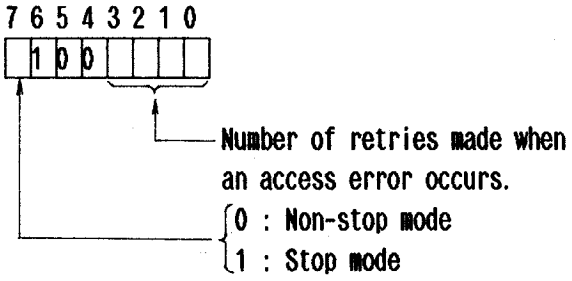
DFTATR (at ØF2E4H)  Ø1H byte  Type: o
- The initial value is ØC2H.
- Contains the default data for TACATR (ØF7D1H), the tape access attribute flag.

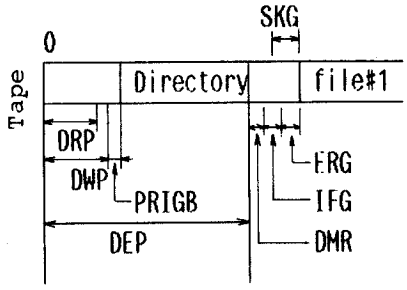



- See 3.7, "MTOS/MIOS Operations."

WRTATR (at ØF2E5H)  Ø1H byte

SRDATR (at ØF2E6H)  Ø1H byte  Type: x
- The initial value is ØC2H.
- Is the tape access attribute flag used by the system when reading.
- The bit assignments are identical to those of DFTATR (ØF2E4H).
- See 3.7, "MTOS/MIOS Operations."

DRP (at ØF2E7H)  Ø2H bytes  Type: o
- This counter is initialized to ØØ3CH.
- The counter specifying the position in the MCT directory where reading is to start.




- See 3.7, "MTOS/MIOS Operations."

DWP (at ØF2E9H)  Ø2H bytes  Type: o
- This counter is initialized to ØØ4DH.
- The Counter specifying the position in the MCT directory where a write is to start.
- See 3.7, "MTOS/MIOS Operations."

DEP (at ØF2EBH)  Ø2H bytes  Type: o
- This counter is initialized to ØØD9H.
- The counter specifying the upper limit of the end of the directory area.
- See 3.7, "MTOS/MIOS Operations."

DMR (at ØF2EDH) Ø2H bytes Type: o
- The initial value is ØØ68H.
- Specifies the length of the gap between the directory and the file areas on MCT.
- See 3.7, "MTOS/MIOS Operations."

IFG (at ØF2EFH) Ø2H bytes Type: o
- The initial value is ØØ68H.
- Specifies the length of the gap between files on MCT.
- See 3.7, "MTOS/MIOS Operations."

SKG (at ØF2F1H) Ø2H bytes Type: o
- The initial value is ØØ34H.
- Specifies the interval between seeks during an MCT file seek.
- See 3.7, "MTOS/MIOS Operations."

ERG (at ØF2F3H) Ø2H bytes Type: o
- The initial value is ØØ34H.
- Specifies the length of the gap up to the point where a file write is to start.
- See 3.7, "MTOS/MIOS Operations."

LERG (at ØF2F5H) Ø2H bytes Type: o
- The initial value is ØØ4EH.
- Specifies the length of the trailing gap up to the point where the MCT file is closed.
- See 3.7, "MTOS/MIOS Operations."

BKG (at ØF2F7H) Ø2H bytes

PRIGB (at ØF2F9H) Ø2H bytes

CCDFLT (at ØF2FBH) Ø1H byte Type: o
- The initial value is Ø5H.
- Loaded with the tape correction count.
- See 3.7, "MTOS/MIOS Operations."

CRCCNT (at ØF2FCH) Ø1H byte Type: #
- The initial value is Ø5H.
- Is the counter that counts the number of tape count corrections.
- This counter is decremented by one each time a file is created. When the counter reaches ØØH, the MCT rewinds the tape to the beginning and the tape count value is corrected. The correction count is specified in CCDFLT (ØF2FBH).
- See 3.7, "MTOS/MIOS Operations."

BLKWRTNO (at ØF2FDH) Ø1H byte Type: o
- The initial value is Ø3H.
- Indicates the number of times a block is to be re-written.
- The initial value indicates twice.
- See 3.7, "MTOS/MIOS Operations."

LMCTRED (at ØF2FEH) Ø4H bytes Type: o
- The initial value is 3EH, ØFFH, 18H, Ø2H.
- Indicates the error return point entered during an MCT read executed through BIOS.
- Loaded with instruction codes. Initially the codes load ØFFH into BIOS ERROR (ØF52BH).
- See 3.7, "MTOS/MIOS Operations."

LMCTWRT (at ØF302H)  Ø6H bytes  Type: o
- The initial value is 3EH, ØFFH, 32H, 2BH, ØF5H, ØC9H.
- Indicates the error return point entered during an MCT write executed through BIOS.
- Loaded with instruction codes.  Initially the codes load ØFFH into BIOSERROR (ØF52BH).
- See 3.7, "MTOS/MIOS Operations."

ALRMTIME (at ØF308H)  Ø1H byte  Type: o
- The initial value is 32H.
- Specifies the alarm screen display time in seconds.
- When the initial value is set, the screen automatically switches from the alarm screen mode back to the original mode after 50 seconds.
- See 2.9, "Alarm/Wake Function."

CSTOPPRT (at ØF309H)  Ø1H byte  Type: #
- The initial value is ØØH.
- This flag is used to interrupt cartridge printer processing when the CTRL/STOP key is pressed.
    = ØØH:  Cartridge printer processing not to be interrupted.
    = Ø1H:  Cartridge printer processing to be interrupted.
This flag is reset by PSTBIOS.
- See 3.5.3, "Standard Keyboard."

(Reserved) (at ØF30AH)  Ø6H bytes

### 6.2.4  System Area III (RSYSAR3)

This area is initialized by system initialize, reset, restart, power-on, and WBOOT processing.

CNTNFG (at ØF310H)  Ø1H byte  Type: x
- The initial value is ØFFH.
- This flag indicates whether the power-off mode.
    = ØØH:  Continue mode
    = ØFFH:  Restart mode
- When power is turned on, this flag is set to power-on mode.
- See 2.5, "Power-off."

FRCECNTN (at ØF311H)  Ø1H byte  Type: o
- The initial value is ØØH.
- This flag specifies the power-off mode when an standard keyboard is installed.
    = ØØH  :  Restart power off mode
    = Other than ØØH:  Continue power off mode
- See 2.5, "Power-off."

IFRCECNT (at ØF312H)  Ø1H byte  Type: o
- The initial value is ØFFH.
- This flag specifies the power-off mode when an item keyboard is installed.
    = ØØH  :  Restart power off mode
    = Other than ØØH:  Continue power off mode
- See 2.5, "Power-off."

TMFUNC (at 0F313H)  01H byte  Type: o
- The initial value is 00H.
- TMFUNC is the user timer function on/off flag.
    = 00H          :  Timer function OFF
    = Other than 00H:  Timer function ON
- See 4.7.4, "7508 Interrupts."

TMFLAG (at 0F314H)  01H byte  Type: o
- The initial value is 00H.
- This flag indicates whether or not setting of the user timer function is completed.
    = 00H:  Not completed
    = 0FFH:  Completed
- The value of TMSEC (0F4DAH) is decremented by one each time a 1-second interrupt occurs.  When the value reaches 0000H, this flag is set to 0FFH.
- See 4.7.4, "7508 Interrupts."

BFLASHDT (at 0F315H)  01H byte

ROMEXQ (at 0F316H)  01H byte  Type: x
- The initial value is 00H.
- This flag is used by the system when executing a ROM-based program.
    = 00H          :  ROM-based program not executed
    = Other than 00H:  ROM-based program executed
- See 4.6, "Executing a ROM Program."

COMPCOL (at 0F317H)  01H byte  Type: x
- The initial value is 00H.
- A work area used by BDOS to display characters.
- See 3.2, "BDOS Operations."

STRTCOL (at 0F318H)  01H byte  Type: x
- The initial value is 00H.
- A work area used by BDOS to display characters.
- See 3.2, "BDOS Operations."

COLUMN (at 0F319H)  01H byte  Type: x
- The initial value is 00H.
- A work area used by BDOS to display a character.
- See 3.2, "BDOS Operations."

LISTCP (at 0F31AH)  01H byte  Type: o
- The initial value is 00H.
- This toggle switch is used by BDOS to indicate whether or not to output to the LIST device.
    = 00H:  No LIST output
    = 01H:  LIST output
- See 3.2, "BDOS Operations."

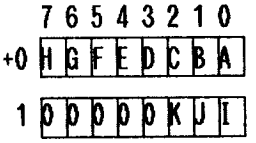
KPCHAR (at 0F31BH)  01H byte  Type: x
- The initial value is 00H.
- A work area used by BDOS during keyboard interrupt processing.
    = 00H          :  No keyboard interrupt occurred.
    = Other than 00H:  Key interrupt occurred (input key code).
- See 3.2, "BDOS Operations."

USRCODE (at 0F31CH)  01H byte  Type: #
- The initial value is 00H.
- Loaded with the currently specified user number.
- See 3.2, "BDOS Operations."

CURDSK (at ØF31DH)  Ø1H byte  Type: #
- The initial value is ØØH.
- Loaded with the current disk drive code.
- See 3.2, "BDOS Operations."

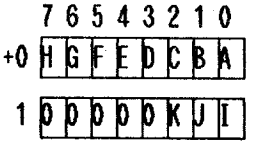
EFCB (at ØF31EH)  Ø1H byte  Type: x
- The initial value is ØE5H.
- Indicates the code used to search the directory for a free entry when a file is created by BDOS.
- See 3.2, "BDOS Operations."

RODSK (at ØF31FH)  Ø2H bytes  Type: #
- The initial value is ØØØØH.
- Loaded with the R/O disk vector.




(Each bit indicates R/O when set to 1 and R/W when Ø.)
- See 3.2, "BDOS Operations."

DLOG (at ØF321H)  Ø2H bytes  Type: #
- The initial value is ØØØØH.
- Loaded with the log-in disk vector value.



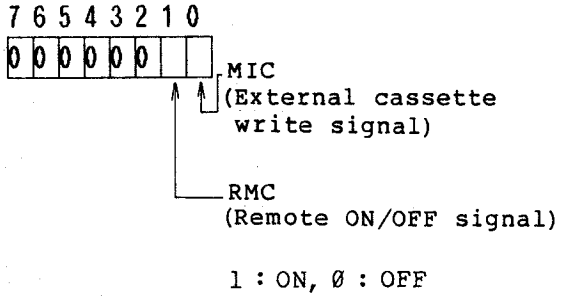

(Each bit indicates a selected drive when set to 1.)

- See 3.2, "BDOS Operations."

DMAAD (at ØF323H)  Ø2H bytes  Type: #
- Indicates the starting address of the DMA buffer used for BDOS processing.
- The DMA buffer is located at SYSDMA (ØF8B1H).
- See 3.2, "BDOS Operations."

USRDMA (at ØF325H)  Ø2H bytes  Type: #
- The initial value is ØØ8ØH.
- Indicates the starting address of the user DMA buffer used in BDOS processing.
- See 3.2, "BDOS Operations."

RZCTLR2 (at ØF327H)  Ø1H byte  Type: o
- The initial value is ØØH.
- This area stores the output state of control register 2 (PØ2H).




- The bit assignments for this area are identical for those of CTLR2 (PØ2H).
- See Chapter 5, "I/O Operations."

CHGRIGT (at ØF328H)  ØEH bytes  Type: o
- Is the table that contains the arrow, SHIFT/arrow and CTRL/arrow key code.

| Address | Key | Initial value | Address | Key | Initial value |
|---|---|---|---|---|---|
| F328H | → | 1CH | F32FH | SHIFT /↓ | 11H |
| 29H | ← | 1DH | 30H | SHIFT /INS | F6H |
| 2AH | ↑ | 1EH | 31H | CTRL /→ | 16H |
| 2BH | ↓ | 1FH | 32H | CTRL /← | 17H |
| 2CH | SHIFT /→ | 06H | 33H | CTRL /↑ | 14H |
| 2DH | SHIFT /← | 02H | 34H | CTRL /↓ | 15H |
| 2EH | SHIFT /↑ | 10H | 35H | CTRL /INS | F7H |

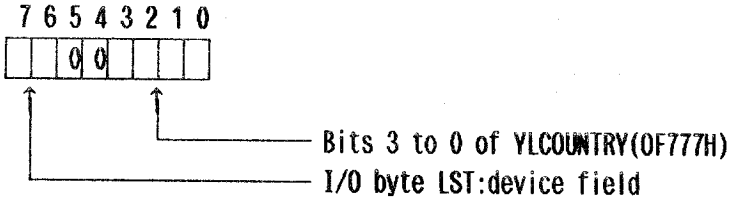
- The 14-byte data block starting at DFLTRT is copied into this area at warm boot time.
- The initial values are used for keyboard interrupt processing on the system menu screen.
- See 3.5.3, "Standard Keyboard."

RNSCOF (at ØF336H)  Ø1H byte

INHCOPY (at 0F337H)  01H byte  Type: x
- The initial value is 00H.
- This flag indicates whether or not screen dump processing is in progress.
    = 00H          :  Not in progress
    = Other than 00H:  In progress
- See 3.4, "BIOS Details."

MDMMOD (at 0F338H)  01H byte  Type: o
- The initial value is 00H.
- This flag is used to disable screen dump processing via the RS-232C or SIO interface.
    = 00H          :  SCRNDUMP enabled
    = Other than 00H:  SCRNDUMP disabled
- A beep is generated as an alarm if an attempt is made to execute SCRNDUMP when screen dump processing is disabled.
- Refer to (19) SCRNDUMP in 3.4.2.

PRTFLG (at 0F339H)  01H byte  Type: #
- The initial value is 00H.
- This flag indicates whether or not an international character set has been indicated to the printer.
    = 00H          :  No output was received
    = Other than 00H:  Output was received
-  The figure below shows the bit assignments for this area (when PRTFLG is not set to 00H) for Export version 1.0.




- See (6) LIST in 3.4.2.

DISBRK (at 0F33AH)  01H byte  Type: x
- The initial value is 00H.
- This flag is used by the system to control the power-off and alarm screen display modes during screen dump processing.
    = 00H          :  Power-off, alarm screen displays enabled
    = Other than 00H:  Power-off, alarm screen displays disabled
- See 3.4, "BIOS Details."

RSCLSF (at 0F33BH)  01H byte

SRMODE (at 0F33CH)  01H byte  Type: #
- The initial value is 0FFH.
- Indicates the current serial interface state.
    = 0FFH:  Unused
    = 00H:  Used by printer (LIST)
    = 01H:  Used by the user (RSIOX)
    = 02H:  Used by FDD
- See 5.2, "Serial Interfaces."

ECSNCPWC (at ØF33DH) Ø1H byte Type: o
- The initial value is 5ØH.
- Specifies the time-count by which to write synchronous signals when writing synchronous patterns to the external cassette.
- This area is used in BASIC external cassette processing.

ECSNCPRC (at ØF33EH) Ø1H byte Type: o
- The initial value is 28H.
- Specifies the time-count by which to read synchronous signals which must be checked when reading synchronous patterns from the external cassette.
- This area is used by BASIC for external cassette processing.

ECKEYWRD (at ØF33FH) Ø1H byte Type: o
- The initial value is ØØH.
- Specifies the mask pattern for data protection used during a read from or write to the external cassette.
- Data is XORed with this pattern before being written to the external cassette.
- This area is used by BASIC for external cassette processing.

ECB1TIME (at ØF34ØH) Ø2H bytes Type: o
- The initial value is ØØ72H.
- Specifies the width of the waveform of 1 data bits written to the external cassette.
- The initial value corresponds to approximately 5ØØ μs.
- This value is used by BASIC for external cassette processing.

ECBØTIME (at ØF342H) Ø2H bytes Type: o
- The initial value is ØØ32H.
- Specifies the width of Ø data bits written to the external cassette.
- The initial value corresponds to approximately 25Ø μs.
- This value is used by BASIC for external cassette processing.

ECMCTTMR (at ØF344H) Ø2H bytes Type: o
- The initial value is Ø1D5H.
- Specifies the threshold value for Ø and 1 bits read from the external cassette.
- The unit is approximately 1.63 μs. The initial value corresponds to approximately 75Ø μs.
- This value is used by BASIC for external cassette processing.

ECMCTØTH (at ØF346H) Ø2H bytes Type: o
- The initial value is ØØ69H.
- Specifies the threshold value used to distinguish Ø bits read from the external cassette from noises.
- The unit is approximately 1.63 μs. The initial value corresponds to approximately 17Ø μs.
- This value is used for BASIC external cassette processing.

ECCRCPL (at ØF348H) Ø2H bytes Type: o
- The initial value is 8408H.
- Contains the mask pattern (CRC-CCITT) used during external cassette CRC.
- This pattern is used by BASIC for external cassette processing.

ECSBIGLN (at ØF34AH)  Ø1H byte  Type: o
- The initial value is ØAH.
- Specifies the external cassette interblock gap generated during the second write.
- This area is used by BASIC for external cassette processing.

ECLBIGLN (at ØF34BH)  Ø1H byte  Type: o
- The initial value is 64H.
- Specifies the external cassette interblock gap.
- This area is used by BASIC for external cassette processing.

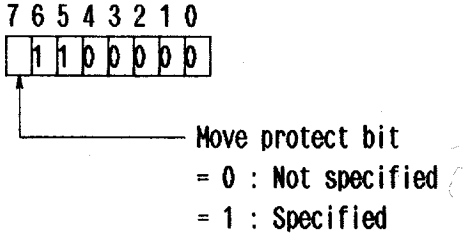
ECLFTP (at ØF34CH)  Ø5H bytes

TOSDMA (at ØF351H)  Ø2H bytes  Type: #
- The initial value is TOSBUF (ØFB97H).
- Indicates the MCT DMA buffer starting address.
- See 3.7, "MTOS/MIOS Operations."

ALCVAD (at ØF353H)  Ø2H bytes  Type: #
- The initial value is ALV7 (ØF735H).
- Indicates the MCT allocation vector starting address.
- See 3.7, "MTOS/MIOS Operations."

OPNMOD (at ØF355H)  Ø1H byte  Type: #
- The initial value is ØØH.
- Indicates the current MCT open state.
  = ØØH:  Not open
  = Ø1H:  Read mode open
  = Ø2H:  Write mode open
- See 3.7, "MTOS/MIOS Operations."

MISSTS (at ØF356H)  Ø1H byte  Type: o
- The initial value is ØE0H.
- This flag specifies the MIOS processing mode.




- When the move protect bit is set, a move protect area is established for the number of counts specified in TAPMVC(ØF35AH) during MIOS MIRDBL or MIWTBL.
- See 3.7, "MTOS/MIOS Operations."

BMDCNT (at ØF357H)  Ø1H byte  Type: o
- The initial value is Ø2H.
- Specifies the number of retries to be made after a block mode error occurs during a read operation.
- See 3.7, "MTOS/MIOS Operations."

RRBKMD (at ØF358H)  Ø1H byte

RNIDPT (at ØF359H)  Ø1H byte

TAPMVC (at ØF35AH)  Ø2H bytes  Type: o
- The initial value is ØØC8H.
- Indicates the default count value of the move protect area used by the system.
- See 3.7, "MTOS/MIOS Operations."

RLCGENX (at ØF35CH)  Ø2H bytes  Type: o
- The initial value is 596ØH (In OSROM)
- Indicates the starting address of the character generator data for character codes ØØH to 1FH.
- When rewriting this address, set RLCGENX to address 8ØØØH or higher in RAM.
(This function is supported only by OS Kana V2.Ø.)
- See 3.6, "LCD Display (CONOUT Details)."

RLCGENN (at ØF35EH)  Ø2H bytes  Type: o
- The initial value is 596ØH (In OSROM)
- Indicates the starting address of the character generator data for character codes 2ØH to 7FH.
- When rewriting this address, set RLCGENN to address 8ØØØH or higher in RAM.
(This function is supported only by OS Kana V2.Ø.)
- See 3.6, "LCD Display (CONOUT Details)."

RLCGENG (at ØF36ØH)  Ø2H bytes  Type: o
- The initial value is 5B4ØH (In OSROM)
- Indicates the starting address of the character generator data for character codes 8ØH to 9FH.
- When rewriting this address, set RLCGENG to address 8ØØØH or higher in RAM.
(This function is supported only by OS Kana V2.Ø.)
- See 3.6, "LCD Display (CONOUT Details)."

RLCGENK (at ØF362H)  Ø2H bytes  Type: o
- The initial value is 5CØØH (In OSROM)
- Indicates the starting address of the character generator data for character codes ØAØH to ØDFH.
- When rewriting this address, set RLCGENK to address 8ØØØH or higher in RAM.
(This function is supported only by OS Kana V2.Ø.)
- See 3.6, "LCD Display (CONOUT Details)."

(Reserved) (at ØF364H)  Ø4H bytes

### 6.2.5 System Area IV (RSYSAR4)

This area is the system parameter area, which does not need to be initialized.

XUSRBIOE (at ØF368H) Ø3H bytes Type: x
- Loaded with the JP instruction to the user BIOS area starting address.
- This area is loaded according to the BIOS area size when the system is initialized.
- See 4.1, "User BIOS."

CNTNSP (at ØF36BH) Ø2H bytes Type: x
- This area saves the currently specified stack pointer before power is turned off in the continue mode.
- See 2.5, "Power-off."

CNTNILVL (at ØF36DH) Ø1H byte Type: x
- This area saves the currently specified 75Ø8 interrupt level (INTLEVEL) before executing power-off processing in the continue mode.
- See 2.5, "Power-off."

YPWSWST (at ØF36FH) Ø1H byte Type: #
- This area is used by the system to store the current power switch state.
  - = ØØH: Power switch off state
  - = Ø1H: Power switch on state

YMAINST (at ØF37ØH) Ø1H byte Type: #
- This area is used by the system to control main CPU Z-8Ø power.
  - = ØØH: Power off command transmitted to the 75Ø8
  - = Ø1H: Operating in power on state

ZSTARTFG (at ØF371H) Ø1H byte Type: x
- This flag is used by the system to specify Ø address start processing.
  - = ØØH: Executes warm boot processing.
  - = Ø1H: Executes power on processing.
  - = Ø2H: Executes alarm processing.
  - = Ø3H: Executes wake processing.
  - = Ø5H: Executes reset processing.
  - = Ø6H: Executes system initialize processing.
- This flag is reset by WBOOT.

CHKSUMFG (at ØF372H) Ø1H byte

CHKSUM (at ØF373H) Ø2H bytes Type: x
- This area is used to store the system area checksum result.
- At next power-on time, the checksum is calculated again to check whether or not the contents of RAM has been destroyed.
- See 2.5, "Power-off."

WKEYWORK (at ØF375H) 16H bytes Type: x
- This area is used to save the 22-byte data starting at KEYF (ØFØØ8H) when the alarm screen is displayed.
- See 2.9, "Alarm/Wake."

WKBUF (at ØF38BH) 21H bytes Type: x
- This area is used to save the 33-byte data starting at KBUF (ØF86ØH) when the alarm screen is displayed.
- See 2.9, "Alarm/Wake".

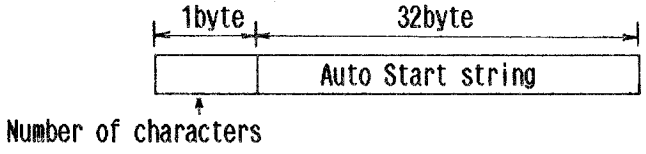
WREIOCTLR (at ØF3ACH)  Ø1H byte  Type: x
- This area is used to save the value of RZIOCTLR (ØFØØ6H) when the alarm screen is displayed.
- See 2.9, "Alarm/Wake."

WYSHFDT (at ØF3ADH)  Ø1H byte  Type: x
- This area is used to save the current YSHFDT (ØFØØFH) data to process the old keyboard data, which had been entered before the alarm screen was displayed, when exiting the alarm screen.
- See 2.9, "Alarm/Wake."

WIMSHFT (at ØF3AEH)  Ø1H byte  Type: x
- This area is used to save the current IMSHFT (ØF01CH) data to process the old keyboard data, which had been entered before the alarm screen was displayed, when exiting the alarm screen.
- See 2.9, "Alarm/Wake."

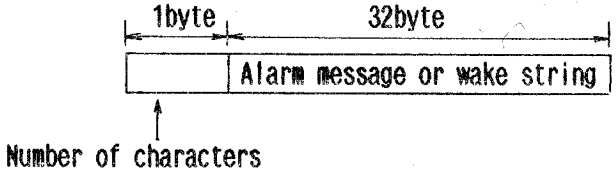
ARRWWORK (at ØF3AFH)  ØEH bytes  Type: x
- This area is used to save the 14-byte data starting at CHGRIGT (ØF328H) when displaying the system display screen.
- See 2.11, "System Display."

AUTOSTRT (at ØF3BDH)  22H bytes  Type: o
- This area is used to specify the auto start string.




- The number of characters must be within the range of ØØH to 2ØH.  ØØH indicates that no auto start string is specified.
- See 2.7, "Auto Start Function."

ALRMMSG (at ØF3DFH)  22H bytes  Type: o
- This area is used to specify the alarm message or wake string.




- The number of characters is within the range of ØØH to 2ØH. ØØH indicates that neither alarm message nor wake string are specified.
- See 2.9, "Alarm/Wake Function."

STIMBUF (at ØF401H)  18H bytes  Type: x
- This area is used to display the currently set date, time and day of the week on the menu and system display screens.

SSEDITWK (TIMEWK) (at ØF419H)  20H bytes  Type: x
- This area is used by the system to edit the input key. (Used during system initialize, menu and system display processing)

TPCNTWK (at ØF439H)  Ø2H bytes

MFILENO (at ØF43BH)  Ø1H byte  Type: x
- Indicates the number of files to be displayed on the menu screen.
- See 2.1Ø, "Menu."

MLASTPAGE (at ØF43CH)  Ø1H byte  Type: x
- Indicates the total number of pages to be displayed on the menu screen.
- See 2.1Ø, "Menu."

MLASTFX (at ØF43DH)  Ø1H byte  Type: x
- Indicates the horizontal position of the last file name to be displayed on the menu screen.
- See 2.1Ø, "Menu."

MLASTFY (at ØF43EH)  Ø1H byte  Type: x
- Indicates the vertical position of the last file name to be displayed on the menu screen.
- See 2.1Ø, "Menu."

MFOVER (at ØF43FH)  Ø1H byte  Type: x
- This flag indicates that the number of files to be displayed on the menu screen exceeds 72.
- See 2.1Ø, "Menu."

MCPAGE (at ØF44ØH)  Ø1H byte  Type: x
- Indicates the page number of the page which is currently displayed on the menu screen.
- See 2.1Ø, "Menu."

MCFX (at ØF441H)  Ø1H byte  Type: x
- Indicates the horizontal position of the file name which is currently displayed on the menu screen.
- See 2.1Ø, "Menu."

MCFY (at ØF442H)  Ø1H byte  Type: x
- Indicates the vertical position of the file name which is currently displayed on the menu screen.
- See 2.1Ø, "Menu."

MCMNDLY (at ØF443H)  Ø1H byte  Type: x
- Indicates the vertical position of the command line displayed on the menu screen.
- See 2.1Ø, "Menu."

MCMNDLWK (INPWK) (at ØF444H)  29H bytes  Type: x
- This area is used to edit the input data on the command line on the menu screen.
- See 2.1Ø, "Menu."

MCRSRPOS (at ØF46DH)  Ø1H byte  Type: x
- Indicates the horizontal position of the cursor currently displayed on the command line on the menu screen.
- See 2.1Ø, "Menu."

MCFTYPE (at ØF46EH)  Ø1H byte  Type: x
- Indicates the type of the file which is currently specified on the menu screen.
- See 2.1Ø, "Menu."

MVSPOSX (at ØF46FH)  Ø1H byte  Type: x
- Indicates the horizontal position on the virtual screen of the file which is currently specified on the menu screen.
- See 2.1Ø, "Menu."
MVSPOSY (at ØF47ØH)  Ø1H byte  Type: x
- Indicates the vertical position on the virtual screen of the file which is currently specified on the menu screen.
- See 2.1Ø, "Menu."

MLCFX (at ØF471H)  Ø1H byte  Type: x
- This area is used to record the old MCFX to restore the old cursor field to normal video when displaying a file name in reverse video on the menu screen.
- See 2.1Ø, "Menu."

MLCFY (at ØF472H)  Ø1H byte  Type: x
- This area is used to record the old MCFY to restore the old cursor field to normal video when displaying a file name in reverse video on the menu screen.
- See 2.1Ø, "Menu."

MTIMEBUF (at ØF473H)  18H bytes  Type: x
- Used as a work area to display the header (date, time, day of the week) on the menu screen.
- See 2.1Ø, "Menu."

MCOMFNO (at ØF48BH)  Ø1H byte  Type: x
- This flag indicates whether or not COM is specified in FTYPETBL during menu processing.
- See 2.1Ø, "Menu."

SVMENUDR (ØF48CH)  43H bytes  Type: x
- This area is used by system display to save the 67-byte data at currently specified MENUDR when modifying the menu display drive specification during menu processing.
- See 2.1Ø, "Menu."

MENUSTS (at ØF4CFH)  Ø1H byte  Type: x
- This flag indicates that system display has modified the menu display drive.
- See 2.1Ø, "Menu."

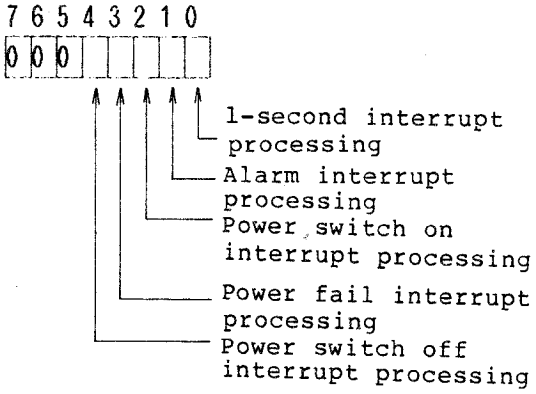
MBRCKFG (at ØF4DØH)  Ø1H byte  Type: x
- This flag indicates the display status when displaying a file name in reverse video on the menu screen.
- See 2.1Ø, "Menu"

ROMCT (at ØF4D1H)  Ø1H byte  Type: x
- This counter is used when turning off the ROM cartridge power due to a 1-second interrupt.
- Ø2H is loaded when accessing the ROM cartridge.
- See 5.1, "Cartridges."

ROMOFG (at ØF4D2H)  Ø1H byte  Type: x
- Indicates whether or not the ROM cartridge power has been turned off by a 1-second interrupt.
    = ØØH:  No ROM cartridge power off required.
    = ØFFH:  ROM cartridge power is turned off.
- See 5.1, "Cartridges."

ENTSINT (at ØF4D3H)  Ø2H bytes  Type: x
- This area is used during system interrupt processing to save the stack pointer when an interrupt occurs.
- See 4.7, "Interrupts."

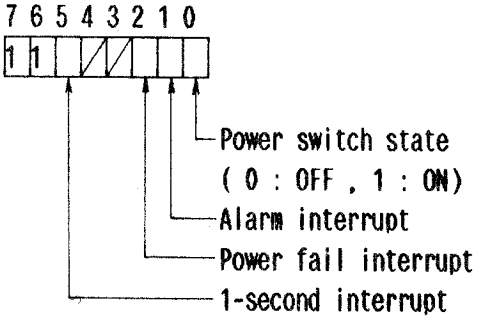
INTFG (at ØF4D5H)  Ø1H byte  Type: #
- Indicates the type of 75Ø8 interrupt processing initiated by the system.




(Each bit is set to 1 when the corresponding interrupt processing is started.)

- INTFG is set to ØØH when keyboard interrupt processing is executed.
- See 4.7.4, "75Ø8 Interrupts."

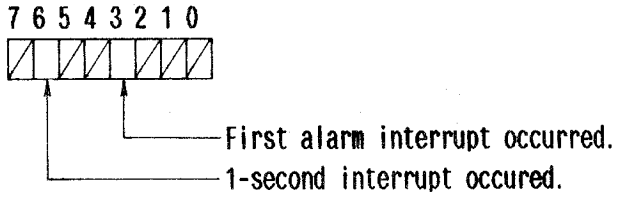
STS75Ø8 (at ØF4D6H)  Ø1H byte  Type: #
- This area is used by OS to store the 75Ø8 status when a 75Ø8 interrupt occurs.
- When the value of STS75Ø8 is between ØØH and ØBFH, it indicates that a keyboard interrupt has occurred and gives a hard key code.
- When STS75Ø8 is more than ØCØH, it indicates the following:




(Each bit is set to 1 when an interrupt is generated.)

- See 4.7.4, "75Ø8 Interrupts."

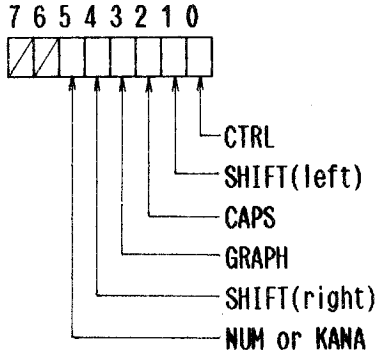
FG7508 (at ØF4D7H)  Ø1H byte  Type: #
- Indicates 1-second and alarm interrupt processing states.




(Each bit is set to 1 when the corresponding interrupt occurs.)

- See 4.7.4, "7508 Interrupts."

KEYFLG (at ØF4D8H)  Ø1H byte  Type: #
- Indicates the switch key state when a 7508 interrupt is generated by the STOP key.




(Each bit is set to 1 when the corresponding key is pressed.)

- See 4.7.4, "7508 Interrupts."

ALRMCT (at ØF4D9H)  Ø1H byte  Type: x
- This counter is used to ignore any alarm interrupts generated within 1Ø seconds after the first interrupt generated for the currently-set alarm time.
- ØAH is set when the first interrupt is generated.
- See 2.9, "Alarm/Wake."

TMSEC (at ØF4DAH)  Ø2H bytes  Type: o
- Specifies the user timer function time in seconds.
- The timer function is executed using TMFUNC (ØF313H).
- See 4.7.4, "7508 Interrupts."

PWSWONFG (at ØF4DCH)  Ø1H byte  Type: #
- Indicates whether or not a power switch on interrupt has occurred.
  = ØØH:  No power switch on interrupt has occurred.
  = ØFFH:  Power switch on interrupt has occurred.
- See 4.7.4, "7508 Interrupts."

PWSWOFFG (at ØF4DDH)  Ø1H byte  Type: #
- Indicates whether or not a power switch off interrupt has occurred.
    = ØØH:  No power switch off interrupt has occurred.
    = Ø1H:  Restart mode power switch off has occurred.
    = ØFFH:  Continue mode power switch off has occurred.
- See 4.7.4, "7508 Interrupts."

AFTER3 (at ØF4DEH)  Ø1H byte  Type: x
- Used to check the alarm screen display termination time.
- See 2.9, "Alarm/Wake."

WFUNCFLG (at ØF4DFH)  Ø1H byte  Type: x
- Loaded with the value of YPFCMFLG (ØFØ17H) when the system screen is displayed.
- See 2.11, "System Display."

INPSTOP (at ØF4EØH)  Ø1H byte

ENTSP (at ØF4E1H)  Ø2H bytes  Type: x
- Loaded with the user stack pointer when a BDOS function is called.
- See 3.2, "BDOS Operations."

INFO (at ØF4E3H)  Ø2H bytes  Type: x
- A work area used by BDOS to save registers parameters.
- See 3.2, "BDOS Operations."

ARET (at ØF4E5H)  Ø2H bytes  Type: #
- Used to store the return code from BDOS.
- The value of ARET corresponds to the A register, and the value of ARET + 1 to the B register.
- This area is affected by BDOS functions.
- See 3.2, "BDOS Operations."

CDRMAXA (at ØF4E7H)  Ø2H bytes  Type: x
- Points to the area which is loaded by BDOS with the maximum number of the current disk directories.
- See 3.2, "BDOS Operations."

CURTRKA (at ØF4E9H)  Ø2H bytes  Type: x
- Points to the area which is loaded by BDOS with the currently specified track number.
- See 3.2, "BDOS Operations."

CURRECA (at ØF4EBH)  Ø2H bytes  Type: x
- Points to the area in which is loaded by BDOS with the currently specified record number.
- See 3.2, "BDOS Operations."

BUFFA (at ØF4EDH)  Ø2H bytes  Type: x
- Loaded by BDOS with the address of the DMA buffer used for a directory access.
- See 3.2, "BDOS Operations."

DPBADDR (at ØF4EFH)  Ø2H bytes  Type: x
- Loaded by BDOS with the current disk parameter block starting address.
- See 3.2, "BDOS Operations."

CHECKA (at ØF4F1H)  Ø2H bytes  Type: x
- Loaded by BDOS with the starting address of the area used when making software check on the directory of the current disk.
- See 3.2, "BDOS Operations."

ALLOCA (at ØF4F3H)  Ø2H bytes  Type: x
- Loaded by BDOS with the current disk allocation area starting address.
- See 3.2, "BDOS Operations."

SECTPT (at ØF4F5H)  Ø2H bytes  Type: x
- Loaded by BDOS with the number of sectors per track on the current disk.
- See 3.2, "BDOS Operations."

BLKSHF (at ØF4F7H)  Ø1H byte  Type: x
- Loaded by BDOS with the block shift factor value of the current disk.
- See 3.2, "BDOS Operations."

BLKMSK (at ØF4F8H)  Ø1H byte  Type: x
- Loaded by BDOS with the block mask value of the current disk.
- See 3.2, "BDOS Operations."

EXTMSK (at ØF4F9H)  Ø1H byte  Type: x
- Loaded by BDOS with the extent mask value of the current disk.
- See 3.2, "BDOS Operations."

MAXALL (at ØF4FAH)  Ø2H bytes  Type: x
- Loaded by BDOS with the maximum allocation number of the current disk.
- See 3.2, "BDOS Operations."

DIRMAX (at ØF4FCH)  Ø2H bytes  Type: x
- Loaded by BDOS with the maximum number of directory entries for the current disk.
- See 3.2, "BDOS Operations."

DIRBLK (at ØF4FEH)  Ø2H bytes  Type: x
- Loaded by BDOS with the bit map of the block used as the current disk directory.
- See 3.2, "BDOS Operations."

CHKSIZ (at ØF5ØØH)  Ø2H bytes  Type: x
- Loaded by BDOS with the current disk check vector size.
- See 3.2, "BDOS Operations."

OFFSET (at ØF5Ø2H)  Ø2H bytes  Type: x
- Loaded by BDOS with the current disk track offset value.
- See 3.2, "BDOS Operations."

TRANV (at ØF5Ø4H)  Ø2H bytes  Type: x
- Loaded by BDOS with the current disk sector conversion table starting address.
- See 3.2, "BDOS Operations."

FCB$COPIED (at ØF5Ø6H)  Ø1H byte

RMF (at ØF5Ø7H)  Ø1H byte  Type: x
- This flag is used by BDOS to indicate the read mode.
- See 3.2, "BDOS Operations."

DIRLOC (at ØF5Ø8H)  Ø1H byte  Type: x
- This flag is used by BDOS to indicate whether or not rename processing has been executed.
- See 3.2, "BDOS Operations."

SEQIO (at ØF5Ø9H)  Ø1H byte  Type: x
- This flag is used by BDOS to indicate whether or not sequential read/write processing has been executed.
- See 3.2, "BDOS Operations."

LINFO (at ØF5ØAH)  Ø1H byte  Type: x
- Stores the value of the E register when a BDOS function is used.
- See 3.2, "BDOS Operations."

DMINX (at ØF5ØBH)  Ø1H byte  Type: x
- Used by BDOS to store the disk map position which is computed during a disk write.
- See 3.2, "BDOS Operations."

SEAR$CHL (at ØF5ØCH)  Ø1H byte  Type: x
- Loaded by BDOS with the number of searches to be performed.
- See 3.2, "BDOS Operations."

SERA$CHA (at ØF5ØDH)  Ø2H bytes  Type: x
- Loaded by BDOS with the address containing the search key.
- See 3.2, "BDOS Operations."

TINFO (at ØF5ØFH)  Ø2H bytes

SINGLE (at ØF511H)  Ø1H byte  Type: x
- This flag is used by BDOS to indicate whether or not the maximum allocation vector (MAXALL) is 1-byte data.
- See 3.2, "BDOS Operations."

RESEL (at ØF512H)  Ø1H byte  Type: x
- This flag is used by BDOS to indicate whether or not the current disk must be restored into its original state.
- See 3.2, "BDOS Operations."

OLDDSK (at ØF513H)  Ø1H byte  Type: x
- Used by BDOS to save the currently set current disk state so that the current disk can be restored into its original state.
- See 3.2, "BDOS Operations."

FCBDSK (at ØF514H)  Ø1H byte  Type: x
- Used by BDOS to store the disk drive code in the FCB.
- See 3.2, "BDOS Operations."

RCOUNT (at ØF515H)  Ø1H byte  Type: x
- Used by BDOS to store the number of records in the FCB.
- See 3.2, "BDOS Operations."

EXTVAL (at ØF516H)  Ø1H byte  Type: x
- Used by BDOS to store the value of AND operation executed between the FCB extent number and the extent mask (EXTMSK).
- See 3.2, "BDOS Operations."

VRECORD (at ØF517H)  Ø2H bytes  Type: x
- Loaded by BDOS with the virtual record position currently being accessed.
- See 3.2, "BDOS Operations."

ARECORD (at ØF519H)  Ø2H bytes  Type: x
- Loaded by BDOS with the actual record position currently being accessed.
- See 3.2, "BDOS Operations."

ARECl (at ØF51BH)  Ø2H bytes  Type: x
- Loaded by BDOS with the actual block position currently being accessed.
- See 3.2, "BDOS Operations."

DPTR (at ØF51DH)  Ø1H byte  Type: x
- This pointer is used by BDOS to update the specified directory position.
- See 3.2, "BDOS Operations."

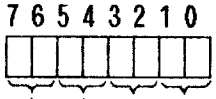
DCNT (at ØF51EH)  Ø2H bytes  Type: x
- This count is used by BDOS to indicate the file position in the directory.
- See 3.2, "BDOS Operations."

DREC (at ØF520H)  Ø2H bytes

YOLDDSK (at ØF522H)  Ø1H byte  Type: x
- Used by BDOS to save the current disk state when a new disk is selected.
- See 3.2, "BDOS Operations."

USRSBD (at ØF523H)  Ø2H bytes  Type: x
- Used to save the user stack pointer during resident BDOS (RBDOS) processing.
- See 3.2, "BDOS Operations."

RIOBYTE (at ØF529H)  Ø1H byte  Type: #
- Used to store the current IOBYTE (the contents of address ØØØ3H) when a resident BDOS or BIOS (RBDOS or RBIOS) function is called.




CON : Output  Input
= 00 : RS-232C  Keyboard
= 01 : LCD  Keyboard
= 10 : LCD  RS-232C
= 11 : RS-232C  RS-232C

RDR :
= 00 : Keyboard
= 01 : —
= 10 : RS-232C
= 11 : —

PUN :
= 00 : —
= 01 : LCD
= 10 : RS-232C
= 11 : —

LST :
= 00 : SIO
= 01 : Cartridge SIO
= 10 : RS-232C
= 11 : Centronics

- See 3.9, "I/O Byte."

ERRFLG (at ØF52AH)  Ø1H byte  Type: #
- This flag indicates whether or not SETERR has been executed during BDOS error recovery processing.
    = ØØH:  Normal error recovery processing (message output)
    = ØFFH:  Special error recovery processing (return code)
- See 3.2, "BDOS Operations."

BIOSERROR (at ØF52BH)  Ø1H byte  Type: #
- Loaded with the return information at the end of a BIOS disk access.
    = ØØH:  Normal termination
    = Ø1H:  Read error
    = Ø2H:  Write error
    = Ø3H:  Write protect error
    = Ø4H:  Time-out error
    = Ø5H:  Seek error
    = Ø6H:  Break error
    = Ø7H:  Power off error
    = Ø8H:  Mount error
    = ØFEH:  Other errors
- See 3.2.4, "BDOS Errors."

OLDBNK (at ØF52CH)  Ø1H byte  Type: #
- Used to store bank information when a resident BIOS (RBIOS) function is called.
    = ØFFH:  System bank (OS ROM)
    = ØØH:  Bank Ø (RAM)
    = Ø1H:  Bank 1 (ROM capsule 1)
    = Ø2H:  Bank 2 (ROM capsule 2)
- See 4.4, "Bank Switching."

LSORBNK (at ØF52DH)  Ø1H byte  Type: x
- Used to store bank information of the destination to which data is transferred by a LDIRXX call.

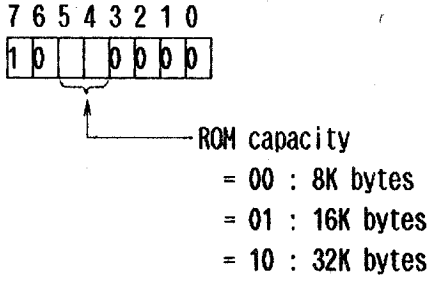
DISBNK (at ØF52EH)  Ø1H byte  Type: o
- Used to specify the bank when calling BIOS CALLX or JUMPX.
    = ØFFH:  System bank (OS ROM)
    = ØØH:  Bank Ø (RAM)
    = Ø1H:  Bank 1 (ROM capsule 1)
    = Ø2H:  Bank 2 (ROM capsule 2)
- See (29) CALLX in 3.4.2.

CALBNK (at ØF52FH)  Ø1H byte  Type: x
- Used to save bank information before bank switching when calling CALLXX.

BNKRGS (at ØF53ØH)  Ø1H byte  Type: #
- Bank data used in bank switch processing to switch the active bank to system bank.
- This value is usually fixed at ØØH.
- See 4.4, "Bank Switching."

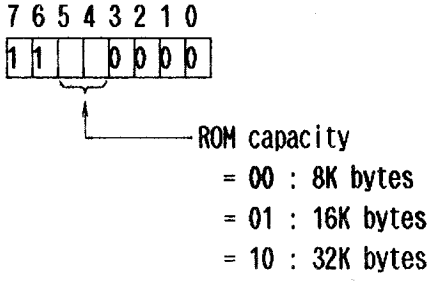
BNKRG1 (at ØF531H)  Ø1H byte  Type: #
- Bank data used in bank switch processing to switch the active bank to bank Ø.
- This value is usually fixed at 4ØH.
- See 4.4, "Bank Switching."

BNKRG2 (at ØF532H)  Ø1H byte  Type: #
- Bank data used in bank switch processing to switch the active bank to bank 1.




- When no ROM is installed, 8K bytes of ROM is assumed.
- See 4.4, "Bank Switching."

BNKRG3 (at ØF533H)  Ø1H byte  Type: #
- Bank data used in bank switch processing to switch the active bank to bank 2.




- When no ROM is installed, 8K bytes of ROM is assumed.
- See 4.4, "Bank Switching."

CURBNK (at ØF534H)  Ø1H byte  Type: #
- Loaded with information concerning the bank on which the system is currently operating.
  = ØFFH:  System bank (OS ROM)
  = ØØH:  Bank Ø (RAM)
  = Ø1H:  Bank 1 (ROM capsule 1)
  = Ø2H:  Bank 2 (ROM capsule 2)
- See 4.4, "Bank Switching."

USRSBI (at ØF535H)  Ø2H bytes  Type: x
- Used to save the user stack pointer during resident BIOS (RBIOS) processing.
- See 3.3, "BIOS Operations."

BIOSFN (at ØF537H)  Ø2H bytes  Type: x
- Stores the logical number of the user-called BIOS function during resident BIOS (RBIOS) processing.
- See 3.3, "BIOS Operations."

ROMEXQON (at ØF539H)  Ø1H byte  Type: x
- This flag is used to determine whether or not ROM-based processing is to be executed.
  = ØØH:  ROM-based processing must not be executed.
  = Ø1H:  ROM-based processing must be executed.
- See 4.6, "Executing a ROM Program."

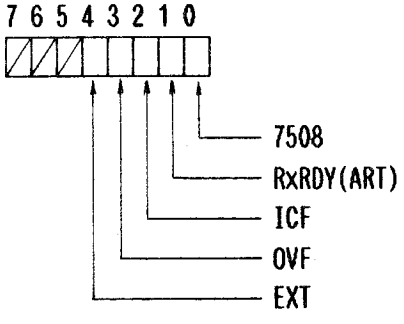
ROMEXBNK (at ØF53AH)  Ø1H byte  Type: x
- Loaded with bank information when transferring control to a ROM-based program.
- See 4.6, "Executing a ROM Program."

ROMEXADD (at ØF53BH)  Ø2H bytes  Type: x
- Loaded with the processing starting address when transferring control to a ROM-based program.
- See 4.6, "Executing a ROM Program."

RZBANKR (at ØF53DH)  Ø1H byte  Type: o
- Stores the bank register (PØ5H) output status.


- The bit assignments for this area are identical to those for BANKR (PØ5H).
- See 4.4, "Bank Switching."

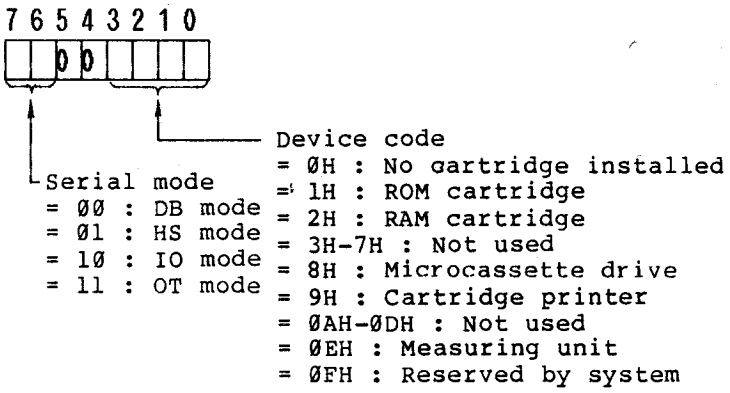
RZIER (at ØF53EH)  Ø1H byte  Type: o
- Stores the interrupt enable register (PØ4H) output status.




(Interrupt enabled with each bit set to 1)

- The bit assignments for this area are identical to those for IER (PØ4H).
- See 4.7, "Interrupts."

CRGDEV (at ØF53FH)  Ø1H byte  Type: #
- Loaded with the device code of the installed cartridge.



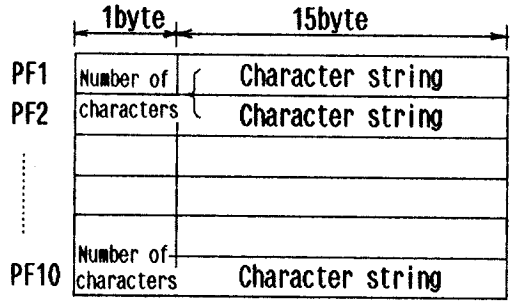

- See 5.1, "Cartridges."

SAVEIX (at ØF54ØH)  Ø2H bytes  Type: x
- Used to save the contents of the IX register when a BIOS function is called.
- See 3.3.3, "BIOS Hook."

SAVEIY (at ØF542H)  Ø2H bytes  Type: x
- Used to save the contents of the IY register when a BIOS function is called.
- See 3.3.3, "BIOS Hook."

IMSTP (at ØF544H)  Ø1H byte  Type: x
- Used in keyboard interrupt processing to store the input key code.
- See 3.5, "Keyboard."

WPFKTBL (at ØF545H)  AØH bytes  Type: o
- PF key definition table.




- The number of characters is specified within the range of ØØH to ØFH.  ØØH indicates that the PF key is not defined.
- The 16Ø data bytes starting at PFKTAB (ØFØ2DH) are copied into this area at warm boot time.
- See 3.5.3, "Standard Keyboard."

SEKDSK (at ØF5E5H)  Ø1H byte  Type: x
- Loaded by BIOS SELDSK with the physical disk number.
- See 3.4, "BIOS Details."

SEKTRK (at ØF5E6H)  Ø2H bytes  Type: x
- Loaded by BIOS SETTRK with the specified track number.
- See 3.4, "BIOS Details."

SEKSEC (at ØF5E8H)  Ø1H byte  Type: x
- Loaded by BIOS SETSEC with the specified sector number.
- See 3.4, "BIOS Details."

HSTDSK (at ØF5E9H)  Ø1H byte
HSTTRK (at ØF5EAH)  Ø2H bytes
HSTSEC (at ØF5ECH)  Ø1H byte
SEKHST (at ØF5EDH)  Ø1H byte
HSTACT (at ØF5EEH)  Ø1H byte
HSTWRT (at ØF5EFH)  Ø1H byte
UNACNT (at ØF5FØH)  Ø1H byte
UNADSK (at ØF5F1H)  Ø1H byte
UNATRK (at ØF5F2H)  Ø2H bytes
UNASEC (at ØF5F4H)  Ø1H byte
ERFLAG (at ØF5F5H)  Ø1H byte
RSFLAG (at ØF5F6H)  Ø1H byte
READOP (at ØF5F7H)  Ø1H byte
WRTYP  (at ØF5F8H)  Ø1H byte

DMAADR (at F5F9H) Ø2H bytes  Type: #
- DMA address set at time of disk Read/Write.
- Normally points to SYSDMA (F8B1H).
- See 3.8, "Disk".

DIRBUF (at ØF5FBH) 80H bytes Type: #
- DMA buffer for directory access.
- This area is pointed to by the directory buffer pointer in the disk parameter header (F150H - )
- See 3.8, "Disk".

ALVO (at ØF67BH) 20H bytes Type: x
- Allocation area for RAM disk use.
- See 3.8, "Disk"

CSVO (at ØF69BH) ØØH bytes
- Checksum area for RAM disk use.
  (Label name only secured)
- See 3.8, "Disk".

ALV1 (at ØF69BH) Ø9H bytes type: x
- Allocation area for ROM capsule 1 use.
- See 3.8, "Disk"

CSV1 (at ØF6A4H) ØØH bytes
- Checksum area for ROM capsule 1 use.
  (Label name only secured)
- See 3.8, "Disk".

ALV2 (at ØF6A4H) Ø9H bytes Type: x
- Allocation area for ROM capsule 2 use.
- See 3.8, "Disk".

CSV2 (at ØF6ADH) ØØH bytes
- Checksum area for ROM capsule 2 use.
  (Label name only secured)
- See 3.8, "Disk".

ALV3 (at ØF6ADH) 12H bytes Type: x
- Allocation area for disk drive 1 use
- See 3.8, "Disk".

CSV3 (at ØF6BFH) 1ØH bytes Type: x
- Checksum area for disk drive 1 use.
- See 3.8, "Disk".

ALV4 (at ØF6CFH) 12H bytes Type: x
- Allocation area for disk drive 2 use
- See 3.8, "Disk".

CSV4 (at ØF6E1H) 1ØH bytes Type: x
- Checksum area for disk drive 2 use.
- See 3.8, "Disk".

ALV5 (at ØF6F1H) 12H bytes type: x
- Allocation area for disk drive 3 use
- See 3.8, "Disk".

CSV5 (at ØF7Ø3H) 1ØH bytes Type: x
- Checksum area for disk drive 3 use.
- See 3.8, "Disk".

ALV6 (at ØF713H) 12H bytes Type: x
- Allocation area for disk drive 4 use
- See 3.8, "Disk".

CSV6 (at ØF725H) 10H bytes Type: x
- Checksum area for disk drive 4 use.
- See 3.8, "Disk".

ALV7 (at ØF735H) Ø8H bytes Type: x
- Allocation area for microcassette use.
- See 3.8, "Disk".

CSV7 (at ØF73DH) 10H bytes Type: x
Checksum area for microcassette use.
- See 3.8, "Disk".

ALV8 (at ØF74DH) Ø8H bytes type: x
Allocation area for RAM cartridge use.
- See 3.8, "Disk".

CSV8 (at ØF755H) Ø4H bytes Type: x
Checksum area for RAM cartridge use.
- See 3.8, "Disk".

ALV9 (at ØF759H) Ø8H bytes Type: x
Allocation area for ROM cartridge 1 use.
- See 3.8, "Disk".

CSV9 (at ØF761H) ØØH bytes
Checksum area for ROM cartridge 1 use. (Label name only secured.)
- See 3.8, "Disk".

ALV1Ø (at ØF761H) Ø8H bytes Type: x
Allocation area for ROM cartridge 2 use.
- See 3.8, "Disk".

CSV1Ø (at ØF769H) ØØH bytes
Checksum area for ROM cartridge 2 use.
- See 3.8, "Disk".

HCX (at ØF769H) Ø1H byte Type: x
- During execution of screen dump, this location is the work area which stores the X coordinate for the VRAM being dumped.
- See 3.4.2 (19) SCRN DUMP

HCY (at ØF76AH) Ø1H byte
- During execution of screen dump, this location is the work area which stores the Y coordinate for the VRAM being dumped.
- See 3.4.2 (19) SCRN DUMP

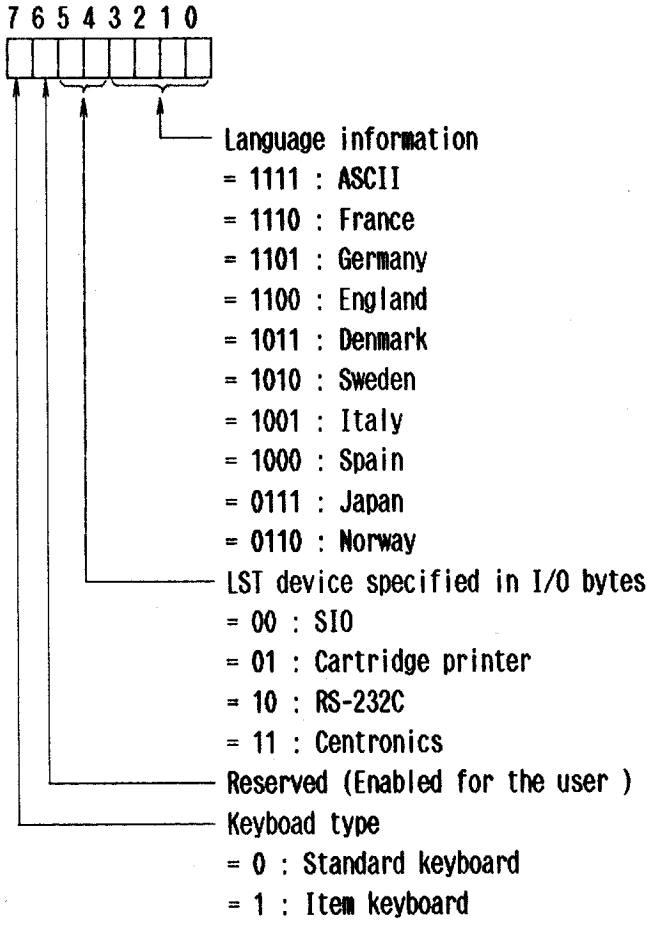
HCN (at ØF76BH) Ø1H byte

HCDATA (at ØF76CH) Ø8H bytes
- During execution of screen dump, these locations are the work area used for editing the bit image data output to the printer.
- See 3.4.2 (19) SCRN DUMP

LSTERR (at ØF773H)  Ø1H byte  Type: #
- Indicates whether or not screen dump processing has been interrupted by the CTRL/STOP keys.
  = ØØH:  Normal termination.
  = ØFFH:  Processing interrupted (CTRL/STOP is pressed or power is turned off).
- See (19) SCRNDUMP in 3.4.2.

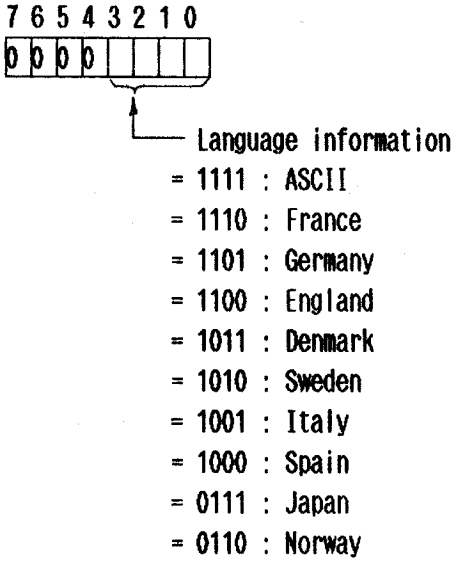
PRINTER (at ØF774H)  Ø1H byte

YKCOUNTRY (at ØF775H)  Ø1H byte  Type: #
- Used to store the DIP switch state which is read at boot time.




- See 7.2, "DIP Switches."
- In OS Kana V1.Ø, ASCII, England and Japan are valid.  The LST: (Ø1) device is assigned to LCD.
- In OS Kana V2.Ø, only Japan is valid.
- In ASCII version OS 1.Ø, all countries except Japan are valid.

YLDFLTC (at ØF776H)  Ø1H byte  Type: o
- Loaded with the default value for LCD screen display.




- This area is loaded with the language information which is specified with the DIP switches at boot time and copied into YLCOUNTRY (ØF777H) at WBOOT time.
- See 7.2, "DIP Switches."

YLCOUNTRY (at ØF777H)  Ø1H byte  Type: o
- This flag specifies the language of the characters to be displayed on the LCD screen.
- The value of YLDFLTC (ØF776H) is copied into this area at warm boot time.
- See 3.6, "LCD Display (CONOUT Details)."

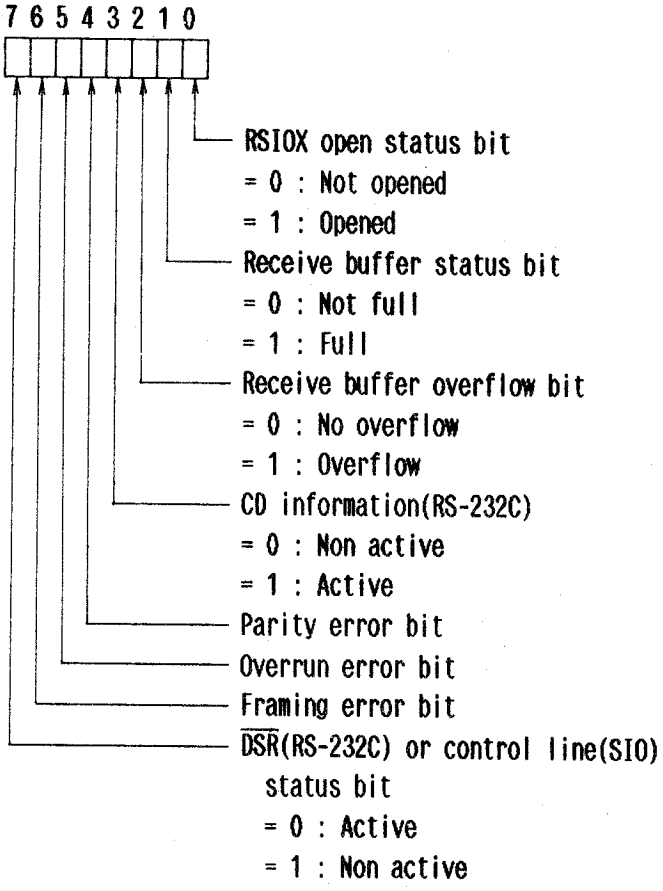
RAMSIZE (at ØF778H)  Ø2H bytes

YSIZERAM (at ØF77AH)  Ø1H byte  Type: #
- Indicates the RAM disk size in K bytes.
- See 3.8, "Disk Storage."

TIMEND (at ØF77CH)  Ø2H bytes  Type: x
- Used to store the auto power off time.
- See 2.8, "Auto Power-off."

SRBADR (at ØF77EH)  Ø9H bytes  Type: x
- Used as the RSIOX parameter area for BIOS PUNCH or READER.
- When BIOS PUNCH or READER is first called, RSIOX copies the 9-byte data from SRSADR (ØEF31H) into this area and executes open processing using this area.  Subsequently, this area is used as the RSIOX parameter.
- See 3.4, "BIOS Details."

RSPSTS (at ØF787H)  Ø1H byte  Type: #
- Indicates the BIOS RSIOX processing status.




(Error bits (bits 6 to 4) are set to 1 when the corresponding error occurs.)

- Bits 7 and 3 are set when RSIOX is executed and the other bits are set when an interrupt occurs.

RSPRBGP (at ØF788H)  Ø2H bytes  Type: #
- Pointer to the receive buffer area from which RSIOX gets data.
- See (23) RSIOX in 3.4.2.

RSPRBPP (at ØF78AH)  Ø2H bytes  Type: #
- Pointer to the receive buffer area to which RSIOX puts data.
- See (23) RSIOX in 3.4.2.

RSPRBAD (at ØF78CH)  Ø2H bytes  Type: #
- Indicates the RSIOX receive buffer starting address (parameter specified at open time).
- See (23) RSIOX in 3.4.2.

RSPRBSZ (at ØF78EH)  Ø2H bytes  Type: #
- Indicates the RSIOX receive buffer size (parameter specified at open time).
- See (23) RSIOX in 3.4.2.

RSPBITR (at ØF790H) Ø1H byte Type: #
- Indicates the transmission speed (parameter specified at open time).

| Value | Speed (BPS) | Value | Speed (BPS) |
|---|---|---|---|
| Ø2H | 110 | ØDH | 4800 |
| Ø4H | 150 | ØEH | 9600 |
| Ø5H | 200 | ØFH | 19200 |
| Ø6H | 300 | 10H | 38400 |
| Ø8H | 600 | 80H | 75/1200 |
| ØAH | 1200 | 81H | 1200/75 |
| ØCH | 2400 | | |

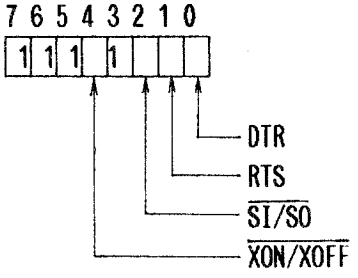
- See (23) RSIOX in 3.4.2.

RSPBITL (at ØF791H) Ø1H byte Type: #
- Indicates the bit length specified by RSIOX (parameter specified at open time).
  = Ø2H: 7 bits/character
  = Ø3H: 8 bits/character
- See (23) RSIOX in 3.4.2.

RSPPAR (at ØF792H) Ø1H byte Type: #
- Indicates the parity mode specified by RSIOX (parameter specified at open time).
  = ØØH: No parity
  = Ø1H: Odd parity
  = Ø3H: Even parity
- See (23) RSIOX in 3.4.2.

RSPSTOPB (at ØF793H) Ø1H byte Type: #
- Contains the number of stop bits specified by RSIOX (parameter specified at open time).
  = Ø1H: 1 stop bit
  = Ø3H: 2 stop bits
- See (23) RSIOX in 3.4.2.

RSPSPP (at ØF794H) Ø1H byte Type: #
- Contains the special parameter specified by RSIOX (specified at open time) status.




(DTR and RTS controls are enabled when the corresponding flag bit is set, and SI/SO and XON/XOFF controls are enabled when reset.)
- See (23) RSIOX in 3.4.2.

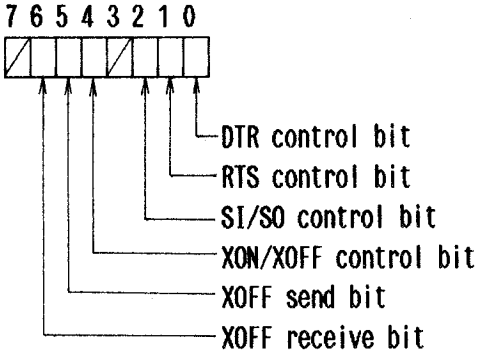
RSRBEAD (at ØF795H)  Ø2H bytes  Type: #
- Indicates the lower-limit address of the receive buffer used by RSIOX.
    RSRBEAD = RSPRBAD (buffer address) + RSPRBSZ (buffer size)
- See (23) RSIOX in 3.4.2.

RSXONSZ (at ØF797H)  Ø2H bytes  Type: #
- Indicates the number of receive data bytes when an XON code is to be sent during RSIOX XON/XOFF processing.
    RSXONSZ = RSPRBSZ (buffer size) / 4
- See (23) RSIOX in 3.4.2.

RSXOFSZ (at ØF799H)  Ø2H bytes  Type: #
- Indicates the number of receive data bytes when an XOFF code is to sent during RSIOX XON/XOFF processing.
    RSXOFSZ = RSPRBSZ (buffer size) - RSXONSZ (XON size)
- See (23) RSIOX in 3.4.2.

CHRMSK (at ØF79BH)  Ø1H byte  Type: #
- Used by RSIOX to specify the receive data mask pattern.
    = 7FH:  7 bits/character data
    = ØFFH: 8 bits/character data
- See (23) RSIOX in 3.4.2.

RSSSPP (at ØF79CH)  Ø1H byte  Type: #
- Used by RSIOX to indicate the transmit/receive control status.




    (Each bit is set to 1 when the corresponding control is enabled.)

- See (23) RSIOX in 3.4.2.

RSPAKAD (at ØF79DH)  Ø2H bytes  Type: #
- Loaded by RSIOX with contents the HL register.
- See (23) RSIOX in 3.4.2.

RSRDL (at ØF79FH)  Ø2H bytes  Type: #
- Indicates the number of data bytes stored in the receive buffer by RSIOX.
- See (23) RSIOX in 3.4.2.

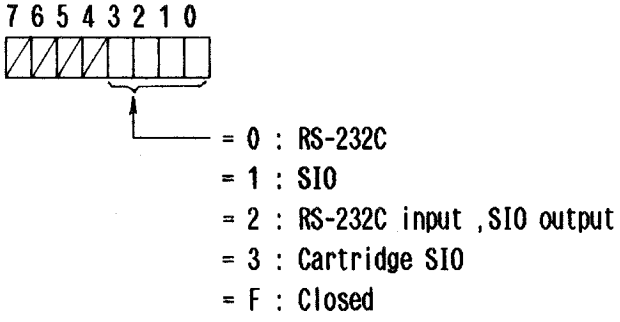
SISOCNT (at ØF7A1H)  Ø2H bytes  Type: #
- Indicates the number of SI and SO receive codes stored in the receive buffer when SI/SO processing is specified with RSIOX.
- See (23) RSIOX in 3.4.2.

SSXMODE (at ØF7A3H)  Ø1H byte  Type: #
- Indicates the SI/SO send state when SI/SO processing is specified with M.
  = ØØH: SI send state
  = 1ØH: SO send state
- See (23) RSIOX in 3.4.2.

RSXMODE (at ØF7A4H)  Ø1H byte  Type: #
- Indicates the SI/SO receive state when SI/SO processing is specified with RSIOX.
  = ØØH: SI receive state
  = 8ØH: SO receive state
- See (23) RSIOX in 3.4.2.

RSFDEV (at ØF7A5H)  Ø1H byte  Type: x
- Used to store the function code (bits 3-Ø in the B register) of RSIOX.
- See (23) RSIOX in 3.4.2.

RSODEV (at ØF7A6H)  Ø1H byte  Type: #
- Loaded by RSIOX with the device status (open status).




- See (23) RSIOX in 3.4.2.

RSCALSW (at ØF7A7H)  Ø1H byte

RSBYTE (at ØF7A8H)  Ø1H byte

EPWKTP (at ØF7A9H)  Ø5H bytes  Type: x
- Used to store FMT, DID, SID, FNC and SIZ when sending EPSP data.
- See 5.3, "Terminal Floppy (TF)."

EPACKC (at ØF7AEH)  Ø1H byte  Type: x
- Used to store the ACK or NAK to be sent to the terminal floppy when sending/receiving EPSP data.
- See 5.3, "Terminal Floppy (TF)."

EPBLCN (at ØF7AFH)  Ø1H byte

EPERMD (at ØF7BØH)  Ø1H byte

REGA (at ØF7B1H)  Ø1H byte  Type: x
- The work area used to specify the read/write mode when accessing the ROM cartridge, RAM cartridge, or external RAM disk.

RØ (at ØF7B2H)  12H bytes  Type: x
- A work area used by the system when sending/receiving EPSP data.

OLDDVMD (at ØF7C4H)  Ø1H byte  Type: x
- Used to store the device code of the cartridge set at power off time.

BEEPBASE (at ØF7C5H)  Ø1H byte  Type: x
- The work area used during BIOS BEEP processing to measure the beep time.

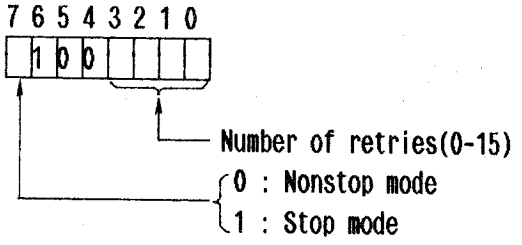
LCHRFONT (at ØF7C6H)  Ø8H bytes  Type: x
- The work area used during BIOS CONOUT processing to get font data from the character generator.
- See 3.6, "LCD Display (CONOUT Details)."

TOSRCD (at ØF7CEH)  Ø1H byte  Type: #
- Loaded with a MTOS return code.
  = ØØH: Normal termination
  = Ø1H: Not removed
  = Ø2H: Not mounted
  = Ø3H: Cannot remove
  = Ø4H: Cannot mount
  = Ø5H: Directory full
  = Ø6H: R/O file
  = Ø7H: File already exists
  = Ø8H: File not found
  = Ø9H: File already open
  = ØAH: File not open
  = ØBH: Record number error
  = ØCH: EOF reached
  = ØDH: Random access error
  = ØEH: Not used
  = ØFH: R/O drive error
  = 1ØH: Verify error
  = 11H: File number error
  = 12H: Auto remove check error
- See 3.7.5, "MTOS Functions."

IOSRCD (ØF7CFH)  Ø1H byte  Type: #
- Loaded with the MIOS return code.
    = ØØH: Normal termination
    = Ø1H: Head error
    = Ø2H: Motor stop error
    = Ø3H: Write protect error
    = Ø4H: Data error
    = Ø5H: CRC error
    = Ø6H: Block mode error
    = Ø7H: Tape error
    = Ø8H: Mount error
- See 3.7.6, "Using MIOS."

CURMCT (ØF7DØH)  Ø1H byte  Type: x
- Loaded with the MCT drive code when MCT is selected as the current drive.
- See 3.7, "MTOS/MIOS Operations."

TACATR (ØF7D1H)  Ø1H byte  Type: o
- Specifies the stop/nonstop mode and the number of retries during tape accessing.




- The value of DFTATR (ØF2E4H) is loaded into this area at warm boot time.
- See 3.7.4, "Using MTOS."

TACMOD (ØF7D2H)  Ø1H byte  Type: #
- Loaded with tape access attributes.
- TACMOD is initially set to one of the following values:
1) During file creation:
   Unconditionally set to the value of TACATR (ØF7D1H).
2) When TOSCTL (ØEFBBH), bit 5 is Ø:
   Set to the value of file attribute 1 in the RAM directory.
3) When TOSCTL (ØEFBBH), bit 5 is 1:
   Set to the value of TACATR (ØF7D1H).
- See 3.7.4, "Using MTOS."

BLKNO (ØF7D3H)  Ø2H bytes  Type: #
- Loaded with the current block number during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."

RECNO (ØF7D5H)  Ø2H bytes  Type: #
- Loaded with the current record number during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."

BLKREC (ØF7D7H)  Ø2H bytes  Type: #
- Loaded with the first record number in the TOSDMA buffer during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."

RECEXT (ØF7D9H)  Ø1H byte  Type: #
- This flag indicates whether or not records exist in the TOSDMA buffer during MTOS processing.
    = ØØH: No record present.
    = Ø1H: First record present.
    = Ø2H: Second record present.
    = Ø3H: Two records present.
- See 3.7, "MTOS/MIOS Operations."

ORECEXT (ØF7DAH)  Ø1H byte  Type: x
- This flag indicate whether or not old records exist in the TOSDMA buffer.
- See 3.7, "MTOS/MIOS Operations."

DIRPNT (ØF7DBH)  Ø1H byte  Type: #
- Loaded with the directory file counter value of the file currently being processed by MTOS.
- See 3.7, "MTOS/MIOS Operations."

FILPNT (ØF7DCH)  Ø1H byte  Type: #
- Loaded with the pointer value, in the directory file, of the file that is currently being processed by MTOS.
- See 3.7, "MTOS/MIOS Operations."

SRCADD (ØF7DDH)  Ø2H bytes  Type: x
- Loaded with the T-FCB starting address during MTOS file search.
- See 3.7, "MTOS/MIOS Operations."

MAXBLK (ØF7DFH)  Ø2H bytes  Type: #
- Loaded with the maximum block number in the file that is currently being processed by MTOS.
- See 3.7, "MTOS/MIOS Operations."

MAXREC (ØF7E1H)  Ø2H bytes  Type: #
- Loaded with the maximum record number in the file that is currently being processed by MTOS.
- See 3.7, "MTOS/MIOS Operations."

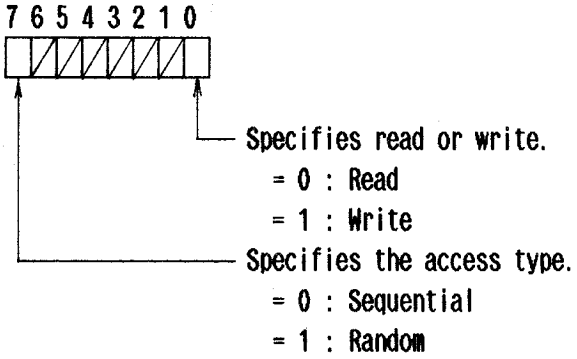
REMFLG (ØF7E3H)  Ø1H byte  Type: #
- This flag indicates whether or not an actual write to the tape is necessary during MTOS remove processing.
    = ØØH: Write necessary.
    = Nonzero: Write not necessary (directory is updated).
- See 3.7, "MTOS/MIOS Operations."

SKCKCT (ØF7E4H)  Ø1H byte  Type: x
- Loaded with the number of rewrites to be made when an error occurs during MTOS seek processing.
- See 3.7, "MTOS/MIOS Operations."

LSTCNT (ØF7E5H)  Ø2H bytes  Type: #
- Loaded with the last tape count during MCT processing by MTOS.
- See 3.7, "MTOS/MIOS Operations."

USEKCNT (ØF7E7H)  Ø2H bytes  Type: o
- Loaded with the seek counter value specified by the user using MTOS.
- IDFLG (ØFA13H), bit 6 determines whether the last free area counter value is to be obtained from the directory or USEKCNT.
     Bit 6 = Ø: Directory
           = 1: USEKCNT
- See 3.7, "MTOS/MIOS Operations."

RWMOD (ØF7E9H)  Ø1H byte  Type: x
- Loaded with the tape access mode (read/write) during MTOS processing.




- See 3.7, "MTOS/MIOS Operations."

ALCVEC (ØF7EAH)  Ø8H bytes  Type: #
- Loaded with the MTOS allocation vector.
- See 3.7, "MTOS/MIOS Operations."

REGBC (ØF7F2H)  Ø2H bytes  Type: x
- The work area for saving the BC register during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."

REGDE (ØF7F4H)  Ø2H bytes  Type: x
- The work area for saving the DE register during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."

BSTCNT (ØF7F6H)  Ø2H bytes  Type: x
- Loaded with the block starting tape count during a MIOS block read.
- See 3.7, "MTOS/MIOS Operations."
RNDNO (ØF7F8H)  Ø2H bytes

RNDCNT (ØF7FAH)  Ø2H bytes

MCTSVDAT (ØF7FCH)  2ØH bytes  Type: x
- The work area for saving system data on the MCT cartridge in RAM at power-off time.
- See 3.7, "MTOS/MIOS Operations."

YIDVAL (ØF81DH)  Ø1H byte  Type: x

- Loaded with the offset value, in the index table, of the key that is used to change the international character set specification.
- See 3.5, "Keyboard."

(Reserved) (ØF81EH)  42H

### 6.2.6 System Area V (RSYSAR5)

Buffers and stack areas that do not need to be initialized are reserved in this area.

KBUF (ØF86ØH)  21H bytes  Type: x
- The buffer for storing a key entry made through a 75Ø8 keyboard interrupt.
- See 3.5, "Keyboard."

KBUFEND (ØF881H)  Ø1H byte  Type: x
- Loaded with the KBUF last position.
- See 3.5, "Keyboard."

TIMBUF (ØF882H)  ØBH bytes
SYSFCB (ØF88DH)  24H bytes  Type: x
- The area into which the user-specified FCB data is to be copied during BDOS or BIOS processing.
- See 3.2, "BDOS Operations."

SYSDMA (ØF8B1H)  8ØH bytes  Type: x
- The area into which the contents of the user-specified DMA buffer are to be copied during BDOS or BIOS processing.
- See 3.2, "BDOS Operations."

PKT_TOP (ØF931H)  Ø9H bytes  Type: x
- The area through which EPSP system data is sent or received during EPSP data transmission.
- See 5.3, "Terminal Floppy (TF)."

SCRCH_BUF (ØF93AH)  8ØH bytes  Type: x
- The system scratch buffer for disk accessing.
- See 3.3, "BIOS Operations."

MCTDTSV (ØF9BAH)  38H bytes

IDTOP (Ø9E2H)  35H bytes  Type: #
- The area for storing tape ID field data during MTOS processing.
- See 3.7, "MTOS/MIOS Operations."
- IDTOP consists of the following fields:
    TAPNAM  (Ø8H bytes)
    - Tape name (ASCII code)
    TAPVOL  (Ø2H bytes)
    - Tape volume number
    TAPPAS  (Ø8H bytes)
    - Not used
    MAKMON  (Ø2H bytes)
    - The month in which the tape was created (ASCII code)
    MAKDAT  (Ø2H bytes)
    - The day on which the tape was created (ASCII code)
    MAKYEA  (Ø2H bytes)
    - The year in which the tape was created (ASCII code)
    MAKHOU  (Ø2H bytes)
    - The hour at which the tape was created (ASCII code)
    MAKMIN  (Ø2H bytes)
    - The minute at which the tape was created (ASCII code)
    MAKSEC  (Ø2H bytes)
    - The second at which the tape was created (ASCII code)
    REMMON  (Ø2H bytes)
    - The month in which the tape was last removed (ASCII code)
    REMDAT  (Ø2H bytes)
    - The day on which the tape was last removed (ASCII code)
    REMYEA  (Ø2H bytes)
    - The year in which the tape was last removed (ASCII code)
    REMHOU  (Ø2H bytes)
    - The hour at which the tape was last removed (ASCII code)
    REMMIN  (Ø2H bytes)
    - The minute at which the tape was last removed (ASCII code)
    REMSEC  (Ø2H bytes)
    - The second at which the tape was last removed (ASCII code)
    TOTMNT  (Ø2H bytes)
    - Total number of mounts.
    TOTBNO  (Ø2H bytes)
    - Total number of blocks.
    TOTRNO  (Ø2H bytes)
    - Total number of records.
    TOTFNO  (Ø1H byte)
    - Total number of files.
    IDFLG  (Ø1H byte)
    - Tape ID flag
    TCNTTP  (Ø1H byte)
    - Tape TOS controller
    LSTFNO  (Ø2H bytes)
    - File number of the last file on the tape

DIRTOP (ØFA17H)  180H bytes  Type: #
- The area for storing tape directory data (RAM directory) during MTOS processing.
- This area can contain up to 12 directories, each of which consists of 32 bytes.
See 3.7, "MTOS/MIOS Operations."

TOSBUF (ØFB97H)  1Ø4H bytes  Type: x
- DMA buffer used by MTOS.
- See 3.7, "MTOS/MIOS Operations."

COMBUF (ØFC9BH)  FØH bytes  Type: x
- System serial data receive buffer used during BIOS PUNCH or READER execution.
- See 3.4, "BIOS Details."

(Reserved) (ØFD8BH)  15H bytes

BDOSSK (ØFF8FH)  7ØH bytes  Type: x
- Stack area for BDOS
- See 3.2, "BDOS Operations."

BIOSSK (ØFF1FH)  5CH bytes  Type: x
- Stack area for BIOS
- See 3.3, "BIOS Operations."

SP75Ø8 (ØFEC3H)  6CH bytes  Type: x
- Stack area for 75Ø8 interrupts
- See 4.7, "Interrupts."

SP8251 (ØFE57H)  2CH bytes  Type: x
- Stack area for ART interrupts
- See 4.7, "Interrupts."

SPOVF (ØFE2BH)  3ØH bytes  Type: x
- Stack area for OVF interrupts
- See 4.7, "Interrupts."

SPICF (ØFDFBH)  1ØH bytes  Type: x
- Stack area for ICF interrupts
- See 4.7, "Interrupts."

SPEXT (ØFDEBH)  1ØH bytes  Type: x
- Stack area for EXT interrupts
- See 4.7, "Interrupts."

STRTSP (ØFDDBH)  3CH bytes  Type: x
- Stack area for system address Ø start processing

STKBOT (ØFD9FH)  ØØH byte