Arbadell Loader

The loader is a way by which the user can load programs to memory. The memory consists of CMOS NVSRAM. The loader is set to communicate via RS232 (PC serial port) at 9600 baud with 8 data bits, no parity, one stop bit, and no flow control.

If not, check serial settings and connections and try again. The first thing the loader will do is go to into a wait loop. It can continue if it is given a signal from the CPU. The CPU will only issue the interrupt if the "load" switch is set. Once awakened the user should see a command prompt and the loader will now be able to accept commands.

There are four commands available. First is load. This will allow you to download assembled files from the Arbadell assembler to RAM. Simply type "l" and you should see a prompt to send the file. Click on the transfer tab up top then click on send text file. Find your text assembled file and click open.

Your second command is "f" for fill. This will allow you to fill any address with any value. Once you type "f" you should see a prompt for address and data. At this point type four characters for the address followed by two characters for data. DON'T USE SPACES. Also, USE LOWER CASE.

The third command is "r" for read. This will allow you to read any portion of memory you wish. After typing "r", you must type in four characters for the staring address and four characters for the end address. Again, DON'T USE SPACES. Also, USE LOWER CASE.

The fourth command is "d" for done. This will tri-state all the busses and send a signal to the CPU indicating that the RAM has been loaded. The loader will then go into an infinite loop and the only way to do another load of the RAM is to reset the system.