

Burner Tape Transfer 1.0

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;-----
;Burner Tape Transfer 1.0
;
;(C) 2005 Nostalgia
;
;By Fungus / Nostalgia
;-----

        *= $0801

        .byte $08,$0b,$d5,$07,$9e
        .byte $32,$30,$36,$31,$00
        .byte $00,$00

cd      = $02

        lda $ba
        sta cd          ;save current
                        ;disk drive

        lda #$0b        ;setup
        sta $d011

        lda #$c1        ;no nmi
        sta $0318

        lda #$80
        sta $0291      ;no char shift

        lda #$17
        sta $d018      ;this set

        lda #$00
        sta $9d         ;no msgs
        sta $d020
        sta $d021

        lda #$2f        ;i/o config
        sta $00         ;bit 4 = input
        lda $01
        and #$07        ;mem config
        ora #$20        ;motor off
        sta $01

        lda #$00
        sta $0289      ;no keys
        sta $0286

        lda #$93
        jsr $ffd2      ;clr screen

        ldx #$00       ;print msg 1
pm1     lda $0b80,x
        sta $0400,x

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```
        lda #$05
        sta $d800,x
        inx
        cpx #$a0
        bne pm1

        lda #$1b      ;screen on
        sta $d011

wplay   lda $01      ;wait for play
        and #$10
        bne wplay

xl      ldx #$00
        lda loader1,x
        sta $04a0,x
        lda loader1+$0100,x
        sta $05a0,x
        lda loader1+$0200,x
        sta $06a0,x
        inx
        bne xl

        jmp $04a0    ;begin real loader

;-----
;burner tape routine

loader1 = *
        *= $04a0
        .offs loader1-*

moreload1
        cli
        jsr loadhead
        jsr namefile
        jsr idloader
moreload2
        jsr putindex
        jsr printload
        jsr printname
        jsr clrmem
        jsr load
        jsr save
        lda files
        beq moreload1
        bne moreload2

load    sei
        lda #$0b    ;screen off
        sta $d011
```

```
    lda #$80      ;threshold = $0180
    sta $dd04
    lda #$01
    sta $dd05
    lda #$19
    sta $dd0e
    lda #$00
    sta $fb      ;relocate load to
    lda #$08      ;$0800
    sta $fc

    lda #$07      ;motor on
    sta $01

restart ldy #$00
        jsr sync
        jsr fbyte
        sta $20      ;load addy low
        sta $c1
        jsr fbyte
        sta $21      ;load addy high
        sta $c2
        jsr fbyte
        sta $22      ;end addy low
        sta $c3
        jsr fbyte
        sta $23      ;end addy high
        sta $c4

floop  jsr fbyte
        sta ($fb),y
        inc $fb
        bne aload
        inc $fc
aload  inc $c1
        bne cend
        inc $c2
cend   lda $c1
        cmp $c3
        lda $c2
        sbc $c4
        bcc floop

exit1  bit v3exit
        jsr fbyte      ;v1/2 more files
        sta files
        jsr fbyte      ;v1/2 jump addy
        sta jaddy
        jsr fbyte
        sta jaddy+1
        lda #$27      ;motor off
        sta $01
```

```
        rts

v3exit  lda #$27      ;motor off
        sta $01
        dec files
        lda $03b3
        sta jaddy
        lda $03b6
        sta jaddy+1
        rts

sync    jsr fbit      ;sync
endian1 ror $bd
        lda $bd
sync1   = *+1
        cmp #$96
        bne sync
wsync   jsr fbyte
sync2   = *+1
        cmp #$96
        beq wsync
sync3   = *+1
        cmp #$81
        bne sync
        rts

fbyte   ldx #$08      ;get byte
gbyte   jsr fbit
endian2 ror $bd
        inc $d020
        dex
        bne gbyte
        lda $bd
        rts

fbit    lda #$10      ;get bit
gbit    bit $dc0d
        beq gbit
        lda $dd0d
        lsr a
        lda #$19
        sta $dd0e
        rts

files   .byte $00     ;for burner 3/4
jaddy   .byte $00,$00

;-----
;load header

loadhead
```

```
    lda #$01      ;open tape file
    tax
    tay
    jsr $ffba
    lda #$00
    jsr $ffbd
    lda #$00
    sta $c0
    sta $93
    jsr $f7d7     ;load header/file
    jsr $f84f
    lda $01      ;motor off
    ora #$20
    sta $01
    rts

;-----
;id loader type

idloader
    ldx #$51
headdec lda $0300,x ;decode header
    eor #$59
    sta $0300,x
    inx
    bne headdec

    lda $035e
    cmp #$a9
    beq version1
    cmp #$85
    beq version2
    cmp #$d0
    beq version3
    jmp loaderr ;unknown loader

version1
    lda $03c3     ;version 1 loader
    sta sync1     ;mods
    sta sync2
    lda $03ce
    sta sync3
    lda $03be
    sta endian1
    lda $03d7
    sta endian2
    rts

version2
    lda $03c5     ;version 2 loader
    sta sync1     ;mods
    sta sync2
```

```
    lda $03d0
    sta sync3
    lda $03c0
    sta endian1
    lda $03d9
    sta endian2
    rts
version3
    lda $03c4    ;version 3/4 loader
    sta sync1    ;mods
    sta sync2
    lda $03cf
    sta sync3
    lda $03bf
    sta endian1
    lda $03d8
    sta endian2
    lda #$4c
    sta exit1
    lda $03bb
    sta files
    rts

;-----
;save routine

save
    lda #$00    ;save file
    sta $d020   ;border = black
    lda #$1b
    sta $d011   ;screen on
    lda #$00
    sta $fb     ;init save addy
    lda #$08
    sta $fc
    jsr printsave
    lda $20     ;init end counter
    sta $c1
    lda $21
    sta $c2

    lda #$01    ;open file for
    ldx cd      ;write
    ldy #$01
    jsr $ffb8   ;setlfs
    lda #$10
    ldx #<filename
    ldy #>filename
    jsr $ffbd   ;setname
    jsr $ffc0   ;open
    ldx #$01
```

```

        jsr $ffc9    ;chkout
        lda $ac      ;start addy low
        jsr $ffa8    ;send
        lda $ad      ;start addy high
        jsr $ffa8    ;send

saveb   ldy #$00     ;save the file
        sei
        inc $01
        lda ($fb),y
        dec $01
        jsr $ffa8
        inc $d020
        dec $d020

        inc $fb
        bne asave
        inc $fc

asave   inc $c1
        bne bsave
        inc $c2

bsave   lda $c1
        cmp $c3
        bne saveb
        lda $c2
        sbc $c4
        bne saveb

        lda #$01
        jmp $ffc3    ;close the file

;-----
;utility subroutines

loaderr
        lda #$02     ;print tape load
        sta $d020    ;error msg
        ldx #$17

perr1   lda et1,x
        and #$3f
        sta $0478,x
        lda #$01
        sta $d878,x
        dex
        bpl perr1
        jmp *        ;endless loop

printload
        ldx #$07     ;print loading
ll      lda lt,x     ;text

```

```
        and #$3f
        sta $0478,x
        lda #$05
        sta $d878,x
        dex
        bpl ll
        rts

printsave
        ldx #$07
dl      lda st,x      ;print save text
        and #$3f
        sta $0478,x
        lda #$05
        sta $d878,x
        dex
        bpl dl
        rts

printname
        ldx #$0f      ;print name
ln      lda filename,x
        and #$7f
        sta filename,x
        and #$3f
        sta $0480,x
        dex
        bpl ln
        rts

putindex
        lda fileidx
        inc fileidx
        pha
        lsr a
        lsr a
        lsr a
        lsr a
        jsr convert1
        sta filename+$0e
        pla
        and #$0f
        jsr convert1
        sta filename+$0f
        rts

convert1 ora #$30
        cmp #$3a
        bcc convert2
        adc #$06
convert2 rts
```



```

clrmem
    sei
    inc $01
    lda #$08
    sta clrit+$02
    lda #$00
    tax
clrit  sta $0800,x
    inc
    bne clrit
    inc clrit+$02
    bne clrit
    dec $01
    cli
    rts

namefile
    lda #$20
    ldx #$0f
clrname sta filename,x
    dex
    bpl clrname
namer   ldy #$00      ;name file
    ldx #$00
dname   lda $0341,y
    beq skip
    cmp #$41      ;less than A
    bcc check2
    cmp #$5b      ;more than Z
    bcs skip
    bcc putname
check2  cmp #$30      ;less than 0
    bcc skip
    cmp #$3a      ;more than 9
    bcs skip
putname sta filename,x
    inc
skip    iny
    cpy #$10
    bne dname
    rts

;-----
;Transfer Messages

fileidx .byte $00

et1     .text "Load Error!      "
        .text "                "
lt      .text "Loading "
st      .text "Saving  "

```

filename .text "

"

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