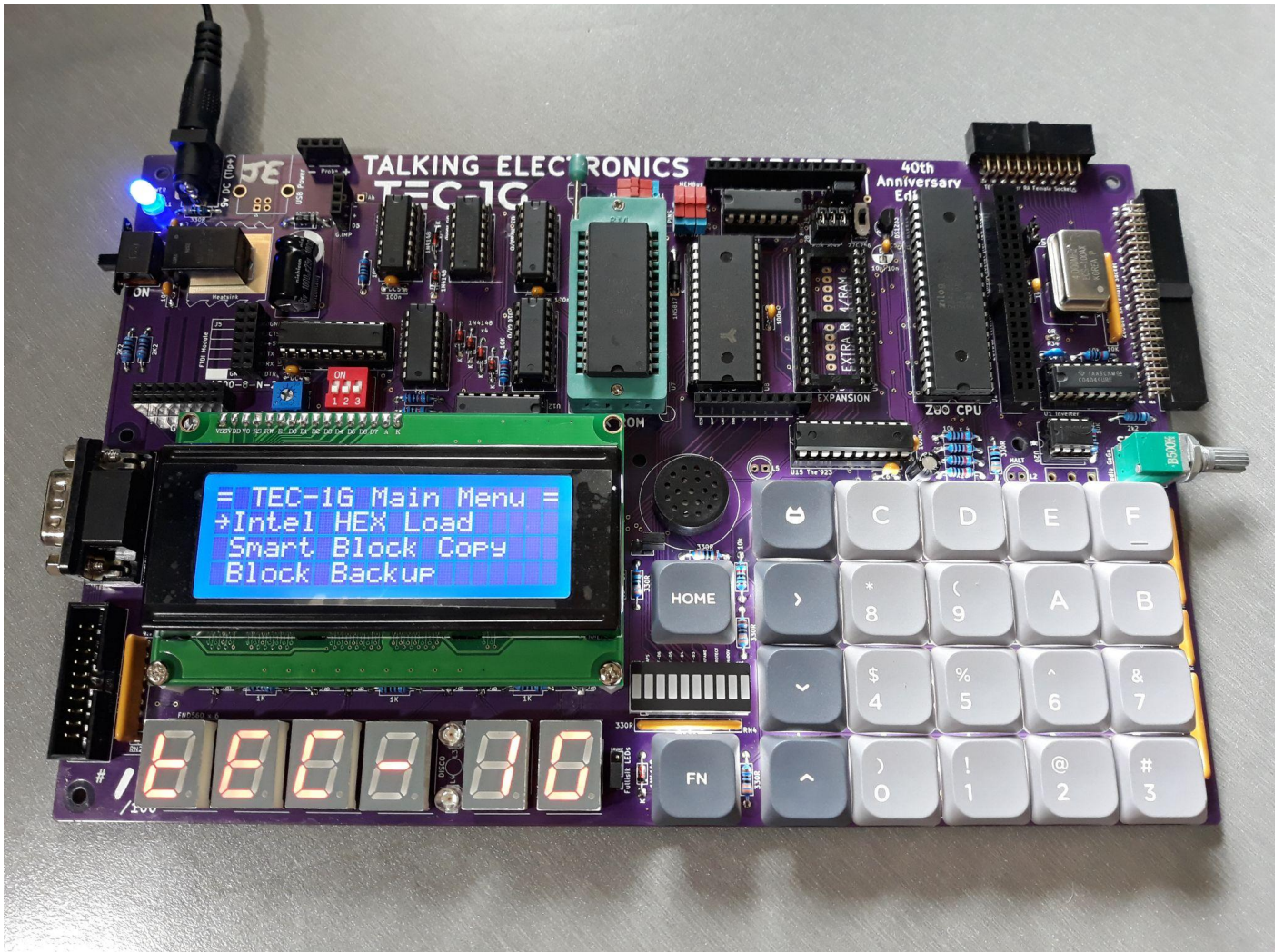


# TEC-1G MON3

## User guide

By Brian Chiha v1.1



Mon3 (Talking Electronics Computer Monitor version 3) is custom-built for the TEC-1G Single Board Z80 Computer. Mon3 is the heart of the TEC-1G. It brings the hardware to life. Consider it an Operating System that provides the ability to program the TEC. The monitor is jam-packed with features, designed for beginners who are just learning to code Z80 and rich enough for the advanced software developer.

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## Useful Links

TEC-1G GitHub Repository

<https://github.com/teclgroup/TEC-1G/>

TEC Facebook Page

<https://www.facebook.com/groups/teclz80>

Z80 Instruction Set Reference

<https://clrhomes.org/table/>

Online Z80 Compiler and Debugger

<https://www.asm80.com/>

Rodney Zaks Programming the Z80

<https://archive.org/details/ptz80>

TEC Seven Segment Calculator

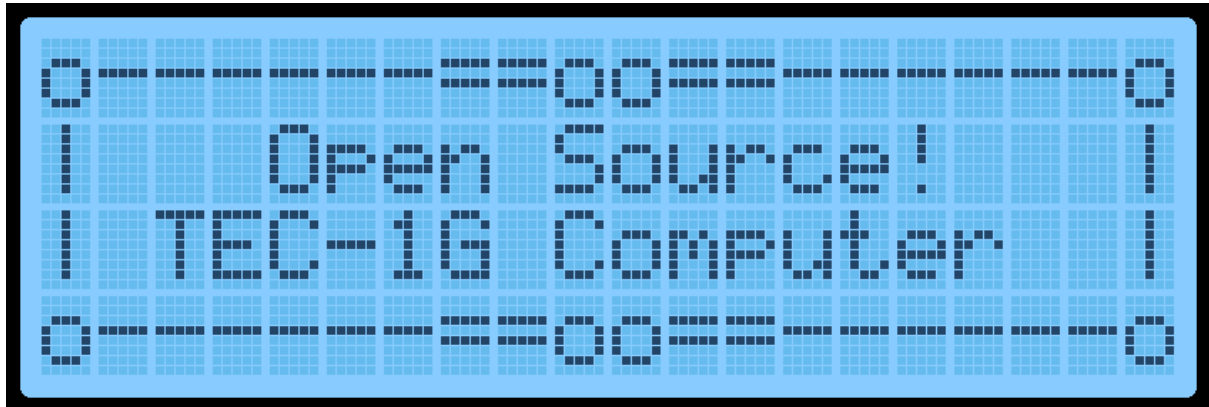
<https://slartibartfastbb.itch.io/seven-segment-calculator>

Ready? Z80 YouTube Channel

<https://www.youtube.com/@ReadyZ80>

# Basic Operation

With the monitor loaded into the ROM socket and all the jumpers set correctly for the ROM used. Turn the TEC on. If all is working well, a welcome banner will be displayed on the LCD and a short tune will be heard.



## Hard Reset

When the TEC turns on after being powered down, a Hard Reset occurs. A Hard Reset signified with the display of the welcome banner and the short tune. A Hard Reset will configure the monitor for first-time use after powering it on. It will default monitor variables and configure the LCD for first use.

If the TEC isn't responding normally or something "weird" is occurring, a manual Hard Reset can be performed. Programs loaded in RAM will be retained when a manual Hard Reset is done. To do a manual Hard Reset, while pressing and releasing the **RESET** key, hold the **Fn** key down. The distinctive LCD Banner and music tone will indicate that the Hard Reset was successful.

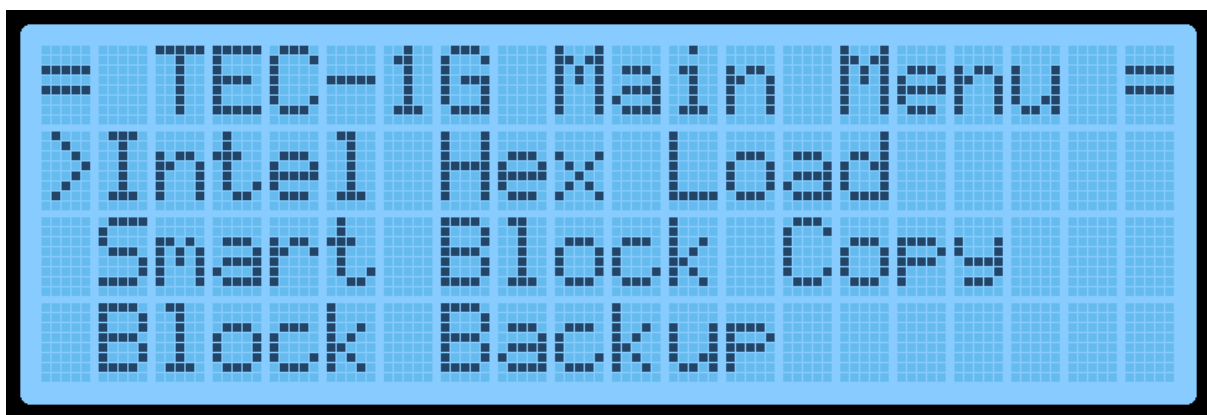
## Cold Reset

A Cold Reset occurs when pressing and releasing the **RESET** key. A cold reset returns the TEC to its initial editing location on a Hard Reset. It's a quick way to get back to the start of a code block.

# Main Menu

A menu is provided on the LCD screen to help with navigating the inbuilt routines that the monitor comes with. A menu will appear on Hard Reset.

Navigating the menu should be intuitive. Press the **Plus** or **Minus** keys to scroll down and up. Press **GO** to run the selected routine. A right-facing Arrow indicates which menu item is currently selected. One thing that might not be obvious is how to exit the menu and move into Data Entry mode. Pressing the **AD** key will do this. Once this is known, it's hard to forget it.



The current items on the menu are

Menu Text	Description
Intel HEX Load	Receive data in Intel Hex File format via the FTDI connector
Smart Block Copy	Move a block of code AND update all 2-byte addresses that are within the block
Block Backup	Move a block of code
Export Z80 Assembly	Display Z80 Assembly to a Serial terminal via the FTDI connector
Export Raw Data	Send binary data via the FTDI connector
Export Hex Dump	Display a 16-byte per line HEX dump to a Serial terminal via the FTDI connector
Import Binary File	Receive data in binary format via the FTDI connector

Tiny Basic	Run Tiny Basic on a Serial terminal
Music Routine	Play musical notes at a given address
Settings	Update monitor settings
Credit	Display the people who made the TEC-1G

## Intel HEX Load

Intel created a text file format that contains information on loading bytes into memory. When this routine is run, the TEC seven segments will go blank and wait for a file to be received. This is done via the FTDI connector and serial terminal. When data is transmitted, the rightmost segment will illuminate in a pattern. This indicates data is being read. Once the file has fully loaded, the letters "PASS" will display on the seven segments. This means that the load was successful. Press any key to exit. If the segments display the word "FAIL", then there is something wrong with the file or your serial connection.

## Smart Block Copy

This very clever routine shifts a program from one spot in memory to another and changes all absolute jumps and calls. Memory pointers are also altered if the memory pointers are within the start and end address of the program being relocated. Any reference to a location outside the start and end range is not altered.

The block copy treats Data bytes as instructions and might change data bytes as well. IE: `.db c3, 23, 01` could be seen as a `JP 0123` instruction.

When this routine is run, it will ask for a START, END and DESTINATION address. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine.

Here is an example of copying **4000H-4009H** to location **2000H**

Original		After Copy	
4000 11 09 40	<b>LD DE,4009</b>	2000 11 09 20	<b>LD DE,2009</b>
4003 E7	<b>RST 20</b>	2003 E7	<b>RST 20</b>
4004 FE 13	<b>CP 13</b>	2004 FE 13	<b>CP 13</b>
4006 C2 00 40	<b>JP NZ,4000</b>	2006 C2 00 20	<b>JP NZ,2000</b>
4009 C9	<b>RET</b>	2009 C9	<b>RET</b>

## Block Backup

This routine simply copies a data block from one address location to another. No bytes are altered when the copy is performed. This routine is also useful to copy data reference tables like music data for the music routine.

When this routine is run, it will ask for a START, END and DESTINATION address. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine.

Here is an example of copying **4000H-4009H** to location **2000H**

Original		After Copy	
4000 11 09 40	<b>LD DE,4009</b>	2000 11 09 40	<b>LD DE,4009</b>
4003 E7	<b>RST 20</b>	2003 E7	<b>RST 20</b>
4004 FE 13	<b>CP 13</b>	2004 FE 13	<b>CP 13</b>
4006 C2 00 40	<b>JP NZ,4000</b>	2006 C2 00 40	<b>JP NZ,4000</b>
4009 C9	<b>RET</b>	2009 C9	<b>RET</b>

## Export Z80 Assembly

If the TEC is connected to a serial terminal via an FTDI to USB adaptor, code that is stored or written on the TEC can be disassembled and sent to the terminal. This is a great way to view the code that is on the TEC in a readable format and could be passed into a Z80 compiler on a PC.



When this routine is run, it will ask for a START and END address. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine.

Here is an example of its output.

```
4000 3E 3F      LD A,3F
4002 D3 01      OUT (02),A
4004 3E 04      LD A,04
4006 D3 02      OUT (02),A
4008 CF         RST 08
4009 C9         RET
```

## Export Raw Data

This routine will send binary data from the TEC to a serial connection. It's a way of saving the code written on the TEC to a PC. As binary data is being sent, the data can only be properly viewed through a HEX file viewer or HEX dump routine.

When this routine is run, it will ask for a START and END address. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine.

## Export Hex Dump

This routine will display binary data in a readable format to a serial terminal connected via an FTDI to USB adaptor. It will display up to 16 bytes per line.

When this routine is run, it will ask for a START and END address. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine.

Here is an example of its output.

```
C100: 31 80 08 21 00 40 CD FC C5 AF D3 05 D3 06 DB 03
C110: 47 E6 10 C2 00 80 3A 9F 08 E6 04 0E 01 B1 D3 FF
C120: 32 9D 08 78 E6 02 32 9E 08 3A 9D 08 E6 01 28 0B
C130: 21 00 C0 11 00 00 01 00 01 ED B0 21 00 40 22 86
C140: 08 22 A0 08 DB 03 0F 38 06 DB 00 E6 20 18 08 CD
```



## Import Binary File

This routine will upload a binary file from a PC onto the TEC via an FTDI to USB adaptor. This is the opposite of the Export Raw Data routine and will load binary data to a given address on the TEC.

When this routine is executed, it will ask for a START and END address. This address range must match the size of the binary file being sent. Type in the 16-bit address via the HEX PAD and use the **Plus** or **Minus** keys to change the selected parameter. Press **GO** to run the routine. The TEC will wait for data to be received and will end when END-START+1 bytes are received.

## Tiny Basic

Mon3 comes with Tiny Basic installed. Tiny Basic is an easy-to-use BASIC programming language. At this stage, all interactions with BASIC are done on a serial terminal via an FTDI to USB adaptor.

```
Z80 TINY BASIC 2.2b
TEC-1G VERSION BY B CHIHA, 2023

OK
>LIST
 5 REM ** FIBONACCI SEQUENCE **
10 PRINT "FIBONACCI SEQUENCE"
20 FOR I=1 TO 22
30 GOSUB 70
40 PRINT "F",I,F
50 NEXT I
60 STOP
70 LET A=0; LET B=1
80 FOR J=1 TO I
90 LET T=A+B; LET A=B; LET B=T
100 NEXT J
110 LET F=A
120 RETURN
```

For information on how to use Tiny Basic, go to this link:

[https://github.com/bchiha/BMon/wiki/tiny\\_basic](https://github.com/bchiha/BMon/wiki/tiny_basic).

## Music Routine

Use this routine to play some notes to the TEC speaker. It is based on John Hardy's Mon1 routine adjusted for a 4Mhz clock speed. The routine uses similar input codes making it suitable for existing tunes to be used.

When this routine is executed, it will ask for a START address of the music data—type in the 16-bit address via the HEX PAD. Press **GO** to run the routine.

Two octaves are playable. Here is a reference to the note code and its musical note. A Pause is represented by 00 and any other note code that isn't listed will exit the routine.

Note	Code	Note	Code	Note	Code	Note	Code
G	01	C#	07	G	0D	C#	13
G#	02	D	08	G#	0E	D	14
A	03	D#	09	A	0F	D#	15
A#	04	E	0A	A#	10	E	16
B	05	F	0B	B	11	F	17
C	06	F#	0C	C	12	F#	18

Here are some examples tunes that can be typed in a played

### Bealach

06, 06, 0A, 0D, 06, 0D, 0A, 0D, 12, 16, 14, 12, 0F, 11, 12, 0F  
 0D, 0D, 0D, 0A, 12, 0F, 0D, 0A, 08, 06, 08, 0A, 0F, 0A, 0D, 0F  
 06, 06, 0A, 0D, 06, 0D, 0A, 0D, 12, 16, 14, 12, 0F, 11, 12, 0F  
 0D, 0D, 0D, 0A, 12, 0F, 0D, 0A, 08, 06, 08, 0A, 06, 12, 00, 1F

### Stripper

01, 01, 03, 03, 03, 06, 06, 06, 06, 06, 06, 0A, 08, 08, 06, 06  
 06, 02, 02, 02, 02, 02, 02, 01, 01, 03, 03, 03, 06, 06, 06, 06  
 06, 06, 0A, 0D, 0C, 0C, 0C, 0B, 0B, 0B, 0B, 0B, 0B, 0B, 0A  
 0A, 01, 01, 01, 01, 0A, 0A, 01, 01, 01, 01, 0A, 0A, 09, 0A, 0A  
 0A, 0B, 0B, 0A, 0B, 0B, 0C, 0D, 0D, 0C, 0D, 0D, 0D, 0E, 0E, 0D  
 0E, 0E, 0E, 0F, 0F, 0E, 0F, 0F, 11, 11, 11, 0F, 11, 11, 12, 12  
 12, 12, 12, 12, 12, 00, 00, 00, 00, 00, 00, 00, 00, 00, 1F

## Settings

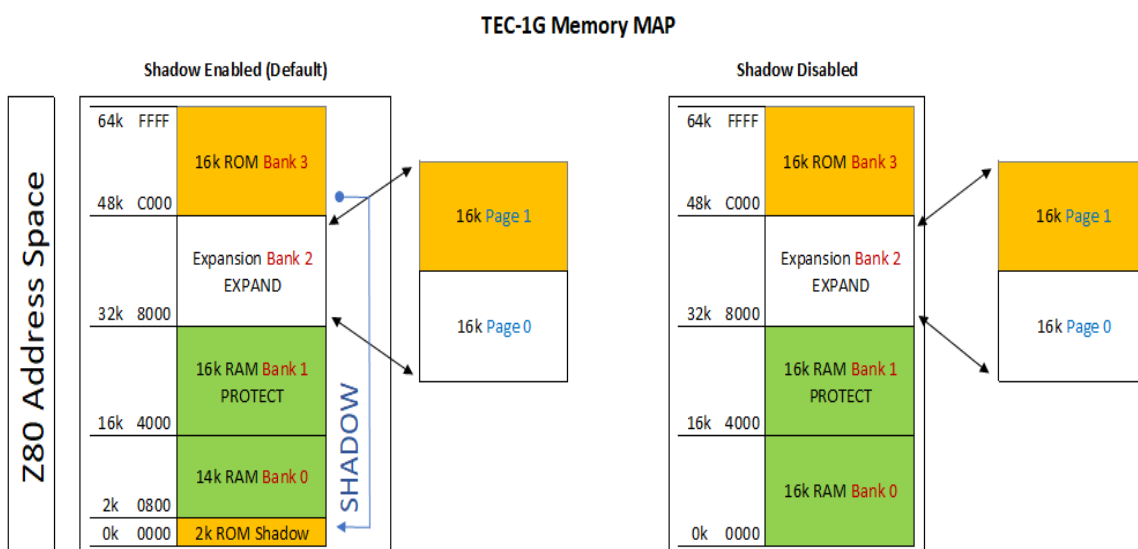
The settings allow the user to configure the monitor. Setting modifications will only remain when the TEC is powered. Turning the power off the TEC will return these settings to their default state

- Toggle Key Beep - Turn the keypress 'beep' indication on or off
- Toggle Address Inc - Turn the automatic address increase after a byte has been keyed on or off
- Toggle EXPAND - software controlled the expansion socket to toggle between lower and upper 16Kb memory for a 32Kb ROM/RAM chip.

## Credits

Display the people who developed and tested the TEC-1G

- Mark Jelic - Designer of the TEC-1G
- Brian Chiha - Mon3 Programmer
- Craig Hart - TECnical Expert
- Ian McLean - Tester and QA
- James Elphick - Tester and QA
- John Hardy & Ken Stone - The original designers



# Memory Map

The table below outlines how the 64Kb that the Z80 can reference is partitioned on the TEC-1G.

Address	Contents	Type
<b>0000H-00FFH</b>	Reserved for Z80 instructions	RAM
<b>0100H-07FFH</b>	Free RAM	RAM
<b>0800H-087FH</b>	Reserved for Hardware Stack	RAM
<b>0880H-0FFFH</b>	Reserved for Monitor RAM	RAM
<b>1000H-3FFFH</b>	Free RAM	RAM
<b>4000H-7FFFH</b>	Free RAM (Protected)	RAM
<b>8000H-BFFFH</b>	Expansion Socket	RAM/ROM
<b>C000H-FFFFH</b>	Monitor ROM	ROM

Some things to be considered are:

- Any RAM location can be updated, but it is highly recommended **not** to update Monitor **Reserved** RAM locations. This can/will cause undesirable effects on the running of the TEC. A Hard Reset will restore the TEC to its default running state (hopefully).
- The address range between **4000H-7FFFH** is a special area that can be made READ ONLY. This is called a Protected area. Protect mode can be switched on using the configuration 3-DIP switch. If protect is enabled and code is being executed. No RAM update can be done in this range. This feature is designed to protect keyed-in code from being inadvertently erased by a rouge routine.
- The Expansion Socket on the TEC can have a 32Kb ROM or RAM inserted. Only 16kb can be accessed at one time. To switch between high and low memory use the Expand switch on the configuration 3-DIP switch. The switch can also be overridden in software by toggling the Expand flag in the Settings menu or via the API.
- If the monitor ROM is a legacy monitor, IE: Mon1, Mon2, JMon or BMon, The address range **0000H-07FFH** will be READ ONLY and will emulate the same addressing that is used for that particular ROM. Shadow mode will be active by default and will be indicated by an illuminated LED segment on the system latch BAR component.

# Data Entry Mode

Data Entry Mode allows the user to enter Z80 Op Codes directly into the TEC. To access Data Entry Mode from the Main Menu simply press the **AD** key. In this mode, the 4 left seven-segment displays will show the current editing address and the 2 right segments will display the byte at that address.



**Address**

**Data**

The decimal place LED on the segments indicates which part, Address or Data is currently enabled for direct updates. In the picture above, the dots are on the Data segments.

The initial starting address is **4000H**. This address was chosen as it's within the Protect RAM area.

## Basic Operation

To update a byte at an address, simply use the **0-F** keys on the keypad. After the byte has been entered, by default when the next byte is keyed, the current editing address will automatically move to the next address location. This saves the user from pressing the **Plus** key after each byte is added. This option can be switched off in the Settings menu.

To navigate to another address, press the **Plus** or **Minus** key. Or press the **AD** key. The decimal place dots will move to the address segments indicating that the address field is updateable. Key in a new 2-byte address by using the **0-F** keys. Press the **AD** key to move back to data updating mode.

And finally, to execute code, navigate to the address where the code starts and press the **GO** key. Protect mode will be honoured if switched on. If the code ends with a **RET** instruction (**C9**), execution will cleanly exit back to the monitor.

One thing to note is that while data is being entered, the decimal place LED on the data segments will change from displaying two lights to one. The one light will indicate which Nibble has been entered. This will assist in knowing if the whole byte has been entered or not.

If a mistake is made during data entry and the byte is to be re-entered. To stop the address from automatically incrementing, press the **AD** key twice. This will reset the Nibble counter and allow a new byte to be entered.

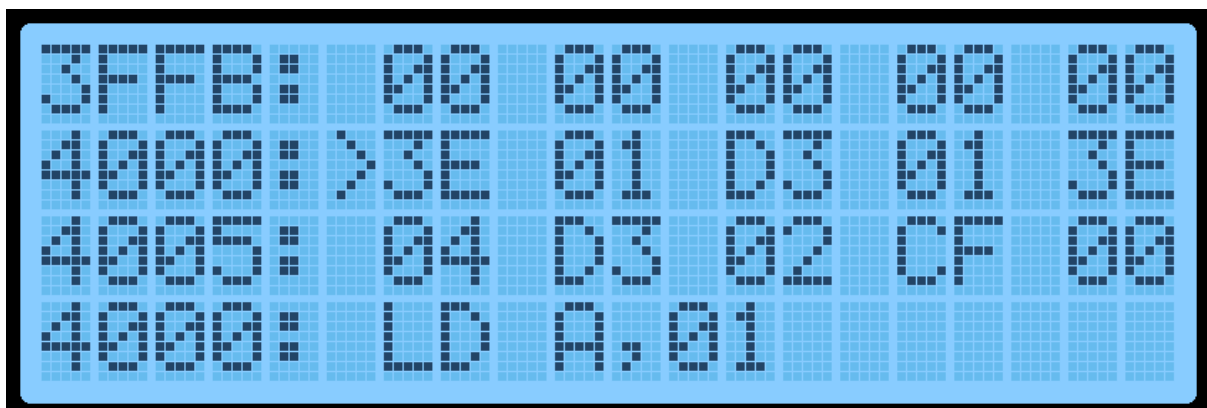
If any key is held down, after a short period, the key will automatically repeat. This is mostly useful while holding down the Plus or Minus key to quickly move to a new address. But can also be used to populate memory with 00 or FF or anything else.

## LCD Screen

In Data Entry Mode the LCD Screen will display 15 bytes of data. 5 bytes before the current editing location and 10 bytes after the current editing location. These bytes are displayed in groups of 5 (3 lines). A right arrow indicates the byte at the current editing location.

On the 4th line of the LCD, the Z80 Assembly of the current OP Code is shown. This can be useful to see what instruction is currently being keyed.

By displaying a range of bytes on the LCD, the user can check if the correct bytes have been entered without individually moving to each address.

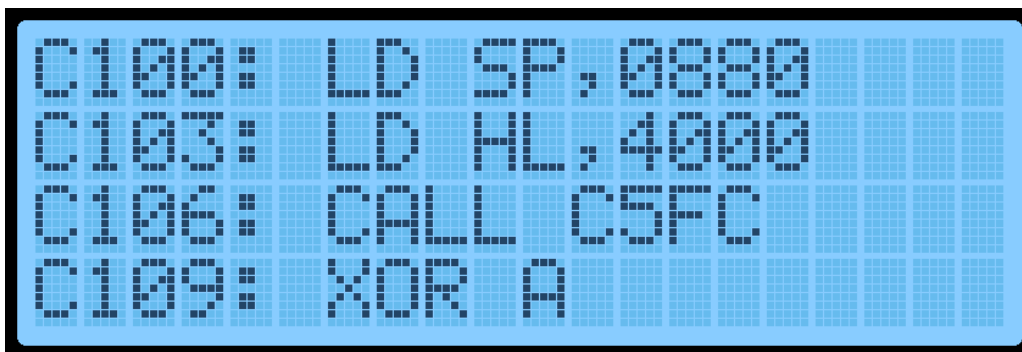


## Function Keys

Various extra options can be selected via the Function Key. To use these functions, hold the **Fn** key down and press one of the **O-F** keys.

The routines attached to the Function Key are:

- **Fn-0** - Display the Main Menu
- **Fn-1** - Intel Hex Load. This is a shortcut to the Main Menu routine.
- **Fn-B** - Block Backup. This is a shortcut to the Main Menu routine.
- **Fn-C** - Smart Block Copy. This is a shortcut to the Main Menu routine.
- **Fn-D** - Switch between Data Entry View and Disassembly View. Disassembly View displays the next 4 Assembly instructions. To move through the instructions press the **Plus** or **Minus** keys. Data entry can still be done in this mode if desired.



```
C100: LD SP, 0880
C103: LD HL, 4000
C106: CALL C5FC
C109: XOR A
```

- **Fn-E** - Toggle the Expansion Socket Expand flag. This will switch between the upper and lower memory of the 32Kb ROM/RAM in the expansion socket.
- **Fn-Plus** - Insert an **NOB** instruction at the current editing location AND move all bytes up to max RAM by one address upwards. It will also do a Smart Block Copy to all moved bytes. This routine can add a Breakpoint (**F7**) or missing opcodes to an existing program.
- **Fn-Minus** - Delete a byte from the current editing location AND move all bytes down by one address. It will also do a Smart Block Copy to all moved bytes.



# Matrix Keyboard

Mon3 will work with the TEC Matrix Keyboard Add-on. The Keyboard is connected to the Keyboard Socket on the lower left of the PCB. How your Keyboard PCB is designed might affect which pins can be connected. Please view the TEC-1G Schematic for information on pin configuration.



To activate the Keyboard, The Matrix switch on the 3-DIP switch is to be turned on. This activates the Matrix Keyboard and disables the onboard Hex Keypad (except Reset). Mon3 only maps keys present on the TEC-1G to the Matrix Keyboard.

The Keyboard map to Hex Keypad is as follows:

- **AD** - Esc or Up Arrow
- **Plus** - Right Arrow
- **0-F, Fn** - 0-F, Fn keys
- **GO** - Enter or Down Arrow
- **Minus** - Left Arrow
- **Reset** - Reset key if connected

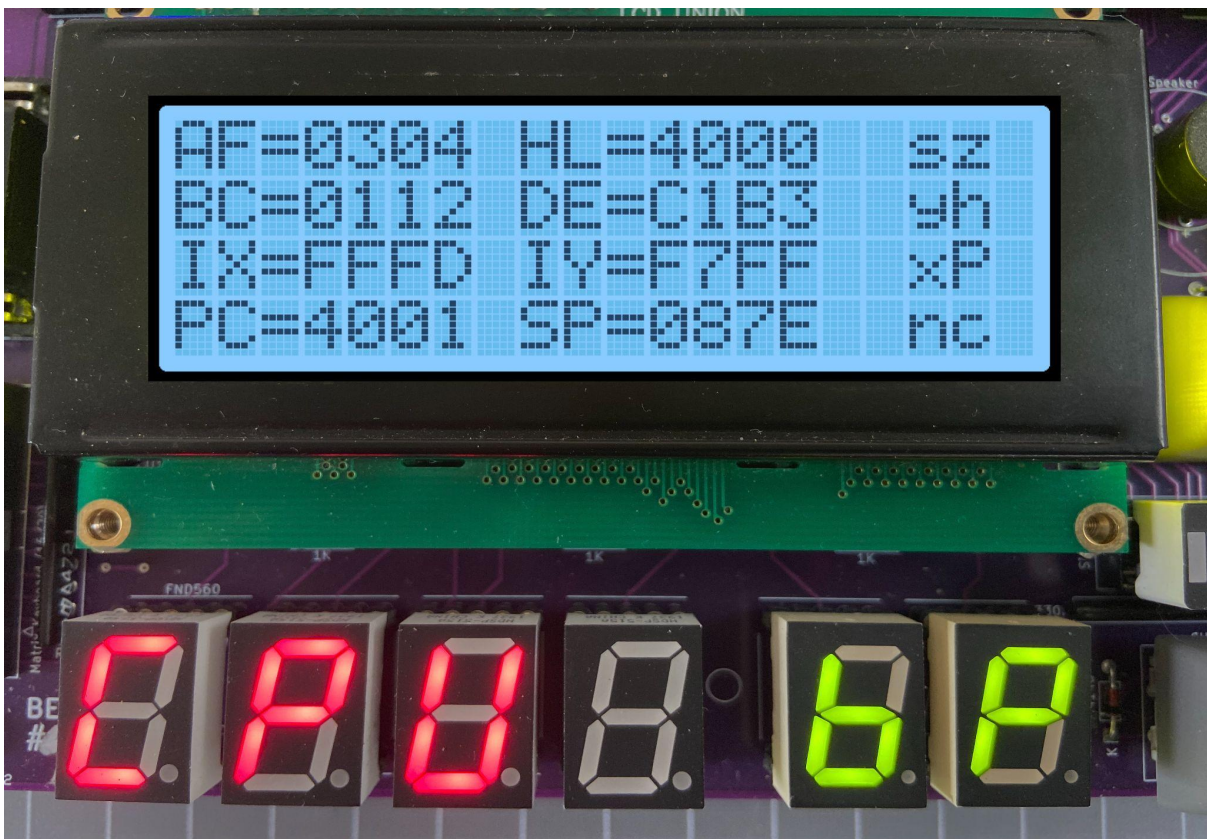
The full range of keys can be accessed when developing programs via the `matrixScan` API routine.

# Debugging Programs

Breakpoints can be inserted within a program which can help with viewing the state of the CPU registers. To break the execution of your code, insert a **RST 30H** or **F7** at the current address where the break should occur.

An easy way to insert a byte into an existing program is to press **Fn-Plus**. This will insert a **NOP** instruction at the current address. Then change this byte to **F7**.

When the execution of code is interrupted with a breakpoint, the TEC will pause and display register information on the LCD screen.



The contents of the Z80 CPU registers AF, HL, BC, DE, IX, IY, the Program Counter and Stack Pointer are displayed. CPU Flags are also displayed. Flags that are set are in Capitals. To continue code execution press the **GO** key and to quit execution and return to the Monitor press the **AD** key. Finally, to remove an inserted Breakpoint press **Fn-Minus** at the address where the Breakpoint is. This will remove the breakpoint and adjust the code to its original state.

# TEC Magazine Code on the TEC-1G

A great way to learn how to use the TEC-1G is to key in programs presented in the TE Magazines Issues 10 to 15. If the programs are keyed in directly, they probably won't work! This is because they usually start at address **0800H** or **0900H**. These addresses are reserved for Mon3. To get the code working, simply update all 2-byte address references to match the address location of the code on the 1G.

Keypad interactions are a bit more complicated. The old monitors use the register **I** and the NMI (Non-Maskable Interrupt) to trigger and save a keypad press. Mon3 uses 'Polling' instead and **RST/API** calls to do keypad reading. See the next chapter for more information on RST and API calls.

Below is a conversion table to help convert older code to work on Mon3 when a keypad press is required.

Old Command	Mon3 Replacement	Reason
<b>HALT</b>	<b>RST 08H</b>	<b>RST 08H</b> simulates a <b>HALT</b> command and sets register <b>A</b> with the key value pressed.
<b>LD A,I</b>	<b>LD C,10H</b> <b>RST 10H</b>	A <b>LD A,I</b> by itself is 'polling' for a key press. Call the scanKey API routine which sets register <b>A</b> with the key value pressed. If <b>LD A,I</b> is immediately after a <b>HALT</b> instruction, then just use <b>RST 08H</b> as described above.

Here is an example of magazine code at **0800H** with key input converted to use Mon3 at RAM address **4000H**. The code in **RED** has been modified.

<b>LD A,80</b>	<b>800</b>	<b>3E 80</b>	<b>LD A,80H</b>	4000	3E 80
<b>OUT (2),A</b>	<b>802</b>	<b>D3 02</b>	<b>OUT (2),A</b>	4002	D3 02
<b>LD B,03</b>	<b>804</b>	<b>06 03</b>	<b>LD B,03H</b>	4004	06 03
<b>LD A,B</b>	<b>806</b>	<b>78</b>	<b>LD A,B</b>	4006	78
<b>OUT (1),A</b>	<b>807</b>	<b>D3 01</b>	<b>OUT (1),A</b>	4007	D3 01
<b>HALT</b>	<b>809</b>	<b>76</b>	<b>RST 08H</b>	4009	CF
<b>LD A,I</b>	<b>80A</b>	<b>ED 57</b>	<b>CP 10H</b>	400A	FE 10
<b>CP 10</b>	<b>80C</b>	<b>FE 10</b>	<b>JP NZ,4014H</b>	400C	C2 14 40
<b>JP NZ 0816</b>	<b>80E</b>	<b>C2 16 08</b>	<b>RLC B</b>	400F	CB 00
<b>RLC B</b>	<b>811</b>	<b>CB 00</b>	<b>JP 4006H</b>	4011	C3 06 40
<b>JP 806</b>	<b>813</b>	<b>C3 06 08</b>	<b>CP 0CH</b>	4014	FE 0C
<b>CP C</b>	<b>816</b>	<b>FE 0C</b>	<b>JP NZ,4009H</b>	4016	C2 09 40
<b>JP NZ 809</b>	<b>818</b>	<b>C2 09 08</b>	<b>RRC B</b>	4019	CB 08
<b>RRC B</b>	<b>81B</b>	<b>CB 08</b>	<b>JP 4006H</b>	401B	C3 06 40
<b>JP 806</b>	<b>81D</b>	<b>C3 06 08</b>			



# Advanced Programming

To assist when developing Z80 programs, Mon3 contains inbuilt functionality that makes it easy to interface with the TEC-1G hardware.

## RST (Restart) commands

RST commands on the Z80 are one-byte call commands that execute code at certain address locations defined by the Z80. The following table outlines the routines.

Command	Op Code	Description
<b>RST 00H</b>	<b>C7</b>	Software monitor reset.
<b>RST 08H</b>	<b>CF</b>	Key wait and press routine. This simulates a HALT command where the TEC will wait for a key to be pressed and continue execution. If a key is currently being held down, the routine will wait first until the key is released and then detect the next key. The key that has been pressed will be stored in register A.  <b>RST 08H</b> ; Wait for keypress <b>LD B,A</b> ; Load key to register B
<b>RST 10H</b>	<b>D7</b>	API entry call. Executes a monitor routine. See the API calls section below for more details.
<b>RST 18H</b>	<b>DF</b>	API 2 entry call. Graphical LCD routine entry. See the GLCD section below for more details.
<b>RST 20H</b>	<b>E7</b>	Scan Seven Segments and Key. Multiplex the seven-segment displays and check for a key press. It can be used to display information on the seven segments and check for a key to be pressed. It must be called in a loop until a key is pressed. Returns Zero flag set when a key is pressed and Register A with the key value. Register DE points to the seven-segment data. See the first program in the Quick Start Programs chapter for an example.

<b>RST 28H</b>	<b>EF</b>	<p>LCD Busy Check. To be called prior to sending a command to the LCD if directly communicating with the LCD. The routine will only exit when the LCD Busy flag is not set.</p> <pre> <b>RST 28H</b>      ; Check LCD busy flag <b>LD A,01H</b>     ; Load A with clear screen <b>OUT (04),A</b>   ; Send instruction to LCD </pre>
<b>RST 30H</b>	<b>F7</b>	<p>Breakpoint entry. Break execution of the code at the current address location. See the Debugging Programs chapter for more details.</p>
<b>RST 38H</b>	<b>FF</b>	<p>Maskable interrupt handler. Jumps here with Interrupts Enabled (<b>EI</b>), Interrupt Mode 1 (<b>IM 1</b>) and when the INT pin on the CPU goes low. Mon3 will do nothing when this happens. However, a user-defined routine can be used. See the Interrupt section below on how to do this.</p>

## Interrupts

The Z80 CPU has the ability to interrupt the execution of code, handle the interrupt and then resume code execution. This is done in software with Interrupts Enabled (**EI**) and Interrupt Mode 1 (**IM 1**) and by hardware when the INT line on the CPU goes low. Mon3 ignores interrupts, but a user-defined routine can be provided to handle the interrupt. To do this, the address of the interrupt routine is to be placed at RAM address **0892H**.

```

ei           ; Enable interrupts
im 1        ; Interrupt mode 1
ld hl,myINT ; Interrupt routine
ld (0892H),hl ; Save address in 0892H
... continue

myINT:
  ld c,03H   ; Bell routine
  rst 10H    ; Call API
  reti       ; Exit Int routine

```

This code will sound a bell tone in the speaker when an interrupt occurs.

## NMI (Non-Maskable Interrupts)

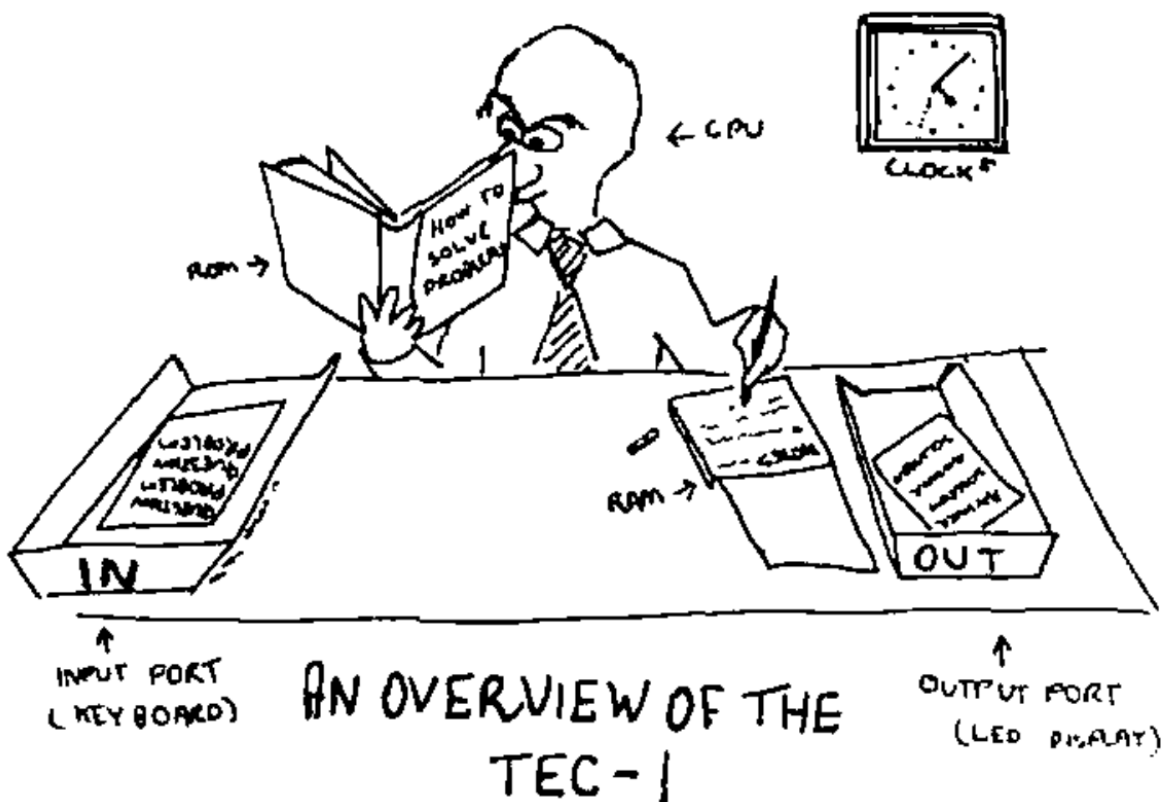
Non-Maskable Interrupts occur when the NMI line on the CPU goes low. These interrupts will always trigger. Mon3 ignores the NMI line, but a user-defined routine can be provided to handle the interrupt. To do this, the address of the interrupt routine is to be placed at RAM address **0894H**.

```
ld hl,myNMI    ; NMI routine
ld (0894H),hl  ; Save address in 0894H
... continue
```

**myNMI :**

```
ld c,03H      ; Bell routine
rst 10H       ; Call API
retn          ; Exit NMI routine
```

This code will sound a bell tone in the speaker when an NMI occurs. The TEC-1G has an NMI jumper that can set NMI to trigger on a Keypad press, a HALT instruction or externally (no jumper).



Credit: Ken Stone

## API (Application Programming Interface) commands.

The API on Mon3 exposes routines used by Mon3 which can be used in your own programs. No need to rewrite the world! But more importantly, it makes writing code quicker and easier with most of the complicated stuff removed.

### General conventions

The register **c** holds the API Call number. All other registers except the **IX** register can be used as parameters if needed. Executing a **RST 10H** or **D7** calls the API.

#### General Interface

```
ld c,[API Call Number]
rst 10H
```

#### Some Examples

```
                                ;Produce a short Beep from the speaker
0E 03      ld c,3                ;beep call number
D7         rst 10H

                                ;Display the letter 'G' on the LCD Screen
0E 0E      ld c,14               ;charToLCD call number
3E 47      ld a,"G"              ;parameter
D7         rst 10H

                                ;Wait for a period of time
0E 21      ld c,33               ;timeDelay call number
21 00 30   ld hl,3000H           ;parameter
D7         rst 10H
```



## API Calls list

<b>Routine</b>	<b>#</b>	<b>0x</b>
softwareID	0	0
versionID	1	01
preInit	2	02
beep	3	03
convAToSeg	4	04
regAToASCII	5	05
ASCIIToSegment	6	06
stringCompare	7	07
HLToString	8	08
AToString	9	09
scanSegments	10	0A
displayError	11	0B
LCDBusy	12	0C
stringToLCD	13	0D
charToLCD	14	0E
commandToLCD	15	0F
scanKeys	16	10
scanKeysWait	17	11
matrixScan	18	12
joystickScan	19	13
serialEnable	20	14
serialDisable	21	15
txByte	22	16
rxByte	23	17
intelHexLoad	24	18

<b>Routine</b>	<b>#</b>	<b>0x</b>
sendToSerial	25	19
receiveFromSerial	25	1A
sendAssembly	26	1B
sendHex	27	1C
genDataDump	28	1D
checkStartEnd	30	1E
menuDriver	31	1F
paramDriver	32	20
timeDelay	33	21
playNote	34	22
playTune	35	23
playTuneMenu	36	24
getCaps	37	25
getShadow	38	26
getProtect	39	27
getExpand	40	28
setCaps	41	29
setShadow	42	2A
setProtect	43	2B
setExpand	44	2C
toggleCaps	45	2D
toggleShadow	46	2E
toggleProtect	47	2F
toggleExpand	48	30
random	49	31

## API Utility Calls

### **softwareID**

Get Software ID String

- Input: nothing
- Return: HL = Pointer to SOFTWARE ASCII String
- Destroy: none

### **versionID**

Get Version Number and Version String

- Input: nothing
- Return: HL = Pointer to Release ASCII String  
BC = Release major version number  
DE = Release minor version number
- Destroys: none

### **preInit**

Performs a hard boot as if the TEC-1G had just been powered on. Returns to MON3 to its default state.

### **beep**

Makes a short beep tone to the TEC Speaker

- Input: nothing
- Destroys: A

### **convAToSeg**

Convert register A to Seven Segment display format

- Inputs: A = byte to convert  
DE = address to store segment values (2 bytes)
- Destroys: BC

### **regAToASCII**

Convert register A to ASCII. IE: **2CH** -> "2C"

- Input: A = byte to convert
- Output: HL = two-byte ASCII string
- Destroys: A

### **ASCIIToSegment**

ASCII to Segment. Converts an ASCII character to Seven Segment display format

- Input: A = ASCII character
- Return: A = Segment character or 0 if out of range
- Destroys: none

### **stringCompare**

Compare two string

- Input: HL = source pointer  
DE = target pointer  
B = #bytes to compare (up to 256)
- Output: Zero Flag Set = compare match
- Destroys: HL, DE, A, BC

### **HLToString**

Convert HL to ASCII string. IE: **2CH** -> "2C"

- Input: HL = value to convert  
DE = address of string destination
- Output: DE = address one after last ASCII entry
- Destroys: A

### **AToString**

Convert register A to ASCII string

- Input: A = byte to convert  
DE = address of string destination
- Output: DE = address one after last ASCII entry
- Destroys: A

### **scanSegements**

Multiplex the Seven Segment displays with the contents of DE. Must be called repetitively for segments to stay persistent.

- Inputs: DE = pointer to 6-byte location of segment data
- Destroys: A, B

### **displayError**

Display ERROR on the Seven Segments and wait for keypress

- Input: none
- Destroys: all

## API LCD Calls

### **LCDBusy**

LCD busy check. Checks the LCD busy flag and loops until LCD isn't busy

- Input: nothing
- Destorys: none

### **stringToLCD**

ASCII string to LCD. Writes a string (text) to the current cursor location on the LCD

- Input: HL = ASCII string terminated with a zero byte
- Destroy: A, HL (moves to end of the list)

```
TEXT: .db "HELLO TEC!",0
```

```
ld hl,TEXT
ld c,13
rst 10h
```

### **charToLCD**

ASCII character to LCD. Writes one character to the LCD at the current cursor location

- Input: A = ASCII character
- Destroy: none

```
ld a,"G"
ld c,14
rst 10h
```

### **commandToLCD**

Command to LCD. Sends an LCD instruction to the LCD

- Input: B = Instruction byte
- Destroy: none

```
ld b,01 ;clear LCD
ld c,15
rst 10h
```

## API Input Calls

### scanKeys

Universal Key input detection routine. Supports HexPad and Matrix. The routine does not wait for a key press the returns immediately. Only Hexpad keys are detected if using the Matrix Keyboard.

- Return: A = key value (if the following is met)
  - zero flag set if a key is pressed
  - carry flag set if press detected of a new key
  - carry flag not set for a key pressed and held
- Destroys: DE if using Matrix Keyboard

### scanKeysWait

Generic Key input detection routine. Supports HexPad and Matrix. Waits until a key is pressed. The routine will only detect a key if all keys are released first. Only Hexpad keys are detected if using the Matrix Keyboard.

- Return: A = key value (if following are met)
  - zero flag set if a key is pressed
- Destroys: DE if using Matrix Keyboard

### matrixScan

Key scan routine for the Matrix Keyboard. This routine detects up to two key presses at the same time. Key values stored in DE. The routine must be called repetitively.

- Input: None
- Output: E = Key pressed between 00H-3FH (0-64)
  - D = Second key, FF=no key, 00=shift, 01=Ctrl, 02=Fn
  - zero flag set if a key is pressed or combination valid

#### Key mapping returned in register E (note: some gaps are present)

Shift = 00	Esc = 0C	4 = 17	D = 27	0 = 32	Z = 3D
Ctrl = 01	Space = 0D	5 = 18	E = 28	P = 33	\ = 3F
Fn = 02	Single Qt = 0E	6 = 19	F = 29	Q = 34	
Up = 03	Comma = 0F	7 = 1A	G = 2A	R = 35	
Down = 04	Minus = 10	8 = 1B	H = 2B	S = 36	
Left = 05	F.Stop = 11	9 = 1C	I = 2C	T = 37	
Right = 06	/ = 12	; = 1E	J = 2D	U = 38	
Caps = 07	0 = 13	= = 20	K = 2E	V = 39	
Del = 08	1 = 14	A = 24	L = 2F	W = 3A	
Tab = 09	2 = 15	B = 25	M = 30	X = 3B	
Enter = 0A	3 = 16	C = 26	N = 31	Y = 3C	

## **joystickScan**

Joystick port scan routines. This routine will return a value based on the movement/button of the joystick or any combination: IE: UP+DOWN = 03H, Routine must be called repetitively.

- Input: None
- Output: A = Joystick return value between 00H-5FH (0-95)
  - 01H = Up            10H = Fire 2
  - 02H = Down        20H = Comm2 (Pin 9)
  - 04H = Left        40H = Fire 1
  - 08H = Right       80H = Fire 3zero flag set if no joystick value returned
- Destroy: none

## API Serial Data Transfer Calls

### **serialEnable**

Activates the BitBang serial port for serial transmit. Disco LED's glow blue to indicate ready status.

- Input: none
- Destroy: A

### **serialDisable**

Deactivates the BitBang serial port for serial transmit. Disco LEDs turn off.

- Input: none
- Destroy: A

### **txByte**

Bit Bang FTDI USB transmit routine. Send one byte via the FTDI USB serial connection. It assumes a UART connection of 4800-8-N-2.

- Input: A = byte to transmit
- Output: nothing
- Destroy: none

## rxByte

Bit Bang FTDI USB receive routine. Receive one byte via the FTDI USB serial connection. It assumes a UART connection of 4800-8-N-2. Note routine will wait until a bit is detected.

- Input: nothing
- Return: A = byte received
- Destroy: none

## intelHexLoad

Load an Intel Hex file via the FTDI USB serial connection. Displays file progress on the segments and PASS or FAIL at the end of the load. Intel Hex file format is a string of ASCII with the following parts:

```
MARK | LENGTH | ADDRESS | RECORD TYPE | DATA | CHECKSUM  
:10200000210621CD7D20CD98203A00213C320021AF <- EXAMPLE LINE
```

MARK is a colon character, LENGTH is the number of bytes per line, ADDRESS is the 2-byte address of where the data is to be stored. RECORD TYPE is 00 for Data and 01 for EOF. DATA is the bytes to be stored. CHECKSUM is the addition of all bytes in one line.

- Input: nothing
- Output: nothing
- Destroy: HL, DE, BC, A

## sendToSerial

SIO Binary Dump. Transfer data on the TEC to a serial terminal. From and To address data is needed and input.

- Input: 2 byte from address = Stored in RAM at address 08C0H
- 2 byte to address = Stored in RAM at address 08C2H
- Destroys: A, HL, DE, BC

## receiveFromSerial

SIO receive binary data. Receive binary data from FTDI. From and To address data is needed and input.

- Input: 2 byte from address = Stored in RAM at address 08C0H
- 2 byte to address = Stored in RAM at address 08C2H
- Destroys: A, HL, DE, BC



### **sendAssembly**

Send Assembly instructions to the serial port. Print out the disassembled code that is on the TEC in readable assembly language on the serial terminal. From and To address data is needed and input.

- Input: 2 byte from address = Stored in RAM at address 08C0H  
2 byte to address = Stored in RAM at address 08C2H
- Destroys: A,HL,DE,BC

### **sendHex**

Send a traditional HEX dump as text to the serial terminal. Upto 16 bytes are displayed per line. From and To address data is needed and input.

- Input: 2 byte from address = Stored in RAM at address 08C0H  
2 byte to address = Stored in RAM at address 08C2H
- Destroys: A,HL,DE,BC

### **genDataDump**

Generate data dump in ASCII. Print the Address and then B number of bytes. This routine is a subroutine in the \_sendHex routine.

- Input: B = number of bytes to display
- HL = start address of data dump
- DE = address of string destination
- Output: DE = zero terminated address one after last ASCII entry  
IE: "4000: 23 34 45 56 78 9A BC DE",0
- Destroys: A, HL (moves to next address after last byte)

## API Menu & Parameter Calls

### **checkStartEnd**

Check start and end address difference.

- Input: HL = address location of START value  
HL+2 = address location of END value
- Output: HL = start address  
BC = length of end-start  
Carry = set if end is less than start
- Destroys: DE

## menuDriver

Menu driver for user programs. Creates a selectable custom menu. Keys:

Go = Select menu item, AD = Exit Menu, Plus/Minus = Navigate menu

- Input: HL = Pointer to Menu configuration.
- Destroys: A, HL

Menu configuration is as follows. All strings are ZERO terminated!

```
<Menu Entries>, <Menu Text Title>, [<Menu Text Label>,  
<Menu Routine Address>]+
```

```
EG: .db 2 ; Two menu items  
     .db "Games",0 ; Menu title  
     .db "TEC Invaders",0 ; Text and Routine  
     .dw invaders  
     .db "TEC Maze",0 ; Text and routine  
     .dw maze
```

## paramDriver

Parameter data entry driver. Creates a list of editable two-byte parameters.

Keys: Go = Continue, AD = Exit, Plus/Minus = Navigate, 0-F = enter values

- Input: HL = Pointer to Parameter configuration.

Parameter text can be no longer than 14 characters. All strings are ZERO terminated! Parameters entered will be stored in the Param RAM Address locations. Parameter configuration is as follows.

```
<No. of Entries>, <Parameter Title Text>, [<Param Text  
Label>, <Param RAM Address>]+
```

```
EG: .db 3 ; Three parameters  
     .db "= Enter Parameters =",0 ; Parameter title  
     .db "Start Address:",0 ; Text and Address  
     .dw COPY_START  
     .db "End Address:",0 ; Text and Address  
     .dw COPY_END  
     .db "Dest. Address:",0 ; Text and Address  
     .dw COPY_DEST
```

### timeDelay

A 16-bit delay routine. An input delay of **2000H** is approximately 50ms.

- Input: HL = delay amount
- Destroys: none

### API Sound Calls

#### playNote

Play a note. Play a note with a given frequency and wavelength

- Input: HL = frequency (01-7F)  
B = wavelength (00-FF)
- Destroys: HL, BC, A

#### playTune

Play a series of notes. To play a note use a reference between 01H and 18H. Where 01H is the lowest and 18H is the highest. Use 00H for a pause and any value greater than 18H to exit.

Note reference table is as follows:

G	01H	C#	07H	G	0DH	C#	13H
G#	02H	D	08H	G#	0EH	D	14H
A	03H	D#	09H	A	0FH	D#	15H
A#	04H	E	0AH	A#	10H	E	16H
B	05H	F	0BH	B	11H	F	17H
C	06H	F#	0CH	C	12H	F#	18H

- Input: DE = Address of first note
- Destroy: A, B, DE, HL

#### playTuneMenu

Play a series of notes with the \_playTune routine, but address of first note is selected via a parameter menu.

- Input: none
- Destroy: A, B, DE, HL

## API System Latch Calls

### **getCaps**

Get Caps lock state

- Input: none
- Output: A = caps lock state; 0 = off, CAPSLOCK = on

### **getShadow**

Get SHADOW state

- Input: none
- Output: A = shadow state; 0 = off, SHADOW = on

### **getProtect**

Get PROTECT state

- Input: none
- Output: A = protect state; 0 = off

### **getExpand**

Get EXPAND state

- Input: none
- Output: A = expand state; 0 = off

### **setCaps**

Set Caps lock state

- Input: A = Desired caps lock state; 0 = off, 1 = on
- Destroy: A

### **setShadow**

Set Shadow state

- Input: A = Desired shadow state; 0 = off, 1 = on
- Destroy: A

### **setProtect**

Set Protect state

- Input: A = Desired protect state; 0 = off, 1 = on
- Destroy: A

### **setExpand**

Set Expand state

- Input: A = Desired expand state; 0 = off, 1 = on
- Destroy: A

**toggleCaps**

Toggle Caps Lock state

- Input: none
- Destroy: A

**toggleShadow**

Toggle Shadow state

- Input: none
- Destroy: A

**toggleProtect**

Toggle Protect state

- Input: none
- Destroy: A

**toggleExpand**

Toggle Expand state

- Input: none
- Destroy: A

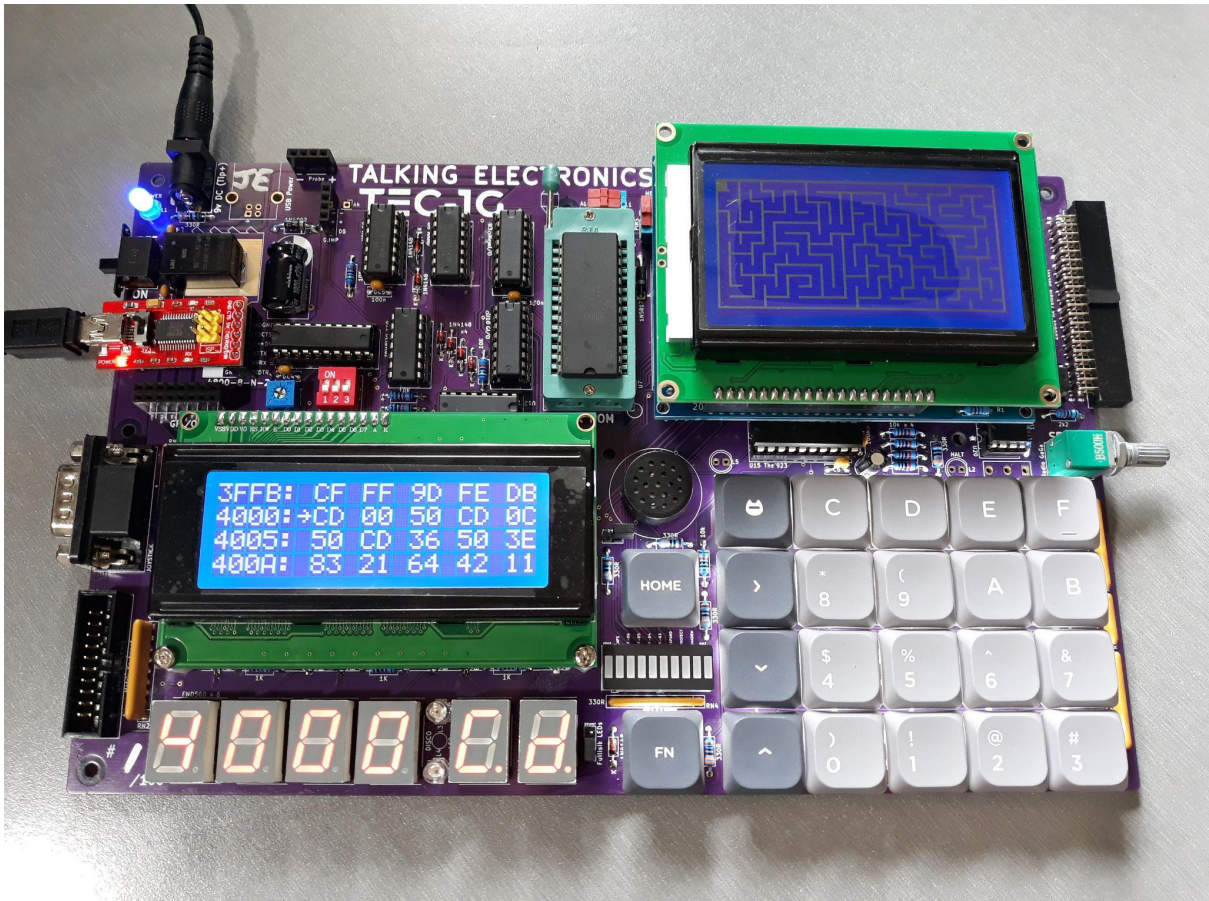
**random**

Random number generator. Return a random number between 00H-FFH

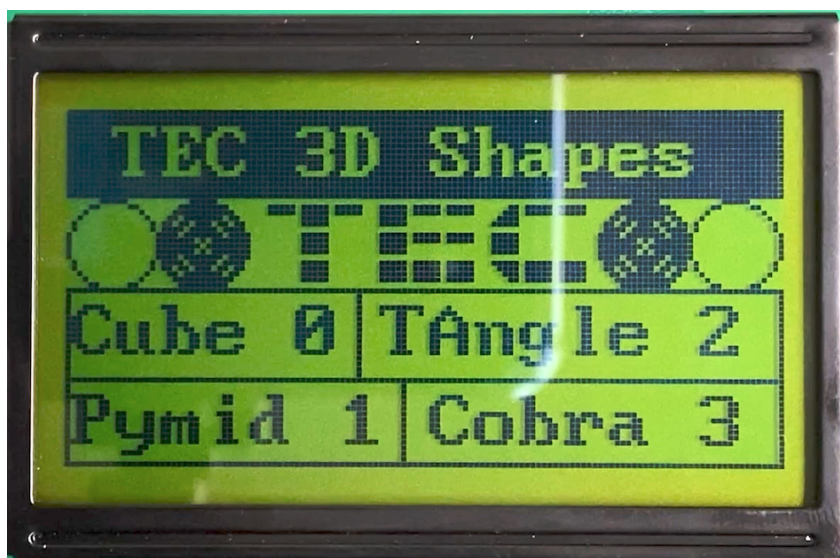
- Input: none
- Output: A = pseudo random number
- Destroy: B

## Graphical LCD Add-On Interface

Mon3 includes a Graphical LCD (GLCD) library that will work with the TEC-DECK Graphical LCD PCB Add-On. If the Graphical LCD is installed on the TEC-1G via the TEC-DECK headers, special GLCD API calls can be used to interface with the GLCD. The library is for GLCDs with the **ST7920** chip.



The GLCD library contains a variety of routines that can produce simple shapes and lines, these include text, lines, rectangles, circles and pixels.



## General Conventions

The register **a** holds the API Call number. All other registers except the **ix** register can be used as parameters if needed. Executing a **RST 18H** or **DF** calls the GLCD API.

### General Interface

```
ld a,[API Call Number]
rst 18H
```

The following code will draw a box and write text to the GLCD

```
                ; Initialise and set to Graphics Mode
3E 00          ld a,0                ; Initialise GLCD
DF            rst 18H
3E 04          ld a,4                ; Graphics Mode
DF            rst 18H

                ; Draw Box - Box Outline Example
01 20 00      ld bc,0020H           ; X0, Y0
11 3F 7F      ld de,7F3FH           ; X1, Y1
3E 06          ld a,6                ; Draw a outline box from X0,Y0 to X1,Y1
DF            rst 18H

                ; Plot Graphics to LCD Screen (must do)
3E 0C          ld a,12               ; Plot To LCD
DF            rst 18H

                ;Write Text to the Screen
3E 05          ld a,5                ; Text Mode
DF            rst 18H
0E 01          ld c,01H              ; Row 1
3E 0D          ld a,13               ; Print String
DF            rst 18H
54 45 43 2D 31 47 00 .db "TEC-1G",0
```

**initLCD** must be called at the start of every program. The GLCD has two modes, Text and Graphics. Both Text and Graphics can be displayed at the same time. These modes must be selected prior to the drawing or text routine. Also, **plotToLCD** must be called to display any graphics drawn to the screen. The above example displays these to principals.

## GLCD API Calls list

Routine	#	0x
initLCD	0	0
clearGBUF	1	01
clearGrLCD	2	02
clearTxtLCD	3	03
setGrMode	4	04
setTxtMode	5	05
drawBox	6	06
drawLine	7	07
drawCircle	8	08
drawPixel	9	09
fillBox	10	0A

Routine	#	0x
fillCircle	11	0B
plotToLCD	12	0C
printString	13	0D
printChars	14	0E
delayUS	15	0F
delayMS	16	10
setBufClear	17	11
setBufNoClear	18	12
clearPixel	19	13
flipPixel	20	14

## GLCD API Configure Calls

### **initLCD**

Initialise the LCD Screen. This routine is to be called before any other routine.

- Input: nothing
- Destroy: All

### **clearGBUF**

Clear the Graphics Buffer. The Graphics Buffer or GBUF is the internal memory area that contains pixel data for the LCD. The drawing routines write data to the GBUF. Once all pixels are set, this buffer is then plotted to the LCD with the **plotToLCD** Routine. Clearing the GBUF is a good way to ensure the pixel area is empty.

- Input: nothing
- Destroy: All



**clearGrLCD**

Clear the Graphics LCD Screen. This routine clears the GDRAM or Graphics screen on the LCD.

- Input: nothing
- Destroy: All

**clearTxtLCD**

Clear the Text LCD Screen. This routine clears the DDRAM or Text screen on the LCD.

- Input: nothing
- Destroy: All

**setGrMode**

Set the LCD to Graphics Mode. This routine puts the LCD in Graphics mode (Extended Instructions) and any further instructions to the LCD will be for the graphics screen. It only needs to be called once if multiple graphics routines are used.

- Input: nothing
- Destroy: AF,DE

**setTxtMode**

Set the LCD to Text Mode. This routine puts the LCD in Text mode (Basic Instructions) and any further instructions to the LCD will be for the text screen. It only needs to be called once if multiple text routines are used.

- Input: nothing
- Destroy: AF,DE

## GLCD API Graphics Calls

### **drawBox**

Draws a single-line rectangle between two points X1, Y1 and X2, Y2.

- Input: B = X1-coordinate (0-127)  
C = Y1-coordinate (0-63)  
D = X2-coordinate (0-127)  
E = Y2-coordinate (0-63)
- Destroy: AF,HL

```
ld bc,0020H    ;X0, Y0
ld de,7F3FH    ;X1, Y1
ld a,6         ;drawBox
rst 18H
```

### **drawLine**

Draws a straight line between X1, Y1 and X2, Y2. Uses the Bresenham Line drawing algorithm. <http://members.chello.at/~easyfilter/bresenham.html>

- Input: B = X1-coordinate (0-127)  
C = Y1-coordinate (0-63)  
D = X2-coordinate (0-127)  
E = Y2-coordinate (0-63)
- Destroy: All

```
ld bc,0010H    ;X0, Y0
ld de,7F30H    ;X1, Y1
ld a,7         ;drawLine
rst 18H
```

### **drawCircle**

Draws a circle from a midpoint to a radius.

- Input: B = Mid-X-coordinate (0-127)  
C = Mid-Y-coordinate (0-63)  
E = Radius (1-63)
- Destroy: All

```
ld bc,0818H    ;Mid X, Mid Y
ld e,08H       ;Radius
ld a,8         ;drawCircle
rst 18H
```

### **drawPixel**

Draws a single Pixel.

- Input: B = X-coordinate (0-127)  
          C = Y-coordinate (0-63)
- Destroy: AF,HL

```
ld bc,4020H    ;X,Y
ld a,9         ;drawPixel
rst 18H
```

### **fillBox**

Draws a filled rectangle between X1, Y1 and X2, Y2.

- Input: B = X1-coordinate (0-127)  
          C = Y1-coordinate (0-63)  
          D = X2-coordinate (0-127)  
          E = Y2-coordinate (0-63)
- Destroy: AF,HL

```
ld bc,0020H    ;X0, Y0
ld de,7F3FH    ;X1, Y1
ld a,10        ;fillBox
rst 18H
```

### **fillCircle**

Draws a filled circle from a midpoint to a radius. This routine iteratively calls the **drawCircle** routine increasing the radius until it equals the register E. There might be gaps in the filled circle, but hey it looks just like what you get on a BASIC program.

- Input: B = Mid-X-coordinate (0-127)  
          C = Mid-Y-coordinate (0-63)  
          E = Radius (1-63)
- Destroy: All

```
ld bc,1018H    ;Mid X, Mid Y
ld e,08H       ;Radius
ld a,11        ;fillCircle
rst 18H
```

## plotToLCD

This routine draws the Graphics Buffer or GBUF to the Graphics LCD screen. It is usually called after one of the drawing routines is called. This routine must be called for any graphics to appear on the GLCD

- Input: nothing
- Destroy: All

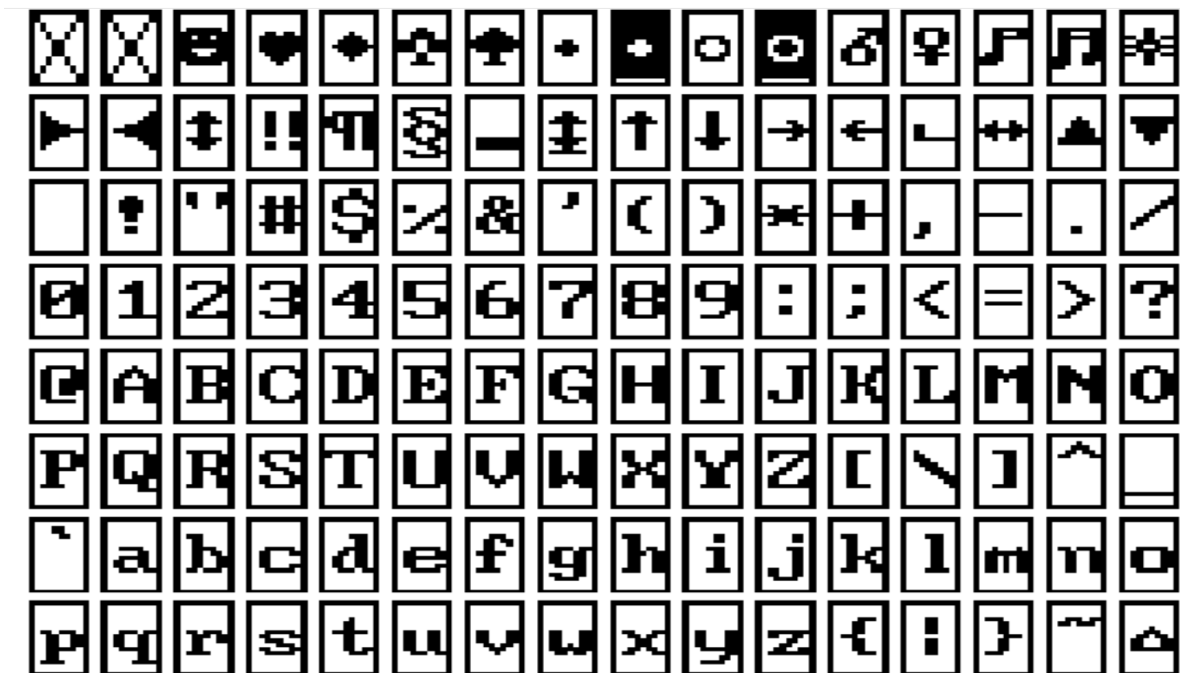
## GLCD API Text Calls

### printString

Prints ASCII text on a given row. There are 4 text rows on the LCD screen. The text is to be defined directly **after** the RST 18H routine and is to be terminated with a zero.

- Input: C = row number (0-3)  
Text = "String" on the next line, terminate with 0
- Destroy: All

```
ld c,02H      ;Row 2
ld a,13      ;printString
rst 18H
.db 02H, " This Text ", 1BH ,00H
```



There are 128 characters that are available from 00H-7FH. Conveniently, Alphanumeric characters align with the ASCII table.

## **printChars**

Print Characters on the screen in a given row and column. This routine is similar to the one above but character row *and* column placement can be made. Characters to be printed are to be terminated with a zero.

Even though there are 16 columns, only every second column can be written to and two characters are to be printed. IE: if one character is to be printed in column 2, then set B=0 and print " x", putting a space before the character.

- Input: B = column (0-7)  
C = row (0-3)  
HL = start address of text data
- Destroy: All. (HL will be at the end of the text data)

```
ld hl,TEXT_DATA
ld bc,0102H      ;Column 1, Row 2
ld a,14          ;printChars
rst 18H
...
TEXT_DATA:
.db "Hello!",0
```

## GLCD API Utility Calls

### **delayUS**

Delay loop for LCD to complete its instruction. Every time a command is sent to the LDC, it requires a small amount of time to complete that operation. IE: setting extended instruction mode. The time needed for most operations is defined in the LDC specification. It is usually around 72us. This routine is used internally, but can also be used directly. The delay time depends on how fast the CPU is running.

- Input: nothing
- Destroy: AF,DE

```
ld a,02H        ;Home instruction
out (07),a      ;send instruction to GLCD
ld a,15         ;delayUS
rst 18H
```

## **delayMS**

This is the same as the above routine, but the delay can be software controlled.

- Input: DE = delay value
- Destroy: AF,DE

```
ld a,01H      ;Clear instruction
out (07),a    ;send instruction to GLCD
ld de,0050H   ;longer delay
ld a,16       ;delayMS
rst 18H
```

## **setBufClear**

On every **\_plotToLCD** call, clear the graphics buffer GBUF. Calling this routine will clear the graphics buffer on every draw to LCD. This is useful if doing animation that requires a new drawing to be displayed on every plot or frame.

- Input: none
- Destroy: AF

## **setBufNoClear**

Do not clear the graphics buffer on every **plotToLCD**. Calling this routine will not clear the graphics buffer on every draw to LCD. This is useful for adding graphics data to an existing drawing.

- Input: none
- Destroy: AF

## **clearPixel**

Removes or clears a single Pixel from the LCD.

- Input: B = X-coordinate (0-127)  
          C = Y-coordinate (0-63)
- Destroy: AF,HL

```
ld bc,4020H   ;X,Y
ld a,19       ;clearPixel
rst 18H
```

## flipPixel

Inverts a single Pixel. If the Pixel is on, it will turn off and if the Pixel is off, it will turn on.

- Input: B = X-coordinate (0-127)  
          C = Y-coordinate (0-63)
- Destroy: AF,HL

```
ld bc,4020H      ;X,Y
ld a,20          ;flipPixel
rst 18H
```

## GLCD Examples

Provided in the TEC-1G GitHub repository are three GLCD programs. The programs have already been converted to Intel Hex files and are ready to load onto the TEC. All programs start at address **2000H**. Source code for all programs are provided and can be changed and studied.

The TEC-1G GitHub account is here: <https://github.com/teclgroup/TEC-1G> and the GLCD examples are in the TEC-Deck/Graphical\_LCD directory.

### lcd\_3d\_demo

Draw 3D wireframe graphics and rotate them. This program requires keypad input to rotate the objects. Buttons **4,8** and **C** rotate the object in the 3-axis. **Plus** and **Minus** will zoom the object in and out. **0** will return to the main menu. Pressing **GO** will exit the program

### lcd\_mad\_program

Draw the face of Alfred E. Neuman. This program draws lines between two points and creates the face of the Mad Magazine mascot. It generates similar to how it would using the BASIC language. But if the program is run at **2022H** it will generate instantly. <https://meatfighter.com/mad/>

### lcd\_maze\_gen

Create a maze. This program generates a maze using a recursive backtracking algorithm. Watch the maze slowly generate before your eyes.

Some easy-to-type examples have also been provided in the Quick Start Programs chapter below.

## Quick Start Programs

Who wants the TEC-1G to say Hello? Here are three different ways the TEC can do this. Only a summary of the programs has been provided, making the examples a good exercise for learning how they work. The programs utilise Mon3 API routines as discussed in the Advanced Programming chapter.

This routine is the shortest. It will display the data at **4009** using **RST 20** to multiplex and key scan. If the **AD** key is pressed the routine will exit. Data at **4009** is hardcoded to display HELLO on the seven segments

```
4000 11 09 40    LD DE,4009
4003 E7          RST 20
4004 FE 13       CP 13
4006 20 F8       JR NZ,4000
4008 C9          RET
4009 6E C7 C2    .db 6E C7 C2
400B C2 EB 18    .db C2 EB 18
```

This routine will display HELLO on the LCD Screen. It firstly clears the LCD by calling **commandToLCD** and then calling **stringToLCD** to display a zero-terminated ASCII string. Press the **AD** key to exit.

```
4000 06 01       LD B,01
4002 0E 0F       LD C,0F
4004 D7          RST 10
4005 21 11 40    LD HL,4011
4008 0E 0D       LD C,0D
400A D7          RST 10
400B CF          RST 08
400C FE 13       CP 13
400E 20 FB       JR NZ,400B
4010 C9          RET
4011 48 45 4C    .db "HEL"
4014 4C 4F 21 00 .db "LO!",0
```

This routine will convert the ASCII "HELLO!" to seven segment code using the **ASCIItoSegment** routine. Then it will use **RST 20** to multiplex and key scan. Change the ASCII at **401A** to display something different.

```
4000 21 1A 40    LD HL,401A
4003 11 20 20    LD DE,2020
4006 06 06       LD B,06
4008 0E 06       LD C,06
400A 7E          LD A,(HL)
400B D7          RST 10
400C 12          LD (DE),A
400D 23          INC HL
400E 13          INC DE
400F 10 F9       DJNZ 400A
4011 11 20 20    LD DE,2020
4014 E7          RST 20
4015 FE 13       CP 13
4017 20 F8       JR NZ,4011
4019 C9          RET
401A 48 45 4C    .db "HEL"
401D 4C 4F 21    .db "LO!"
```



Two GLCD demos are provided to demonstrate how to use the GLCD API calls. The first example is a circle animation that uses graphics mode and the second displays all known fonts on the GLCD which uses text mode.

## Making Bubbles

This program first sets up the LCD to use Graphics and ensures that on every plotToLCD the internal graphics buffer is cleared. This makes the circle animate. Then a circle is expanded until it reaches the end of the screen. A beep is played and the code is repeated.

```

INITLCD           .EQU 0
SETGRMODE        .EQU 4
DRAWCIRCLE       .EQU 8
PLOTTOLCD       .EQU 12
SETBUFCLEAR     .EQU 17
BEEP            .EQU 3
TIMEDELAY       .EQU 33

4000 3E 00          LD A,INITLCD           ;Initialise the GLCD
4002 DF            RST 18H
4003 3E 04          LD A,SETGRMODE        ;Set Grahpics Mode
4005 DF            RST 18H
4006 3E 11          LD A,SETBUFCLEAR      ;Set Gr Buffer to Clear
4008 DF            RST 18H
4009 0E 03          LD C,BEEP            ;Play a Beep
400B D7            RST 10H
400C 1E 01          LD E,1                ;Set initial radius to 1
400E 01 20 40       LD BC,4020H          ;Set X,Y to mid screen
4011 C5            PUSH BC                ;Save BC/DE
4012 D5            PUSH DE
4013 3E 08          LD A,DRAWCIRCLE       ;Draw Circle
4015 DF            RST 18H
4016 3E 0C          LD A,PLOTTOLCD       ;Output to LCD
4018 DF            RST 18H
4019 0E 21          LD C,TIMEDELAY       ;Wait a bit
401B 21 00 40       LD HL,4000H
401E D7            RST 10H
401F D1            POP DE                 ;Restore BC/DE
4020 C1            POP BC
4021 1C            INC E                  ;Increase radius by 1
4022 CB 6B          BIT 5,E               ;Check if bubble hits edge
4024 20 E3          JR NZ,4009            ;Yes, reset radius
4026 18 E9          JR 4011               ;No, redraw circle

```

## GLCD Font Display

This program cycles through all stored fonts on the GLCD. Characters on the GLCD are stored in the Character Generator ROM (CGROM). The program sets up the LCD for text mode and displays characters on the screen. Press any key to continue. The code also uses the GLCD ports directly, skipping the API. This is perfectly fine to do. See the ST7920 manual on how to send instructions directly to the GLCD.

```
INITLCD      .EQU 0
SETTXTMODE   .EQU 5
PRINTSTRING  .EQU 13
DELAYUS      .EQU 15

4000 3E 00    LD A,INITLCD      ;Initialise the GLCD
4002 DF      RST 18H
4003 3E 05    LD A,SETTXTMODE   ;Set Text Mode
4005 DF      RST 18H
4006 3E 0D    LD A,SETTXTMODE   ;Set Text Mode
4008 DF      RST 18H
4009 20 50 72 65 .DB " Press Any Key",0
400D 73 73 20 41
4011 6E 79 20 4B
4015 65 79 00
4018 0E 00    LD C,0          ;Character Counter
401A CF      RST 08H      ;Wait for key press
401B 06 40    LD B,40H        ;64 Characters per screen
401D 3E 80    LD A,80H        ;row 1 on LCD
401F CD 47 40 CALL 4047        ;Set Row on LCD
4022 79      LD A,C          ;Get Character
4023 CD 4B 40 CALL 404B        ;Display Character on LCD
4026 0C      INC C          ;Next Character
4027 CB 79    BIT 7,C        ;Is C=80H
4029 20 04    JR NZ,402F       ;Yes, display chinese chars
402B 10 F5    DJNZ 4022        ;No, display next character
402D 18 EB    JR 401A        ;Page done, next page
402F 21 40 A1 LD HL,A140H      ;Point to Chinese ROM
4032 CF      RST 08H      ;Wait for key press
4033 06 20    LD B,20H        ;32 Characters per screen
4035 3E 80    LD A,80H        ;row 1 on LCD
4037 CD 47 40 CALL 4047        ;Set Row on LCD
403A 7C      LD A,H          ;Get Character High Byte
403B CD 4B 40 CALL 404B        ;Display Character on LCD
403E 7D      LD A,L          ;Get Character Low Byte
403F CD 4B 40 CALL 404B        ;Display Character on LCD
4042 23      INC HL        ;Next Character
4043 10 F5    DJNZ 403A        ;Display next character
4045 18 EB    JR 4032        ;New Page
4047 D3 07    OUT (07H),A     ;Send instruction to LCD
4049 18 02    JR 404D        ;Do Delay
404B D3 87    OUT (87H),A     ;Send data to LCD
404D 3E 0F    LD A,DELAYUS     ;Set Delay
404F DF      RST 18H
4050 C9      RET
```

# Appendix

## Ports

Port	Direction	Description
00H	In	Keypad press encoder → Bit 0-4 HexPad → Bit 5 Function Key (Active Low) → Bit 6-7 N/A
01H	Out	Seven segment digits switch → Bit 0-1 Data Segments → Bit 2-5 Address Segments → Bit 6 FTDI Rx (Out), Disco LED's → Bit 7 Speake
02H	Out	Seven segment LED switch → Bit 0 G segment → Bit 1 F segment → Bit 2 C segment → Bit 3 D segment → Bit 4 E segment → Bit 5 DP segment → Bit 6 B segment → Bit 7 A segment
03H	In	System Input → Bit 0 Matrix Keyboard (DIP-3) → Bit 1 Protect Mode (DIP-3) → Bit 2 Expand Mode (DIP-3) → Bit 3 Expand Status → Bit 4 Cartridge Flag → Bit 5 General Input → Bit 6 Keypress Flag → Bit 7 FTDI Tx (In)
04H	In/Out	LCD Instruction
05H	Out	LED 8x8 Matrix Horizontal (TEC Expander)
06H	Out	LED 8x8 Matrix Vertical (TEC Expander)
07H	Out	Graphical LCD Instruction
84H	In/Out	LCD Data

Port	Direction	Description
87H	Out	Graphical LCD Data
F8H	In/Out	Spare (TEC Expander & I/O Bus)
F9H	In/Out	Spare (TEC Expander & I/O Bus)
FAH	In/Out	Spare (I/O Bus)
FBH	In/Out	Spare (General I/O & I/O Bus)
FCH	In/Out	Spare (General I/O & I/O Bus)
FDH	In/Out	SD (Secure Digital) Flash Card (General I/O)
FEH	In	Matrix Keyboard
FFH	Out	System Latch → Bit 0 Shadow (Active Low) → Bit 1 Protect → Bit 2 Expand → Bit 3 FF-D3 (Mem Bus) → Bit 4 FF-D4 (Mem Bus) → Bit 5 FF-D5 (Mem Bus) → Bit 6 FF-D6 (Mem Bus) → Caps Lock (Matrix Keyboard)

## Constants

Constant	Value
FTDI to USB Serial Transmission	4800-8-N-2 → Baud 4800 → 8 Packet Bits → No Parity → 2 Stop bits
Hexpad Keyboard return values	→ 0-F Keys, 00H-0FH → Plus, 10H → Minus, 11H → GO, 12H → AD, 13H

# LCD Cheatsheet

Z80 instructions to communicate with the LCD screen are given as direct commands. IE: OUT (04),A. Mon3 also provides API routines that do the same but also check for the LCD busy state. If using direct port instructions, the LCD busy flag is to be checked prior to the instruction call. The example code provided uses the API routines.

## Instruction Register One Byte commands to configure the LCD Screen

### OUT (04), A

When LCD turns on or resets, screen defaults with 0x01, 0x06, 0x08 and 0x30

Hex	Description	Hex	Description	Hex	Description
0x01	Clear Screen, Cursor reset	0x0F	Display On, Cursor On and Blink	0x40	Set CGRAM Address Pos 1
0x02	Return Cursor to top left	0x10	Move Cursor one to the left		(Address from 40-7F)
0x04	Decrement Cursor on write	0x14	Move Cursor one to the right		
0x06	Increment Cursor on write	0x18	Shift Display to the left	0x80	Set Row 1, Col 1 DDRAM Address
0x05	Display to Shift Right	0x1C	Shift Display to the right	0xC0	Set Row 2, Col 1 DDRAM Address
0x07	Display to Shift Left	0x30	8-Bit, 1 Line, 5x8 dots	0x94	Set Row 3, Col 1 DDRAM Address (20x4)
0x08	Display Off, Cursor Off	0x34	8-Bit, 1 Line, 5x11 dots	0xD4	Set Row 4, Col 1 DDRAM Address (20x4)
0x0C	Display On, Cursor Off	0x38	8-Bit, 2 Line, 5x8 dots		(Address from 80-A7, C0-E7)
0x0E	Display On, Cursor On	0x3C	8-Bit, 2 Line, 5x11 dots		See Screen Layout Below

**OUT (84), A**  
to write a character to DDRAM

Only write while LCD is not busy

## Screen Layout

### DDRAM Address Counter with Bit 7 set

Pos	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Row 1	80	81	82	83	84	85	86	89	88	89	8A	8B	8C	8D	8E	8F	90	91	92	93
Row 2	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF	D0	D1	D2	D3
Row 3	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F	A0	A1	A2	A3	A4	A5	A6	A7
Row 4	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF	E0	E1	E2	E3	E4	E5	E6	E7

20x4

**IN A, (84)**  
to read a character from DDRAM

**IN A, (04)**  
read busy flag (bit 7)

BF	AC	AC	AC	AC	AC	AC	AC
----	----	----	----	----	----	----	----

Pos	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Off Screen
Row 1	80	81	82	83	84	85	86	89	88	89	8A	8B	8C	8D	8E	8F	90-A7
Row 2	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF	D0-E7

16x2

Writing a character to the screen will increase/decrease the Address Counter automatically

To move the cursor to Row 2, Column 10 do LD A, 0xC9 / OUT (04), A  
For IN A, (04), If Bit 7 is set, then LCD is Busy. Other bits are the current Address Counter

# Character Table

Lower 4 Bits	Upper 4 Bits	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
xxxx0000	CG RAM (1)			0	a	P	`	P				-	9	≡	α	ρ	
xxxx0001	(2)		!	1	A	Q	a	9				μ	7	≠	∠	ä	q
xxxx0010	(3)		"	2	B	R	b	r				「	イ	ツ	×	ρ	θ
xxxx0011	(4)		#	3	C	S	c	s				」	ウ	テ	ε	∞	
xxxx0100	(5)		\$	4	D	T	d	t				、	イ	ト	ト	μ	Ω
xxxx0101	(6)		%	5	E	U	e	u				・	オ	十	一	ε	Ü
xxxx0110	(7)		&	6	F	V	f	v				ヲ	カ	ニ	ヨ	ρ	Σ
xxxx0111	(8)		'	7	G	W	g	w				フ	キ	ヌ	ウ	g	π
xxxx1000	(1)		(	8	H	X	h	x				イ	ウ	ネ	リ	γ	×
xxxx1001	(2)		)	9	I	Y	i	y				ウ	ケ	ル	ル	"	y
xxxx1010	(3)		*	:	J	Z	j	z				エ	コ	ン	レ	j	≠
xxxx1011	(4)		+	;	K	L	k	l				オ	サ	ヒ	ロ	*	π
xxxx1100	(5)		,	<	L	¥	l	l				ト	シ	フ	ワ	φ	π
xxxx1101	(6)		-	=	M	I	m	)				ユ	ズ	ハ	ン	ト	÷
xxxx1110	(7)		.	>	N	^	n	÷				ヨ	セ	ホ	ハ	ñ	
xxxx1111	(8)		/	?	O	_	o	+				ッ	リ	マ	"	ö	

Note: The user can specify any pattern for character-generator RAM.

## Creating Custom Characters

CGRAM Address	Character In DDRAM
40	0
48	1
50	2
58	3
60	4
68	5
70	6
78	7

0	0	0	0	0	0	0	0	1	0x01
0	0	0	0	0	0	0	1	1	0x03
0	0	0	0	0	0	1	0	1	0x05
0	0	0	0	0	1	0	0	1	0x09
0	0	0	0	0	1	0	0	1	0x09
0	0	0	0	0	1	0	1	1	0x0B
0	0	0	1	1	0	1	1		0x1B
0	0	0	1	1	0	0	0		0x18

Up to 8 Custom Characters can be programmed

Use Bits 0 to 4 only

After each byte is written CGRAM Address increases

To display character use 0-7 in DDRAM

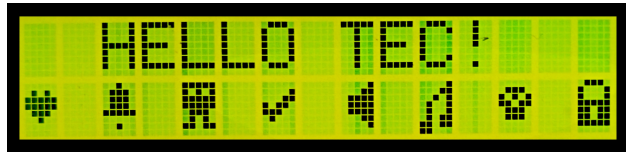
Use OUT (04), A to set the CGRAM address, where A is between 40h-7Fh  
Then OUT (84), A to write one 5 pixel row

## Example Using CGRAM and DDRAM

```

_stringToLCD .equ 13
_charToLCD .equ 14
_commandToLCD .equ 15
; LCD Setup
ld c,_commandToLCD 4000 0E 0F ;LCD Instruction API routine
ld b,01H 4002 06 01 ;Clear display
rst 10H 4004 D7 ;call API routine
ld b,38H 4005 06 38 ;8-Bit, 2 Lines, 5x8 Characters
rst 10H 4007 D7 ;call API routine
; Tell the LCD that next data will be to CGRAM
ld b,40H 4008 06 40 ;CGRAM entry
rst 10H 400A D7 ;call API routine
; Save multiple characters to CGRAM using lookup table
ld b,40H 400B 06 40 ;8 Characters (8 bytes each)
ld c,_charToLCD 400D 0E 0E ;LCD Data API routine
ld hl,403FH 400F 21 3F 40 ;LCD custom character table
loop1:
ld a,(hl) 4012 7E ;get custom character byte
inc hl 4013 23 ;move to next item in table
rst 10H 4014 D7 ;call API routine
djnz loop1 4015 10 FB ;continue for all 64 char bytes
; Display first line of text
ld c,_commandToLCD 4017 0E 0F ;LCD Instruction API routine
ld b,82H 4019 06 82 ;Move Cursor to Row 1, Col 3
rst 10H 401B D7 ;call API routine
ld hl,4034H 401C 21 34 40 ;ASCII text
ld c,_stringToLCD 401F 0E 0D ;LCD String API routine
rst 10H 4021 D7 ;call API routine
; Display customer characters
ld c,_commandToLCD 4022 0E 0F ;LCD Instruction API routine
ld b,0C0H 4024 06 C0 ;Move Cursor to Row 2, Col 1
rst 10H 4026 D7 ;call API routine
ld b,08H 4027 06 08 ;8 Characters
ld c,_charToLCD 4029 0E 0E ;LCD Data API routine
loop2:
ld a,b 402B 78 ;set A to current character
rst 10H 402C D7 ;call API routine
ld a,20H 402D 3E 20 ;space character
rst 10H 402F D7 ;call API routine
djnz loop2 4030 10 F9 ;continue for all 8 characters
; All Done, what for key press and exit
rst 08H 4032 CF ;key wait and press (HALT)
ret 4033 C9 ;exit

```



```

TEXT TABLE: 4034 48 45 4C 4C 4F 20 54 45 43 21 00 ; "HELLO TEC!"
CHAR TABLE: 403F 00 0A 1F 1F 0E 04 00 00 ; Heart
4047 04 0E 0E 0E 1F 00 04 00 ; Bell
404F 1F 15 1F 1F 0E 0A 1B 00 ; Alien
4057 00 01 03 16 1C 08 00 00 ; Tick
405F 01 03 0F 0F 0F 03 01 00 ; Speaker
4067 01 03 05 09 09 0B 1B 18 ; Note
406F 00 0E 15 1B 0E 0E 00 00 ; Skull
4077 0E 11 11 1F 1B 1B 1F 00 ; Lock

```

# I/O Connectors

