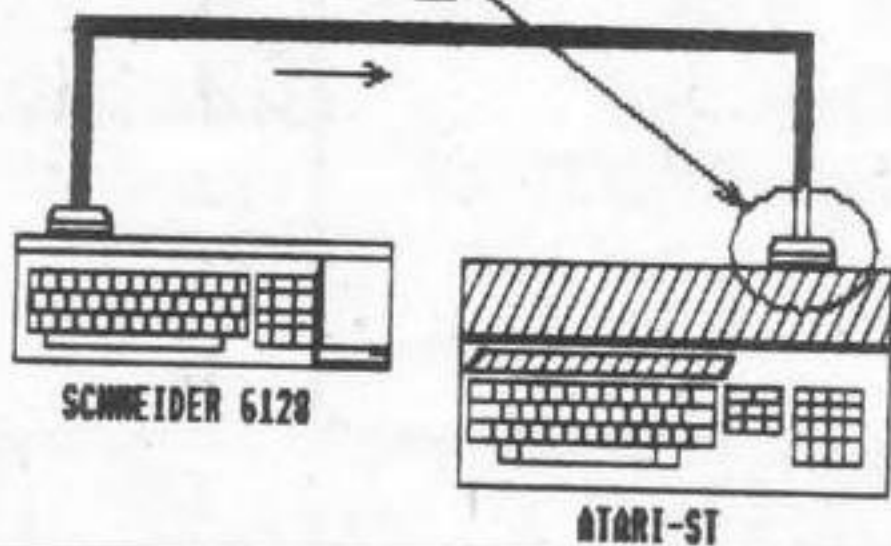
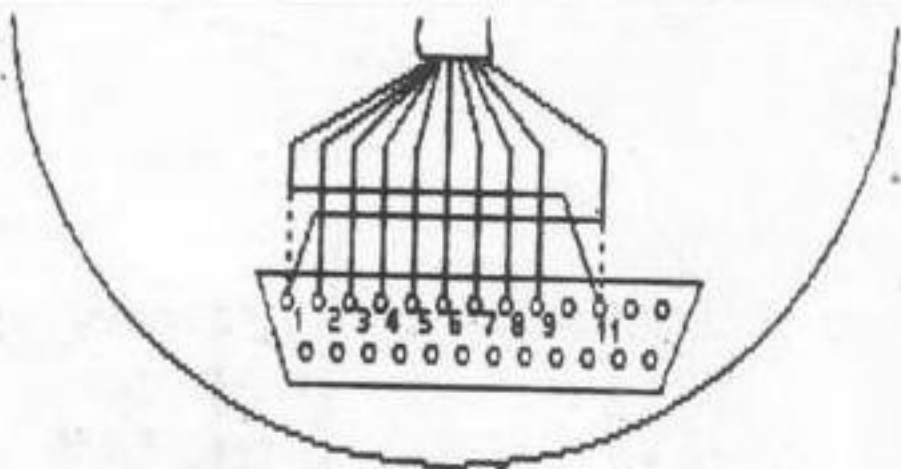




BRA.S

START

MAKE F

```
CREATE EQU $3C
OPEN EQU $3D
CLOSE EQU $3E
WRITE EQU $40
```

```
MOVE.W #0,-(SP) * kreiraj fajl
```

```
PEA FNAME(PC)
```

```
MOVE.W #CREATE,-(SP)
```

```
TRAP #1
```

```
ADDQ.L #8,SP
```

```
MOVE.L D0,D1
```

```
MOVE.W #1,-(SP)
```

```
* otvori fajl
```

```
PEA FNAME(PC)
```

```
MOVE.W #OPEN,-(SP)
```

```
TRAP #1
```

```
ADDQ.L #8,SP
```

```
MOVE.L #BUFFER,-(SP) * upisi u fajl
```

```
MOVE.L LENGHT,-(SP)
```

```
MOVE.W D0,-(SP)
```

```
MOVE.W #WRITE,-(SP)
```

```
TRAP #1
```

```
ADDQ.L #6,SP
```

```
ADDQ.L #6,SP
```

```
MOVE.W D1,-(SP)
```

```
* zatvori fajl
```

```
MOVE.W #CLOSE,-(SP)
```

```
TRAP #1
```

```
ADDQ.L #4,SP
```

```
RTS
```

START

```
MOVE.L #MESS2,-(SP)
```

```
* poruka:
```

```
MOVE.W #9,-(SP)
```

```
* "ime fajla: "
```

```
TRAP #1
```

```
ADDQ.L #6,SP
```

```
MOVE.B #40,FATTR
```

```
* primi ime fajla
```

```
MOVE.L #FATTR,-(SP)
```

```
MOVE.W #10,-(SP)
```

```
TRAP #1
```

```
ADDQ.L #6,SP
```

```
MOVE.L #0,D0
```

```
* postavi 0
```

```
MOVE.B FATTR+1,D0
```

```
* na kraju
```

```
LEA FATTR+2,A0
```

```
* stringa
```

```
ADD.L D0,A0
```

```
CLR.B (A0)
```

```
MOVE.L #MESS1,-(SP)
```

```
* poruka:
```

```
MOVE.W #9,-(SP)
```

```
* "stampaj tekst fajl Amsvordom! "
```

```
TRAP #1
```

```
ADDQ.L #6,SP
```

```
BSR W_KEY
```

```
MOVE.L #MESS4,-(SP)
```

```
* poruka:
```

```
MOVE.W #9,-(SP)
```

```
* "...primam podatke...."
```

```
TRAP #1
```

```
ADDQ.L #6,SP
```

```
BSR SCANN
```

```
* primi tekst u memoriju
```

```
BSR MAKE_F
```

```
* nacini fajl
```

```

MOVE.L #MESS3,-(SP)      * poruka:
MOVE.W #9,-(SP)          * "jos jedan fajl za prenos ? "
TRAP #1
ADDQ.L #6,SP
BSR W_KEY

OR.B  #$20,D0             * mala slova
CMP.B #'d',D0             * ako je "d"
BEQ   START              * onda ponovo

MOVE.W #0,-(SP)          * kraj
TRAP #1

W_KEY
MOVE.W #8,-(SP)
TRAP #1
ADDQ.L #2,SP
RTS

SCANN
MOVE.W SR,D5             * ako je
BTST #13,D5              * SUPERVISOR mod
BNE SUPER                * skoci
CLR.L -(SP)              * ako nije postavi
MOVE.W #32,-(SP)         * SUPERVISOR mod
TRAP #1
ADDQ.L #6,SP

SUPER
MOVE.W SR,D5             * sacuvaj status registar
MOVE.W #$2700,SR         * zabrani prekide
MOVE.L #$FFFFFFA01,A0    * adresa MFP-a
MOVE.L #$FFFF8800,A1     * PSG reg. izaberi/citaj podatak
MOVE.L #$FFFF8802,A2     * PSG upisi podatak
MOVE.L #0,D2             * obrisi brojac primljenih karaktera
LEA BUFFER,A3            * adresa bafera
MOVE.B #7,(A1)           * izaberi port B PSG-a
MOVE.B #$7F,(A2)         * kao input

M_LOOP
MOVE.B #14,(A1)          * izaberi reg. 14 (port A)
MOVE.B (A1),D0           * procitaj r14
ANDI #5DF,D0             * resetiraj bit 5 (postavi ready)
MOVE.B D0,(A2)           * porta A
MOVE.B #15,(A1)          * izaberi r15 (port B)

W_LOOP
MOVE.B (A0),D1           * uzmi strobe
MOVE.B (A1),D0           * uzmi podatak
BTST #0,D1               * strobe ?
BNE W_LOOP               * cekaj ako nije
MOVE.B #14,(A1)          * izaberi r14
MOVE.B (A1),D1           * procitaj port A
ORI #520,D1              * setiraj bit 5 (postavi busy)
MOVE.B D1,(A2)           * porta A
CMP.B #13,D0             * CR ?
BEQ OK                   *
CMP.B #10,D0             * LF ?
BEQ OK                   *
CMP.B #$1F,D0            * ignoriraj kodove 0-1F
BLE NEXT

OK
MOVE.B D0,(A3)+          * upisi podatak u memoriju
ADDQ.L #1,D2             * povecaj brojac za 1

NEXT
CMP.B #1,D0              * kod za kraj fajla ?
BNE M_LOOP               * ako nije cekaj na novi karakter
MOVE.L D2,LENGHT         * sacuvaj brojac
MOVE.W D5,SR             * vrati staru vrednost u SR
RTS

MESS1 DC.B 27,'E',10,10,27,'fPostavi Amsword na stampanje '
DC.B 13,10,' i printisni bilo koji taster...',0
MESS2 DC.B 27,'EIme fajla : ',27,'e',0
MESS3 DC.B 27,'E',10,'Jos fajlova za prenos (d/n) ? ',0
MESS4 DC.B 13,10,10,'...primam podatke.....',0

FATTR DC.B 40,0
FNAME DC.B 'C:BEZIMENI.S ',0
LENGHT DC.L 10
EVEN
BUFFER DS.B 65536

```