT DISK
NODSK2:  LXI      D,TFCB
        XCHG     ;POINT AT TFCB
        MOV      M,A ;DESIGNATE DRIVE
        INX      H ;POINT AT F1 OF TFCB
        XCHG     ;BACK TO FILENAME IN FCBSTR

;PUT FILENAME IN FCB
DSK3:    MVI      C,8 ;SET COUNTER - 8 CHAR IN FILENAME REQ.
        MOV      A,M ;GET NEXT CHAR
        INX      H ;POINT AT NEXT CHAR
        CPI      '!' ;UP TO FILE TYPE?
        JZ      PADIT ;YES, FILL IN SPACES
        CPI      '!' ;END OF FILENAME?
        JZ      PADIT ;YES, FILL IN SPACES
        XCHG     ;NEITHER, POINT AT BYTE IN FCB
        MOV      M,A ;CHAR INTO FCB F1-F8
        INX      H ;POINT AT NEXT BYTE OF FCB
        XCHG     ;POINT BACK TO FILENAME
        DCR      C ;DECRIMINT COUNTER
        JNZ      DSK3 ;GET ANOTHER CHAR
        MOV      A,M ;NEXT CHAR A 1,2
        CPI      '!'
        JNZ      PAD2 ;NO, FILL TYPE WITH SPACES

PUTTYP:  INX      H ;POINT AT 1ST CHAR OF TYPE
        LXI      D,FCBTY ;POINT DE AT TYPE IN FCB

```

```

PUT2:  MOV    A,M      ;GET CHAR
      CPI    '!'      ;END OF FILENAME?
      JZ     ZEROS    ;YES. TYPE COMPLETE
      INX   H         ;NEXT CHAR
      XCHG  ;POINT AT FCB
      MOV   M,A       ;CHAR INTO T1-T3 OF FCB
      INX   H         ;NEXT BYTE OF FCB
      XCHG
      JMP   PUT2

```

```

;PUT SPACES INTO BLANKS OF F1-F8
PADIT: XCHG  ;POINT AT NEXT BYTE OF FCB
BLNKS: MVI   M,SPAC
      INX   H         ;NEXT BYTE
      DCR  C         ;COUNTER -1
      JNZ  BLNKS
      XCHG  ;POINT AT TYPE
      DCX  H         ;TYPE PRESENT?
      MOV  A,M
      CPI  ' '
      JZ   PUTTYP

```

```

;NO TYPE GIVEN - PAD WITH SPACES

```

```

PAD2:  LXI   H,FCBTY
      MVI  C,3      ;SET UP COUNTER

```

```

PAD3:  MVI  M,SPAC
      INX  H
      DCR  C
      JNZ  PAD3

```

```

;ZERO FCB12-15 & 32
ZEROS: LXI   H,FCBEX ;POINT AT FCB12
      MVI  C,4
ZER01: MVI  M,0
      DCR  C
      JNZ  ZER01
      LXI  H,FCB32 ;POINT AT FCB32
      MVI  M,0
      RET

```

```

;FAM.LIB      22 APRIL      1987

```

```

;RAM VARIABLES AND BUFFERS

```

```

INSUF: DS    80      ;LINE INPUT BUFFER
DRSAV: DS    1      ;CURRENT DRIVE AT ENTRY
RECDT: DS    1      ;TOTAL RECORDS READ/WRITE
CTSAV: DS    1      ;SAVE LOCATION FOR COUNT
NEXT:  DS    2      ;NEXT DMA ADDRESS
SPSAV: DS    2      ;SAVE RETURN ADDRESS FROM SP
ADSAV: DS    2      ;SAVE ADDRESS OF NEXT DATA POINT
FCBSTP: DS   17     ;STORE FOR FILENAME
ADK:   DS    1      ;STORE FOR FILE FOUND FLAG
SINON: DB    ' '    ;TRANSLATION OF 350034 DATA FOR PLOT LCP, LF, C

```

```

;FROM HERE TO 30P IS BUFFER SPACE

```

```

BUFFER: DS   26498  ;USE THIS BUFFER FOR 8K PROGRAM
      END

```

```

*
:CURSOR.MAC 20 MAY 1987
:UPDATED 9 JULY 1987 TO INCLUDE HP PLOTTER ROUTINES
:DISPLAY PROCESSOR ADDRESSES
BASE EQU OFOH :STANDARD BASE ADDRESS
ACK EQU BASE+5 :ACKNOWLEDGE INPUT PORT
LO EQU BASE+6 :LOW BYTE OUTPUT PORT
HI EQU BASE+7 :HI BYTE OUTPUT PORT
ICTL EQU OFEH :INTERRUPT CONTROLLER PORT

:PROGRAM CONSTANTS
LENGTH EQU 20
DCODE EQU 11011010B :CODE TO DRAW VERT LINE
ECODE EQU 11010010B :CODE TO ERASE VERT LINE
FCODE EQU 10101000B :CODE TO PLOT POINT

:ERASE ROUTINE - ERASES OLD CURSOR AND REPLACES POINT
: ON SPECTRUM
ERASE:: MVI A,ECODE :GET ERASE CODE AND STORE FOR OUTPUT
        STA HICOD1
        CALL ODDOUT
        MVI A,FCODE :GET CODE TO PLOT PT & STORE
        STA HICOD1
        XRA A :ZERO A FOR 2ND OPCODE
        STA HICOD2
        LDA YCOORD :GET Y COORDINATE
        ADI 10 : & ADJUST OFFSET
        STA YCOORD
        JMP ODDOUT

:DRAW ROUTINE - DRAWS NEW CURSOR AFTER STORING
: X AND Y COORDINATES SENT FROM FORTRAN PROGRAM
DRAW:: MVI A,DCODE :GET DRAW CODE FOR CURSOR
        STA HICOD1
        MOV A,M :GET X FROM MEMOR
        STA XCOORD
        INX P :POINT AT X
        MOV A,M :GET Y
        ANI 1 :ZERO ALL BUT LSB
        STA XHIEIT
        DCX H
        XCHG :POINT AT Y
        MOV A,M :GET Y
        SUI 10 :ADJUST OFFSET OF CURSOR
        STA YCOORD
        XCHG
        MVI A,LENGTH :GET CURSOR LENGTH
        STA HICOD2

```

```

#
:COOOUT - PUTS VARIABLES IN B-C REGISTER FOR OUTPUT
CODOUT: LDA    XHIBIT ;GET X8
        MOV    E,A
        LDA    HICOD1 ;GET OPCODE
        ADD    B      ;AND PUT X8 IN FOR OUTPUT
        MOV    B,A    ;MOVE TO B FOR OUTPUT
        LDA    XCOORD ;GET X
        MOV    C,A    ;MOVE TO C FOR OUTPUT
        CALL   SEND
        LDA    HICOD2
        MOV    E,A
        LDA    YCOORD
        MOV    C,A

```

```

;SEND ROUTINE OUTPUTS TO DISPLAY PROCESSOR
SEND:   MVI    A,LO    ;PREPARE FOR INTERRUPT
        OUT    ICTL   ;CONTROLLER FOR POLLING
WAIT:   IN     ICTL   ;READ INTERRUPT STATUS
        ANI    B      ;CHECK THE INT 3 BIT
        JZ    WAIT   ;LOOP IF NOT SET
        IN     ACK    ;TURN OFF THE INTERRUPT
        MOV    A,C    ;SEND THE LO BYTE
        OUT    LO
        MOV    A,B    ;SEND THE HI BYTE
        OUT    HI
        RET

```

```

;VARIABLES
MOVNUM: DS    1      ;INCREMENT FACTOR
XCOORD: DS    1      ;X7-X0 OF X COORDINATE
XHIBIT: DS    1      ;LSB IS X8 OF XCOORD
YCOORD: DS    1      ;Y7-Y0 OF YCOORDINATE
HICOD1: DS    1      ;HI BYTE OF 1ST OPCODE
LOCOD1: DS    1      ;LOW BYTE OF 1ST OPCODE
HICOD2: DS    1      ;HI BYTE OF 2ND OPCODE
LOCOD2: DS    1      ;LOW BYTE OF 2ND OPCODE

```

END

\*AD

```
:HP.MAC - USED TO PLOT ON HP7475A
RCONF EQU 1 ;READ A CHARACTER
CR EQU 0DH
LF EQU 0AH
WCONF EQU 2 ;CONSOLE WRITE FUNCTION
HPBYT EQU 5 ;OUTPUT FUNCTION SENDS OUT RS232
BDS EQU 5 ;CPM OUTPUT FUNCTION
RBOOT EQU 0 ;REBOOTS SYSTEM
RBUFF EQU 10 ;FUNCTION TO READ CONSOLE BUFFER
ETX EQU 3 ;LABEL TERMINATOR
```

:ENTER AND PLOT LABEL

```
COMNT:: CALL SPMSG
DE CR,LF,ENTER LABEL-40 CHARACTER MAX! CR,LF,0
LXI H,MCHAR+1
MVI M,0 ;ZERO CHAR COUNT
DCX H ;POINT AT LINE LENGTH
MVI M,30 ;AND SET TO 30
XCHG ;MCHAR ADDRESS TO DE
MVI C,RBUFF ;READ BUFFER FUNCTION
CALL BDS ;READ A LINE
LXI H,MCHAR+1 ;POINT AT CHAR COUNT
MOV E,M ; & PUT IN LSE OF DE
MVI D,0 ;D MSE OF DE
DAD D ;ADD TO ADDRESS IN HL
INX H ;POINT AT THE END OF STRING
MVI M,0 ;INSERT TERMINATOR
```

:SEND A LABEL TO THE HP

```
HPMSG: CALL HPINS
DB 'LBI'
LXI H,MCHAR+2 ;POINT AT THE START OF THE LABEL
HPOUT: MOV A,M ;GET CHAR
ORA A ;SEE IF IT IS 0
JZ LAST ;AND FINISH IF 0
CALL CTOHP ;OR SEND CHAR TO HP
INX H ;POINT AT THE NEXT CHAR
JMP HPOUT
```

```
LAST: CALL HFINS ;FINISH LABEL AND STORE THE FEN
DB ETX,0
RET
```

:INSTRUCTION TO HP PLOTTER

```
HFINS: XTHL ;EXCHANGE HL AN TOS
XRA A ;CLEAR FLAG AND ACCUMULATOR
MOV A,M ;GET A CHARACTER - 0 FLAG SET IF 0
ORI 01
```

```

#
    INX     H           ;POINT TO NEXT CHAR
    XTHL                    ;RESTORE STAK FOR RETURN
    RZ                      ;RETURN IF DONE
    CALL    CTOHP        ;SEND CHARACTER TO HP PLOTTER
    JMP     HFINS

```

```

; CHARACTER TO HP PLOTTER

```

```

CTOHP:  PUSH    E
        PUSH    D
        PUSH    H
        MVI    C,HPBYT
        MOV    E,A      ;CHAR TO E FOR OUTPUT
        CALL   BDOS     ;OUTPUT TO CP/M
        POP    H
        POP    D
        POP    B
        RET

```

```

; THIS PRINTS THE FIRST LINE IN THE PROGRAM AFTER THE CALL
; ON THE SCREEN

```

```

SPMSG:  XTHL    ;EXCHANGE HL AND TOS
        XRA    A      ;CLEAR FLAGS AND ACCUMULATOR
        ADD    M      ;GET A CHARACTER
        INX    H      ;POINT AT THE NEXT CHARACTER
        XTHL                    ;RESET TOS AND HL
        RZ                      ;RETURN IF DONE
        CALL   C0
        JMP    SPMSG

```

```

; THIS ROUTINE SENDS THE ETX CHARACTER

```

```

PRET::  CALL    HFINS
        DB     ETX '!'
        RET

```

```

; THE CHARACTER IN REGISTER A IS SENT TO THE SCREEN

```

```

CO:     PUSH    E
        PUSH    D
        PUSH    H
        MVI    C,WCONF ;SELECT WRITE FUNCTION
        MOV    E,A      ;CHAR TO E
        CALL   BDOS
        POP    H
        POP    D
        POP    E
        RET

```

```

MASSU:: CALL    HFINS
        DE     'SR1.5,3:500,10.-2.13;PA5.-1;CP-5.-1.3;'
        DE     'LBMAS UNITS'.ETX,'SP:FA10,12 SP:1'
        RET

```

```

*
TIMUC:: CALL    HPINS
        DE      'SR1.5,3;SC0,10,-2,12;PA5,-1;CP-5.5,-1.3;'
        DE      'LBNANOSECONDS',ETX,'SP;PA10,12;SR:!'
        RET

```

```

TIMU1:: CALL    HPINS
        DE      'SR1.5,3;SC0,10,-2,12;PA5,-1;CP-6,-1.3;'
        DE      'LBMICROSECONDS',ETX,'SP;PA10,12;SR:!'
        RET

```

```

TIMU2:: CALL    HPINS
        DE      'SR1.5,3;SC0,10,-2,12;PA5,-1;CP-6,-1.3;'
        DE      'LBMILLISECONDS',ETX,'SP;PA10,12;SR:!'
        RET

```

```

MC HAR: DS      33          ;START OF LABEL BUFFER

        END

```

```

*
BLOCK DATA COMBLK
COMMON/SHARED/XMIN,DIFF,NFT
END

```

```

*
F30 =SAFLT2
LSD SAPLT2/N, COMELK, B:OVLAY, CURSOR, HP, B:HMUTIL13, B: PLOTLS25, B:AFU, FORL13, B, SAFLT2/Y/E
B:FIXADR SAPLOT SAFLT2
F30 =SAPLOT
ERA SAPLOT, FOR
LSD SAPLOT/N, COMELK, B:OVLAY, DETIT, B:HMUTIL13, B:AFU, FORL13/E, SAPLOT/E
ERA SAPLOT, REL
ERA SAPLT2, REL

```