

BLUE RAM UTILITY CASSETTE Making Instructions.

1. Do a normal installation of UTILITY from your present TAPE.
2. MOVE 6000 THRU 6D6B TO 8080
3. MOVE 6DEC THRU 7FFF TO 8DEC
4. EDIT 8CA2 + 8CA3 TO 00 00
5. EDIT 8000 with startup program that follows -

	8000	23 03 20	JP 2003	Jump to START of this cassette
	03	FF 1B	RST 38H	CALL onboard FILL subroutine
	05	09 40	E, D	Start Location 4000 H
	07	FF 0E	C, B	Bytes to fill TO 4EFE
	09	AA	A	Value to write
	800A	21 80 20	LD HL, 2080	Move from 2080 H
	0D	11 00 60	LD DE, 6000	Move to 6000 H
	10	01 6C 0D	LD BC, 0D6C	Move 0D6C H bytes (3436)
	13	ED B0	LDIR	
	15	21 EC 2D	LD HL, 2DEC	Move from 2DEC H
	18	11 EC 6D	LD DE, 6DEC	Move to 6DEC H
	1B	01 14 12	LD BC, 1214	Move 1214 H bytes (4628)
	1E	ED B0	LDIR	
	20	21 6A 20	LD HL, 206A	Move from 206A H
	23	11 D2 6D	LD DE, 6DD2	Move to 6DD2 H (User Vector Area)
	26	01 16 00	LD BC, 0016	Move 16 H bytes (22)
	29	ED B0	LDIR	
	802B	FF 35	RST 38H	CALL onboard String Display routine
	2D	14	E	Horiz. Position
	2E	1E	D	Vert. Position
	2F	14	C	Character Display Parameters
	30	43 20	HL	Address of character string to display
	32	FF 35	RST 38H	
	34	14	E	
	35	2E	D	
	36	14	C	
	37	53 20	HL	
	39	FF 35	RST 38H	
	3B	14	E	
	3C	3E	D	
	3D	14	C	
	3E	63 20	HL	
	8040	C3 D5 6D	JP 6DD5H	Jump to cassette SWAP Loop
	8043	52 45 4D 4F 56 45 20 20		REMOVE
	4B	55 54 49 4C 49 54 59 00		UTILITY
	53	49 4E 53 45 52 54 20		INSERT
	5A	42 4C 55 45 20 52 41 4D 00		BLUE RAM
	63	48 4F 4C 44 20 3D 00		HOLD =
6DD2	806A	C3 3A 24	JP 243A	Jump to RUN routine
D5	6D	F3	DI	
D6	6E	DB 14	IN A, (14)	Input Port 14 H
D8	70	A7	AND A	Test if 0
D9	71	CA D6 6D	JP Z, 6DD6	If so go back
6DDC	8074	3E C2	LD A, C2	Load A with 194
DE	76	D3 0A	OUT (0A), A	Out 2(10) = 194
E0	78	00		
E1	79	00		
E2	7A	00		
E3	7B	00		
E4	7C	FB	EI	
6DES	807D	C3 15 20	JP 2015	Jump to cassette RESTART

Actual Location when moved and RUNNING.

6. Now BURN a 2764 EPROM
7. Put it into a Test Cassette
8. RESET Start with BLUE RAM
9. HOLD RESET
10. Remove BLUE RAM and install UTILITY cassette
11. RELEASE RESET
12. Follow instructions on the screen
 - Remove UTILITY
 - Insert BLUE RAM
 - HOLD = until UTILITY starts on the screen
13. Do what you normally would do at this point.

Dear Don,

Why does it hang up with a complete lock up after putting the B of BLUE and with no normal sound being produced?

If you now do a BOMB RECOVERY and get the BLUE RAM recover response on the screen, you can TYPE IN CALL! 6DD5 GO and you will be back in the cassette swap loop. Just HOLD = and you will see that it now has operated as it was intended.

Michael White sent me his EPROM burner to check out because it didn't work for him under putting it together. He forgot a feed thru solder joint. I just sent it back to him and also included this program for him to check out. Maybe between the two of you and me we can get the problem solved. I await your answer.

Norman got his car Thursday August 29, 1985. (20 weeks)

I hope the empty 4 bytes are enough to insert what is needed.

Your EPROM Burner (Flamm model) is working OK now after I replaced both of the IC's of all the old parts reused from your old burner. New parts (ones I didn't have lying around) and mailing cost me about \$5.00

Am now leaving to go to FLORIDA to see EPCOT.

Write me after Sept. 29, 1985

Your Friend from PA.
LeRoy

Sept. 12, 1985