SLIDING INTO BDOS

PART I

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                    SLIDING INTO BDOS

                 THE SMOOTH AND EASY WAY


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What is this thing everybody is talking about called BDOS? This series will attempt to answer this question in some detail but first we need a little basis to understand WHY in the first place. Digital Research CP/M is an operating system for smaller type micro processor computer systems that is designed to remove much of the normal computer operation drudgery experienced by the computer operator. The operating system software embodies a "system philosophy" that structures and generalizes upon the operating environment of a piece of electronics hardware. The environment presented actually allows that piece of quiet, transistorized machinery to be used at a much higher level. The full impact of what this operating system provides to a computer is most probably felt by the typical micro computer hacker that worked the hard way to get a computer system up and running. While building, debugging, and integrating the pieces, the computer was just a whole bunch of parts interfaced together in an organized manner. However, when the thing is finally a "computer" how does it get used. The low level process of poking data into memory from a front panel or even filling, dumping, or block moving memory data with an EPROM based "monitor program" hardly makes this computer "useful". The process of putting on disks and bringing up CP/M lights the torch for computer usability. In this case the hacker experiences an elated feeling now "NOW I CAN DO SOMETHING!"

Buried inside of the total operating system presentation is the concept of generalization brought up in the previous paragraph. One of the major requirements in order to make a computer useful is that there has to be applications software that performs the jobs intended for the computer. Jobs like accounting, word processing, spread sheet data analysis, or inventory control. Unfortunately the process of producing applications software is very, very expensive. A good package may take anywhere from one to ten man years of development effort to

make. If the process of making an applications package had to be custom taylored to a specific hardware environment, then there would not be affordable software available for use upon a given XYZ computer. Generalization in the operation of a computer environment solves this problem however. With the understanding that at a certain level "all microprocessor computer systems are alike" it is possible, with minimum constraints, to define a set of logical type operations that make a computer useful.

This logical set of operations, for the Digital Research CP/M operating system, is defined within the BDOS portion of the operating system. Here in about 3 1/2 K bytes of tightly written assembly language is the "generalization converter" that takes I/O requests for hardware independant applications programs and turns them into a lower level set of simplistic hardware oriented functions that are then processed through the BIOS. This conversion process is beneficial in the light that CP/M Ver 2.2 can be setup to run on a typical brand XYZ computer for about one half of the effort needed to convert even one of the simplest application packages had that application been written in a hardware dependant manner. Conclusion; software developers can make better, more sophisticated applications available for lower cost and computer users find a competitive software market place where there are many times multiple packages available that perform similar functions.

The thrust of this presentation is to show the prospective applications programmer how to use most of the generalized set of "BDOS System Calls" within Digital Researches CP/M Ver 2.2. The presentation scheme will be to describe all of the functions and use simple examples. The reader is assumed to be modistly familiar with 8080 Assembly Language Programming as all of the examples will be given in machine language. Likewise, in this environment it is assumed by default that the prospective programmer is planning to code in assembly language. If a CP/M compatible high level language is used for programming, such as Digital Research PL/I-80 or Microsoft BASIC-80, then of course the program interface at the "System Call" level becomes transparent to the programmer. Run time subroutines make the high level coded application get converted through yet another step. (One major reason applications code in a high level language runs slower than the equivalent function written in assembly language).

SUMMARY OF CP/M SYSTEM CALLS

The set of system or "BDOS" I/O entry points available to the CP/M programmer is complete yet simple. The primary beauty of the CP/M system is this small world of completeness. Many programmers familair with other operating systems complain that the CP/M system is weak, unflexible, and incomplete. However, in

a microprocessor type computer world, the generalization level
defined for the CP/M system allows 85% of all microprocessor type
appliciation jobs to be programmed with relative ease. Also, in
my opinion, 8-bit microprocessor hardware is easily capable of
performing about 90 percent of the typical tasks targeted for
microcomputers. So what is this set of functions? The chart of
Figure 1 summarizes, in function number order, all of the system
operations specific to CP/M Version 2.2 that will be covered in
this presentation. In the subsequent sections that follow the
functions will be grouped into categories so that related
operations may become familiar with reference to one another.

FIGURE 1. DETAILED SUMMARY OF CP/M 2.2 SYSTEM CALLS

Function Number DEC	HEX	Function	Entry Value to BDOS Passed in (DE) or (E) regs	Return Value from BDOS Passed in (HL) or (A) register
0	00	System Reset	****	****
1	01	Console Input	****	(A)=character
2	02	Console Output	(E)=character	****
3	03	Reader Input	****	(A)=character
4	04	Punch Output	(E)=character	****
5	05	Printer Output	(E)=character	****
6	06	Direct Console I/O	(E)=0FFH is input (E)=chr is output	(A)=character ****
7	07	Get IOBYTE	****	(A)=IOBYTE
8	08	Set IOBYTE	(E)=IOBYTE	****
9	09	Display Console String	(DE)=string addr	****
10	0A	Input Console String	(DE)=string addr	(A)=# chr input
11	0B	Get Console Status	****	(A)=000H idle (A)=0FFH ready
12	0C	Get CP/M Version Number	****	(HL)=Version #
13	0D	Reset Disk Subsystem	****	****
14	0E	Select Disk Drive	(E)=disk number	****
15	0F	Open a File	(DE)=FCB address	(A)=dir code
16	10	Close a File	(DE)=FCB address	(A)=dir code
17	11	Search for File	(DE)=FCB address	(A)=dir code
18	12	Search for Next	****	(A)=dir code
19	13	Delete File	(DE)=FCB address	(A)=dir code
20	14	Read next Record	(DE)=FCB address	(A)=error code
21	15	Write next Record	(DE)=FCB address	(A)=error code
22	16	Create New File	(DE)=FCB address	(A)=dir code
23	17	Rename File	(DE)=FCB address	(A)=dir code
24	18	Get Login Vector	****	(HL)=login vector
25	19	Get Logged Disk Number	****	(A)=logged disk
26	1A	Set R/W Data Buff Addr	(DE)=buffer addr	****
27	1B	Get Allocation Vector	****	(HL)=alloc vector address
28	1C	Write Protect Disk	(E)=disk number	****

```
29     1D | Get Read Only Vector  |      ****       | (HL)=R/O vector  |
30     1E | Set File Attributes   | (DE)=FCB address | (A)=dir code    |
31     1F | Get Addr of Disk Parms |     ****       | (HL)=parm addr   |
32     20 | Get/Set User Select   | (E)=0FFH get    | (A)=current user |
33     21 | Read Random Record    | (DE)=long FCB adr| (A)=error code   |
34     22 | Write Random Record   | (DE)=long FCB adr| (A)=error code   |
35     23 | Get Size of File      | (DE)=long FCB adr| (r0-2=rec cnt)   |
36     24 | Set Random Record Num | (DE)=long FCB adr| (r0-2=rec numb)  |
37     25 | Reset Drive           | (DE)=drive vector|     ****        |
38     26 | Not used              |                 |                 |
39     27 | Not used              |                 |                 |
40     28 | Write Random with     | (DE)=long FCB adr| (A)=error code   |
          ----------------------------------------------------------------
```

     The technical means required to "use" or interface to the
CP/M system for each function contains a certain common structure
that will be discussed here. The base memory page of a CP/M
system memory map includes, at a specific memory address, a JUMP
instruction to the CP/M BDOS entry point. For most CP/M systems
this is address 00005H. To accomplish BDOS I/O the number of the
function is placed into the (C) register. If the parameter
requires input parameters, then they are passed in the (DE)
register pair or the individual (E) register depending upon
whether the parameter is a word or byte value. Result information
returned by some functions is sent back to the users program in
either the (A) register or the (HL) register pair depending upon
if the value is a byte or word. The following simple program
segment demonstrates the scheme used to output the 26 characters
A-Z to the console screen through the use of function number 2.


```
BDOS      EQU      0005H              ;SYSTEM ENTRY
CONOUT    EQU      2                  ;OUTPUT FUNCTION

          ORG      0100H              ;TPA BASE
          MVI      B,26               ;PRINT 26 COUNTER
          MVI      C,'A'              ;START WITH 'A'
;
LOOP:
          PUSH     B                  ;SAVE COUNTER & LETTER
          MOV      E,C                ;LETTER TO (E) FOR OUTPUT
          MVI      C,CONOUT           ;BDOS FUNC TO (C)
          CALL     BDOS               ;GO GO OUTPUT
          POP      B
          INR      C                  ;SEQUENCE TO NEXT CHAR
          DCR      B                  ;DECREASE CHR COUNTER
          JNZ      LOOP               ;MORE TO DO IF NOT TO ZERO
          RET                         ;IMMEDIATE CCP RETURN
```


SYSTEM CALLS FOR OPERATOR CONSOLE INPUT AND OUTPUT

Intrinsic to the operation of any computer system, especially of the CP/M gender, is the operator console. The device provides the human interface to the machine and as such the BDOS includes a generalized set of operator communication functions to perform I/O with the console device. The various options available will each be presented with a brief example.

INPUT FROM CONSOLE KEYBOARD: Function 1.

This function waits for and reads in a character from the console device keyboard. The operator typed character is echoed automatically back to the console display if the character is an ASCII printable character (020H to 07EH) or it is a carriage return, line feed, back space, or tab. Note that the BDOS automatically expands tabs to columns of eight characters. Upon outputting the character for the echo, a check is made for console start/stop, CTL-S, and if so the console input routine does not return to the users program until another arbitrary key is depressed.

```
;CONSOLE INPUT EXAMPLE
;
CONIN     EQU       001H            ;FUNC # 1
BDOS      EQU       0005H           ;SYSTEM ENTRY

          ORG       0100H           ;START
          MVI       C,CONIN         ;FUNCTION
          CALL      BDOS            ;GO GET CHARACTER
          STA       INCHAR          ;SAVE FOR WHATEVER REASON
          RET                       ;IMMEDIATE CCP RETURN
;
INCHAR:
          DS        1               ;PLACE TO STORE INPUT CHAR
;
          END
```

OUTPUT TO CONSOLE DISPLAY: Function 2.

The ASCII character in the (E) register is sent to the console display device. The output may be any byte value but many times the hardware driver BIOS routines automatically strip off the upper bit of the byte. Upon output the printer echo flag within BDOS is checked (CTL-P) and if set the character is also sent to the printer peripheral device. Note that the BDOS automatically expands output tabs to columns of eight characters. Upon outputting the character a check is made for input of console start/stop, CTL-S, and if so the console output routine does not return to the users program until another arbitrary key is depressed.

```
;CONSOLE OUTPUT EXAMPLE
;
CONOUT    EQU       002H           ;FUNC # 2
BDOS      EQU       0005H          ;SYSTEM ENTRY

          ORG       0100H          ;START
          LDA       OUTCHAR        ;GET CHARACTER TO OUTPUT
          MOV       E,A
          MVI       C,CONOUT       ;FUNCTION
          CALL      BDOS           ;GO SEND CHARACTER
          RET                      ;IMMEDIATE CCP RETURN
;
OUTCHAR:
          DB        'X'            ;PLACE TO GET OUTPUT CHAR
;
          END
```

DIRECT USER INTERFACE TO CONSOLE: Function 6.

     Some programming applications require that the BDOS not
monitor the input/output character stream as is done with
functions 1 & 2. To allow for these functions the direct I/O
function is supported. The following example shows how it is used
to input values and echo them until an input control-Z character
is typed.

```
;DIRECT CONSOLE I/O EXAMPLE
;
DIRCIO    EQU       006H           ;FUNCTION NUMBER
BDOS      EQU       0005H          ;SYSTEM ENTRY POINT
CTLZ      EQU       'Z'-040H       ;ASCII CTL-Z CHARACTER
INPUT     EQU       0FFH           ;DIRECT INPUT FLAG

          ORG       0100H          ;CONSOLE INPUT
;
LOOP:
          MVI       E,INPUT        ;SET FOR INPUT
          MVI       C,DIRCIO       ;FUNCTION
          CALL      BDOS           ;GET INPUT OR STATUS
          ORA       A              ;IF (A)=0 NO CHAR WAS READY
          JZ        LOOP           ;CONTINUE TO WAIT FOR INPUT
          CPI       CTLZ           ;IF INPUT WAS CTL Z THEN END
          RZ                       ;CCP RETURN ON END
          MOV       E,A            ;CHARACTER TO (E) FOR OUTPUT
          MVI       C,DIRCIO       ;SAME FUNCTION NUMBER AGAIN
          CALL      BDOS           ;GO OUTPUT IT
          JMP       LOOP           ;NEXT CHARACTER INPUT LOOP
;
          END
```

PRINTING STRINGS OF CHARACTERS TO THE CONSOLE: Function 9.

    Message string sequences of characters to be sent to the
console are quite common in applications programming. Typical
uses may be for user prompt messages, program sign-on messages
etc. The BDOS provides a convenient mechanism to allow the
programmer to output a whole string of characters rather than
having to loop with single character outputs. The string is
intended to be stored in consecutive memory locations and end
with the ASCII '$' character. The (DE) registers are used to
point to the start of the string. The '$' signals the end of the
string to display and is not sent to the console. The output
bytes may be any 8-bit value but many times the hardware driver
BIOS routines automatically strip off the upper bit of the byte.
Upon output of each character the printer echo flag within BDOS
is checked (CTL-P) and if set the character is also sent to the
printer peripheral device. Note that the BDOS automatically
expands output tabs to columns of eight characters. Upon
outputting each character a check is made for input of console
start/stop, CTL-S, and if so the console string output routine
does not return to the users program until another arbitrary key
is depressed.

```
;CONSOLE STRING PRINT EXAMPLE
;
CONSTR    EQU       009H              ;FUNC # 9
BDOS      EQU       0005H             ;SYSTEM ENTRY
CR        EQU       0DH               ;ASCII CARRIAGE RETURN
LF        EQU       0AH               ;ASCII LINE FEED


          ORG       0100H             ;START
          LXI       D,MESSAGE         ;POINT AT STRING TO SEND
          MVI       C,CONSTR          ;FUNCTION
          CALL      BDOS              ;GO SEND STRING
          RET                         ;IMMEDIATE CCP RETURN
;
MESSAGE:
          DB        CR,LF,'Hello Operator',CR,LF,'$'
;
          END
```

READING A STRING OF CHARACTERS IN FROM KEYBOARD: Function 10.

    The CP/M console command processor (CCP) assumed to be vary
familiar to most CP/M system operators allows buffered command
input with editing features. It turns out that this operation is
a much needed function for getting in strings of text from the
operator console. Use of this function allows standardization of
the command input functions so that the operator can easily learn
the editing key functions. It also removes the pain of writing
the same function over and over again by the applications
programmer. The read string command inputs the edited text to a

buffer pointerd to by the (DE) register pair. The caller specifies the maximum length desired and the BDOS returns the actual length of string entered if carriage return is entered prior to exceeding the maximum input length. The input length is returned in both the (A) register and as part of the buffer. Bytes in the string buffer past the end of the entered text are uninitialized. The example shown below gives an assembly language view point of the buffer structure and how to program an input function.

The editing functions supported are the following control and/or special characters:

```
        rub/del         removes and echos the last entered char
         ctl-C          initiates system reboot if first char
         ctl-E          echos a CR & LF to console without
                          putting them into buffer
         ctl-H          (or back space key) back spaces one char
                          removing last entered character
         ctl-J          (or line feed key) terminates line input
         ctl-M          (or carriage return) terminates input
         ctl-R          retypes currently entered characters
                          under current line
         ctl-U          deletes all of currently entered data
                          and restarts buffer input on new line
         ctl-X          deletes all of currently entered data
                          and restarts buffer input on same line
```

```
;CONSOLE INPUT BUFFER EXAMPLE
;
CONBUF  EQU     00AH            ;STRING INPUT FUNCTION
BDOS    EQU     0005H           ;SYSTEM ENTRY POINT
LENGTH  EQU     32              ;DESIRED MAXIMUM CHARACTERS

        ORG     0100H           ;START POINT
        LXI     D,STRING        ;POINT AT BUFFER AREA
        MVI     C,CONBUF        ;FUNCTION NUMBER
        CALL    BDOS            ;GO GET STRING
        RET                     ;RETURN TO CCP WITHOUT
                                ;...DOING ANYTHING WITH DATA
;
;
;CONSOLE INPUT BUFFER LAYOUT
;
STRING:
        DB      LENGTH          ;MAXIMUM DESIRED INPUT LENGTH
AMOUNT:
        DS      1               ;BYTE WHERE BDOS RETURNS
                                ;..ACTUAL BYTE COUNT
STRBF:
        DS      LENGTH          ;RESERVED STORAGE FOR UP TO
```

```
                                        ;"LENGTH" NUMBER OF CHARACTERS
;
          END
```

DETERMINING IF THERE IS PENDING KEYBOARD INPUT: Function 11.

     Some computer programs are designed to spend large amounts
of time processing inside of the computer or manipulating data
within disk files without stopping to ask the user if he/she
desires to stop the processing sequence. Also it is many times
desirable to have a "terminate" capability for application
programs without waiting for the operator to answer a character
input request. If the normal console input function is used the
user computer is not resumed until a character is already input.
The console input status check function may be used to poll the
user keyboard to determine if a character input is pending. If no
input is ready then the user program is immediately resumed with
an indication of if there was a pending input. If a character is
pending a 0FFH is returned in the (A) register. Otherwise a 000H
value is returned. The following example illustrates the use of
console status to terminate a normally endless loop that prints
the same string over and over.

```
;CONSOLE STATUS USAGE EXAMPLE
;
CONSTAT   EQU       00BH              ;FUNC # 11
CONSTR    EQU       009H              ;PRINT STRING FUNCTION
BDOS      EQU       0005H             ;SYSTEM ENTRY
CR        EQU       0DH               ;ASCII CARRIAGE RETURN
LF        EQU       0AH               ;ASCII LINE FEED


          ORG       0100H             ;START
LOOP:
          LXI       D,MESSAGE         ;POINT AT STRING TO SEND
          MVI       C,CONSTR          ;FUNCTION
          CALL      BDOS              ;GO SEND STRING
          MVI       C,CONSTAT         ;GET ABORT STATUS
          CALL      BDOS
          ORA       A                 ;CHECK STATUS
          JZ        LOOP              ;NO KEY SO CONTINUE LOOP
          RET                         ;IMMEDIATE CCP RETURN IF ABORT
;
MESSAGE:
          DB        CR,LF,'Depress any Key to STOP','$'
;
          END
```

AUXILLIARY PERIPHERAL CHARACTER INPUT AND OUTPUT FUNCTIONS

     The generalized CP/M BDOS provides the capability for three
character by character logical I/O devices to be atteched to the
computer system. This requirement stems from the fact that most
computers are designed to interface to the real world in more
ways than just a console device. The three devices are classified
as:

     a) A lister type device that is generally expected to be a
printer of some sort. This classification is an output only
device.

     b) An input device supporting character input from a source
other than the console. The device is specifcally an input type
unit. CP/M jargon refers to this device as the "READER" for no
particular reason.

     c) A generalized character output only device used as a
specific data destination other than the console or standard list
device. Some computer systems use this device, often times
referred to as the "PUNCH" device as a second printer output.

     The three following examples illustrate the programming
techniques used to talk to each of these three devices.

```
;LIST DEVICE OUTPUT EXAMPLE
;
LIST     EQU       005H           ;FUNC # 5
BDOS     EQU       0005H          ;SYSTEM ENTRY

         ORG       0100H          ;START
         LDA       LSTCHAR        ;GET CHARACTER TO OUTPUT
         MOV       E,A
         MVI       C,LIST         ;FUNCTION
         CALL      BDOS           ;GO SEND CHARACTER
         RET                      ;IMMEDIATE CCP RETURN
;
LSTCHAR:
         DB        'L'            ;PLACE TO GET OUTPUT CHAR
;
         END




;READER DEVICE INPUT EXAMPLE
;
READER   EQU       003H           ;FUNC # 3
BDOS     EQU       0005H          ;SYSTEM ENTRY

         ORG       0100H          ;START
```

```
        MVI     C,READER        ;FUNCTION
        CALL    BDOS            ;GO GET CHARACTER
        STA     RDRCHR          ;SAVE FOR WHATEVER REASON
        RET                     ;IMMEDIATE CCP RETURN
;
RDRCHR:
        DS      1               ;PLACE TO STORE INPUT CHAR
;
        END




;PUNCH DEVICE OUTPUT EXAMPLE
;
PUNCH   EQU     004H            ;FUNC # 4
BDOS    EQU     0005H           ;SYSTEM ENTRY

        ORG     0100H           ;START
        LDA     PNCHCHR         ;GET CHARACTER TO OUTPUT
        MOV     E,A
        MVI     C,PUNCH         ;FUNCTION
        CALL    BDOS            ;GO SEND CHARACTER
        RET                     ;IMMEDIATE CCP RETURN
;
PNCHCHR:
        DB      'P'             ;PLACE TO GET OUTPUT CHAR
;
        END
```

SYSTEM CONTROL BDOS FUNCTIONS

    This family of system calls supported by the CP/M BDOS are
designed to allow the programmer a degree of flexibility in
manipulating the operation of general CP/M environment. Each
function here will generally be discussed individually due to the
unique nature of each operation.

SYSTEM RESET: Function 0.

    The system reset function is designed to allow restart of
the CP/M system command processor after a user application
completes execution or is aborted. The system reset function is
equivalent to a JMP to address 0000H or a CTL-C which forces a
system WARM Reboot. The reboot operation de-activates all active
drives except drive A: which is re-logged. Operation is extremely
simple as:

```
RESET   EQU     000H            ;SYSTEM RESET FUNC
```

```
BDOS      EQU       0005H           ;SYSTEM ENTRY POINT


          ORG       0100H
          MVI       C,RESET
          JMP       BDOS            ;CALL ALSO PERMISSABLE
                                    ;EXCEPT THAT FUNCTION
                                    ;DOES NOT RETURN TO USER
                                    ;PROGRAM
```

GET AND SET IOBYTE: Functions 7 & 8.

     The   generalized   CP/M   operating   system   environment
communicates via I/O to "logical" type devices. This means that
the console, lister, "reader", and "punch" are just treated as a
generic device classsifications. The CP/M system allows for and
supports, to a degree, the capability for the hardware to contain
multiple physical devices (peripherals and/or real I/O devices)
within each of the generic logical device classifications. The
means to support the assignment of multiple physical devices to a
given classification is done through the IOBYTE, normally stored
at address 00003H of the base page of the CP/M memory. The BIOS
hardware I/O software may thusly be written to easily know which
one of two printers to talk to when the BDOS requires output to
one of two printers. A "default standard" IOBYTE format has been
adopted based upon an 8-bit microprocessor system convention
developed by Intel Corp as follows:

```
                          (lister) (punch)  (reader) (console)
     Logical Devices =>    LST:      PUN:      RDR:      CON:
        IOBYTE bits =>    7 6       5 4       3 2       1 0
     --------------------------------------------------------------
       Bit pattern
       dec  binary
        0     00          TTY:      TTY:      TTY:      TTY:
        1     01          CRT:      PTP:      PTR:      CRT:
        2     10          LPT:      UP1:      UR1:      BAT:
        3     11          UL1:      UP2:      UR2:      UC1:
```

     The designators in the table specify the "standard types of
physical devices and are defined as follows:

     TTY: A teletype console with keyboard, hard copy display and
          possibly an integral tape reader/punch
     CRT: An interactive cathode ray type terminal with keyboard
          input and display screen
     BAT: A batch processor workstation with a card reader type
          input device and a hard copy display/output device
     UC1: A user defined alternate "console" unit
     LPT: Line printer
     UL1: A user defined list device

```
    PTR: Paper Tape Reader
    UR1: User defined "reader" character input device
    UR2: User defined "reader" character input device
    PTP: Paper Tape Punch
    UP1: User defined "punch" character output device
    UP2: User defined "punch" character output device
```

The BDOS support for the I/O device assignment is a standard mechanism to access the IOBYTE's current value and switch it to some other value. Suppose a CP/M computer had two printers connected as LST: and UL1:. If the applications program needs to switch printing output to another printer, the process could be handeled as follows:

```
;GET AND SET IOBYTE EXAMPLE
;
SETIOB    EQU       008H            ;SET IOBYTE FUNCTION
GETIOB    EQU       007H            ;GET IOBYTE FUNCTION
BDOS      EQU       00005H          ;SYSTEM ENTRY POINT
LSTMASK   EQU       11$00$00$00B    ;IOBYTE MASK FOR LIST
                                    ;..DEVICE
LPT       EQU       10$00$00$00B    ;BIT VALUE FOR LPT #1
UL1       EQU       11$00$00$00B    ;BIT VALUE FOR LPT #2


          ORG       0100H           ;PROGRAM START
          MVI       C,GETIOB        ;GO GET CURRENT IOBYTE VAL
          CALL      BDOS
          ANI       (NOT LSTMASK) AND 0FFH  ;KEEP ALL OTHER BITS
          ORI       UL1 AND LSTMASK ;SET IOBYTE FOR PRINTER #2
          MOV       E,A
          MVI       C,SETIOB        ;FUNCTION TO RESET THE IOBYTE
          CALL      BDOS
          RET                       ;IMMEDIATE CCP RETURN
;
          END
```

GET CP/M VERSION NUMBER: Function 12.

Sometimes it is necessary for an applications program to "know" what version of CP/M the program is running under. Version 2.0 and above support a feature to tell the application program what the version number is. One reason is to permit version dependant functions such as random record file I/O to be used if it is supported by the version of CP/M being used. The system call to get the version number returns a two byte value split into two parts as follows:

```
        if (H)=0 then this is a CP/M System
           (H)=1 then this is an MP/M System
           (L)=version number in hex
```

```
          if (L)=00 then older than CP/M 2.0
             (L)=20 then version CP/M 2.0
             (L)=21 then version CP/M 2.1
             (L)=22 then version CP/M 2.2


     A program to read the CP/M version number is as follows:

;VERSION NUMBER EXAMPLE
;
GETVERS    EQU        00CH              ;FUNCTION 12
BDOS       EQU        00005H            ;SYSTEM ENTRY POINT

           ORG        0100H             ;PROGRAM START
           MVI        C,GETVERS         ;FETCH VERSION NUMBER
           CALL       BDOS
           MOV        A,L               ;SAVE CP/M VERSION NUMBER
           STA        CURVERS
           RET                          ;BACK TO CCP
;
CURVERS:
           DS         1                 ;STORE THE VERSION NUM HERE
           END
```

RESETTING THE CP/M DISK SYSTEM: Function 13.

     The CP/M operating system contains features to control
access to files upon the disk drives. A directory checksum
scheme, beyond the scope of this presentation, permits the
operating system to determine when a disk has been changed in a
drive thus preventing the a wrong disk from being written upon.
This is neat except that in many cases an appliciations program
may require disk changes as functions are changed or new files
are required. This system control function permits the
application to force read/write status to be set for all drives,
drive A: to be logged, and reset of the default disk record
buffer address to its default value of 080H within the CP/M base
page. The following program sequence shows how to reset the disk
system.

;RESET DISK SYSTEM EXAMPLE
;
RESET   EQU   0DH   ;FUNCTION 13
BDOS   EQU   0005H   ;SYSTEM ENTRY POINT

           ORG   0100H   ;PROGRAM START
           MVI   C,RESET   ;SET UP FUNCTION
           CALL   BDOS   ;GO RESET THE DRIVES
           RET   ;BACK TO THE CCP
;
           END
```

GET AND SET OF CURRENT USER CODE: Function 32.

     CP/M Version 2.2 permits the file system on a given drive to
be  partitioned into up to 15 individual directory areas so  that
usage areas can be setup. For instance, the system operator could
put  all assembly language development programs in one user  area
while  having disk utility programs in another.  The BDOS  allows
the application programmer to determine the currently logged user
number and to modify it if necessary.  The following example sets
the current user number up by one.  If the highest user number is
currently logged then the user 0 area is selected.

```
;GET/SET USER EXAMPLE
;
GSUSR      EQU        020H            ;FUNCTION 20
GET        EQU        0FFH            ;GET FLAG
BDOS       EQU        0005H           ;SYSTEM ENTRY POINT


           ORG        0100H           ;START UP POINT
           MVI        E,SET           ;MAKE THIS A FETCH NUM RQST
           MVI        C,GSUSR
           CALL       BDOS            ;GET THE CURRENT USER #
           INR        A               ;BUMP RETURNED USER UP 1
           ANI        00FH            ;MASK TO MOD(15)
           MOV        E,A             ;MOVE FOR SET TO NEW USER
           MVI        C,GSUSR
           CALL       BDOS
           RET                        ;CCP GETS US BACK
;
           END
```


SYSTEM FUNCTIONS THAT CONTROL THE DISKS

     The data storage files for applications programs are stored
upon the disk drives attached to the CP/M computer. The BDOS
supports a number of functions that allow the state and selection
status of the drives to be controlled.

SELECT DISK: Function 14.

     The simplest control function is to select the current disk
with which to refer to as the logged or default disk. The
function is equivalent to the console CCP command:

```
           A>B:<cr>
           B>
```

Which changed the currently logged disk to drive B:. A BDOS
program to affect the same thing is given in the example program
of the next section below. Drive numbers correspond to the

console displayed drive designators as follows:

```
        A: = Drive # 0
        B: = Drive # 1

           ***

        P: = Drive # 15
```

Once a drive has been selected it has its directory "activated"
and is maintained in a logged in status until the next warm boot,
cold boot, or disk reset BDOS function.

DETERMINE LOGGED DISK: Function 25.

     An applications program can determine which disk drive is
the currently logged or default drive through use of this
function. The BDOS will return in the (A) register the number of
the currently selected drive according to the table given above.

     The program segment below shows a sequence of BDOS interface
code that first determines if drive B: is selected, and if not
then does a BDOS call to change it.

```
;SELECT AND POLL LOGGED DISK DRIVE EXAMPLE
;
SELECT    EQU       0EH                 ;FUNCTION 14
ASKDRV    EQU       19H                 ;FUNCTION 25
BDOS      EQU       0005H               ;SYSTEM ENTRY POINT

          ORG       0100H               ;PROG START
          MVI       C,ASKDRV            ;FIND OUT IF B: IS SELECTED
          CALL      BDOS
          CPI       'B'-'A'
          RZ                            ;DONT SELECT IF ALREADY
                                        ;..LOGGED
          MVI       E,'B'-'A'           ;SET TO LOG AND SELECT B:
          MVI       C,SELECT
          CALL      BDOS
          RET                           ;FINISHED WITH ANOTHER PROG
;
          END
```


DRIVE STATUS SET AND RESET: Functions 28 & 37.

     Drive status may be individually controlled by these
functions. Operation 28 allows a the currently selected drive to
be write protected (set to read/only). The process is simply:

```
WPDSK       EQU        01CH
BDOS        EQU        0005H
            MVI        C,WPDSK         ;WRITE PROTECT DISK
            CALL       BDOS
```

The write protect status of a specific disk may be removed by
function 37 which deactivates the directories of each drive
specified at call time. Each drive by default then becomes
read/write again but requires reactivation through reselection.
The reset drive vector is a 16-bit value passed to the BDOS with
a "1" bit in each bit position for a drive that equires
resetting. The most significant bit of the 16 bit quanity
corresponds to drive P: and the LSB to drive A:. The code
sequence to reset drive B: would be:

```
RESDSK      EQU        025H
BDOS        EQU        0005H
            MVI        C,RESDSK        ;FUNCTION CODE
            LXI        D,0000$0000$0000$0010B  ;DRIVE B: BIT SET
            CALL       BDOS
```

GET DRIVE LOGIN AND READ?ONLY VECTORS: Function 24 & 29.

     The BDOS keeps track of all drives that have been selected
since the last boot or disk reset functions. These drives are
considered in a online status in that the system knows
immediately what the space allocation map of the drive is and
whether the drive is in read/only status or not. Function 24
allows the application program to determine what subset of the
current drive complement are in this online logged status. The
vector returned in the (HL) register pair is a bit map like above
where a "1" bit means the drive is active. The most significant
bit of the 16-bit number corresponds to drive P:. The code below
fetches the vector and saves it in a local data area.

```
;LOGIN VECTOR EXAMPLE
;
LOGIN       EQU        018H            ;FUNCTION 24
BDOS        EQU        0005H           ;SYSTEM ENTRY POINT


            ORG        0100H
            MVI        C,LOGIN         ;FUNCTION
            CALL       BDOS
            SHLD       LOCLOG          ;SAVE VECTOR HERE
            RET                        ;TO CCP
;
LOCLOG:
            DS         2
            END
```

     In a similar manner the BDOS allows determination of which

drives are in the write protected read/only status. A "1" bit in the returned vector indicates read/only status for a specific drive. The code here shows how to fetch it.

```
;READ/ONLY VECTOR EXAMPLE
;
ROVEC     EQU        01DH              ;FUNCTION 29
BDOS      EQU        0005H             ;SYSTEM ENTRY POINT

          ORG        0100H
          MVI        C,ROVEC           ;FUNCTION
          CALL       BDOS
          SHLD       LOCROV            ;SAVE VECTOR HERE
          RET                          ;TO CCP
;
LOCROV:
          DS         2
          END
```

GET ALLOCATION VECTOR AND DISK PARM POINTER: Function 27 & 31.

     Two more miscellaneous disk drive interface functions are provided that permit several special types of functions to be performed. The first, function 27 returns an address in the (HL) registers that points to a bit string in memory that corresponds to the data block allocation map of the currently selected drive. The map contains one bits in each position where a block allocated, starting with the MSB of the forst byte in the string. The length of the bit string depends upon the total capacity of the drive in allocatable blocks. Function 31 permits an application to determine the characteristics of the currently selected drive. The BDOS returns an address in the (HL) registers that points to a table of 33 bytes that describe the current drive. Data in the table includes such data as number of possible directory entries on the disk, number of allocatable blocks on the disk, and, indirectly, the size of each disk block. The program below is a comprehensive example of how these functions can be used to determine the remaining space left on a the selected drive. The program stores the available space of the drive specified in the first byte of the default FCB into memory location "KPDISK" and then exits to the CCP. The reader can adapt the code as desired.

```
;
;CP/M BDOS INTERFACE EQUATES
;
BASE     EQU     0000H          ;BASE OF CP/M SYSTEM
LOGDRIV EQU     0004H+BASE    ;LOCATION OF CURRENTLY LOGGED DRIVE
BDOS     EQU     0005H+BASE    ;THE BDOS I/O VECTOR
SLCTDSK EQU     14         ;SELECT DISK DRIVE
GALVEC  EQU     27          ;GET ADDRESS ALLOCATION VECTOR
```

```
GDSKP   EQU   31          ;GET ADDRESS OF DISK PARAMETER TABLE
;
;
    ORG   0100H
;
;
;PROGRAM TO FETCH REMAINING DISK SPACE IN KBYTES
;
SPCGET:
    LDA   LOGDRIV       ;GET CURRENTLY LOGGED DRIVE AND SAVE
    ANI   0FH       ;STRIP OUT USER NUMBER
    STA   SAVDRIV       ;SAVE CODE
;
    LDA   FCB       ;CHECK IF SAME AS SELECT
    DCR   A         ;ADJUST FCB DRIVE TO MATCH SELECT DRIVE
    MOV   E,A       ;..SELECT IN BDOS
    MVI   C,SLCTDSK   ;SELECT DISK FUNCTION
    CALL   BDOS
;
    MVI   C,GDSKP       ;FIND ADDRESS OF DISK PARAMETER HEADER
    CALL   BDOS
    LXI   B,0002H       ;INDEX TO BLOCK SHIFT FACTOR
    DAD   B
    MOV   B,M       ;(B) = BYTE BLOCK SHIFT FACTOR
    INX   H
    INX   H
    INX   H
    MOV   E,M       ;(DE) = WORD DISK BLOCK COUNT
    INX   H
    MOV   D,M
    INX   D
;
    MOV   A,B       ;ADJUST SHIFT FOR KBYTE SIZE
    SUI   03H
    LXI   H,0001H       ;CALCULATE BLOCK SIZE
SPCCAL:
    ORA   A         ;KNOW KBYTES PER BLOCK?
    JZ   SPCKNW
    DAD   H         ;DOUBLE # SECTORS PER TRACK
    DCR   A         ;DECREMENT BLOCK SHIFT
    JMP   SPCCAL
;
SPCKNW:
    MOV   C,L       ;(BC)=KBYTES PER BLOCK
    MOV   B,H
    LXI   H,0       ;INITIALIZE KPDISK
    SHLD   KPDISK
    PUSH   B       ;SAVE KBYTES/BLOCK
    PUSH   D       ;SAVE NUMBER OF BLOCKS
    MVI   C,GALVEC   ;NOW POINT TO THE ALLOCATION VECTOR
    CALL   BDOS       ;(HL)=ALLOCATION VECTOR ADDRESS
```

```
        POP     D
        POP     B
;
        SHLD    ALLSAVE         ;SAVE ALLOCATION POINTER
        MVI     H,1             ;SET MINIMUM START BIT COUNT
;
UALLOC:
        DCR     H               ;DEC BIT COUNT
        JNZ     STACT           ;STILL ACTIVE BYTE
;
        LHLD    ALLSAVE         ;GET POINTER
        MOV     A,M
        INX     H
        SHLD    ALLSAVE         ;SAVE NEW POINTER
        MVI     H,08H           ;SET BIT COUNTER TO MAX
;
STACT:
        RLC                     ;GET ALLOCATION BIT TO CARRY
        JC      ALLOC           ;DONT COUNT ALLOCATED BLOCKS
        PUSH    H
        LHLD    KPDISK          ;GET KBYTES LEFT COUNT
        DAD     B               ;ADD IN ONE MORE BLOCK COUNT
        SHLD    KPDISK
        POP     H
;
ALLOC:
        DCX     D               ;DEC TOTAL BLOCK COUNT
        MOV     L,A
        MOV     A,D
        ORA     E               ;ALL BLOCKS SCANNED YET
        MOV     A,L             ;RESTORE ALLOC BIT PATTERN
        JNZ     UALLOC          ;MORE TO COUNT
;
        LDA     SAVDRIV         ;RETURN DISK SELECT TO PREVIOUS
        MOV     E,A             ;..SELECT IN BDOS
        MVI     C,SLCTDSK       ;SELECT DISK FUNCTION
        CALL    BDOS
        RET                     ;BACK TO THE CCP
;
;
;PROGRAM DATA STORAGE ALLOCATIONS
;
BLKSIZ:
        DS      2               ;STORAGE FOR ALLOCATION BLOCK SIZE
ALLSAVE:
        DS      2               ;STORAGE FOR ALLOCATION PNT SAVE
SAVDRIV:
        DS      1               ;SAVE CURRENT DISK SELECT DURING RELOG
KPDISK:
        DS      2               ;STORAGE FOR KBYTES PER DRIVE LEFT
;
```

```
     END
```

The next part in this series will present the the CP/M file
system as viewed from the BDOS interface aspect. The FILE CONTROL
BLOCK (FCB) will be presented. In addition the procedures to
prepare files for I/O and then the actual I/O procedures will be
presented. The series will round out to a conclusion with a
comprehensive programming example that presents a sequential file
I/O set of subroutines that permit character by character I/O
with a file to be done.

PART II

```
                    SLIDING INTO BDOS (Part II)

                     WITH FILES MADE EASY


                              by:


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```

Since I know that all devoted Life Lines readers have
anxiously been waiting for this "second in a series" tutorial on
using files with the CP/M BDOS, I will not go on a long time
telling you why this thing about CP/M BDOS file interface is
so important. Nor will I try to justify why the turorial should
be valuable. You wouldn't be reading here at this time if you had
any inclination to find my work disinteresting. If you are new on
the scene and have some questions about what this is all about I
would like to direct your attention to the November 1982 issue of
Life Lines where the first part of this tutorial series was
presented. There the purpose of the BDOS and the general
interface concepts were presented. The article went on to include
a description of the physical device system calls and other
miscellaneous system control type functions.

THIS TIME IT'S FILES

This month the tutorial continues with a description of the
sequential file I/O system supported within the BDOS. The con-
cepts of CP/M file storage are to be described along with
appropiate CP/M directory structure definition as it relates to

the access of the files stored upon a CP/M disk. The FILE CONTROL
BLOCK (FCB) will be described in terms of its functions as
related the a file to be accessed upon a disk. I have also
included a comprehensive programming example that allows a
sequential file to be accessed character by character.

HOW FILES ARE STORED UPON THE DISK

     The CP/M operating system manages the available space on a
disk by dividing the total available space up into a number of
relatively small data block storage areas called "GROUPS". A
group size is usually described as the minimum allocatable space
that a file can occupy. What this means is that the operating
system, in its disk space management scheme, lumps sets of the
normal 128 byte logical records of a file together into these
things called groups. The number of groups that may be contained
on a disk depends upon the total file storage space of the disk
in logical 128 byte records divided by the number of 128 byte
logical records lumped together into a group. (A note to the less
casual reader is that the number of groups on a disk is limited
by design to 65K groups. Secondly a group is always an integral
power of two number of 128 byte logical records with a minimum
size of 8 records (1K byte). Group size is necessarily limited to
16K bytes due to the extent system described below).

     As a file is stored upon a CP/M disk it consumes disk space
in 128 byte logical records. Each time a group becomes filled
with records the operating system allocates another group to the
file. Hence the term "minimum allocatable size". If, as the file
grows in size, the last allocated group assigned to a file is not
completely filled the remaining space in the group is "burned" in
that it is not usable by other files. The CP/M system keeps track
of the group assignments made to the various files on a disk,
the files names, and the total number of 128 byte logical records
in each file through a stored directory. The first portion of the
disk is reserved for the file directory. A fixed number of
directory entries, determined by the system's BIOS design, are
available, usually a number like 64, 128, or 256, depending upon
the size of the disk.

     Each file has a unique directory entry "set" that describes
the file location upon the disk. A "set" of directory entries is
specified because each entry is designed to "point to" or store
the group allocation numbers for that file. Each directory entry
has a number slots where group numbers can be stored. The system
design allows each directory entry to specify the storage for 16K
bytes of storage space. For files larger than 16K bytes a
seperate directory entry is used for each 16k bytes (or remainder
portion thereof). Each such piece of a file is referred to as an
"EXTENT" of the file. The directory entry "set" for a file

contains a byte in each extent directory entry that stores the
extent number of the file. Extent numbers start with 0 and may
increase to a theoretical limit of 255 or the size of the disk in
16K byte pieces, whichever is smaller.

The chart below describes the functions of all bytes in a
typical directory entry. Each entry is 32 bytes long and they are
packed four to a logical sector with the number of logical
sectors filled up with directory entries limited to the
predetermined number of directory entries divided by four.

                Figure 1. DISK DIRECTORY ENTRY DEFINITION

```
 byte 00 byte 01 byte 02 byte 03 byte 04 byte 05 byte 06 byte 07
+-------+-------+-------+-------+-------+-------+-------+-------+
|Active |                                                     |
|       |                                                     |
|Entry  |     Eight Character ASCII File Name Bytes 01 to 08  |
|& User |                                                     |
|Flag   |                                                     |
+-------+-------+-------+-------+-------+-------+-------+-------+


 byte 08 byte 09 byte 10 byte 11 byte 12 byte 13 byte 14 byte 15
+-------+-------+-------+-------+-------+-------+-------+-------+
|Last   |                       |       |               |Record |
|       |                       |       |               |       |
|File   | Three character ASCII |Extent |  Two Bytes    |Count  |
|Name   | File Name extension    |Number |  Reserved     |of this|
|Char   |                       |       |               |Extent |
+-------+-------+-------+-------+-------+-------+-------+-------+


 byte 16 byte 17 byte 18 byte 19 byte 20 byte 21 byte 22 byte 23
+-------+-------+-------+-------+-------+-------+-------+-------+
|                                                             |
|  Group Number storage for groups attached to this file      |
|  One byte used per group number if disk contains less       |
|  255 groups. Two bytes if greater than 256.                 |
+-------+-------+-------+-------+-------+-------+-------+-------+


 byte 24 byte 25 byte 26 byte 27 byte 28 byte 29 byte 30 byte 31
+-------+-------+-------+-------+-------+-------+-------+-------+
|   Additional Group Number storage.                          |
|   Group Number storage for groups attached to this file     |
|   One byte used per group number if disk contains less      |
|   255 groups. Two bytes if greater than 256.                |
+-------+-------+-------+-------+-------+-------+-------+-------+
```

The bytes of the disk directory entry are each described in
the following paragraphs. The first byte stored in an entry is
set to indicate if this slot in the predetermined directory area

is empty or if it describes an active file extent. A value of
0E5H indicates an empty slot. This value was chosen presumably
due to that a freshly formatted diskette contains all 0E5H bytes
in the empty sectors, thus making such disk appear to have no
files contained thereon. If the byte value is non 0E5H, then the
slot contains a valid file extent descriptor. The CP/M user
number area to which an active file is associated is stored in
the first directory entry byte. User number values range from 0
to 15.

     The next eight bytes contain the primary name of the file
in ASCII characters. If the name is shorter than 8 characters
then the name is padded to the right with spaces. Following the
name field is a three byte file name extension field in ASCII
characters. The extension field, if shorter than 3 characters is
padded to the right with spaces. For CP/M version 2.2, the upper
bits (bit 7) of the extent name bytes are used to describe
certain attributes about the file. If the upper bit of the first
extent name character is set, then the file is described as a
read-only file. The upper bit of the second extent name
character, if set, indicates that the file name should not be
displayed in directory listings.

     Each directory entry, as a file descriptor extent, has the
next byte set to a number that specifies which 16K byte chunk of
the file that this entry describes.   Two bytes after the extent
byte are not used within the directory and are normally set to
zero by default. The number of records stored in the extent,
described by this directory entry, is recorded in the byte 15
position. The maximum value for the record count is 128 (080H)
which if equal to (128 * 128) or 16K bytes, the maximum size of
an extent.

     Byte positions 16 to 31 contain the group numbers upon the
disk that contain the data belonging to the file named in the
directory entry. The number of bytes within the total 16
available that are used for group number storage is dependant
upon the amount of file data described by this extent and by the
group size of the disk. The group numbers are single byte
numbers, up to 16 total, if the number of groups upon the disk is
less than or equal to 255. If the number of groups upon the disk
is more than 255 then byte positions 16 to 31 contain two byte
group numbers, stored in low byte/high byte order. The group
numbers contained within a directory entry do not have to be in
increasing sequential order nor do they have to be consecutive.

     The figure below shows two logical records of the directory
from a single sided double density disk with 2K byte groups. The
total number of groups available is 243 so the group numbers are
single byte numbers. Note that only one half of the 16 byte space
for group numbers is used due to the fact that 8 entries for 2K

byte groups is all that is needed to describe the storage for one
full 16K byte extent.

        Figure 2. EXAMPLE HEX/ASCII DIRECTORY RECORD DISPLAY

```
00   00414449 52202020  20434F4D 0000000B    .ADIR   COM....
10   07000000 00000000  00000000 00000000    ................
20   004D4552 47505249  4E4F5652 0000003C    .MERGPRINOVR...<
30   16171819 00000000  00000000 00000000    ................
40   00434F50 59202020  20434F4D 0000000E    .COPY   COM....
50   0C000000 00000000  00000000 00000000    ................
60   00435243 4B202020  20434F4D 0000000A    .CRCK   COM....
70   0D000000 00000000  00000000 00000000    ................


00   E5555345 52202020  204C4F47 00000030    eUSER   LOG...0
10   04050600 00000000  00000000 00000000    ................
20   00444454 20202020  20434F4D 00000026    .DDT    COM...&
30   0F101100 00000000  00000000 00000000    ................
40   0044552D 56373520  20434F4D 0000002E    .DU-V75 COM....
50   12131400 00000000  00000000 00000000    ................
60   00464F52 4D415420  20434F4D 0000000C    .FORMAT COM....
70   15000000 00000000  00000000 00000000    ................
```

     The above examlpes all show files that are less than 16K
bytes each. Note also the display showing the erased "USER.LOG"
file.

HOW FILES ARE ACCESSED

     The files upon a disk are accessed through a user
description block called a File Control Block (FCB for short).
The file control block, used by virtually all file access BDOS
system calls, has the structure as shown in Figure 3. This chart
is taken from a Digital Research CP/M manual and is included here
for quick educational reference.

     Note that the structure of a file control block is much the
same as that of a directory entry with a few minor changes. The
changes and/or differences are as follows, otherwise the byte
descriptions are the same as for the disk directory entry.

     The first byte of an FCB allows the programmer to specify
which drive should be used for the file access. Drive A: to P:
are specified as 1 to 16 respectively while a value of zero
indicates that the currently logged default drive should be used
for the access.

     An FCB contains four additional bytes that are used as
pointers for file access position. The "cr", current record

number, indicates the sequential record number of this extent
that will be accessed upon the next file read or file write
system call. The user normally sets the "cr" byte to zero to
begin file access at the first logical record of the file. Each
time a read or write is performed the current record number is
incremented. When the "cr" byte attains a value of 080H during a
sequential file operation the BDOS automatically realizes that
the current extent of the file has been fully accessed and
performs the necessary disk directory accesses to setup the FCB
to allow file access to the next extent. For reading this simply
means that the next extent descriptor directory entry from the
disk, for this file, is read into memory (ie. the group
allocation numbers from the disk are copied into the d0-dn bytes
of the FCB, the extent number becomes one greater, the record
count from the disk for the new extent is copied into the "rc"
byte and the cr byte is zeroed). During a writing operation the
"cr" byte attaining a value of 080H indicates that the current
extent of the file is full and so the BDOS automatically finds
the appropiate directory entry spot on the disk to write in the
newly assigned group allocation bytes, record count value and
extent number. The BDOS will then create another directory entry
on the disk for the new extent of the file. In this case the d0-
dn bytes of the FCB are zeroed to indicate that storage has not
yet been allocated for this extent.

                Figure 3. FILE CONTROL BLOCK DESCRIPTION

```
   ----------------------------------------------------------------
   |dr|f1|f2|/ /|f8|t1|t2|t3|ex|s1|s2|rc|d0|/ /|dn|cr|r0|r1|r2|
   ----------------------------------------------------------------
    00 01 02 ... 08 09 10 11 12 13 14 15 16 ... 31 32 33 34 35
```

    where:

      dr   drive code (0 - 16)
                 0 => use default drive for file access
                 1 => select drive A: for file access
                 2 => select drive B: for file access
                 ...
                 16=> select drive P: for file access

      f1...f8   contain the files name in ASCII upper case
                 with high bits equal to zero.

      t1,t2,t3   contain the file type in ASCII upper case
                 with high bits normally equal zero. tn' denotes
                 the high bit of these bit positions.
                 t1' = 1 => Read/Only file
                 t2' = 1 => SYS file, no DIR list

      ex   contains the current extent number,
                 normally set to 00 by the user, but is

                        in the range 0 - 31 during file I/O.

       s1   reserved for internal system use

       s2   reserved for internal system use, set to
                  zero on call to OPEN, MAKE, SEARCH system
                  calls.

       rc   record count for extent "ex," takes on values
                  0 to 128.

       d0...dn   filled-in by BDOS to indicate file group numbers
                  for this extent.

       cr   current record to read or write in a sequential
                  file operation. Normally set to zero by the user
                  upon initial access to a file.

       r0,r1,r2   optional random record number in the range of 0 to
                  65535, with overflow to r2. r0/r1 are a 16 bit value
                  in low/high byte order.
       The last three bytes of the FCB, r0,r1, & r2 are used for
random record file I/O and will be covered in the third and final
part of this turorial. For simpler sequential I/O the FCB in fact
does not even need to be setup for the 36 bytes of storage. 33
bytes suffice for all sequential file I/O FCB operations.

FILE ACCESS SETUP SYSTEM FUNCTIONS

       The procedure for the programmer to use in accessing a file
generally starts in one of two ways. The first senario starts
with, "Lets see if our file exists on the disk?" There are two
BDOS system calls related to the functions of searching the disk
directory for a file name match against the FCB specified by the
user. These operations allow for the programmer to find out if a
specific file name already exists upon the disk. In addition it
provides a mechanism to scan a directory to determine all file
names that exist in the directory. The second situation comes
into being if the programmer is already aware of the file status
with respect to "presence" on the disk or as the logical sequence
of events following the first senario. These latter functions are
used to work with specific files for opening, closing, creating,
renaming and deleting.

SEARCH FIRST AND SEARCH NEXT: Functions 17 and 18.

       The search functions scan the directory for match of a file
name that compares with the user specified FCB pointed to by the
(DE) register pair. The match is made on the basis of comparing

the f1-f8, t1-t3, and ex bytes of the FCB to the corresponding
bytes of the disk directory entries. Any FCB position that
contains an ASCII question mark "?" (03FH) is specified as a
"match any character" from the disk directory. The function calls
return a value of 0FFH in the (A) register if no more matched
directory entries can be found. The search functions cause the
currently valid disk buffer address and the following 128 bytes
to be filled with a copy of the directory record containing the
matched entry, if one is found. The (A) register is returned with
a 0 to 3 value to indicate which one of the four possible 32 byte
chuncks of the directory record contain the matched entry.

       Search first means to find the first occurrence of a matched
entry to the FCB. The search next function scans the directory
from the current search position instead of from the beginning.
Note that it is not normally valid to perform the search next
functon without first performing the search first function. Also
it is not valid to perform other directory or file operations
between the search first and search next functions.

       The program example below shows a technique for reading all
directory entries from the disk drive specified by the first FCB
byte into a memory resident list. The list starts at the LIST
label with the total matched file count stored in the FILECNT
variable. The LISTPOS label stores the next available list load
point during the directory scan operation. The search FCB uses
the CP/M default FCB location at address 05CH and specifies a
total wild card (*.*) match. The "ex" byte is zeroed before the
search first call so that only the zero extents of the files are
returned. The file names are stored in the list in character
strings of 16 bytes each with a preceeding drive designator byte
and padded to the right with 4 zero bytes. Please note that this
program is a segment only and will not directly assemble and run
as a CP/M .COM file without a little added lead in and error exit
coding.

             Listing 1. A DIRECTORY SCANNING PROGRAM

```
BUFR    EQU    80H+BASE    ;DEFAULT CP/M BUFFER
BDOS    EQU     0005H             ;ENTRY POINT FOR BDOS OPERATIONS
;
SRCHF   EQU    17           ;SEARCH DIR FOR FIRST OCCUR.
SRCHN   EQU    18           ;SEARCH DIR FOR NEXT OCCUR.
STDMA   EQU    26           ;SET DMA ADDRESS
;
FCB EQU    5CH+BASE     ;DEFAULT FILE CONTROL BLOCK
FCBEXT  EQU    FCB+12          ;EXTENT BYTE IN FCB
FCBRNO  EQU    FCB+32       ;RECORD NUMBER IN FCB
;
;
;SETUP SIZE OF ELEMENTS IN THE FILE NAME LIST
```

```
;
ITEMSZ  EQU    16          ;EACH LIST ITEM IS 16 BYTES
;
;
;SETUP WILD CARD FILE IMAGE LIKE *.*
;
    LXI    H,FCB+1         ;PLACE TO PUT WILD CARD IMAGE
    MVI    B,11            ;SIZE TO SET
ALFN:
    MVI    M,'?'           ;PUT IN A JOKER CHAR
    INX    H               ;BUMP FILL POINTER
    DCR    B               ;DCR BYTE COUNTER
    JNZ    ALFN
;
;
;ZERO INITIAL TOTAL FILE COUNT
;
    LXI    H,0000H
    SHLD    FILECNT
;
;
;HERE IF NAME PROPERLY POSITIONED IN THE DEFAULT FCB AREA FOR LIST BUILD
;
NAMEPRES:
    MVI    C,STDMA         ;INITIALIZE DMA ADDRESS TO DEFAULT BUFFER
    LXI    D,BUFR
    CALL    BDOS
;
    XRA    A               ;CLEAR APPROPIATE FIELDS OF SEARCH FCB
    STA    FCBEXT          ;EXTENT BYTE
    STA    FCBRNO          ;AND RECORD NUMBER
;
    LXI    D,FCB           ;USE DEFAULT FCB FOR SEARCH
    MVI    C,SRCHF         ;SEARCH FOR FIRST OCCURRANCE
    CALL    BDOS
    CPI    0FFH            ;SEE IF FOUND
    JNZ    LOADLIST        ;IF SOME FOUND THEN GO BUILD LIST
;
;
;PUT INSTRUCTIONS HERE TO HANDLE A SITUATION WHERE NO FILES
;MATCHING THE FCB WILD CARD IMAGE ARE FOUND.
;
        JMP     ERROR$EXIT       ;TO USER SUPPLIED ROUTINE
;
;
;BUILD UP LIST WITH ALL FOUND ENTRIES
;
LOADLIST:
    LXI    H,LIST          ;INITIALIZE LIST POINTER PARAMETERS
    SHLD    LISTPOS         ;START = CURRENT POS OF LIST
;
```

```
;
;PUT CURRENTLY FOUND NAME TO LIST
;(A) = OFFSET IN DEFAULT BUFFER OF NAME
;
;
NM2LST:
    ANI    3          ;ZERO BASED TWO BIT INDEX
    ADD    A          ;TIMES 32 TO MAKE POSITION INDEX
    ADD    A
    ADD    A
    ADD    A
    ADD    A
    MOV    C,A         ;PUT IN BC
    XRA    B          ;CLEAR HIGH ORDER
    LXI    H,BUFR       ;TO NAME POSITION IN DEFAULT BUFFER
    DAD    B            ;(HL) = CURRENT FOUND NAME POINTER
    LDA    FCB         ;PUT DISK DRIVE NUMBER INTO NAME PLACE
    MOV    M,A         ;INTO BUFFER
    XCHG
    LHLD   LISTPOS          ;POINTER TO CURRENT LOAD POINT IN LIST
    XCHG
    MVI    B,12         ;MOVE DRIVE DESIGNATOR AND NAME TO LIST
MOVLP:
    MOV    A,M          ;GET NAME BYTE FROM DEFAULT BUFFER
    STAX   D           ;PLACE INTO LIST
    INX    H          ;BUMP POINTERS
    INX    D
    DCR    B          ;CHECK MOVE BYTE COUNT
    JNZ    MOVLP
    XCHG                ;(DE) WAS LEFT WITH LEXT LOAD POINT ADDRESS
;
    MVI    B,ITEMSZ-12    ;REMAINING LIST ITEM SPACES TO ZERO OUT
FILZRO:
    MVI    M,00H         ;PUT IN A ZERO BYTE
    INX    H
    DCR    B          ;ALL REST FILLED YET
    JNZ    FILZRO
;
    SHLD   LISTPOS          ;KEEP NEXT LOAD POINT IN SAFE PLACE
    LHLD   FILECNT          ;INCREASE FILE COUNT FOR EACH FILE
    INX    H
    SHLD   FILECNT
;
;
;SEARCH FOR NEXT OCCURANCE OF SPECIFIED FILE NAME
;
    MVI    C,SRCHN          ;SEARCH NEXT FUNCTION CODE
    LXI    D,FCB         ;FILE NAME SPECIFICATION FIELD
    CALL   BDOS
    CPI    0FFH         ;SEE IF ALL THROUGH DIRECTORY YET
    JNZ    NM2LST          ;IF NOT GO PUT NAME INTO LIST
```

```
;
;
;PROGRAM EXECUTION TO HERE IF THE LIST CONTAINS SOME FILE NAMES
;FROM THE DISKETTE
;
;USER DOES HIS OWN THING FROM HERE
;
;
;DIRECTORY NAME LIST FOR STORAGE OF INPUT NAMES
;
FILECNT:
    DS    2           ;COUNTER FOR NUMBER OF FILES


LISTPOS:
    DS    2            ;STORAGE FOR CURRENT LIST
                  ;LOAD POINTER
;
LIST:
    DS    1          ;START POINT FOR FILE NAME LIST
;
;+++...END OF LISTING 1.

OPEN FILE: Function 15.
```

     An existing file on a disk may not be read until the user
FCB contains the information about where the file is stored upon
the diskette. Function 15 provides a means where the user fills
in the file name and then calls the operating system to get the
d1-dn bytes of the FCB filled in. Once the file is OPEN then it
may be read because subsequent calls to the BDOS to READ will
"know where" the file is located. The OPEN function returns a
value of 0FFH if the file cannot be found, otherwise the (A)
register contains a value of 0 to 3 to indicate that the file was
successfully opened. To open a file the programming procedure is
simply:

```
;
;OPEN FILE EXAMPLE
;
OPEN      EQU       15        ;OPEN FUNCTION CODE
BDOS      EQU       0005H     ;SYSTEM ENTRY

          ORG       0100H     ;START
          LXI       D,FCB     ;POINT AT FILE CONTROL BLOCK
          MVI       C,OPEN    ;FUNCTION
          CALL      BDOS
          CPI       0FFH      ;CHECK IF NOT FOUND
          JZ        ERROR
          RET                 ;IF OPEN GO TO CCP
;
ERROR:
```

```
        MVI     C,9         ;PRINT ERROR MESSAGE
        LXI     D,ERRMS
        CALL    BDOS
        RET
;
ERRMS:
        DB      'FILE NOT FOUND','$'
;
;
;FILE ACCESS FILE CONTROL BLOCK
;
FCB:
        DB      00H         ;SET TO USE DEFAULT DRIVE
        DB      'TEST    DAT',0,0,0,0
        DS      16          ;STORAGE FOR D1 TO DN BYTES
        DB      0           ;CURRENT RECORD BYTE
;
        END
```

CLOSE FILE: Function 16.

     Whenever a file is accessed for writing new space is
allocated for that file on the disk. This implies that the user
FCB contains disk group numbers that are not stored upon the
diskette in the directory entry for the file. Function 16
provides a means where the user completes the file writing
operation and then calls the operating system to set the
directory entry group allocation bytes, the rc byte and the
extent byte from the corresponding bytes of the FCB. A file that
has been opened for reading only need not be closed because there
is no change in the stored disk directory information. The CLOSE
function returns a value of 0FFH if the file cannot be found,
otherwise the (A) register contains a value of 0 to 3 to indicate
that the file was successfully closed. To close a file the
programming procedure is simply:

```
;
;CLOSE FILE EXAMPLE
;
CLOSE   EQU     16          ;CLOSE FUNCTION CODE
BDOS    EQU     0005H       ;SYSTEM ENTRY

        ORG     0100H       ;START
        LXI     D,FCB       ;POINT AT FILE CONTROL BLOCK
        MVI     C,CLOSE     ;FUNCTION
        CALL    BDOS
        CPI     0FFH        ;CHECK IF NOT FOUND
        JZ      ERROR
        RET                 ;IF CLOSED GO TO CCP
;
ERROR:
```

```
          MVI       C,9        ;PRINT ERROR MESSAGE
          LXI       D,ERRMS
          CALL      BDOS
          RET
;
ERRMS:
          DB        'FILE NOT FOUND','$'
;
;
;FILE ACCESS FILE CONTROL BLOCK
;
FCB:
          DB        00H        ;SET TO USE DEFAULT DRIVE
          DB        'TEST    DAT',0,0,0,0
          DS        16         ;STORAGE FOR D1 TO DN BYTES
          DB        0          ;CURRENT RECORD BYTE
;
          END
```

DELETE FILE: Function 19.

     Often time the programmer will create and write files which
will subsequently not be needed. The file or files may be deleted
through use of function 19. The user sets an FCB to the
appropiate file name in the f1-f8, and t1-t3 bytes. The BDOS
function then removes the specified file from the directory of
the appropiate disk. The user specified file name in the FCB may
contain ASCII question marks in which case the delete function
may delete multiple files if the file name matches more than one
file on the disk with the name. The "?" matches any character at
the position of its occurrance in the name. The DELETE function
returns a value of 0FFH if the file(s) cannot be found, otherwise
the (A) register contains a value of 0 to 3 to indicate that the
file was successfully deleted. To delete a file the programming
procedure is simply:

```
;
;DELETE FILE EXAMPLE
;
DELETE    EQU       19         ;CLOSE FUNCTION CODE
BDOS      EQU       0005H      ;SYSTEM ENTRY

          ORG       0100H      ;START
          LXI       D,FCB      ;POINT AT FILE CONTROL BLOCK
          MVI       C,DELETE   ;FUNCTION
          CALL      BDOS
          CPI       0FFH       ;CHECK IF NOT FOUND
          JZ        ERROR
          RET                  ;IF CLOSED GO TO CCP
;
```

```
ERROR:
        MVI     C,9        ;PRINT ERROR MESSAGE
        LXI     D,ERRMS
        CALL    BDOS
        RET
;
ERRMS:
        DB      'FILE NOT FOUND','$'
;
;
;FILE ACCESS FILE CONTROL BLOCK
;
FCB:
        DB      00H        ;SET TO USE DEFAULT DRIVE
        DB      'TEST    DAT',0,0,0,0
        DS      16         ;STORAGE FOR D1 TO DN BYTES
        DB      0          ;CURRENT RECORD BYTE
;
        END
```

CREATE FILE: Function 22.

     Whenever a new file is desired it must first be created so
that there is a spot in the directory to later save the file
allocation information (see close function above). The BDOS
assumes that the programmer has specified a file name that does
not exist upon the disk. If there is a chance that a new file is
desired that may duplicate the name of one already upon the disk
the peviously described delete function should be used to erase
the old file before creating the new file. Otherwise the
directory may contain two files by the same name. The CREATE
function returns a value of 0FFH if there is no room in the
directory to store the freshly created directory entry, otherwise
the (A) register contains a value of 0 to 3 to indicate that the
file was successfully created. A newly created file may be
immediately written since the BDOS prepares the user FCB to look
like an empty file. To create a file the programming procedure is
simply:

```
;
;CREATE FILE EXAMPLE
;
CREATE  EQU     22         ;CREATE FUNCTION CODE
BDOS    EQU     0005H      ;SYSTEM ENTRY

        ORG     0100H      ;START
        LXI     D,FCB      ;POINT AT FILE CONTROL BLOCK
        MVI     C,CREATE   ;FUNCTION
        CALL    BDOS
```

```
        CPI     0FFH        ;CHECK IF DIRECTORY FULL
        JZ      ERROR
        RET                 ;IF CLOSED GO TO CCP
;
ERROR:
        MVI     C,9         ;PRINT ERROR MESSAGE
        LXI     D,ERRMS
        CALL    BDOS
        RET
;
ERRMS:
        DB      'DIRECTORY FULL','$'
;
;
;FILE ACCESS FILE CONTROL BLOCK
;
FCB:
        DB      00H         ;SET TO USE DEFAULT DRIVE
        DB      'TEST    DAT',0,0,0,0
        DS      16          ;STORAGE FOR D1 TO DN BYTES
        DB      0           ;CURRENT RECORD BYTE
;
        END
```

RENAME FILE: Function 23.

Sometimes it is necessary to change the name of a disk file
from that already existing in the disk directory. With function
23 the user specifies the name of an existing file on the disk
with a standard FCB format except that on calling the BDOS the
d1-dn byte area of the FCB are set to the new name desired for
the file. All occurrances of the existing file name (ie. all
extents) are changed to match the new name. The drive select byte
specifies the drive upon which the rename operation should be
done. The first byte of the second 16 bytes of the FCB (d0) is
expected to be zero. The RENAME function returns a value of 0FFH
if the old name file could not be found, otherwise the (A)
register contains a value of 0 to 3 to indicate that the file was
successfully renamed. To rename a file the programming procedure
is simply:

```
;
;RENAME FILE EXAMPLE
;
RENAME  EQU     23          ;RENAME FUNCTION CODE
BDOS    EQU     0005H       ;SYSTEM ENTRY

        ORG     0100H       ;START
        LXI     D,FCB       ;POINT AT FILE CONTROL BLOCK
        MVI     C,RENAME    ;FUNCTION
```

```
        CALL      BDOS
        CPI       0FFH       ;CHECK IF DIRECTORY FULL
        JZ        ERROR
        RET                  ;IF CLOSED GO TO CCP
;
ERROR:
        MVI       C,9        ;PRINT ERROR MESSAGE
        LXI       D,ERRMS
        CALL      BDOS
        RET
;
ERRMS:
        DB        'FILE NOT FOUND','$'
;
;
;FILE ACCESS FILE CONTROL BLOCK
;
FCB:
        DB        00H        ;SET TO USE DEFAULT DRIVE
        DB        'TEST    DAT',0,0,0,0     ;OLD NAME
        DB        00H        ;BYTE ASSUMED TO BE ZERO
        DB        'NEWNAME DAT',0,0,0,0     ;NEW NAME
        DB        0          ;CURRENT RECORD BYTE
;
        END
```

ACCESSING FILE DATA

     The previous section showed the reader how to find and setup
files for subsequent I/O. Other file/directory handling functions
were also presented. This has all led up to the big moment when
the users program is finally ready to read or write data from/to
a disk file. So here it is at last...

     CP/M disk file data is moved between the disk and memory in
blocks of 128 bytes called logical records or "sectors" in older
fashioned CP/M lingo. Two functions to be presented here are
included in the CP/M BDOS function code to allow sequential
access to blocks of data in a file. The READ function starts at
the beginning of a file and reads data blocks till the end of the
file. The opposing WRITE operation moves data blocks to a new
disk file and writes till the end of the users data when the file
is closed (or the disk is full if the programmer has too much
data). The BDOS includes one other function that allows the user
to specify the area in his program where the 128 byte disk record
buffer is to be located. These three functions will each be
individually described below.

SET DISK BUFFER ADDRESS: Function 26.

The 128 byte data buffer that is to be used by the BDOS for
file I/O is based at an address commonly referred to as the "DMA
ADDRESS". This address or "buffer pointer" is passed to the BDOS
in the (DE) registers when performing function 26. The program
below simply sets the buffer address to "DATBF", a storage area
after the end of the short program.

```
;
;SET BUFFER ADDRESS EXAMPLE
;
STDMA       EQU         26          ;SET BUFFER ADDRESS FUNCTION CODE
BDOS        EQU         0005H       ;SYSTEM ENTRY

            ORG         0100H       ;START
            LXI         D,DATBF     ;POINT AT DATA BUFFER
            MVI         C,STDMA     ;FUNCTION
            CALL        BDOS
            RET                     ;BACK TO CCP
;
DATBF:
            DS          128         ;SETUP 128 BYTE BUFFER
;
            END
```

READ AND WRITE DISK RECORDS: Functions 20 and 21.

The disk read and write functions are very similar in
operation in that both move 128 bytes of data to/from the users
program. The READ assumes entry with (DE) pointing to an active
FCB setup by the open file function. The read sequential function
reads the 128 byte record specified by the "cr" field of the FCB
into the buffer pointer to by the current disk buffer address.
After each READ operation the "cr" field is incremented to the
next record number. If the "cr" field overflows past the end of
the extent without encountering the end of the file then the BDOS
automatically opens the next extent in preparation for the next
read operation. The READ function returns a 00H code in the (A)
register if the READ was performed successfully. If the end of
file is encountered a non zero value is returned in (A).

The WRITE function assumes, on entry to the BDOS, that the
(DE) registers point at a validly opened of created FCB. The
WRITE will move 128 bytes of data from the buffer specified by
the current disk buffer address to the disk. The written record
is placed at the "cr" record position of the extent. As each
record is written the "cr" field is incremented in preparation
for the next write operation. Similar to the READ, if the "cr"
field overflows past the end of the current extent, the BDOS
automatically closes the current extent and creates a new extent
in preparation for the next write operation. The WRITE command

may be performed on an existing file. If the file currently
contains data at the "cr" record then the WRITE will overlay the
current data with the new 128 byte record. The WRITE function
returns a 00H value in the (A) register if the operation is
successful. A non-zero value is returned if the write function
was unsuccessful due to a full disk or directory.

The small program below is designed to read the first record
of a file 'TEST.DAT', and write it into the small file
'ONEREC.DAT'. The program should be reasonably self documenting.

```
;
;READ AND WRITE FUNCTION EXAMPLES
;
READ        EQU       20          ;READ FUNCTION CODE
WRITE       EQU       21          ;WRITE FUNCTION CODE
OPEN        EQU       15          ;OPEN FUNCTION CODE
CLOSE       EQU       16          ;CLOSE FUNCTION CODE
DELETE      EQU       19          ;DELETE FUNCTION CODE
CREATE      EQU       22          ;CREATE NEW FILE
STDMA       EQU       26          ;SET DISK BUFFER ADDRESS
BDOS        EQU       0005H       ;SYSTEM ENTRY

            ORG       0100H       ;START
            LXI       D,DATBF     ;POINT AT DATA BUFFER
            MVI       C,STDMA     ;FUNCTION
            CALL      BDOS
;
            LXI       D,FCBIN     ;POINT AT AND OPEN INPUT FILE
            MVI       C,OPEN
            CALL      BDOS
            CPI       0FFH        ;CHECK FOR OPEN ERROR
            JZ        ERROR
;
            LXI       D,FCBOUT    ;DEFAULT DELETE OF NEW FILE
            MVI       C,DELETE    ;..IN CASE IT EXISTS ALREADY
            CALL      BDOS
            LXI       D,FCBOUT    ;POINT AT FILE CONTROL BLOCK
            MVI       C,CREATE    ;FUNCTION TO MAKE NEW FILE
            CALL      BDOS
            CPI       0FFH        ;CHECK IF DIRECTORY FULL
            JZ        ERROR
            XRA       A           ;CLEAR THE INPUT CR FIELD TO READ
            STA       INCR        ;..FIRST RECORD
            LXI       D,FCBIN     ;READ FIRST FILE
            MVI       C,READ
            CALL      BDOS
            ORA       A           ;CHECK IF READ WAS O.K.
            JNZ       ERROR
            LXI       D,FCBOUT    ;WRITE TO OUTPUT FILE
```

```
        MVI      C,WRITE
        CALL     BDOS
        ORA      A         ;CHECK THAT DISK WASNT FULL
        JNZ      ERROR
;
        LXI      D,FCBOUT  ;CLOSE THE OUTPUT FILE
        MVI      C,CLOSE
        CALL     BDOS
        CPI      0FFH      ;CHECK CLOSE STATUS
        RNZ                ;BACK TO CCP IF NO ERROR
;
ERROR:
        MVI      C,9       ;PRINT ERROR MESSAGE
        LXI      D,ERRMS
        CALL     BDOS
        RET
;
ERRMS:
        DB       'PROGRAM FILE ERROR','$'
;
;
;FILE ACCESS FILE CONTROL BLOCKS
;
FCBIN:
        DB       00H       ;SET TO USE DEFAULT DRIVE
        DB       'TEST    DAT',0,0,0,0
        DS       16        ;STORAGE FOR D1 TO DN BYTES
INCR:
        DB       0         ;CURRENT RECORD BYTE
;
FCBOUT:
        DB       00H       ;SET TO USE DEFAULT DRIVE
        DB       'ONEREC  DAT',0,0,0,0
        DS       16        ;STORAGE FOR D1 TO DN BYTES
        DB       0         ;CURRENT RECORD BYTE
;
DATBF:
        DS       128       ;SETUP 128 BYTE BUFFER
;
        END
```

SEQUENTIAL FILE I/O PROGRAMMING EXAMPLE

    The assembly language code of Listing 2 presents a
comprehensive set of I/O routines that allow either an input or
output sequential file to be processed on a byte by byte basis.
The routines perform all necessary sector buffering. The reader
is encouraged to fully study the code and gain an understanding
of how it all works. The program uses most of the BDOS functions

```
presented in this turorial.



        Listing 2. CHARACTER BY CHARACTER DISK I/O ROUTINES



;****************************************************************
;
;   DEMONSTRATION SEQUENTIAL CP/M FILE CHARACTER BY
;   CHARACTER I/O ROUTINES. NOTE THAT THE MAIN BODY
;   OF THIS PROGRAM IS NOT DESIGNED TO RUN AS IS IN
;   ANY NORMAL MANNER.
;
;   MANY THANKS ARE DUE TO WARD CHRISTENSEN WHO PREPARED THE
;   ORIGINAL SET OF SIMILAR I/O ROUTINES BURIED INSIDE OF
;   THE CP/M USERS GROUP MODEM PROGRAM THAT HAS BECOME SO
;   VERY POPULAR. THANKS AGAIN WARD.
;
;*****************************************************************
;
;
;CP/M BDOS EQUATES
;
RDCON   EQU    1
WRCON   EQU    2
PRINT   EQU    9
OPEN    EQU    15         ;OPEN FILE
CLOSE   EQU    16         ;CLOSE FILE
SRCHF   EQU    17         ;SEARCH FOR FIRST
ERASE   EQU    19         ;DELETE FILE
READ    EQU    20         ;READ FILE RECORD
WRITE   EQU    21         ;WRITE FILE RECORD
MAKE    EQU    22         ;CREATE NEW FILE
STDMA   EQU    26         ;SET DATA BUFFER POINTER
BDOS    EQU    0005H        ;SYSTEM I/O ENTRY POINT
FCB EQU    5CH        ;SYSTEM FCB
FCBEXT  EQU    FCB+12       ;FILE EXTENT
FCBSNO  EQU    FCB+32       ;SECTOR #
FCB2    EQU    6CH        ;SECOND FCB
DSKBUF  EQU    080H         ;DEFAULT DISK BUFFER ADDRESS
SECSIZ  EQU    080H         ;CP/M SECTOR SIZE
;
WBOOT   EQU    00         ;CP/M WARM BOOT ENTRY ADDRESS
;
;
;DEFINE ASCII CHARACTERS USED
;
LF  EQU    10         ;LINEFEED
CR  EQU    13         ;CARRIAGE RETURN
EOFCHR  EQU    01AH         ;CP/M END OF FILE CHAR
```

```
;
;
;START OF EXECUTABLE CODE
;
    ORG    100H
    LXI    SP,STACK    ;SETUP A STACK TO USE
;
;
;SEQUENTIAL I/O WRITE OF CP/M FILE ENABLED BY USING THIS SEQUENCE
;OF SUBROUTINE CALLS. THE FILE CONTROL BLOCK IS ASSUMED TO BE
;STORED AT THE DEFAULT LOCATION AT 05CH IN THE BASE PAGE OF
;CP/M MEMORY MAP.
;
SIOWR:
    CALL    ERASFIL          ;ERASE RECIEVED FILE
    CALL    MAKEFIL          ;ESTABLISH NEW FILE
    CALL    INITWR           ;INITIALIZE FILE WRITE PARAMETERS
;
;
;MAKE FOLLOWING CALL TO PLACE A CHARACTER FROM THE (A) REGISTER
;INTO THE CP/M FILE. LOOP DOING THIS TILL YOU HAVE ALL IN FILE THAT
;IS NEEDED.
;
    CALL    WRCHAR           ;PUT CHAR IN FILE
;
    CALL    WREOF            ;FLUSH LAST SECTOR TO CP/M FILE
    CALL    CLOSFIL          ;CLOSE IT UP
;
;
;SEQUENCE OF COMMAND CALLS TO OPEN AND USE A SEQUENTIAL CHARACTER
;FILE FOR READING. THE FILE CONTROL BLOCK IS ASSUMED TO BE LOCATED
;AT THE DEFAUT LOCATION OF 05CH IN THE BASE CP/M PAGE.
;ONCE THE FILE IS INITIALIZED THE CHARACTERS CAN BE READ ONE BY
;ONE UNTIL THE RDCHAR SUBROUTINE RETURNS A SET CARRY FLAG
;INDICATING A END OF PHYSICAL FILE CONDITION. EOF IS SENSED AS
;PHYSICAL END OR 01AH CHARACTER WHICHEVER COMES FIRST
;
SIORD:
    CALL    OPENFIL          ;OPEN THE CP/M FILE
    CALL    INITRD           ;GO INIT FOR FILE READ
    CALL    RDCHAR           ;GET CHAR FROM CP/M FILE
    JC    EOF          ;CHECK FOR EOF
;
EOF:
;    PLACE CODE HERE FOR END OF FILE HANDLING
;
;I/O HANDLING SUBROUTINES
;
;
;
;>--> ERASFIL: ERASE THE INCOMING FILE.
```

```
;
;IF IT EXISTS, ASK IF IT MAY BE ERASED.
;
ERASFIL:
    LXI    D,FCB         ;POINT TO CTL BLOCK
    MVI    C,SRCHF       ;SEE IF IT..
    CALL   BDOS          ;..EXISTS
    INR    A          ;FOUND?
    RZ               ;..NO, RETURN
    CALL   ILPRT         ;PRINT:
    DB    '++CP/M FILE EXISTS, TYPE Y TO ERASE: ',0
    CALL   KEYIN         ;GET A CHARACTER FROM CONSOLE
    ANI    5FH           ;MAKE UPPER CASE
    CPI    'Y'           ;WANT ERASED?
    JNZ    EXIT          ;QUIT IF NOT ERASE
    CALL   CRLF          ;BACK TO START OF LINE
;
;
;ERASE OLD FILE
;
    LXI    D,FCB         ;POINT TO FCB
    MVI    C,ERASE       ;GET BDOS FNC
    CALL   BDOS          ;DO THE ERASE
    RET              ;FROM "ERASFIL"
;
;
;>--> MAKEFIL: MAKES THE FILE TO BE RECEIVED
;
MAKEFIL:
    LXI    D,FCB         ;POINT TO FCB
    MVI    C,MAKE        ;GET BDOS FNC
    CALL   BDOS          ;TO THE MAKE
    INR    A          ;FF=BAD?
    RNZ              ;OPEN OK
;
;
;DIRECTORY FULL - CAN'T MAKE FILE
;
    CALL   ERXIT
    DB    '++ERROR - CANNOT MAKE FILE',CR,LF
    DB    '++DIRECTORY MUST BE FULL',CR,LF,'$'
;
;
;>--> OPENFIL: OPENS THE FILE TO BE SENT
;
OPENFIL:
    LXI    D,FCB         ;POINT TO FILE
    MVI    C,OPEN        ;GET FUNCTION
    CALL   BDOS          ;OPEN IT
    INR    A          ;OPEN OK?
    RNZ              ;FILE OPENED OK
```

```
        CALL    ERXIT           ;..NO, ABORT
        DB     '++CANNOT OPEN CP/M FILE','$'
;
;
;>--> CLOSFIL: CLOSES THE RECEIVED FILE
;
CLOSFIL:
        LXI     D,FCB           ;POINT TO FILE
        MVI     C,CLOSE         ;GET FUNCTION
        CALL    BDOS            ;CLOSE IT
        INR     A           ;CLOSE OK?
        RNZ                 ;..YES, RETURN
        CALL    ERXIT           ;..NO, ABORT
        DB     '++CANNOT CLOSE CP/M FILE','$'
;
;
;>-->  INITRD: INITIALIZES FILE READ PARAMETERS
;
INITRD:
        MVI     A,00H           ;SET THE BUF CNT TO EMPTY
        STA     CHRINBF
        LXI     D,DSKBUF    ;SET THE DMA BUFFER POINTER
        PUSH    D
        MVI     C,STDMA
        CALL    BDOS
        POP     D
        XCHG                ;SET SECTOR POINTER
        SHLD    SECPTR
        RET
;
;
;>--> RDCHAR: READS A CHARACTER FROM FILE
;
;RETURN IS WITH DESIRED CHARACTER IN
;THE A REGISTER. IF EOF, THEN
;RETURN IS WITH THE CARRY FLAG SET.
;
RDCHAR:
        LDA     CHRINBF         ;GET NUMBER OF CHAR IN BUF
        ORA     A           ;CHECK IF BUFFER EMPTY
        JZ     RDBLOCK          ;GO GET A SECTOR IF EMPTY
        DCR     A           ;DECREMENT
        STA     CHRINBF
        LHLD    SECPTR          ;GET BUFFER POINTER
        MOV     A,M         ;GET CHARACTER FOR CALLER
        INX     H           ;INCREMENT POINTER
        SHLD    SECPTR
        CPI     EOFCHR          ;CHECK FOR LOGICAL CP/M EOF
        STC
        RZ                 ;RETURN EXIT FOR LOGICAL EOF
        CMC                 ;CLEAR CARRY SO EOF NOT INDICATED
```

```
                         ;ON NORMAL RETURN
    RET                  ;FROM "RDCHAR"
;
;
;BUFFER IS EMPTY - READ IN ANOTHER SECTOR
;
RDBLOCK:
    LXI    D,FCB
    MVI    C,READ
    CALL   BDOS
    ORA    A          ;READ OK?
    JZ     RDBFULL         ;YES
    DCR    A          ;EOF?
    JZ     REOF         ;GOT EOF
;
;
;READ ERROR
;
    CALL   ERXIT
    DB     '++CP/M FILE READ ERROR','$'
;
REOF:
    STC                ;SET CARRY FLAG FOR EOF EXIT
    RET
;
;
;BUFFER IS FULL
;
RDBFULL:
    MVI    A,SECSIZ     ;INIT BUF CHAR COUNT
    STA    CHRINBF
    LXI    H,DSKBUF     ;INIT BUFFER..
    SHLD   SECPTR          ;..POINTER
    JMP    RDCHAR         ;PASS CHAR TO CALLER
;
;
;>-->  INITWR: INITIALIZES FILE WRITE PARAMETERS
;
INITWR:
    MVI    A,00H        ;SET THE BUF CNT TO EMPTY
    STA    CHRINBF
    LXI    D,DSKBUF     ;SET THE DMA BUFFER POINTER
    PUSH   D
    MVI    C,STDMA
    CALL   BDOS
    POP    D
    XCHG                ;SET SECTOR POINTER
    SHLD   SECPTR
    RET
;
;
```

```
;>--> WRCHAR: WRITE A CHARACTER TO FILE
;
;ENTRY IS WITH CHARACTER IN A
;ENTRY AT WREOF FILLS REMAINING BYTES
;OF SECTOR WITH 01AH PER CP/M CONVENTION.
;
WRCHAR:
    LHLD    SECPTR          ;PUT CHAR IN BUFFER
    MOV     M,A
    INX     H           ;BUMP POINTER
    SHLD    SECPTR
    LDA     CHRINBF         ;INCR CHAR COUNT
    INR     A
    STA     CHRINBF
    CPI     SECSIZ          ;CHECK IF SECTOR FULL
    RNZ                 ;GO BACK IF OK
;
WRBLOCK:
    LXI     D,FCB       ;IF FULL THEN WRITE
    MVI     C,WRITE         ;..THE..
    CALL    BDOS        ;..BLOCK
    ORA     A
    JNZ     WRERR           ;OOPS, ERROR
    MVI     A,00H       ;RESET THE CHAR CNT
    STA     CHRINBF
    LXI     H,DSKBUF    ;RESET BUFFER..
    SHLD    SECPTR          ;..POINTER
    RET
;
WRERR:
    CALL    ERXIT           ;EXIT W/MSG:
    DB    '++ERROR WRITING CP/M FILE',CR,LF,'$'
;
WREOF:
    LDA     CHRINBF         ;FILL REST OF SECTOR WITH 01AH
    LHLD    SECPTR
    MVI     B,EOFCHR
WREND:
    MOV     M,B         ;PUT IN THE CP/M EOF CODE
    INX     H
    INR     A           ;INC THE CHAR CNT
    CPI     SECSIZ          ;BUFFER FULL YET
    JNZ     WREND
    JMP     WRBLOCK         ;GO PUT FILLED BLOCK ON DISK
;
;
;>-->  KEYIN: GETS A KEY CODE IN FROM CONSOLE
;
KEYIN:
    PUSH    B       ;SAVE..
    PUSH    D           ;..ALL..
```

```
    PUSH   H          ;..REGS
    MVI    C,RDCON        ;GET CON CHAR FUNCTION CODE
    CALL   BDOS         ;GET CHARACTER
    MOV    A,E
    POP    H          ;RESTORE..
    POP    D          ;..ALL..
    POP    B          ;..REGS
    RET
;
;
;>--> CTYPE: TYPES VIA CP/M SO TABS ARE EXPANDED
;
CTYPE:
    PUSH   B          ;SAVE..
    PUSH   D          ;..ALL..
    PUSH   H          ;..REGS
    MOV    E,A         ;CHAR TO E
    MVI    C,WRCON        ;GET BDOS FNC
    CALL   BDOS         ;PRIN THE CHR
    POP    H          ;RESTORE..
    POP    D          ;..ALL..
    POP    B          ;..REGS
    RET             ;FROM "CTYPE"
;
;
;>--> CRLF: TYPE A CARRAGE RETURN LINE FEED PAIR AT CONSOLE
;
CRLF:
    MVI    A,CR
    CALL   CTYPE
    MVI    A,LF
    CALL   CTYPE
    RET
;
;
;>--> ILPRT: INLINE PRINT OF MSG
;
;THE CALL TO ILPRT IS FOLLOWED BY A MESSAGE,
;BINARY 0 AS THE END.  BINARY 1 MAY BE USED TO
;PAUSE (MESSAGE 'PRESS RETURN TO CONTINUE')
;
ILPRT:
    XTHL              ;SAVE HL, GET HL=MSG
ILPLP:
    MOV    A,M         ;GET CHAR
    ORA    A          ;END OF MSG?
    JZ     ILPRET        ;..YES, RETURN
    CPI    1          ;PAUSE?
    JZ     ILPAUSE        ;..YES
    CALL   CTYPE         ;TYPE THE CHARACTER OF MESSAGE
ILPNEXT:
```

```
    INX     H          ;TO NEXT CHAR
    JMP     ILPLP           ;LOOP
;
;
;PAUSE WHILE TYPING HELP SO INFO DOESN'T
;    SCROLL OFF OF VIDEO SCREENS
;
ILPAUSE:
    CALL    ILPRT           ;PRINT:
    DB     CR,LF,'PRESS RETURN TO CONTINUE OR ^C TO EXIT'
    DB     CR,LF,0
    CALL    KEYIN           ;GET ANY CHAR
    CPI     'C'-40H          ;REBOOT?
    JZ     EXIT        ;YES.
    JMP     ILPNEXT          ;LOOP
;
ILPRET:
    XTHL               ;RESTORE HL
    RET               ; & RETURN ADDR PAST MESSAGE
;
;
;>--> PRTMSG: PRINTS MSG POINTED TO BY (DE)
;
;A '$' IS THE ENDING DELIMITER FOR THE PRINT.
;NO REGISTERS SAVED.
;
PRTMSG:
    MVI     C,PRINT          ;GET BDOS FNC
    JMP     BDOS         ;PRINT MESSAGE, RETURN
;
;
;>--> ERXIT: EXIT PRINTING MSG FOLLOWING CALL
;
ERXIT:
    POP     D          ;GET MESSAGE
    CALL    PRTMSG          ;PRINT IT
;
EXIT:
    LXI     D,080H          ;RESET DEFAULT DMA ADDRESS FOR EXIT
    MVI     C,STDMA
    CALL    BDOS
    LHLD    STACK          ;GET ORIGINAL STACK
    SPHL               ;RESTORE IT
    JMP     WBOOT          ;GO DO A WARM BOOT OF CP/M TO BRING
                ;BACK IN CCP
;
;
;FOLLOWING 2 USED BY THE CP/M DISK BUFFERING ROUTINES
;
SECPTR  DW     DSKBUF          ;POINTER TO DISK BUFFER POS
CHRINBF DB     0          ;# OF CHARACTERS IN BUFFER
```

```
;
;
;SETUP A STACK AREA
;
    DS    38          ;STACK AREA
STACK   DS    2          ;STACK POINTER
;
;   --------------
;
    END
;
;+++...END OF LISTING 2
```

The reader is invited to be with us again next month when
the tutorial continues into its third and final part. The
functions of random record file I/O will be presented with
complete programming examples to show how random I/O works.
Several special file I/O tricks will be shown that permit unique
problems to be solved under the CP/M operating system. One of
these will be a program that does "update" on an exisiting file
without the use of the random record I/O capabilities. So long
till January and I hope that all Life Lines readers have a joyous
holiday season.

PART III

```
                SLIDING INTO BDOS (Part III)

                UNDERSTANDING RANDOM FILES


                        by:

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    The time has arrived to complete the third and final part of
```

this series on the operation of the CP/M BDOS as viewed from the
assembly language programmers perspective. Presently we will
build upon the extensive treatment of sequential files presented
in Part II of the series to provide a basis for understanding the
CP/M 2.2 random file I/O capability. Please note that functions
of the BDOS presented here are specific to CP/M Versions 2.2 and
3.0. Older CP/M systems using Version 1.4 do not directly support
random access file I/O and as such are not compatible with the
programming examples presented below.

WHY RANDOM FILE I/O ANYWAY

     In the beginning of the CP/M era, sometime around the
release of Version 1.3 by Digital Research, small inexpensive
single-user micro processor systems were typically used for
simple-minded data processing applications.   Most   computing
operations were linear with respect to the data handling by the
CPU. Data entered from paper tape, cassette, card readers, or
human entry from a keyboard tended to be limited to a sequential
processing from start to finish. The usage of such data by the
computer in data analysis, program compilation, or logging
applications was also largely sequential. Finally the data output
operations based upon the needs of hard copy, backup, and
transmission from micro to micro were relegated to sequential
processing applications.

     Anticipated applications of micro type computer hardware by
operating system designers, at that time, seemed to dictate that
the disk file structures of the operating systems should be
sequential in nature. This was true for the earliest releases of
CP/M and Intel's ISIS II operating system. Other simple floppy
disk operating systems like PERTEC's FDOS and MITS' Disk Extended
Basic operating systems were also strictly sequential in the
treatment of the disk file allocation and storage. However, these
two systems permitted random record I/O within the bounds of an
already existng file provided the space to store the records was
previously pre-allocated as contiguous disk space in the file
structure. The process of random I/O was then easy as a relative
offset between the beginning record number for the file and the
offset desired within the file.

     As the micro processor applications market opened up in the
late 1970's it seemed that new uses for computers were being
found weekly. It has gotton to the point that micro processor
computer users have a large array of very sophisticated software
packages to choose from and utilize in their business and hobby
activities. The main thing that can be pointed out about many of
these packages is that the processes they perform are hardly
linear with respect to the handling of data. Interactive programs
like word processors, data base managers, spelling checkers, and

spread sheet analysis programs may very well need to be able to
store or access data to/from a disk file in a manner that cannot
be   handled in the old sequential manner.   The sequential
philosophy generally limited file update to appending to the end
of the file and read access to a particular record had to read N-
1 records from the beginning of the file prior to being able to
read record N.

     Random   access   file I/O within an   operating   system
anticipates the requirements of non-sequential I/O by permitting
access to various records directly.   Any record that   was
previously written may be read upon demand.   Likewise the
user/programmer may write any record desired.   The Digital
Research CP/M operating system supports this type of I/O in a
powerful yet elegantly simple manner through a set of four BDOS
system functions. These calls allow random access disk files to
be   implemented within the standard CP/M compatible   file
structure.

RANDOM FILE STRUCTURE UNDER CP/M 2.2

     The structure of random files under the CP/M operating
system is much the same as that for sequential files. Part II of
this series (Lifelines, January 1982) described and illustrated
the sequential structure in detail. The reader will recall that
CP/M treats disk data in fixed records of 128 bytes. These
records are collected together into "groups" that are stored on
the disk as an allocated group. The disk space reserved for a
given file, in its directory entry, is always marked, identified,
and allocated in the even multiples of the "allocation group
size".

     I previously mentioned two older operating systems that
supported random file I/O within the confines of a pre-allocated
file. This system requires that all of the space for an "N"
record file be reserved as contiguous disk space even if the file
only contains two records (#0 and #N). Making a random access
file bigger than the pre allocated size was virtually impossible.
The CP/M Ver 2.2 random file access system has overcome the
problems described above. A random file under CP/M contains only
the number of allocated groups required to hold the stored
records. The holes between the defined records do not consume
unused disk space.

     If a file under CP/M is created with only random record 0 of
the file written then that file contains 128 bytes of real data
and consumes one allocation group of disk space. The allocation
group consumed also may contain other adjacent random records to
fill out the size of the group. For instance, on single density
8" disks with a 1024 byte allocation group size, a one record
(#0) file would be able to be written with additional record

numbers 1 to 7 within the same allocation group. Likewise if a single record file was created with only record number 9 written, that file would consume only one allocation group of disk space. Additional record numbers 8, and 10 to 15 could then be written without requiring additional disk space.

RANDOM FILE I/O SYSTEM CALLS

     Let us next investigate the five BDOS system calls that CP/M supports for random I/O within files. The chart of Figure 1 on the following page details the look of a random access file control block. Note that the file control block contains three bytes at the end that are used to store the random record number that will currently be accessed. The random access system calls all utilize this field to determine the portion of the file to access at read/write time.

     A CP/M random file may contain up to 64K records of 128 bytes numbered from 0 to 65535. Two bytes of the file control block hold this record number, r0 as the low byte and r1 as the high byte. This provides accessability to records up to a maximum file size of 8 megabytes. The r2 byte of the file control block is not used except as the overflow or carry out of the r1 byte. If byte r2 ever contains a value that is non-zero the record number is beyond the end of the 8 megabyte limit for the file.

     To access a random file, it must first be opened in the normal manner with the "open" BDOS function call. In the case of creating a new random file the make file BDOS call is sufficient in that the the results of the make operation are equivalent to the open function on a zero length file.

READ RANDOM RECORD: Function 33.

     This system call is made with the (DE) register pair pointing to a 36 byte file control block. Bytes r0-r2 are set up with the random record to read. The BDOS then fetches the addressed record from the file and places it in the callers record buffer pointed to by the last set buffer address function

                 Figure 1. FILE CONTROL BLOCK DESCRIPTION

    |dr|f1|f2|/ /|f8|t1|t2|t3|ex|s1|s2|rc|d0|/ /|dn|cr|r0|r1|r2|
     ----
     00 01 02 ... 08 09 10 11 12 13 14 15 16 ... 31 32 33 34 35

    where:

```
     dr        drive code (0 - 16)
               0 => use default drive for file access
               1 => select drive A: for file access
               2 => select drive B: for file access
               ...
               16=> select drive P: for file access


     f1...f8   contain the files name in ASCII upper case
               with high bits equal to zero.


     t1,t2,t3  contain the file type in ASCII upper case
               with high bits normally equal zero. tn' denotes
               the high bit of these bit positions.
               t1' = 1 => Read/Only file
               t2' = 1 => SYS file, no DIR list


     ex        contains the current extent number,
               normally set to 00 by the user, but is
               in the range 0 - 31 during file I/O.


     s1        reserved for internal system use


     s2        reserved for internal system use, set to
               zero on call to OPEN, MAKE, SEARCH system
               calls.


     rc        record count for extent "ex," takes on values
               0 to 128.


     d0...dn   filled in by BDOS to indicate file group numbers
               for this extent.


     cr        current record to read or write in a sequential
               file operation. Normally set to zero by the user
               upon initial access to a file.


     r0,r1,r2  optional random record number in the range of 0 to
               65535, with overflow to r2. r0/r1 are a 16 bit value
               in low/high byte order.
call.  The r0-r2 fields of the file control block are not changed
as  a  result of the random read function such that a  subsequent
random read operation would read the same record. The random read
function may return a number of error codes as described below:


     Error Code  00  - The random read  function  worked  without
          error and the user buffer contains the desired data.


     Error Code 01 - The random read operation addresses a record
          that  is  contained  in  a disk  allocation  group  not
          allocated to the file.  This means that the group field
          number slot of the appropriate extent of the file  that
```

should contain the record is equal to 0.

Error Code 03 - The random read operation just requested
       required that a different extent descriptor directory
       entry had to be open for the impending operation,
       however prior to opening the new extent the current
       extent could not be closed due to disk read/only status
       or a disk change.

Error Code 04 - The random read operation just requested
       required access to an extent of the file that does not
       exist on the disk.

Error Code 06 - The random read operation just requested
       required access to a record number beyond the bounds of
       the disk drive, ie the disk drive is less than 8
       megabytes and the record requested is within an
       allocation group beyond the end of the disk.

WRITE RANDOM RECORD: Function 34.

     This system call is made with the (DE) register pair
pointing to a 36 byte file control block. Bytes r0-r2 are set up
with the random record to write. The BDOS then moves the data in
the callers record buffer pointed to by the last set buffer
address function call to the addressed record in the file. The
r0-r2 fields of the file control block are not changed as a
result of the random write function such that a subsequent random
write operation would write the same record. The random write
function may return a number of error codes as described below:

Error Code 00 - The random write function worked without
       error and the user buffer contains the desired data.

Error Code 03 - The random write operation just requested
       required that a different extent descriptor directory
       entry had to be open for the impending operation,
       however prior to opening the new extent the current
       extent could not be closed due to disk read/only status
       or a disk change.

Error Code 05 - The random write operation just requested
       required access to an extent of the file that does not
       exist on the disk. In the process of creating the new
       extent the disk directory was found to be full.

Error Code 06 - The random write operation just requested
       required access to a record number beyond the bounds of

the disk drive, ie the disk drive is less than 8 megabytes and the record requested is within an allocation group beyond the end of the disk.

WRITE RANDOM RECORD WITH ZERO FILL: Function 40.

This system call is made with the (DE) register pair pointing to a 36 byte file control block. Bytes r0-r2 are set up with the random record to write. The BDOS then moves the data in the callers record buffer, pointed to by the last set buffer address function call, to the addressed record in the file. The r0-r2 fields of the file control block are not changed as a result of the random write function such that a subsequent random file operation would access the same record. If the random write operation caused a new allocation group to be allocated to the file the other records of the same block are filled with zeros. The random write with zero fill function may return a number of error codes identical to those described for function number 34 above.

COMPUTE FILE SIZE: Function 35.

This system call determines the number of 128 byte records in a file and sets the number of records into the r0 and r1 bytes of the 36 byte file control block addressed by the (DE) register pair. The returned size is a virtual size in that if the file was created by random write operations and the file contains "holes" the file size function does not take the holes into account. Another way of looking at this is to think of this function as returning a record number that is one greater than the maximum record number currently in the file. If the file had no "holes" or it had been written in the conventional sequential fashion, then the file size reported by this function is the real file size. This function provides a convenient function of positioning a file at its end so that subsequent sequential or random update could be performed.

SET RANDOM RECORD: Function 36:

The (DE) register pair is set to point to a 36 byte file control block that has previously been used to reference a file in the sequential mode. Upon reference with this system call the r0 to r2 fields are filled in with the random record number that corresponds to the current file position, ie the BDOS simply computes the real current record number as follows:

     The current extent number is multiplied by 128, the number
     of records per extent, and to this product is added the
     numerical value of the CR field, current record in this
     extent. The final result is placed into the r0-r2 fields of
     the FCB.

LOOKING AT SOME EXAMPLES

     The following simple assembly language program is designed
to write record numbers 0 and 143 into a file on the disk. The
write random function is used to write the first record with all
A's and the second record, # 143, with all B's.


```
;
;
;RANDOM RECORD I/O DEMONSTRATION FOR CP/M 2.2
;
;   THIS FIRST LEVEL DEMONSTRATION IS DESIGNED TO
;   SHOW HOW TO INITIALLY SET UP A FILE TO BE A RANDOM FILE
;   AND TO WRITE TWO RECORDS INTO THE FILE SUCH THAT THE
;   FIRST RECORD (RECORD NUMBER 0) AND THE SEVENTEENTH
;   RECORD OF THE SECOND EXTENT (RECORD NUMBER 143) BOTH
;   CONTAIN DATA. THE PURPOSE IS TO DEMONSTRATE THE
;   RESULTING DISK DIRECTORY ENTRIES THAT RESULT FROM
;   AN INCOMPLETE FILE. THIS DEMO PROGRAM DOES NO RANDOM
;   WRITE ERROR CHECKING.
;
;
;SYSTEM LEVEL INTERFACE EQUATES
;
BDOS    EQU    0005H         ;SYSTEM INTERFACE VECTOR
MAKE    EQU    22            ;MAKE NEW FILE FUNCTION
SBADDR  EQU    26            ;SET DISK BUFFER ADDR
OPEN    EQU    15            ;OPEN FILE FUNCTION
CLOSE   EQU    16            ;FILE CLOSE FUNCTION
DELETE  EQU    19            ;DELETE FILE FUNCTION
RRAND   EQU    33            ;READ RANDOM FUNCTION
WRAND   EQU    34            ;WRITE RANDOM FUNCTION
WRANDF  EQU    40            ;WRITE RANDOM WITH 00 FILL
;
;
    ORG    0100H          ;START OF A PROGRAM
;
    XRA    A         ;ZERO BYTES OF THE FCB
    STA    EXT        ;EXTENT FIELD
    STA    CR         ;CURRENT RECORD COUNT
    STA    RR+2       ;AND THE R2 FIELD
```

```
    LXI    H,0000H          ;ALSO ZERO RANDOM RECORD FIELED
    SHLD   RR
;
    LXI    D,BUFFER    ;SET DISK BUFFER ADDRESS
    MVI    C,SBADDR
    CALL   BDOS
;
    LXI    D,RANDFCB    ;POINT AT OUR FCB
    MVI    C,DELETE    ;ERASE TEST FILE IF IT ALREADY EXISTS
    CALL   BDOS
;
    LXI    D,RANDFCB    ;MAKE A NEW FILE FOR TEST
    MVI    C,MAKE
    CALL   BDOS
;
    MVI    A,'A'         ;FILL FIRST RECORD WITH A'S
    CALL   FILL          ;GO FILL
    LXI    H,0000H          ;SET RECORD NUMBER TO WRITE A'S INTO
    SHLD   RR
    LXI    D,RANDFCB    ;WRITE RECORD OF A'S
    MVI    C,WRAND        ;NORMAL WRITE RANDOM FUNCTION
    CALL   BDOS
;
    MVI    A,'B'         ;FILL NEXT RECORD WITH B'S
    CALL   FILL          ;GO FILL
    LXI    H,143         ;SET RECORD NUMBER TO WRITE B'S INTO
    SHLD   RR
    LXI    D,RANDFCB    ;WRITE RECORD OF B'S
    MVI    C,WRAND        ;NORMAL WRITE RANDOM FUNCTION
    CALL   BDOS
;
    LXI    D,RANDFCB    ;CLOSE JUST WRITTEN FILE
    MVI    C,CLOSE
    CALL   BDOS
;
;
    RET              ;BACK TO CCP BY IMMEDIATE RETURN
;
;
;SUBROUTINE TO FILL BUFFER WITH A PATTERN
;
;   ENTRY WITH (A) CONTAINING BYTE TO FILL BUFFER WITH
;
FILL:
    LXI    H,BUFFER    ;POINT AT BUFFER FOR FILL
    MVI    B,128        ;FILL BYTE COUNTER
FILLP:
    MOV    M,A         ;PUT A BYTE INTO BUFFER
    INX    H           ;BUMP POINTER
    DCR    B           ;DECREMRNT BYTE COUNT
    JNZ    FILLP        ;CONTINUE TILL BUFFER FULL
```

```
    RET
;
;
;RANDOM FILE TEST DATA AREA
;
RANDFCB:
    DB    00          ;USE CURRENT LOGGED DRIVE FOR TEST
    DB    'RANDFILE'   ;NAME OF FILE TO PLAY WITH
    DB    'TST'        ;..AND THE EXTENSION NAME
EXT:
    DB    00,00,00,00  ;EXTENT, S1, S2, AND FCBSZ BYTES
    DS    16           ;STORAGE FOR THE ALLOCATION NUMBERS
CR:
    DS    1            ;CURRENT RECORD BYTE
RR:
    DS    2            ;RANDOM RECORD NUMBER (R0,R1)
    DS    1            ;RANDOM RECORD OVERFLOW BYTE (R2)
;
;
;RANDOM DISK I/O DATA BUFFER
;
BUFFER:
    DS    128          ;ONE RECORD BUFFER
;
    END
```

The above program was assembled and caused to run on an empty single density disk in the default disk drive. The following display shows how the directory upon the disk looked after running the program. Notice that the file only consumes two allocated groups. Due to the fact that this was a single density disk with 1024 byte allocation groups of 8 records each, then if record number 8 was subsequently written the directory entries would change to include an allocation block number in the second group number slot of the first extent of the file.

```
G=00:00, T=2, S=1, PS=1

00  0052414E 4446494C  45545354 00000001  *.RANDFILETST....*
10  02000000 00000000  00000000 00000000  *................*
20  0052414E 4446494C  45545354 01000010  *.RANDFILETST....*
30  00030000 00000000  00000000 00000000  *................*
40  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
50  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
60  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
70  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
```

The following two sector displays off the single density

disk show the A's and B's written by the program above. All other
sectors in the group numbers 02 and 03 were empty, ie contained
whatever data that used to be there. This brings up the subject
of the write random with zero fill function. A small segment of

```
G=02:00, T=2, S=17, PS=20

00  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
10  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
20  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
30  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
40  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
50  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
60  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*
70  41414141 41414141  41414141 41414141  *AAAAAAAAAAAAAAAA*


G=03:07, T=3, S=6, PS=5

00  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
10  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
20  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
30  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
40  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
50  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
60  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
70  42424242 42424242  42424242 42424242  *BBBBBBBBBBBBBBBB*
```

the first demonstration program was changed to cause the second
write operation to be done with zero fill. The changed portion of
the program is shown below:

```
    LXI    D,RANDFCB     ;WRITE RECORD OF A'S
    MVI    C,WRAND        ;NORMAL WRITE RANDOM FUNCTION
    CALL    BDOS
;
    MVI    A,'B'         ;FILL NEXT RECORD WITH B'S
    CALL    FILL          ;GO FILL
    LXI    H,143         ;SET RECORD NUMBER TO WRITE B'S INTO
    SHLD    RR
    LXI    D,RANDFCB     ;WRITE RECORD OF B'S
    MVI    C,WRANDF     ;WRITE RANDOM ZERO FILL FUNCTION
    CALL    BDOS
;
    LXI    D,RANDFCB     ;CLOSE JUST WRITTEN FILE
```

     Note from the directory display below that there is no
change in the appearance of the entries from the first example.

This time the only thing that changed was the data in allocation
group 3. Due to the second write this allocation group contains a
sector of B's at GROUP=03:07 with the other seven sectors of the
group now containing zeroes from the zero fill operation. The
function of zero fill is to leave a clean slate on records
numbers subsequently read from the same allocation block. The
BDOS is capable of reporting unwritten record information for
records that correspond to group number slots in the directory
entries that contain a '00' byte indicating unallocated. However
once a group is allocated for one record the BDOS cannot
determine if other sectors of that group have been written or
not. Thus ero function may be issued when creating a random
access file for the first time. The programmer may then use a
record of 128 zeroes to indicate that the record is not used as
opposed to accidentally mistaking the garbage data from un-
initialized sectors written without zero fill as real data.

G=00:00, T=2, S=1, PS=1

```
00  0052414E 4446494C  45545354 00000001  *.RANDFILETST....*
10  02000000 00000000  00000000 00000000  *................*
20  0052414E 4446494C  45545354 01000010  *.RANDFILETST....*
30  00030000 00000000  00000000 00000000  *................*
40  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
50  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
60  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
70  E5E5E5E5 E5E5E5E5  E5E5E5E5 E5E5E5E5  *eeeeeeeeeeeeeeee*
```


     The next example program is included here to show a clever
means of implementing arbitrary record selection I/O within a
file without resorting to random file I/O. The intent is not to
indicate that the following scheme is the preferred method. The
program below was developed with the CP/M Ver 1.4 operating
system in mind. However the algorithm works fine with CP/M 2.2 as
well. The technique used to play with random records by using
sequential read and write operations is to manipulate the "cr"
field of a standard 33 byte file control block. The "cr" byte is
the only meand that the BDOS uses to indicate the next record to
access. The programmer may change this byte value to force the
BDOS to go to any record within the current extent.

     If the first extent of a file is opened, the group
allocation values for that extent lie in the file control block.
If the technique of performing "your own" random I/O is done, the
code must access record numbers not to excede 07fh without first
closing the current extent and opening the next. This can be done
with either the conventional open and close operations or the
programmer, when done working with the current extent may open
next automatically by performing a dummy read of record 080H of

the current extent. The programming example below uses the "roll your own" technique but does not anticipate a file size greater than 16K (one extent size).

The program below is a skeleton structure of a .COM file serialization procedure. The idea is to insert a six byte serial number string into the target file PROG.COM on drive B:. The serial number is inserted into the file at the places specified by the labels in the table at the start of the listing. These values are stripped out of the symbol table that is generated at the assembly of the PROG.ASM file. If the assembler does not generate a symbol table then the label values may be pulled off the .PRN listing output. The insert points are places within the "to be serialized" program where the programmer has determined that he would like to place the serial number string. Within the file itself, the labels point to the place where the string is to be inserted with respect to run time load address. The real file offset is 0100H bytes less. In addition, the scheme does not insert all six bytes of the program serial number at each location. The byte at each label address minus one contains a value between 1 and 6 of thenumber of serial number bytes that should actually be inserted at seralization time.

The list of label values in the program below is used to build, at assembly time, a table of record numbers where the specific serial number strings are to be inserted. This table is then used to fill in the "cr" byte of the file control block as each serial number is to be inserted. The table also contains the byte offset within the record where the insert point is to start. As each serial number is to be inserted the appropriate record is read, the number is inserted (with length specified by the value from the file record just accessed), and the record is written back to the disk. Sequentail read and write operations are used for both operations. Logic within the code listing below also provides for the occurrance that the serial number string may cross the end of the first record and flow into the next record. In this case the first is rewritten followed by reading of the next with the remainder of the insert proceeding from the beginning of the second record.

Please note that the program example is given as a skeleton only and the serial number entry process, increment process, and the disk I/O error exit points are left for the reader/programmer to fill in with code of his own choosing.


```
;
;
;PROGRAM SERIAL NUMBER INSERTION EQUATES
;   EACH ADDRESS IS A VALUE INSIDE OF THE "PROG.COM"
;   FILE THAT IS THE PLACE TO PUT THE SERIAL NUMBER.
```

```
;
SERA    EQU     0132H
SERB    EQU     01E9H
SERC    EQU     0278H
SERD    EQU     039AH
SERE    EQU     06FFH
SERF    EQU     0732H
SERG    EQU     0BBCH
SERH    EQU     0C08H
;
;
;CP/M BDOS SYSTEM CALLS FUNCTION NUMBERS
;
BOOT    EQU     0000H           ;REBOOT LOCATION ENTRY POINT
BDOS    EQU     0005H           ;BDOS FUNCTION ENTRY POINT
RESET   EQU     13          ;RESET DISK SYSTEM
OPEN    EQU     15          ;OPEN FILE FUNCTION
CLOSE   EQU     16          ;CLOSE FILE FUNCTION
DMAADR  EQU     26          ;SET DATA BUFFER ADDRESS
READ    EQU     20          ;READ SEQUENTIAL
WRITE   EQU     21          ;WRITE SEQUENTIAL
;
;
;DEFINE BASE EXECUTION AREA FOR THIS PROGRAM
;
START   EQU     0100H
;
;
    ORG     START           ;BASE OF EXECUTION AREA
;
;
;START UP HERE WITH PROGRAM INITIALIZATION AND
;DEFINE PROCEDURE TO FETCH IN SERIAL NUMBER TO INSERT INTO
;THE FILE
;
SERASK:

;
;ENTER APPROPIATE CODE HERE TO PUT A SIX BYTE SERIAL NUMBER
;INTO VARIABLE "SERSTR"
;

;
;
;SERIAL NUMBER INSERT POINT PROCESSING
;
;
SERCOPY:
    MVI     C,RESET         ;RESET DISK SYSTEM UPON INSERT
    CALL    BDOS
    LXI     D,PROGFCB       ;SET TO OPEN THE PROG.COM FILE
```

```
        MVI     C,OPEN
        CALL    BDOS
        INR     A           ;CHECK IF OPEN ERROR
        JNZ     SERCP1          ;OPEN SO GO START WRITE



;
;PRINT ERROR MESSAGE HERE AS TO INDICATE THAT THE FILE
;"PROG.COM" IS NOT PRESENT ON DRIVE B:.
;
        JMP     SERASK          ;IF ERROR BACK TO GET A NEW SERIAL
                    ;..NUMBER OR TO EXIT


SERCP1:
        MVI     B,00H           ;INDEX COUNTER FOR TABLE VALUES
SERIST:
        MOV     L,B
        MVI     H,00H
        DAD     H           ;DOUBLE TO WORDS
        LXI     D,INSTAB    ;INTO TABLE
        DAD     D
        MOV     A,M         ;GET RECORD NUMBER FOR PLACE
        STA     PROGFCB+32      ;SET TO READ THIS RECORD
        INX     H
        MOV     C,M         ;GET BYTE LOCATION OF COUNTER
        PUSH    B
        LXI     D,PROGFCB       ;USE PROG FCB TO READ
        MVI     C,READ
        CALL    BDOS            ;GO READ SECTOR
        POP     B           ;INDEX TO LENGTH
        MOV     L,C
        MVI     H,0
        LXI     D,080H          ;BASE OF DEFAULT BUFFER
        DAD     D
        MOV     C,M         ;GET LENGTH
        INX     H           ;POINT TO NEXT BUFFER BYTE
        LXI     D,SERSTR    ;POINT (DE) TO SERIAL LOCATION
;
MOVLP:
        MOV     A,H         ;SEE IF PAST THE END OF BUFFER
        CPI     01H
        JNZ     SAMSEC          ;STILL IN THE SAME SECTOR
;
        MVI     H,0         ;RESET TO NEXT SECTOR BASE
        PUSH    B
        PUSH    H
        PUSH    D
        LXI     H,PROGFCB+32    ;DECREASE RECORD FOR WRITE
        DCR     M
        LXI     D,PROGFCB
        MVI     C,WRITE         ;WRITE LAST SECTOR
```

```
        CALL    BDOS
        LXI     D,PROGFCB
        MVI     C,READ          ;READ NEXT SECTOR
        CALL    BDOS
        POP     D
        POP     H
        POP     B
;
SAMSEC:
        PUSH    B
        LDAX    D           ;GET A SERIAL NUMBER BYTE
        MOV     M,A         ;AND SLAM INTO BUFFER
        POP     B
        INX     H
        INX     D
        DCR     C           ;DONE ALL BYTES HERE YET
        JNZ     MOVLP
;
        PUSH    B
        LXI     H,PROGFCB+32     ;SET BACK CURRENT RECORD FOR WRITE
        DCR     M
        LXI     D,PROGFCB
        MVI     C,WRITE         ;REWRITE THIS SECTOR
        CALL    BDOS
        POP     B
        INR     B           ;BUMP TABLE SCAN INDEX
        LDA     TABLEN          ;CHECK FOR DONE
        CMP     B
        JNC     SERIST          ;GO FOR NEXT TABLE ENTRY

;
;PUT IN LOGIC HERE TO SPECIFY THE NEXT OF SEQUENTIAL SERIAL NUMBERS
;OR TO GO BACK TO THE TOP OF THE PROGRAM TO GET A NEW SERIAL NUMBER.
;

;
;
;PARAMETER DATA AREA FOR SERAL NUMBER PROGRAM
;
;
;"PROG.COM" FILE ACCESS CONTROL BLOCK
;
PROGFCB:
        DB      'B'-040H     ;DISK DRIVE B: ALL THE TIME
        DB      'PROG    COM',0,0,0,0
        DS      17           ;ALLOCATION SPACE
;
;
;
;SERIAL NUMBER INSERTION POINT REFERENCE TABLE
;
```

```
INSTAB:
    DB    ((SERA-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERA-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERB-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERB-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERC-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERC-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERD-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERD-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERE-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERE-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERF-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERF-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERG-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERG-0100H-1) AND 07FH) ;BYTE OFFSET
    DB    ((SERH-0100H-1)/128)         ;RECORD NUMBER
    DB    ((SERH-0100H-1) AND 07FH) ;BYTE OFFSET
;
TABLEN:
    DB    (($-INSTAB)/2)-1     ;NUMBER OF TABLE ENTRIES
;                     ;..MINUS 1 FOR LOOP EASE
SERSTR:
    DS    10H          ;PLACE TO KEEP BINARY SERIAL NUMBER
;
;
    END
;
;
;...END OF SERIAL NUMBER INSERT PROGRAM
```

    The next and final example is a fully functional program
that uses random record I/O under CP/M 2.2 to perform a "useful"
function. The program mixes up the records of a file in an
ordered yet bizarre way in order that the file contents may be
encoded   to   prevent its use until such time that it is
unscrambled. The unmixing process is also performed by the
program below. The records or "sectors" of the file are mixed and
unmixed in place on the disk in that the disk file is not copied.
Random access file I/O is used to swap records directly. The
comment block at the beginning of the program listing contains an
explanation of the program "intent" and the record mixing
algorithm chosen. Operation of the program, should the reader
wish to utilize the encoding and decoding functions provided, is
also described in the listing.

    This example program is presented as a working example of
random file I/O in use. Detailed description of the internal
workings of the program are beyond the scope of this tutorial but
may be inferred by studying the listing and reading the rather

prolific comment statements. For readers that would like to avoid the aggravation of typing in the source code for the program below or for the other programs presented in this BDOS tutorial series, Part I in Lifelines, November 1982 and Part II in Lifelines, January 1983, a machine readable copy of the source code files on an eight inch single density diskette may be obtained from Michael J. Karas, 2468 Hansen Court, Simi Valley, California 93065. Please send diskettes preformatted, labeled and in a returnable mailer of some sort. Also include either stamps or money for return postage (no postage meter tapes, those are accepted on date of printing only) for your return package.

```
        LISTING FOR SECRET.ASM A RANDOM I/O PROGRAM EXAMPLE


;
;
;RANDOM RECORD I/O DEMONSTRATION FOR CP/M 2.2
;
;   THIS THIRD LEVEL DEMONSTRATION PROGRAM IS DESIGNED TO
;   DEMONSTRATE RANDOM FILES BY DEVELOPING A 'NOT NECESSARILY
;   PRACTICAL' ALGORITHM FOR ENCODING A PROGRAM FILE ON A DISK.
;   THE INTENT IS TO MAKE THE TRANSMISSION OF AN OBJECT FILE
;   ARBITRARILY SCRAMBLED ON A 128 BYTE BY 128 BYTE RECORD BASIS
;   SUCH THAT IF THE TRANSMITTED FILE, EITHER ON FLOPPY DISKETTE
;   OR ON THE PHONE LINE WERE INTERCEPTED BY AN ILLICIT THIRD
;   PARTY, THEN THE THIRD PARTY WOULD RECEIVE GARBAGE UNLESS
;   HE HAD POSSESSION OF THE DECODING ALGORITHM.
;
;   THIS PROGRAM WILL IMPLEMENT SUCH AN ALGORITHM IN BOTH AN
;   ENCODING AND DECODING FORMAT. HERE IS THE ALGORITHM USED.
;   (OBVIOUSLY DUE TO THE FACT THAT THIS APPEARS IN THE
;   PUBLIC IMAGE AS A MAGAZINE ARTICLE WILL PREVENT THE FOLLOWING
;   ALGORITHM TO BE OF 'SECRET' USE).
;
;   THE OPERATOR ENTERS THE COMMAND TO RUN THE PROGRAM AS:
;
;       A>SECRET filename.typ E<cr>
;
;               where filename.typ is the
;               file to encode. And "E"
;               indicates to encode the file
;
;   or:
;
;       A>SECRET filename.typ D<cr>
;
;               where filename.typ is the
;               file to decode. And "D"
;               indicates to decode the file
;
;   THE ENCODING PROCESS WRITES THE ENCODED FILE RIGHT IN PLACE
```

```
;    WITHIN THE USER SPECIFIED FILE. NO MEANS IS USED TO SPECIFY
;    IN THE ENCODED FILE THAT IT IS ENCODED.
;
;    THE DECODE PROCESS READS AND DECODES THE FILE RIGHT IN PLACE
;    WITHIN THE USER SPECIFIED FILE NAME.
;
;    THE ALGORITHM LEAVES THE FIRST RECORD OF THE FILE INTACT AND
;    DOES NOT ENCODE THE PART OF A FILE BEYOND 128 RECORDS IN SIZE.
;    FOR FILES LARGER THAN 128 RECORDS THE FINAL RECORDS BEYOND THE
;    128'TH ARE LEFT UNTOUCHED. THE BDOS IS CALLED TO DETERMINE THE
;    SIZE OF THE FILE SO THE NUMBER OF RECORDS IN THE FILE ARE
;    KNOWN. THIS NUMBER OF RECORDS WILL BE REFERRED TO HERE AS "NR".
;    IF "NR" IS GREATER THAN 128 THEN "NR" IS SET TO 128. THEN THE
;    FIRST "NR-1" BYTES OF THE FIRST RECORD ARE READ SEQUENTIALLY
;    TO MAKE A LIST OF ONE BYTE BINARY NUMBERS WITH A NUMBER OF
;    ENTRIES EQUAL TO THE NUMBER OF RECORDS IN THE FILE MINUS ONE,
;    UP TO A MAXIMUM OF 127 NUMBERS.
;
;    THIS LIST IS THEN PROCESSED TO CONVERT ALL OF THE NUMBERS IN THE
;    LIST TO BE WITHIN THE RANGE OF 1 TO "NR-1". THIS CONVERSION IS
;    DONE BY FIRST "ANDING" EACH OF THE BYTES IN THE LIST WITH A MASK.
;    THE MASK HAS A NUMERICAL VALUE EQUAL TO "NR-1" ROUNDED UP TO
;    THE NEXT BIGGEST [(2 ^ N) - 1] VALUE, IE IF THE FILE HAS 5
;    RECORDS THE MASK IS 07H. IF THE FILE HAS 59 RECORDS THE MASK
;    HAS A VALUE OF 3FH. THE LIST IS THEN SCANNED FOR VALUES THAT
;    ARE GREATER THAN "NR-2". EACH VALUE THAT IS GREATER THAN
;    "NR-2" IS DIVIDED BY TWO IGNORING THE REMAINDER. FINALLY EACH
;    LIST VALUE IS INCREMENTED BY ONE TO MAKE A REAL FILE READABLE
;    RECORD NUMBER.
;
;    THE LIST IS THEN USED AS A RECORD SCRAMBLE/UNSCRAMBLE LIST.
;    FOR SCRAMBLING IT IS SCANNED FROM THE BEGINNING WHILE
;    UNSCRAMBLING SCANS THE LIST FROM THE END. SCRAMBLING PROCEDES
;    AS FOLLOWS (THE UNSCRAMBLE PROCESS IS THE REVERSE):
;
;        THE SECOND FILE RECORD IS NOW INTERCHANGED IN
;        POSITION WITH THE RECORD POINTED BY THE FIRST
;        NUMBER IN THE LIST. THE THIRD FILE RECORD IS
;        INTERCHANGED WITH THE RECORD POINTED TO BY THE
;        SECOND LIST VALUE. THIS PROCESS CONTINUES UNTIL
;        THE END OF THE LIST. DURING THE PROCESS OF
;        INTERCHANGING THE FILE SECTORS IN THIS RATHER
;        BIZARRE MANNER, EACH TIME A LIST VALUE IS FOUND
;        TO HAVE A LEAST SIGNIFICANT BIT THAT IS EQUAL
;        TO "1" THEN THAT RECORD HAS EACH BYTE XOR'ED
;        WITH THE RECORD NUMBER.
;
;                            WRITTEN BY:
;                               MICHAEL J. KARAS
;                               2468 HANSEN COURT
;                               SIMI VALLEY, CA 93065
```

```
;                                       (805) 527-7922
;
;
;
;SYSTEM LEVEL INTERFACE EQUATES
;
BDOS    EQU    0005H        ;SYSTEM INTERFACE VECTOR
MAKE    EQU    22           ;MAKE NEW FILE FUNCTION
SBADDR  EQU    26           ;SET DISK BUFFER ADDR
OPEN    EQU    15           ;OPEN FILE FUNCTION
CLOSE   EQU    16           ;FILE CLOSE FUNCTION
DELETE  EQU    19           ;DELETE FILE FUNCTION
RRAND   EQU    33           ;READ RANDOM FUNCTION
WRAND   EQU    34           ;WRITE RANDOM FUNCTION
WRANDF  EQU    40           ;WRITE RANDOM WITH 00 FILL
PRINT   EQU    9            ;PRINT STRING TILL $
FSIZE   EQU    35           ;COMPUTE FILE SIZE FUNCTION
DEFCB   EQU    05CH         ;DEFAULT FILE CONTROL BLOCK
DEFBUF  EQU    080H         ;DEFAULT BUFFER LOCATION
;
EXEC    EQU    08000H       ;EXECUTE SPOT FOR SMALL PROGRAM
BOOT    EQU    00000H       ;SYSTEM REBOOT ENTRY POINT
;
;
;ASCII CHARACTER DEFINITIONS
;
CR  EQU    0DH         ;CARRIAGE RETURN
LF  EQU    0AH         ;LINE FEED
;
;
    ORG    0100H        ;START OF A PROGRAM
    LXI    SP,STACK     ;SETUP A STACK FOR EXECUTION
    LXI    D,SNGMSG     ;PRINT SIGNON MESSAGE
    MVI    C,PRINT
    CALL    BDOS
;
;
;CHECK IF THERE WAS A COMMAND LINE FILE NAME
;
    LDA    DEFCB+1       ;IF FIRST BYTE 20 THEN NO NAME
    CPI    ' '
    JZ    CMDERR         ;IF NO FILE NAME PRINT ERROR
    LDA    DEFCB+17    ;GET OPTION CHARACTER
    CPI    'E'          ;CHECK FOR ENCODE
    JZ    PROCESS        ;GO TO PROCESS IF ENCODE
    CPI    'D'          ;CHECK IF DECODE
    JZ    PROCESS         ;GO PROCESS OF DECODE
;
CMDERR:
    LXI    D,ERRM1       ;PRINT ERROR MESSAGE
    MVI    C,PRINT
```

```
    CALL    BDOS
    JMP     BOOT         ;EXIT IF NO FILE NAME OR OPTION
;
;
;HERE IF AN ENTRY FILE NAME AND A VALID OPTION
;
PROCESS:
    STA     OPTION         ;SAVE OPTION CHAR FOR LATER
                 ;...REFERENCE
    XRA     A         ;SETUP FCB FOR OPEN
    STA     DEFCB+12    ;ZERO EXTENT BYTE
    STA     DEFCB+32    ;ZERO CURRENT RECORD BYTE
    STA     DEFCB+35    ;ZERO R2 BYTE
    LXI     H,0000H
    SHLD    DEFCB+33    ;ZERO RANDOM RECORD NUMBER
;
    MVI     C,OPEN         ;OPEN FILE USER SPECIFIED
    LXI     D,DEFCB        ;USE DEFAULT FCB BUILT BY CCP
    CALL    BDOS         ;GO ATTEMPT OPEN
    INR     A         ;CHECK IF FOUND
    JNZ     FOUND
;
    MVI     C,PRINT        ;PRINT NOT FOUND ERROR
    LXI     D,ERRM2
    CALL    BDOS
    JMP     BOOT         ;EXIT
;
;
;FOUND FILE SO LETS NEXT COMPUTE ITS FILE SIZE
;
FOUND:
    LXI     D,DEFCB        ;THAT SAME FCB AGAIN
    MVI     C,FSIZE
    CALL    BDOS         ;GET THE FILES SIZE IN RECORDS
    LHLD    DEFCB+33    ;GET SIZE OF THE FILE
    MOV     A,H         ;CHECK IF GREATER THAN 128 RECORDS
    ORA     A
    JNZ     TOBIG
    MOV     A,L
    ORA     A         ;CHECJ IF FILE EMPTY OR ONLY ONE RECORD
    JZ      TOSMALL
    CPI     1
    JZ      TOSMALL
    CPI     129
    JC      SIZINA         ;WE HAVE SIZE IN (A)
TOBIG:
    MVI     A,128         ;SET SIZE TO 128 DEFAULT
SIZINA:
    STA     NR         ;SAVE NUMBER OF RECORDS
    JMP     READFST
;
```

```
TOSMALL:
    MVI    C,PRINT          ;PRINT FILE SIZE ERROR MESSAGE
    LXI    D,ERRM3
    CALL   BDOS
    JMP    BOOT
;
;
;READ FIRST RECORD INTO LIST BUFFER
;
READFST:
    LXI    D,LIST           ;SET DMA ADDRESS TO LIST BUFFER
    MVI    C,SBADDR
    CALL   BDOS
    LXI    H,0000H          ;SET FIRST RECORD
    SHLD   DEFCB+33
    XRA    A
    STA    DEFCB+35    ;CLEAR R2 BYTE
    MVI    C,RRAND          ;READ RANDOM FIRST RECORD
    LXI    D,DEFCB
    CALL   BDOS          ;NO NEED TO CHECK READ ERROR BECAUSE
                 ;..WE KNOW THAT THESE RECORDS EXIST
;
;
;HERE TO PROCESS LIST INTO A SET OF NUMBERS THAT FIT OUT FILE
;RECORD COUNT RANGE.
;
    LDA    NR          ;FETCH NUMBER OF RECORDS
    DCR    A          ;SET NR-1
;
    MVI    B,0FFH          ;INITIAL MASK VALUE
    MVI    C,07H          ;NUMBER OF TIMES TO ROTATE FOR MASK
;
MKLP:
    RAL              ;CHECK FOR ZERO BIT IN NR-1
    JC    HMSK          ;EXIT WE HAVE OUR MASK ONE BIT FROM (A)
    PUSH   PSW
    MOV    A,B          ;PUT A ZERO BIT INTO MASK
    ORA    A          ;CLEAR CARRY
    RAR              ;PUT ZERO IN
    MOV    B,A
    POP    PSW
    DCR    C          ;DEBUMP SHIFT COUNT
    JNZ    MKLP
;
HMSK:                ;HERE IF (B) HAS LIST MASK VALUE
    LDA    NR          ;GET NUMBER OF VALUES IN LIST
    DCR    A
    MOV    C,A          ;PUT LOOP COUNTER INTO (C)
    MOV    D,A          ;SAVE NR-1 IN (D)
    LXI    H,LIST          ;POINT AT LIST
LSTPROC:
```

```
        MOV     A,M         ;GET A LIST BYTE
        ANA     B           ;MASK IT
        CMP     D           ;IS RESULT GREATER THAN NR-2
        JC      VALOK       ;VALUE IS OK
        ORA     A           ;DIVIDE BY TWO IF TOO BIG
        RAR
VALOK:
        INR     A           ;SET VALUES TP FOR REAL RECORD NUMBERS
        MOV     M,A         ;PUT CONVERTED NUMBER INTO LIST AGAIN
        INX     H           ;BUMP LIST POINTER
        DCR     C           ;DEC LOOP COUNTER
        JNZ     LSTPROC     ;DO ALL BYTES OF LIST
;
;
;ENCODE/DECODE THE FILE HERE
;
ENCODE:
        LXI     H,LIST      ;KEEP A POINTER TO THE LIST
        LDA     OPTION      ;IF OPTION IS 'E' WE GO FORWARD
        CPI     'E'
        MVI     A,1         ;DEFAULT FORWARD CURRENT RECORD
        JZ      FORWA       ;GO FORWARD
        LDA     NR          ;INDEX TO END OF LIST FOR DECODE
        DCR     A           ;SET START RECORD FOR DECODE
        MOV     E,A
        DCR     E           ;ZERO BASE INDEX
        MVI     D,0
        DAD     D
;
FORWA:
        SHLD    LISTP       ;SAVE LIST POINTER
        STA     CURR        ;SET CURRENT RECORD NUMBER TO START
        LDA     NR
        DCR     A
        STA     CNTR        ;SET NUMBER OF SWAPS
;
ENCLP:
        LXI     D,BUF1      ;SET BUFFER ONE AS DMA ADDRESS
        MVI     C,SBADDR
        CALL    BDOS
        LDA     CURR        ;READ CURRENT RECORD
        MOV     L,A
        MVI     H,00
        SHLD    DEFCB+33    ;SET RECORD NUMBER
        LXI     D,DEFCB
        MVI     C,RRAND     ;READ THAT RECORD
        CALL    BDOS
        ORA     A           ;CHECK ERROR
        JNZ     DSKERR
;
        LXI     D,BUF2      ;SET BUFFER 2 AS DMA ADDRESS
```

```
    MVI    C,SBADDR
    CALL   BDOS
    LHLD   LISTP        ;GET SWAP POSITION
    MOV    L,M
    MVI    H,00
    SHLD   DEFCB+33     ;SET SWAP RECORD NUMBER
    LXI    D,DEFCB
    MVI    C,RRAND        ;READ SWAP RECORD
    CALL   BDOS
    ORA    A           ;CHECK ERROR
    JNZ    DSKERR
;
    LHLD   LISTP         ;IS SWAP RECORD AN ODD NUMB
    MOV    B,M          ;SABE XOR PATTERN IN (B)
    MOV    A,M
    RAR
    JNC    SWRT         ;GO DO SWAP WRITE DIRECTLY IF EVEN
    LDA    OPTION        ;WHICH BUFFER TO XOR
    LXI    H,BUF2        ;DEFAULT FOR 'E'
    CPI    'E'
    JZ     INB2        ;USE BUFFER 2
    LXI    H,BUF1         ;IF DECODE USE BUFFER 1
INB2:
    MVI    C,128        ;BUTE COUNT OF XOR
XORLP:
    MOV    A,M          ;GET A BYTE TO XOR
    XRA    B
    MOV    M,A          ;PUT BYTE BACK
    INX    H          ;BUMP BUFFER POINTER FOR XORING
    DCR    C          ;DEC BYTE COUNT
    JNZ    XORLP
;
SWRT:
    LXI    D,BUF1        ;SET BUFFER ONE AS DMA ADDRESS
    MVI    C,SBADDR
    CALL   BDOS
    LHLD   LISTP         ;GET SWAP POSITION
    MOV    L,M
    MVI    H,00
    SHLD   DEFCB+33     ;SET SWAP RECORD NUMBER
    LXI    D,DEFCB
    MVI    C,WRAND        ;WRITE SWAP RECORD
    CALL   BDOS
    ORA    A          ;CHECK ERROR
    JNZ    DSKERR
;
    LXI    D,BUF2        ;SET BUFFER 2 AS DMA ADDRESS
    MVI    C,SBADDR
    CALL   BDOS
    LDA    CURR         ;WRITE CURRENT RECORD
    MOV    L,A
```

```
    MVI    H,00
    SHLD   DEFCB+33    ;SET RECORD NUMBER
    LXI    D,DEFCB
    MVI    C,WRAND         ;WRITE THAT RECORD
    CALL   BDOS
    ORA    A          ;CHECK ERROR
    JNZ    DSKERR
;
    LDA    CURR         ;FETCH LOOP PARMS
    MOV    B,A
    LHLD   LISTP
;
    LDA    OPTION        ;CHECK OPTION
    CPI    'E'
    JZ     INCF       ;IF ENCODE INCR FORWARD
;
DECB:
    DCX    H          ;DECREMENT DOWN THROUGH LOOP
    DCR    B
    JMP    PSVE         ;SAVE PARMS
INCF:
    INX    H
    INR    B
PSVE:
    SHLD   LISTP        ;SAVE NEW LIST POSITION
    MOV    A,B
    STA    CURR
;
    LDA    CNTR         ;FETCH LOOP COUNTER
    DCR    A
    STA    CNTR
    JNZ    ENCLP        ;GO TO LOOP TO PROCESS MORE IF
                ;NOT DONE YET
;
;
;HERE WE ARE DONE WRITING SO LETS CLOSE UP AND GO HOME
;
    LXI    D,DEFCB
    MVI    C,CLOSE
    CALL   BDOS
    INR    A          ;CHECK ERROR CODE
    JZ     DSKERR
;
    MVI    C,PRINT        ;PRINT DONE MESSAGE
    LXI    D,DONMSG
    CALL   BDOS
    JMP    BOOT         ;EXIT
;
;
;EXIT POINT WITH ERROR MESSAGE IF THE DISK WRITE OPERATION
;RESULTED IN AN ERROR
```

```
;
DSKERR:
    LXI    D,ERRM4         ;PRINT GARBAGE FILE ERROR
    MVI    C,PRINT
    CALL   BDOS
    JMP    BOOT            ;EXIT FOR THE POOR GUY
;
;
;PROGRAM OPERATIONAL MESSAGES
;
SNGMSG:
    DB     CR,LF,'MICRO RESOURCES Disk File Scramble and'
    DB     CR,LF,'Unscramble Utility Designed to Demonstrate'
    DB     CR,LF,'CP/M Ver 2.2 Random Record I/O. (1/24/82)','$'
;
DONMSG:
    DB     CR,LF,'File Processing Complete','$'
;
ERRM1:
    DB     CR,LF,'No File Name Specified or Improper Option','$'
;
ERRM2:
    DB     CR,LF,'Specified File Not Found','$'
;
ERRM3:
    DB     CR,LF,'Cannot Process Files with 0 or 1 Record(s)','$'
;
ERRM4:
    DB     CR,LF,'File I/O Error, This Error Should NOT Normally'
    DB     CR,LF,'Happen, But the File is now Garbaged...','$'
;
;
;PROGRAM DATA STORAGE SECTION
;
OPTION:
    DS     1          ;PLACE TO STORE COMMAND LINE OPTION CHAR
;
NR:
    DS     1          ;NUMBER OF RECORDS TO SWAP
;
CNTR:
    DS     1          ;ENCODE/DECODE LOOP COUNTER
;
CURR:
    DS     1          ;CURRENT SWAP SECTOR
;
LISTP:
    DS     2          ;LIST SCAN POINTER
;
LIST:
    DS     128        ;LIST BUFFER
```

```
;
BUF1:
    DS    128        ;DATA BUFFER 1
;
BUF2:
    DS    128        ;DATA BUFFER 2
;
    DS    36
STACK   EQU    $     ;USER STACK AREA
;
;
    END
;
;
;+++...END OF FILE
```