

Contents

Introduction	i
The series as a whole.....	i-1
Who is this series for?	i-1
How to use this book	i-2
Things to know before reading this book.....	i-2
Abbreviations.....	i-3
Reading and writing bits	i-5
Definitions	i-5
What you will need to use this book	i-6
Installing the source code on your computer	i-7
What is on the disc	i-8
Prerequisite to using this book	i-8
What is not discussed in this book	i-8
Why write about obsolete stuff?	i-8
Final word before we get started.....	i-9
Chapter 1. Input and Output Devices Overview.....	1
The design goal of this book	1-1
The ISA Bus	1-1
Other things to know and consider.....	1-1
Wrap up	1-2
Chapter 2. The Parallel Port	2
The Parallel Port's five modes of operation	2-1
The Parallel Port's base addresses.....	2-2
The Standard Parallel Port registers	2-2
The Enhanced Parallel Port registers.....	2-5
The Extended Capability Port registers	2-6
Getting the size of the FIFO	2-10
Wrap up	2-10
Chapter 3. The Serial Port	3
The RS-232 controller.....	3-1
Controller and type detection	3-7
Wrap up	3-7
Chapter 4. The Serial Mouse	4
Serial mouse detection	4-1
Receiving a packet	4-2
Wrap up	4-2

Chapter 5. The PS/2 Port	5
Hardware access.....	5-2
Read from device	5-4
Write to device.....	5-6
Writing to second channel (Mouse).....	5-8
Port detection and initialization	5-9
Commands written to port 64h.....	5-11
Read/Write configuration byte.....	5-13
Read/Write controller RAM.....	5-13
Enable/Disable channel.....	5-13
Interface test	5-13
Controller self test	5-14
Get/Set current interface	5-14
Read/Write output port	5-14
Second port prefix	5-15
System reset	5-15
Commands written to port 60h.....	5-15
Set mouse scale/resolution.....	5-17
Get current status info	5-17
Set LED state.....	5-17
Diagnostic echo.....	5-18
Get/Set scan code.....	5-18
Get ID byte.....	5-18
Set rate	5-19
Enable.....	5-19
Disable.....	5-19
Reset	5-19
Wrap up	5-19
Chapter 6. The PS/2 Keyboard	6
How a keyboard works.....	6-1
Initialization	6-2
Identification	6-2
Setting the typematic rate and delay	6-3
Getting and setting the current scan code set	6-4
Receiving scan codes.....	6-4
Wrap Up.....	6-5
Chapter 7. The PS/2 Mouse	7
How a mouse works	7-1
Initialization	7-2
Identification	7-3
Setting the resolution.....	7-4
Setting the scale factor	7-4

Setting the sample rate	7-5
Receiving mouse packets	7-5
Wrap Up	7-7
Chapter 8. The Bus Mouse	8
History of the bus mouse	8-3
The bus mouse controller	8-4
Finding the IRQ number	8-5
Register sets	8-6
The InPort bus mouse	8-6
The Standard Bus Mouse Adapter	8-9
Wrap up	8-11
Chapter 9. The Sound Blaster	9
The Sound Blaster's I/O registers	9-1
Resetting and accessing the controller	9-1
Determining the controller's version	9-2
Other tests and IDs	9-6
Mixer registers	9-7
Determining the IRQ and DMA resources	9-8
Setting up the DMA	9-8
Setting up the IRQ	9-11
Sending sound	9-12
Using single-cycle DMA mode	9-12
Using auto-initialize DMA mode	9-13
Wrap up	9-15
Appendix A - Disc Contents	A
Installing the source code on your computer	A-2
Finding the specification files	A-2
Appendix B - Included Utilities/Source Code	B
Obtaining a C/C++ compiler	B-1
Obtaining an assembler	B-1
Bus Mouse -- Detect Bus Mouse - v1.00.00	B-1
MPutImg -- Write Disk Image to Floppy Drive - v0.10.01	B-2
Parallel -- Detect Parallel Port Controllers - v1.00.00	B-3
PS2Key -- Detect PS2 Controller and Keyboard - v1.00.00	B-3
PS2Mouse -- Detect PS2 Controller and Mouse - v1.00.00	B-4
SBlaster -- Detect Sound Blaster - v1.00.00	B-5
Serial -- Detect Serial Port and Serial Mouse - v1.00.00	B-6
Appendix C - Tables and Figures	C

Appendix D - Keyboard Scan Codes	D
Example Scan Code Sequence, Set 1	D-2
Example Scan Code Sequence, Set 2	D-4
Example Scan Code Sequence, Set 3	D-6
Other and special keys	D-7
Fake scan codes	D-7
Appendix E - Notes and Considerations	E
IRQ settings	E-1
Integrated sound cards	E-1
Appendix F - Pin-outs	F
Appendix G - (E)ISA, PnP, and the PCI Bus	G
The PCI bus	G-2
Appendix X - For More Information	X
Where to get the CD-ROM that is available with this book.....	X-1
Where to find more information on this book	X-1
Where to get an erratum if one is needed	X-1
Where to get more examples.....	X-1
Bibliography	Bib