

```

; IBM PC keyboard Converter
; This code will reside in the on-board 2716 EPROM at 0H
;
;      John      Monahan      7/2/2010
;
;      V2.1      Everything except caps lock does not work
;      V2.2      Caps lock OK CTRL needs to be done
;      V2.3      CAPS,CTRL done
;      V2.4      F1,F2 function key strings added
;      V3.0      Version for new S-100 Board (SKEY)
;
;
FALSE      EQU 0
TRUE       EQU NOT FALSE
;
LF         EQU 0AH
CR         EQU 0DH
BELL       EQU 07H
SPACE     EQU 20H
TAB        EQU 09H      ;TAB ACROSS (8 SPACES FOR SD-BOARD)
;
STACK     EQU 0FFFH ;Stack at top of RAM
;
;OLD BOARD
;CONT$A    EQU    0F9H  ;CTRL port for output to Video board keyboard input port
;CONT$B    EQU    0FBH  ;CTRL port for IBM Keyboard input
;CONT$C    EQU    0F5H  ;CTRL port for data port KEYCLEAR
;CONT$D    EQU    0F7H  ;CTRL port for port KEYSTAT
;
;KEYOUT    EQU    0F8H  ;Data port for output to Video board keyboard input port
;KEYIN     EQU    0FAH  ;Data port for IBM keyboard input
;KEYCLEAR  EQU    0F4H  ;Pulsing bit 0 high clears 74LS161 Shift Regs
;KEYSTAT   EQU    0F6H  ;Input bit 0 is zero if IBMPC Key char ready
;           ;to be read and translated
;
;NEW BOARD
CONT$A     EQU    0F5H  ;CTRL port for output to Video board keyboard input port
CONT$B     EQU    0F7H  ;CTRL port for IBM Keyboard input
CONT$C     EQU    0F9H  ;CTRL port for data port KEYCLEAR
CONT$D     EQU    0FBH  ;CTRL port for port KEYSTAT
;
KEYOUT     EQU    0F4H  ;Data port for output to Video board keyboard input port
KEYIN      EQU    0F6H  ;Data port for IBM keyboard input
KEYCLEAR   EQU    0F8H  ;Pulsing bit 0 high clears 74LS161 Shift Regs
KEYSTAT    EQU    0FAH  ;Input bit 0 is zero if IBMPC Key char ready
;
;----- ACTUAL EPROM CODE FOR THE BOARD -----
;
; The memory location "CASEFLAG" will contain various bit flages to indicate
; the current ASCII translation table being used(upper/lower case etc). They
; are also used to turn on/off the board indicator LED's.
; (Note a register could be set aside instead of a RAM location, but I wanted
; to have expandability for more complex translations later).
;
; Bit flags for CASEFLAG:-
;           Bit 0 not used (used to clear 74LS161 shift regs)
;           Bit 1 Strobe for data into Video board keyboard port
;           Bit 2 = 1 if Upper Case Lock is ON
;           Bit 3 = 1 if Shift key is currently HELD down
;           Bit 4 = 1 if Ctrl key is currently HELD down
;           Bit 5 = 1 if NUM LOCK is ON
;
; REMEMBER IX is not used for ANYTHING other than to point to CASEFLAG
;
      ORG 0H      ;The EPROM code will start here
;

```

```

DI                ;Just in case
LD A,0FH          ;First setup the two Zilog PIO's
OUT (CONT$A),A   ;Mode 0 Output
LD A,03H
OUT (CONT$A),A

LD A,4FH         ;Mode 1 Input
OUT (CONT$B),A
LD A,03H
OUT (CONT$B),A

LD A,0FH         ;Mode 0 Output
OUT (CONT$C),A
LD A,03H
OUT (CONT$C),A

LD A,4FH         ;Mode 1 Input
OUT (CONT$D),A
LD A,03H
OUT (CONT$D),A

IN A,(KEYIN)     ;Clear out any junk
IN A,(KEYSTAT)

RAM0: LD HL,800H           ;Next clear RAM. This will allow DEBUG monitor (see below)
      XOR A              ;show up any problem.
      LD (HL),A          ;Zero RAM
      INC HL
      LD A,H
      CP 10H             ;Clear from 0800H to 0FFFH
      JR NZ,RAM0
      JR OVER

;

ORG 38H          ;Reset location 0FFH (CPU jumps here if no RAM)
LD A,38H        ;Flag for no RAM (38 appears on HEX display, HALT LED comes on)
OUT (KEYOUT),A ;Send 38H to HEX display to indicate a RAM problem
HALT            ;No Strobe, so Keyboard does not see it. Stop Everything

;

OVER: LD HL,800H           ;Check RAM.
RAM1: LD A,(HL)           ;Is it 0.
      OR A                ;Zero RAM
      JR NZ,RAM_PROBLEM
      INC HL
      LD A,H
      CP 10H             ;Clear from 0800H to 0FFFH
      JR NZ,RAM1
      LD SP,STACK        ;Now setup a valid stack on the boards RAM (@ 0FFFH)
      JR RAM_OK

;

RAM_PROBLEM:
LD A,10H
OUT (KEYOUT),A ;Send 10H to HEX display to indicate a RAM problem
HALT            ;No Strobe, so Keyboard does not see it. Stop Everything

RAM_OK: LD A,11H
        OUT (KEYOUT),A ;Send 11H to HEX display to indicate a reset went OK.
        ;No Strobe, so Keyboard does not see it
LD A,80H
CALL    DELAY_LONG ;Check stack

LD A,12H
OUT (KEYOUT),A ;Then send 12H to HEX display to indicate a reset went OK.
        ;No Strobe, so Keyboard does not see it

CALL    SETUP_BUFFERS ;Setup IX to point to character output buffer
CALL    CLEAR         ;Clear all shift registers

```

```

LD A,13H
OUT (KEYOUT),A ;Then send 13H to HEX display to indicate we are ready to go.
                ;No Strobe, so Keyboard does not see it

LOOP:  CALL      GETSTAT          ;----- The MAIN LOOP. Anything at IBM Keyboard ----
        CALL      Z,LOOP1
        CALL      CRTOUT          ;>>> IF <<<, there is something in the queue, send it
        JR LOOP                  ;to the keyboard output port

LOOP1:  IN  A,(KEYIN)             ;Something at IBM keyboard port
        CP  0F0H                 ;Is it an UP key
        JR  NZ,DOWNKY           ;Must be a down key stroke
        CALL     UPKEY           ;Special tratment for UP key scan codes
        JR  SKIP

DOWNKY: LD  (DOWN_KEY),A         ;Store it (actually only needed for diagnostic program)
        CP  58H                 ;Is it CAPS Lock key
        JP  Z,CAPSKEY
        CP  12H                 ;Is it a SHIFT key
        JP  Z,SHIFTKEY
        CP  59H                 ;Is it the other SHIFT key
        JP  Z,SHIFTKEY
        CP  14H                 ;Is it the CTRL key
        JP  Z,CTRLKEY
        CP  77H                 ;Is it the NUM LOCK key
        JP  Z,NUMKEY

        CALL      TRANSLATE      ;IBM char in A, return with ASCII in C

        LD  A,C
        OR  A                   ;Don't send NULL characters (SD System Board
        JP  Z,SKIP              ;cannot seem to handle them!).
        CALL     CHARTOBUFFER    ;Just put it in the 256 byte RAM [OUTBUFFER]

SKIP:   CALL      CLEAR
        RET

GETSTAT:IN  A,(KEYSTAT)
        BIT  0,A                ;Bit 0 is Zero if a character is ready
        RET

SETUP_BUFFERS:
        XOR  A
        LD  (CASEFLAG),A       ;Will contain flags for LC, Shift, Ctrl etc.
        LD  IX,CASEFLAG        ;IX will ALWAYS point to CASEFLAG
        EXX                          ;Z80 Alt Reg set will hold the "OUT" Buffer data
        LD  DE,OUTBUFFER       ;DE' End of que - Always
        LD  BC,OUTBUFFER       ;BC' Start of que - Always
        LD  (DE),A             ;Flag as nothing there
        EXX
        RET

CLEAR:   PUSH     AF            ;Save value
        LD  A,(IX+0)           ;Routine to clear 74LS161 shift registers
        OR  1H                 ;Need to raise bit 0, see below
        OUT (KEYCLEAR),A       ;LED will also lightup for bits in CASEFLAG
        CALL     DELAY          ;Delay a little (seems to be required!)
        LD  A,(IX+0)           ;Bits 0 & 1 will always be 0
        OUT (KEYCLEAR),A
        POP  AF
        RET

DELAY:  LD  A,0FFH             ;Slight time delay for hardware
DL1:    DEC  A
        JP  NZ,DL1
        RET

```

```

DELAY_LONG:                ;Delay based on value in [A]
    PUSH        BC
    LD B,A
DEL1:    CALL     DELAY
    DJNZ     DEL1
    POP BC
    RET

NUMKEY:    BIT 5,(IX+0)    ;Is the NUMBER LOCK already set
    JP Z,NUMSET
    RES 5,(IX+0)
    CALL     CLEAR
    RET
    ;Note a RET will drop the stack back to the main Loop
NUMSET:    SET 5,(IX+0)    ;set, so trans sees it as NUMLOCK
    CALL     CLEAR
    RET

SHIFTKEY:
    SET 3,(IX+0)    ;Set the SHIFT key, so TRANSLATE sees scan as upper case
    CALL     CLEAR    ;in the tables below
    RET

CTRLKEY:
    SET 4,(IX+0)    ;Set the CTRL key, so TRANSLATE sees scan as ctrl keys
    CALL     CLEAR    ;in the tables below
    RET

CAPSKEY:    BIT 2,(IX+0)    ;Is the CAPS LOCK already set
    JP Z,CAPSET
    RES 2,(IX+0)
    RES 3,(IX+0)    ;Also do clear the regular shift key flags
    CALL     CLEAR
    RET
    ;Note a RET will drop the stack back to the main Loop
CAPSET:    SET 2,(IX+0)    ;set, flag to indicate CAPS LOCK key down
    CALL     CLEAR
    RET

UPKEY:                ;Up keys are special. There is a 0F0H sent, THEN the actual scan-code
    CALL     CLEAR    ;Clear the register of the 0F0H
UPKEY1:    CALL     GETSTAT    ;Wait to find which key we are shifting or ctrl-ing
    JR NZ,UPKEY1    ;Note:- This is a better way. Fast typing misses keys
    IN A,(KEYIN)    ;in the diagnostic DOWN_KEY mode.
    CP 14H    ;Was the SHIFT or CTRL held down until now
    JR Z,CLEAR_CTRL    ;Note Alt keys are not used in this version
    CP 12H
    JR Z,CLEAR_SHIFT
    CP 59H
    JR Z,CLEAR_SHIFT

NOSHIFT:    XOR A
    CALL     CLEAR
    RET
    ;Note a RET will drop the stack back to the main Loop

CLEAR_SHIFT:
    RES 3,(IX+0)
    JR NOSHIFT

CLEAR_CTRL:
    RES 4,(IX+0)
    JR NOSHIFT

CHARTOBUFFER:                ;We get here knowing we have a character
    EXX                ;Get the alt reg's that contain the pointers
    LD (DE),A
    INC E                ;update pointer (loop 256 bytes)
    XOR A

```

```

LD (DE),A          ;Flag for new end of que
EXX
RET

CRTOUT:  EXX          ;Send character to actual CRT board
LD A,(BC)         ;EXX to get to pointers
CP 0H
JP Z,CRT1        ;nothing in que
LD A,(BC)
INC C            ;Advance pointer
OUT (KEYOUT),A   ;Show ASCII on HEX display and send it
LD A,(IX+0)      ;Need to send strobe bit (raise bit 1 of PIO#2)
OR 2H           ;Note bit 0 will always be 0 in CASEFLAG
OUT (KEYCLEAR),A ;LEDs will stay the same
CALL DELAY
CALL DELAY
LD A,(IX+0)      ;Bits 0 & 1 will always be zero
OUT (KEYCLEAR),A
CALL DELAY
CALL DELAY
CALL DELAY
;KP2:  IN A,(KEYSTAT) ;IF the computer is slow, may need to wait for an acknowledge here
;      BIT 1,A        ;Note if you do this the system will hang until and ACK is recieved
;      JP Z,KP2      ;Wait until ACK from video board returns HIGH (or low depending on K5
jumper).
CRT1:   EXX          ;Back to "normal" register set
RET

TRANSLATE:      ;Convert PC Scan codes to ASCII characters
CP 0E0H        ;Is it the special "prfix" keys . (Print Scr, Scroll lock
;             ;Pause, Ins, Del,...the 4 arrow keys). All these begin with
;             ;E0H.
JP NZ,F1_F12_KEYS ;If so just skip them for now, they are done on the number pad.
CALL CLEAR    ;anyway
LD C,0
RET

;The function keys and number pad require special treatment
F1_F12_KEYS:   ;Translate the function keys into multi character strings.
CP 05H        ;Function key F1 = "DIR *.*[ALL]"
JR NZ,NOTF1
LD HL,F1_STRING
F1_LOOP:  LD A,(HL)
OR A
JR Z,F1_DONE
CALL CHARTOBUFFER
INC HL
JR F1_LOOP
F1_DONE:  CALL CLEAR
LD C,0
RET

NOTF1:  CP 06          ;Function key F2 = "PIP E:=A:*.*[V]"
JR NZ,NOTF2
LD HL,F2_STRING
F2_LOOP:  LD A,(HL)
OR A
JP Z,F1_DONE
CALL CHARTOBUFFER
INC HL
JR F2_LOOP

NOTF2:      ;<<<< Add more strings if needed later
;             ;Note fall through to NUM_PAD below

;             ;We treat the Number pad keys seperately because
;             ;they are independent of the Shift & Ctrl keys

```

```

NUM_PAD: BIT 5, (IX+0)      ;Special treatment for NUMLOCK Keys
        JP Z,LOOKUP_TABLES
        CP 6CH              ;'7'
        JP NZ,M1
        LD C,'7'
        RET
M1:     CP 75H              ;'8'
        JP NZ,M2
        LD C,'8'
        RET
M2:     CP 7DH              ;'9'
        JP NZ,M3
        LD C,'9'
        RET
M3:     CP 6BH              ;'4'
        JP NZ,M4
        LD C,'4'
        RET
M4:     CP 73H              ;'5'
        JP NZ,M5
        LD C,'5'
        RET
M5:     CP 74H              ;'6'
        JP NZ,M6
        LD C,'6'
        RET
M6:     CP 69H              ;'1'
        JP NZ,M7
        LD C,'1'
        RET
M7:     CP 72H              ;'2'
        JP NZ,M8
        LD C,'2'
        RET
M8:     CP 7AH              ;'3'
        JP NZ,M9
        LD C,'3'
        RET
M9:     CP 70H              ;'0'
        JP NZ,M10
        LD C,'0'
        RET
M10:    CP 71H              ;'.'
        JP NZ,M11
        LD C,'.'
        RET
M11:    CP 79H              ;'+'
        JP NZ,M12
        LD C,'+'
        RET
M12:    CP 7BH              ;'-'
        JP NZ,M13
        LD C,'-'
        RET
M13:    CP 7CH              ;'*'
        JP NZ,M14
        LD C,'*'
        RET
M14:    CP 4AH              ;'/'
        JP NZ,LOOKUP_TABLES ;<<<< Must be a "regular" keyboard key
        LD C,'/'
        RET

```

```

;
; There are 3 possible lookup tables for translating the scan code to ASCII
; depending on the status of the CTRL and Shift keys
; (Alt key's could be added later).

```

## LOOKUP\_TABLES:

```

LD B,0
LD C,A
BIT 4,(IX+0) ;Is it a CTRL key
JP Z,NOTCTRL
LD HL,CTRLTBL
ADD HL,BC
LD C,(HL)
RET

```

## NOTCTRL:

```

BIT 2,(IX+0) ;Is Caps Lock on
JP NZ,UCASE

BIT 3,(IX+0) ;Is Shift key down
JP NZ,UCASE
LD HL,IBM1TBL ;LowerCase (Default)
ADD HL,BC
LD C,(HL)
RET

```

```

UCASE: LD HL,IBM2TBL ;Upper case
ADD HL,BC
LD C,(HL)
RET

```

;

```

IBM1TBL: ;The "Normal" table
;00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0a, 0b, 0c, 0d, 0e, 0f
DEFB 0,'*', 0,'*','*','*','*','*', 0,'*','*','*','*',09H,'`',00H

;10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 1a, 1b, 1c, 1d, 1e, 1f
DEFB 0, 0, 0, 0, 0,'q','1', 0, 0, 0,'z','s','a','w','2',0

;20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 2a, 2b, 2c, 2d, 2e, 2f
DEFB 0,'c','x','d','e','4','3', 0, 0,' ','v','f','t','r','5',0

;30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 3a, 3b, 3c, 3d, 3e, 3f
DEFB 0,'n','b','h','g','y','6', 0, 0, 0,'m','j','u','7','8',0

;40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 4a, 4b, 4c, 4d, 4e, 4f
DEFB 0,',','k','i','o','0','9', 0, 0,'.','/','l',';','p','-',0

;50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 5a, 5b, 5c, 5d, 5e, 5f
DEFB 0, 0,27H, 0,['','=', 0, 0, 0, 0,0DH,']', 0,'\ ', 0,0

;60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 6a, 6b, 6c, 6d, 6e, 6f
DEFB 0, 0, 0, 0, 0, 0,08H, 0, 0,11H, 0,13H,10H, 0, 0, 0

;70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7a, 7b, 7c, 7d, 7e, 7f
DEFB 0BH,7FH,03H,15H,04H,05H,1BH,00H,'*',02H,18H,16H,0CH,17H,'*',0

;80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 8a, 8b, 8c, 8d, 8e, 8f
DEFB 0, 0, 0,'*', 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0

```

## IBM2TBL:

```

;If the SHIFT key or CAPS lock key is on
;00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0a, 0b, 0c, 0d, 0e, 0f
DEFB 0,'*', 0,'*','*','*','*','*', 0,'*','*','*','*',09H,'~',00H

;10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 1a, 1b, 1c, 1d, 1e, 1f
DEFB 0, 0, 0, 0, 0,'Q','!', 0, 0, 0,'Z','S','A','W','@',0

;20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 2a, 2b, 2c, 2d, 2e, 2f
DEFB 0,'C','X','D','E','$','#', 0, 0,' ','V','F','T','R','% ',0

;30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 3a, 3b, 3c, 3d, 3e, 3f
DEFB 0,'N','B','H','G','Y','^', 0, 0, 0,'M','J','U','&','*',0

```

```

;40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 4a, 4b, 4c, 4d, 4e, 4f
DEFB 0,'<','K','I','O',29H,'(', 0, 0,'>','?','L',':', 'P', '_ ',0

;50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 5a, 5b, 5c, 5d, 5e, 5f
DEFB 0, 0,22H, 0,'{','+', 0, 0, 0, 0,0DH,'}','|', 0,0

;60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 6a, 6b, 6c, 6d, 6e, 6f
DEFB 0, 0, 0, 0, 0, 0,08H, 0, 0,11H, 0,13H,10H, 0, 0, 0

;70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7a, 7b, 7c, 7d, 7e, 7f
DEFB 0BH,7FH,03H,15H,04H,05H,1BH,00H,'*',02H,18H,16H,0CH,17H,'*',0

;80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 8a, 8b, 8c, 8d, 8e, 8f
DEFB 0, 0, 0,'*', 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0

```

CTRLTBL:

;If the CTRL key is pressed

```

;00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0a, 0b, 0c, 0d, 0e, 0f
DEFB 0,'*', 0,'*', '*', '*', '*', '*', '*', 0,'*', '*', '*', '*',09H,'~',00H

;10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 1a, 1b, 1c, 1d, 1e, 1f
DEFB 0, 0, 0, 0, 0,11H,'!', 0, 0, 0,1AH,13H,01H,17H,'@',0

;20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 2a, 2b, 2c, 2d, 2e, 2f
DEFB 0,03H,18H,04H,05H,'$', '#', 0, 0,' ',16H,06H,14H,12H,'% ',0

;30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 3a, 3b, 3c, 3d, 3e, 3f
DEFB 0,0EH,02H,08H,07H,19H,'^', 0, 0, 0,0DH,0AH,15H,'&', '* ',0

;40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 4a, 4b, 4c, 4d, 4e, 4f
DEFB 0,'<',0BH,09H,0FH,49H,'(', 0, 0,'>','?',0CH,':',10H, '_ ',0

;50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 5a, 5b, 5c, 5d, 5e, 5f
DEFB 0, 0,22H, 0,1BH,'+', 0, 0, 0, 0,0DH,1DH, 0,1DH, 0,0

;60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 6a, 6b, 6c, 6d, 6e, 6f
DEFB 0, 0, 0, 0, 0, 0,08H, 0, 0,11H, 0,13H, 0,10H, 0, 0

;70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7a, 7b, 7c, 7d, 7e, 7f
DEFB 0BH,7FH,03H,15H,04H,05H,1BH,00H,'*',06H,12H,01H,0CH,0EH,'*',0

;80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 8a, 8b, 8c, 8d, 8e, 8f
DEFB 0, 0, 0,'*', 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0

```

;  
;

```

F1_STRING: DB 'DIR *.*[ALL]',CR,0 ;Show Directory
F2_STRING: DB 'PIP E:=A:*.*[V]',CR,0 ;Copy stuff across to memory disk

```

```

MSG0: DEFM 'IBM-> ASCII KEYBOARD ROM Controller John Monahan 15/2/2009'

```

```

ORG 800H ;Hardware RAM chip will start here

```

```

OUTBUFFER: DEFS 257
DEFB '0'

```

```

CASEFLAG: DEFB 0H ;Flags for Shift, Numlock etc

```

```

DOWN_KEY: DEFB 0H ;Diagnostic program needs to store previous char

```

```

;END

```