

Wieder eine tolle Nachricht aus den Niederlanden: Das Projekt Harddisk am Spectrum steht ... und funktioniert. Unser Dank geht an Roelof Koning, der uns die nachfolgenden Informationen zusandte. Leider teilt er mit, daß es keine Serienproduktion geben wird, somit muß also jeder, den dieses Interface interessiert, es sich selber nachbauen (bzw. bauen lassen). Damit es keine Übersetzungsfehler gibt, bringen wir den Artikel im Original (also in englisch). Wir sind aber ganz sicher, daß Roelof bei Nachfragen den Interessierten gerne Auskunft geben wird.

The IDE Harddisk Connector

Looking at the circuitdiagram, you could see that besides 8 datalines, only READ, WRITE, and 2 'select'-lines are used to drive the system. These 'select'-lines comes from the adress decoder's LS688, Pin 19. This means, that this

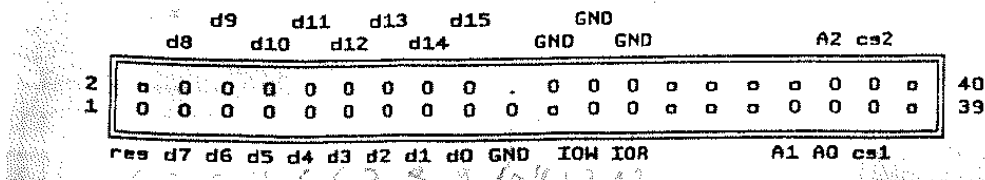
system also could be driven otherwise, if only 4 signal wires for OUT are available. For example a fully wired printerport could do this job (alas, not on the Spectrum)? And maybe it is possible to use even fewer signals.

At last in the way I use this HD-System on Opus now, where the possible maximum speed is not used at all, one could think of returning to the 'PIO' idea. Replacing the 4 small 'datachips' by one PIO or PIA (like 6821?), doing the 8/16 bits conversion under software. So there is also room left for other inventors!

About compability (connectivity) with Plus D I can't tell you much at this moment, but of course this can change in one 'brainwave'.

It's a pity I don't know full details of harddisk references. As I added a R/C filter (470/330) in order to shorten the read-pulse given to HD, this solved some loading errors. So I suppose it had to do with timings. I can't measure these 'high frequencies'.

IDE Harddisk Connector (male)



TASK addresses	COMMANDS (some)	STATUS bits	Error Register bits
240 = datareg.	236 = identify	0 comm error	0 No data addr. mark.
241 = error	18 = track 0	1 index hole	1 Track 0 error
242 = sect cnt	114 = seek trk	2 ECC restored	2 Command aborted
243 = sectornr	33 = read sect	3 waiting/rdy	4 sector ID error
244 = cylnr lo	49 = writ sect	4 seek ready	6 ECC error
245 = cylnr hi	228 = read buf	5 write fault	7 Bad block
246 = drv/head	232 = writ buf	6 drive ready	
247 = command		7 busy	
248 = status		80 & 82 = O.K.	
223 = reset			

Brief description:

Connecting a standard 16 bits IDE Harddisk (as used on PC) to the (8 bits) Spectrum. The main purpose of this Interface is 8/16 bits data conversion, when reading/writing from/to the DATA-register of the Harddisk. Although the other internal HD-registers are only 8 bits wide, these are not treated apart. Writing a 'dummy' byte is needed here to complete 16 bits. When reading, the 'first' byte is valid, and a dummy-read can be skipped when any 'OUT' instruction on the 'registerport' follows. This 'registerport' is an IO portaddress through which access is gained to the many registers of the Harddisk. A register can be selected by OUT

registerport, TASKaddress. Then the 'odd/even' (8/16) counter is reset, and data can be read from or written to this register, using the 'dataport'. Notice that the 'registerport' is OUT only.

On the Spectrum only two free IO addresses have to be found, and the dipswitches on the interface must be set accordingly. On a Spectrum + OPUS-combination the addresses 251 and 191 are O.K.

A special case is 'Reset'. Feeding this 'taskaddress' (223) to the 'registerport', does not reset the Harddisk immediately. A read from the dataport must follow in order to activate this command.

Example in BASIC:

```
20 LET rp=191: LET dp=251
100 OUT rp,BIN 11011111
101 LET a=IN dp
102 OUT rp,BIN 11111111
103 LET a=IN dp: LET a=IN dp: PAUSE 30
```

: REM registerport,dataport
: REM a 'low' on the resetline
: REM make registerport active
: REM all controls 'off'
: REM reset finished now

Harddisk Programming on Spectrum

The following example in BASIC will explain the programming.

```
REM --- read sector 14, head 2, on track 354, to adress 16384

10 LET dp=251
20 LET rp=191
80 LET sc=14
81 LET hd=2+160
82 LET trhi=1
83 LET trlo=96
84 LET adrhi=64
85 LET adrlo=0
200 OUT rp,243
201 OUT dp,sc
202 OUT dp,0
210 OUT rp,244
211 OUT dp,trlo: OUT dp,0
212 OUT dp,0
220 OUT rp,245
221 OUT dp,trhi: OUT dp,0
230 OUT rp,246
231 OUT dp,hd: OUT dp,0
240 OUT rp,242
241 OUT dp,1: OUT dp,0
250 OUT rp,247
251 OUT dp,33: OUT dp,33
260 OUT rp,247
261 IF IN dp >127 THEN GO TO 260
REM Leave the dummy, as any OUT-rp resets the 8/16 counter!
270 OUT rp,240
280 RANDOMIZE USR readblock
290 OUT rp,247: LET status=IN dp: LET dummy=IN dp
291 IF stat=80 OR stat=92 THEN PRINT "O.K.": STOP
292 PRINT "Error: ";stat: STOP
```

: REM 'Data-port'
: REM 'Register-port'
: REM BIN 10100xxx = drive 1, head xxx
: REM 1*256 + 96 = 354
: REM 64*256 + 0 = 16384
: REM point to 'sectornumber'
: REM move byte into register
: REM >> dummy data, not used
: REM point to 'cylindernr.lo' register
: REM move low byte into register + dummy
: REM dummy, just complete 16 bits data
: REM point to 'cylindernr.hi' register
: REM move high byte into register + dummy
: REM point to 'drive/head' register
: REM move byte into register + dummy
: REM point to 'nr. of sectors' register
: REM point to 'cylindernr.hi' register
: REM move high byte into register + dummy
: REM point to 'drive/head' register
: REM move byte into register + dummy
: REM point to 'nr. of sectors' register
: REM signal '1 sector only' + dummy
: REM point to command register
: REM give read sector command + dummy
: REM point to the status register
: REM readStatus + testBusy!
: REM point to the dataregister now!
: REM fetch 512 databytes from HD

At readblock: POKE the machinecode to read 512 bytes from Harddisk.

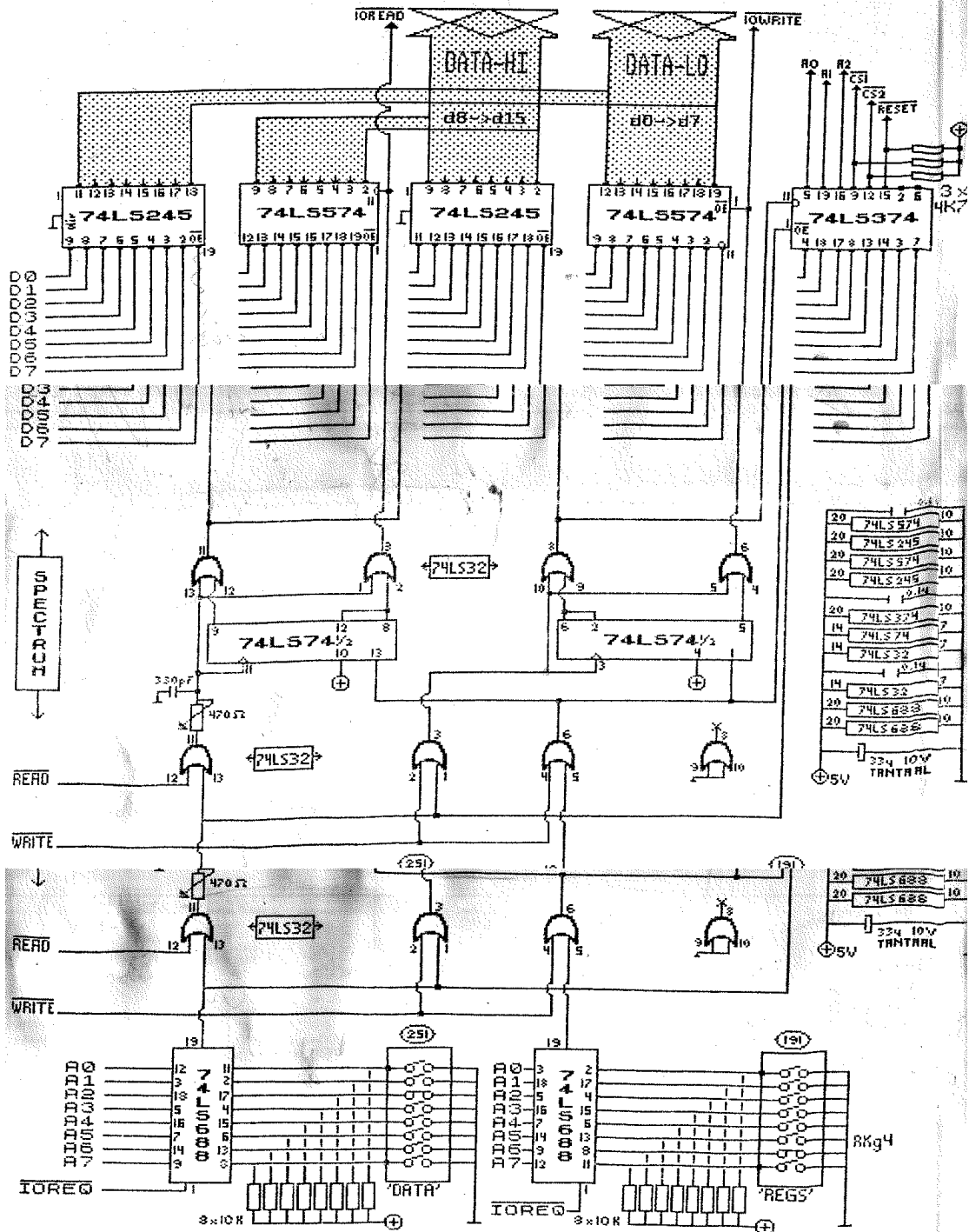
```
243 ; DI
33,adrlo,adrhi ; LD HL,adr. ---- memoryaddress to load to
1,dp,0 ; LD BC,dataport ---- C=port, B=0=256!
237,178 ; INIR ---- move B.bytes to (HL)
237,178 ; INIR ---- B reached 0,=256 again!
251 ; EI
201 ; RET
```

There should be an identical 'writeblock' routine, where both INIR's (237,178) are replaced by OTIR's (237,179).

Note: Inside a 'full' program the testing of statusbits might be done in a more elaborate way.

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CONNECTOR IDE



Dieser Schaltplan wurde von uns nach dem handgezeichneten Original von Roelof Koning nachgezeichnet. Für Übertragungsfehler oder Fehler im Original übernehmen wir keine Haftung!
 This circuit diagram was painted by us under using of the handpainted original from Roelof Koning. For errors by transferring or in the original we will not be liable for.