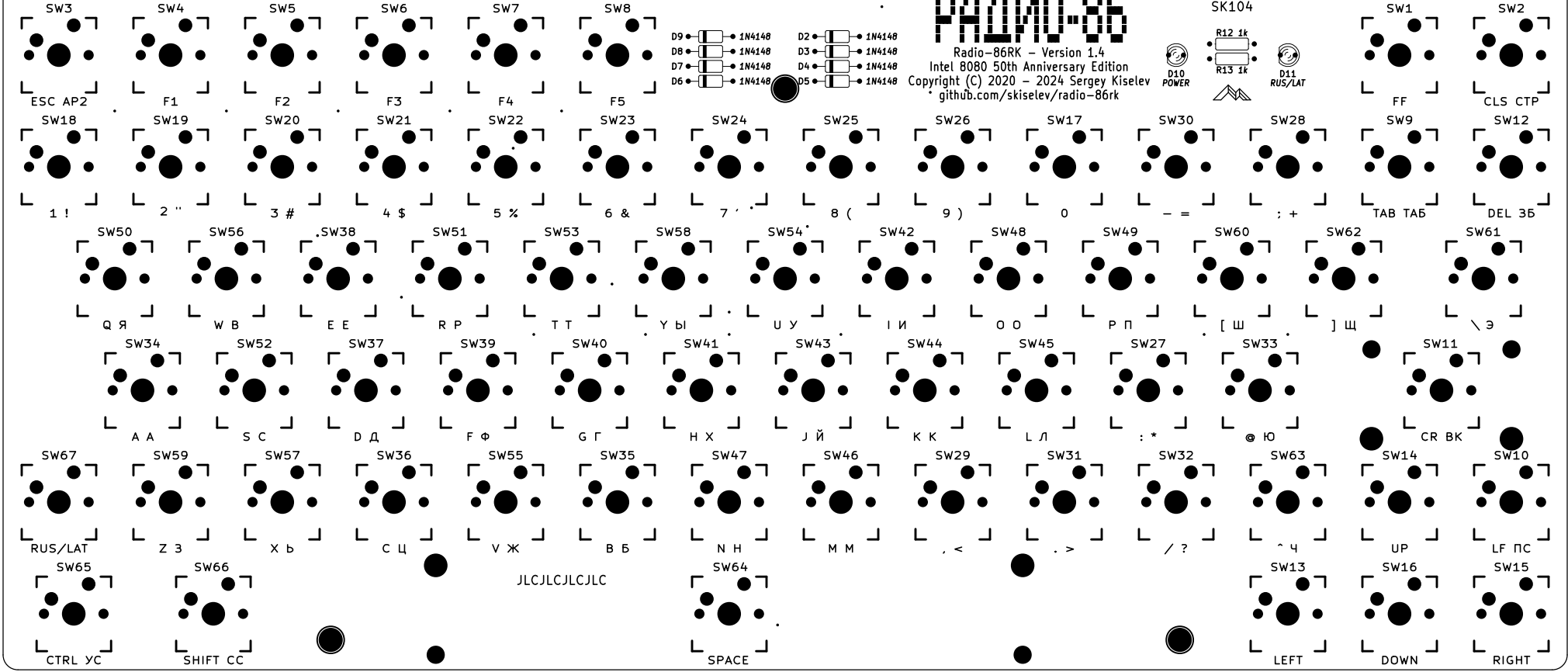


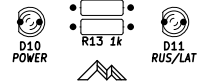
EPROM Type: JP1 - U10, JP2 - U11:  
 2-3: 2716, K573P02, K573P05  
 1-2,3-4: 2732, 2764, K573P06  
 3-4: 28C64

Pin 1 for 2716,  
 K573P02,  
 K573P05  
 and 2732

Pin 1 for 2716,  
 K573P02,  
 K573P05  
 and 2732



**RADIO-86**  
 Radio-86RK - Version 1.4  
 Intel 8080 50th Anniversary Edition  
 Copyright (C) 2020 - 2024 Sergey Kiselev  
[github.com/skiselev/radio-86rk](https://github.com/skiselev/radio-86rk)



Alexey Khudakov's Radio-808K-2RAM project: radio808k.pworks.com  
April 1988 to June 1989: archive.radioworld.com/wep/ and on  
schematic and firmware are based on Radio Magazine publications

0F830\0F830H - Get\set RAM top - Output\input: HL - address -  
0F820H - Initialize CRT (after cassette I/O)  
DE - end; Output: BC - checksum  
0F82AH - Calculate checksum - Input: HL - start;  
Output: HL - start; DE - end; BC - checksum

0F82FH - Get cursor - Output: H - row; L - column  
0F82FH - Read screen - Output: A - char at cursor  
0F82FH - Read from cassette - Input: HL - offset  
0F82FH - Output: HL - start; DE - end; BC - checksum

A=0FFH - Rus\Lat; otherwise A - key code  
0F81BH - Get key - Output: A=0FFH - key not pressed  
0F81BH - Print string - Input: HL - string address  
0F81BH - Print to screen in hex - Input: A - data  
0F81BH - Query keyboard - Output: A=00H - key not pressed; A=0FFH - key pressed

A=08H - no sync; Output: A - data  
0F80BH - Cassette input - Input: A=0FFH - with sync  
0F80BH - Keyboard input - Output: A - character  
Monitor Subroutines:  
0F803H - Keyboard input - Output: A - character

Monitor Commands - Cassette Input\Output:  
0>Start\Address<<End\Address>>[Speed] - Write memory to cassette. Default speed is 10H \ 1500 cps  
|<Offset>[Speed]> - Read data from to cassette memory at specified offset

X - Display and modify registers  
G>Start\Address<<End\Address>>[Run code, optionally stop at the specified address  
Monitor Commands - Run Control and Registers:  
R>ROM\Start\Address<<End\Address>>[Destination\Start\Address] - Read from ROM connected to Parallel interface to memory

2>Start\Address<<End\Address>>[Value] - Search memory for a value  
C>Start\Address<<End\Address>>[Destination\Start\Address] - Compare memory block with destination  
T>Start\Address<<End\Address>>[Destination\Start\Address] - Copy memory block to destination  
M>Address<> - Modify memory content  
F>Start\Address<<End\Address>>[Value] - Fill memory with a value  
L>Start\Address<<End\Address>> - Display memory content in ASCII  
D>Start\Address<<End\Address>> - Display memory content in hexadecimal

Monitor Commands - Memory:  
F>Start\Address<<End\Address>>[Value] - Fill memory with a value  
L>Start\Address<<End\Address>> - Display memory content in ASCII  
D>Start\Address<<End\Address>> - Display memory content in hexadecimal  
0E000H - 0FFFFH: ROM (Read Only)  
0E000H - 0FFFFH: DMA Controller (Write Only)  
0D000H - 0DFFFF: Extension Connector  
0C000H - 0CFFFF: 8275 CRT Controller  
0B000H - 0BFFFF: 8251 USART

Memory Map:  
0A000H - 0AFFFF: 8252 PPI (Parallel Interface)  
9000H - 9000H: 8253 PPI (Sound, USART Clock)  
8000H - 8000H: 8252 PPI (Keyboard, Cassette, Sound Control)  
0000H - 7FFFH: RAM (25K); 7E00H - 7FFFH: Display and Monitor Memory

B00 ● ● ● ● BVD  
B01 ● ● ● ● BVT  
B02 ● ● ● ● BVS  
B03 ● ● ● ● BVZ  
B04 ● ● ● ● BV4  
B05 ● ● ● ● BV6  
B06 ● ● ● ● BV8  
B07 ● ● ● ● BV9  
B08 ● ● ● ● BV1  
B09 ● ● ● ● BV0  
B10 ● ● ● ● BV1  
B11 ● ● ● ● BV2  
B12 ● ● ● ● BV3  
B13 ● ● ● ● BV4  
B14 ● ● ● ● BV5  
B15 ● ● ● ● BV6  
B16 ● ● ● ● BV7  
B17 ● ● ● ● BV8  
B18 ● ● ● ● BV9  
B19 ● ● ● ● BV0  
B20 ● ● ● ● BV1

DBR ● ● ● ●  
R12 ● ● ● ●  
C12 ● ● ● ●  
DX ● ● ● ●  
GND ● ● ● ●

GND ● ● ● ●  
WR ● ● ● ●  
RD ● ● ● ●  
ECC ● ● ● ●  
A3 ● ● ● ●  
A2 ● ● ● ●  
A1 ● ● ● ●  
A0 ● ● ● ●  
+5V ● ● ● ●  
D0 ● ● ● ●  
D1 ● ● ● ●  
D2 ● ● ● ●  
D3 ● ● ● ●  
D4 ● ● ● ●  
TTT\_Clk ● ● ● ●  
RESET ● ● ● ●  
DS ● ● ● ●  
DE ● ● ● ●  
DD ● ● ● ●  
D7 ● ● ● ●

+5V ● ● ● ●  
-5V ● ● ● ●  
+2V ● ● ● ●  
GND ● ● ● ●  
GND ● ● ● ●

