

altairsim — altairsim machine examples

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Machines that boot. Each directory here is self-contained: a `.toml` that describes the machine, the media it needs lying beside it, and a note saying what you will see. Copy any one of them anywhere and it still runs — a path inside a machine file resolves against **that file**, not against the directory you launched from.

Each directory has its own `README.md` (also distributed as `README.pdf`) saying what the machine is and what to type. Each directory also holds a `<dir>.zip` containing all of its files, so you can download that one file instead of the files one by one. You do not need both. Launch a machine by naming its machine file from inside its directory:

```
cd examples/acr
altairsim mitstapes.toml
```

These machines need the [altairsim](#) simulator.

Disk systems

	What it is
<code>cdos/</code>	CDOS 2.58 , the CP/M 1.4 work-alike of Cromemco, on a Cromemco 16FDC with its own boot PROM, from an 8" mixed-density diskette (<code>cdos.toml</code>). <code>A.</code>
<code>diskbasic/</code>	Altair Disk Extended BASIC 4.1 on an 88-DCDD 8" floppy, loaded by the DBL boot PROM (<code>diskbasic.toml</code>). <code>OK</code>
<code>fdcplus/</code>	CP/M 2.2b on an FDC+ : from a serial drive server (<code>fdcplus-type7.toml</code>) or on the FDC+'s 1.5 MB floppy (<code>fdcplus-type5.toml</code>).
<code>fujinet/</code>	CP/M 2.2b on an 88-DCDD 8" floppy, with a FujiNet WiFi adapter on the second channel of an 88-2SIO : <code>FUJIDIR</code> , <code>FUJIGET</code> , <code>FUJIPUT</code> and <code>WGET</code> reach a TNFS server or a web address (<code>fujinet.toml</code>). Name your serial device first. <code>A></code>
<code>hdsk/</code>	CP/M 2.2 booting off an Altair 88-HDSK "Datakeeper" hard disk — an outboard controller moving whole sectors over an 88-4PIO — loaded by the HDBL PROM. <code>A0></code>
<code>icom/</code>	CP/M 2.2 and iCOM's own FDOS on an iCOM FD3712/FD3812 8" floppy controller: single-density CP/M (<code>cpm22.toml</code>), double-density CP/M (<code>cpm22-3812.toml</code>), FDOS-III (<code>fdos-iii.toml</code>) and FDOS-I (<code>fdos-i.toml</code>). <code>A></code> for CP/M, <code>!</code> for FDOS.
<code>sdsys/</code>	SDOS 1.8B and SD Systems CP/M 2.2 on an SD Systems SBC-200 Z80 single-board computer with a VersaFloppy II (<code>sdos.toml</code> , <code>cpm.toml</code>), the monitor alone (<code>sbc200.toml</code>), and a VDB-8024 video console (<code>sbc200v.toml</code> , <code>sdosv.toml</code>). Press Enter, then <code>C.</code> <code>[A]</code> for SDOS, <code>A></code> for CP/M.
<code>tarbell/</code>	CP/M 2.2 that boots itself off a Tarbell floppy controller and its own 32-byte boot PROM: single density (<code>tarbell.toml</code> , <code>tarbell #1011</code>) and double density, with and without DMA (<code>tarbelldd.toml</code> , <code>tarbelldd-dma.toml</code>).

Tape, storage and I/O boards

	What it is
<code>acr/</code>	Mike Douglas's MITs Tapes CP/M disk and WRTAPE , the utility that writes any of the MITs distribution BASICS back out through an 88-ACR — a bootable audio cassette you can then load on <code>basic4k</code> / <code>basic8k</code> / <code>ps2</code> , or on real hardware.
<code>pb1/</code>	An SSM PB1 2708/2716 EPROM programmer board and the SSM 8080 System Monitor: SSM's own burner programs from the PB1 manual burn a chip, and <code>SAVE</code> writes it out as an Intel HEX file (<code>pb1.toml</code>). <code>.</code>
<code>uio/</code>	Altair 8K BASIC 3.2 from a cassette through one 88-UIO board, which is the console and the cassette interface in one (<code>uio.toml</code>). <code>OK</code>

Graphics and games

	What it is
cadzilla/	The CADzilla graphics board's HD63484 ACRTC: DRAWDEMO shows every drawing command, one screen each, under CP/M.
dazzler/	A Cromemco Dazzler , 64×64 in 16 colors: Li-Chen Wang's Kaleidoscope , a pattern that wanders and recolors forever, DZMBASIC , Microsoft BASIC with DZ0P graphics commands, under CP/M, the Dazzler games with joysticks and sound on a Cromemco D+7A, and Cromemco's GDEMO graphics demonstration.
sol-20/	A Processor Technology Sol-20 with 1977 cassette games: TREK80, ATC, PAC-MAN and RAIDERS, each loading itself from its tape.

Sound

	What it is
d7a/	MUSIC3 , a four-voice player of "The Star Spangled Banner" through a Cromemco D+7A on a Z80 at 4 MHz (music3.toml), and a CP/M machine with M80 and L80 that builds it from source (music3-build.toml). <code>A></code> for the build machine.
newtech/	A Newtech Model 6 Music Board , a 6-bit D/A converter and a speaker: Newtech's own player, MICROPLAY , plays the score from the manual of the board, Scott Joplin's " The Entertainer ".