

# 6522 PARALLEL INTERFACE 79-295

JOHN BELL ENGINEERING'S 6522 PARALLEL INTERFACE FOR THE APPLE II® COMPUTER PLUGS DIRECTLY INTO ANY SLOT 1 THROUGH 7 IN THE APPLE®. THIS CARD INCORPORATES TWO 6522 VERSATILE INTERFACE ADAPTERS. EACH 6522 PROVIDES:

- \* TWO 8 BIT BIDIRECTIONAL I/O PORTS
- \* TWO 16 BIT PROGRAMMABLE TIMER/COUNTERS
- ☆ SERIAL SHIFT REGISTERS
- \* HANDSHAKING

FOUR 16 PIN SOCKETS PROVIDE EASY CONNECTION TO PERIPHERAL DEVICES. (DIP JUMPERS WITH RIBBON CABLES ARE ALSO AVAILABLE FROM JOHN BELL ENGINEERING).

THE 6522 PARALLEL I/O CARD INTERFACES TO THE JBE A-D AND D-A CON-VERTER, SOLID STATE SWITCHES AND EPROM PROGRAMMER.

THE EPROM PROGRAMMER, PARALLEL I/O CARD AND APPLE II® COMPUTER CONSTITUTE A COMPLETE DEVELOPMENT, SYSTEM FOR THE JBE 6502 CONTROL COMPUTER. YOU CAN DEVELOPE YOUR PROGRAMS ON THE APPLE® AND PROGRAM EITHER 2716S OR 2532S FOR USE IN THE CONTROLLER (JBE PART #80-153).

INCLUDED IN THE DOCUMENTATION FOR THE PARALLEL I/O CARD ARE A SCHE-MATIC DIAGRAM, 6522 DATA SHEET, REGISTER AND ADDRESSING DATA, SAMPLE PROGRAM AND STEP BY STEP EXPLAINATION OF CARD USE.

THERE IS A SOLDER JUMPER ON THE BACK OF THE CARD TO PROVIDE 12-V FOR THE EPROM PROGRAMMER AND OTHER PERIPHERAL CARDS. NMI AND IRQ FEED THROUGHS ARE ALSO PROVIDED.

### PARTS LIST

8F - ORA

#### INTEGRATED CIRCUITS U1, U2 6522 74LS05 U3 652L CAPACITORS C1, C2, C3 .1 DISC 16+5 10 PF DISC 11-12 GND C4 COMPUTER 7 11 BUSS RESISTORS 5% & WATT PORT 1 R1.R2 1 K R3,R4 4,7K 29 30 31 32 33 UI SOCKETS 2 40 PIN 4 16 PIN 1 14 PIN 11-12 GND JR 1 79-295 CIRCUIT BOARD PORT 2 REGISTER ADDRESSSING 6522 APPLE II INTERFACE U1 - 6522 JOHN BELL ENGINEERING 00 - ORB, IRB (PORT 2) 79-295 652£ ×01 - ORA, IRA (PORT 1) **NMI** D0 1 02 - DDRB (DATA DIR. PORT 2) 03 - DDRA (DATA DIR. PORT 1) 25 9 A7 16 t 5 04 - T1L-L 12234357388278895312233 11-12 GND 05 - TIC-H वी व्याखी 27 8 13 CC 20 PORT 3 06 - TIL-L 07 - T1L-H 08 - T2L-L, T2C-L PARALLEL 09 - T2C-H 5 FU HTIW 0A - SR 0B - ACR OC - PCR OD - IFR 16+5 11 -12 GND 0E - IER 14 OF - ORA PORT 4 U2 - 6522 80 - ORB, IRB (PORT 4) 81 - ORA, IRA (PORT 3) 82 - DDRB (DATA DIR. PORT 4) 83 - DDRA (DATA DIR. PORT 3) 84 - T1L-L 85 - T1C-H 86 - T1L-L 87 - T1L-H 88 - T2L-L, T2C-L 89 - T2C-H 8A - SR 8B - ACR 8C - PCR 8D - IFR 8E - IER

#### CIRCUIT DESCRIPTION

THIS CIRCUIT USES A PAIR OF 6522 VIAS EACH HAVING TWO PARALLEL PORTS.
THIS GIVES A TOTAL OF FOUR 8 BIT I/O PORTS. THESE PORTS ARE CONNECTED
TO CONNECTORS J1, J2, J3 & J4. THEY ARE LABELED PORT 1, PORT 2, PORT
3 AND PORT 4 (SEE BELOW). THESE CONNECTORS ARE 16 PIN DUAL IN-LINE CONNECTORS THAT CONNECT TO A STANDARD RIBBON CABLE. EACH CONNECTOR HAS 8
DATA LINES, 2 HANDSHAKING LINES, +5 AND GROUND. THE APPLE® BUS DOES
NOT NORMALLY WORK WITH 6522 VIAS BECAUSE OF TIMING ERRORS IN THE BUS.
A 74LS05 WAS ADDED TO SHIFT THE ENABLE TIMING FOR THE 6522. THE 74LS05
ALSO TAKES CARE OF ADDITIONAL ADDRESSING REQUIRED TO KEEP THE 6522S FROM
INTERFERING WITH EACH OTHER.

### I/O PORT CONNECTORS

	PIN #	SIGNAL
J1 ~ PORT 1	1	0 DATA LINE
J2 - PORT 2	2	1 " "
J3 - PORT 3	. 3	2 " "
0) 1001 )	4	3 " "
J4 - PORT 4	5	4 11 11
	6	5 '' ''
	7	6 '' ''
	8	7 '' ''
	9	CA1, CB1
	10	CA2, CB2
	11-12	GND
	16	+ 5

NMI AND IRQ JUMPERS CAN BE INSTALLED.

THE FOLLOWING DISCUSSES HOW TO OPERATE THE CIRCUIT BOARD USING PORT 1 AS AN INPUT PORT AND PORT 2 AS AN OUTPUT PORT. IT MUST FIRST BE DECIDED WHERE TO PUT THE CIRCUIT BOARD. THE APPLE II® HAS 8 SLOTS NUMBERED 0 THROUGH 7. THE PARALLEL INTERFACE CARD WILL ONLY WORK IN SLOTS 1 THROUGH 7. FOR THIS EXAMPLE WE WILL USE SLOT 1 WHICH IS THE SECOND SLOT FROM THE LEFT IN YOUR COMPUTER.

WITH THE COMPUTER OFF, INSERT THE PARALLEL I/O CARD IN SLOT NUMBER 1. BY LOOKING AT THE ADDRESSING DATA CHART YOU CAN SEE THAT IN SLOT 1 THE ADDRESS OF THE BOARD IS CIXX. C1 IS THE BASE HIGH ORDER ADDRESS OF THE CIRCUIT BOARD. DURING THIS DISCUSSION IT IS IMPORTANT THAT YOU INDERSTAND THE OPERATION OF THE APPLE® SYSTEM MONITOR COMMANDS WHICH CAN BE REVEIWED ON PAGE 68 OF THE RED APPLE II REFERENCE MANUAL.

NOW TURN THE COMPUTER ON. HIT RESET, THIS RESETS THE COMPUTER AND THE I/O CARD. WHEN THE I/O CARD IS RESET, ALL OF THE PORTS BECOME INPUT PORTS. IN OUR EXAMPLE WE WANT PORT 1 TO BE AN INPUT PORT AND PORT 2 TO BE AN OUTPUT PORT. WE MUST THEREFORE CHANGE SOME DATA IN THE 16 REGISTERS IN THAT 6522.

IF YOU LOOK AT THE REGISTER ADDRESSING OF U1 ON PAGE 2 OF THE DOCUMENTATION, YOU WILL SEE THE 16 REGISTERS IN THAT 6522. REGISTERS 0 AND 1 ARE INPUT/OUTPUT REGISTERS. REGISTERS 2 AND 3 ARE DIRECTION REGISTERS FOR PORT NUMBER 2 AND 1 RESPECTIVELY. IF YOU TYPE C100.C103 INTO THE COMPUTER, IT WILL LIST OUT THE DATA IN THOSE REGISTERS. BECAUSE THERE IS NOTHING CONNECTED TO THOSE PORTS AND THE COMPUTER WAS JUST RESET, THE INPUT PORTS 0 AND 1 WILL BOTH HAVE FF IN THEIR REGISTERS AND THE DATA DIRECTION PORTS WILL BOTH BE 00 INDICATING INPUT PORTS. WITH NOTHING CONNECTED TO THE INPUT PORTS, THE INPUTS NORMALLY FLOAT TO A LOGIC 1 LEVEL. THIS IS WHY YOU GET THE FF IN THE INPUT PORT ADDRESSES.

TO MAKE PORT 2 AN OUTPUT PORT, WE HAVE TO CHANGE THE DATA IN THE DATA DIRECTION REGSTR WHICH IS REGISTER 2. BY LOADING THE REGISTER WITH THE NUMBER FF WE WILL MAKE ALL 8 LINES OF PORT 2 BE OUTPUTS. THIS OPERATION WOULD NORMALLY BE DONE BY A PROGRAM WRITTEN FOR THIS PURPOSE. FOR PURPOSES OF DEMONSTRATION, WE WILL DO THIS MANUALLY.

THE SYSTEM MONITOR COMMAND TO CHANGE THE DATA IN MEMORY LOCATION IS THE ADDRESS, THEN THE COLON, THEN THE DATA, THEN CARRIAGE RETURN. IN THIS CASE, THE ADDRESS IS C102. YOU SHOULD THEREFORE TYPE C102:FF THEN A CARRIGAE RETURN. NOW LOOK AT THE REGISTERS BY TYPING C100.C103 CARRIAGE RETURN. YOU SHOULD SEE C100-00 FF FF 00 ON THE SCREEN. THIS INDICATES THAT REGISTER 0 HAS 0 IN IT, REGISTER 1 HAS FF IN IT, REGISTER 2 HAS FF IN IT AND REGISTER 3 HAS 0 IN IT. AT J2 WHICH IS THE OUTPUT PORT 2, ALL THE 8 DATA LINES ARE AT THE LOGIC 0 LEVEL. ANY DATA TO COME OUT OF PORT 2 J2 CAN BE LOADED INTO C100 AND IT WILL APPEAR AT PORT 2.

NOW LOAD THE NUMBER 55 INTO THE OUTPUT PORT 2. TO DO THIS YOU TYPE C100: 55 CARRIAGE RETURN. THE REASON FOR USING THE NUMBER 55 IS THAT IF YOU WERE TO CHECK THE DATA BITS AT THE OUTPUT PORT YOU WOULD SEE THAT PIN 1 OF J1 IS LOGIC LEVEL 1 AND PIN 2 IS LOGIC LEVEL 0. PIN 3 IS LOGIC LEVEL 1, PIN 4 IS LOGIC 0, PIN 5 IS LOGIC 1, PIN 6 IS LOGIC 0, PIN 7 IS LOGIC 1 AND PIN 8 IS LOGIC 0. YOU CAN VERIFY THIS BY TYPING C100.C103 CARRIAGE RETURN. ON THE SCREEN YOU SHOULD SEE C100-55 FF FF 00. THESE REGISTERS CAN ALSO BE ACCESSED USING APPLE II INTEGER BASIC. WHEN USING INTEGER BASIC, YOU MUST REMEMBER THAT THIS IS AN 8 BIT COMPUTER INDICATING 256 DIFFERENT COMBINATIONS RANGING FROM 0 TO 255. ANY POKE COMMANDS OUT OF THIS RANGE WILL CAUSE A GREATER THAN 255 ERROR.

THE FOLLOWING IS A LISTING OF THE INTEGER BASIC PROGRAM WHICH OUTPUTS THE NUMBERS 0 THROUGH 255 INCREMENTING ONE A TIME OVER AND OVER AGAIN. THIS PROGRAM OUTPUTS ON PORT 2 WHICH IS CONNECTOR J2:

10 POKE -16126,255 20 FOR X=0 TO 255 30 POKE -16128,X 40 NEXT X 50 GOTO 20 LINE 10 SAYS PORT 2 TO BE AN OUTPUT PORT.
LINE 20 & 40 ARE FOR NEXT LOOP TO KEEP
INCREMENTING THE VALUE OUTPUT TO THE
PORT.

LINE 30 ACTUALLY OUTPUTS THE DATA TO THE PORT. LINE 50 STARTS THE WHOLE PROCESS AGAIN.

## WHAT IS HEXIDECIMAL?

HEXIDECIMAL IS A NUMBERING SYSTEM WITH A BASE OF 16. IT USES THE NUMBERS 0 THROUGH 9 AND THE LETTERS A THROUGH F. THE REASON FOR USING HEXIDECIMAL NUMBERS (HEX NUMBERS) IS TO MAKE IT EASIER TO WRITE ADDRESSES AND DATA IN A MICROCOMPUTER SYSTEM. THE 6502 PROCESSOR HAS 16 ADDRESS LINES AND 8 DATA LINES. IF WE USE BINARY, WHICH IS WHAT THE COMPUTER USES TO COMPUTE WITH, EACH ADDRESS WOULD BE 16 DIGITS LONG AND CONTAIN ONLY ONES AND ZEROS. EACH MEMORY LOCATION WOULD HAVE 8 DIGITS ALL BEING ONES AND ZEROS. ONE HEX DIGIT REPRESENTS 4 BINARY DIGITS.

FOR EXAMPLE, THE HEX DIGIT 8 REPRESENTS 1000 IN BINARY AND THE HEX DIGIT F REPRESENTS THE BINARY NUMBER 1111. CONSEQUENTLY, BY USING THE HEX NUMBERING SYSTEM, WE CAN NOW REPRESENT A 16 BIT ADDRESS WITH ONLY 4 HEX DIGITS. WE CAN ALSO REPRESENT AN 8 BIT MEMORY LOCATION USING ONLY 2 HEX DIGITS. THE JBE I USES THE HEX NUMBERING SYSTEM AND REQUIRES ALL 4 DIGITS FOR START AND END ADDRESSES AND 2 DIGITS FOR THE DATA.

THE FOLLOWING IS DECIMAL TO HEX TO BINARY CONVERSION CHART:

DECIMAL	HEX	BINARY
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
10	Α	1010
11	В	1011
1 2	С	1100
13	D	1101
14	Ε	1110
15	F	1111

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BASIC	-15104 -15105 -15102 -15101 -15099 -15098 -15095 -15095 -15095 -15095 -15091	-14976 -14975 -14974 -14972 -14971 -14967 -14967 -14967 -14967 -14967 -14967 -14967
нех	C500 C501 C502 C503 C504 C505 C508 C508 C500 C500 C500 C500	C588L C588L C5882 C5882 C5884 C5882 C5884 C5884 C5884 C5884 C5884
ı AS I C	-15360 -15359 -15358 -15357 -15356 -15354 -15351 -15351 -15348 -15348 -15348	-15232 -15231 -15230 -15229 -15228 -15224 -15224 -15222 -15224 -15224 -15224 -15224 -15224 -15224 -15219
HEX	C440 C401 C401 C403 C404 C408 C408 C409 C409 C409 C409 C409 C409	CC
BASIC	-15616 -15615 -15614 -15614 -15612 -15610 -15608 -15608 -15608 -15608 -15604 -15604 -15602	-15488 -15487 -15487 -15485 -15484 -15482 -15482 -15481 -15479 -15478 -15477 -15477 -15477
HEX	C300 C301 C302 C303 C304 C304 C305 C306 C308 C308 C308 C308 C308 C308 C308	CC
BASIC	-15872 -15871 -15870 -15869 -15868 -15867 -15867 -15864 -15863 -15863 -15859 -15859	-15744 -15742 -15742 -15740 -15740 -15739 -15737 -15735 -15735 -15731 -15731 -15731
НЕХ	C200 C201 C201 C202 C203 C204 C204 C205 C206 C208 C209 C200 C200 C200 C200 C200 C200	C280 C283 C283 C283 C285 C285 C285 C288 C288 C288 C288 C288
BASIC	-16128 -16127 -16126 -16125 -16125 -16122 -16120 -16119 -16113 -161115 -161115	-16000 -15999 -159998 -159998 -159995 -159993 -159990 -15988 -15988
нех	C100 C101 C102 C103 C104 C105 C106 C106 C108 C100 C100 C100 C100	C180 C181 C182 C183 C183 C184 C188 C188 C188 C188 C188 C188 C188

SLOT 5

SL0T 4

SLOT 3

SLOT 2

SLOT 1

7

SLUT 6

SLOT 7